



Walkthrough Feb. – Mar. 2012

Not a complete solution but the way I did it.

All maps, items, characters, dialogs, and challenges as met by my party on their way to 1000 Terrors.

TOWN PORTAL



Skill	Expert / Master Teacher		GM Teacher
Blade	Sturmford	Drangheim	Thjorgard
Bow	Sturmford	Drangheim	Thjorgard
Cudgel	Sturmford	Drangheim	Thjorgard
Spear	Sturmford	Drangheim	Thjorgard
Thrown	Sturmford	Drangheim	Thjorgard
Unarmed	Sturmford	Drangheim	Thjorgard
Armor	Sturmford	Drangheim	Thjorgard
Dodge	Sturmford	Drangheim	Thjorgard
Shield	Sturmford	Drangheim	Thjorgard
Dark magic	Guberland	Thronheim	Lindisfarne docks
Light magic	Guberland	Thronheim	Lindisfarne docks
Elemental magic	Guberland	Thronheim	Lindisfarne docks
Spirit magic	Guberland	Thronheim	Lindisfarne docks
Meditation	Guberland	Thronheim	Lindisfarne docks
Armsmaster	Sturmford	Drangheim	Thjorgard
Body Building	Thjorgard	Frosgard	Yorwick
Disarm trap	Thjorgard	Frosgard	Yorwick
ID Item	Thjorgard	Frosgard	Yorwick
ID Monster	Thjorgard	Frosgard	Yorwick
Repair item	Thjorgard	Frosgard	Yorwick
Learning	Thjorgard	Frosgard	Yorwick
Merchant	Thjorgard	Frosgard	Yorwick
Perception	Thjorgard	Frosgard	Yorwick

Skill	Fig	Mrc	Ass	Gla	Cru	Ran	Pal	Init	Sch	Mage	Lich	Heal	Pri	Dru
Blade	E	E	G	G	E	E	G							
Bow	E	E	E	E	E	G	M	B	B	E	E	E	M	E
Cudgel	B	B	B	M	E	E	G	B	B	E	E	B	M	E
Spear	E	E	M	G	E	E	E							
Thrown	B	B	G	E	B	E	B		B	E	M			
Unarmed	B	B	E	M	B	B	E					E	M	G
Armor	E	E	M	M	E	M	G	B	B	E	E	E	M	M
Dodge	B	E	M	M	E	G	E		B	B	B	B	B	G
Shield	E	E	E	G	E	E	M					B	E	E
Dark magic								B	E	E	G	B	E	B
Light magic					B	B	E	E	E	G	E	E	G	E
Elemental magic					B	E	B	E	E	G	G	E	M	M
Spirit magic					B	E	E	B	B	E	E	E	G	G
Meditation					B	E	E	B	E	G	G	E	G	M
Armsmaster	B	E	M	G	E	M	M		B	E	E	B	E	E
Body Building	B	E	M	G	E	M	G		B	B	B	B	E	G
Disarm trap	E	E	G	M	E	M	E	E	E	M	M	E	M	M
ID Item	E	E	M	E	E	E	E	E	E	G	M	E	E	M
ID Monster	B	B	E	E	E	G	E	B	B	M	M	B	E	E
Repair item	B	B	E	M	B	M	M	B	B	B	B	B	G	E
Learning	B	E	M	E	E	M	M	B	E	G	G	E	M	M
Merchant	E	E	M	E	E	E	G	E	E	E	M	E	E	E
Perception	E	E	M	E	E	G	E	E	E	E	E	E	E	E

Some Post-Game Comments on Party:

My party – an Assassin, two Priests, and a Lich worked out extremely well, and never really had any problems en route.

In the final fights in 1000 terrors, having three spellcasters would be preferred to an army of fighters any time. Actually I think a party of four priests would easily go through the game.

All PCs should develop ranged attack skill as soon as possible, at the latest before Beet Hoven!

In the later parts of the game the battles were won by the spellcasters; fighters played a minor role.

Priests learn powerful healing, protection (party protection at high level), and offensive spells, in addition to be able to use good weapons and armor at Master level. In the last dungeon Njam broke so many high-level weapons / armor / items that a GM repair item was a necessity, and that means Priest.

The Druid looks tempting and can probably be developed to a fighting machine with lots of AC and HP, but problem is he wouldn't be useful as that before reaching GM status – and at that time spellcasters are much more useful than fighters anyway.

As the fighters are most important in the early parts of the game when they haven't developed much anyway, the *class* isn't that important. But it was useful to have a GM disarm trap in the party when we started to find many Black Chests. (A high level Master is probably sufficient). With this skill, and GM throwing, the Assassin became a natural choice.

Choosing between Mage and Lich isn't that critical. I didn't use many of the Lich-only spells much (Souldrinker worked great some times, Death Touch and Dark Grasp had less effect than I'd desire). Chain Lightning was used a lot in the end, and as a Mage has higher level Light, he's probably the one that maximises this spell's damage. Another advantage is that the Mage PQ can be done earlier than the Lich PQ. But the Lich has one big advantage; he can become Master Merchant, while Mage is only Expert. Training becomes very expensive, and with GM Learning Mages / Lichs get a lot of training. (With an effective Merchant skill of Master level 25, the last training sessions cost about 13000 gold, while an expert would pay more than 30000 gold – we didn't have *that* much gold in the end...) Else the most used damage spell was Poison Cloud, which all spellcasters should be able to cast at a reasonable high level. (Priests were OK, frequently doing more than 200 damage, but Basic Dark Magic users would probably be puny here.)

A pity we never found the Eye of the Storm spell (but perhaps there's one in Verhoffin's book – another good argument for choosing mage above Lich.)

Lastly, all my spellcasters had items which increased SP recovery. With those, ~unlimited spellcasting never was a problem.

Promotion Quests	
Fighter → Crusader	Keith Bloodaxe, Drangheim
Fighter → Mercenary	Thorfinn Skullsplitter, Thronheim
Initiate → Scholar	Tymon the Nord, Thjorgard
Initiate → Healer	Tjolinir the Super Neat, Guberland
Mercenary → Assassin	Atli the Quick, Drangheim
Mercenary → Gladiator	Fridleif Gjukissen, Sturmford
Crusader → Ranger	Fenja Tree-Friend, Frosgard
Crusader → Paladin	Grehgknak the Right, Monastery Lindisfarne
Scholar → Lich	Skulkil the Dark, Frosgard
Scholar → Mage	Johannes Bern, Thjorgard
Healer → Priest	Gray Slemnir, Guberland
Healer → Druid	Menja Ketildottir, Frosgard

Boat Schedule

To \ From	Sturmford	Drangheim	Guberland	Thjorgard	Lindisfarne	Thronheim	Frosgard
Sturmford		Tu,Fr	Su	Mo	Tu	Th	We
Drangheim	Tu,Th,Fr		Sa	Tu	Mo	We	Su
Guberland		Mo,We,Sa		Th	We	Fr	Th
Thjorgard			Th		Sa	Tu	Fr
Lindisfarne			Mo	Fr		Sa	Mo
Thronheim			We	Su	Fr		Tu
Frosgard			Fr	We		Su	
Isle of Ashes			Tu	Sa		Mo	

To / from Frosgard only after [quest 26](#) completed

Spell	Elm	Lig	Dark	Spir		Eomer	Eowyn	Pug
Arms of Earth	E			E		x	x	x
Bless		B		B		x	x	x
Chain Lightning	M	B				x	x	x
Column of Fire	M	E				x	x	x
Curse		B	B			x	x	x
Dark Grasp			M	E		-	-	x
Death's Touch	B	E	G			-	-	x
Disease	B		E			x	x	x
Divine Intervention	B	G		E		x	x	-
Elemental Aura	E			B		x	x	x
Elemental Blast	E	E				x	x	x
Elemental Bolt	B			B		x	x	x
Elemental Protection		B		B		x	x	x
Enchant Item	B			B		x	x	x
Enrage	B			E		x	x	x
Eye of Leggib			E	E		x	x	x
Eye of the Storm	G	E		E		-	-	
Faith		E		B		x	x	x
Fear			E	B		x	x	x
Feather Fall	B	B				x	x	x
Fleet Foot	E			B		x	x	x
Haste		E		B		x	x	x
Heal		B		B		x	x	x
Lloyd's Beacon	M	E		E		x	x	x
Magic Mine	E		B			x	x	x
Meteor Shower	M	E				x	x	x
Natural Armour	B			M		x	x	-
Pain Reflection			E	B		x	x	x
Paralyze	B		E			x	x	x
Phantom Fighter	B			E		x	x	x
Poison	B		B			x	x	x
Poison Cloud	M		E			x	x	x
Power Draw		B		M		x	x	-
Purify	B	E				x	x	x
Regeneration	B	M				x	x	-
Resist Death	B	E				x	x	x
Resurrection	E	M				x	x	-
Shared Life		B		M		x	x	-
Souldrinker	E		G	E		-	-	x
Sparks	B	B				x	x	x
Spell Reaver		E		E		x	x	x
Torchlight	B	B				x	x	x
Town Portal	E	B				x	x	x
Transfusion			M	B		-	-	x
Turn Undead		B		B		x	x	x
Wizard Eye		B		B		x	x	x
Wound			E	E		x	x	x
Wrath of Bugs	M			B		x	x	x

Blue numbers: Magically increased. Expert: Bold, Master: Bold grey bckgr, GM: Bold Orange bckgr
 Light yellow fill: 1. promotion. Light red fill: 2. promotion

