



Walkthrough 2012

(In the order, and with the player chars, I played it)



Character Creation

Fredrick Talimere (lv. 5 cleric) will and must join party right at the start. He'll do well as the cleric throughout the game.

Devlin Arcanus (lv. 5 mage) can be recruited at the Adventurer's Inn in Blood Drop, also from the start.

Simon Templar (lv. 5 fighter) offers to join before party leaves Dagger Wound – he's very useful in the Abandoned Temple, but can be dismissed afterwards.

Almost no PCs are willing to join party before chars are at a level higher or equal to the PC in question – and then what use is this PC for the party, as you're just as good on your own. – With two exceptions: **Cauri Blackthorne** is an excellent Patriarch (Dark Elf) who will join after rescued in Murmurwoods, and **Blazen Stormlance** (lv. 50 Fighter (Champion)) will join after being rescued from Mad Necromancer in Shadowspire. Both these are far superior to party chars at the time they can be recruited.

Hence, reliable Fighter, Cleric, Mage, and Dark Elf are available (or covered) as non-main characters.

(But Glamour ability is a great advantage to have early in game, when money is scarce)

That actually leaves Minotaur and Troll as the most interesting choices (Vampire was tried and tested, but failed to meet my expectations, so never was a serious alternative). Having tried both, I think Troll is the better choice – especially useful in the start of the game.

However, if a Dragon is wanted in the party, one of the four other PCs above must be left out. Could be Blazen (but he's good...); the Cleric and Mage are must-haves, so if Cauri is left out, I'd recommend a Dark Elf as main character.

This walkthrough was played thus, and Ithilgore (Dragon) was recruited at first opportunity.

(Actually party can travel to GG and recruit Dragon already first time in Alvar.)

WARNING: Including a dragon is a serious health threat to all your opponents, and the end of all challenging fights. The game can actually become a little *too easy* if party includes a Dragon

Promotion Quests	
Cleric → Priest of the Sun	Stephen, Murmurwoods
Dark Elf → Patriarch	Blackthorne, Alvar
Dragon → Great Wyrn	Redreaver, Dragon Cave
Knight → Champion	Stormlance, Dragon hunter camp
Minotaur → Minotaur Lord	Tessalar, Balthazar's Lair
Necromancer → Lich	Taleshire, Twilight
Troll → War Troll	Sandwind, Rust
Vampire → Nosferatu	Lathean, Twilight

MAP LEGEND

Yellow: Shops / Skill teachers

Red: Quest related

Lt blue: Fountains, wells,...

White: Other points of interest



Chest



Valuable item



Barrel w. stats boost



Teleporter / source – destination

A: Armory

B: Bank

H: Healer (Temple)

I: Inn (Tavern)

M: Magic shop

P: Potions (Alchemist)

S: Spell books

S: Elements

CS: Self

SA/SE/SF/SW: Air, earth,...

T: Training

W: Weapons

Note: Automap shows some ugly blue blobs on Skill teachers' houses after they have been visited. Have therefore explored each area before visiting any houses, to avoid this on displayed maps...

Skill Teachers

Skill	Expert Teacher	Master Teacher	GM Teacher
Sword	Ravenshore	Dragon hunter camp	Regna
Axe	Dragon hunter camp	Ravenshore	Balthazar Lair, RR
Staff	Ravenshore	Rust	Twilight
Spear	Ravenshore	Alvar	Blood Drop, DW
Dagger	Alvar	Ravenshore	Regna
Bow	Dagger Wound isl.	Ravenshore	Alvar
Mace	Ravenshore	Dragon hunter camp	Rust
Leather	Blood Drop, DW	Balthazar Lair, RR	Rust
Chain	Ravenshore	Alvar	Regna
Plate	Dagger Wound isl.	Ravenshore	Dragon hunter camp
Shield	Alvar	Twilight	Dragon hunter camp
Disarm trap	Dagger Wound isl.	Alvar	Regna
Perception	Alvar	Twilight	Balthazar Lair, RR
Merchant	Dagger Wound isl.	Alvar	Ravenshore
Learning	Temple of Sun, MW	Twilight	Dragon hunter camp
Meditation	Ravenshore	Alvar	Twilight
Body Building	Dagger Wound isl.	Dragon hunter camp	Rust
ID Item	Alvar	Dagger Wound isl.	Twilight
Repair item	Ravenshore	Dragon hunter camp	Murmurwoods
ID Monster	Dragon hunter camp	Murmurwoods	Ravenshore
Armsmaster	Dragon hunter camp	Dagger Wound isl.	Regna
Alchemy	Alvar	Murmurwoods	Dagger Wound isl.
Regeneration	Rust	Murmurwoods	Blood Drop, DW
Fire magic	Ravenshore	Alvar	Plane of Fire
Air magic	Blood Drop, DW	Balthazar Lair, RR	Plane of Air
Water magic	Ravenshore	Rust	Plane of Water
Earth magic	Blood Drop, DW	Alvar	Plane of Earth
Spirit magic	Ravenshore	Dragon hunter camp	Murmurwoods
Mind magic	Alvar	Balthazar Lair, RR	Murmurwoods
Body magic	Dagger Wound isl.	Dragon hunter camp	Murmurwoods
Light magic	Ravenshore	Murmurwoods	Regna
Dark magic	Alvar	Twilight	Regna
Vampire	Twilight	Twilight	Twilight
Elf	Alvar	Ravenshore	Alvar
Dragon	Dragon Cave, GG	Dragon Cave, GG	Dragon Cave, GG

Basic Skill acquirement

(Early in the game – as skills don't show if char already has skill)
Also level of spells for sale at guild

Skill / Loc.	BD	DWi	RS	Alv.	Rust	Twl.	GG	BL	RR	MW	Rgn	Where
Sword	X											
Axe	X											
Staff	X		X									
Spear												
Dagger			X									
Bow	X											
Mace	X											
Leather	X		X									
Chain			X									
Plate												
Shield	X											
Disarm trap	X											Inn
Perception	X											Inn
Merchant	X		X									Temple
Learning	X		X									S-elem
Meditation			X					X				Self Guild
Body Building	X		X									Train
ID Item	X		X									Mag.
Repair item	X		X									Mag.
ID Monster												
Armsmaster	X		X									Train
Alchemy	X											Alch.
Regeneration						X						Temple
Fire magic	B		E	M								
Air magic	B		E	G								
Water magic	B		E	G								
Earth magic	B		E	M								
Spirit magic			G	B				E				
Mind magic			G	B				E				
Body magic			G	B				E				
Light magic										G		
Dark magic						G						
Vampire						X						
Elf				X								
Dragon							X					

Character Development

Haldir, Dark Elf Patriarch					Main Char						
Time in Game	Start, Blood Drop*	A. Hunter, RS.	Ogre Fort cleared	Wasp nest cleared	Cyclops Larder OK	Necromancers guild	Alliance OK	Regna completed	Plane of Fire OK	All Hearts found	D.o. incl spell effect
Level	1	10	17	25	32	38	45	52	63	73	
Might	16	32	47	85	90	100	105	150	136	135	310
Int.	17	19	28	82		87	91	100	111	114	289
Pers.	9			61		71		72	73	72	247
Endurance	12	27	33	70	75	85		98	109	108	283
Accuracy	28	37	39	110		122		123	176	175	350
Speed	14	66				76		86	105	104	279
Luck	17	19	23	65	115	136		97	98	97	272
HP	25	70	94	133	193	225	245	274	323	390	
SP	26	38	56	84	186	236	262	305	376	451	
AC	2	63	69	95	105	130	133	130	137	138	176
Melee	+6	+16	+17	+29	+28	+31	+30	+32	+41	+93	
Damage	4-10	15-24	17-26	26-32	25-31	45-51	26-32	30-36	29-35	74-80	
Shoot	+6	+11	+13	+18	+24	+28	+26	+28	+41	+95	
Damage	5-10	5-10	7-12	7-12	12-17	12-17		22-27	28-33	30-35	
Res. Fire	5				85	65		66	67	66	231
Res. Air	5	10	13	7	47	57		58	59	58	223
Res. Water	5		9		49	55		56	57	56	221
Res. Earth	5				45	55		56	57	56	221
Res. Mind	0			6	6	24		25	28	27	192
Res. Body	0	8		20		54	46	47	36	35	200

Skills: (skill level at end)

Weapon: Bow GM15, Sword E7

Armor: Leather B1, Chain GM11, Shield E5

Magic: Fire M11, Air M8, Water M7, Earth M8, Dark Elf GM14

Misc: Armsmaster E6, ID item E4, Learning E7, Disarm GM10, Meditation E7, Merchant GM10
Perception E4, Repair E6

- (After drinking from some of the stats-boosting barrels)

In later part of game, ca. from level 35, stats are influenced by Day of the Gods / Day of Protection / Hour of Power

Character Development

Fredrick Talimere, Cleric of the Sun					Recruited in Blood Drop						
Time in Game	Start, Blood Drop	A. Hunter, RS.	Ogre Fort cleared	Wasp nest cleared	Cyclops Larder OK	Necromancers guild	Alliance OK	Regna completed	Plane of Fire OK	All Hearts found	D.o. incl spell effect
Level	5	11	18	25	32	39	46	52	63	74	
Might	13	24	23	26	81	77		92	95	95	270
Int.	12			19	69	68		77	78	78	253
Pers.	20	30	40	89	91	104	106	131	172	197	372
Endurance	13	24	23	36	51	35	37	102	103	103	278
Accuracy	11	23	25	44	38	94		150	101	101	276
Speed	14	18	20	23	40	29	31	91	92	92	267
Luck	10	20	29	34		41		66	117	117	292
HP	40	62	76	105	162	185	197	226	263	317	
SP	42	90	117	150	268	327	407	456	532	622	
AC	23	56	71	94	104	116	123	129	130	152	190
Melee	+9	+11	+15	+20	+21	+31	+29	+32		+77	
Damage	2-8	13-21	16-24	21-29	26-34	50-58	31-39		33-39	78-84	
Shoot	+6	+8	+13	+18	+16	+31	+29	+32	+24	+69	
Damage	N/A	7-11	9-13	9-13		15-20			12-17	12-17	
Res. Fire	0	2		11	19	42	52	51	62	52	217
Res. Air	0		14			22	32	31	32	32	197
Res. Water	0			10		13	14	13	14	14	179
Res. Earth	0		7	10	21	20	32	31	32	32	197
Res. Mind	0	4	8	3		14	24	23	12	12	177
Res. Body	0			3		19	29	28	29	22	187

Skills: (skill level at end)

Weapon: Bow B6, Mace M7, Staff B1

Armor: Leather B1, Chain E6, Shield M9

Magic: Spirit GM11, Mind GM10, Body GM13, Light GM22

Misc: Armsmaster B2, Alchemy B2, Learning E7, Body Bldg B3, Meditation M9, Merchant B3
Perception B2, Repair B1

In later part of game, ca. from level 35, stats are influenced by Day of the Gods / Day of Protection / Hour of Power

Character Development

Devlin Arcanus, Necromancer Lich					Recruited at Adv. Inn Blood Drop Dismissed when Vetrinus joined						
Time in Game	Start, Blood Drop	A. Hunter, RS.	Ogre Fort cleared	Wasp nest cleared	Cyclops Larder OK	Necromancers guild	Alliance OK	Regna completed	Plane of Fire OK	All Hearts found	D.o. incl spell effect
Level	5	11	18	25	32	39	46	53			
Might	9	11	17	18	19	20	30	79			
Int.	20	24	26	95	106	109	111	112			
Pers.	11	13		14	19	20		19			
Endurance	11	15	19	70	71	87	91	90			
Accuracy	15			16	21	22	24	23			
Speed	16	22	30	42	53	50		44			
Luck	15	21	73	79	92	93		94			
HP	28	51	80	111	114	196	222	242			
SP	52	81	120	161	229	403	443	477			
AC	7	40	54	80		119	117	114			
Melee	+5	+9	+9	+18	+17	+23	+18	+19			
Damage	1-6	5-11	8-14	15-21	11-17	34-40	14-20	18-24			
Shoot	+1	+3	+8	+17	+13	+18	+13				
Damage	N/A	5-10	9-14	9-13							
Res. Fire	0			1	12	23		34			
Res. Air	0	3	0	1	16	23		22			
Res. Water	0	10		11	2	23		22			
Res. Earth	0	4		1	2	23		22			
Res. Mind	0		12	21	16	Imm					
Res. Body	0		6	7	8	Imm					

Skills: (skill level at end)

Weapon: Bow B4, Staff M9, Dagger B2

Armor: Leather E4

Magic: Fire M10, Air M10, Water M10, Earth M10, Dark GM10

Misc: ID item B1, Learning E7, ID Monster B2, Meditation M8, Merchant B2

Perception B2, Regeneration E5

In later part of game, ca. from level 35, stats are influenced by Day of the Gods / Day of Protection / Hour of Power

Character Development

Arius, Minotaur Lord					Recruited in Ravenshore, Dismissed when Blazen joined						
Time in Game			Ravenshore	Wasp nest cleared	Cyclops Larder OK	Necromancers guild	Alliance OK	Regna completed	Plane of Fire OK	All Hearts found	D.o. incl spell effect
Level			9	16	25						
Might			32		38						
Int.			18		69						
Pers.			18	22	73						
Endurance			14	24	34						
Accuracy			22	34							
Speed			12	17	13						
Luck			20	28	29						
HP			71	139	230						
SP			17	33	77						
AC			24	81	76						
Melee			+13	+19	+26						
Damage			14-32	17-35	30-48						
Shoot			+13	+19	+17						
Damage			9-13	9-13							
Res. Fire			1		12						
Res. Air			9	25	26						
Res. Water			1	11	12						
Res. Earth			1		2						
Res. Mind			6		7						
Res. Body			6		7						

Skills: (skill level at end)

Weapon: Bow E6, Axe M8

Armor: Chain B1, Plate M7

Magic: Spirit E4, Mind E4, Body E7

Misc: Armsmaster B5, Learning B3, Body bldg. B2, Merchant B1, Perception B3, Disarm B1

In later part of game, ca. from level 35, stats are influenced by Day of the Gods / Day of Protection / Hour of Power

Character Development

Ithilgore, Dragon Great Wyrn					Recruited in Dragon Cave, GG						
Time in Game				Recruited	Cyclops Larder OK	Necromancers guild	Alliance OK	Regna completed	Plane of Fire OK	All Hearts found	D.o. incl spell effect
Level				5	17	28	37	46	60	72	
Might				30	46	89			80	80	255
Int.				17		67				67	242
Pers.				9	67					67	242
Endurance				21	23	29		31	93	93	268
Accuracy				13	17	69	71	75		77	252
Speed				11	15	67		69		69	244
Luck				7	59	61				61	236
HP				150	280	450	500	600	830	1080	
SP				95	155	285	720	810	950	1170	
AC				29	63	94	116	135	191	230	
Melee				0	+2	+11	+9	+10	+10	+55	
Damage				15-60	19-100	21-120	24-150	26-170	32-230	36-270	
Shoot				N/A							
Damage				N/A							
Res. Fire				5	15	25	31			31	196
Res. Air				5	7	17				31	196
Res. Water				5		25				15	180
Res. Earth				5		27				27	192
Res. Mind				5		15				15	180
Res. Body				5		23			15	15	180

Skills: (skill level at end)

Magic: [Dragon Ability](#) GM26

Misc: [Alchemy](#) B2, [ID item](#) GM10, [Learning](#) GM11, [Body bldg](#) E7, [Meditation](#) M8, [Merchant](#) B3
[Perception](#) GM10, [ID Monster](#) B1, [Regeneration](#) E9

In later part of game, ca. from level 35, stats are influenced by Day of the Gods / Day of Protection / Hour of Power

Character Development

Blazen Stormlance, Fighter Champion					Recruited after rescued from Mad Necromancer, Shadowspire						
Time in Game					Recruited	Necromancers guild	Alliance OK	Regna completed	Plane of Fire OK	All Hearts found	D.o. incl spell effect
Level					50	52	55	62	70	79	
Might					55	136	144	123	131	131	284
Int.					13	63			73	73	279
Pers.					15		17	67	77	77	285
Endurance					30	40	42		94	134	288
Accuracy					21	92			207	199	374
Speed					27	29	94	96	91	91	266
Luck					11	61	23	65	75	77	252
HP					547	621	645	685	911	1047	
SP					N/A						
AC					169	174	167	139*	147	160	198
Melee					+52	+58		+90*	+102	+151	
Damage					54-62	77-85	60-68	82-99	90-114	139-163	
Shoot					+21	+24	+23	+24	+40	+83	
Damage					9-13	9-13			15-20	15-20	
Res. Fire					0	37	41			41	206
Res. Air					0	36		50		63	228
Res. Water					0	27	44		20	20	185
Res. Earth					0	22	32			32	197
Res. Mind					0	20				20	185
Res. Body					0	20	30			30	195

Skills: (skill level at end)

Weapon: [Bow](#) E10, [Sword](#) GM16, [Spear](#) GM15, [Mace](#) E4

Armor: [Chain](#) E4, [Plate](#) GM11, [Shield](#) GM13

Misc: [Armsmaster](#) GM17, [Body bldg.](#) M9, [Disarm](#) B2, [Merchant](#) E4, [Perception](#) E5, [Repair](#) GM10

- (Replaced sword+shield with sword+spear)

In later part of game, ca. from level 35, stats are influenced by Day of the Gods / Day of Protection / Hour of Power

Character Development

Vetrinus Taleshire, Lich					Recruited in Twilight when party was experienced enough						
Time in Game	Start, Blood Drop	A. Hunter, RS.	Ogre Fort cleared	Wasp nest cleared	Cyclops Larder OK	Necromancers guild	Alliance OK	Twilight when joined	Plane of Fire OK	All Hearts found	D.o. incl spell effect
Level								50	62	74	
Might								69	74	75	250
Int.								103	121	124	299
Pers.								64		63	238
Endurance								35	65	66	241
Accuracy								74		73	248
Speed								86		85	260
Luck								84	69	68	243
HP								223	254	310	
SP								601	686	854	
AC								107	143	150	188
Melee								+23	+26	+71	
Damage								17-23	19-25	65-71	
Shoot								+18	+19	+67	
Damage								9-13		12-16	
Res. Fire								1	48	47	212
Res. Air								12	37	36	201
Res. Water								1	21	20	185
Res. Earth								1	36	20	185
Res. Mind								Imm			
Res. Body								Imm			

Skills: (skill level at end)

Weapon: Bow B5, Staff M9, Dagger E4

Armor: Leather E5

Magic: Fire GM13, Air GM10, Water GM15, Earth GM11, Dark GM17

Misc: ID item E4, Learning GM10, ID Monster M8, Meditation GM13, Merchant E4

Perception B3, Regeneration E9, Alchemy M8, Disarm trap B2

In later part of game, ca. from level 35, stats are influenced by Day of the Gods / Day of Protection / Hour of Power



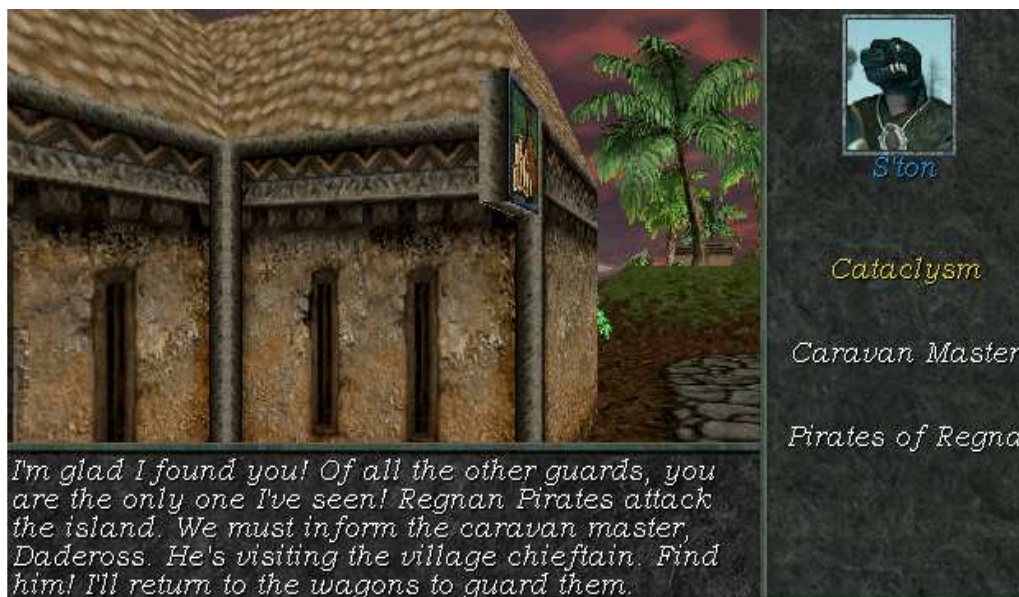
1. Random meet: **S'ton** (q1)
2. Yarrow, **GM Spear**
Long Tail, (Party) Buy Tobersk Fruit
(Party) Sell Tobersk Brandy
3. Thadin, **Expert Leather**
4. Reshie, **Expert Air Magic**
5. **Adventurer's Inn** (recruit PC's)
6. **Tisk** (q5)
7. **Rohtnax** (q6)
8. **Talimere** (q3 and PC)
9. Ush, **GM Regeneration**
10. **Hiss** (q7)
11. **Clan Leader's Hall**
Dadeross (q1-2)
Brekish Onefang (q3)
12. **Aislen** (q4)
13. Wagons (crates w. fruit, brandy++)
14. Grivic, **Expert Earth Magic**
15. Stepping here spawns pirates
16. Well, +15 Int. temp
17. Well, "you found 1000 gold"
18. Well, +2 Luck perm (req. low luck)

Town Fountain restores health.

**Must drink from fountain before
Town Portal works!**

Game starts in northern part of Blood Drop. Blood Drop itself is reasonable safe, but area SW of town is crowded with bandits, which are respawned every time we go there. Problematic in the start, but nice for building up experience a little later.

Going north and east we quickly meet S'ton, which gets the game started...



Training max level 5

S'ton:

I'm glad I found you! Of all of the other guards, you are the only one I've seen! Regnan Pirates attack the island. We must inform the caravan master, Dadeross. He's visiting the village chieftain. Find him! I'll return to the wagons to guard them. (quest 1)

Cataclysm:

My fellow journeyman, we face grave times. Hopefully our Master will find a way for us to leave this troubled region and return safely to Alvar. I would not wish to end my life here, even though it is the place of my birth.

Pirates of Regna: The Regnan Pirates are a threat to the economy and free travel in Jadame. Very few boats ply the sea, for fear of being sunk ... or worse! When in Ravenshore, I did hear rumors of a small band of smugglers who have been working beneath the notice of the pirates. I wonder how they do that!

Now explored the town. Use most / all of gold before visiting well #17, and be rewarded. As the well at #18 will boost luck only if low, just as well to reduce luck to minimum at character creation and build it up here.

At wagons #13 get items for sale, but note that it's a long journey before most of it can be sold, so consider whether it's worth dragging around...

Visited Adventurers Guild and recruited the magician. Then went to the town hall (#11)

Dadeross (11):

Greetings Journeyman! I have been speaking with [Brekish Onefang](#) about the predicament that we find ourselves in. The Clan Leader may know of a way to get off these islands and return to Ravensshore.

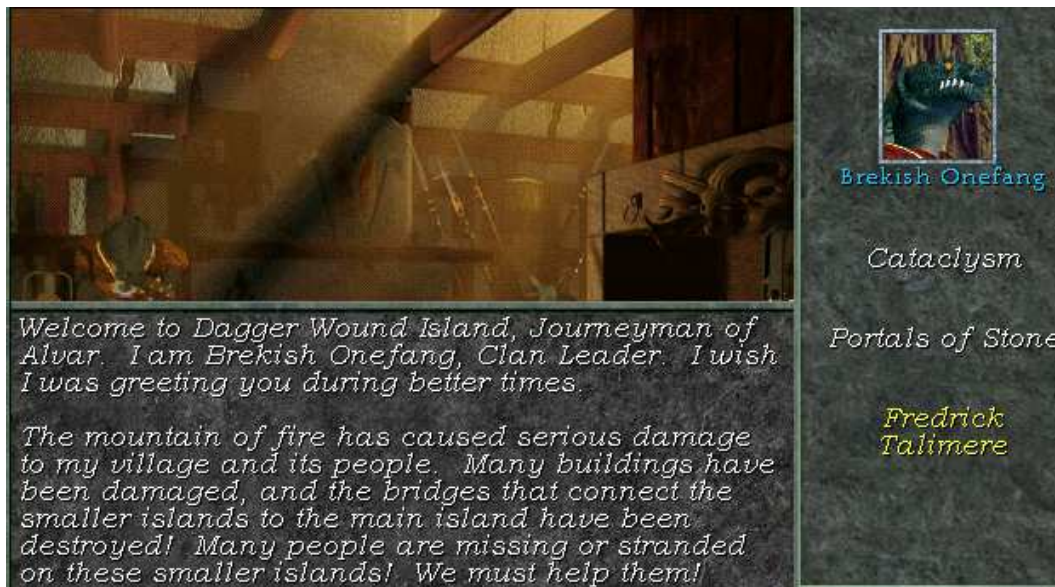
[Pirates](#): The pirates from the dread island of Regna are using the cataclysm and the confusion created by it to aid them in overrunning the islands. If they conquer Dagger Wound, they can use it as an outpost for direct raids on Ravensshore! [The Merchant Council](#) in Alvar must be notified! You must find a way to the boats and tell them!

[Caravan](#): It will take several boats to ferry the entire caravan back to Ravensshore, or many trips by one boat. This cannot be done until the waters around the Dagger Wound islands are free from Regnan Pirates. It is best that you return to Alvar and tell the Council of the Regnan attack. They will send help to rescue us!

You must [find a way off these islands](#). Someone must take news of what has happened here to our masters, the Merchants of Alvar!

They must know of the cataclysm and the Regnan raid!

I've written a letter to the Merchants of Alvar representative in Ravensshore, [Elgar Fellmoon](#). In it I explain our situation here. If anyone can advise us on what to do here, it is Fellmoon. Take this to him now. [\(quest 2\)](#)



Brekish Onefang (11):

[Cataclysm](#): In the middle of the night the ground shook! Flaming rocks dropped from the sky! Many of my people were hurt or killed! Great damage was done to the village. The bridges that allowed travel between the smaller islands and the main island were destroyed. We found ourselves stuck on the main island, unable to reach those on the smaller islands, who may be injured. Many family members and friends are missing. We cannot reach the islands with the boat docks, and thus we are unable to send to Ravensshore for help. I do not even know if any boats survived!

[Portals of Stone](#): In long time past, my people used the Portals of Stone to travel quickly from island to island, but we have lost the knowledge of their operation. Only the pair connecting the village to the southwestern fields still functions. Now that the bridges are gone, we're trapped on the island!

Take this crystal to Fredrick Talimere. I know that it has something to do with the portals of stone. Perhaps he can tell you how it functions. [\(quest 3\)](#)

[Fredrick Talimere](#): A cleric, by the name of F.T., has been living with us for the last few years. He has been studying the Portals of Stone and the outer ruins of the Abandoned Temple. Maybe he has the knowledge to get the Portals working again! Find him and see if he will help!

Now went exploring Blood Drop, and talked to people in the huts



Pascella Tisk (6):

There is one Prophecy, the **Prophecy of the Snake**, that I have been unable to find a copy of. I think it may be most revealing about the future of Jadame.

Fredrick Talimere, the Cleric, has told me of the snake ruins, and of the Abandoned Temple. He is in agreement with me, that there may be a copy of this prophecy somewhere in the temple. Could you find it for me? (quest 5)

Rohtnax (7):

My brother, **Isthric the Tongue**, went to check on the tobersk plants on one of the lesser islands. He has not returned! I am afraid that he is one of those stranded by the cataclysm. He may even be hurt! If you were to fix the Portals of Stone, he would surely be able to return, and we could get help to those who need it! Find him for me! (quest 6)

Fredrick Talimere (8):

Ah yes ... "the portals". I have been studying them and the lost culture that built them for years.

They were built by the civilization that had its day long before the Lizardmen came to inhabit these islands. They were a means of instantaneous travel between the islands. Sadly, the power stones needed to operate them are in short supply.

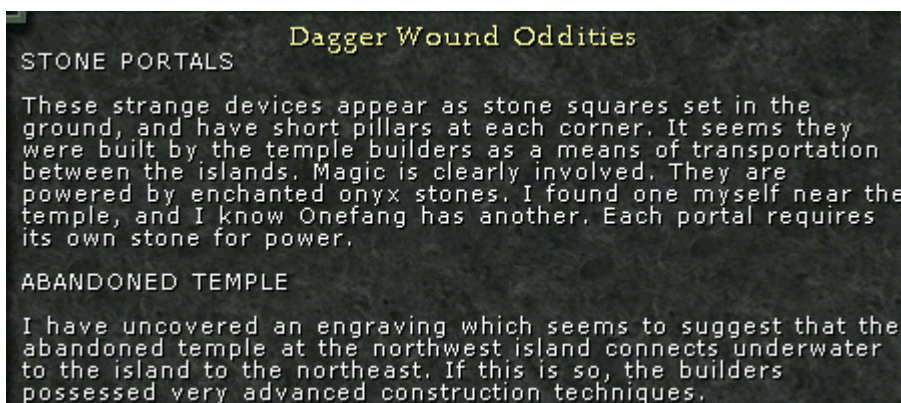
Power Stone: So Clanleader Onefang gave you that power stone he was holding onto! It will power the portal on the southwestern tip of the island. To use it, hold an image of the stone in your mind as you step onto the portal..

Abandoned Temple: The ruins of a temple built by the lost civilization lies on the island just northwest of the main island. I have not explored it however, for dangerous reptiles have made it their lair. I do suspect that the temple leads to an underwater tunnel which surfaces near the boat docks on the northwest island.

With the bridges out, that tunnel may be the only way to reach the docks and a boat to safety!



After recruiting Fredrick, went to Adventurer's Guild and recruited **Devlin Arcanus**. Fredrick had this scroll in his possession:



Hiss (10):

I believe I may know how to stop the destructive force on the mountain of fire! I have found an ancient spell that should give me the power to send the mountain of fire back into the sea! To complete the spell I need an ancient relic called the Idol of the Snake. With this item of power I should be able to complete the spell. (quest 7)

Aislen (12):

Yellow Fever is a very crippling disease that pops up every few years. Usually we arrange for medicine from the mainland, but now that the bridges are destroyed, no one can make it to the docks!

Here, take these **scrolls of Cure Disease**. Maybe we can at least prevent an epidemic! The six huts on the outer islands are infected. If the teleporters between the islands are repaired, you can take these scrolls to the huts. Unfortunately you will have to find three more scrolls in your travels. (quest 4)

Then started to explore the island, fighting pirates en route...

Thistle (3):

Perhaps you can bring me the basic ingredients for a Potion of Pure Speed? With them I can make this incredible potion and finish my studies in alchemy! I will reward you well for your assistance!

Black Potions are made of a complex blending of many of the three basic alchemical reagents.

Red reagents include *Widowsweep Berries*, *Wolf's Eye*, and *Phials of Gog Blood*.

Some blue reagents are *Phoenix Feather*, *Phima Root*, *Meteor Fragment* and *Will O'Wisps Heart*.

And some yellow reagents are *Datura*, *Dragon Turtle Fang*, *Poppy Pods* and *Thornbark*. (quest 8)

Already had necessary ingredients, so got the potion immediately.

Languid (4):

I hear that **Yellow Fever** is once again spreading through the people. Usually the water supply here on the main island is the primary source of the disease. We used to get an **Anointed Herb Potion** from the mainland when the disease popped up. Without access to the dock however, we cannot get this needed cure. If you find a way to the mainland, perhaps the smugglers of Ravenshore have the cure. If you can procure the Anointed Potion, return to me with it! (quest 9)

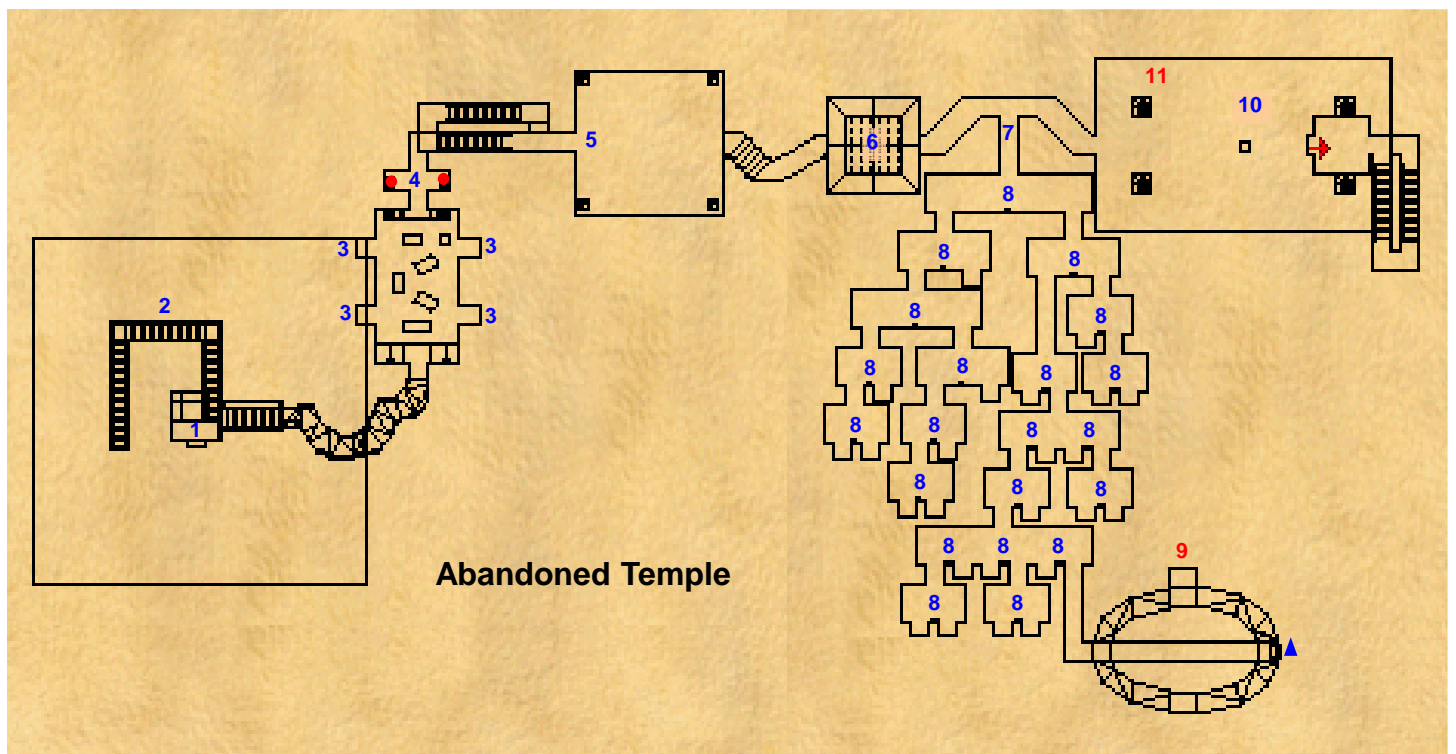
Chests at southern tip of main island, and the four chests on western island contain more potions of Cure Disease in addition to gold and some good items. Could therefore deliver the potions to the huts as marked on legend, and return to Blood Drop to gain gold and XP for completed quest 4.

Game of Accuracy near Abandoned Temple is reset every reset time, so could gain the benefit of this one (which is pretty easy) several times. (Was Game of Might the next time.)

After exploring isles and checking out the solved quests, party felt ready for Abandoned Temple.



Stepping into the unknown – down into first room of the temple where lots of Couatl are waiting



Abandoned Temple

1. Entrance
Simon Templar, lv. 5 Knight offers to join.
Accepted (without him the Temple would have been very difficult)
2. Stairs down, Couatls wait at end of stairs
3. When stepping on floor, four doors open releasing Couatls. Behind doors four buttons. Can only be pressed in correct order (random?, here: NW, NE, SW, SE)
Opens room exit to north
4. Secret doors on each side to chests.
Left one contains **Prophecy of the Snake** (q5)
5. Room contains many (hidden) trap doors – fall down to room below with many Couatls. Third or fourth time back up, a red path showed safe way across room. (Forget about the chests...or telekinesis later in game)
6. Upon entry, floor starts moving and opens to spike trap below. Two buttons on each wall must be pressed to open door to east. Stay close to the walls.
7. Horde of Couatls and Serpentmen behind door – tough...
8. Two buttons, acts as switches opening and closing left / right door. One – four serpentmen behind each door.
9. **Prophecies of the Sun** (quest item for later) behind secret door (valuable diamond to east)
10. Room is trapped, probably released by stepping on the red squares. Step on square by (10) to open secret cache (11)
11. Secret cache containing **Idol of Snake** (q7)

Serpentmen wait in the exit-room (when I thought I had done it...)

Couatl, Young Couatl, Winged Serpent
(Fire bolt, lightning, poison)
Serpentman, Serpentman Warrior, Serpentman Elder (poison)

Difficulty: Couatl Easy–Normal, Serpentmen sometimes hard
Lv 5



Pillars in room by #3



Spike trap #6



Serpentman area #8



After completing temple used teleporter back to Blood Drop to equip / trade and collect quest award.