Dwalin, Dwarf Fighter Mercenary Assassin																					
Event		q6 OK	1. PQ OK	2. PQ OK	4. PQ OK	5. PQ OK	Chsm of dead OK	q28 OK	6. PQ OK	q4 OK	Part II	q36 OK	q37 OK	Dra gon	q45 OK	near end	after end				
Stat\Lv	1	5	9	14	17	22	28	33	38	44	46	50	53	58	64	67	70				
Mgt	16	21	21		26	40		55		75		60		75		90					
Mag	7					12				17						37					
End	21			26		56					26			41	46						
Acc	14		16		23	35								70							
Spd	14		26			28		30		60						90					
Lck	11			16		18				22		47		17		37					
HP	39	64	89	120	230	284	344	454	504	564	580	620	650	703	783	813	863				
SP	-																				
AC	6	11	39	54	53	87	82*	89	91	101	102	105	107	105	106	109					
Res.																					
Elem	0		5	10	20			35													
Light	0							10				15		30							
Dark	0					10	5	20		25	45				65		45				
Spirit	0					5		10				15		20		15					
Phys	0					5		15													
Skills																					
Blade	1	3	4	5			7		8	9											
Bow	1																				
Cudgel																					
Spear		2		4	4					7		8	9	10							
Throw	1	3			4		5		7		10				12	13	14				
Unarm			1																		
Armor	1	2	4	4		7				8			9	10		16					
Dodge						1															
Shield		1		2																	
Dark																					
Light																					
Elem																					
Spirit																					
Medit																					
Armsm			1	3	4	5		7	8	12				14	16	17	18				
Bodybld			1	2				4							5		6				
Disarm	1	2		4				7		10	12	10									
ID item		2	3	7					8	6					7						
ID mon																					
Repair				1																	
Learn							7				8		9		10						
Merch	1	2	5	5	6	9		6	7												
Percpt					3	4						5		7							

* Dual weapon fighting instead of shield

Eomer, Human Initiate Healer Priest

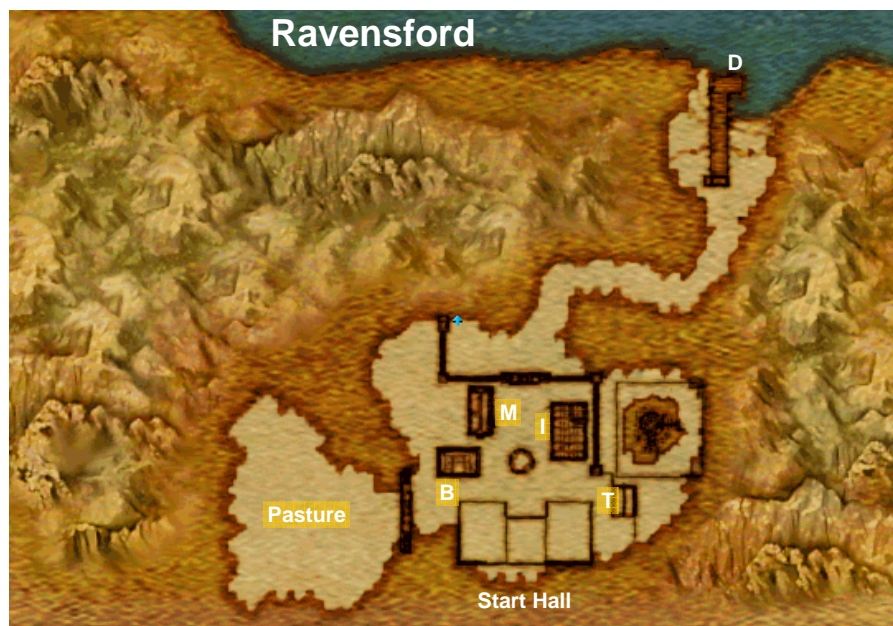
[illegible]

Eowyn, Human Initiate Healer Priest

[illegible]

Pug, Human Initiate Scholar Lich

Event		q6 OK	1. PQ OK	2. PQ OK	4. PQ OK	5. PQ OK	Chsm of dead OK	q28 OK	6. PQ OK	q4 OK	Part II	q36 OK	q37 OK	Dra gon	q45 OK	near end	after end				
Stat\Lv	1	5	9	14	17	23	28	33	38	52	62	75	88	104	119	125	132				
Mgt	12				17	27				32											
Mag	16		18	25		27			32	37		57		52							
End	15			20				40													
Acc	12																				
Spd	11		21			28				53											
Lck	11		18	13				35						65							
HP	26	46	62	112	136	172	202	249	361	473	553	657	761	897	1017	1065	1129				
SP	21	36	55	120	160	190	235	260	498	843	923	1029	1173	1341	1461	1509	1565				
AC	0		34	30	36	39	41	60	81		78	80	84	95			97				
Res.																					
Elem	0		5	10		20		35	25	35											
Light	0					5		30													
Dark	0					5		20	40	45											
Spirit	0				5	10		5		10					15						
Phys	0					5		15													
Skills																					
Blade																					
Bow	1	3	4																		
Cudgel		2				3			4		6		8				9				
Spear																					
Throw				1	2	4		6	7				8				9				
Unarm																					
Armor		3		4					4	5	6		10				12				
Dodge																					
Shield																					
Dark	1	2		4	4	10	11	12	14	16		14	16	21	22	25	26				
Light	1	2	4		7	7	9						10	11	12	13	15				
Elem	1	2	4	6	6	9	10	13	13	12	14	18	20	22	24	25	26				
Spirit	1	2		3		4	5	4	5	8	9		10	11	12	13	14				
Medit			2	5			7		7	10			11	12							
Armsm					1									5	6		7				
Bodybld					1			3						4			5				
Disarm																					
ID item						1						10									
ID mon		1	2	1							12	20	21	27							
Repair																					
Learn					4	5	6	7	8	12				10							
Merch				1	2	2				7		9	10		20						
Percpt						2															



Lobber Pod
Difficulty: Easy
Lv 1



Note: Got [Disarm Trap](#) and [ID Item](#) skills from grandpa before we left (Not if we don't accept training)



From crossing, just before crash



Arrival point at Isle of Ashes
First task: Find a way off this island! (quest 1)



Dragonfly Mite



Forad Darre:

Hello, I am called Forad Darre. Who are you? How did you get here?

[Our boat crashed on its way to Mendossus]

Have you seen **Yrsa the Troll**? You may want to speak to her.

[No, who is that?]

She is the sage who lives on one of these islands. She may want to speak to you. (1250 XP) (quest 2)

[What do you know about that big tower?]

Those are the Verhoffin Ruins! I wouldn't advise you to enter them. All that's in there for you is your death.



- A. Point of Arrival after ship wrecked
- 1. Pedestal of +10 Mgt temp
- 2. Forad Darre
- 3. Cauldron of +10 Elem res. temp
- 4. Yrsa's hut
- 5. Well, restores 5 HP
- 6. Dragonflies (q3)
- 7. Turret (need key from Yrsa) (q1)
- 8. Verhoffin Ruins

Skeletoid, Bone Thrasher, Skull Thrower
 Dragonfly Mite, Dragonfly, Fire Dragonfly
 Difficulty: Normal
 Lv 1



Yrsa the Troll:

There you are! [Who are you?]

I will tell you all that in good time, and will be more than willing to help you. First, though, you will help me. There is a group of **dragonflies** who have been pestering me to no end, just through that tunnel there. Go through it and kill them. (quest 3)

[What do you know about that big tower?]

Those are the Verhoffin Ruins! That is the tower where Verhoffin himself cast the spell that caused the Great Cataclysm. Don't go in there! It's very bad in there! Unless of course, you want to be killed.

{ After q3 OK }

[How do we get off this island?]

I will help you leave this island, but you must agree to do something for me at any time of my choosing. [Very well.]

Go speak to Forad Darre... Good. In my hand, I have your destiny.

[Destiny? What destiny?]

There is a man, who calls himself Tamur Leng. He claims to be the 11th direct descendant of Jevard the Bastard. He and his hordes from Beldonia are sweeping across Rysh, conquering everything in their path.

[What does Tamur Leng have to do with us?]

Soon they will reach the first of the six clans of the Chedian. With the six clans divided, they will not stand a chance against Tamur Leng.

[Thronheim? Kira the Cold's soldiers will certainly stop them!]

Don't confuse bravery with ability. Her army will face Tamur Leng, and be destroyed. As will all the other clans of the Chedian. That's why you are here. [You spoke of a destiny. Is this our fate?]

Your fate is to **unite the six clans of the Chedian**. Unite them and lead them against Tamur Leng. If you cannot stop him, we are all doomed. (quest 4)

Forad Darre:

[Yrsa sent us to meet you.] She did? What for?

[She has charged us with a quest, and we need your help.] A quest? What sort of quest?

[It is our destiny to unite the six clans against Tamur Leng.]

Tamur Leng? The leader of the Beldonian hordes sweeping across Rysh? If it is your job to kill him, then I am at your disposal. I would like to leave as soon as you are ready. However, there is something that must be done first.

[What is that?]

There is only one lane in which boats can reach this dock. Unfortunately, Bone Thrashers have been coming from one of those islands and are preventing the boat from leaving. If we are to get off this island, we'll have to take care of them first.

[Fair enough. We'll take care of them.]

Great. I would be more than happy to come with you on this quest. And you know what? I bet there's something behind that locked door that will help us! [Welcome aboard!]

Later....

[What about that locked door?]

We may need a key. Perhaps we should ask Yrsa.

Back to Yrsa....

-- Oh right? That door. Here, try this. {Got **turret key**}

Turret contains chest and book. Get contents of chest before reading book – cut scene and arrival in Sturmford.