Hiss:

Thank you for returning with the Idol. Upon further study I discovered that the entire spell was useless. Still, this is not your fault and you deserve some reward for returning to me! (quest 7) (2500 g)

Next took first available boat to Ravenshore



Ravenshore City

Coach:

Alvar Mo, Sa
Shadowspire Th
Garotte Gorge Su
Arena Su

Boat (several):

Dagger Wound Isl Tu, Th
Ravage Roaming Mo, Fr

Walk:

S: Shadowspire 10 d
E: Shadowspire 5 d

Reagents and lumps of ore near Temple
Trash heaps containing weapons north of river.



Training: Max level 15
Town Fountain: Restore SP

1. Guild of Bounty Hunters; get Bounty quests
2. Adventurer's Inn (recruit PCs)
3. Neblick;
(Party) Buy Forged Credit Vouchers (6500)
(Party) Sell Silver Dust of Sea
4. Botham, [Master Plate](#) (3000)
5. [Lathius](#), [q10](#)
6. Karrand
7. Alton Putnam, [Expert Meditation](#) (500)
8. Taren Temper, [Expert Fire Magic](#) (1000)
9. Understone
10. Lanshee Caverhill, [Master Dark Elf](#) (4000)
11. Ethan Hillsman (Pirate Raids)
12. Maylander
13. [Tonk Blueswan](#), [q11](#)
14. Raven Quicktongue, [GM Merchant](#) (8000)
15. Thomas Laraselle (Stranger, Smugglers)
16. Hawthorne, [Expert Spirit Magic](#) (1000)
17. Blacken Stonecleaver,
[GM ID Monster](#) (6000)
18. Escatlon's Crystal
19. Reaver; (Party) Sell Naga Hides
20. Karlin Ivers
(Empire of the Endless Ocean / Pirates)
21. Jobber, [Master Dagger](#) (5000)
22. Matric Townsaver, [Expert Spear](#) (2000)
23. Lisha Sourbrow, [Expert Mace](#) (2000)
24. Poundlin Deerhunter (Vault of Time)
25. [Merchant House of Alvar](#) ([q2](#)), [q12](#)
26. Hostel (later in game: [Xanthor](#))
27. Memoria
28. Brigham Kinney
29. Aerie Luodrin, [Expert Sword](#) (2000)
30. Arius (later recruited)
31. Hostel
(later in game: [Catherine & Roland Ironfist](#))
32. [Vault of Time](#)
33. Holden
(Regnans, Ore Traders (Alvar, Shadowsp.))
34. Treblid; (Party) Buy Tobersk Pulp (300)
35. (Party) Sell Tobersk Fruit (255)
36. Elsie Apple (Destroyer)
37. Aznog Black (Destroyer)
38. Jillian Applebee (Cheese: If you're looking for cheese, I daresay you will find it in the Churches of Eep)
39. Tobren Forgewright, [Expert Chain](#) (1000)
40. Puddle Thain, [Expert Staff](#) (2000)
41. Ulbrecht Pederton,
[Expert Water Magic](#) (1000)
42. Samuel Jack (Wandering Mage)
43. Wilburt (Anointed Herb Potion)
44. Oberic Nosewort, [Master Bow](#) (5000)
45. Archibald Dawnsglow,
[Expert Light Magic](#) (1000)
46. Evandar Lotts, [Expert Repair Item](#) (500)
47. Dotes
(Pirate raids, Empire of the Endless Ocean)
48. [Maddigan the Trader](#), [q13](#)
(Pays 250 g for wolf pelts)
49. Dervish Chevron (the Crystal)
50. Jasp Hunter, [Master Axe](#) (5000)
51. Well; +25 Mgt temp.
Challenge of Int. (failed)
Well; poison

First explored Ravenshore, found some items which could be sold, did necessary training (party was long past level 5 which was max in Blood Drop, and bought as much weapons, armor and spells that we could afford. Then went to Merchant House of Alvar.

Elgar Fellmoon (24):

Welcome to the Ravenshore guildhouse of the Merchants of Alvar. I am Elgar Fellmoon. How may I help you?

(Letter)

What is this? A letter from caravan master, Dadeross? Let's see ... hmmm ...

Well, it seems that serious events are afoot. It is a pity – what has happened on Dagger Wound. Serious action may need be taken, but I require more information ...

... and I think I know how to get it! Perhaps you would be interested in helping me? I will compensate you, of course.

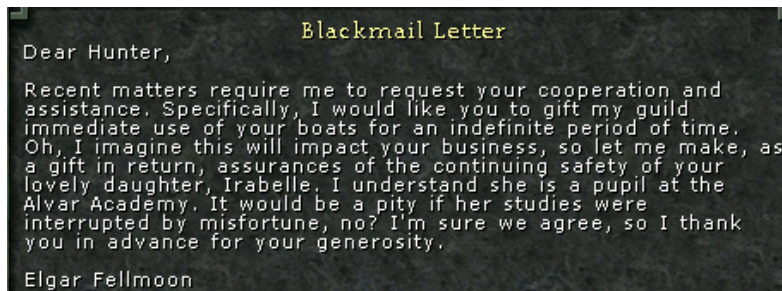
And, here. Take this as payment for delivering Dadeross' letter. (q2)



The local smugglers have the fastest boats in Ravenshore. If these were available to my agents, they could make quick scouting missions up and down the coast so we could see the extent of the cataclysm mentioned in Dadeross' letter.

Here. Bring this letter to the smuggler leader, Arion Hunter. I'm sure it will "persuade" him to lend his services. You'll find his hideout westward up the coast.

Oh, I almost forgot. The smugglers – they're wererats – and you know how they can be. Hunter can be reasoned with, but don't be surprised if his crew is less than civil. (quest 12)



Then visited other places in town:

Maddigan the Tracker (46):

The packs of Dire Wolves that roam this region are a threat to travelers and commerce. The Merchants of Alvar have instructed me to hire competent people to hunt down these wolves and to "thin the pack" in their words. You look like skilled adventurers! I will reward you well if you can eliminate the entire pack and those in their lair. (quest 13)

Aznog Black (35):

Yeah, I saw the "Destroyer" and well named he is! I thought he was a rich merchant, and he looked like easy prey, so I...well, I tried to rob him. I ran ahead of him and lay in ambush in an alley, waiting for him to pass. When he walked by, I made a grab for him. My mistake! I didn't even touch him! As soon as I got near him, I was thrown back by his magic. In fact, I was thrown over a house into the next street!

Elsie Apple (34):

Yes, I was here the day the Destroyer walked through Ravenshore! I was at the blacksmith's getting a knife sharpened, He walked right past us like he owned the town. A crowd was following him at a distance. One of them threw a rock, but it bounced off a magic shield surrounding him. He didn't even seem to notice. Later I heard an explosion from the town square. I ran out to look, but the Destroyer was gone and that crystal and scattered bodies were all that remained.

Dervish Chevron (47):

There is an ancient saying among the Dark Elf people, "a thing lives only as long as the last person who remembers it". The events the night the crystal burst forth into our lives will live for a very long time. Many of us saw the events of that night. The mage who summoned forth the crystal said not one word to anyone us. When he looked upon us, it seemed that all there was in his heart and eyes was pity.

Poundlin Deerhunter (23):

You know it is said that the Vault of Time was here before Ravenshore; the town was built around it. It is supposed to contain the treasure of the old emperor Thorn who ruled the lands around here hundreds of years ago. Many come here to try and open the vault, but none succeed.

Wilburt (41):

I hear that you are looking for an **Anointed Herb Potion** to purify the water supply. The Smugglers of Jadame deal with all kinds of strange goods. If anyone would know about or have this anointed herb potion, it would be them!

Lathius (5):

Many decades ago, the legendary Priest of the Sun, Camien Thryce, led a crusade against the Necromancers' Guild in Shadowspire. The Guild was able to defeat Thryce's forces with the aid of the Vampires that also dwell in the Shadowspire region. Camien Thryce carried with him the clerical artifact called **Eclipse** with him into the battle. The shield was lost when Thryce was struck down by a Nosferatu in the final battle. (quest 10)

Tonk Blueswan (13):

To be declared **Arcomage Champion**, you must win a game of Arcomage in every tavern on, in, and under the continent of Jadame. There are 11 such taverns sponsoring Arcomage events. When you have accomplished this, return to me to claim the prize. (quest 11)

First task: Find Smuggler's Cove and talk to Arion Hunter.



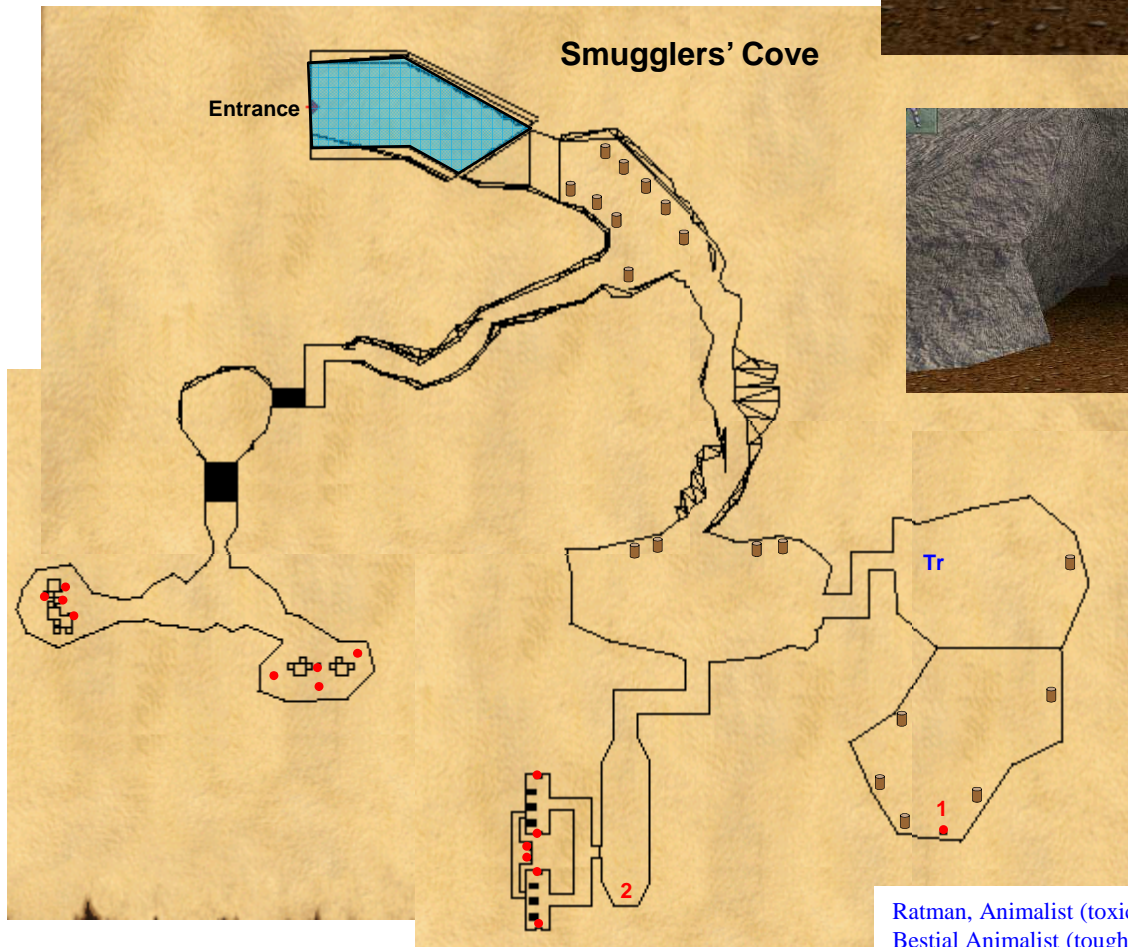
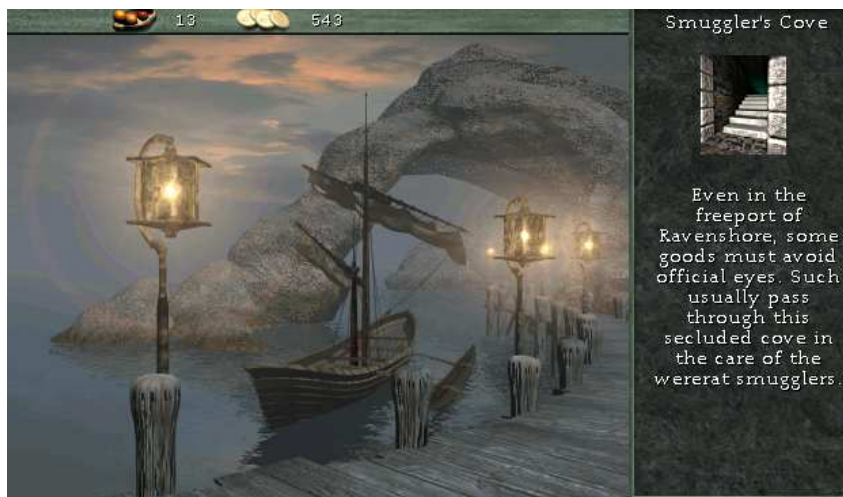
Didn't explore Ravenshore wilderness before later. Map shown at this time for completeness

1. Smuggler's Cove
2. Chapel of Eep
3. Dire Wolf Den
4. Tomb of Lord Brinne
5. Pedestal, Earth resistance

O7: ethesunsh
Shown items: Lumps of ore

Dire Wolf Yearling, Dire Wolf, Pack Leader
Centaur, Centaur Warrior, Centaur Warlord (all cast fireball)
Difficulty: Wolves easy, Centaurs impossible at first attempt, normal second time (Master Fire Resistance)
Lv 10 (wolves), 20 (centaurs) (Arius lv. 6, Overdune lv. 15)





Ratman, Animalist (toxic cloud or something)
 Bestial Animalist (tough, disease), Bestial Shapeshifter
 Difficulty: Normal w. some tough.
 Lv 8-9

1. Chest with **Anointed Herb Potion** (q9)
2. Door to **Arion Hunter**, Wererat Smuggler Leader (q12), quest 13, quest 14

Chests contain much gold, good weapons and armor, spellbooks, some rare reagents.
 Disarm skill insufficient to open chests without harm.

Arion Hunter:

Okay, ... you've beaten my guards. Truce.

I am Arion Hunter. I suppose you could call this all my operation.

What do you want?

(Blackmail letter)

You did all that to my guards just to deliver a letter! Let me see that...

...hmmm...Fellmoon wants my boats? Never!

I...what!...he threatens my Irabelle...I...I...sigh...

V-very well. You can tell Fellmoon he can have my boats. I guess there's no refusing the Merchants of Alvar what they want.

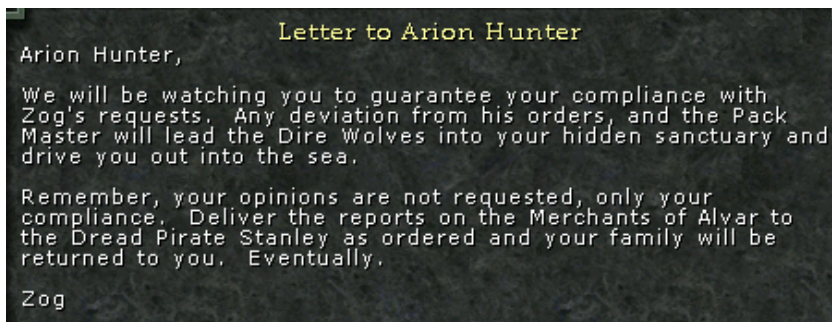
(q12)



My cargoes are not the kind that want inspecting by harbor officials, so my boats have to be, and are, the fastest on the coast of Jadame. They can even outrun a Regnan galley! From here they run west to Ravage Roaming and east to Shadowspire.

The Merchants of Alvar took my family into what they termed "protective custody" and use this as the means to secure my services. However as the caravan with my family was returning to Alvar, they were attacked by Ogres and bandits. The Ogre Zog took my family from them! He took them to his fortress in the Alvar region. Now, I am to spy on the Merchants of Alvar for him. As long as I do so, my family lives. If I stop, they die. **Can you rescue them for me?** (quest 14)

I send periodic reports of the activities of the Merchants of Alvar to the Dread Pirate Stanley in the tavern, The Pirate's Rest on the Island of Regna. Now that the Merchants have "bargained" for my assistance, we must deliver a false set of reports to keep Stanley from being suspicious. **Take this report to him in Harecksburg** on the island of Regna! (quest 15)



Then back to Ravenshore and Elgar Fellmoon.

Elgar Fellmoon:

Very good, and here is the payment we agreed upon. Hunter's boats will be useful to us through the crisis.

Yes, "crisis", I say! Since your initial visit, several other caravans have missed their scheduled stops. There are also the rumors.

Twice I've heard of the appearance of a burning lake of fire rising out of the desert.

Volcanoes! Lakes of fire! I fear the mysterious crystal has something to do with it. In any event, the guildmasters in Alvar must be informed!

As you may be aware, our guild headquarters is located in the city of Alvar. If you've never been there, the easiest way to reach it is to follow the river up through the canyon to the north.

Go to the guild house and find Bastian Loudrin. Tell him about the crystal, and the rumors. Loudrin will know what to do.

(quest 16)

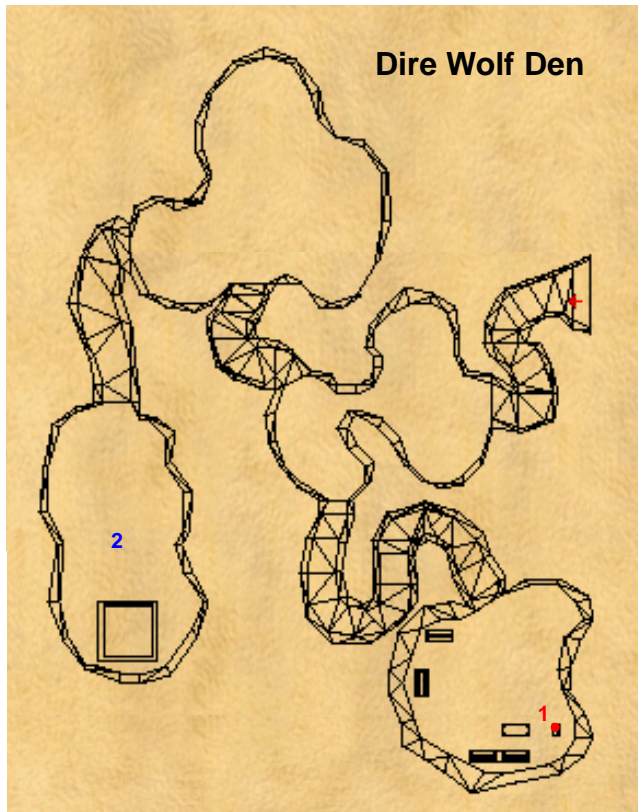
Next explored the rest of the city and surroundings, including the Wolf area to NW. Collected a lot of Wolf Pelts which earned us some gold, and then headed for the Wolf Den.



Dire Wolf Den



By the number of wolf tracks marking the approach to this wolves' den, either the wolves are extremely active or hundreds of them live in these caves.



Dire Wolf Den

Ratman, Greater Wererat, Pack Master

Dire Wolf Yearling, Dire Wolf, Pack Leader

Difficulty: Easy.

Lv 11-12

1. Chest with **Bone of Doom** (quest item, q30) and Journal Scrap
2. Pack Master, when enter room cage w. two pack leaders opens.



Journal Scrap

My Brethren,

As I had feared, Ravenshore is not a friendly place to our kind. I was chased from the city limits by a torch wielding crowd. It was like something from one of the stories told to frighten us when we first undergo the hunger, meant to scare us away from populated areas. The dire wolves of this area did not seem to mind my presence, perhaps they recognize a kindred spirit. Tomorrow I will try to make it to Garrote Gorge, hopefully I will find shelter there.

Ciatlen Venitius

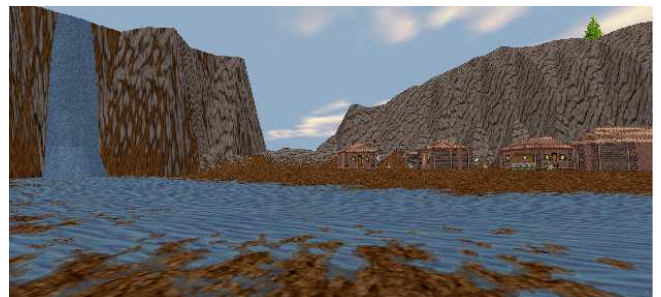
After completing this quest and collecting rewards, took the coach to Alvar



Coach:
Shadowspire Tu
Garotte Gorge Su, Th
Ravenshore Fr, Mo

Walk:
S: Ravenshore 5 d
E: Ironsand 5 d
N: Ironsand 10 d
W: Murmurwoods 5 d

- BH. Guild of Bounty Hunters
1. Sahil Ittalle, historian of the Alvarian Merchant Guild
 2. Gretchin Nevermore, [Master Meditation](#) (2500)
 3. [Blackthorne Estate](#); [Relburn Jeebes](#), [q17 \(Dark Elf PQ\)](#)
 4. [Asael Fromago](#), [q18](#)
 5. [Merchant Guildhouse](#); [Bastian Loudrin \(q16\)](#), [q19](#)
 6. Tabitha Watershed, [Expert Alchemy](#) (1000)
 7. Salomon Steele, [Master Fire Magic](#) (4000)
 8. Dorothy Sablewood, [Master Earth Magic](#) (4000)
 9. Patwin Darkenmore, [Expert Dark Magic](#) (1000)
 10. Kyra Sparkmen, [Expert ID Item](#) (500)
 11. Silk Nightwalker, [Expert Perception](#) (500)
 12. Kelli Lightfinger, [Master Disarm Trap](#) (2500)
 13. Shane Krewlen, [Expert Mind Magic](#) (1000)
 14. Ton Agraynel, [GM Dark Elf](#) (8000)
 15. Quillain More, [Expert Shield](#) (1000)
 16. Fedwin Dervish, [Expert Dark Elf](#) (1000)
 17. Halian Eversmyle, [Master Chain](#) (3000)
 18. Solis, [GM Bow](#) (8000)
 19. Lori Vespers, [Expert Dagger](#) (2000)
 20. Ashandra Withersmythe, [Master Spear](#) (5000)
 21. Fenton Iverson, [Master Merchant](#) (5000)
(Req. Pers 50)
 22. Rohani Oscleton, PC (willing to join)
 23. Jasp Thelbourne, PC (too experienced to join)
 24. Myles Greydawn (Ogres and Bandits)
 25. Adric Stellare, PC (too experienced to join)
 26. [Rihansi](#), [q20](#) – [Potion of Pure Luck](#)
 27. Turgon Bombah, [Make Weapon from Ore](#)
 28. Veldon, [buys Wasp Stingers for 500 gold](#)
 29. [Keldon](#), [q21](#)
[Bounty for Ogre Ears](#)
 30. Well, +2 Might (if low)
 31. Well, +25 Pers. temp.
 32. Pedestal, [Day of the Gods](#)
 33. Well
 34. [Dark Dwarf Compound](#)



Trash heaps containing weapons in SE area.
Training: Max lv. 25
Town Fountain: Restore SP

Relburn Jeebes (3):

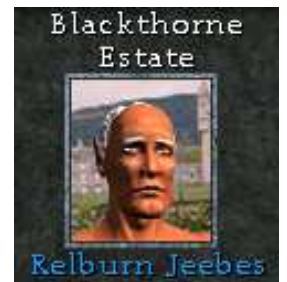
This is the home of **Cauri Blackthorne**, greatest Dark Elf Warrior. She is currently out, working for the Merchant Council of Alvar. Perhaps you should consult them as to her whereabouts.

The Merchant Council had sent our greatest warrior, Cauri Blackthorne, to consult with the Sun Temple priests about the disasters that have struck all of Jadame.

Cauri left for the Temple of the Sun in Murmurwoods shortly after rumors of the cataclysms were heard here in Alvar. She was to return after consulting the priests. We are very concerned that she has not returned.

As for your promotion, only Cauri can accurately test your skills and assess your worthiness for promotion. If you find her, provide her with any assistance she may need and return here with news of her status and location.

(quest 17)



Bastian Loudrin (5):

Welcome to the Guildhouse of the Merchants of Alvar. I am Bastian Loudrin, the high guildmaster. From here we run the Alvarian trade empire.

(Deliver Report)

Disaster in Dagger Wound, too? This is indeed disturbing. If one were to believe all the rumors, one would think that all of Jadame is in upheaval and chaos.

I wish I knew more. I rely on our caravan masters for news, but all who were supposed to arrive here this month have not. What I do hear, troubles me. Hurricanes, floods, and now a volcano! The worst I've heard is that a sea of fire has appeared in the Ironsand Desert – and this from many sources.

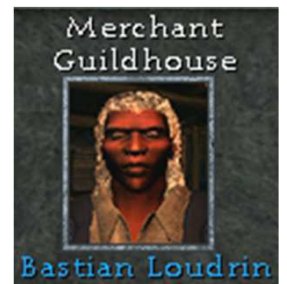
I wonder if this crystal in Ravenshore has something to do with it. Its appearance at the onset of the calamity seems to be more than a coincidence.

All of this upheaval is seriously impacting our guild's business. I need more information, but I'm being buried in gossip and rumor.

Many tell me of this sea of fire in the Ironsand Desert. I've heard the tale enough that I almost believe it.

Confirmation or denial of the lake's existence would be of great help to me.

If you would serve me, go to the Ironsand Desert and seek this lake. If it is indeed there, **find me someone who saw it appear. Bring him back here** so I can hear his story myself. (quest 19)



Asael Fromago (4):

I have traveled to these lands to catalog its array of available cheese. My task is nearly complete, but there are yet three cheeses I have yet to sample. These are **Frelandeau, Eldenbrie and Dunduck**. I would reward highly any who could locate these rare and reputedly tasty culinary gems for me. (quest 18)

Rihansi (26):

Potion of luck – bring me the ingredients. – Completed! I didn't even get to know what the ingredients were... (quest 20)

Keldon (29):

The forces of the Ogre Mage, Zog moved into this area right around the time that the bright flash traveled across the night sky. They harass and even kill travelers who seek to reach the city of Alvar. It would be of great service to Alvar if you were to **eliminate all of the Ogres** that harass the roads to Alvar and the Ogres in the fortress near the city of Alvar. Return to me when you have killed all of the ogres in this region, and I will reward you. (quest 21)

Sahil Ittalle, historian (1):

(Cleric Necromancer War)

Lying as they do on opposite ends of the Light to Dark spectrum, relationships between the Necromancers' Guild and the Temple of the Sun have never been the best, but now they battle openly. **Oskar Tyre**, head priest of the Temple says a holy vision drove him to declare war on the guild so as to rid Jadame of the taint of darkness.

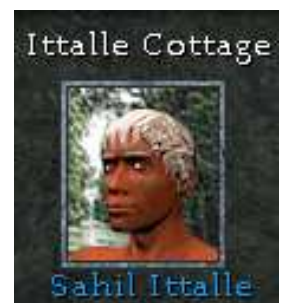
Both groups are relative newcomers to our continent. The guild has set up its foothold in Shadowspire, and the First (and only) Sun Temple of Jadame is in Murmurwoods.

(Dragon Hunters)

The renown Dragon slayer, **Charles Quixote** of Erathia, has set up a hunting expedition in Garrote Gorge. This is no "safari", in fact, it's the largest operation of this type I've heard of. The hunters have a permanent base from which they sell hides, eggs, baby dragons, and other items. Garrote Gorge has always had a large Dragon population, but I imagine they must be facing extinction – so efficient are Quixote's hunters.

(Minotaurs)

The Minotaurs of Balthazar Lair in Ravage Roaming are a proud culture. Their recent defeat of the Vori Frost Giants has, if anything, made them even more fiercely independent – more sure of their ability to face any task alone. Still, I have told the guild that they would make great allies, both to face the current crisis and later as trade partners.





Ravenshore 5 d

1. Dark Dwarf Compound
2. Ogre Raiding Fort
3. Karin Bremen, Make Item from Ore
4. Karn Bowes, Make armor from Ore
5. Brandy, (Party) Buy Tobersk Brandy
(Party) Sell Tobersk Pulp
6. Wasp's Nest
7. Test of Intellect (100 req.), +7 skillpt

O5: subjectsap

Shown items: Lumps of ore, reagents

Chest in tents SE: Lots of Jump scrolls,

Note on riches in wasp nest

Ogre Brawler, Ogre Warrior, Ogre Warleader

Wasp Worker, Wasp Warrior, Wasp Sentry

Difficulty: Normal

Lv 10-25 when exploring

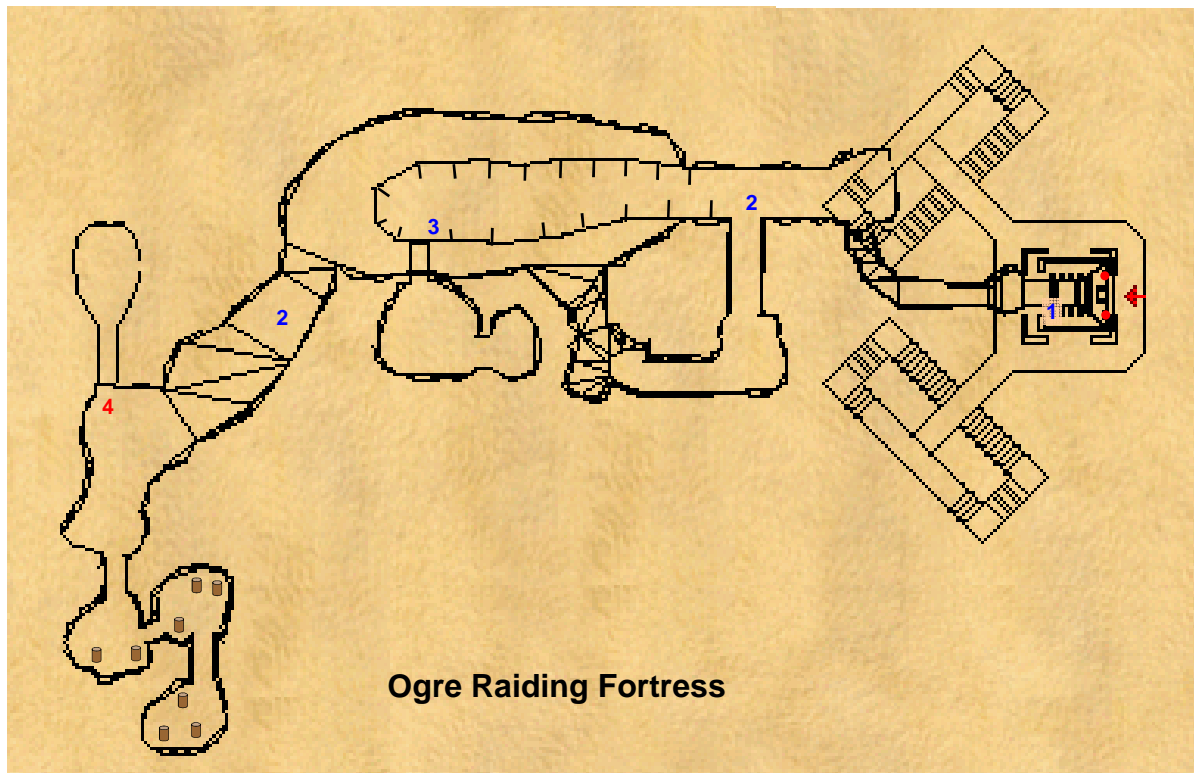
Journal Scrap
 ...and now we make ready to win what we have so long sought. The improbable wasp nest lies in the canyon just north of our campsite and the prize within will be ours. I'm sure we'll succeed where so many others have failed. Not to say they were not stout enough, but rather that they were ill-prepared. It meant several months of careful collecting, but we have with us the magic we will need to maneuver in the hive. All the gold we spent gathering the scrolls will be well worth the investment. Money will not be a problem once we...

Found in chest in one of the tents SE of Wasp nest

First exploration: Western area to clear out ogres, and visited village to south (chests and Inn, could also use the ore we had found)

Rest of the area too tough at this time.

Attempted the Ogre Raiding Fortress, which was tough, but manageable partly due to Day Of The Gods Pedestal and Town Fountain.



1. After clearing entry room (took three days...), take stairs in one of the side rooms up to identical room above.
Two chests with lots of gold, some OK items, journal scrap.
Lever (1) removes "cage bars" in entry room and gives access to cave below.
2. Key found on Ogre Warleader
3. One key fits here – prison with only some skeletons
4. Other key fits here – [Irabelle](#) (q14)

Expert Disarm skill (4) insufficient for chests.

[Soldier of Fortune](#), [Mercenary](#), [Mercenary Captain](#)
[Ogre Brawler](#), [Ogre Warrior](#), [Ogre Warleader](#) (brk weapon / armor)
[Ogre Mage Apprentice](#), [Ogre Mage](#) (poison spray++), [Ogre Magi](#) (curse)
 Difficulty: Entry room very hard, later hard
 Lv 14-15



Journal Scrap

I was burned today. The cover here in Alvar is few and far between. The sun has scarred my face and hands. If only I had thought to ask the elders for a Nightshade Amulet to protect me. Then my journey surely would have been a swift one.

I have not fed since Ravenshore as I do not wish to experience the sense of dread I picked up in Garrote Gorge. Perhaps I will feed upon the Trolls of Ironsand when I reach there. I know that the Cyclops in that region are non-hostile to our kind since we arranged for a Alvarian merchant caravan to be waylaid near their camp. I will rest in their Larder and then return home.

Ciatlen



After rescue, returned to Arion Hunter in Ravenshore to tell the good news:

Arion Hunter:

My family returned and told me of how you rescued them. Tell the Merchants of Alvar that they no longer need rely upon our "bargain". I will keep my word to them and to you, my boats will always be at your service! (q14)

Then headed for Ironsand to learn about the "Lake of Fire"

Coach:
Shadowspire Su
Ravenshore Sa

Walk:
S: Shadowspire 5 d
N: Alvar 10 d
W: Alvar 5 d



1. Brother Heartsworn, [GM Mace](#) (8000)
2. Celia Stone, [Master Staff](#) (5000)
Bigfist Slowstepper (Lava tunnel)
3. [Talion](#), potion of Pure Endurance, [q22](#)
Medwari Elmsmire, [GM Leather](#) (7000)
4. Sethrc Thistlebone, PC (Can't leave)
5. Gregory Mist, [Master Water Magic](#) (4000)
6. Dorothy Sablewood, [Master Earth Magic](#) (4000)
7. Hobert (Sea of Fire)
Heather Goblinreaver
(Cyclopes of Ironsand / Ore Traders)
8. [Pole](#), [q23](#)
9. Kethric Tarent, [Expert Regeneration](#) (2000)
10. [Overdune Snapfinger](#), [q24](#)
Farhill Snapfinger
11. [Volog Sandwind](#), [q25 \(Troll PQ\)](#)
Hobb Sandwind (Promote Trolls)
Schmecker, pays 1000g for Royal Wasp Jelly

A little "unnecessary" travel to and fro here (could have been avoided with better planning). Had to / wanted to go back to Ravenshore for the completion of the Arion Hunter-quest, and also to learn some expert skills. Next goal was Rust, where we could learn Master Water Magic, and hence Town Portal, which will ease travel considerably. However when done, we found that [Town Portal](#) only works if the [Town Fountain](#) had been used (which we had overlooked). Rust had no Town Fountain... So ended up having to walk another journey or two...

Talion (3):

Bring me the basic ingredients of a potion of [Pure Endurance](#), and I will reward you well. [same list of ingredients as for other "Pure" potions] ([q22](#))

Pole (8):

Trolls have a natural fear of fire! Many of us perished when the Gate of Fire opened and spilled out the lake of fire! Without appropriate protection, there was nothing we could do.

The survivors in this region need Potions of Fire Resistance! With them we can survive until a place is found for us to move to! Take these potions! Unfortunately they are all I have! Deliver them to the six southernmost houses that remain standing in the village of Rust! [got only 3 potions] ([q23](#))

Proved really difficult to get hold of the other needed potions. Unable to mix them ourselves, we had to rely on finding or buying them. The sixth and last one was finally found in the potion shop in Twilight, much, much later in the game... (So keep on lookout for these potions – continually...)

Julian Greensward:

We need to find a new place to live! There is no way any people could live under these conditions. Even the Cyclopes will be forced to move. There are legends that talk about the ancient homeland that we traveled here from. The stories say that it was lush and green. If we only had such a place to return to.

Volog Sandwind (11):

Perhaps if you could [locate our previous homeland](#), and check if the Curse of the Stone still exists. If it does perhaps there is a way to remove it. Any Troll in your party who completes this task would be promoted to War Troll of our Clan. Many honors are bestowed with this title, and you would be forever known to us as a legendary hero.

One of our warriors, Dartin Dunewalker, set out to find this place. He left thinking he would find clues among the stone fields of Ravage Roaming. Perhaps you can find him there and work together – or at the least, find clues that will lead you to our goal. ([q25](#))

(Curse of Stone)

You were sent to find the Ancient Troll Home? Your assistance is welcomed! I am at loss; the clues I followed to this region have lead to a dead end. No one here knows about the Curse of the Stone mentioned in our legends. The Ogre Mage, Zog was less than helpful. I was lucky to escape his fortress with my life.

Although, he may have provided assistance without meaning to! When I mentioned the Curse of the Stone he said if I bothered him further, he would be sure to cage me with his pet Basilisk! Basilisks roam the Murmurwoods!

[Bug? – It appears like something Dunewalker would have said if / when we meet him...]



Overdune Snapfinger (10):

I am Overdune, I hunt meat for the village of Rust. Or I did so before the lake of fire came to destroy our homes.

Yes, I was here when the lake of fire first appeared. A strange gateway appeared on the desert plain outside the village. The fire you see spilled forth from it. The fire spread like water poured on the ground.

A wave of flames rushed over the edge of the village. Most of my people were lost instantly. What remains of this village is as you see it.

I was in the hills overlooking the village when this all happened. I saw it all, but I can hardly believe it.

(Come to Alvar)

I would come with you, if it were not for my father. So deep is his mourning for my brother, Vilebite, that he cannot care for himself.

My father believes that Vilebite's soul cannot rest until his remains are at rest in the village tomb. Unfortunately, Gogs infested the tomb when the lake of fire appeared.

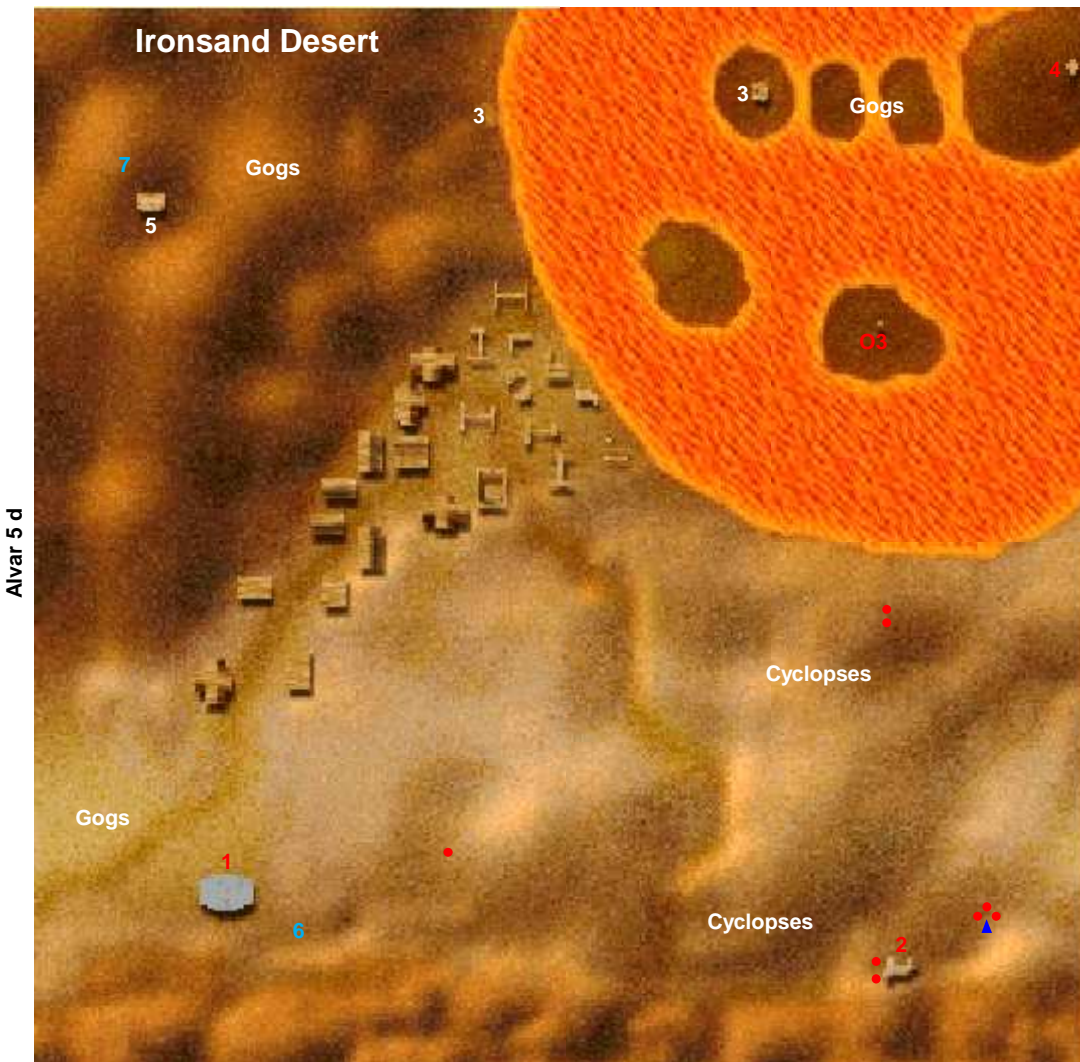
Here! Take my brother's ashes. I'm sure my father's grief will lessen if **they are placed in the tomb**. Do this for me and I will travel with you to Alvar. (q24)

(The Family Tomb)

The Snapfinger family tomb is one of the lowest in our village's burial catacombs. Since we are such an honored family, our crypt is the largest. It isn't the easiest place to find – even I have become lost looking for it! When I do, I find it by keeping a hand on the right-side wall. I eventually get there.



Alvar 10 d

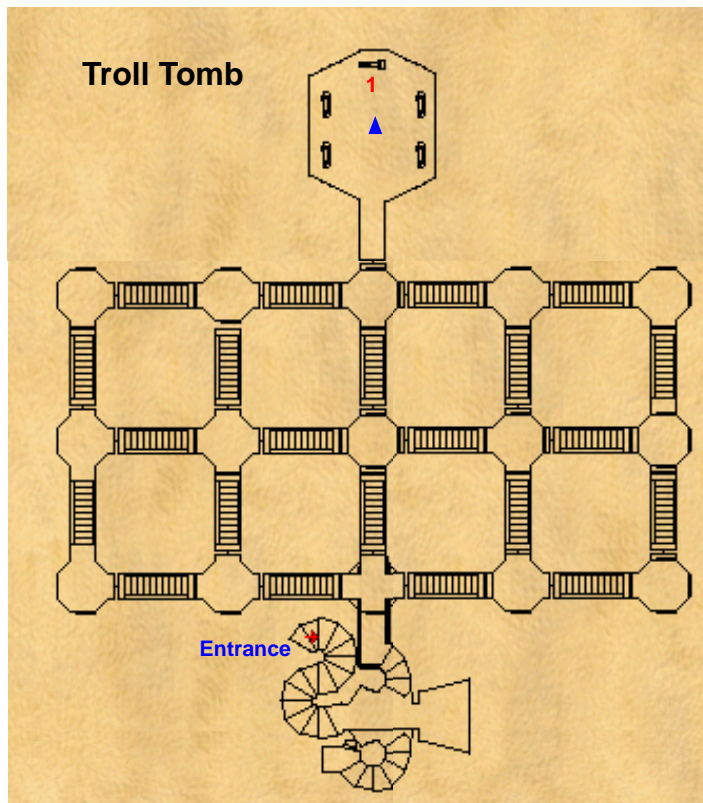


Shadowspire 5 d

1. Troll Tomb
2. Cyclops Larder
3. Chain of Fire
4. Entrance to Plane of Fire
5. Dragon Ilsingor's Cave
6. Pedestal, Fire Resistance
7. Test of endurance
(min 50, 1-3 OK, +5 skillpt)

O3: thornskey

Smoke Gog, Fire Gog, Ember Gog
Cyclops, Cyclops hunter, Cyclops warrior
Difficulty: Easy
Lv 17-30 when exploring



1. Vilebite's tomb

It's not as easy as it looks. The hallways are stairs up/down, and the rooms are on six different levels, such that where map shows one room with four exits, this can be three different rooms above each other – with different exits. I think this was the route:
From entry cross, N – N – E – S – S – W (below entry cross) – N – N – N.
So Overdune's advice wasn't so bad after all – once we start by going straight ahead in stead of to right.

Smoke Gog, Emerald Gog, Fire Gog (fire spells, all explode)
Difficulty: Normal (Easy to kill, but a lot of healing needed)
Lv 17-18



Having placed the remains in the tomb, returned to Overdune, who stayed with party for a while.

Overdune Snapfinger:

You have done my family a great service. With his ashes safe in the holy sanctuary of the village tomb, Vilebite can lie in peace. My father, too is greatly improved. We have talked and I believe that he can now take care of himself while I accompany you to Alvar. (q24)

Explored the countryside a little, but met much tough opposition. Also made an attempt at the dragon cave, but that was a big mistake at this time of the game...

TownPortaled to Ravenshore, recruited Arius (should have been done earlier...) and went to Alvar.



When back in [Alvar Merchanthouse](#):

Cut scene illustrating Overdune's story, and a tale of the four elements struggling over Jadame – the four planes and a possible way to restore order.

[Bastian Loudrin \(Alvar\)](#):

You must **form an alliance** to stand against our threatened oblivion! Seek support from the [Necromancers' Guild](#), [Temple of the Sun](#), [Minotaurs of Ravage Roaming](#), [Dragons of Garrote Gorge](#), and the [Dragon Hunting party of Charles Quixote in Garrote Gorge](#). I'm sure that you will find it impossible to get all of them to agree to work together, but still, you must make your best effort.

If we are to survive in this time of prophecy, my sages tell me that **at least three of the groups I mentioned** must agree to work together. Go and do this thing. If you value this world and your lives, go!

We have identified those we believe would join an alliance to stand against the crisis. These are: the Minotaurs of Ravage Roaming, the Clerics of the Temple of the Sun in Murmurwoods, the Dragons of Garrote Gorge, the Necromancers' Guild in Shadowspire, and Charles Quixote's Dragon hunting camp in Garrote Gorge.

Now none of us believe that you can get all of them to work together, but with us and the Trolls already with the alliance, it should suffice if three of the five join us.

Perhaps you should begin by speaking with Sahil Ittale who lives at the north end of town. He is our guild's historian and the best person to brief you on our potential allies' various dispositions. ([quest 26](#))

Part 2. Forming the Alliance

After training and trading returned to Ravenshore and explored rest of wilderness. Centaurs were manageable this time, but only just. (Cast Fireballs at us.) After Centaurs, could visit the Oracle:

[Oracle](#):

Greetings. I am the Oracle of Jadame. The mysteries of the Hidden World are open to me. Through long years of training, I have gained a small measure of control over time and space. I can reach my hand through the void and bring things to me – both items and knowledge.

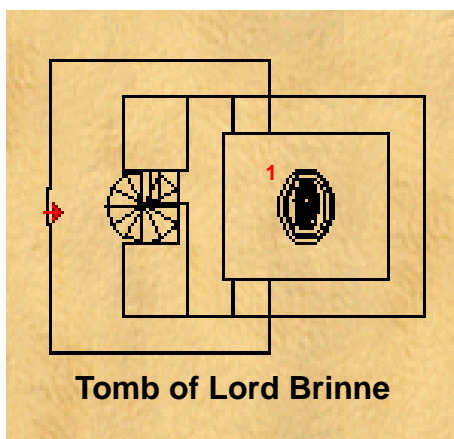
[\(Hint\)](#)

I see far through space today, but not through time. A great disaster has befallen the [Minotaurs of Balthazar Lair](#) in Ravage Roaming. I feel that your destiny is linked with their fate. You must **rescue** them from their peril.

Next, went to [Tomb of Lord Brinne](#).

This is a "nothing" location. The figures on the shelf are probably part of the developer team.

The flute found is described as a quest item, but can't be used for anything.



1. **Flute (quest item)** (when clicking on coffin)

On ledge surrounding coffin: Lots of friendly characters.
(Game developers?)

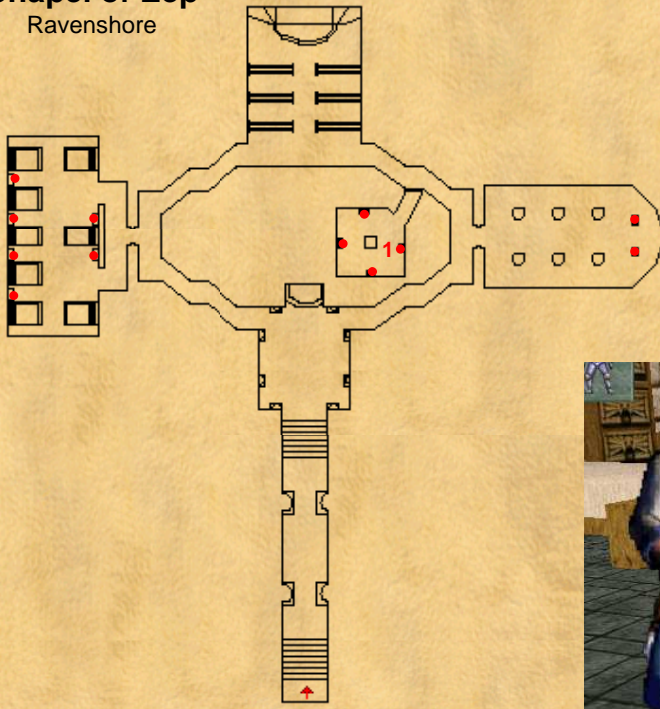
No monsters. (Lv 20)



Only remaining issue in Ravenshore is now the Cahpel of Eep, far to the west.
So headed there as next task

Chapel of Eep

Ravenshore



1. Chest with **Log of Eldenbrie (q18)** and Journal Scrap

Chests in W room: Much gold, and Minotaur gauntlets of doom (AC10, +1 all).

Ratman, Animalist, Wererat, Shapeshifter

Difficulty: Very easy

Lv 20 (main chars), 15 (Overdune), 5 (Arius)



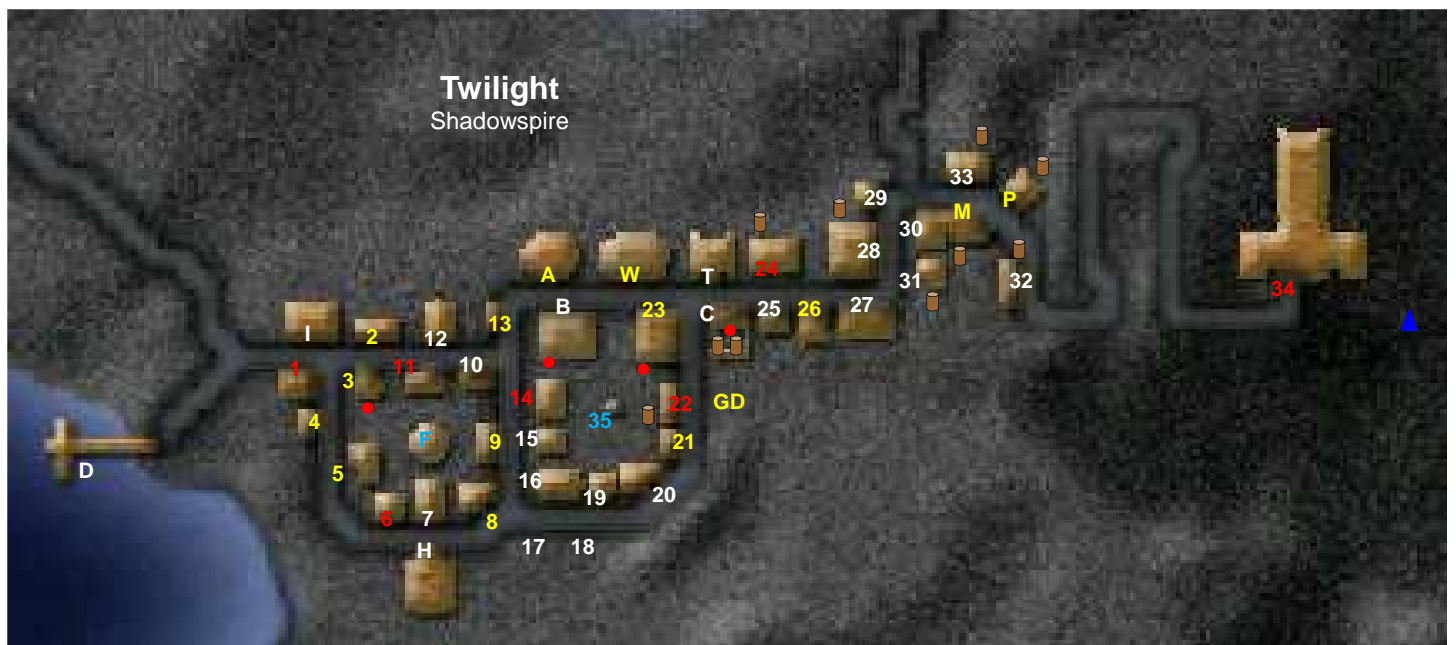
Journal Scrap

Brethren,

I approached the outskirts of Ravenshore today. As I did, a strange glow emanated from the center of the town. I could feel dark magics in the air. After considering my reception the last time through this area, I have decided to head north through Alvar, and then east to the Ironsand Desert. From there I will return home to Shadowspire. As I fed again this night, I felt that same feeling of dread as when I fed on the young knight. I still see the terror in her eyes. Perhaps Korbu was right? Is it wrong that we take lives to live?

Ciatlen Venitius

Nothing more to do in Ravenshore for now, so found a coach to Twilight, Shadowspire



1. **Vetrinius Taleshire**, q27 (Necromancer PQ)
2. Garret Mistspring, **Master Learning** (5000) (Req. Int 50)
3. Payge Arachnia, **GM Vampire** (8000)
4. Lenord Nightcrawler, **GM Meditation** (6000)
5. Douglas Dirthmore, **Master Vampire** (4000)
6. **Lathaen**, q28 (Vampire PQ)
7. Claderin Brightspear, Make Weapon from Ore
8. Sheldon Nightwood, **Master Shield** (3000)
9. Flynn Shador, **Expert Vampire** (1000)
10. Gothric Mercuruta, Vampire PC (will join)
11. **Tantillion**, q29
12. Ashen Fiddlebone (The Guild)
13. Elzbet Roggen, **GM ID Item** (6000)
14. **Hallien**, q30
15. Roberts, Necromancer PC (will join)
16. Infaustus, Elder Vampire PC ("You're not worthy of me")
17. Sethrik Fist (Coffins)
18. Yoel Wargreen (Hidden Treasure)
19. Journey, Sells Silver Dust of the Sea (5000)
Buys Ground Wyvern Horn
20. Whisper, Sells Pirate Amulets,
Buys Heartwood of Jadame
21. Helga Steeleeye, **Master Perception** (2500)
22. **Benefice**, q31
23. Carla UMBERPOOL, **Master Dark Magic** (5000)
24. **Kelvin**, q32 (Potion of Pure Intellect) (OK)
25. Hevatia Deverbero, Lich PC ("Can't join – war with Temple of Sun...")
26. Tristan Stillwater, **GM Staff** (8000)
27. Brother Crane, Make Item from Ore
28. Cadric Caverhill, Make Armor from Ore
29. Artorius Veritas, Vampire PC ("think mot – I'm much too experienced for you")
30. Mortie Bith (Temple of Eep)
31. Kindle Fellburn (Zanthora)
32. Dierdra Wallace (Nightshade Amulets)
33. Lara Gallowswell (Vampire Crypt)
34. Necromancers' Guild
35. Well, +2 Int if low

Shown items: Lumps of ore, gold

No monsters in town. Right outside:
Skeleton bowman, Skeleton archer, Skeleton hunter
Vampire Minion (fireball)

Difficulty: Easy

Lv 20 (main chars), 15 (Overdune), 5 (Arius)

Coach:

Ironside Tu, Sa

Garotte Gorge Su

Ravenshore Mo, We



Sethrik Fist (17):

As you might imagine, business is great. Oh, sure, the guild necromancers turn most of my customers into skeletons and zombies, but vampires are repeat business! Want a piece of the action? There's a wood dealer in town, Mylander, who is always looking for good Murmurwood lumber. If you have any he'll pay a pretty penny for it.

Yoel Wargreen (18):

I have come up with a scheme for finding hidden treasure. Before you barged in, I was hard at work formulating a spell for sensing gold hidden beneath the ground. If I am successful, I plan to have a Dragon carry me over the wastelands of Ravage Roaming where the Dread Pirate Stanley's treasure is rumored to be buried. My spell will find it and I will be a wealthy man.

Mortie Bith (30):

Those cursed ratmen – those so-called "Priests of Eep" – are nothing but trouble. More like a pack of thieves than holy men, they are! I'll warn you, traveler. Keep an eye on your equipment when they're around. They'll steal anything that isn't nailed down.

Kindle Fellburn (31):

Zanthora is a strange character. Not to say that members of the Necromancers' Guild are not all strange, but she is truly mad. I hear that other guild members simply refuse to work with her – so terrible are her experiments. Still, they value her dark genius. To keep her around, they built her a lab of her own out on the marshy wastes outside of town.

Dierdra Wallace (32):

We vampires cannot normally walk about in the daylight, but Thant the Necromancers' Guildmaster has created an artifact to deal with this. A vampire wearing one of his Nightshade Amulets can move about freely day or night. Sadly, there are few available. I myself do not have one so must stay indoors during the day.



Lara Gallowswell (33):

For the most part, the Necromancers' Guild has the local vampires under control ... mostly. But there's one place you don't want to go! Most of them sleep in a communid crypt north of the guild. Watch out if you go there. They're a bit, shall we say ... "territorial".

Vetrinus Taleshire:

Ah, you seek to achieve the ultimate in the darker arts. The necromancers among you seek to turn themselves into Liches, the most potent of necromancers. Very well, I can perform this transformation for you, but you must do something for me ... and get something for yourselves. I require the **Lost Book of Khel**. It contains secrets of necromancy that had been hidden since **Khel's tower sank beneath the waves**. The Lizardmen of Dagger Wound celebrated when the sea took Khel and his knowledge from us. With the volcanic upheaval in that region, I believe the Tower of Khel can be found. **Retrieve the book from the library and bring it to me!**

Now, for yourselves, you will need a **Lich Jar** for every necromancer that wishes to become a Lich. **Zanthora**, the Mad Necromancer keeps a large supply of these jars, perhaps she will sell you one! If not you must take them from her! (quest 27, Necromancer PQ)



Lathean:

Korbu was the most powerful of the Vampire race. Over one hundred years ago, he sought something that our kind cannot accept. Absolution. Somehow, Korbu began to experience guilt over the need to feed. Or perhaps over the act of feeding itself. He could no longer bear the thought of killing in order to survive. Many of our elders argued with him. He decided to find a place where he could ponder his existence. Thus the Crypt of Korbu was constructed with slave labor in the Ravage Roaming region. Korbu has not been heard from since he left.

In this time of chaos, we need the minds of all our elders. **Return to us with Korbu, or his remains**, if he has perished. If he has indeed perished, you must return his Sarcophagus with him. We will attempt to reanimate him so that we may consult his wisdom. (quest 28)



Hallien:

We seek to put to rest the soul of the Nosferatu called Korbu. We have heard rumors that the vampires of Shadowspire seek to resurrect this ancient evil. There is a Vial of Grave Dirt kept hidden in the **Vampire Crypt** in the region of Shadowspire that is instrumental in bringing Korbu back to life. **Find us this vial and return it to us**. We will always be in your debt and we will reward you well. (quest 30)

Korbu scattered vials of dirt from his original grave to safe guard himself. This way he could always gain access to the dirt and move his crypt if he needed to.



Benefice:

Some say that **Iseldir's Puzzle Box** is cursed and that use of it will make the owner go slowly mad. This can't be true! All of my studies have provided me with enough proof to determine that the box is the ultimate game in Jadame – not that ridiculous card game, Arcomage. The last reported owner of Iseldir's Puzzle Box was **Zanthora**, who is also known as the Mad Necromancer of Shadowspire. (quest 31).

Tantilion:

For years the Guild of Necromancers has searched for the **Bone of Doom**. The powerful artifact would be of great use to them if recovered. If you were to find this item and bring it to me, you will be rewarded beyond your wildest dreams. (quest 29) (This was found in the Wolf Lair in Ravenshore, so quest solved already.)



In times almost forgotten a powerful Necromancer named Zacharia almost dominated all of Jadame. His mastery of the dark arts of necromancy and the elemental magics were combined with an unnaturally strong affinity for Dark energy. His legions of undead helped him enslave all peoples, including the Dark Elves of Alvar. A plan was made by the Temple of the Sun to defeat Zacharia. Utilizing the combined might of all of the Clerics in the Temple they forged the sword named Solkrist. The Patriarch of the Temple led the legions of the Sun against the forces of Zacharia. The battle raged for years after which the forces of the Temple of the Sun found themselves at the base of the dreaded Shadowspire. There the Patriarch battled Zacharia in single combat. At the end of the battle both the Patriarch and Zacharia lay dead. The Patriarch had cut the left arm from Zacharia's body just as the Necromancer's last spell stopped the Patriarch's heart. The power of the sword Solkrist instantly slew the Necromancer. Solkrist disappeared forever in the mayhem after the fight, as did the arm of Zacharia. The bone from this arm was so instilled with such Dark Magic that it was called the Bone of Doom.

Next, explored as much as we could in the Shadowspire wilderness, which means almost everywhere except the northern part.

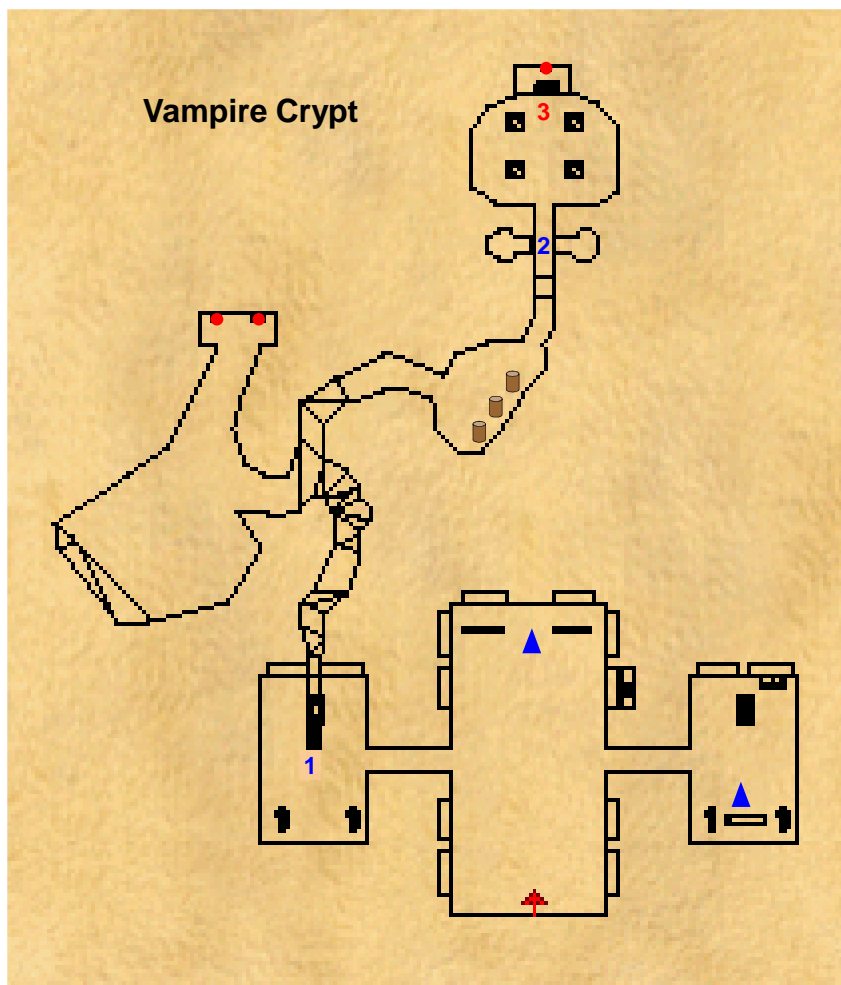
1. Necromancers' Guild
2. Vampire Crypt
3. Mad Necromancer's Lab
4. Challenge of Endurance (125 insufficient)
5. Pedestal, Water Resistance

Ironsand 5 d



Skeleton Bowman,
Skeleton Archer,
Skeleton Hunter
Vampire Minion, Vampire,
Greater Vampire
(death, drain SP)
Skeletal Dragon (fear),
Bone Dragon (curse)

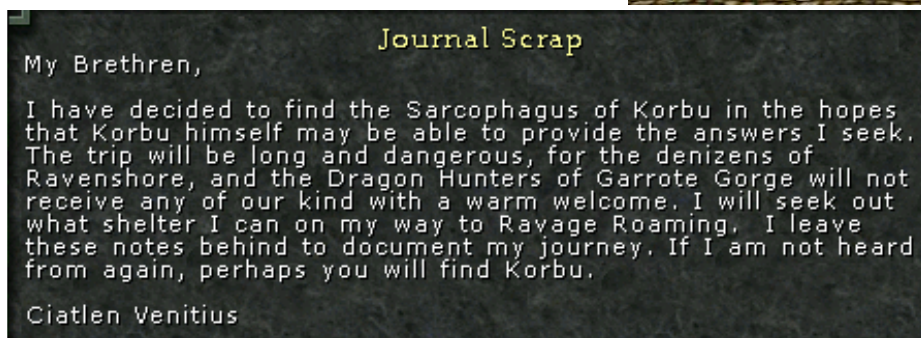
Difficulty: Normal
Lv 20-32 / 15-25 / 16 when
exploring
(South half first time,
northern half after
Cyclops Larder)



1. Move table to get access to cave
2. Doors w. Vampires open when stepping here
3. [Vial of Grave Earth \(q30\)](#)

Shelves w. lots of reagents and potions.
Chests contain some good items

[Vampire Minion](#), [Vampire](#), [Greater Vampire](#) (drain SP / kill)
Difficulty: normal (Vampire, Minion), very hard (Greater Vampire)
Lv 21-22 (main chars), 16-17 (Snapfinger), 9-10 (Arius)



[After finding Vial, returned to Halien \(Twilight\)](#)

[Halien:](#)

Ah, once we perform the Rites of Purification upon this dirt, Korbu will rest eternally. We are in your debt and here is your reward as promised. [\(q30\)](#)

[Then proceeded to Ravage Roaming and the Minotaurs in Balthazar's Lair.](#)

Garrote Gorge 5 d

Ravage Roaming



Garrote Gorge 15 d

1. Xevius, Bounty for Horn of Wyvern (1500g)
2. Vish (Followers of Eep)
3. Pordo (Burial Mound)
4. **Galvinus, q32** (Potion of Pure Accuracy) (OK)
5. Sail ("The easy life")
6. Cagnor, Sells Grand Wyvern Horn
Buys Forged Credit Vouchers (7500g)
7. Chests: Lots of gold and jewels + Relic: Judicious Measure (swd)
+13, 2d4+13, End.+40, Lck+40, Ogre slaying
(Fabled treasure of Dread Pirate Stanley?)
8. **Balthazar Lair entrance**
9. Entrance to B.L. after it has been flushed
10. **Church of Eep (q18)**
11. **Barbarian Fortress (q39,40)**
Door to interior in all 4 corners
Chests are on level 2, stairs to W
12. **Crypt of Korbu (q28)**
13. **Gateway to Plane of Water**
14. Pedestal, Mind Resistance
15. Test of Intelligence (+7 skill pts)

O4: amonghiss
Two horseshoes in (10)

First visit: Shortest route to Balthazar's Lair:

Brass Gorgon, Iron Gorgon, Bronze Gorgon

(Paralyze, stone; res. to most spells, water and mind (berserk) worked)

Difficulty: Normal (As long as they were kept out of melee distance)

Lv 22 / 17 (Snapfinger) / 10 (Arius)

Final exploration:

Brass Gorgon, Iron Gorgon, Bronze Gorgon

Wyvern, Horned Wyvern, Ancient Wyvern

Ogre Brawler, Ogre Warrior, Ogre Warleader

Difficulty: Easy - Normal

Lv 33 (Haldir) / 50 (Blazen) / 20 (Ithilgore) /

34 (Frederick) / 34 (Devlin) [Changed order]

Vish (2):

I don't know where they're at, but I know there's some of them ratmen around here somewhere. At night I hear all sorts of squeaking and scuffling outside. In the morning, pretty much everything that isn't under lock or bolted down is gone. If I knew where that Eep church was, I'd take some of my boys over for a little ... talk.

Pordo (3):

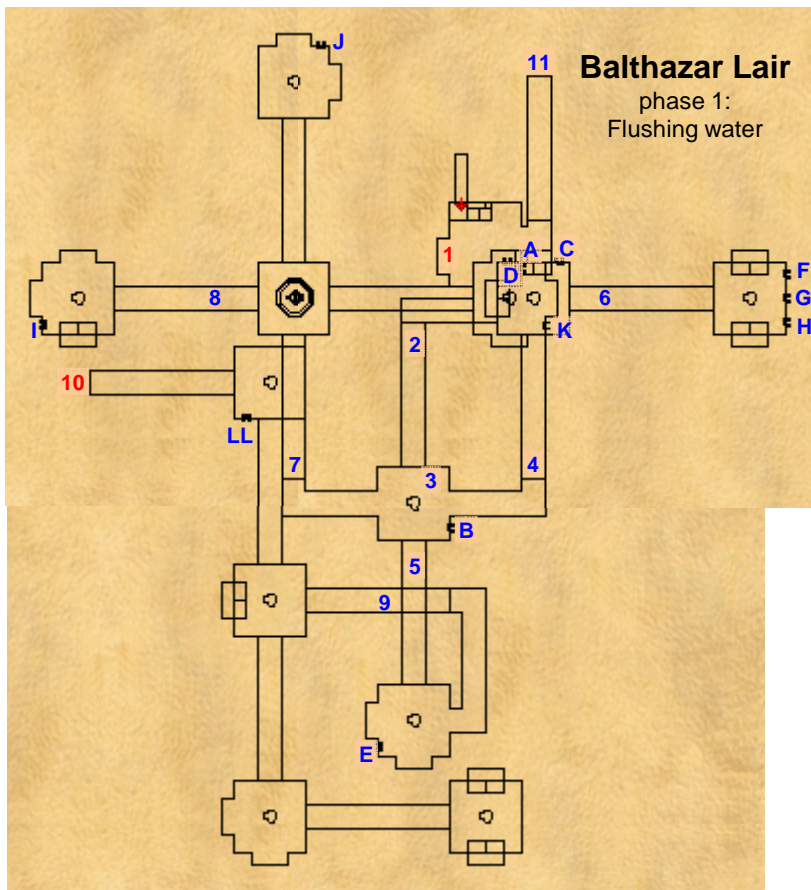
You mean the one just north of here? Well, none of us have anything to do with it. It's haunted.

Cagnor (6):

These Forged Credit Vouchers are used by agents of the Ogre Mage Zog to acquire gold from the Merchants of Alvar.



Went almost directly to Balthazar's Lair, clearing out lots of Gorgons on the way. Also took the time to check out the chests before entering the lair.



Initially all halls were flooded. The halls must be flushed in correct order, giving access to new areas and new levers. Each new area also means a new horde of Tritons.

1. **Thanys, q33** (will also join)
2. Hall flushed by lever A
3. Notes – Emergency meeting
4. Hall flushed by lever B
5. Hall flushed by lever C
6. Hall flushed by lever E
7. Hall flushed after levers G & D
8. Hall flushed after levers J, C, E, F, D
But now many earlier flushed halls had once again become flooded
9. Hall flushed after levers I & C
Opened area with *lots* of Tritons.
When cleared, pulled lever LL, and got a cut scene showing water flushing out of caves and Minotaurs cheering
10. **Minotaur Leader (q26)**
11. Exit, access only after draining complete

By now all tritons were gone, the Minotaurs moved in, and BL is a normal town.

Triton, Triton Warrior, Triton Crusader (paralyze)

Difficulty: normal -- hard

Lv 22 / 17 / 10

Thanys (1):

Wha...who is it? Who is it! You may think my injuries make me easy prey, raiders! But know my axe is sharp, and...and...hey..

You're not the raiders! Who are you?

(Raiders)

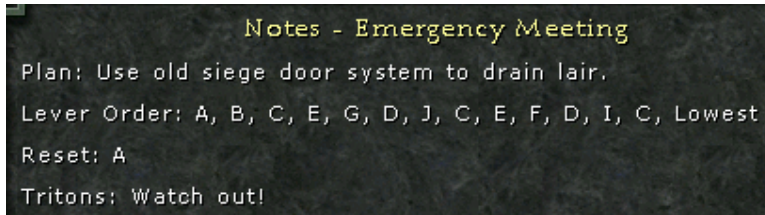
There are many predators who would take advantage of the lair in this vulnerable time. I've already driven off looters ... and worse. One of Zog's patrols stopped by soon after the flood. I fought them off, but some escaped. I am sure they will be back in greater numbers.

(Flood)

It was the worst of horrors! I was on guard in the main labyrinth just north of here when the waters came. A great wave as high as my head flooded through the passages. I managed to reach this high chamber. I waited for others, but there were none. I fear that many of the herd are dead or trapped inside the lair.