1. Pedestal of +10 Acc temp
 2. **Anskram Keep**
 3. Weak wall; can be knocked down by «attacking» it (entry point)
 4. To Drangheim (2 days)
- G: City gates

Dragonfly Mite, Dragonfly, Fire Dragonfly
 Field Thrall, Thrall
 Basilisk (by (2))
 Difficulty: Normal
 Lv 3-5

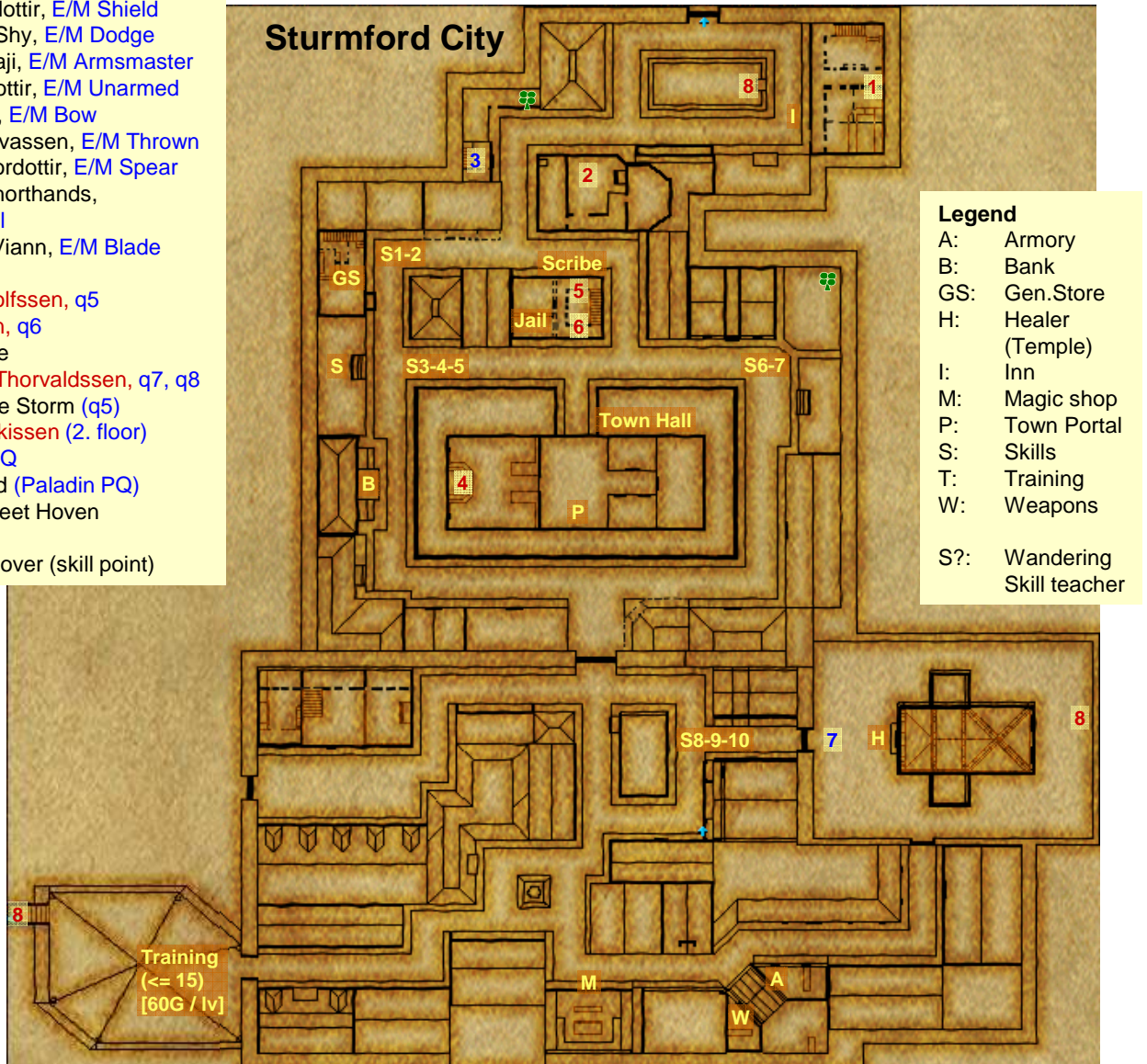


S1: Devlin A'Norta a'meich,
E/M Armor
S2: Orlun Fjalldottir, E/M Shield
S3: Leppa the Shy, E/M Dodge
S4: Adotette Haji, E/M Armsmaster
S5: Hildir Fjalldottir, E/M Unarmed
S6: Lili A'Ghrie, E/M Bow
S7: Eskil Tryggvassen, E/M Thrown
S8: Mirjam Thjordottir, E/M Spear
S9: Halfgrim Shorthands,
E/M Cudgel
S10: Katrianna Viann, E/M Blade

1. Bjarni Herjolfssen, q5
2. Ludwig Van, q6
3. Oord House
4. Jarl Bjarni Thorvaldssen, q7, q8
5. Randver the Storm (q5)
6. Fridleif Gjukkissen (2. floor)
Gladiator PQ
7. Hatlati Oord (Paladin PQ)
8. Entrance Beet Hoven

Four-leaf clover (skill point)

Sturmford City



Training area

View of the Inn and Trap door down to Beet Hoven

Bjarni Herjolfssen:

[You need something, friend?] {no questions}

[Buy you a drink?] {OK}

[What's your trouble?]

Either you're very perceptive, or I've not been as discrete as I need to be. Either way, perhaps you can help me. There have been things going wrong lately. Things that should be working have been breaking. Walls that should be in working order are found broken. Defensive structures left wide open!

[You think someone's been deliberately breaking these things?] I would hate to use such a strong word as **sabotage**, but I think it is the word that fits. I believe Drangheim agents have infiltrated our defenses and are planning an attack.

[You can't do anything about it?] My cover has been blown. Too many people know I work for Sturmford. Perhaps you could poke your nose about and try to dig up some dirt. It may prove lucrative.

[We'll try to sniff out the spies for you] (quest 5)

Be careful. They may be spies just like us. If you are discovered you may jeopardize your lives.

Randver the Storm:

Bjarni Thorvaldssen? – He is a pig! I don't know how a monkey like him could call himself a Jarl!

[You would dare call your Jarl a pig?] He's not my Jarl!

[What do you mean?] Er, uh – nothing.

[Why do I think that you are lying to us?] Why would I do that? Hail Bjarni! He's the best!

[What do you know about sabotage?] What do you mean? I don't know anything! I'm not the one who unlocked the town gates!

[What? What are you talking about?] Uh oh...

[What?] -- Ran off and disappeared in a puff of smoke when pursued. (q5)

Bjarni Herjolfssen:

[We have discovered who the saboteur is. A man named Randver the Storm.]

Randver? He's one of the Jarl's scribes. Why, I've trusted him with some very important information. What happened to him?

[He disappeared.] Disappeared you say? He must have had a scroll of Town Portal. Good thinking on his part. Don't worry. I'll make certain he pays for this! Here's your reward (q5, 500g)

Bjarni Thorvaldssen:

[We know you are of great importance, and would like your help.]

Get to the point. [We need your help to defeat Tamur Leng.] Who is that?

[He is the leader of the Hordes that will soon overrun us.] What are these hordes? [They come from Beldonia. We must unite the clans against them.]

I appreciate you being straight with me. I shall give you aid. But in order to do so, I will need you to do two things.

1) There is a place called **Anskram Keep** in southern Sturmford that we used to use for the defense of our island. If we are to defeat these invaders, you will need to **clear the imps out**.

It has been overrun by foul creatures. If we are to occupy it once again, these things need to be destroyed. You might have some trouble getting in, though. The portcullis is stuck, and the drawbridge is up.

[How do we get in?]

The walls are in a sorry state of repair. There's probably a place where you could break through the walls. (quest 7)

2) As you know, we have been on bad terms with the filthy Drangheim Clan. In a battle near ten years ago, they captured our tactical genius, **Ivsar Forktooth**. I want you to break him out of Drangheim Prison.

[You want us to break into a prison?]

If you want my help. I can't take on these hordes without my best general.

Be careful, though. You may need more experience before you can take on the Drangheim Prison. (quest 8)



Ludwig Van:

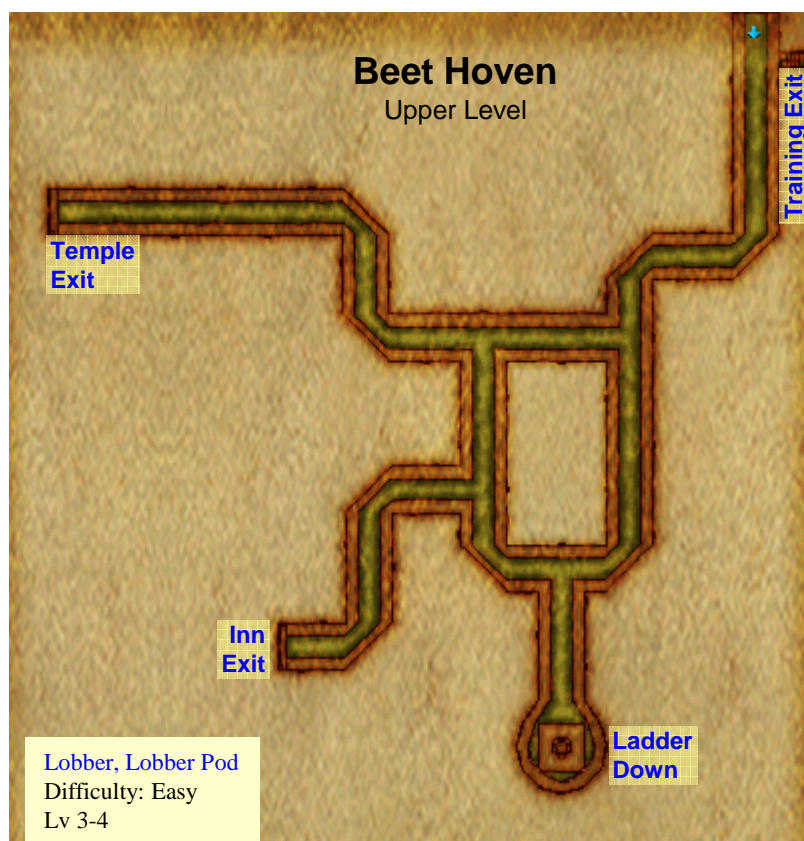
Questions? I'm sorry I'm too busy for that sort of thing.

[You don't look that busy to us.] What? Oh, well you see, I'm a writer, and I've got to get my **manuscript** back.

[What happened to your manuscript?] Eh? Oh, the manuscript? Well, it fell down the drain in my Beet Hoven. I'm afraid of what's down there. It's very important for me, though.

[Why can't you go down there?] Because of the monsters! If I went down there, they would surely eat me alive!

[Perhaps we could go down there for you?] Oh, yeah. That would be great! I would pay you well if you would go down there and get my manuscript! It should be easy to find. A bundle of papers called "My Evermore Beloved". (quest 6)



Got Armor and Cudgel skill books from Lobbers – very welcome indeed!

Beet Hoven

Main Level and
Bottom Sewers

(———)



1. Room w. Sarcophagi
Some contain Rotter, some pretty good items
2. Ladder to / from bottom sewers
3. **Manuscript**
(q6, 2K gold, 3K XP)
4. Lever to open door to Maze
5. Altar, +5 speed perm.

Lobber, Lobber Pod
Airborne Icky
Bone Thrasher, Skeleton
Rotter
Difficulty: Normal - Hard
Lv 4-5



Note: Bottom of ladder is below water. Must swim below pipe and to ledge (S).



Anskram Keep

1. West, Upper lv. entrance
2. East, Lower lv. entrance
Entered first by (1) and cleared that area, then to (2) and cleared that area.
3. Portal (all must be destroyed)
4. Double doors, Initially only opens from north
5. End scene, Soldiers fighting boss imp, appears only when rest completed (Without bug-fix v1.2, there was a risk this scene would never appear, and quest not solvable)
q7 OK (3KG, 4K XP)



Tr: trap – some can be avoided by clinging to walls. Probably more than shown.

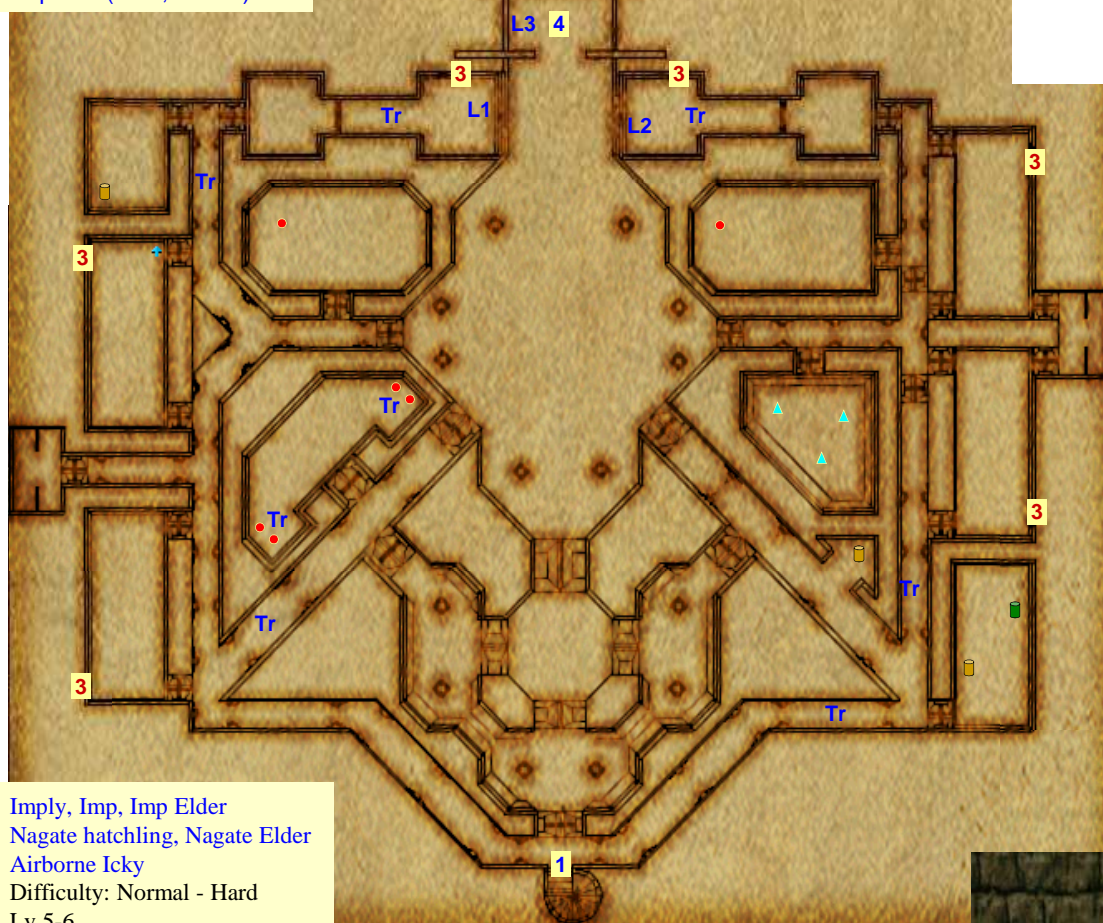
Green barrel: Item, but disease.

Items: Risk of disease

Found
Body building
and Armsmaster
skills

L1 & L2: Open boxes w.
L3 & L4, which are used
to open doors (have time
to operate lever and run in
between doors before first
one closes)

Note (valid for all maps):
Barrels are partly random.
The barrels are always
there, sometimes full,
sometimes empty.
Shown: full ones on this
walkthrough.



Imply, Imp, Imp Elder
Nagate hatchling, Nagate Elder
Airborne Icky
Difficulty: Normal - Hard
Lv 5-6



After Anskram Keep took the Boat to Drangheim.



- S1: Hagar the Horrible, E/M Blade
- S2: Cermak Atlor, E/M Cudgel
- S3: Aefentid A'Feslo, E/M Bow
- S4: Krej Matlal, E/M Armsmaster
- S5: Galvin A'Mor, E/M Unarmed
- S6: Cassidy A'Dorad, E/M Dodge
- S7: Thorhalla the Short, E/M Thrown
- S8: Cornhgan A'Dorad, E/M Spear
- S9: Fasolt Hreidmarssen, E/M Armor
- S10: Rannveig Halgrimsdottir, E/M Shield

- 1. Bridge to castle lv.2
- 2. Sigmund the Stressed, q9, 10, 11 (P & 2: upper level)
- 3. Nicolai Ironfist, q12
- 4. Greudach A'Dorad (q11)
- 5. Keith Bloodaxe, Crusader PQ
- 6. Atli the Quick, Assassin PQ
- 7. Beagan A'Guire, Assassin for hire (1000g/mnth + 5% of gold)
- 8. Kluso's house
- 9. Well, +10 phys. res. temp



Nicolai Ironfist

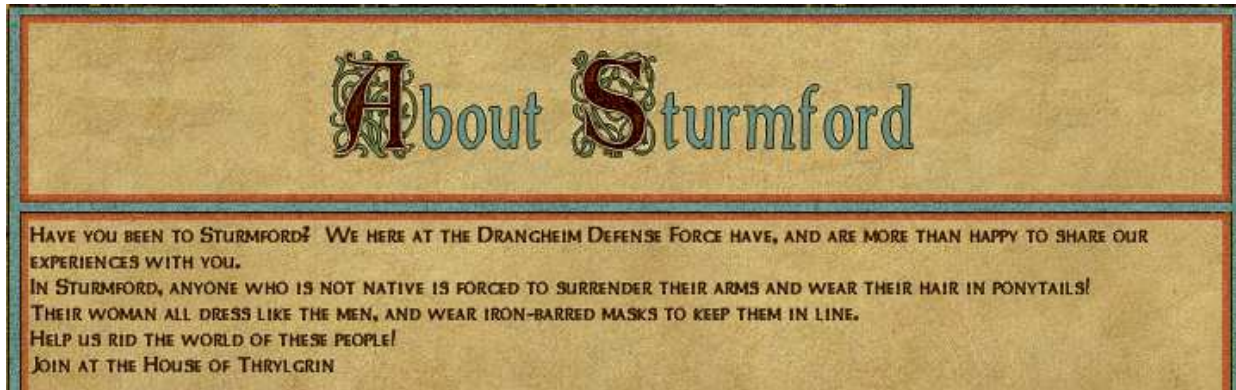
Note on floor in castle:

Jarl Sigmund,

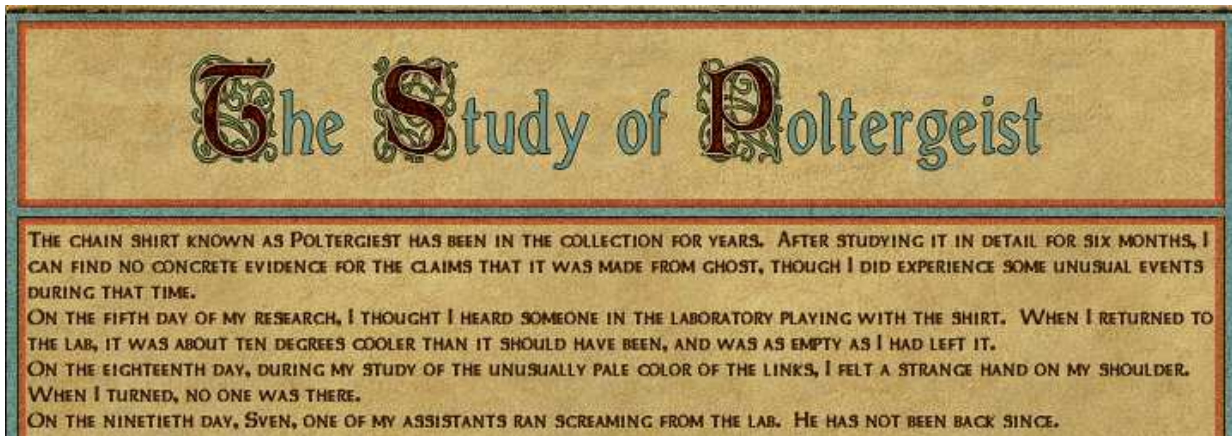
I really wish you would do something about the Yobboes who have taken up near our village. They very frequently come into our village and steal things! Why, they even stole me daughter's Dolly! Please, I implore you. Send some of your soldiers down to root these people out.