(Quest)

Balthazar Lair has many levels. There are other chambers as high as this one, so there may be others who have survived. I have thought long on this. Though many of the tunnels are flooded, it may be possible to drain them using the doors and air vents as valves. In fact, the whole lair could be drained through the lower level escape tunnel. Help my herd! You would have our eternal gratitude. (quest 33)



Masul (10):

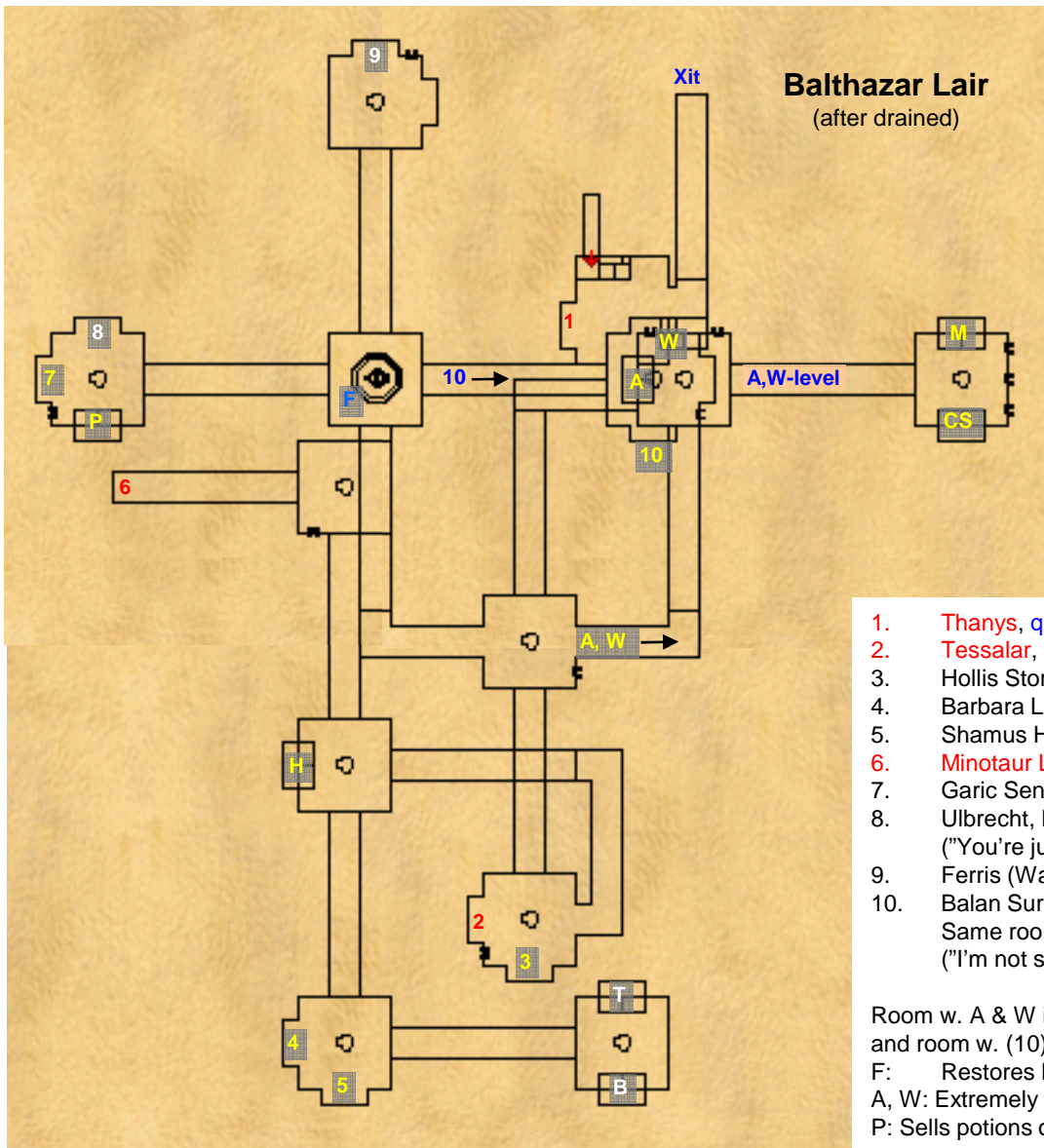
Greetings. I am Masul, Herdmaster of Balthazar Lair. On behalf of my herd, I thank you for saving us. I was sure that we were destined to perish. Now it seems we will survive. I look forward to rebuilding our lair.

(Alliance)

You would like my herd to join into an alliance? How could I refuse you? Not only have you saved us from certain death, we have suffered directly from the cataclysm the alliance is being created to fight!

You have my pledge. With the greatest haste I myself will travel to Ravenshore to take seat on the alliance council.

(q26)



Tessalar (2):

Only Masul, our herd leader, can deem an individual worthy of the title of Minotaur Lord. One way to prove your worth, would be to recover his father's axe, the **Axe of Balthazar** from the bowels of the Mines of the Dark Dwarfs. Set your feet upon the path of this quest, and great is your future! But we must be sure that the axe you find is indeed the Axe of Balthazar. Take the Axe to Dadeross, a Minotaur in the service of the Merchants of Alvar, on the island of Dagger Wound. He will be able to verify the truth of what you find.

(quest 34)



(Dark Dwarves)

These little vermin work with or for the Elements of the Earth. No one can tell which. They burrow up from the earth in search of wealth, food, and slaves. Nothing is left behind where these scavengers have been.

Ferris (9):

I was out with one of the crews working along the new lake searching for things that were washed out of the lair. We think we found the source of the flood. There is a strange gateway out in the middle of the lake. We don't have any boats, so we didn't explore it, but even from the shore, it is clear to see that it leads to a watery realm.

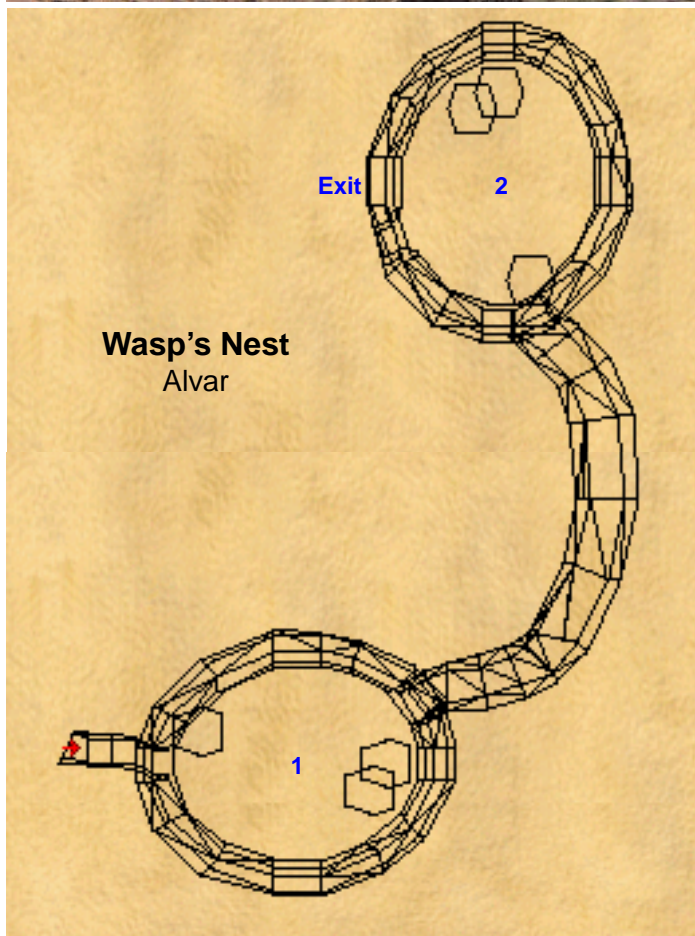
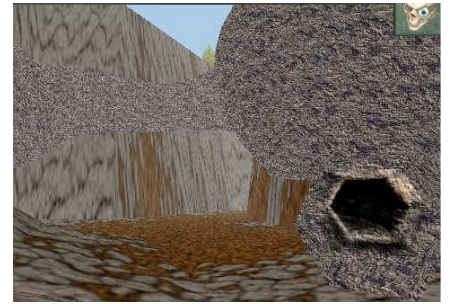
With Minotaur-quest in the box, and the Minotaurs having joined the alliance, we returned to Alvar, to complete the exploration of Alvar wilderness.



Wasp Nest



The hive emits a hum which sets your teeth rattling in your jaw. The breeze you feel is not the wind, but the blowback of a thousand monstrous wings.



1. 5 levels stacked on top of each other. Use Jump to ascend to next level. Exit to passageway from top level.
2. 3 levels stacked on top of each other. Entry on top level. Jump down to new encounters.

Nothing here but lots of encounters.

Gain: 25 stingers (=12500g), lots of wax reagent, quite a few jars of jelly for sale in Rust.

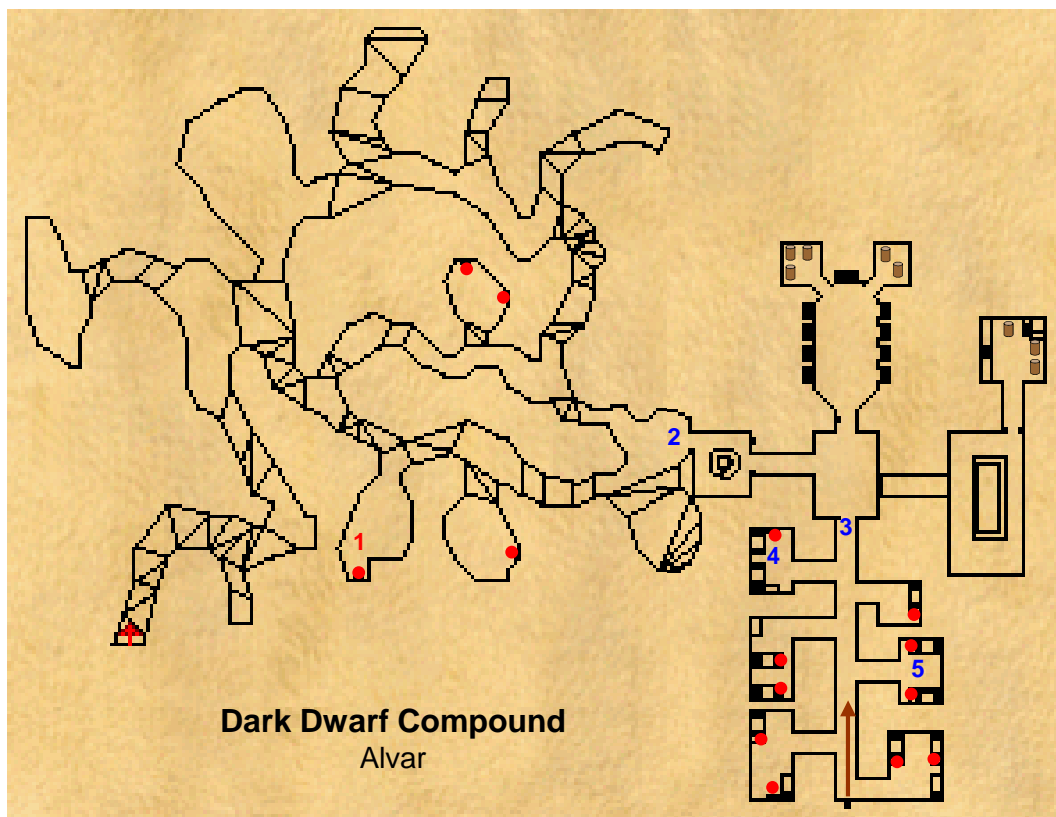
[Wasp Worker](#), [Wasp Warrior](#), [Wasp Sentry](#)

Difficulty: Hard (esp. last room)

Lv 24-25 / 18 / 16



Next challenge: [The Dark Dwarf Compound](#) and [Balthazar's Axe](#)



Boulders (at least 3 different sizes)
(explode w. much damage,
break armor)
Dark Dwarf Grunt,
Dark Dwarf Pounder,
Dark Dwarf Berserker

(Boulders in caves,
Dwarves after door (2))

Difficulty: Very hard
Lv 25 / 18 / 16

1. Chest w. **Axe of Balthazar** (q34)
2. Blades-trap when open door
3. Rock blast trap in corridor. Stay close to wall (1-2 hits = death)
4. Chest w. Ring: Regen HP, Cure Ins. book
5. Chest w. Ring of Planes (+40 all elemental resistances)
Minotaur Plate of Magic



Rock-blast trap (3), with boulder heading towards party
... And that was end-of-party for this time.



Looks quite innocent, but then...



Having retrieved the axe, we first went to Blood Drop (Dagger Wound Island) to present the axe to Dadeross, and then back to Balthazar's Lair.

Dadeross (Blood Drop):

Of course I would know **Balthazar's Axe** if I saw it! Do you have it with you? This IS the axe! You must take this back to Tessalar, so the Rites of Purity may be performed upon the axe, so it be made ready for the son of Balthazar, Masul. Take this **letter** with you, it carries my personal seal, and statement that this is indeed the Axe of Balthazar!

Tessalar (Balthazar Lair):

You have found the **Axe of Balthazar**! Have you presented it to Dadeross? Ah, you have authentication from Dadeross! The Rites of Purity will begin immediately! You have proven yourselves worthy, and are now members of our herd! The Minotaurs who travel with you are promoted to Minotaur Lord. The others in your group will be taught what skills we have that may be useful to them. (q34)



Now went to Ravenshore and consulted Seer. He advised “untangling the conflict between Clerics of the Sun in Murmurwoods and Necromancers in Shadowspire. Before handling that conflict, we went to Dragon Hunter’s Camp in Garrote Gorge.



Ravage Roaming 5 d

- | | | |
|---------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------|--|
| 1. Dragon Hunter's Camp HQ | 13. Calandril, q38 | |
| 2. Kenneth Otterton, Master Body Bldg. (2500)
(Req. End. 50) | 14. Norbert Slayer, Expert Armsmaster (2000) | |
| 3. Leane Stormlance, q35 (Knight PQ)
Jayaine Cardon, Master Sword (5000) | 15. Weldrick Falconeye (Trained Dragons) | |
| 4. Tugor Arin, Master Body Magic (4000) | 16. Bethold Kern, Master Spirit Magic (7000) | |
| 5. Zelim, q36
Herald Foestryke, Expert Axe (2000) | 17. Quick Jeni, Master Repair Item (2500) | |
| 6. Robert Morningstar, Master Mace (5000)
Isram Delver (Other Dragons) | 18. Dragon Cave | |
| 7. Wanda Lightsworn, GM Learning (8000)
(Req. Int. 50) | 19. Grand Temple of Eep (q18) | |
| 8. Sethine Ironfist, GM Plate (7000)
Chadric Benson (Dragon on Regna) | 20. Dragonbane Flower (q38 & q40)
(Two more further west along river) | |
| 9. Avalon, q37 | 21. Well, +2 fire res. perm (can be repeated 5X) | |
| 10. Peryn Reaverton, Knight PC
(You must be joking! Why would I travel w.
such riff-raff as yourselves) | 22. Naga Vault (q36) | |
| 11. Tempus, Knight PC
(Why would I join a bunch of amateurs?) | 23. Jeric Whistlebone's Dragonslayer Camp, (q43) | |
| 12. Tessa Maker, Expert ID Monster (500) | | |
-
- | | |
|---------------------------|-------------------------------------------------------------------------------|
| O1: theunicornkin | |
| Items: Dragonbane Flowers | Naga, Naga Warrior, Naga Queen (blades)
(before choosing side in alliance) |
| No Fountain – Can't use | Dragon Hunters, Dragon Pet
(after allying with Dragons) |
| Town Portal to here | Difficulty: Easy - Normal |
| | Lv 40 / 53 / 31 / 41 / 41 (last part) |

Initial visit: Explored Dragon Hunter Camp and closest surroundings, also went to Dragon Cave and recruited Dragon. No monsters in town – could see Nagas in the distance, but didn't approach them. Both Dragon Hunters and Dragons were friendly at this time. Lv 25 (main chars), 17 (Overdune), 10 (Arius)

Leane Stormlance (3):

My father **Blazen** left here years ago to slay the Skeletal Dragons in the Shadowspire Region. Unfortunately he has never returned. He took with him **Ebonest**, the greatest Dragon slaying spear ever forged. Charles Quixote has never forgiven my father for taking Ebonest with him. Unfortunately we have no idea what befell my father. Because my father was Charles' second in command and responsible for the loss of Ebonest, Charles is unwilling to promote me to Champion, regardless of the merit of my skills. Perhaps if you find Ebonest, Charles will promote your knights and myself to Champions! (quest 35)

(Skeletal Dragons)

My father believed that the Necromancers of Shadowspire were attempting to create an undead dragon. This would be a truly horrid beast. He believed it was his personal duty to stop them.

Zelim (5):

The **Drum of Victory** needs to be recovered if we are to defeat the Dragons in this region. If you were to recover the Drum I would reward you well. (quest 36)

(Drum of Victory History)

The Drum of Victory was brought here by Charles Quixote. Its deafening sound drives terror into the heart of any Dragon who hears it. Unfortunately it was lost in a battle against the Nagas when Charles Quixote was trying to establish his keep, here in Garrote Gorge.

Calindril (13):

The **Dragonbane Flower** has many medicinal uses. It also has some uses that are less than medicinal. From this flower we can distill a poison that is deadly to Dragons. With it we should be able to make quick work of the Dragon vermin that infest this region. Find this flower and return to me with it. You will not be disappointed by my reward. (quest 38)

Avalon (9):

You seek to gain the favor of Charles Quixote? Help us in his crusade against the Dragons of Garrote Gorge. If all of the Dragons in the region and in the Dragon Cave are slain, Charles Quixote will be sure to hear of your name! Return to me when they are all dead! I will reward you well.. (quest 37)

While exploring the river area we were on look-out for the flowers, and found the needed ones (also for similar Dragon quest)

Isram Delver (6):

While Garrote Gorge has the highest concentration of dragons in Jadame, I hear there is hunting to be had elsewhere. For instance, there is rumored to be a great old dragon out in the Ironsand Desert. Another is supposed to be somewhere in the badlands of Ravage Roaming.

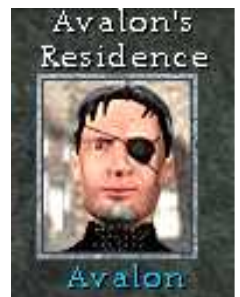
Chadric Benson (8):

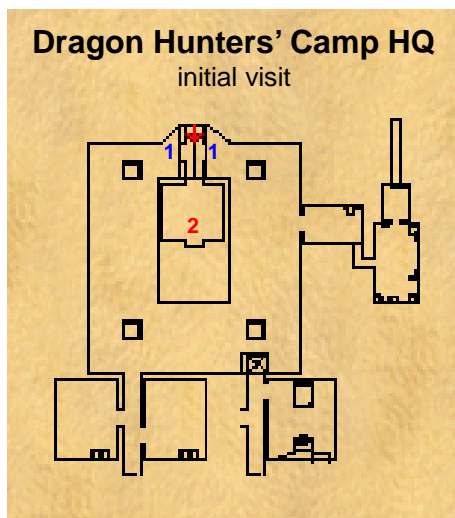
When Charles Quixote brought us over from Erathia, we sailed past Regna Island. Since this was our first sight of Jadamean land on the voyage, it was an omen of our hunting expedition's future success that I saw an ancient dragon winging its way towards the island. How I wish I could get a spear in that one! It was the biggest dragon I'd ever seen.

Weldrick Falconeye (15):

Not many people know this, but it is possible to train a Dragon. It's sort of like breaking a horse, except that it requires more special equipment and a lot of magic. Those tame Dragons outside the fort are an example of my work. Right now they are loyal to us, but I will bond them to their ultimate customer, Fenris Greenwood, a minor lord back in Erathia. Well, I will do so as soon as he pays us, that is.

Next went to Dragon Hunter's HQ, to confront with Sir Charles Quixote (who we previously met in Wiz7...)





1. Guard: Halt! Only members of our knightly brotherhood may pass this point.
2. Charles Quixote's house



Sir Charles Quixote:

Sir Charles Quixote at our service. Welcome to my camp headquarters. From here I oversee this hunting expedition. Are you here to trade? Most of what my goods are committed to orders already. I do, however, have some baby dragons for sale. And I suppose I could part with some of the lower grade adult hides.

(Alliance)

Hmmm ... things must be serious if trader Loudrin is involving himself in matters other than his own fortunes ... and I must say that there is a taint of doom in the air.

If only for continued good business between my operation and his, I would normally entertain this notion of Loudrin's. Unfortunately, matters here are tying up all of my resources. I have none to spare for support of this alliance you speak of.

Say, perhaps we can help each other? If you were to take care of a little matter for me, I could consider honoring your request.

(Quest)

One of my customers, an Ogre that goes by the charming moniker of «Zog the Jackal», has seriously betrayed my trust. I gave him an item of great value on promise of future payment. This rather large payment never arrived. I sent a messenger to demand the return of the item – a **Dragon's egg** of great potential. This messenger was slain!

Needless to say, this matter concerns me greatly. I have allotted both money and men for the purpose of revenge. If, however, you were to recover the egg for me from Zog's fortress in Ravage Roaming, I would be glad to pledge service to your alliance. (quest 39)

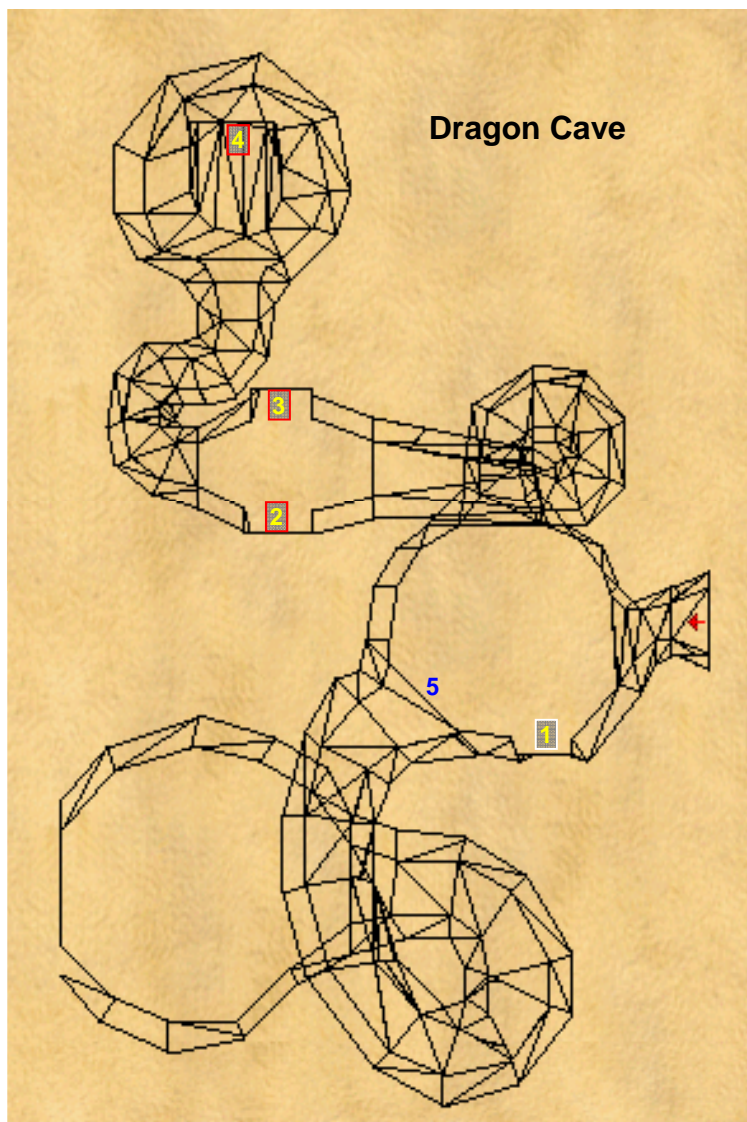
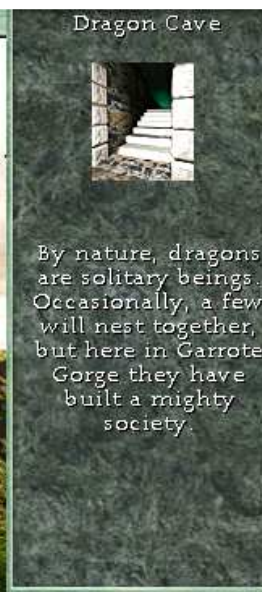
(Stormlance)

Blazen Stormlance was my lietenant and my friend. I never understood his personal quest – this need to find these rumored Skeletal Dragons. He took my greatest tool with him. With **Ebonest** in my hand, I would have the Dragon problem well in hand.

(Ebonest)

The Clerics of the Sun imbued this spear with their blessings, making it the strongest spear forged. Its power is said to be able to slay any Dragon with one blow. If this were so, I could end my conflict quickly, cleanly and efficiently

Dismissed Overdune Snapfinger, then went to Dragon Cave



1. Ithilgore, PC (will join)
Erthint, [Master Dragon](#) (4000)
2. [Balion Tearwing, q40](#)
Klain Scarwing, [GM Dragon](#) (8000)
3. Ishton, [Expert Dragon](#) (1000)
[Jerin Flame-eye, q41](#)
Bazalth (Renegade Dragons)
4. Dragon Leader's Cavern, [Deftclaw Redreaver q42, q43 \(Dragon PQ\)](#)
5. Guard: You may not enter here, puny ones!
Stay back or be our prey!



Ithilgore recruited here.

Balion Tearwing (2):

The **Dragonbane Flower** has many medicinal uses. It also has some uses that are less than medicinal. From this flower a poison is made that is deadly to dragons, but the poison's antidote is also found in its petals. Find this flower and return to me with it. You will not be disappointed by my reward. (quest 40)

Jerin Flame-eye (3):

You seek the favor of Deftclaw Redreaver? Don't we all? If you were to **kill all of the Dragon hunters** in the Garrote Gorge wilderness, I would be certain to mention you to him. I would also be in the position to offer you a generous reward! (quest 41)

Bazalth (3):

As if Quixote was not enough of a problem to plague us, we must also contend with **Ilsingore**, **Yaardrake** and **Old Loeb** – renegades among our kind! They think they can rebuild our race by scattering across Jadame and starting their own tribes. Fools! All they do is weaken us by removing themselves from our numbers. Yaardrake has fled to the Ironsand Desert. I know not where the others have gone.



Deftclaw Redreaver (4):

It is only because you are under Bastian Loudrin's protection that I have allowed you this audience. Know you stand before Deftclaw Redreaver, Ultimate Flightleader of the Dragons of Jadame. I am not to be tarried with. Speak your business!

(Alliance)

"An alliance to unite Jadame", you say. If it wasn't Lordrin who was proposing it, I would normally have slain you for my supper. While intriguing, I cannot consider the idea now. We are under daily attack by the accursed knights of Charles Quixote. If he were not a problem, I could do as Lordrin asks. Perhaps you could help me with Quixote?

(Quest)

Last month one of Quixote's raiding parties invaded our caves. They slew many and took with them **the egg containing my unborn heir**. While those foul slayers hold the egg, we cannot attack their encampment.

If you were to **return the egg to me**, I could destroy Quixote. Do this for me and I will join your alliance.

(quest 42)

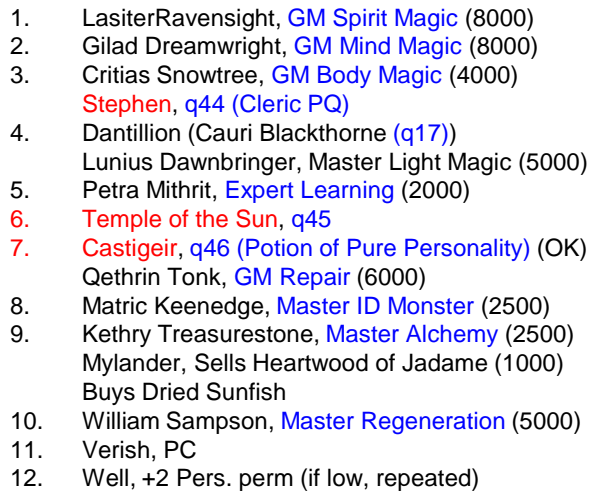
(Promotion to Great Wyrn)

To attain the status of Great Wyrn, a Dragon must prove that he can handle himself against a great number of foes. He must face down the vermin that Charles Quixote would send against us. To the southwest of here, Quixote has established an encampment of his puny "Dragon Slayers". This camp is led by Jeric Whistlebone, the second in command of Quixote's army. **Destroy this camp!** Kill all of those who serve Quixote in that region and return to me. Return to me with **the sword of Whistlebone the Slayer**. In doing this, you will prove to me your worthiness. (quest 43)

(Dragon Slayers)

That cursed knight, Charles Quixote is assembling his best Dragon Slayers at an encampment to the southwest of here. He must be planning another assault upon the Dragon Caves!

Next walked to Murmurwoods, which is the only way to get there...



You seek promotion for the clerics of our faith who travel with you? I can promote you, but I do not place much trust or faith in strangers these days. If you were to do something for me, such as **finding the lost Prophecies of the Sun**, and returning them to me, then I would be agreeable to promoting you. (quest 44)
(found in Abandoned Temple, Dagger Wound Island) ...

Of the many Prophecies of Jadame, the only ones that I have not studied are the Prophecies of the Sun. This temple was established by Tesius Dawnglow, who traveled here from Erathia many years ago to find these Prophecies. Unfortunately, they were not found. It is our hope that these Prophecies hold the solution to the events that are destroying Jadame.

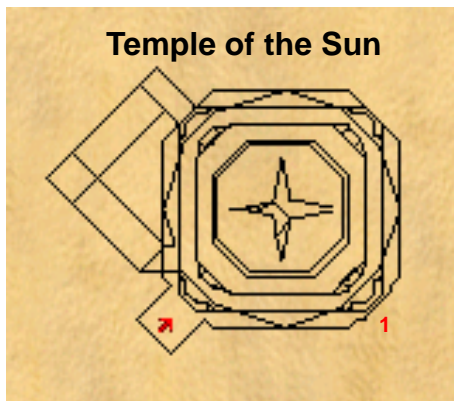
Cauri Blackthorne was here well over a week ago, maybe longer. She had asked us many questions about the elemental incursions. We provided her with what information we had here. She said she would return to Alvar with the information. Before she left, we asked her if she could do a favor for us. We asked her if she could check on a group of pilgrims that were traveling to the old Druid Circle of Stone to the northeast of here. She assured us that she would check in on them on her way back to Alvar.

(Got a bunch of [Stone to Flesh-scrolls](#))

I need to investigate the Circle of Stone further for the Temple of the Sun. Hopefully not all of the pilgrims met the fate of these. Hopefully there are survivors.

Something has agitated the creatures in this area, and I think the source can be found in the Circle.





1. Temple of the Sun Leader Room



Oskar Tyre:
(Alliance)

Certainly the elemental unrest concerns us greatly. Why, one need travel only a short distance north from our temple to see a great maelstrom of unnatural duration and fury. But sadly we have other matters pressing.

The sick horror that is the **Necromancers' Guild** must be blighted from this land! We wage holy war on the evil in Shadowspire. Our entire spirit and power goes into the campaign we wage against Sandro and his minions. Until that is done we cannot entertain participation in your alliance.

(Quest)

Then again, we could spare some resources for your alliance if the war would turn in our favor. Perhaps you could be our agent of fortune? Inside the Necromancers' Guild is a device known as the **"Skeleton Transformer"**. It converts living creatures into the skeletons which the dark mages use for the bulk of their reinforcements. If it were destroyed, we would quickly have the upper hand.

We have an agent, Dyson Leland, placed in their guild. Find him and help him to **wreck their skeleton making device**. Do this and I will consider your request more favorably. (quest 45)



1. Temple of the Sun
2. Ancient Troll Home
3. Druid Circle (Circle of Stones)
4. Cauri Blackthorne (stoned), (q17)
5. Stoned pilgrims
6. Gateway to Plane of Air
7. Contest of Endurance (all OK, +5 skillpt)
8. Pedestal, Heroism
9. Pedestal, Immolation
10. Well, poison
11. Unicorn King (much later in game)

Items: Horseshoes

At this stage explored the Basilisk area to Northeast, and found **Cauri Blackthorne** and some stoned pilgrims. Then explored the West, including the Ancient Troll Home.

(Explored late in the game)
 Dancing Light, Wisp, Will'O Wisp
 Young Basilisk, Basilisk, Elder Basilisk
 Unicorn foal, Unicorn, Unicorn herd leader
 Difficulty: Normal - Hard
 Lv 40 / 53 / 29 / 40 / 40 (last part)



Cauri Blackthorne:

Thank you for your assistance with the Basilisk Curse. Usually I am prepared to handle the vile lizards, but this time there were just too many of them.
The Temple of the Sun asked me to check on a few pilgrims that were looking for the Druid Circle of Stone in this area. When I found the first statue, I realized what had happened to the pilgrims.
I myself did not know of the increase in the number of Basilisks in this area. They seem to be agitated by something. I was going to investigate the Druid Circle of Stone when the Basilisks attacked me.



(Patriarch)

::Cauri looks over the Dark Elf(s) in your party::

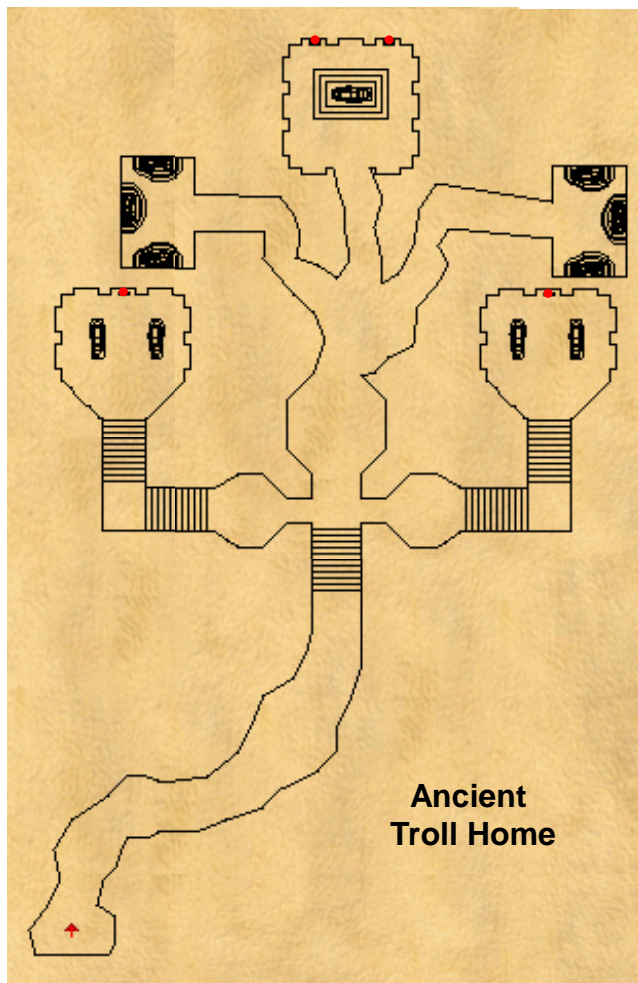
To rescue me, you must have researched my path, and investigated the places I had been. This demonstrates the intelligence needed to succeed in dealing with the world and business.

To get to where I was attacked, you must have the skills needed to fight the Basilisks and other threats, demonstrating your prowess as a warrior. Skill in battle is needed when proper negotiations break down.

To ask me for promotion demonstrates desire, and without desire success will always escape your grasp.

You have all of the traits necessary to hold the title of Patriarch. I will notify to Council upon my return. It would be my pleasure to travel with you again. You can find me in the Inn in Ravenshore.

(Really recommended to recruit her (she's good!), but party really didn't need another Dark Elf...)



Dancing Light, Wisp, Will'O Wisp
Young basilisk, Basilisk, Elder basilisk
(Basilisks can stone)

Difficulty: Easy
(everything was easier with a Dragon onboard)
Lv 27 / 20 (Arius) / 6 (Ithilgore)

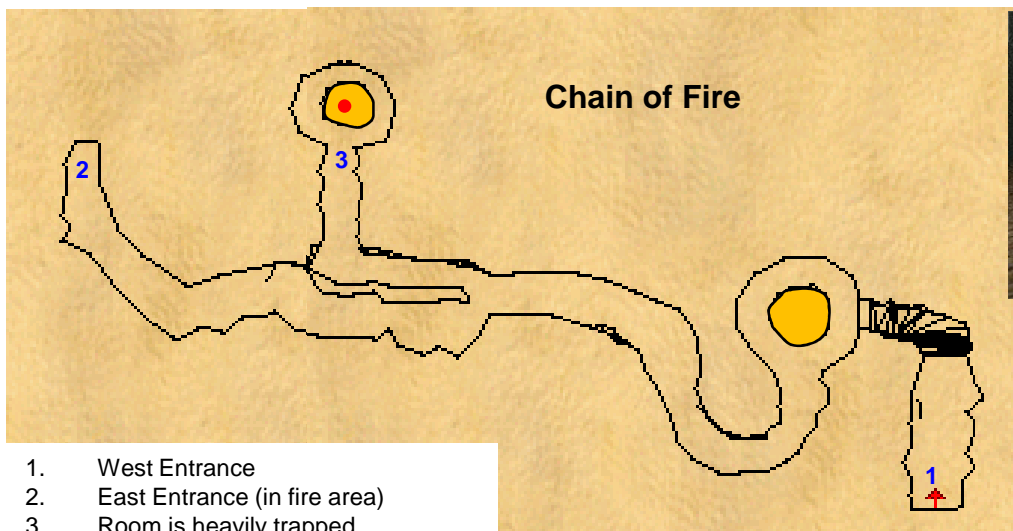


Having found (and cleared) the Troll Home we returned to Rust with the good news

Volog Sandwind (Rust 11):

You have found our Ancient Home? It's located in the western area of the Murmurwoods? This is wonderful news. Perhaps there is still time to move my people. Unfortunately the Elemental threat must be dealt with first, or no people will be safe! All Trolls among you have been promoted to War Troll, and their names will be forever remembered in our songs. I will teach the rest of you what skills I can, perhaps it will be enough to help you save all of Jadame. (q25)

Now explored rest of Ironsand desert, including the Chain of Fire and the Cyclops Larder.