Iosobail A'Norta

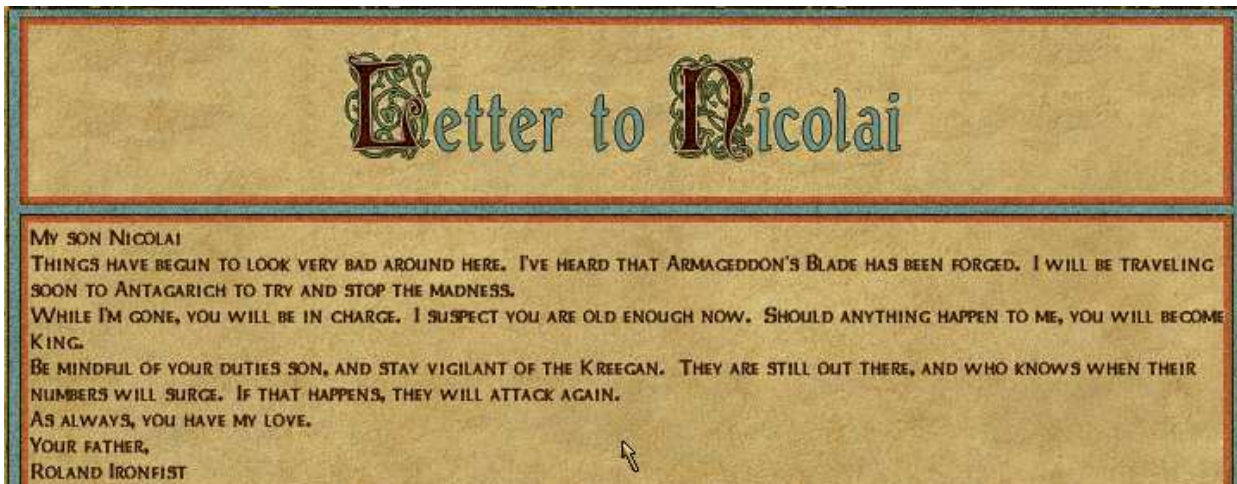
Note on Inn wall:



Note on floor in armory::



Note on ground by Nicolai Ironfist::





Sigmund the Stressed:

Greetings, travellers

[We have come seeking your aid.]

What is it you want? [The Beladonian Hordes are marching to Chedian.]

Oh no! This is too much! I mean it only figures, of course, all the problems land on my head. What if they come here? What if their army is too strong for us? What can I do? Drangheim will be destroyed!

[Join us! We are trying to unite the Clans against them.] Join you? Hmmm, I've got my hands full with Sturmford these days. Perhaps if you would help me with that, I would be able to help you. [What do you need done?]

There is a fort called Anskram Keep along our border located in Sturmford. It is rightfully ours. Go to this fort, and **disable all of its defenses**. Take this key. One of our agents returned with it. [We will do this for you.] Great! Good luck (quest 9) [What else do you need done?]

There is some question about my legitimacy to serve as Jarl of Drangheim. There is an item, called the **Crona Kiga** that will erase any questions of that. I would like you to visit **Chasm of the Dead** and retrieve it. [We will do this for you.] Great! Chasm of the Dead is located just outside Drangheim. I must give you this warning. Chasm of the Dead is heavily trapped and *extremely* dangerous. Stick close to the walls if you value your lives. Good luck! (quest 10)

[Do you have any news?]

I'm worried about the **rumors**. [What rumors?] Well, Greudach A'Dorah has often been telling me troubling news as of late. I think she's quite taken with gossip. I'd like to know who is at the root of these rumors.

[That is a problem.] Why don't you do that for me? Yes! I think you should. Go and find Greudach A'Dorah. She should be somewhere around town. Ask her where she got the rumors from, and keep asking until you find the source. [We will do this.]

When you find the source, try to make them stop. If you cannot, tell me. I will find a way to silence their foul mouth. Good luck! (quest 11)

Nicolai Ironfist:

Presenting...Nicolai! [Who are you?] I am King Nicolai I, Defender of the Land, Bringer of Hope, King of Enroth!

[If you're a king, what are you doing here?] What do you mean? I am your king! Now, if you'd let me be, I'm busy trying to stop the devils from taking over our world! [You're not our king. This isn't ... where'd you say you're from?] I am King of Enroth! And the devils will be descending upon us any minute! As king, it's my duty to stop them! [What devils? What are you talking about?] The Kr... Never mind. You don't seem to understand anyway.

[May we ask you some questions?] [How did you get here?] Well, I was in the courtyard of Castle Ironfist, talking with my general about how best to handle the devil problem, when the ground started shaking. This wasn't a normal earthquake, either. Something felt ... wrong.

[What happened?] The shaking got more violent, and the walls of the castle started falling down. I was buried under a mountain of rubble. I got hit in the head with something, and when I woke up, I was here. I can only assume that the devils took the capital city.

[Any news?] When I was little, a group of adventurers like you helped me sneak out of Castle Ironfist. While they weren't looking, I got away from them and joined the circus! [What do you know about duty?] My father always said it was my job to do my duty and put the well being of the people ahead of my own. [You don't sound especially fond of your duty.] It's boring being king. I really want to join the circus! I could be a trapeze artist! Or the strong man! Or I could run a game booth! Hey! I bet you could **find me a job at a circus**! What do you say?

[What happened to duty?] It's hard being king when you have no money. If I worked at the circus, I could raise money for an army! Then we could send the devils back to where they came from! [Alright. We'll find you a job] (quest 12)

Greudach A'Dorad:

Have you heard the news? [What news?] Oh, but I have so much! There's the story about Sigmund, and what I've heard about Sturmford will make your heart spin!

[Sigmund?] They say he's a coward! I heard he found a snake under his bed and cried like a baby! Some ruler!

[Sturmford?] I heard they are going to invade soon. Their army is ten times bigger than ours. We'll stand no chance. We might as well surrender now. [We'd like to talk to you about your "news"] What about my news?

[We want to know who you have been hearing it from.] People. Everyone's been talking about it.

[Not everyone. The people we spoke to said you were the source.] Me? Certainly you don't think I ...? No, I guess you do. Alright, but you've got to promise not to tell who told you. [Promise.] **Marsaili A'Lanth** in Sturmford. She's been telling me all the news [Thank you] (q 11)

Sigmund the Stressed:

[Greudach A'Dorad talked.]

She did, did she. Well, go find the person responsible!

(Note: Text on light gray background has been added on still another play-through, with different party to test other characters and PQs)

Keith Bloodaxe:

What do you want? [We have come seeking promotions] There are those among you who would wish to become Crusaders?

[Yes. Some of us would like to become Crusaders.] I will give you the task then.

[What is the task?] As you may have heard from the villagers, just outside of Drangheim there is a gang known as the Yobboe Gang. They have been extorting money from the villagers nearby. Go to the Yobboe camp, **defeat the bandits, and return the villagers' things to them**.

[We will accept this task.] Good luck.

(Crusader PQ)



1. Chasm of the Dead
2. Yobboe gang (Crusader PQ)
3. Drangheim Prison
4. Well, secret passage to prison
5. Cauldron, +5 elem res. perm
6. Cauldron, +10 phys res temp (risk of poison)

Dragonfly Mite, Dragonfly, Fire Dragonfly
 Field Thrall, Thrall, Thrall Master
 Yobboes: Cutpurse, Bandit
 Difficulty: Easy (Yobboes hard)
 Lv 7 (Yobboes 9)



Thralls



Villager:

Those mean nasty Yobboes need to get a what for from someone! They're those nasty criminals that keep coming here and stealing things! We need to get them out of here!

Yobboes were tough, but could be defeated at level 8 using wands, scrolls and stones (elemental blast, chain lightning)
 This time found doll, plow and bag of herbs among their loot, which was delivered to villagers (Crusader PQ OK)

Good advice:

Lowest level of Drangheim prison is not too hard first time in Drangheim. This gains party a lot of spells and skill books.



Anskram Keep with
defenses down

Explored most of Drangheim on the way to Anskram Keep. At keep, used trap key to open trap door on upper level, NE. Lowered drawbridge and hoisted portcullis, and broke bearing chains with a few shots. (q9). Then went to Sturmford and found Marsaili A'Lanth between (2) and (3) on Sturmford City Map.

Marsaili A'Lanth

[We'd like to talk to you about your news] What are you talking about? [We understand you've been spreading gossip to Drangheim.]

What would you know about that? I have done nothing wrong. [We've come to ask you to stop.]

There is nothing you can make me do. [Perhaps we will inform the Jarl]

Bjarni? Go ahead. He will give me a reward. [Not Bjarni. Sigmund.]