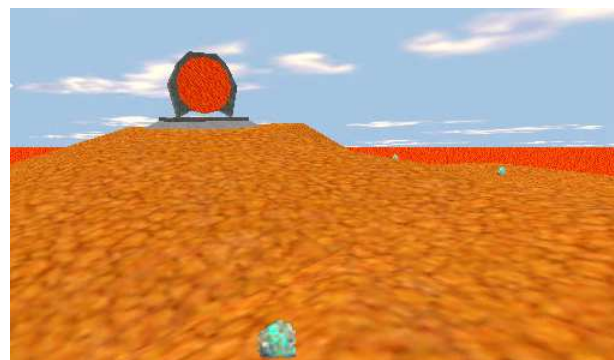


1. West Entrance
2. East Entrance (in fire area)
3. Room is heavily trapped
Open/get chest w. telekinesis.
Crown of Final Dominion
(Int+50, of Dark Magic, Lich)
Trident of Rulership
(+13, 2d6+13, +70 wat.res, -70 fire)

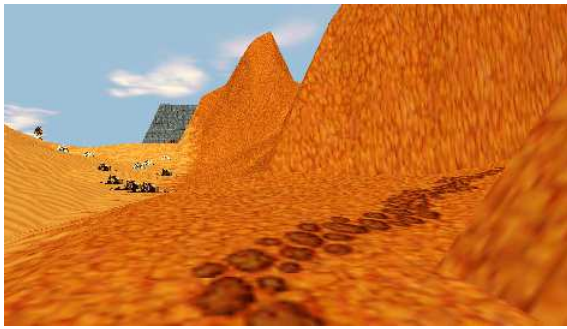
Chest by (3) is only reason to through this cave, as the area on the other side is easily reached by flying



Smoke Gog, Ember Gog
Fire Newt, Fire Lizard, Salamander
Difficulty: Normal
Lv 30 / 23 (Arius) / 14 (Ithilgore)



Entrance to Plane of Fire

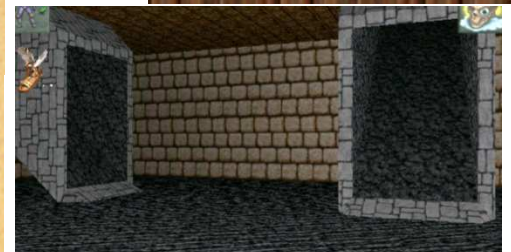
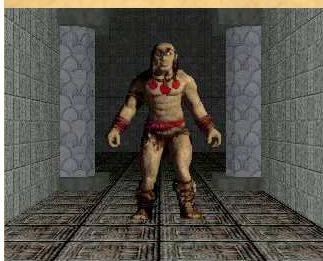


Cyclops Larder



What use do the Cyclopes make of this sinister vault? Whatever they do, makes it smell like a butcher's shop.

Cyclops Larder



Monsters as Ironside Desert

Difficulty: Normal

Lv 30 / 23 (Arius) / 14 (Ithilgore)

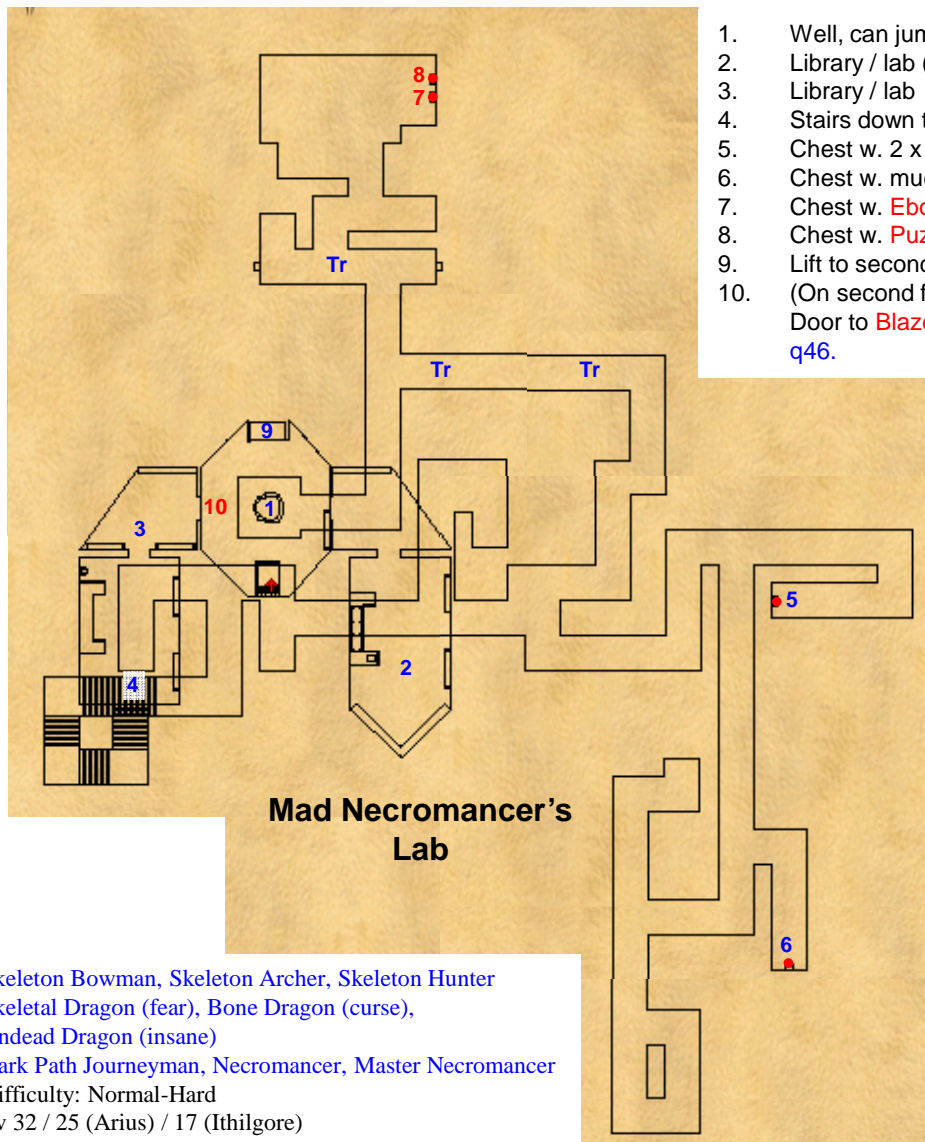
1. Sparks trap (Stick to wall)
2. Lever: Opens door to lift (3)
3. Lift down
4. Prison area – freed several human peasants (no effect)
5. Trap (use jump)
6. Chest contains
Remains of Korbu (q28)

Journal Scrap

I am through. Korbu was right. It is not right for us to take the lives of others to sustain ourselves. The feeling I have been experiencing must be remorse. This must be what Korbu felt as well. I will not feed again. I will lay down as Korbu did and perish here in the Cyclops Larder. It is my hope that Korbu will be forgotten and that his remains will be left here. I will secret them away, as I believe that he would not wish to experience life again. Ancient legends of our people speak of a curse that was placed upon us. It is my belief that we are indeed cursed. Once you have felt remorse the only desire you have is for forgiveness. For me this is now only a dream.

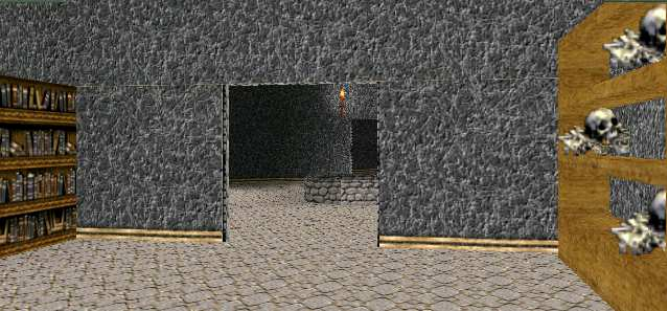
Ciatlen

Next task: Visit the Mad Necromancer's lab in Shadowspire to try to rescue Blazen, find puzzle box and soul jars.



1. Well, can jump into to level below
2. Library / lab (potions, spell book)
3. Library / lab
4. Stairs down to cellar level (most of map is cellar)
5. Chest w. 2 x Lich Jar
6. Chest w. much gold, good chain, Lich jar
7. Chest w. **Ebonest** (q35), 2 x Lich Jar
8. Chest w. **Puzzle Box** (q31), 2 x Lich Jar
9. Lift to second floor
10. (On second floor)
Door to **Blazen Stormlance** (q35)
q46.

Skeleton Bowman, Skeleton Archer, Skeleton Hunter
Skeletal Dragon (fear), Bone Dragon (curse),
Undead Dragon (insane)
Dark Path Journeyman, Necromancer, Master Necromancer
Difficulty: Normal-Hard
Lv 32 / 25 (Arius) / 17 (Ithilgore)



Blazen Stormlance (q35):

Help me!

(Ebonest)

I was captured in the center of the Mad Necromancer's lab. There I was tortured and many curses were placed upon me. Ebonest must have been taken from me when I fell, and perhaps is still in the central chamber. If you were to recover it and return it to Quixote, at least my family name will be cleared, and my daughter can continue her life without my failure haunting her.

(Cure)

Perhaps the Clerics of the Sun have a way to cure me, for they would be the only ones who would know how to counter the dark magics that afflict me. There is a friend of mine in Ravenshore named **Dervish Chevron**. He left the Temple of the Sun years ago to pursue his own research into the mysteries of Jadame. Perhaps he would know of a cure, or even have it in his possession. If he cannot help, promise you will return here and kill me so I may at last be at rest! (quest 46)

(Mad Necromancer)

Zanthora moved here from the Shadowspire to continue experiments she began at the Necromancers' Guild. She desired to create the ultimate horror, the Skeletal Dragon. Her fellow Necromancers feared the end result. If the created Dragons were ever to escape Zanthora's control, there would be no stopping them.

"Had to" go to Ravenshore to find the cure:

Dervish Chevron (Ravenshore):

The **Gem of Restoration** may cure the knight, Blazen Stormlance, of what you say has befallen him. There is no love lost between the Temple of the Sun and the Guild of Necromancers; any opponent of theirs is definitely a friend of ours. Restore Stormlance to life so that he may rejoin Charles Quixote. (q46)

(Also offered to join party)

Then back to Mad Necromancer's lab:

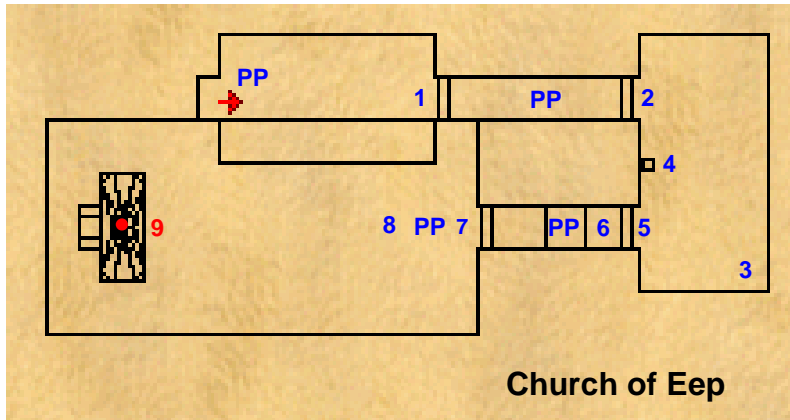
Blazen Stormlance:

The Cleric sent you back with the Gem of Restoration? I am free of this place! Search me out if you wish for me to ever travel with you! It would be my pleasure to join you in your journeys! I will wait for you at the Adventurer's Inn in Ravenshore.

(... Went to Ravenshore, dismissed Arius and recruited Blazen, which is truly amazing!

Then proceeded to Ravage Roaming and completed exploration of this map, including **Church of Eep** and **Crypt of Korbu**.)





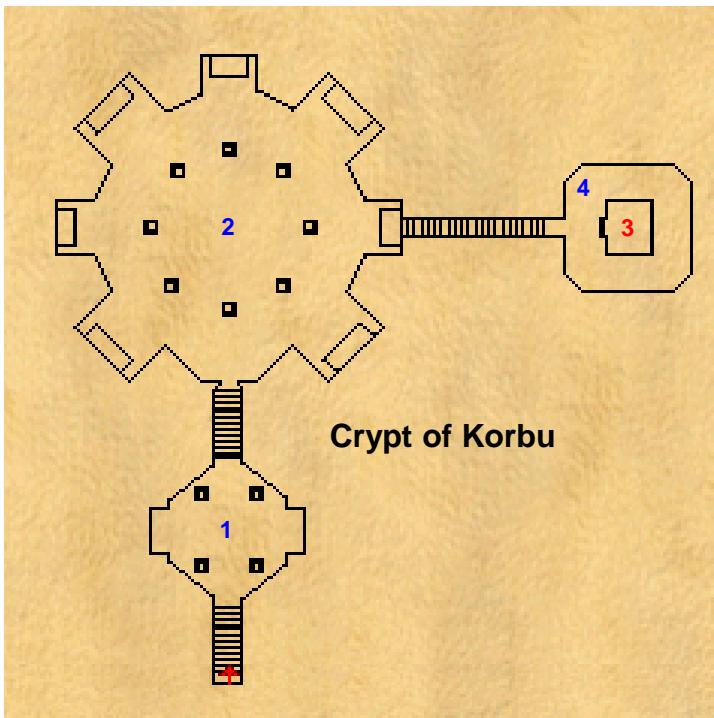
Animalist, Wererat, Greater Wererat
Shapeshifter, Bestial Shapeshifter
Lycanthrope, Bestial Lycanthrope

Difficulty: Easy

Lv 33 (Haldir) / 50 (Blazen) / 20 (Ithilgore) /
34 (Frederick) / 34 (Devlin) [Changed order]

- PP: Pressure plate (invisible)
1. Door opens by PP, closes when leave PP. Use jump spell.
 2. Door opened by PP or crate (4) (Jump)
 3. Button moves crate (initially in middle of room) to pos. (4)
 4. Crate in new position. Standing on crate opens (2) and (5). A well-timed jump gets you in before door closes
 5. Door, see above
 6. Lift down (uo)
 7. Door opens by PP (jump)
 8. Teleporters in entire width of room. Takes you back to PP. Use jump spell (leads to new TP, but success is possible. Easier to open chest and get contents by Telekinesis.
 9. Chest contains
Ball of Dunduck Cheese (q18)

To get back out: Everything in reverse order.



Efreeti Knight, Efreeti Lord (fire spells, imm mind)
 Naga, Naga Warrior, Naga Queen
 Difficulty: Hard
 Lv 34 / 51 / 21

1. Efreet, Sparks Trap
2. Nagas
3. Sarcophagus of Korbu (q28)
4. Journal scrap,
 Trollish Maul of Thunderbolts
 (+12, 2d5+12, +6-15 elec. dam.)



Journal Scrap

My Brethren,

Here in the Crypt of Korbu I have found nothing but tragedy. Korbu has perished. Perhaps he no longer had the will to prey upon others to sustain himself. Guardian Nagas have infested the crypt, and reaching Korbu was indeed difficult. Instead of answers, I find myself confronted with only more questions. Why would Korbu accept his own death, instead of taking the life of another for sustenance. The greatest of our kind is nothing but a pile of bones and dust. I will bring these remains back to the elders, perhaps they will find the answers that I cannot.

Ciatlen Venitius

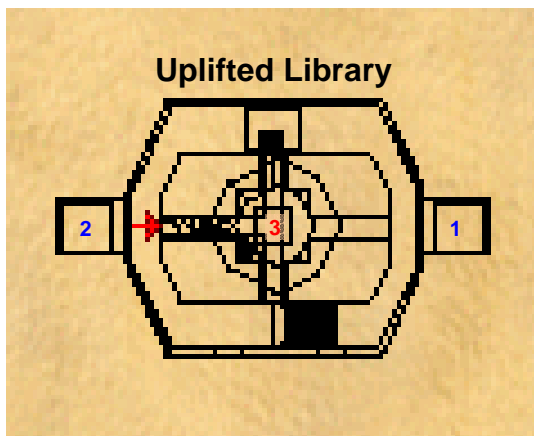


The sarcophagus was hefty – both heavy and bulky. So went as quickly as possibly back to Twilight to get rid of it – don't really want to drag it around more than necessary...

Lathaen (Twilight):

You have brought us the Sarcophagus of Korbu and his sacred remains. We will attempt to reanimate Korbu and seek his wisdom in these troubled times! The vampires among you will be transformed into Nosferatu, and the others will be taught what skills we can teach them as reward for your service. (q28)

Next decided to attempt the Uplifted Library on Dagger Wound Islands. We really want that Necromancer advancement...



Triton, Triton Warrior, Triton Crusader
Boulder
Difficulty: Easy - Normal
Lv 35 / 51 / 23

Library is on several levers, not so easy to figure out the outlay from the map.

1. Lift lv 1-2 and lv 3-4
2. Lift lv 2-3
3. On lv 4, a button in center of room activates secret lift to lv. 5, with chest containing
Lost book of Khel (q27),
Bow Longseeker (+10, 5d2+10, Acc+50,
Bow+4, Swift)
Amulet: +10 all resistances



Could now return to Taleshire in Twilight with all the necessary items for transformation to Lich.

Vetrinus Taleshire (Twilight):

You have brought everything needed to perform the transformation! So be it! All necromancers in your party will be transformed into Liches! May the dark energies flow through them for all eternity! The rest of you will gain what knowledge I can teach as reward for their assistance! Let's begin! (q27)

After we have completed, good friend Lathean can handle any future promotions for your party.

(Travel with you)

I cannot yet travel with you! I would sooner sign on with a merchant caravan, than travel with you. Return to me when you have discovered more of the world, and your place in it. (Need to be level 50 or thereabouts)

Sandro:

Hail to you. I am Sandro. Thant and I are the high guildmasters of the Necromancers' Guild. With our fortunes diminished in Erathia and Enroth, it could be argued that we speak for the guild worldwide.

We have heard that you are envoys from Bastian Loudrin. What is his need of us?

(Alliance)

Bastian Loudrin has been a great friend to the guild. Sadly, I must refuse his request at this time. Even as we speak, my guild is embroiled in a battle for its very survival. For you see, the Temple of the Sun has declared a holy war on us. Most of our members are away in the fields either leading armies or raising zombies to serve in them.

I wish I could say otherwise, but the accursed temple holds the upper hand. If only the balance would tilt in our favor.

(Quest)

If we had the Nightshade Brazier back in our possession, Shadowspire's defense would not be an issue. We could bring this war to the doors of the Sun Temple. We would annihilate them!

Knowing its importance, the clerics keep the brazier in a secure chamber deep within their temple. Dyson Leland believes he can gain access to that chamber. Bring him to the temple, recover the brazier and return it to me. You want me in your alliance? Well, do this for me, and I will be in your debt. (quest 47)

If you have any questions about the Nightshade Brazier, ask Thant. It was he who created the thing.

(Dyson Leleand)

Early on our conflict, the Sun Temple attempted to infiltrate our ranks with a spy. Such foolishness – thinking they could so easily deceive a host of dark magicians!

It was child's play to unmask their agent – one "Dyson Leland". Since then we have turned him against his former masters, or so it would seem. Frankly, I don't entirely trust in his loyalty. Still, he has proven useful. As long as he does, we will continue to let him live.

Thant:

Without false modesty, I must say that the **Nightshade Brazier** is the greatest creation of my dark arts. When its fires are properly tended, the accursed sun is incapable of shining within its area of influence. The soothing shadow of night takes up permanent residence over a vast region. Within these boundaries, vampires and other night creatures know freedoms they would not otherwise know. We are free of the crypts with no worries of the destroying light of day!

Dyson Leland:

(Necromancers)

How can anyone's quest for power bring him to participate in the horrors of the Dark Path? And yet, here is a whole house of them! Oh, they will call themselves "seekers of knowledge", but these magicians of death are abomination! Loathsome corruption incarnate!

Only through my own fear can the foul Necromancers' Guild call itself "my master".

(Sun Temple)

When I was young, all I wanted to do was to join the Order of Light – to be a selfless servant of the good. As soon as I was of age, I entered the Temple of the Sun with a heart filled with the fire of purity.

What a fool I was. If there is goodness in the world, I have not seen it. There is certainly none in the halls of the Sun Temple! Hiding behind the righteousness of sanctity, Order members perform the worst crimes of greed and self-indulgence. If it were not so horrid, it would pass for something like irony.

(Yourself)

A few months ago, I was called to a private audience with the Sun Temple head priest, Oskar Tyre. He sent me out on a mission of infiltration against the Necromancers' Guild. "Become as they are", he said. "Gain their trust. While you bide your time waiting to deliver a killing blow, feed us their secrets."

A too simple plan from too simple a leader! Oh, I did as he said, bathing myself in evil so I might seem evil. But it was as if the guild could see into my heart. I was unmasked as a spy. Under threat of death, I now follow their orders.

(Join?)

I will gladly join you. My desire for revenge has been a thirst long in need of slaking. You have provided me with the cup. Let us go and fill it!

Having destroyed the skeleton transformer, and also retrieved the shield Eclipse, we could return with our trophies (Murmurwoods, then Ravenshore).

Oskar Tyre (Temple of the Sun, Murmurwoods):

Excellent work! With the Skeleton Transformer destroyed, I am more than confident that the light of righteousness will cleanse Shadowspire of evil. The Necromancers' Guild is as good as no more.

As I agreed, you may now consider the Temple of the Sun an ally against the elemental cataclysm. I myself will sit on your alliance council in Ravenshore. I will make my departure arrangements with all due haste. (q45)

Lathius (Ravenshore):

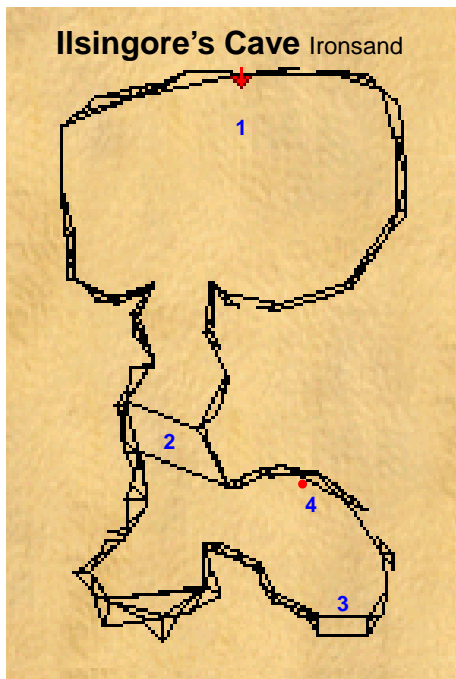
You have recovered the shield, Eclipse? The Temple is grateful for your help in recovering this potent artifact. Please, continue to carry the shield with our blessing. (q10)

Oracle (Ravenshore):

There is great turmoil in the Balance. It has taken me some time to know its source, but I know it now. There is conflict between the Dragons and Knights who fight in Garrote Gorge. It is your destiny to ally with one of the two at the expense of the other.

But didn't tackle this situation immediately. In stead went to Ilsingore's Cave in Ironsand Desert, and then to the Barbarian Fortress in Ravage Roaming.

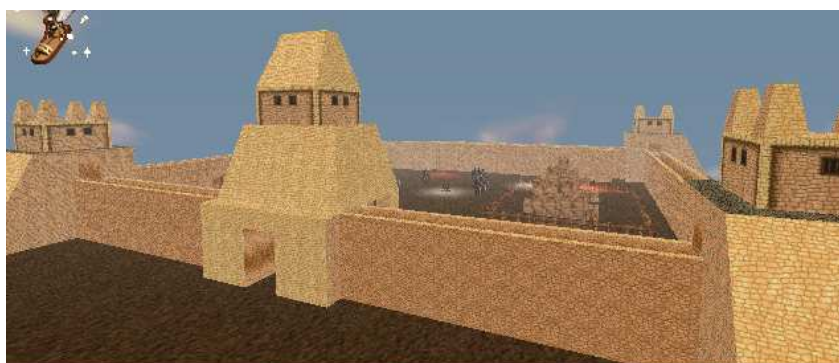


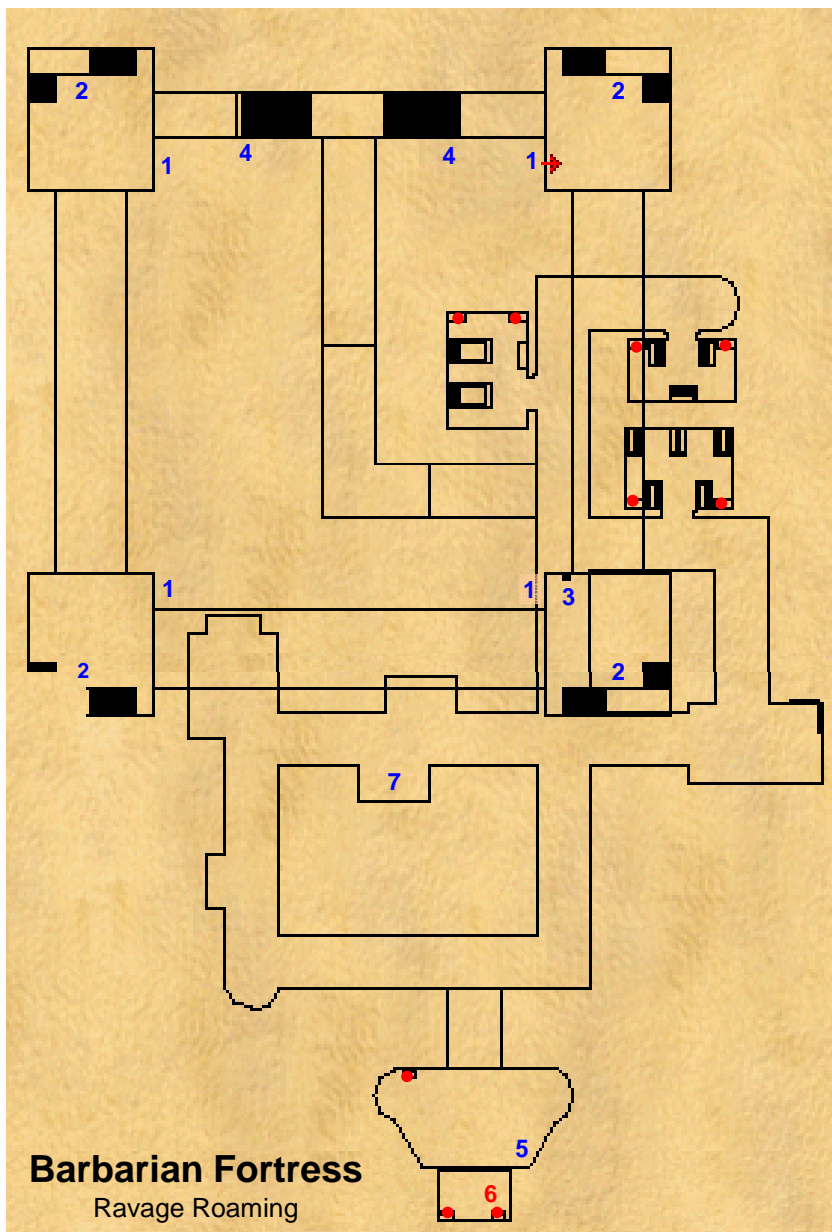


1. Small Dragon fight
2. Big Dragon fight.
Found [Glomenmail](#) (AC+48, +10 all stats, +10 all res., Dark Elf)
3. Door to Flamdring, Dragon PC (will join)
4. Chest contains:
[Mace of the Sun](#) (+7, 3d4+7, double dam. vs. elementals)
Spear [Spiritslayer](#) (+13, 1d9+13, +50 Mgt, -40 Luck, Vampiric (value 30000))

The items found here is the main (only) reason for doing this map

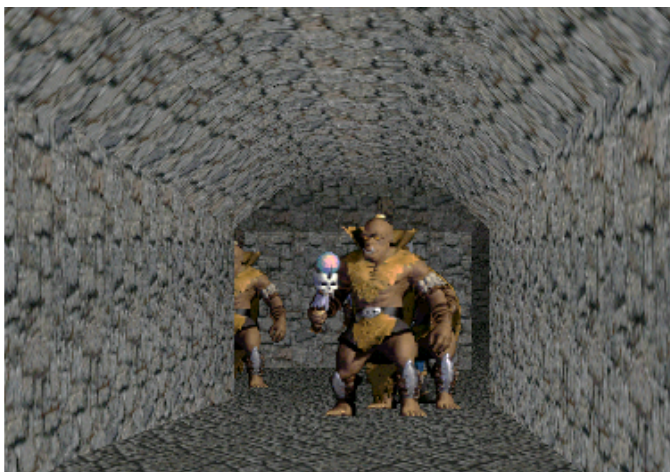
[Hatchling, Young Dragon, Dragon](#)
[Great Wurm, Ilsingore](#)
 Difficulty: Normal - Hard (Berserk helped...)
 Lv 38 / 52 / 28 / 39 / 39



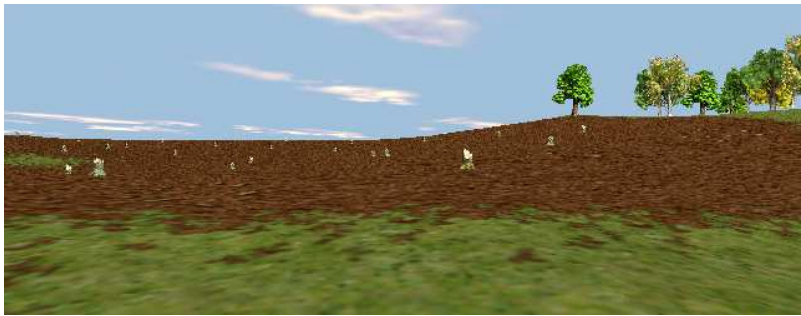


1. Exits
2. Stairs up to defense repos
3. Button (upper level) opens walls at (4)
4. Stairs down after button (3)
5. Button for secret door
6. Chest contains **dragon egg** (q39, 42)
7. (Wall marked as "special" on map, but Couldn't figure anything)

Ogre Brawler, Ogre Warrior, Ogre Warleader
 Ogre Mage Apprentice, Ogre Mage
 Zog (nothing special, no treasure)
 Soldier of Fortune, Mercenary, Mercenary Captain
 Difficulty: Easy
 Lv 38 / 52 / 28 / 39 / 39



In our "quest" of tying up loose ends we continued to Murmurwoods and explored the wilderness, and also wandered into the Druid Circle



Wastelands in northern part of Murmurwoods

Entrance to Plane of Air.

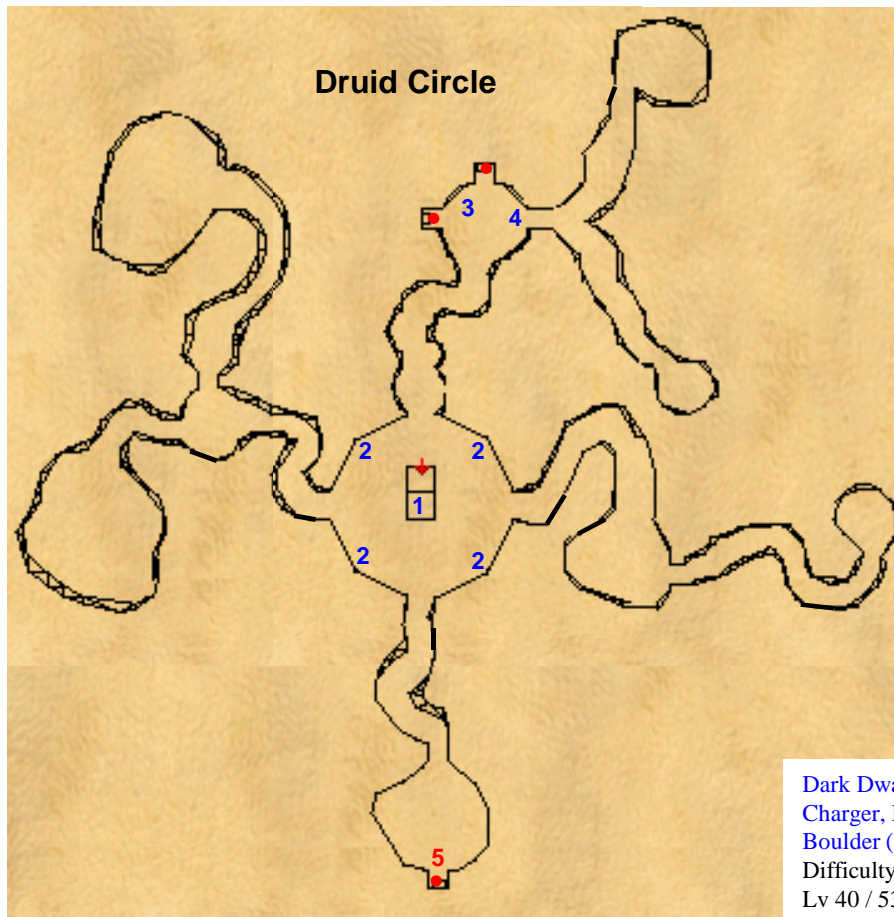


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Druid Circle

The dark rock of these stone monuments cannot be found nearby. The nearest source is the Shadowspire Mountains a hundred leagues away.





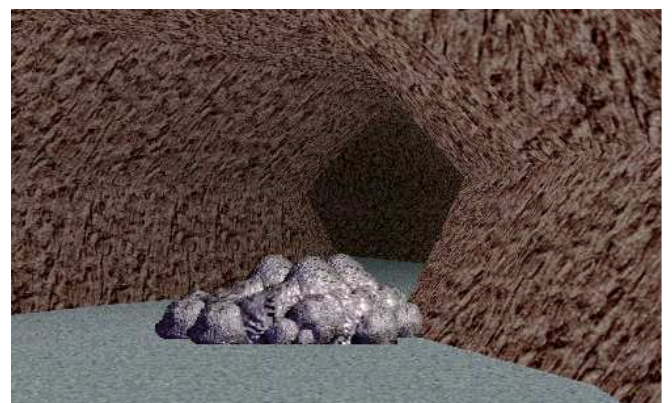
1. Lift down from entrance
Arrive at big fight on lower level
Also: Standing in center of room
releases blades / shrapmetal trap (2)
2. Slits in wall for trap
3. Chests hidden behind secret doors
4. Passageway too small for monsters
5. Chest contains **Druid Circlet of Power**
(looks like a quest item ??)

Nothing in here but monsters. Purpose???

Dark Dwarf Pounder, Dark Dwarf Grunt, Dark Dwarf Berserker
Charger, Demolisher
Boulder (something breaks weapons and armor)
Difficulty: Normal - Hard
Lv 40 / 53 / 29 / 40 / 40



Entry room



Having finished Murmurwoods (or at least we think so), party continued back to Garrote Gorge, to do remaining quests and report on completed ones. Also time to choose between Dragons and Dragon Hunters...



Dragon Hunter's Camp; village

Sir Charles Quixote:

You found Blazen Stormlance? What about MY spear Ebonest? You have that as well? FANTASTIC! I thank you for this and find myself in your debt! I will promote all knights in your party to Champion and teach what skills I can to the rest of your party. (q35)



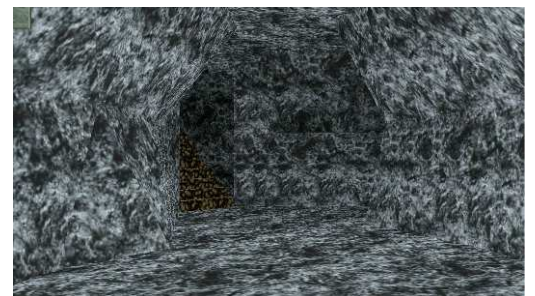
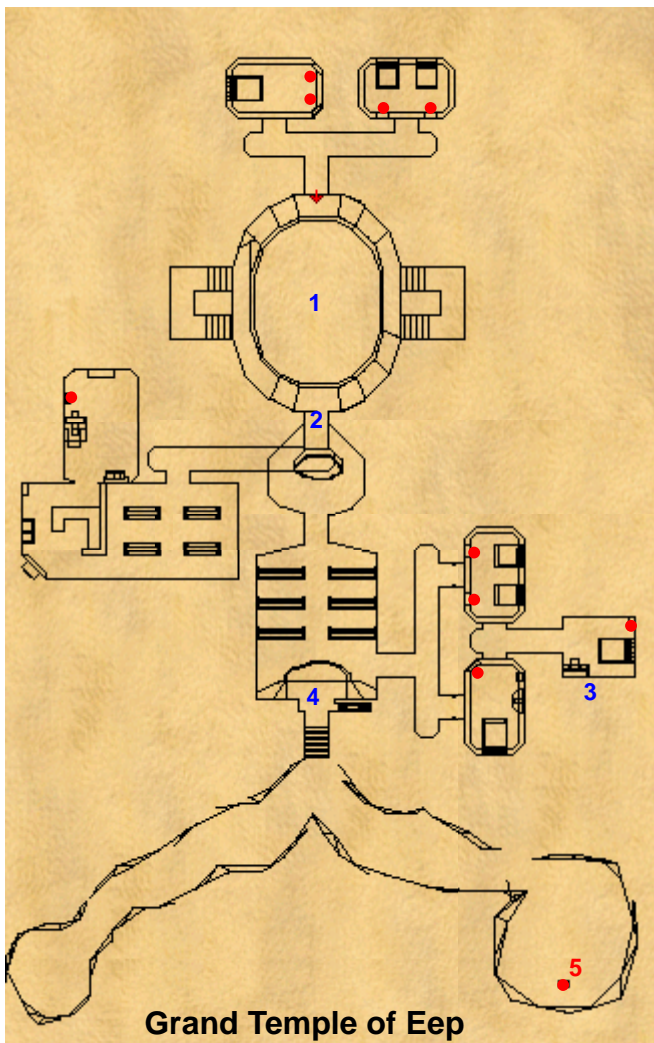
Naga occupied land near Naga Vault



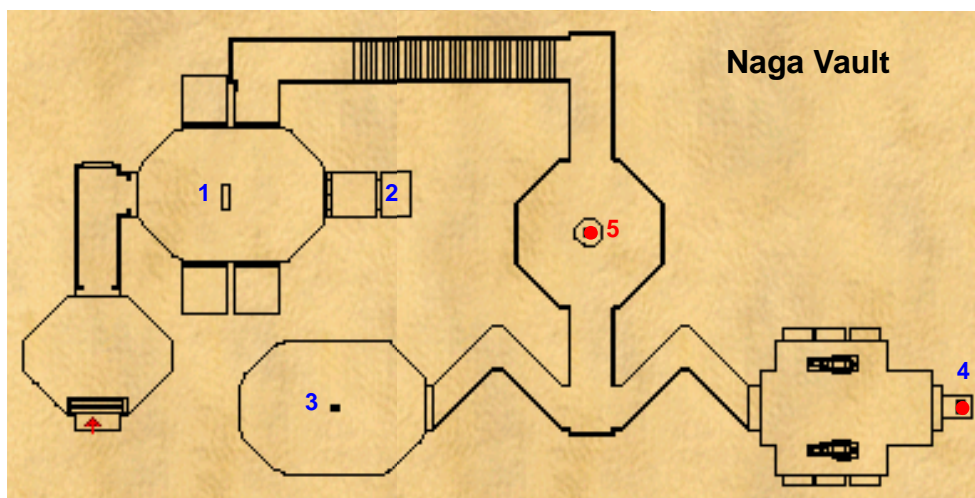
Jeric Whistlebone:

Hail! I'm Jeric Whistlebone. Welcome to my camp. We're on a hunting safari. You're welcome to look around, but don't interfere with our operation. This is no place for amateurs fumbling about!