The Jarl of Drangheim? Uh...What can he do? Go ahead! [Alright. Should have kept your mouth shut.]

We'll see who is sorry!

[Goodbye.]

Then boat back to Sigmund (Drangheim)

Sigmund the Stressed

[We've disabled Anskram Keep's defenses]

That's great news. Oh. are those Sturmforths going to pay now! Here' a little something for you, too. (q9)

[We've found out who's been spreading the gossip.]

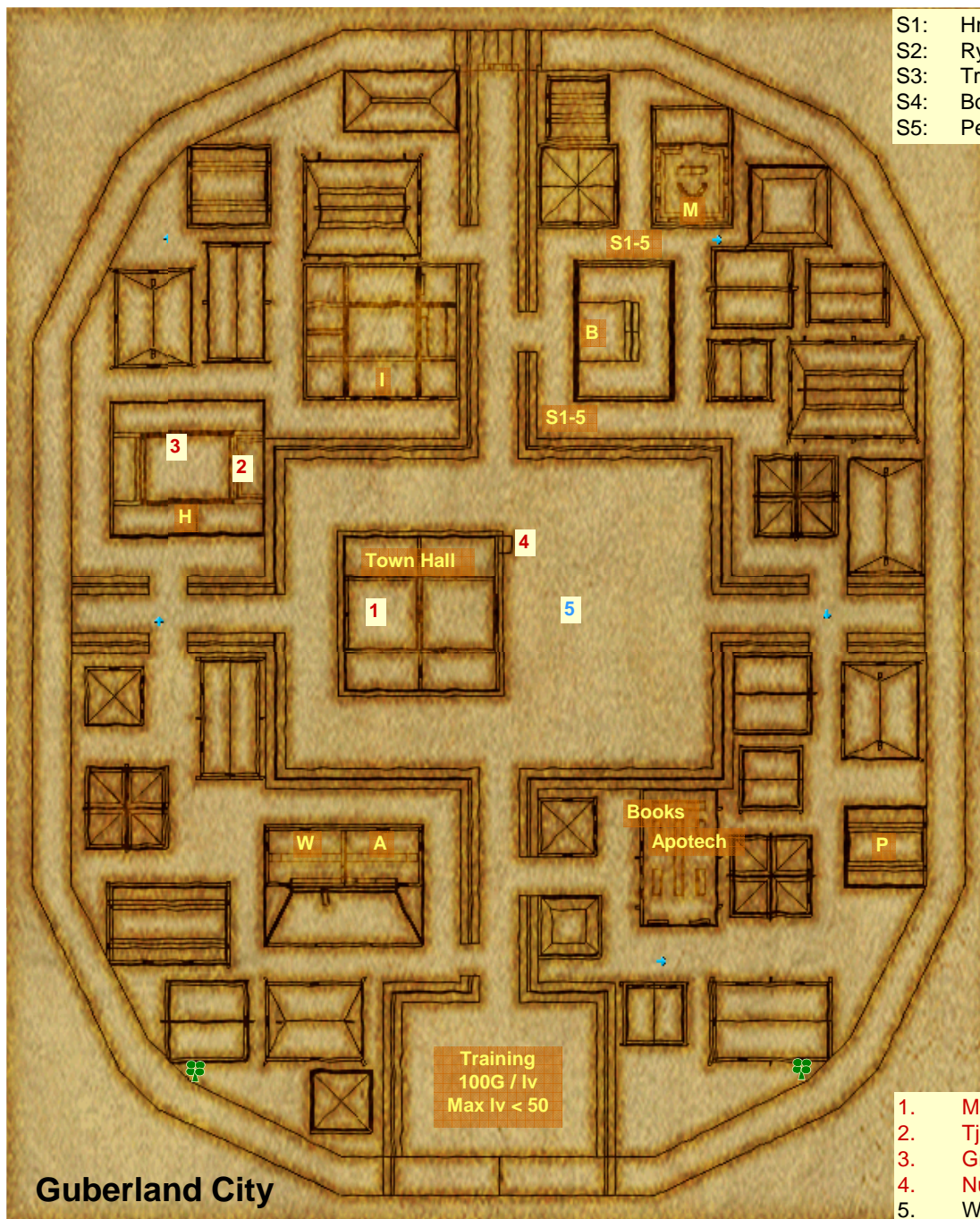
Is that so? Who has been spreading these foul lies? [A person named Marsaili A'Lanth in Sturmford.]

In Sturmford? Must be one of Bjarni's spies. Very well. I shall take care of it. Thank you. Here is something for your hard work. (q11)

[Thank you.]

9250 XP + 12000 G.

Then with mission (for now) complete, took a boat to Guberland, a.o. to earn a much deserved (and needed...) promotion to expert in the magic skills



- S1: Hrapp Tjorvissen, [E/M Meditation](#)
- S2: Rya Fremi, [E/M Spirit mag.](#)
- S3: Treshi Yatol, [E/M Light mag.](#)
- S4: Bohus Kinar, [E/M Dark mag.](#)
- S5: Peterk Olin, [E/M Elemental mag.](#)



Note: Price for training is doubled after promotion.
3X after second promotion.

- 1. Markel the Great, [q13, 14](#)
- 2. Tjolinir the Super-neat, [Healer PQ](#)
- 3. Gray Slemnir, [Priest PQ](#)
- 4. Nutty Nurtigan
- 5. Well, +5 speed perm.



Markel the Great:

Behold the famous Markel the Great!

[We need your help.]

What! A problem for the glorious Markel the Great to solve? What is the problem?

[We need to unite the clans against Tamur Leng.]

Uniting the clans is a fine and noble cause. I shall be of aid to you, however there are two things which you must do for me.

1) If we are to battle with this man, Tamur Leng, we need a book. The book on combat. It is called the **Book of Rules**, written by the famous warrior Monte. It is kept in the Ta'Sar Academy in Lindisfarne. [We shall do this.] (quest 13)

2) For me to trust your ability and worth, you must beat **Ivan the Smart**. Go to the Gathering, find Ivan the Smart and challenge him to an intellectual contest. When you beat him, return to me.

[We will do this.] Good luck! And you will need it. Ivan the Smart is very intelligent! [Thanks for your time.] (quest 14)

Tjolinir the Super-Neat:

You look like the brave sort. [We are seeking promotion from Initiate to Healer.]

If there are Initiates worthy among you, I have a task that needs to be done.

[We have worthy Initiates]

As I am sure you have noticed, we have a man by the name of Nurtigan in our Idiot's Box. He has been made nutty by the old Hag who lives in the caves near here. We need his strength to protect the town. [What do you want us to do?]

Speak to Skarphedinn Njalssen in the apothecary. He will be able to tell you how to make an **antidote** for his nuttiness.

[We will take this quest]

(Healer PQ)

Skarphedinn Njalssen (in apothecary):

[We've come to speak to you about Nutty Nurtigan.]

Ah yes, the crazy old soldier in the Idiot's Box. What about him? [We need a way to cure him. Tjolinir told us you might help.]

I could have made a potion to cure him already, but I need a lock from the Old Hag's head. If you can bring me that, I will give you the potion for free. [It will be done. Where can we find the old Hag?]

I hear she lives in a cave somewhere along the beach.

Entered cave, found a hair-brush on a chair, took it and left. Didn't even have to bother the old hag.

Skarphedinn:

[We've got a lock of the hag's hair.] Ah, so you did. Come back in two hours, and I'll have the potion for you. [Thank you] Don't thank me yet, we're still not sure it will work.

Two hours later:

[We've returned for the potion.] Yes, here it is. Just go use it on Nutty Nurtigan, and he should be as good as new. [Thanks]

If all goes well, I should be thanking you. He's our strongest warrior, and we've been very vulnerable since he went crazy.

Nutty Nurtigan:

[Here, drink this] Drink I will. [Feeling any better?] Yeah! Thanks! That's much better.

[Promise us you'll not try to woo every girl you meet!] After that experience! – You bet!

Tjolinir:

[We've healed Nurtigan.] That's good news. I hereby promote you to Healers. Congratulations. [Thank you] Thank you for healing Nurtigan. Farewell. (1. PQ, lots of XP)

Gray Slemnir:

What a noble group I see! [news?]

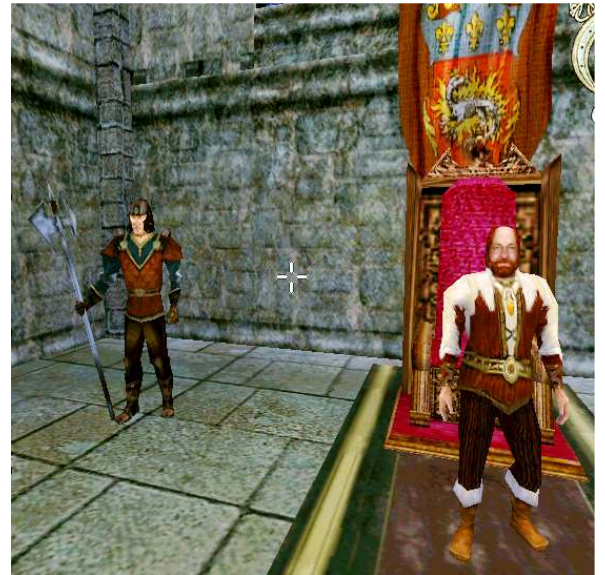
It's a shame that we lost our temple. I would be willing to promote a Healer to a priest if they would build a new church.

[We are seeking promotion.]

There are three things that need to be done before we can begin construction of the New Temple

1. I am too old for the job of high priest. It is time for some new blood in Guberland. You must find us a **young new priest**.
[Where are we to find a new priest?] I don't know. Why don't you try visiting all the temples in Chedian? Perhaps even Lindisfarne.
2. All temples need a holy icon. There is an ancient temple in Frosgard that has an icon known as the **Tree of Life**. Find this and bring it to me.
3. For the temple to truly be a holy place, the ground must be consecrated. It's been so long since it has been done, I cannot remember how. You must find **Nath'i A'Mor**, he is probably the only priest who remembers now.
[Where can we find him?] The last I heard, he became a missionary to try and convince the Frosgardians to come back to the Beliefs. Ghastly Heathens! It's no wonder that they live in such a horrid place! [We will do these things.]

(Priest PQ)





Very short reset
time (1 month?)

1. Hag Cave (Healer PQ)
2. Atli Sigmundssen (later Mercenary PQ)
3. Thorir Mouth (q12)
4. Ivan the Smart (q14)
5. Pedestal, +10 magic temp

Dragonfly, Fire Dragonfly
Cutpurse, Bandit
Difficulty: Normal
Lv 8-9

The Gathering



Atli Sigmundssen:
Business has been pretty bad around here.
It's time for me to move on to greener pastures, I
think. I'd like to go to Thronheim, but it's a
dangerous journey, and I couldn't do it alone.

The Gathering

Thorir Mouth:

Come play a game!

- We'd like to play a game
- We'd like to ask you some questions
- Do you give any prizes?
 - Well, I happen to have this wonderful Capstone of Order in my possession, If you can give to me the entire set of prizes here at the Gathering, I will trade it to you for them.
[Well if we ever need a Capstone of Order, we'll be by. What are the prizes, anyway?]
 - The wooden sword
 - The wooden shield
 - The fur cap
 - The cloth gloves
 - The quilted armor
 - The fuzzy slippers
- You're not looking for help, are you?
 - Well, actually I'm looking for someone to star in the new trapeze act I'm starting. They can't be anyone scruffy like you, though. I'm looking for someone who looks brave and noble, like they could be a king!
[We may have just the person.] You have! Great! Bring him down!

Ivan the Smart

I am the smartest man EVER!

[Is that so? Perhaps you would like to have a contest?]

A contest? You mean a challenge of wits? [Yes.] To the death? [If you wish.] Very well, I accept.

[Alright, ask your questions]

1. What two nations are most often at war with each other?
 - Sturmford and Thjorgard / Guberland and Drangheim / **Sturmford and Drangheim**
2. Who caused the Great Cataclysm?
 - **Verhoffin** / Freidmar / Verdonir
3. Where do dead warriors go?
 - **Hallenhalt** / Arslegard / The Afterworld
4. Alright, you think you're so smart! I think I'll give you one that's not so easy: Who was the first Ursarian Emperor?
 - Trislan / **Hubris** / Jevan the Bastard
5. What is Elemental Thjorad used for?
 - Making Swords / Making Armor / **Making Magic Items**
6. Correct! Your intellect is astounding! Perhaps you are deserving of my respect! If you think you're so smart then I've got another for you: How did Emperor Trislan die?
 - A hunting accident / He was killed in battle / **He was murdered by his personal guards**
7. Who are you people? How did you learn so much? Perhaps one day we could resolve the philosophical troubles with the world! Alright, you've nearly exhausted my knowledge. I have one final question for you. If you can answer this, I will concede defeat and give you a letter of victory suitable for framing. Who is the smartest man ever?
 - Markel the Great / **Ivan the Smart** / Tamur Leng

Me? I'm flattered that you think that! In fact I will concede defeat to you. [As a token of good faith, we'll let you live.] Wonderful! I must admit that I was worried there for a moment. [See you around] (q14)

Markel the Great:

[We've beaten Ivan the Smart.] What? That's impossible! No one has ever beaten him before. [We did. He gave us this letter to prove it.]

Hmm. This is his sigil all right. So you have. This is good news for you. I am certain he did not reward you for beating him, so I shall. Markel the Great always rewards his heroes. [Thank you] (q14, 3000 G, 5000 XP)

To Drangheim, and

Nicolai:

[We've found you a job.] You have? Where? [At the Gathering in Guberland.] Super! Thank you very much! We've just taken our first step in ridding the world of the devils! See you later! Thanks for visiting your king! (q12)

Then felt ready for Drangheim prison.

Entered by the well in the village.

Drangheim Prison

Entry level



1. Entry point in cave, reached by jumping down well in Village
2. Ladder from sub-cave to prison area.
3. Hole in wall (no significance (?))
4. Jail cells
5. Hole in wall, lots of Nagates (crouch)
6. Ladder up to main level (7)
7. Ladder down to entry level (6)
8. Levers open prison cells
9. Stairs up to upper level (10)
10. Stairs down to main level (9)
11. **Ivsar Forktooth (q8)**



Main level

Smithy



(5)



Upper level



Room w. (3)

Nagate hatchling, Nagate, Nagate Elder
Guard, Guard Sergeant
Difficulty: Normal
Lv 10

Ivsar Forktooth:

Eh? Who is it that stands before the great General Ivsar? [We've come to take you back to Sturmford.]

What? Who are you? [We've been sent by Bjarni Thorvaldssen to rescue you.]

Bjarni sent you? To get me? What are we waiting for? I may be an old man now, but I can move just as good as when I was twenty!

And don't worry if you lose me. I know my way around. If we get separated I'll meet you outside. [Let's go.]

Woooweeee! Freedom! [Goodbye]

(Backtracked to well in village.)

In village:

[What is it, General?] I know the way from here! [We're supposed to take you to see Bjarni.]

What, you think I want to gallivanting around with you! Not likely. Besides, I need a drink! When you're ready to see Bjarni, you can find me in the tavern in Sturmford. [Very well.]

Bjarni Thorvaldssen:

[We've rescued Ivsar.]

You have? Great! Where is he? We have much to talk about!

[He is here.]

Wonderful. Here is a little reward for your trouble. [Thank you.] (q8)

(3000 G, 10500 XP)

[We've done as you've asked. Will you join the coalition?]

Yes! Yes, of course. When shall we have the council?

[We have much to do, yet.] Then I shall await your summons. Farewell.

[Is there anything we can do for you?]

In fact, there might be.

[What can we do for you?]

It is no longer a secret that Kira, the Jarl of Thronheim possesses my heart, my soul, everything that I consider me. I have composed a letter that will sweep her from her feet and make her mine. I want you to take it to her.

[Of course. We would be happy to aid you.]

When you return with her response, I shall reward you well (quest 15)



To Guberland, Gathering:

Thoris Mouth:

[Did Nicolai take the job?]

Yeah. I think he's going to work out fine. For your effort, I've got a bit of reward for you. (q12)

(5000 G, 5000 XP)

Markel the Great.

[Is there anything we can do for you?]

In fact, there is. There is a man who has come to Guberland who calls himself the Dook. He has refused to acknowledge my sovereignty and has been an ever increasing thorn in my side.

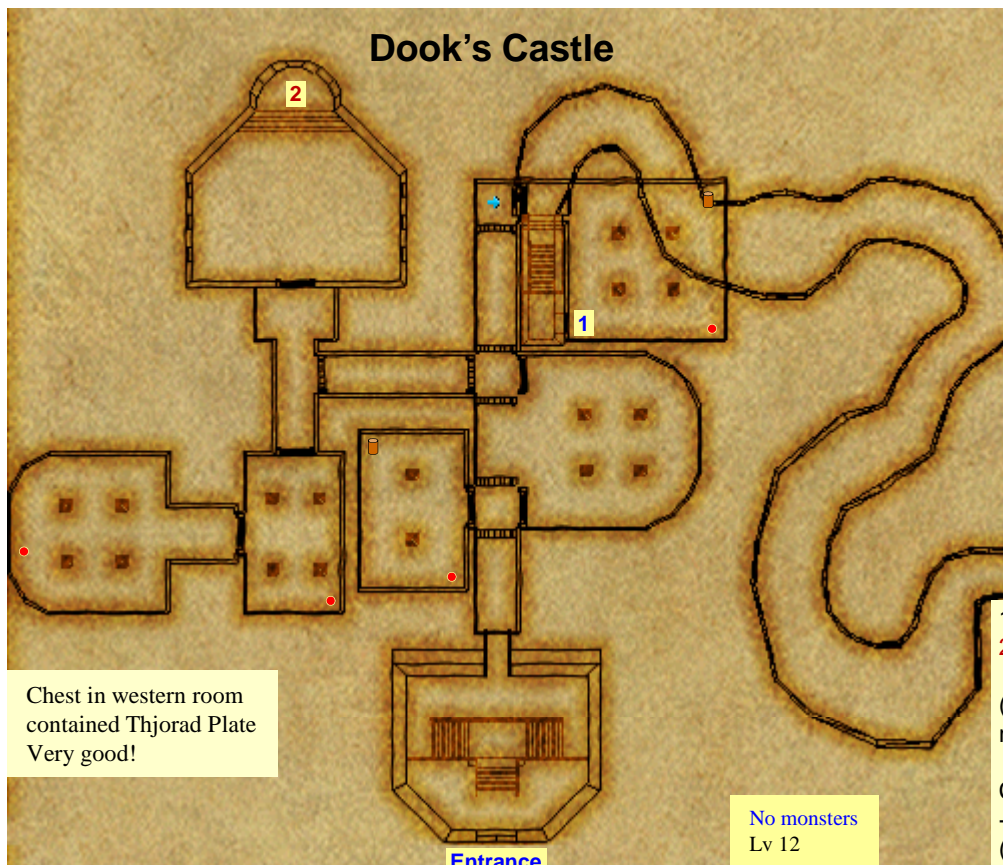
[What would you have us do?]

Markel the Great would reward you greatly if you would find a way to rid me of him.

[We shall get rid of him for you.]