1. From entry room stairs up (E & W) to balcony. From balcony exits to N & S
2. Door on lv 1 & 2. Lv 1: Main area w. chapel and altar
Lv 2: Area to W, only chest
3. Hidden button in short end of desk
4. Secret door behind altar, opened by (3)
5. Chest contains **Wheel of Frelandeau** (q18)



Ratman, Animalist, Bestial Animalist
 Wererat, Greater Wererat
 Shapeshifter, Bestial Shapeshifter
 Lycanthrope, Bestial Lycanthrope
 Difficulty: Easy
 Lv 40 / 53 / 31 / 41 / 41



1. Slab w. 5 buttons – each opens one of the doors (with Naga Queen behind)
2. Journal Entry behind secret door
3. Button (trapped) lowers chest (5) from secret niche in roof.
4. Chest w. Journal Entry behind secret door
5. Chest contains **Drum of Victory** (q36)

Naga, Naga Warrior, Naga Queen (poison)
 Difficulty: Easy
 Lv 40 / 53 / 31 / 41 / 41



Journal Scrap

My Brethren,

I fed today upon the body of a young knight. For the first time since I experienced the hunger, I felt something as I drained this woman of her life. I have no way to describe this sensation, only that it was very unpleasant. My mind wanders, and I think more and more of the reasons why Korbu left us so long ago. We experience eternal life, but at the cost of the lives of others.

There was a terrible wind storm from the north today. I saw trees caught in the storm high about the northern range of the Dragon's Teeth. I have never seen such a storm. I will continue back through Ravenshore and then onto home.

Ciatlen Venitius

Journal Scrap

My Brethren,

Garrote Gorge is a battlefield. The Dragon slaying knights of Charles Quixote and the Flights of Deftclaw Redreaver battle daily, with no end to their conflict in site. This battle seems senseless. At least we have reached an uneasy relationship with the Necromancers of Shadowspire upon which we feed. Perhaps Korbu was indeed mad, for at least we do not battle to feed. Or is it right that another race give up their lives to sustain us? I wonder. Tomorrow I leave for Ravage Roaming. None of our kind has been to this region since Korbu left us. I do not know what I will find. Answers? Korbu himself?

Ciatlen Venitius

Having all the cheeses we first went to Alvar to deliver the cheese, and then beacons back to Dragonhunter Camp

Asael Fromago (Alvar):

Excellent! Give me the cheeses! I must consume them!

Ah...munch munch...frelandeau, exquisite...mmmm, and eldenbrie, wondrously smoky...and hmmm, dunduck, well, that's not very nice, is it? (q18)

Standing at the decision point of no return, we decided to give the Dragon Egg to the Dragon, who are the rightful owners after all...



Deftclaw Redreaver (Dragon Cave, Garrote Gorge):

Now that I need not fear for my heir's destruction, I will visit my revenge on Quixote. His camp will face the assault of fire and claw. Those who have hunted us are now our prey animals.

As for your **alliance**...you have done me a great service. I will honor my debt. As soon as I've set my enemies to flight or the beyond, I will join the alliance council in Ravenshore. (q42)

After the Dragons got the egg all Dragon Hunters became hostile, and had to be battled:

Dragon Hunter, Crusader, Dragonslayer, Jeric Whistlebone

Dragon Hunter Pet (dragon, tough)

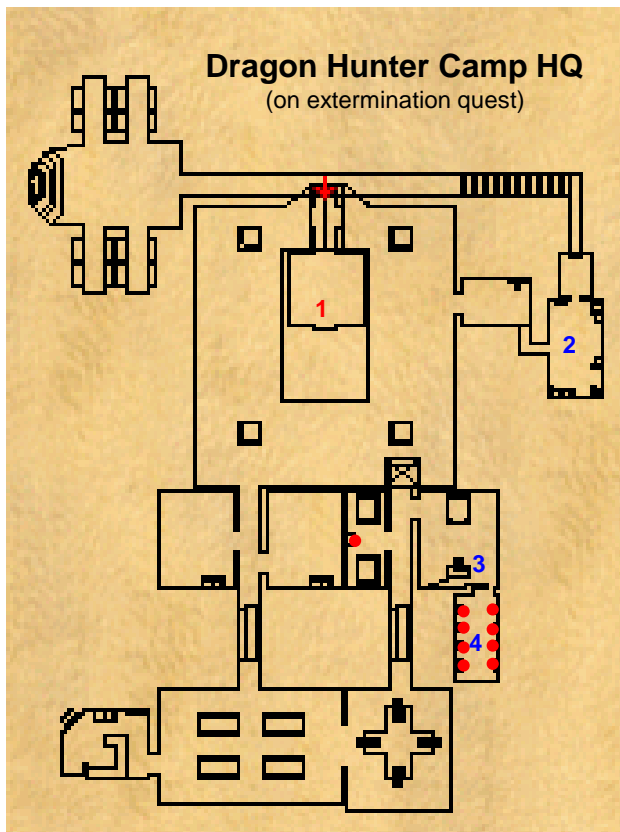
Soldier of Fortune, Mercenary, Mercenary Captain

Difficulty: Normal - Hard

Lv 43 / 55 / 33 / 43 / 43

At the end this completed [quests 41](#) and [43](#)

(Strangely enough Quixote seemed unaffected by all this...)



1. Sir Charles Quixote
2. None of the crates in this area could be opened
3. Move bookshelf to open secret door
4. Chest contains sword Snake
(+12, 3d4+12, Slows target, -50 Wat.res., -15 Pers.)



All alliance quests, as well as all pending side quests have now been completed.
Hence time to return to Bastian Loudrin and report.

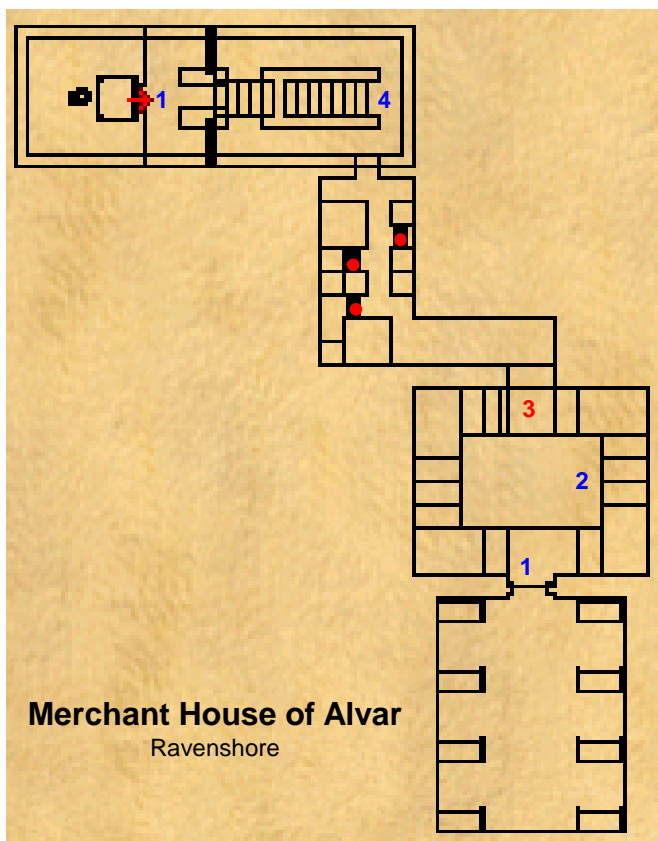
Part 3. Alliance OK

Bastian Loudrin (Alvar):

Very good ... or at least as good as can be expected. You managed to bring three partners into the alliance – the minimum number my advisors told me would be sufficient to fulfill the "...Jadame, must stand together..." part of the prophecy. A pity it could not be more, but events of the cataclysm are clearly coming to a head. It is time to move onward. (q26)

You must travel to Ravenshore and meet with the alliance council gathered there. With them, decide what must be the next step we take in meeting the elemental crisis.

So went to Ravenshore and the Merchant House.



1. Exits (The two parts are not connected)
2. Stairs up to (3) and down to cellar
3. Door to **council room**
4. Library

Chests are empty, can be used for storage

Notes found in the library:

History of the Vault of Time

Located in what is currently the city of Ravenshore, the Vault of Time is a curious relic of the Amberly Dynasty, the monarchy which ruled the areas along the southern coast of Jadame during the period 342-621 R.E. The last Amberlian emperor, Thorn III (589-633 R.E.) knowing the empire was crumbling, sealed his regalia away in the specially constructed vault to safeguard them for a day when he or his kin could return the empire to its former glory.

Now that the Amberlians have definitely passed into history, Thorn's vault has become the focus of many treasure hunters. The magics sealing the vault have proven potent against any attempt to penetrate it. To this day, Thorn's treasure remains locked away from the eyes of all.

Page Torn from a Book

ANSWER SECTION

Riddles, page 56: 1) Fifteen Ducks! 2) The Troll's Grandmother 3) Prison

Riddles, page 57: 1) Egg 2) The chicken was upside-down. 3) Wasp Jelly on a Cracker

Riddles, page 58: 1) Ogre Feet 2) Inside 3) They made soup.



Edgar Fellmoon (Ravenshore):

Within hours of our first meeting, a most fortuitous development occurred. We were contacted by a great sage, **Xanthor**, of the Ironfist courts of Enroth!

Using his great magic, he projected his image into this very chamber. He and Roland and Catherine Ironfist were at sea off our shores when the cataclysm occurred. They survived the resulting storms and now would like to land in Ravenshore to aid the alliance. Unfortunately, they are blocked by the Regnan pirate fleet. We must help them to land. Xanthor claims much knowledge of what has happened here. We need his council!

(Quest)

Our sources believe the main Regnan fleet is in a hidden port somewhere on Regna Island. If you could **sink the fleet in dock** you could greatly cripple their ability to patrol the seas off our shore. Unfortunately, we don't have a fleet of our own strong enough to make a landing on Regna. Brekish Onefang has gotten message to us that the Regnans have built an outpost on an atoll off the main Dagger Wound Island. He believes this outpost is resupplied by mysterious means. His scouts never see ships land there, but they are always well stocked. Perhaps you should go there and solve the mystery. Perhaps the answer will convey you to Regna?

Regardless of the means, the Regnan fleet must be sunk if the Ironfists are to land in Ravenshore. (quest 48)

(Pirates)

For all their claims of empire and their airs of civilization, the Regnans are the worst scum of Jadame. Why, I cannot find myself the least bit surprised that they would take advantage of the crisis to expand their pirating operations. What concerns me most is their new outpost on Dagger Wound. I am sure they mean to use it as a base of attack on the continent. Why, it even puts them in striking distance of Ravenshore!

(The Warehouse)

We have a small warehouse downstairs. You are free to use the chests there to store extra equipment. Put anything in there you don't want to wander off!

Deftclaw Redreaver (now in Ravenshore – I was a bit concerned when he was absent from his cave. so couldn't get to complete the promotion quest and get promoted to Great Wyrn... but everything turned out fine):

You return to me with the sword of the Slayer, Whistlebone! You are indeed worthy of my notice! The Dragons in your group are promoted to Great Wyrn! I will teach the others of your group what skills I can as a reward for their assistance! (q43)

(Regna Island)

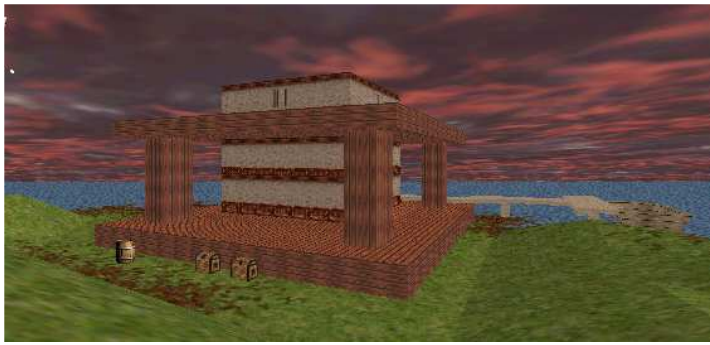
Reaching Regna Island is no small challenge. One of my scouts has reported to me that Regnan boats lie thick on the sea. He also said he saw that the Regnans have a craft that can travel beneath the water. It is said they supply their Dagger Wound outpost with the craft. Perhaps you can use it to reach Regna. The pirates will either miss your passage or take you for one of their own.

Oskar Tyre:

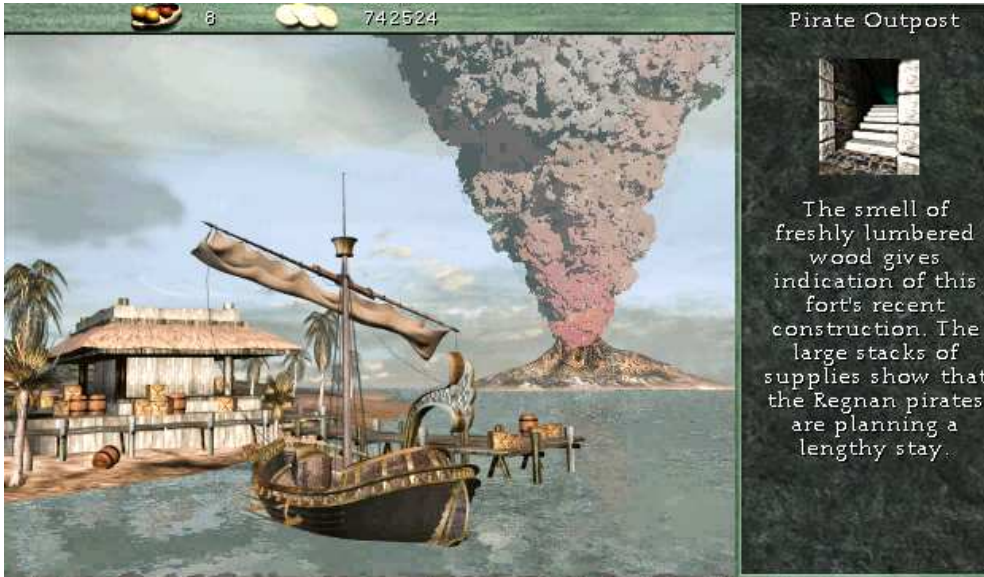
If you're off to Regna, you might want to look for the **Mace of the Sun**. When my brothers and I made the crossing from Erathia, we were attacked by the Regnan fleet. All but one of our ships escaped. Sadly, the lost ship was the one carrying the mission leader, Brother Howe. He had the weapon in his possession. I saw Brother Howe slain by the pirates, but perhaps they still have the mace.

[But this item has already been found – in the Dragon Cave in Ironside Desert...]

Hence our next task must be to try to cross to Regna – starting by returning to Dagger Wound island and do some exploring there..



A new structure has popped up on the island southeast of the main Dagger Wound Island.



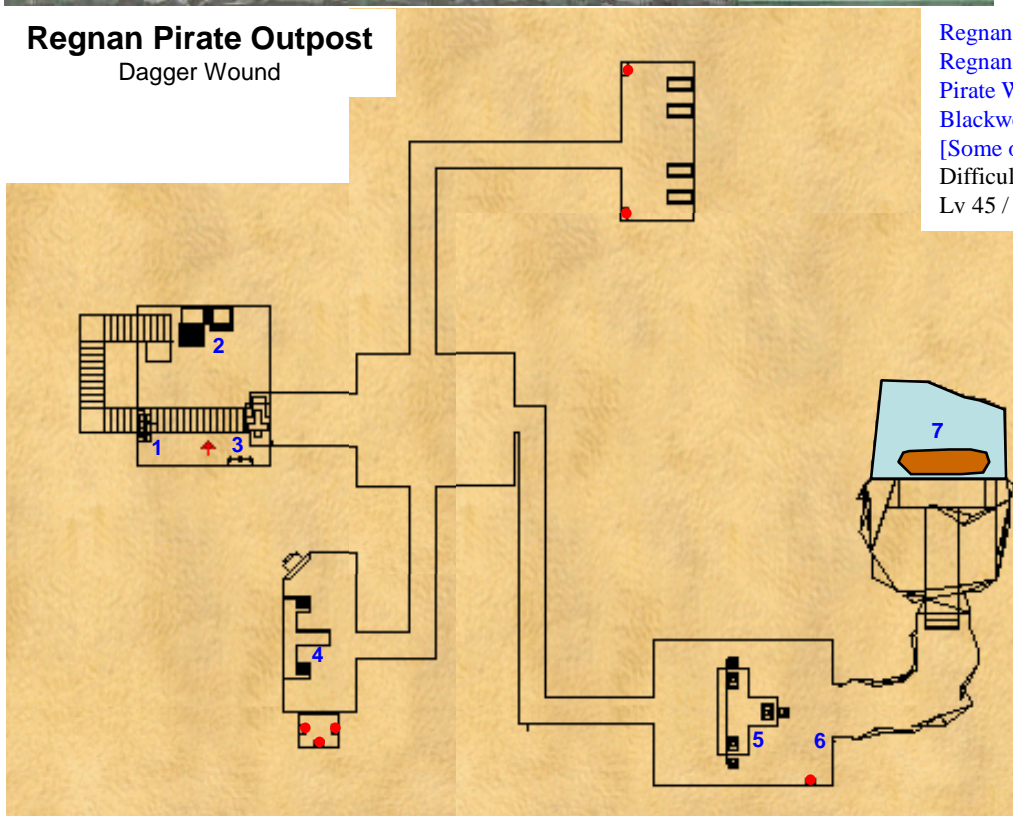
Pirate Outpost



The smell of freshly lumbered wood gives indication of this fort's recent construction. The large stacks of supplies show that the Regnan pirates are planning a lengthy stay.

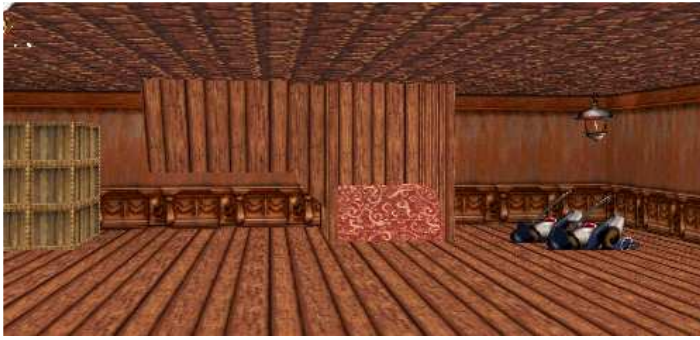
Regnan Pirate Outpost Dagger Wound

Regnan Pirate, Regnan Bandit, Regnan Brigardier
Regnan Crossbowman, Regnan Arbalester
Pirate Wizard, Pirate Seer, Pirate Magi
Blackwell Cooper
[Some of these break weapon / armor]
Difficulty: Easy – Normal
Lv 45 / 57 / 37 / 46 / 46



1. Button opens stairs down in NW corner
2. Stairs up to identical room above
3. Three buttons, center reveals safe to right (The other two are traps)
Safe opened with Cooper's key, contains: Broadword Terminus
(+14, 3d4+14, Armsm.+7, Air res.+30)
4. Secret button in desk opens door to chests
5. Blackwell Cooper, has Pirate Leader's key
6. Keyhole, use Cooper's key to open to cave
7. Submarine

Enter submarine for cut-scene and transport to Small Sub Pen.



Entry room



Room above entry room



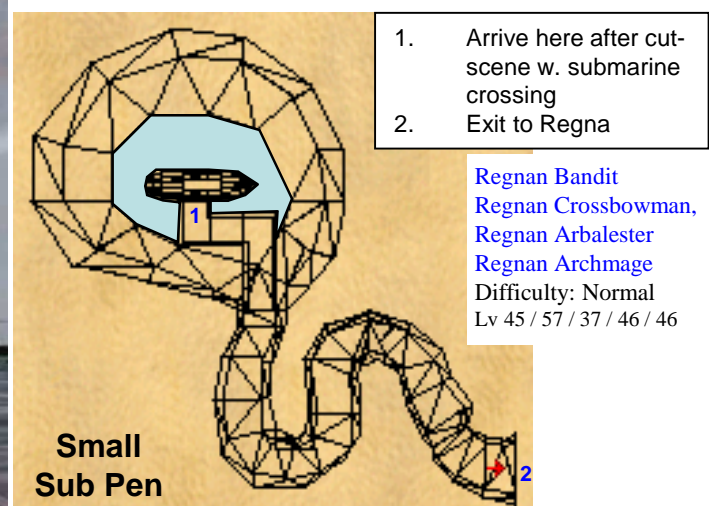
Pirate leader's room – luxuriously equipped



Center room



On the way to Regna in the submarine





1. Exit from Small Sub Pen (Submarine)
2. Miyon Dragontracker, **GM Sword** (8000)
3. Karla Nirses, **GM Dagger** (8000)
4. Seline Burnkindle, **GM Chain** (7000)
5. Aldrin Cleareye, **GM Light Magic** (8000)
6. Jasper Steelcoif, **GM Armsmaster** (8000)
7. Sithicus Shadowrunner, **GM Dark Magic** (8000)
8. Gareth Lifter, **GM Disarm Trap** (6000)
9. **Pirate Stronghold**
10. South Tower
Access to Passage under Regna (must be opened from other side).
Two chests at top of tower
11. Nalani (Gaudy Jewelry)
12. Pavel, Buys Pirate Amulets,
Sells Dried Sun Fish
13. Rhetta Mercer (Sunfish)
14. Ex-captain Terrence (Pirate Fortress)
15. Fenella Ferne (Regnan Culture)
16. One-eye (Stanley's Treasure)
17. Erik Jarblower (Dread Pirate Stanley)
18. Jarrena Marmon (Jadamean Smugglers)
19. Pirate Paul (Stanley's Treasure)

No monsters in Harecksburg. On surrounding island:
 Regnan Pirate, Regnan Bandit, Regnan Brigadier
 Regnan Crossbowman, Regnan Arbalester, Regnan Lieutenant
 Regnan Sorcerer, Regnan Archmage, Regnan Battlemage
 Difficulty: Normal
 Lv 49 / 60 / 42 / 49 / 49

20. **Abandoned Pirate Keep** (Can enter, but first door after entry room is locked.)
21. **Canon**, directed towards Pirate Fleet
(No ammunition)
22. Dragon Cave (Old Loeb)
23. North Tower
Access to Passage under Regna (must be opened from other side).
Two chests at top of tower
24. Pedestal, Air resistance
25. Challenge of Might (200 req.
Haldir OK, +10 skill pt)
26. Pedestal, Stoneskin
27. Well, no apparent function

O2: gholdsold

On arrival Harecksburg went to Tavern and delivered letter from Arion Hunter to Dread Pirate Stanley (q15)

Dread Pirate Stanley:

You're new aren't you? Tell Arion Hunter that I expect more of his rabble than the likes of you! Give me the reports and leave my sight! You make me sick!

Whilst at the tavern, also won the last Arcomage-game, and was hence ready to go to Ravenshore and collect the prize.

Also fled out to the last obelisk, and now have the complete message:

The unicorn king holds old Thorn's key among his subjects. Appears while the sun shines on midsummer day.

From the book found in Merchant of Alvar library this is obviously the legendary key to the Vault of Time.

On return to Ravenshore the city was overrun by Regnan raiders! (Lots of them)

(Regnan Bandit,
Regnan Pirate,
Regnan Brigardier,
lv 45 / 57 / 37 / 46 / 46.)

They were easily enough defeated but they managed to kill a substantial number of citizens first.
Also RS had been reset, so could re-use all the barrels.

Arcomage prize:
Some gold (not needed by now),
Sword [Glomenthal](#) (+14, 3d13+14, Mgt+40, 10-20 pt Dark magic damage)



Ravenshore after the Pirates had been eliminated.

Then returned to Regna and explored the island, while figuring how to destroy the Regnan fleet. Lots of pirates everywhere, so got a lot of experience. Also found the cannon (21, lower right picture) so conveniently aimed at the fleet, but obviously need some ammo to operate it. Eventually it turns out that the ammo is in the Abandoned Keep (20, lower left), which is all locked up. So the whole point with this Regna task is to find and fight our way to a back door entrance to the Keep.



People we talked to during the island exploration

Ex-captain Terrence:

Are you the new recruits? Of course you are! Why else would you be seeking me out? I'm ex-Captain Terrence, here to help you on your way to becoming proper Regnan sailors.

(Pirate Fortress)

Well, if you haven't been to the fortress, that's the first place you should go. As you are aware from your orientation, the so-called fortress on this island is just a front to fool our enemies. You'll need to make your way to the real fort on the crescent island. Just take the underground passage marked on your orientation map.

Fenella Ferne:

I know they call us "pirates" on Jadame, but really, we're just running our empire. It is not our fault that our Jadamean subjects refuse to acknowledge our rule and do not pay their taxes. Since they do not pay, we're forced to collect tribute in the form of booty. Actually we prefer it this way – saves us the trouble of having to actually rule the continent.

One-Eye:

The legendary Pirate Stanley is rumored to have stolen hundreds and thousands of gold pieces from the Merchants of Alvar. No one has ever found where he has hidden his treasure. Some say it isn't even hidden on the Island of Regna.

Years and years ago, I remember hearing that Stanley journeyed to Ravage Roaming to speak with the Ogre Mage Zog about a curse that had fallen upon him. Apparently his memory was fading, and he was certain that an evil mage was responsible.

Erik Jarblower:

That Stanley, now there's a Regnan with some spark! Why I hear he's the one that got us in good with that thar Zog the Jackal – some sort of Ogre or giant Troll or something, I think – a genuine barbarian king. Now we got us our ships on the seas and a bunch of club swinging devils on the land. I tell ya, the Great and Mighty Regnan Empire is headed for greatness, what with the likes of the Dread Pirate Stanley doing for us!

Jarrena Marmon:

Oh sure, we Regnans have to put up with a bit of competition – I'm talking about smugglers, you know – but I understand the Dread Pirate Stanley is putting the clamp on that. Why, I understand he kidnapped Arion Hunter's family just so he can pressure the wererat into staying off our turf.

Pirate Paul:

Yeah, I know the "Dread" Pirate Stanley is the hero of the moment around here, but I say, fah! Sure he's done a lot for Regna, but no man does anything that doesn't help himself. Why, I hear old Stanley's been shaving off the top of every deal he's in – and that's a lot of deals! What I'd like to know is where he keeps his booty. Probably not on Regna, I reckon. It wouldn't be a fortnight before someone dug it up!



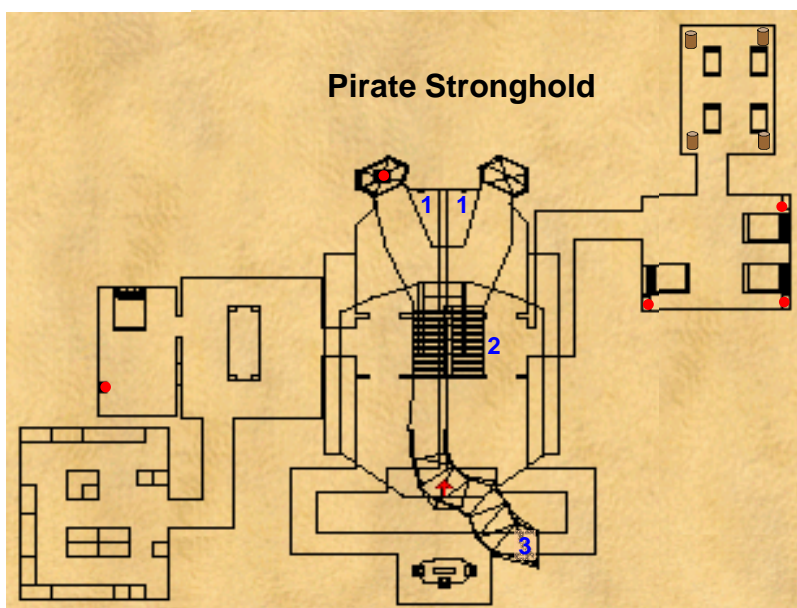
Tried to enter through the towers (10) and (23), but both were locked.
(Can be opened from the inside, as we discover later)

Then tried the Abandoned Keep. Could enter, but after the first room had been cleared it was impossible to get any further into the Keep.



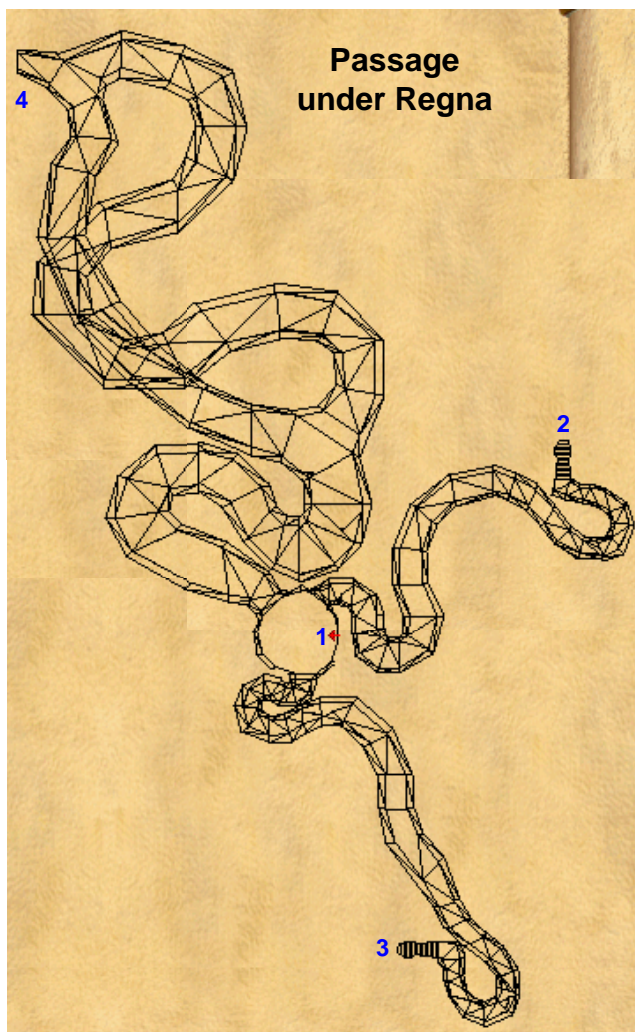
Entry room of Abandoned Keep. After clearing it, all door leading into the Keep were locked.

So only one possibility remained; the Pirate Stronghold (9)



1. Lifts down from entry level to lv (-1)
2. Stairs down to lv (-2) and further down to cave
3. Exit to Passage under Regna

Regnan Pirate, Regnan Bandit, Regnan Brigardier
 Regnan Crossbowman, Regnan Arbalester, Regnan Lieutenant
 Soldier of Fortune, Mercenary, Mercenary Captain
 Difficulty: Easy – Normal
 Lv 49 / 60 / 42 / 49 / 49



1. From Pirate Stronghold
2. Exit North Tower (23 main map)
3. Exit South Tower (10 main map)
4. To Abandoned Pirate Keep

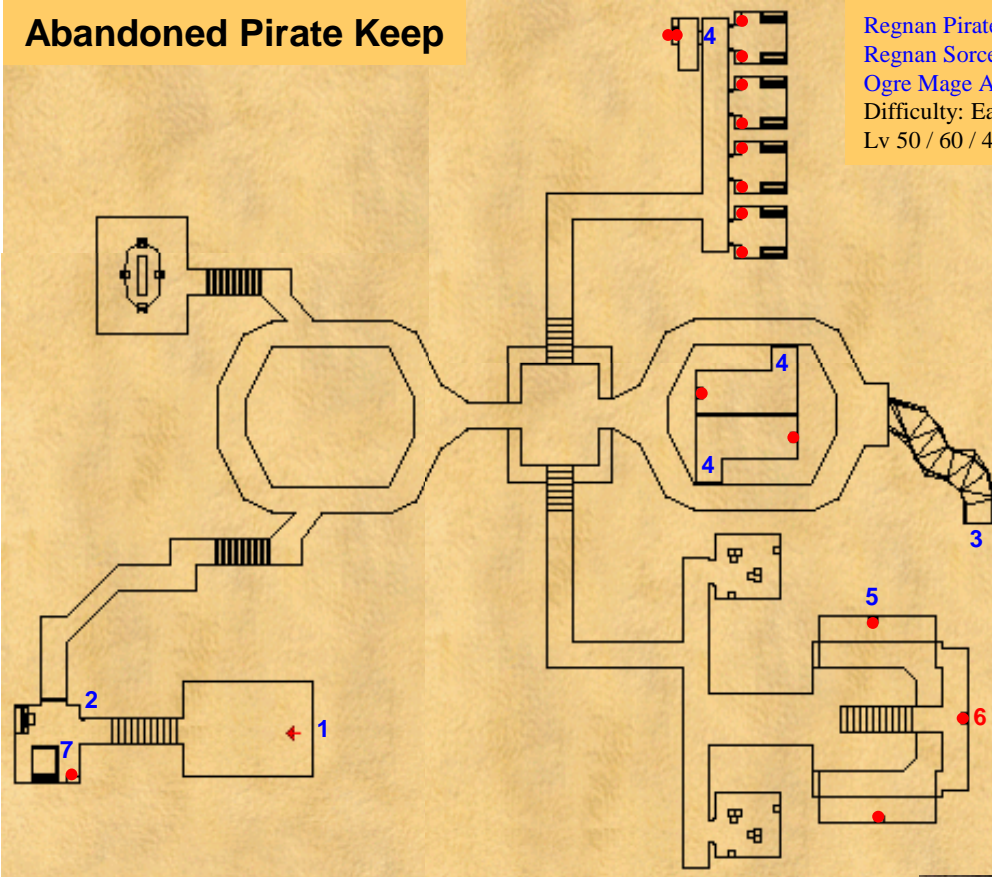
Regnan Pirate, Regnan Bandit, Regnan Brigardier
 Regnan Sorcerer, Regnan Battlemage, Regnan Archmage
 Ogre Brawler, Ogre Warrior

Difficulty: Easy – Normal

Lv 49 / 60 / 42 / 49 / 49



Abandoned Pirate Keep



Regnan Pirate, Regnan Bandit, Regnan Brigardier
 Regnan Sorcerer, Regnan Battlemage, Regnan Archmage
 Ogre Mage Apprentice, Ogre Mage, Ogre Magi
 Difficulty: Easy – Normal
 Lv 50 / 60 / 43 / 50 / 50

1. Main entrance (20 on main map)
2. Locked door (opens from other side)
3. From Passage under Regna
4. Secret door
5. Chest contains Amulet of incr. Dark spells
Ring regen HP & SP
6. Chest contains **Canonball of Dominion** +
Cannon design notes
7. Chest contains Ring of incr. Light spells



Cannon Design Notes

Finally! After years of failure, we've had a successful test fire of the Cannonball of Dominion. Not only did the cannon not explode, the shot produced the expected, wide area of fury destruction. Now, the challenge is to develop a suitable ship mounting for the experimental cannon located outside the fortress. Once we've accomplished this, we will forever rule the seas! Our ships will be capable of sinking entire fleets with a single shot from just one of these new cannons!



Then it was just a matter of exiting the keep, walk up to cannon and fire – mission complete.

Fleet after cannon impact ... oh what a pity ...



Regna complete, the party returned to Ravenshore and Merchant's Guild to report.

Edgar Fellmoon, Council Ravenshore:

Your good work sinking the Regnan fleet has already had the desired results. Just yesterday morning, Catherine and Roland Ironfist arrived along with their sage, [Xanthor](#). With them in the alliance, we are made stronger – immeasurably so. I will admit that the time of this crisis has contained some of my darkest moments. Thanks to your efforts I believe that the worst of this is over. I have hopes that we will indeed survive this.

[Comment: Incredible – We arrived in the Council about three minutes after the fleet had been sunk!]

([Xanthor](#))

I have only met with him briefly, but I am convinced that Xanthor is remarkably knowledgeable about the workings of the elemental planes. Apparently he learned much from the Ironfists' elemental allies during their recent campaigns against the devils of Erathia.

Even now he studies the strange crystal in the town square. You may find him there, or perhaps in the nearby residence we have provided him.

([Quest](#))

We of the council have great faith in this Xanthor. He has told me that he is formulating a plan for dealing with the elemental crisis. If anyone can find a solution to our problems, it is he.

If you would help us further, be of service to this great sage. Consult him about the crystal and see what you might do for him.

([Ironfists' Arrival](#))

That we have been joined by the royal court of Enroth has been nothing but good. I was worried they would be afflicted with the need for pomp which infects many other monarchs. I am gladdened to report that this is not the case with this king and queen. They disembarked and set directly to work on our problem. As key members of our alliance, you will find access to them easy. We have put them up in houses here in Ravenshore.

Deftclaw Redreaver:

([Quixote's Treasure](#))

I know this is not the time to think of revenge, but I would pass onto you something I learned about my enemy, Charles Quixote. The Minotaur king, Masul, mentioned that Quixote keeps a sword of great power with him in his keep. It is called "Snake". Perhaps your acquiring of it would help the alliance cause?

[Xanthor](#) (Ravenshore):

Hmph. So you are the heroes of the alliance. Not much to look at, I must say. Still, I suppose you have survived much to see this day. I only hope you are up to the task I think fate has for you. If not, we are all surely doomed!

([The Crystal](#))

The crystal placed by the Destroyer in the town square serves two functions. One, if we do nothing, it will destroy the world. Two, it acts as a gateway to another realm of existence – the Plane Between Planes – where the Destroyer most certainly has his base.

The crystal calls forth the elemental forces into our world and draws them to it. When these forces meet here at the crystal, the world will be destroyed in cataclysm. If we are to prevent this someone will have to use the crystal as a gateway to reach the Destroyer and either convince him to end his assault, or eliminate him.

([Quest](#))

Since the crystal is attuned to the elemental forces, it will only pass through those who are themselves so attuned. I believe it is possible to create a key that will simulate attunement for a small group such as yourselves. I can make the key, but require components of pure elemental forces to do so.

Such components exist in only one form that I know of. On each of the four elemental planes, you will find gemstones called the "[elemental hearts](#)". Bring these to me and will build the key to open the crystal gateway. ([quest 49](#))

([Gateway](#))

Something about this crystal seems to put a compulsion on the denizens of the elemental planes. Why else would they make war on our plane? I have heard yours and other first hand reports. It seems almost as if these elementals are driven by a madness.

And madness it is! For destroying Enroth would create a mighty planar unbalance which would certainly victimize their own planes. They might even conceivably be themselves destroyed in the cataclysm. At the very least, they risk changing the nature of their own planes. I cannot see how such change could possibly be for the better!





Queen Catherine:

(Erathia)

After we defeated the Kreegans in Erathia, I abdicated my throne into the regenthood of one of my generals, Morgan Kendal. I have left in his capable hands the task of choosing Erathia's new ruler. I'm sure this seems to be much to give up, but I am first and foremost the queen of Enroth. We were sailing for there when the cataclysm struck, drawing us here.

(Kreegans)

The Kreegans? They are no more; I am sure of it. After we put down Lucifer Kreegan, my armies scoured Eofol searching for any signs of their continued existence. We found none. No, the Kreegan infestation of our world is eliminated.

(Elementals)

I fought alongside elementals in our campaigns against the Kreegan. I found them stalwart and loyal. I know Roland disagrees, but I cannot call their hostility here a case of fickleness. No, I think something else drives to attack us – magic perhaps? You should speak with our sage, Xanthor. He has been studying the Destroyer's crystal. I'm sure he's come up with some theory by now.

King Roland:

Ah, you must be the alliance council's heroes. Well met. Catherine and I are here to help. What can I do for you?

(Kreegans)

Did you know I was their captive for over six years? At first, I thought they were devils from hell, but now I am not so sure. They looked like devils surely, but did not act as demons. No, I think they were but another type of monstrous race, like ogres or goblins. Regardless, devils or not, I am glad the world is rid of them!

(Elemental Lords)

Catherine and I have had dealings with these "lords" of the elemental planes. I've never trusted them, and now it seems I am right. They were our recent allies against the Kreegans, but a few months later, we find ourselves at war with them here! In both cases I understand neither their reasons for helping or hindrance. They are fickle beings at best ... "treacherous" is perhaps a better word for them.

(Enroth)

I must say I'm looking forward to returning to my lands of Enroth. It has been so long since I've seen them, or my son, Prince Nicolai. He was just a lad when I saw him last and now he is nearly grown. Sir Humphrey was a good choice for regent, but the land has been too long without its king at the reins of state.

At this time party was level 52 / 62 / 46 / 52 / 52, and **Vetrinus Taleshire** (PQ-lich in Twilight) was willing to join. His stats were lower than Devlin's, but he was GM all magic, knew all spells, proficient in some skills that Devlin didn't have, and also had 104 skill points for distributing. So all in all he was allowed into the party at the expense of Devlin. A hard decision, as Devlin has done a wonderful job as a member...

Moreover it was the 12. of June, and just time to go to Dragon Hunters Camp to pick up some expert skills en route to Murmurwoods, where we arrived 22. June. That gave us a day or two to clear the woods for monsters so that nothing could interfere with the meeting with the Unicorn King.

Midsummerday, 24. June was a clear and sunny day, and the party chose to fly across the landscape paying especial attention to the Wizard Eye map.

Sure enough, shortly after nine o'clock a new red dot popped up on the map, and the Unicorn King was encountered (not too hard a fight). Got **Ancient Thorn Key**, and went straight back to Ravenshore and the **Vault of Time**. Having the key, the Vault was just an "ordinary chest". In addition to gold and gems (not needed now), the Vault contained;

Dagger **Foulfang**

(+10, 2d3+10, Vampiric, 10pt poison dam., Vampire) (val. 20000)

Scepter of Kings

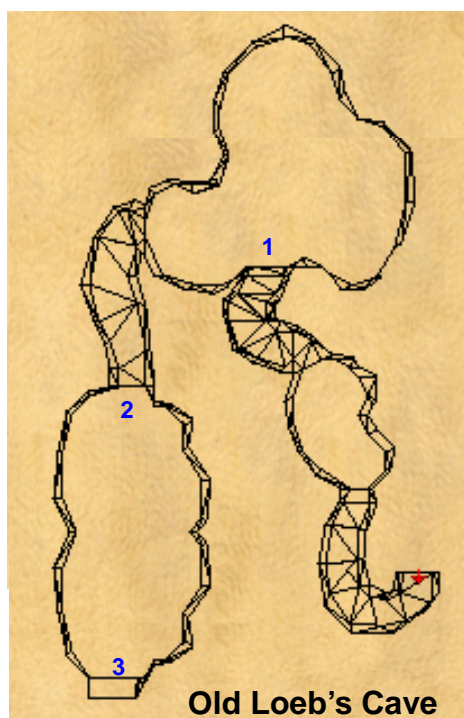
(+14, 2d4+14, Pers.+40, Regen HP) (val. 20000)

Elderaxe

(+12, 4d2+12, Mgt+20, Swift, 6-12 pt cold dam., Minotaur) (val. 20000)

6 pieces of Stalt-laced ore (which gave us good armor & items)

As we had a day off waiting for the coach to GG, we visited the Dragon Cave on Regna "because it was there". In no way necessary for progress, but found some nice items.



1. A few Dragons
2. Lots of Dragons
3. Duroth, Dragon PC (will join)

Treasure found includes;

[Serendine's Preservation](#) (leather armor)
(AC 34, Regen SP, End. +30)

[Guardian](#) (Halberd (spear skill))
(+15, 3d6+15, +10 all attrib., 10-20 body dam.)

Young Dragon, Dragon, Dragonette
Dragon Flightleader, Great Wyrn
Old Loeb
Difficulty: Hard
Lv 52 / 62 / 46 / 52 / 50 (Taleshire)

Then started on the quest for the four elemental planes.



1. Gateway to Jadame (RR)
2. Clearcreek
3. Empty House
4. Black Current, [GM Water Magic](#) (8000)
5. Riverglass
6. Heart of Water

Near (6): Dragon Turtle had:
[Tournament Bow](#)
 (+10, 5d2+10, Acc.+100, Bow+5, AC -20)

[Triton](#), [Triton Warrior](#), [Triton Crusader](#)
[Lesser Water Elemental](#), [Water Elemental](#),
[Greater Water Elemental](#)
[Young Dragon Turtle](#), [Dragon Turtle](#), [Elder Tortoise](#)
 Difficulty: Normal - Hard
 Lv 54 / 63 / 47 / 54 / 5

Clearcreek:

T-the madness p-pulls at my very soul. Each day is a st-struggle to maintain sanity. I w-will h-help you while I c-can, but be prepared to fl-flee!

[\(Acwaland\)](#)

W-what has h-happened to my home w-waters? All are consumed by m-m-madness! And worse, our l-lord is m-missing! Where is our r-ruler, ththe mighty [Acw-w-walander](#)! W-without him w-we are d-doomed!

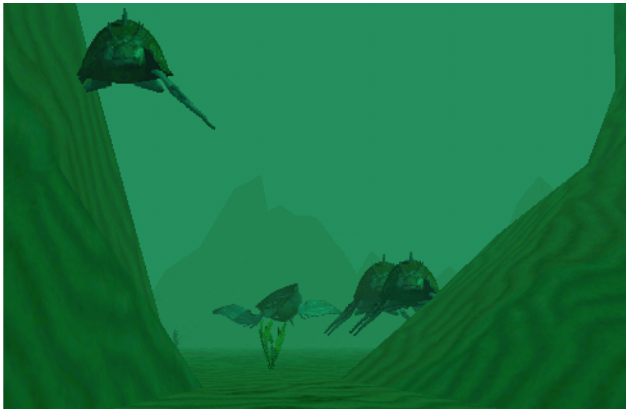
Riverglass:

Madness reigns these watery realms, but it does not rule me. Somehow I am not affected. How can I help you?

[\(Plane of Water\)](#)

I am not unschooled in the ways of magic. Clearly some spell of almost unimaginable power has affected those that live in the watery realm. My main curiosity is to know why this has occurred. Clearly no one would risk using such power if it was not to achieve some terrible end. All I know is that the Plane of Water makes war upon your realm. From here, I can discern no reason to it!







Plane of Fire



Though the view is obscured by shimmering waves of heated air, through the gateway you perceive a hellish landscape of endless bridgeways spanning an ocean of lava.



1. Gateway to Jadame (Ironsides Desert)
2. Empty House
3. Ember
4. Evenblaze
5. Burn, [GM Fire Magic](#) (8000)
6. War Camp
7. [Castle of Fire](#)

Efreeti Soldier, Efreeti Knight, Efreeti Lord
 Lesser Fire Elemental, Fire Elemental,
 Greater Fire Elemental
 Fire Newt, Fire Lizard, Salamander
 Difficulty: Initial battle at (1) Very Hard,
 after that Hard
 Lv 58 / 67 / 53 / 58 / 56

Ember:

Welcome to my sanctuary. I have proofed this chamber against the maddening magic which affects my fellow citizens. You are safe as long as you stay here. How may I help you?

(Pyranaste)

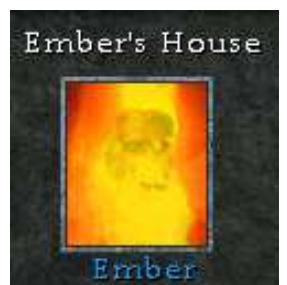
I know to your eyes, this plane must seem a hell-scape. But I tell you, normally it is not so. Before the madness we lived here together in a state of peace and harmony. But then, one day the madness fell and our lord [Lord Pyranaste](#) was nowhere to be found. Perhaps his absence caused the madness? It may be so, he has never before been gone from this realm in my memory.

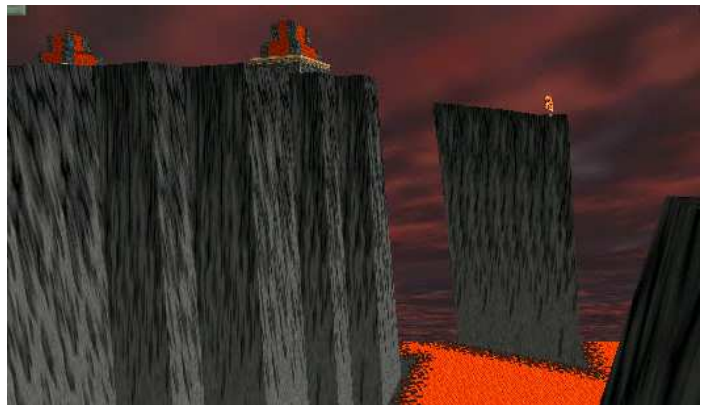
Evenblaze:

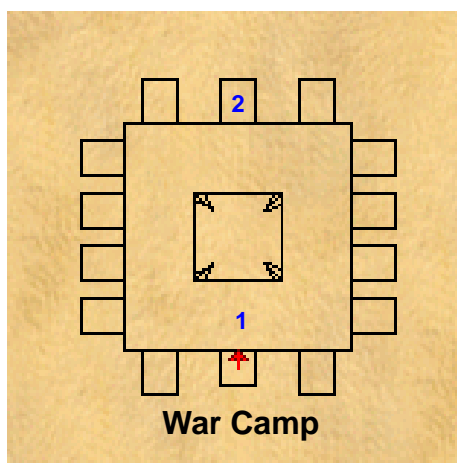
I don't know what has befallen us, but it is awful! All my friends and family are affected by violent madness. Somehow I am not affected. But how can I help you?

(Plane of Fire)

Though the madness affects almost all of those that live here, it has not robbed them of their cunning. As I am sure you are aware, they make war on your realm, but it is not with crazed abandon that they do so. Leaders have emerged among the affected, and these make shrewd military designs against you. Even now, they mass near the gateway to Jadame in preparation for a massive assault.







1. Stepping on various tiles on floor opens some doors in surrounding wall. Each room contains monster(s)
2. Secret teleporter to level 2

Treasure found on lv. 2 includes;

[Lucky Hat](#) (Luck+90, Pers. -50)

[Archangel Wings](#) (Cloak)

(AC+10, Feather Fall, Int. +30, All magic res. +10)

Dragoning Plate of Precision (AC +58, Acc. +18)



Smoke Gog, Ember Gog, Fire Gog

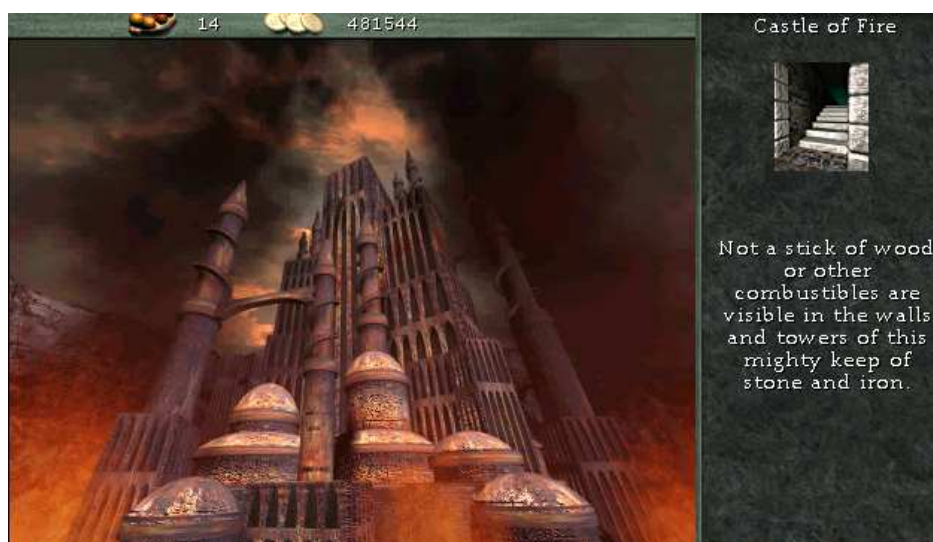
Efreeti Soldier, Efreeti Knight

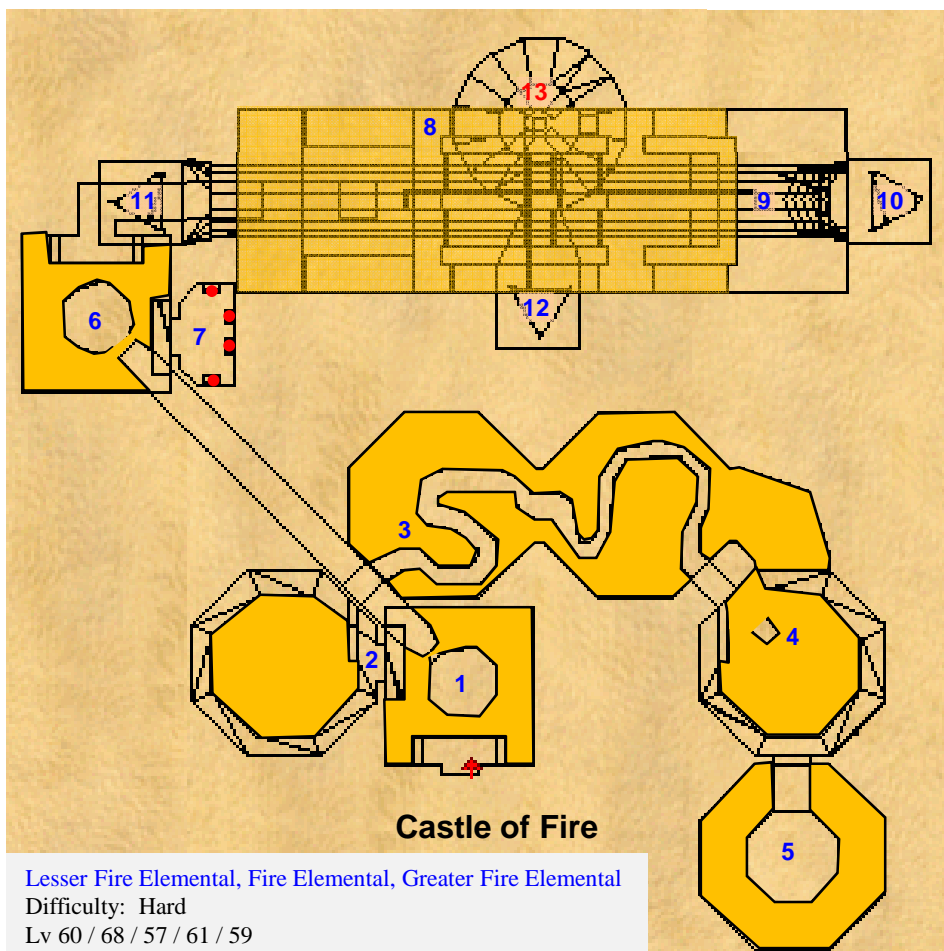
Phoenix, Fire Bird

Difficulty: Normal - Hard

Lv 58 / 67 / 53 / 58 / 56

Next to ...

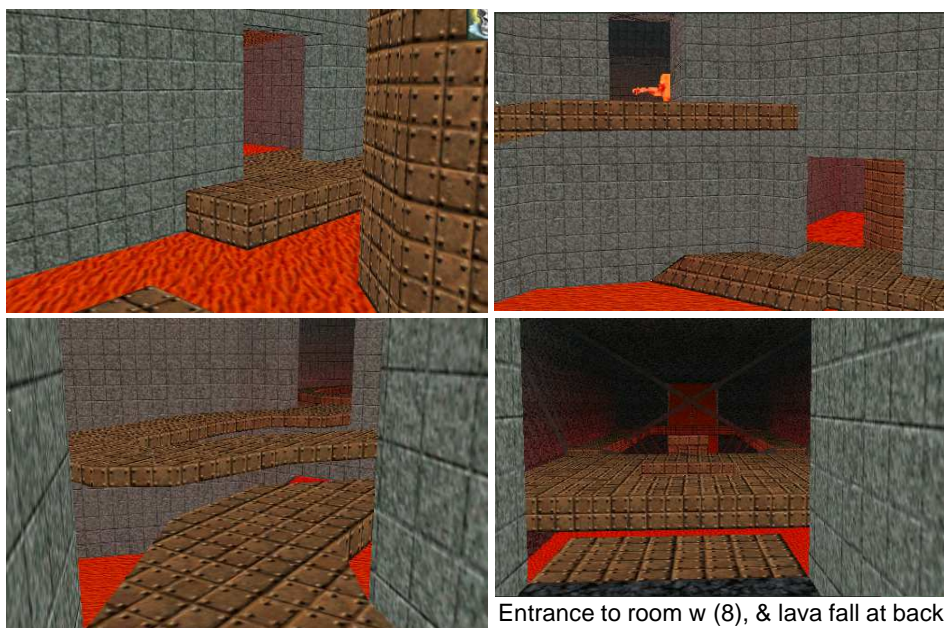




Lesser Fire Elemental, Fire Elemental, Greater Fire Elemental
 Difficulty: Hard
 Lv 60 / 68 / 57 / 61 / 59

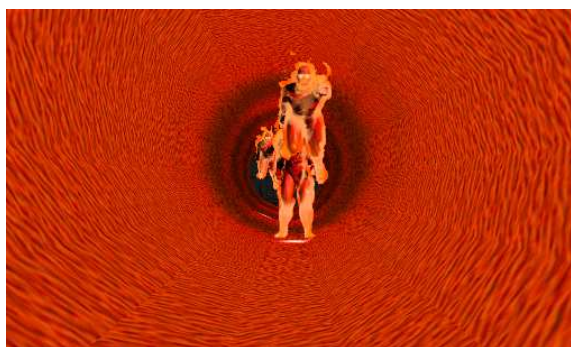
1. On entry, this is a pillar in pool of lava
2. Jump across lava from entry to ledge
Follow rising ledge around room to next level
3. Exercise in balancing
4. Pillar rising out of lava, marked as "button". Jump onto pillar – lowers into lava pool. Get off at bottom, follow ledge back up
5. Secret room, contains much gold + [Fleetfingers](#) (Gauntlets) (AC 3, +8 Disarm, Bow, Armsmaster)
Backtrack to (1)
Pillar (1) is actually a lift, now in lower position. Jump onto it, and rise to upper exit. Follow hallway to (6)
6. New lift, down to another lava pool
7. Room with four chests. Much gold + items:
[Finality](#) (2-Hd Sword) (+15, 4d5+15, 10-20 Fire dam., Slow, Spd -20)
[Cloak](#) (AC+9, +10 SP, Spd, Int)
[Lightning Crossbow](#) (+12, 4d2+12, Swift, Acc.-50, Dk. Elf)
[Eldritch Shield of Arms](#) (+18, Armsmaster +12)
[Herondek's Lost Shield](#) (AC14, Imm. to Fear, Stone, Paralyze, Sleep, Pers. -15, Lck -15)
[Havoc](#) (Longsword) (+15, 3d3+15, Spd+70, Acc+70, AC-20)

Proceed to next room, another jump / balance exercise
 (Map is confusing, due to several levers here.)



8. Follow ledge (cast jump when needed) to reach (9)
9. (Still on upper level) Button, activates lava-fall
Back up to (8), use center boardway to lower level,
Below button (9) jump into lava-fall (no harm)
10. Teleporter into lava tube. Follow tube to (11)
11. Teleporter to (12)
12. Go north to room (13)
13. [Heart of Fire](#) (use Telekinesis)

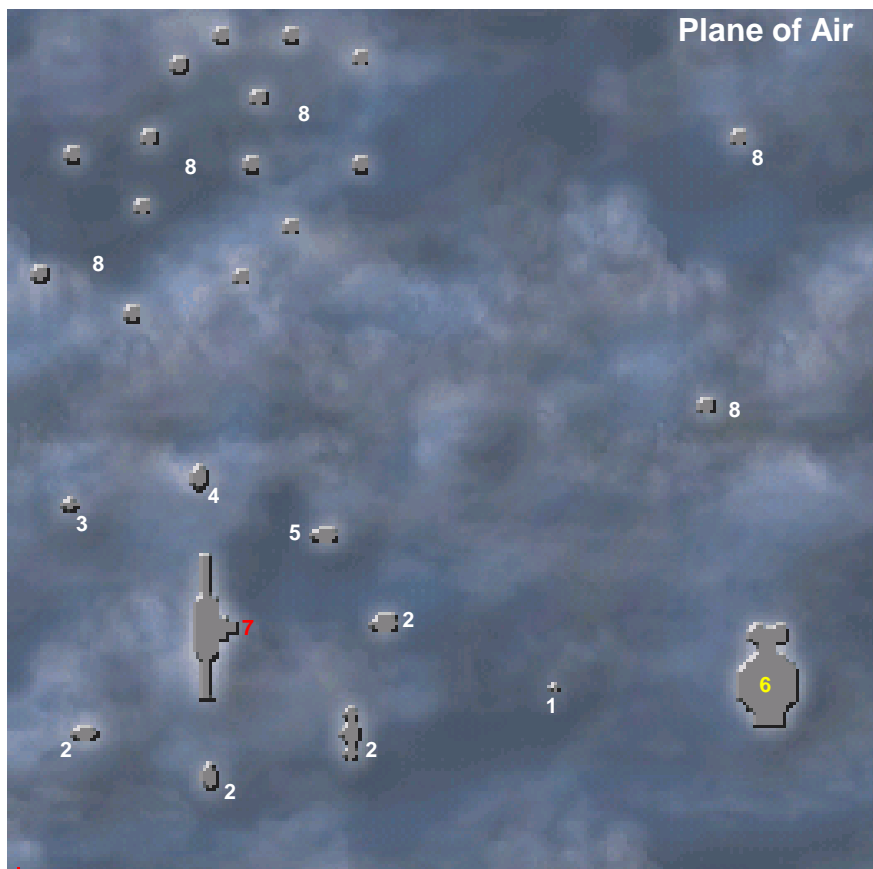
Balancing exercises



Inside tube in final room



Mission complete!



1. Gateway to Jadame (Murmurwoods)
2. Empty House
3. Wingsail
4. Vapor
5. Zephyr
6. Cloud Nedlon, [GM Air Magic](#) (8000)
7. **Castle of Air**
8. Raven Man Nest

[Lesser Air Elemental](#), [Air Elemental](#),
[Greater Air Elemental](#)
[Rook](#), [Corbie](#), [Raven](#)
[Mist Hawk](#), [Storm Eagle](#), [Thunderbird](#)
 Difficulty: Easy - Normal
 Lv 63 / 70 / 60 / 63 / 62



Wingsail:

The madness pulls at me, but still I maintain my sanity. If you have business with me, speak quickly. Even now I feel a compulsion to attack you!

(Shalwend)

Perhaps the reason I am not affected by the madness is that I carry with me an amulet given to me by the lord of this plane, **Shalwend**. It is said in our legends that he and the other elemental lords made your world. No doubt if Shalwend was here he could stop the creeping madness, but he is missing! Where is our lord in our time of greatest need?

Vapor:

Fear not, plane-travelers. For reasons I do not understand, the madness that affects my brethren does not affect me. How can I help you?

(Plane of Air)

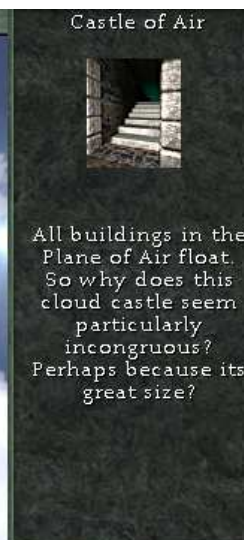
It was clearly magic which caused the madness that has taken my fellow Plane of Air dwellers. On the day it struck there was instant chaos. All who were affected dropped what they were doing and began to howl. It was a chorus of horror! Only a handful of us maintain our sanity. Now, day by day, our glorious realm falls further and further towards a state of hellish decline.

Zephyr:

The call of madness it burns ... burns! My mind ... ahrgg! Wait! A moment of clarity ... quickly! State your business! I can hold out for but a moment.

(Navigation)

Even we who live here get lost. If you would not lose your way, follow the floating waystones. Ahhh ... the madness returns ... It returns!



1. Secret door
2. Heart of Air

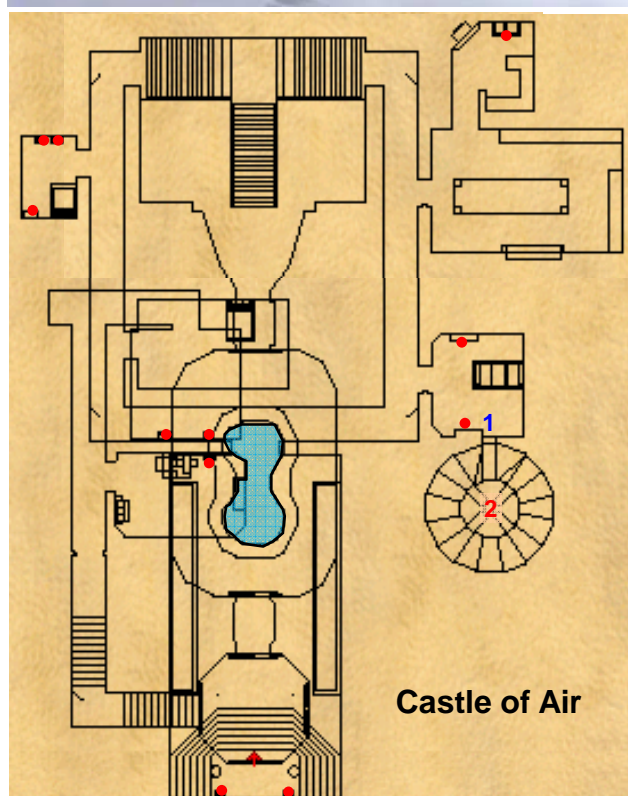


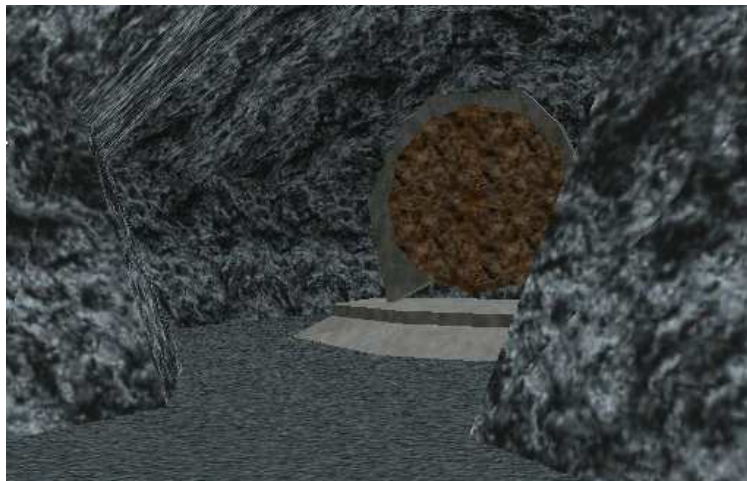
Lesser Air Elemental, Air Elemental, Greater Air Elemental

Difficulty: Normal

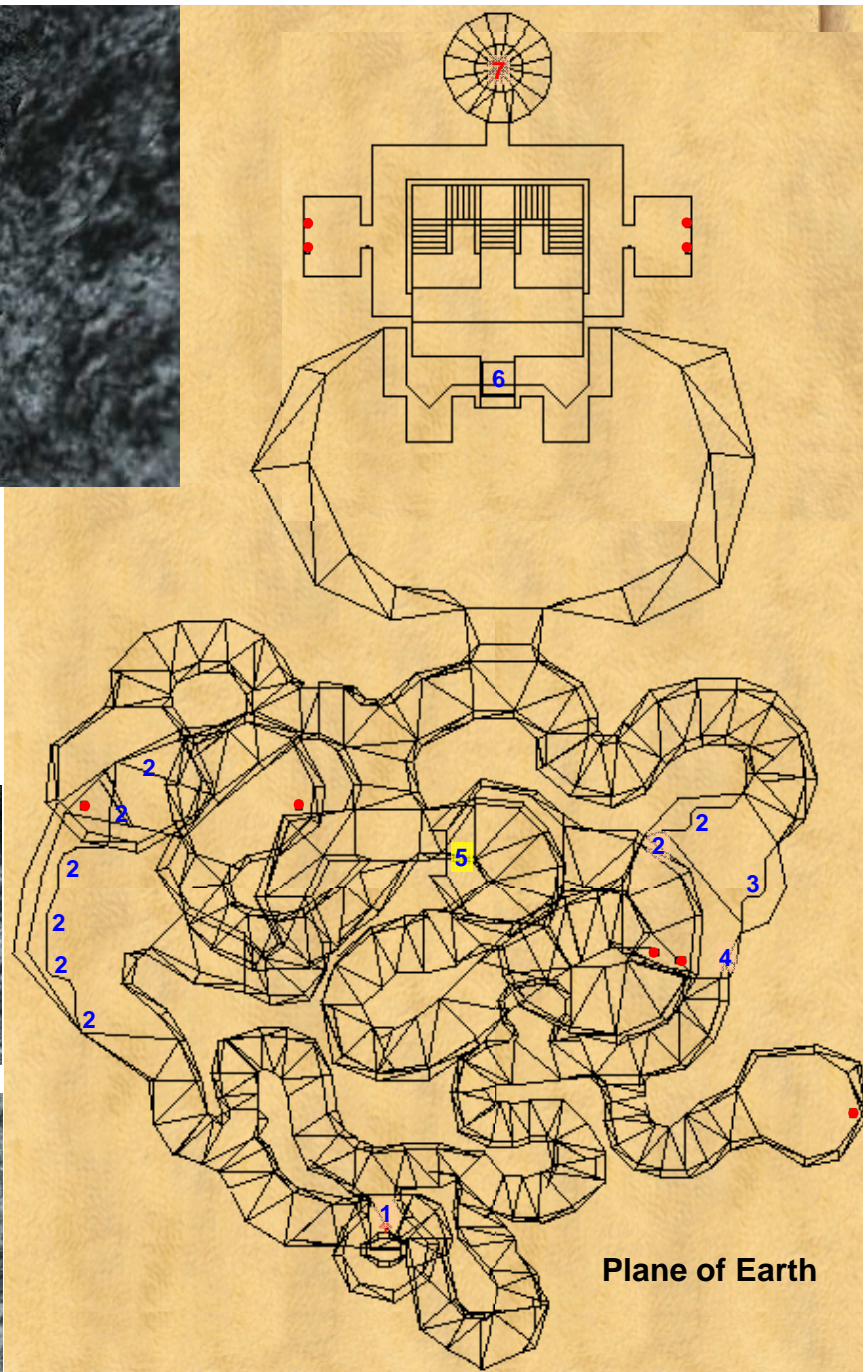
Lv 65 / 72 / 62 / 65 / 64

(After Planes of Castle and Fire this one was an anticlimax. Nothing special at all)





1. Gateway to Jadame (Dagger Wound)
2. Empty House
3. Loamwalker
4. Soil
5. Given, GM Earth Magic (8000)
6. Lift
7. Heart of Earth



Boulder
 Lesser Earth Elemental, Earth Elemental, Greater Earth Elemental
 Charger, Demolisher, Juggernaut
 [blades / rock blast, brk armor / weapon]
 Difficulty: Normal - Hard
 Lv 67 / 74 / 65 / 67 / 67



Loamwalker:

Who are you? Clearly you are not of this realm. And how have you survived? I am amazed you have not been destroyed by the madness that has taken over my fellow earth dwellers!

(Gralkor the Cruel)

On top of all of our problems here, the lord of our plane, **Gralkor the Cruel** is missing. He is a being of great power and could no doubt fight the dark magic which assails this plane.

Soil:

Greetings. Though I have not yet succumbed to the madness, be aware! I feel its tug on my mind, I don't know how long I can hold out.

(Plane of Earth)

I wish I understood what has happened here. One day it was life as usual here ... and this is normally a peaceful realm. Then suddenly everyone was howling with violent madness and was filled with a thirst to crush your land of Jadame. Even now my fellow Earth Plane denizens work single-mindedly to push the firmament of our realm into yours.



Shrinking ray was effective in these battles...

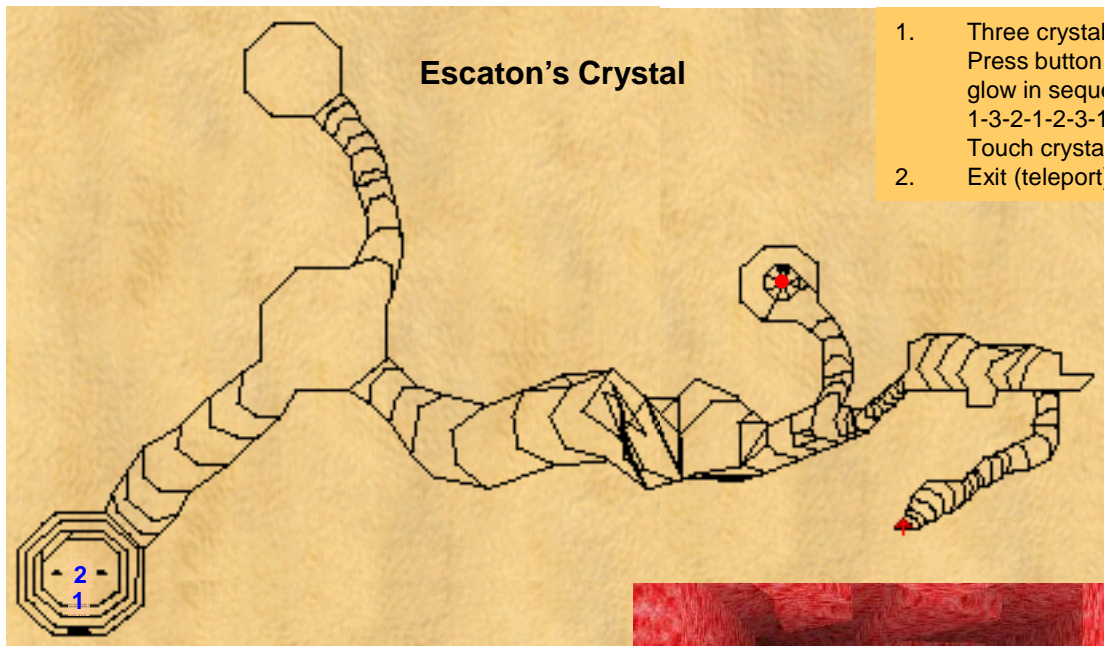
Having retrieved all the hearts we could head back to Xanthor in Ravenshore

Xanthor (Ravenshore):
(Cut scene showing how the four hearts are combined to build a key)



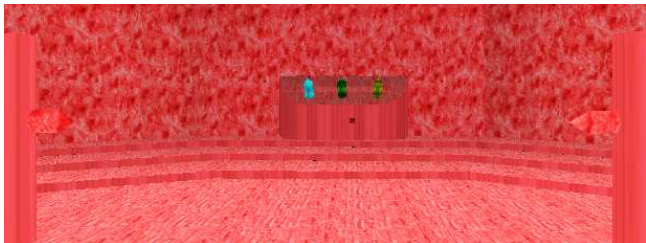
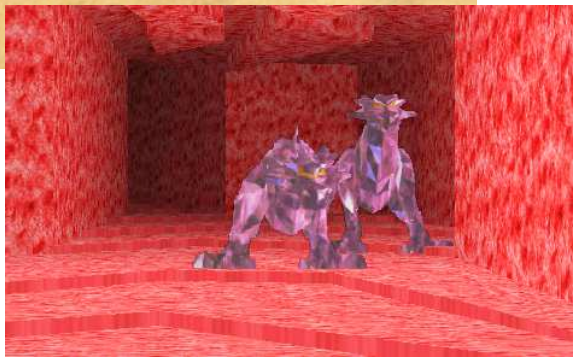
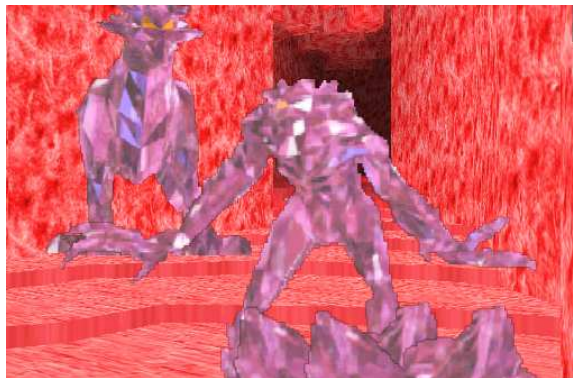
There. It is built. Take this **Conflux Key**. As I have explained, it will allow you to use the crystal in the town square as a gateway – much as you’ve used the elemental gateways to reach the elemental planes. The crystal gateway will take you to the place between the planes.

On this **”Plane Between Planes”** you must find the **source of the cataclysm**. What it is, I don’t know, but whatever it is, it is there. Go now! The fate of the land, I’m afraid, lies on your shoulders. Be worthy of the task! (quest 50)



1. Three crystals (cyan, green, light green)
Press button below, and watch crystals glow in sequence: (may be random)
1-3-2-1-2-3-1-3-1
Touch crystals in same order. Activates (2)
2. Exit (teleport) to Plane between Planes

Crystal Sentry,
Crystal Walker,
Crystal Guardian
Ruby Dragon,
Sapphire Dragon,
Emerald Dragon
Difficulty: Normal
Lv 73 / 79 / 72 / 74 / 74



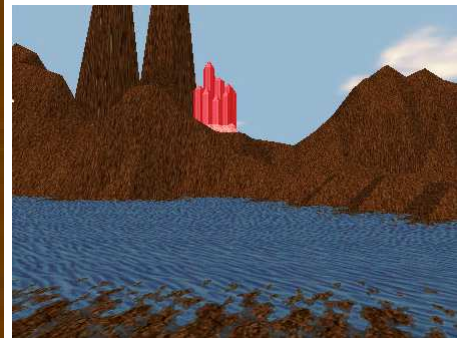
Crystals at (1)



Plane Between Planes

1. Entrance Escaton's Crystal
2. Gate to Escaton's Palace
3. Prison of Fire Lord
4. Prison of Water Lord
5. Prison of Earth Lord
6. Prison of Air Lord
7. Sword, touch for gate to NWC
dungeon (New World's
Offices)

Prisons won't open at first attempt –
must visit Palace first.
(NWC offices not visited or shown this
time, Identical to offices in MM7)



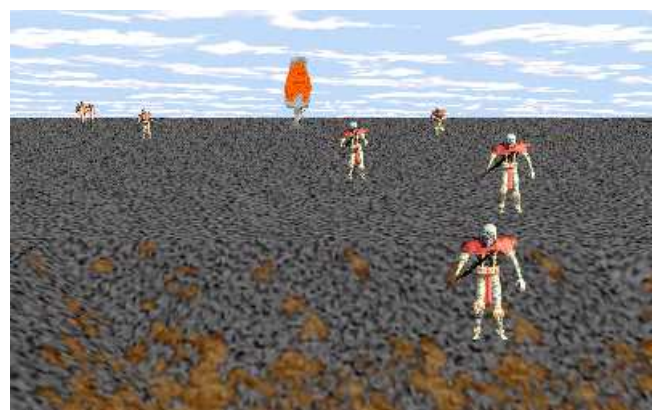
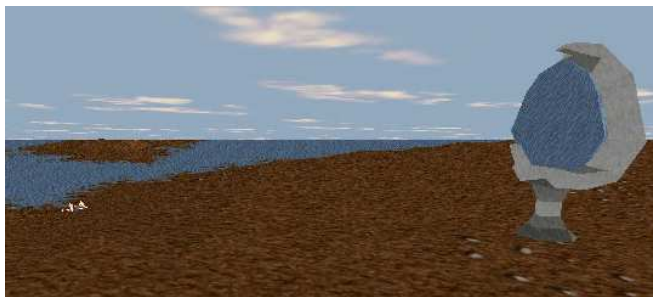
Ether Knight, Ether Champion, Ether Lord
Fear, Terror, Nightmare
Plane Protector, Plane Guardian,
Plane Overlord
Difficulty: Normal
Lv 74 / 80 / 73 / 75 / 75

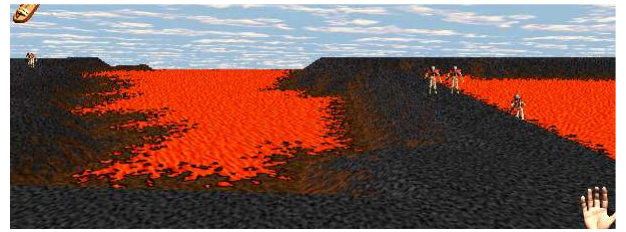
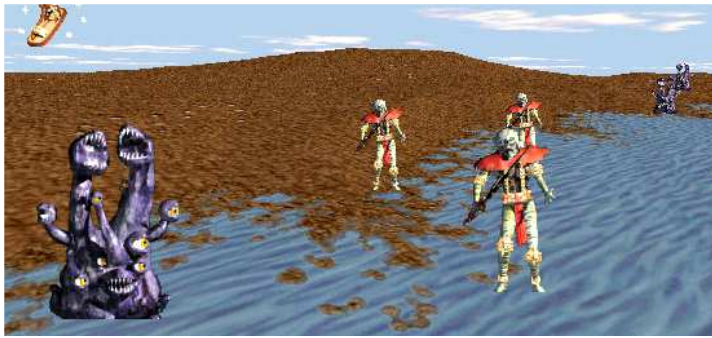


Escaton's Palace



Sword – Portal to NWC

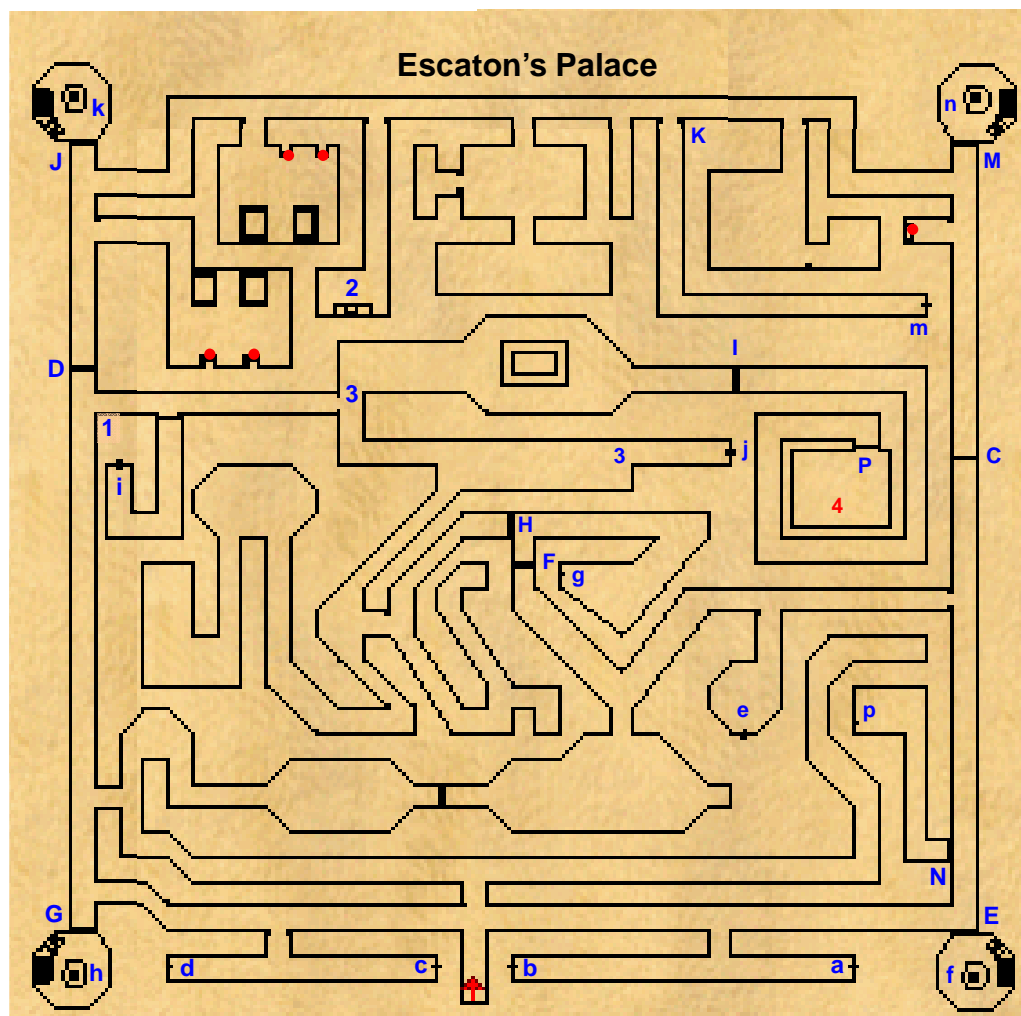




Escaton's Palace



The Destroyer reigns from a macabre palace. What kind of being would choose to live inside the skull of a 400 foot tall giant?



Ether Champion, Ether Knight,
Ether Lord
Chaos Protector, Chaos Guardian,
Chaos Overlord
Difficulty: Normal
Lv 77 / 82 / 77 / 78 / 79

Small letters: Levers (or buttons in the 4 corner towers)
Capital letters: Door which opens by corr. letter (a opens A etc.)
No apparent effect of a or b; c opens C, and after that the system is straightforward

1. Secret door, can only be opened from east side
2. Pool "Take a drink" – no apparent effect
3. Secret door
4. Door to **Escaton's Throne Room**





Escaton:

I sense some small presence in this chamber. Greater than gnats, but so much less than myself. Where is it...
 Ah, there it is. What have we here? Some of the beings of Jadame? Yes. Destroy them? Surely within my rights ... but, no.
 It has been a slow millennia. Perhaps they will provide some diversion.
 Speak then, lower ones! What would you have of Escaton the Destroyer of Worlds?

(Who Are You?)

I am Escaton the Destroyer, also called "Devil's Doom", "The Spider in the Web Gate" and "Ruin". There are places where I am worshiped as a god. But to myself I think of myself only as a servant to my greater masters.
 Know too that I have brought the cataclysm to your world, which must be destroyed. It is a doom you have brought on yourselves by failing to eliminate the devil Kreegans from your realms.

(Masters)

My masters are those who created me. They gave me form and function. I have thus proven indestructible. I destroy worlds infested by Kreegans.

(Cataclysm)

Your world will be destroyed by the elemental forces that created it. The crystal in Jadame's central city compels those who live on the elemental planes to open their worlds onto yours. When their worlds meet at the crystal, the reaction will unleash irrepressible destruction across the lands, sky and sea. All things living will live no longer.

(Kreegans)

In the time since the Silence, your world has lost knowledge of the Kreegan's origin. That they resemble the devils of myth has been enough for you, and indeed, "devils" is what most call them. The truth is they came from the beyond. Before they attacked us, my masters had no knowledge of them.
 The Kreegans infest our worlds and spread if they can. It would seem in an endless universe that they could expand in another direction than ours. But they have not made this choice so we must defend ourselves from them.

(Save the World)

Yes, your world does need saving! The cataclysm, if not stopped, will destroy it utterly.
 A quandary for you: I, as bringer of the cataclysm know how it can be ended. Further, I acknowledge that since there are no longer Kreegans on your world it need not be destroyed. But, as servant to my masters, I am compelled to let the cataclysm continue by not divulging my knowledge to you.
 Still I will ask you some questions. Perhaps there is something for you in the answers?

(Riddle One)

Where does one serve to pay,
 Is not free to leave,
 But is free when one leaves? *(prison)*

(Riddle Two)

What is there when
 You enter a room,
 And cannot be outside,
 Though you leave the door open? *(inside)*

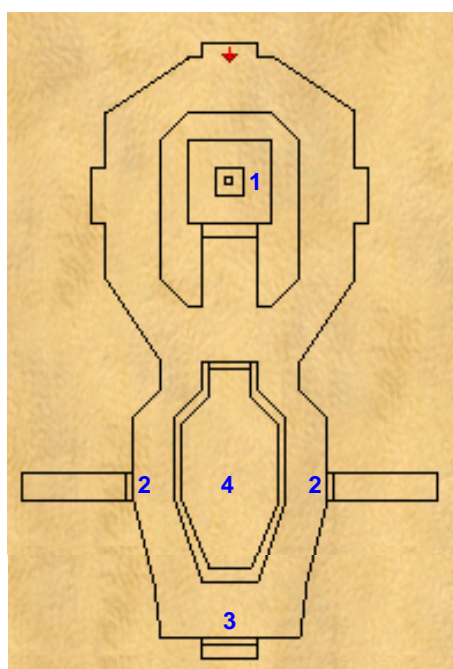
(Riddle Three)

A moon colored box
 meant to be opened from the inside
 protects the sun colored
 treasure of life.
 What is it? *(egg)*

I would judge that you've answered the riddles correctly. I suppose in asking them to you I have in some way helped you. As far as I and my nature are concerned, this is sufficient.
 As a reward for your performance, take this small bauble. I have more than one and therefore, more than I require.
 And see? I can give it to you because I don't know you have the knowledge to use it.



Having the keys, sought out the four prisons of the elemental lords and freed them.

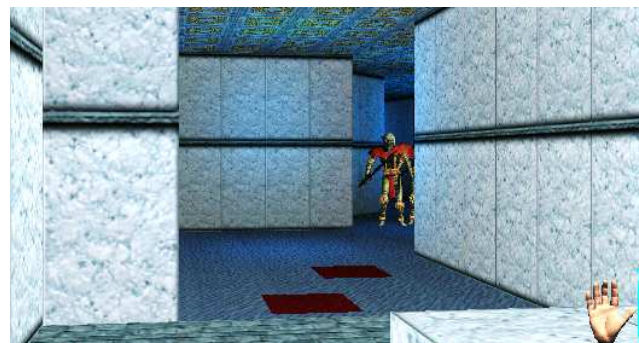


Prison of the Fire Lord

1. Arrival point. Also button for (3)
2. Secret door (items behind, not impressive at this stage of the game)
3. Door to **Fire Lord's Cell** (Appears only after button (1) pressed)
4. Monsters in here by Wizard eye, but found no entrance

Ether Champion, Ether Knight, Ether Lord
Ruby Dragon, Sapphire Dragon
Water Elemental

Difficulty: Normal
Lv 77 / 82 / 77 / 78 / 79

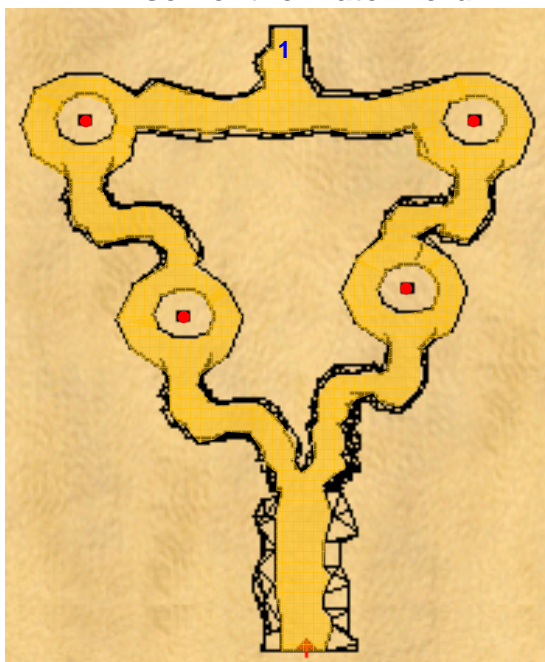


Pyrannaste:

Free at last. My torment is over, but what of my subjects? I know the Destroyer has them compelled to a terrible task. My presence will sooth them. I must go. I must ... farewell ...



Prison of the Water Lord



1. Door to Water Lord's Cell

Floor is lava everywhere, and party takes severe damage by walking on it. Tried to scale walls, used jump (std. and spell), found sanctuary on the "chest islands"

Ether Champion, Ether Knight, Ether Lord

Lesser Fire Elemental, Fire Elemental, Greater Fire Elemental

Fear, Terror, Nightmare

Difficulty: Hard – Very Hard

Lv 79 / 84 / 80 / 80 / 81



Acwalander:

"The Destroyer" is a fitting moniker for one who would imprison me in such a fashion. If it were not for you, I, Acwalander, Lord of Water, would have soon perished. My passing would have had an unbalancing effect across all the planes. Thank you. I go now to set things right.

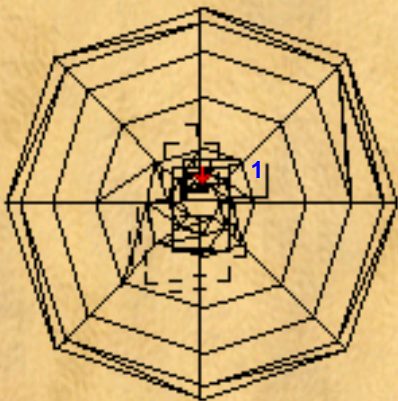


Prison of the Lord of Earth



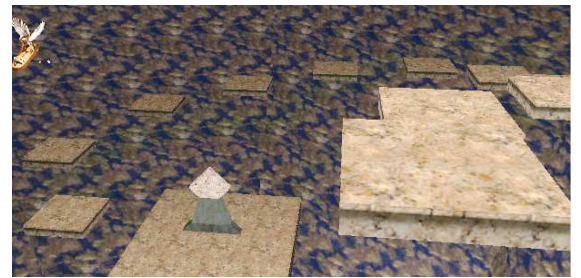
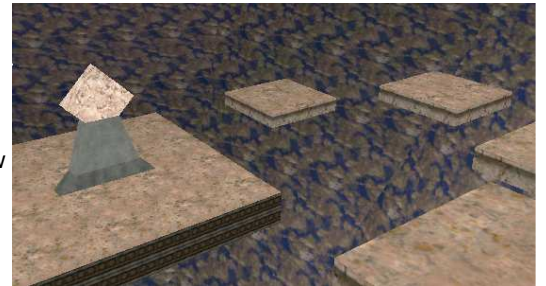
The maelstrom energies of air magic hold together an egg of cloud mist. You can hear a faint but clearly angry howling coming from the strange structure.

Prison of the Earth Lord



1. Door to Earth Lord's Cell

Map is really of almost no use. From entry point must jump from platform to platform to eventually reach cell. On missing a jump, fall to room below with exit from prison, and gate back to entry point. (Refer picture)



Lesser Air Elemental, Air Elemental, Greater Air Elemental

Difficulty: Easy

Lv 81 / 86 / 81 / 82 / 83



Ah, mortals...good. You are not of my tormentors. Release me from this place! I will not harm you.

Earth Lord's Cell



Gralkor the Cruel

Release Gralkor

Gralkor the Cruel:

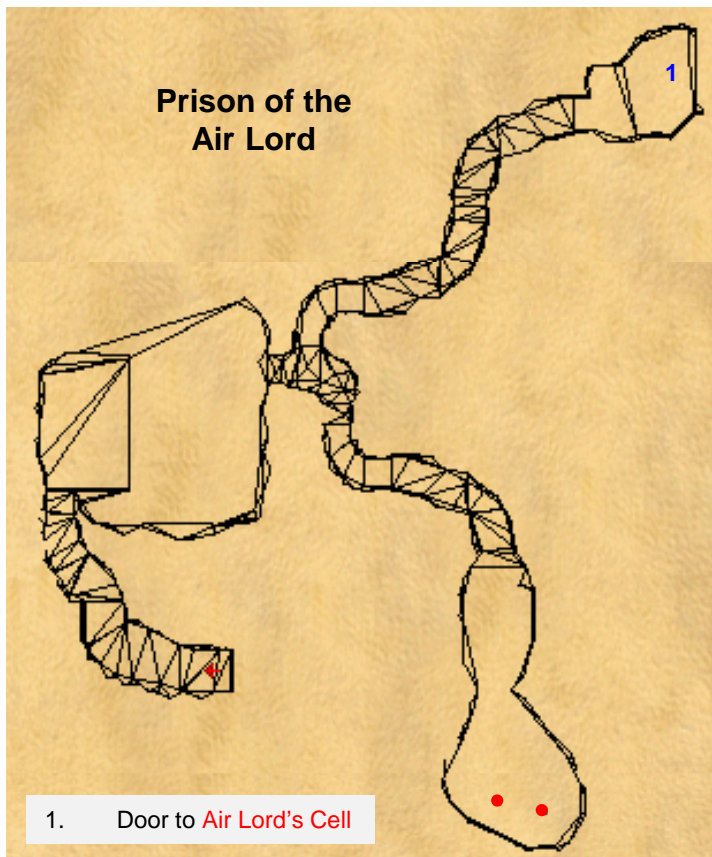
I am free! Now will he who was fool enough to jail me – this Destroyer – feel my wrath. That I, the Lord of Earth, am called "Gralkor the Cruel" is no mistake. The suffering I have felt will be his returned in multitudes!



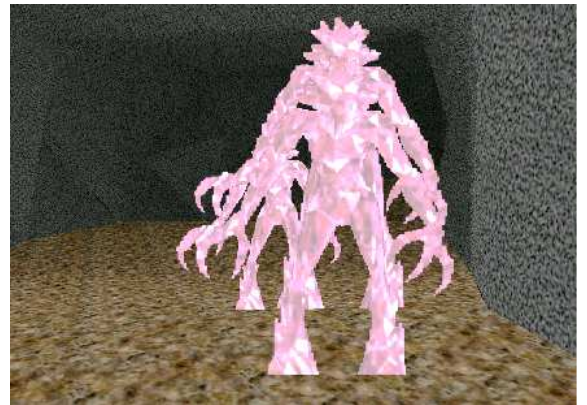
Prison of the Lord of Air



The magic power of earth whirls around this cocoon-like encasement of earth and rock. A cry of torment like a dying wind issues from within.



Ether Champion, Ether Knight, Ether Lord
 Lesser Earth Elemental, Greater Earth Elemental
 Crystal Walker, Crystal Sentry, Crystal Guardian
 Difficulty: Easy - Normal
 Lv 81 / 86 / 81 / 82 / 83



Air Lord's Cell



Shalwend

*Release
 Shalwend*

Shalwend:

Thank you for releasing me. Know that Shalwend, Lord of Air, holds you in his favor. I go now to restore order to my realm and to join with my fellow lords to do what I can for yours. Be warned! Our actions will destabilize the crystal gateway. Leave now for your home, lest you be trapped here forever. Inform Xanthor of what has happened here. Farewell.

Returned to Ravenshore with an immediate Town Portal:

On arrival Ravenshore first time after all Lords had been released; Cut scene showing the destruction of the Crystal, the Palace of Escaton, the Destroyer himself, and all the Elemental Gateways.

Xanthor (Ravenshore):

You have conducted yourselves greatly. I must say I had my doubts about your abilities, but no longer. You are truly worthy of the praise that all lavish upon you.

(Leaving)

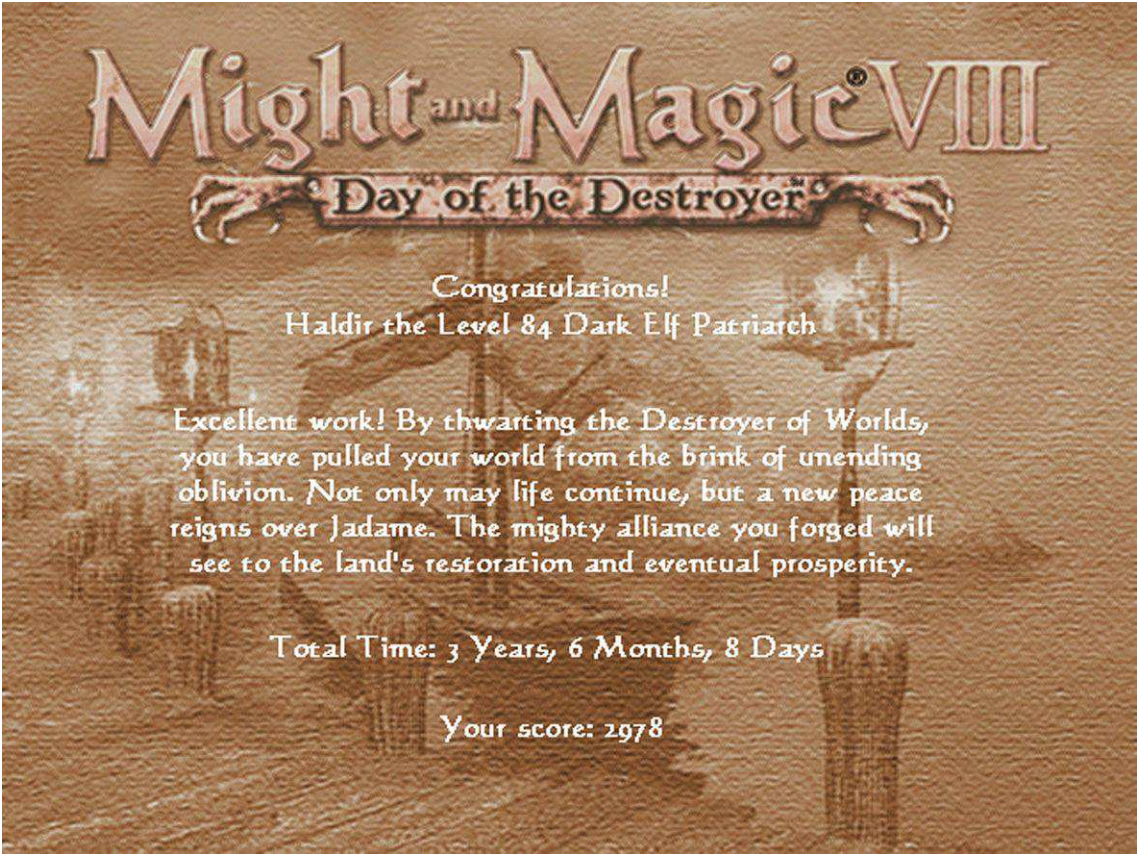
No, I don't think I will be leaving when the Ironfists continue their journey back to Enroth. Perhaps I will join with them in some years, but for now, I find myself fascinated by these lands. Though it is destroyed, I would study the remains of the crystal gateway. Never in my knowledge has there been in this world an artifact of comparable power. Perhaps I will find some use for the crystal shards?

No matter. Regardless, when the Ironfists go, they will go without me.

Edgar Fellmoon (the Council)

Hail, heroes of Jadame! I'm glad you've returned. I want to make it clear that the merchant guild has made this guildhouse permanently open to you.

Now that the crisis is over, the other council members have returned home. Though they are gone, good will prevails between us. The beginning of a new era of peace? We will see. Certainly it is a time of prosperity! Our caravans are already back in operation.



Haldir		Skill Points: 2	
Might	135 / 135	Age	23 / 23
Intellect	114 / 114	Level	84 / 84
Personality	72 / 72	Experience	3627627
Endurance	108 / 108	Attack	+53
Accuracy	180 / 180	Damage	29 - 35
Speed	104 / 104	Shoot	+52
Luck	86 / 86	Damage	31 - 36
Hit Points	406 / 406	Fire	66 / 66
Spell Points	451 / 467	Air	58 / 58
Armor Class	131 / 131	Water	56 / 56
Condition: Good		Earth	56 / 56
Quick Spell: Fire Bolt		Mind	27 / 27
		Body	35 / 35
Stats	Skills	Inventory	Awards
			Exit

Skills for Haldir		Skill Points: 2	
Weapons	Level	Armor	Level
Bow Grand	16	Leather	1
Sword Master	10	Chain Grand	11
		Shield Expert	5
Magic	Level	Misc	Level
Fire Magic Master	11	Armsmaster Expert	7
Air Magic Master	8	ID Item Expert	4
Water Magic Master	8	Learning Expert	8
Earth Magic Master	8	Disarm Trap Grand	10
Dark Elf Ability Grand	18	Meditation Expert	7
		Merchant Grand	10
		Perception Expert	5
		Repair Item Expert	6

Glomenthal (Arcomage prize, RS)
Glomenmail (Ilsingore, Ironsand)

The Companions at end-of-game

Blazen Stormlance		Skill Points: 1	
Might	121 / 143	Age	56 / 56
Intellect	104 / 73	Level	88 / 88
Personality	110 / 77	Experience	4008333
Endurance	103 / 124	Attack	+113
Accuracy	204 / 204	Damage	98 - 122
Speed	96 / 96	Shoot	+41
Luck	77 / 77	Damage	15 - 20
Hit Points	1067 / 1067	Fire	95 / 95
Spell Points	0 / 0	Air	63 / 63
Armor Class	139 / 139	Water	20 / 20
Condition: Good		Earth	32 / 32
Quick Spell: None		Mind	20 / 20
		Body	20 / 20
Stats	Skills	Inventory	Awards
Exit			



Skills for Blazen Stormlance		Skill Points: 1	
Weapons	Level	Armor	Level
Bow Expert	11	Chain Expert	4
Mace Expert	4	Plate Grand	12
Spear Grand	17	Shield Grand	13
Sword Grand	17		
Magic	Level	Misc	Level
None		Armsmaster Grand	19
		Body Building Master	10
		Disarm Trap	2
		Merchant Expert	4
		Perception Expert	6
		Repair Item Grand	10

Guardian Halberd (Old Loeb, Regna)
Terminus (Pirate Outpost, Regna)

Ithilgore		Skill Points: 1	
Might	80 / 80	Age	46 / 46
Intellect	67 / 67	Level	85 / 85
Personality	67 / 67	Experience	3672088
Endurance	93 / 93	Attack	+10
Accuracy	77 / 77	Damage	40 - 310
Speed	86 / 86	Shoot	+10
Luck	61 / 61	Damage	40 - 310
Hit Points	1160 / 1160	Fire	31 / 31
Spell Points	1290 / 1290	Air	31 / 31
Armor Class	245 / 245	Water	15 / 15
Condition: Good		Earth	27 / 27
Quick Spell: None		Mind	15 / 15
		Body	15 / 15
Stats	Skills	Inventory	Awards
Exit			



Weapons	Level	Armor	Level
None		None	
Magic	Level	Misc	Level
Dragon Ability Grand	30	Alchemy	2
		Body Building Expert	8
		ID Item Grand	10
		ID Monster	1
		Learning Grand	11
		Meditation Master	10
		Merchant	3
		Perception Grand	10
		Regeneration Expert	12

Fredrick Talimere		Skill Points: 1	
Might	94 / 94	Age	21 / 21
Intellect	77 / 77	Level	84 / 84
Personality	196 / 196	Experience	3660393
Endurance	92 / 92	Attack	+31
Accuracy	90 / 90	Damage	33 - 39
Speed	91 / 91	Shoot	+23
Luck	101 / 101	Damage	12 - 17
Hit Points	291 / 322	Fire	51 / 51
Spell Points	651 / 651	Air	31 / 31
Armor Class	144 / 144	Water	13 / 13
Condition: Good		Earth	31 / 31
Quick Spell: Light Bolt		Mind	11 / 11
		Body	21 / 21
Stats	Skills	Inventory	Awards
Exit			



Weapons	Level	Armor	Level
Bow	6	Leather	1
Mace Master	7	Chain Expert	6
Staff	1	Shield Master	9
Magic	Level	Misc	Level
Spirit Magic Grand	12	Alchemy	2
Mind Magic Grand	11	Armsmaster	3
Body Magic Grand	14	Body Building	3
Light Magic Grand	26	Learning Expert	7
		Meditation Master	9
		Merchant	3
		Perception	2
		Repair Item	1

Sceptre of Kings (Vault of Time, RS)
Eclipse (Necromancer's Guild, Twilight)

Vetrinus Taleshire		Skill Points: 1	
Might	95 / 95	Age	19 / 19
Intellect	124 / 124	Level	86 / 86
Personality	63 / 63	Experience	3798587
Endurance	71 / 71	Attack	+27
Accuracy	83 / 83	Damage	20 - 26
Speed	85 / 85	Shoot	+24
Luck	68 / 68	Damage	12 - 16
Hit Points	325 / 325	Fire	47 / 47
Spell Points	891 / 894	Air	20 / 20
Armor Class	146 / 146	Water	20 / 20
Condition: Good		Earth	20 / 20
Quick Spell: None		Mind	Immune
		Body	Immune
Stats	Skills	Inventory	Awards
Exit			



Skills for Vetrinus Taleshire		Skill Points: 1	
Weapons	Level	Armor	Level
Bow	6	Leather Expert	8
Dagger Expert	4		
Staff Master	9		
Magic	Level	Misc	Level
Fire Magic Grand	13	Alchemy Master	8
Air Magic Grand	12	ID Item Expert	4
Water Magic Grand	18	ID Monster Master	8
Earth Magic Grand	11	Learning Grand	10
Dark Magic Grand	20	Disarm Trap	2
		Meditation Grand	14
		Merchant Expert	4
		Perception	3
		Regeneration Expert	9

Serendine's Preservation (Old Loeb, Regna)
Archangel Wings (War Camp, Plane of Fire)

Awards for *Haldir*

Brought Power Stone to Fredrick Talimere.
Blackmailed the Wererat Smugglers.
Delivered Dadeross' Letter to Elgar Fellmoon.
Found a witness to the cataclysm in the Ironsand Desert.
Placed Vilebite's ashes in the Troll Tomb.
Formed an alliance with the Garrote Gorge Dragons.
Formed an alliance with the Minotaurs of Ravage Roaming.
Formed an alliance with the Temple of the Sun.
Sunk the Regnan fleet allowing Roland and Catherine Ironfist to join the alliance.

Built the Conflux Key.
Rescued Shalwend, Lord of Air.
Rescued Acwalander, Lord of Water.
Rescued Gralkor the Cruel, Lord of Earth.
Rescued Pyrannaste, Lord of Fire.
Promoted to Elf Patriarch.
Found Troll Homeland.
Returned Ebonest to Charles Quixote.
Rescued Blazen Stormlance.
Gave the Sword of Whistlebone the Slayer to the Deftclaw Redreaver.
Recovered Axe of Balthazar.

Found the lost Prophecies of the Sun and returned them to the Temple of the Sun.
Found the Sarcophagus and Remains of Korbu.
Found the Lost Book of Khel.

Stopped the Yellow Fever Epidemic on Dagger Wound Island

Retrieved three cheeses for Asael Fromago, the Cheese Connoisseur of Alvar.

Recovered Idol of the Snake for Hiss of Blood Drop village.

Brought Potions of Fire Resistance to the southern houses of Rust.

Killed all of the Ogres in the Alvar region.

Rescued Isthric the Tongue, brother of Rohtnax, on the Dagger Wound Islands.

Found the shield Eclipse.

Rescued Irabelle Hunter from the Ogre Fortress in Alvar.

Found the Dragonbane flower for Calindril in the Garrote Gorge Dragon Hunter's Fort.

Found the Dragonbane flower for Balion Tearwing in Garrote Gorge.

Brought the Anointed Herb Potion to Languid on the Dagger Wound Islands.

Killed all of the Dire Wolves in the Ravenshore area.

Delivered False Report to the Dread Pirate Stanley for Arion Hunter.

Killed all of the Dragon Hunters in the Garrote Gorge are for Jerin Flame-eye in the Dragon Cave of Garrote Gorge.

Arcomage Champion.

Arcomage wins: 11