Thank you. Return to Markel the Great for your reward. (quest 16)

Headed directly for the Dook Castle



1. Note on wall
2. The Dook

(Lower levels for Ranger PQ, not relevant here)

Chests far too hard (60+ damage)
-- return later.
(No problems when Expert Disarm)

The Dook:

I am A-number one! [We've been sent by Markel the Great.]

Hmm? What does he want? [He wants you to leave.]

Well I ain't gonna! You tell him that I'm in charge here and there's nothing he can do to make me leave! [Well, there's always the sword.]

You would use force against me? [Yes.]

Yieeee! Please don't hurt me! Okay? Okay okay? I'll do whatever you want me to do! I just don't want to get hurt! [Then leave.]

Okay, I will! I promise! Just give me some time to get my things! Boy, I'm never going to find Everstrike now! [Make it quick.]

Okay, I will. I promise. (q16)

Note (1):

Attention all Guards

I know there is great interest in what my soldiers are doing in the caverns below this castle. I hereby order you to not go down there any longer. The guards you bother by taking the passage have earned their sleep from being on watch all day. Suffice to say that you will all be greatly rewarded when I retrieve what is down there.

Thanks for your patience.
Your Dook.

Markel the Great:

[The Dook is finished.]

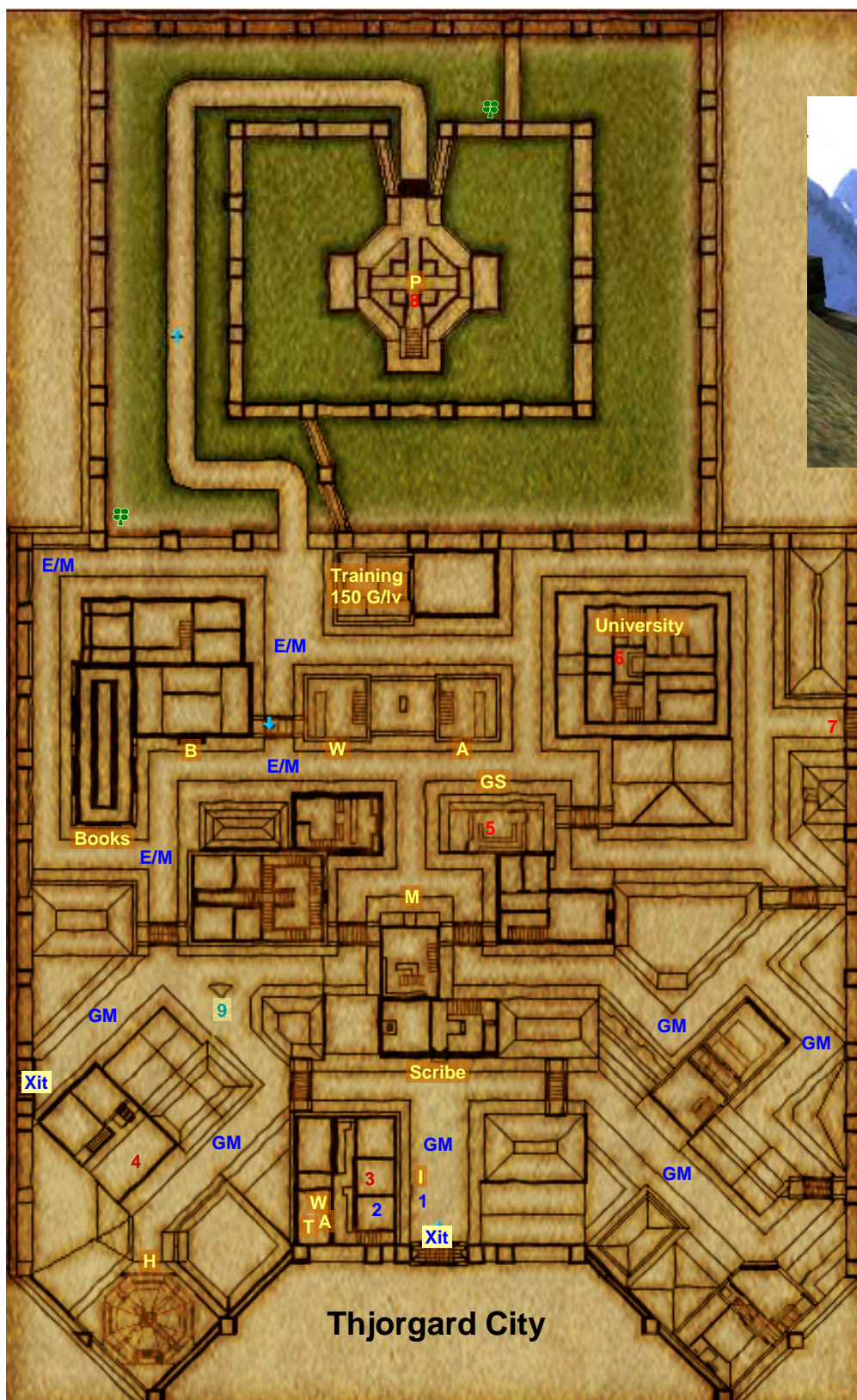
He is? What did you do to get rid of him? [We...]

Never mind, Markel the Great doesn't really want to know. As Markel the Great is a great leader, he will reward you well. (q16)

(3000 G, 10K XP)



Had to wait a few days for a suitable boat, but eventually travelled to Thjorgard.



Note: Map is oriented as the game's automap, which is a bug. Compass shows north to the right, west up.



Rare view from castle (Typically foggy)

1. Berggren Rockcutter
2. Hauk Orefinder
3. Snorri the Fist, q17
4. Hjarrand Fixer (q19)
5. Harris Willington
6. Tymon the Nord, Scholar PQ
Johannes Bern, Mage PQ
7. Exit to Arena
8. Jarl Sven Forkbeard, q18, q19
9. Well, +5 End. perm.

W / A / T upstairs in Inn. (Blackmarket?)
Bargain prices / Good items
Training 50 G / lv. (<= lv 25)

Expert / Master Teachers

Toman Yatol, [Body building](#)
Tove Halvarsdottir, [ID monster](#)
Darby Davinssen, [ID item](#)
Bysen A'Klindor, [Repair item](#)
Eilinar A'Mor, [Perception](#).
Giorsal A'Velsi, [Learning](#)
Barabell A'Dorad, [Disarm trap](#)
Cator Fiskdal, [Merchant](#)

GM Teachers

Halfdan the Hidden, [Shield](#)
Hildigunna Quick, [Dodge](#)
Fjarskafinn the Still-Alive, [Armor](#)
Sigre Bjarnidottir, [Unarmed](#)
Chera Papan, [Armsmaster](#)
Thorfinn Quickeye, [Thrown](#)
Muadhnaith A'Tryht, [Bow](#)
Hrrapp Spearhands, [Spear](#)
Cinnfhail A'Mor, [Blade](#)
Gjerta Headstrong, [Cudgel](#)



Berggren Rockcutter:

Those refinery managers sure are stupid. [Why is that?] They fired Hjarrand Fixer just because they thought the refiner would never break! [It broke, didn't it?] Yes, and in a big way! And now there's no one who remembers how to fix it. How they expect us to work so understaffed is beyond me! They just care about their profits. [Why don't you do something about it?] I did! That's why I'm here. I went to the foreman and demanded to know why they fired our repair staff! [What happened?] He took me on a long walk, and showed me the door. Can you believe that? He fired me! Now leave me alone. I want to forget the rest of this day.

Hauk Orefinder:

Have you been to the mines? [No]

The conditions are horrible! In the Thjorgard Mine there's certainly going to be a cave-in! The workers are right to stop working!

[But people are depending on the Elemental Thjorad.]

They can depend on it all they want! I'm not going risking my neck for a few greedy merchants.

[You don't care if the people here starve?] Maybe you should have a look before you go preaching!

Tymon the Nord:

[We are seeking promotion to Scholar.] We shall see. Have you any Initiates amongst your group? [Yes.]

Do you believe that you are ready? Very well, here is your test: There is a creature in this region known as the Magreeb.

You must find one and study it. Return to me when you are finished and give a report. [We will do this]

(Scholar PQ)

Snorri the Fist:

Greetings, strangers. Buy an old man a drink? [Of course.]

Much thanks. If you care to listen, I have a tale that warriors such as yourselves might find interesting. [Weave your tale, old man.]

I bet you're interested in slaying dragons, ain't ya? [Who us? Of course!]

Well, perhaps you might do a task for me. If you complete the task, I shall tell you how to slay the dragon. [What is this task?]

There is a place I have been to. It is a secret place that only the bravest and best warriors dare go. It is here the best warriors are made. If you can pass the tests given there, you may be worthy of killing the dragon. [Where is it?]

Ahhh, that I cannot say. It is a place you must find yourselves. I can tell you this, however. It is called the Training Hall, and can be found somewhere in the region of Thjorgard. [If it is there, we will find it.]

You certainly have the bravery. If you are worthy, perhaps I shall see you again. (quest 17)

Sven Forkbeard:

Well met, friends. What may I do for you? [We've come to speak to you about Tamur Leng.]

Tamur Leng? Who is that? [He is a Beldonian Warlord on his way to conquer the Chedian.]

What do you want me to do about it? [We are trying to unite the six clans of the Chedian.]

Against the hordes? What a noble idea. And of course you want the Thjorgard Clan to join you. [Yes. We need to unite ALL the Clans.]

Very well. I will do this for you. But only after you do two things for me.

1) There is an artifact that has been in the hands of the Lindisfarne Monastery that belongs to us. I want you to return it. [You want us to retrieve it?]

Yes. One of my predecessors loaned the Monastery an artifact called Thjorad. It was the first item found made of Elemental Thjorad. We and Lindisfarne were on better terms then. Now is another story. Getting this item will not be easy. [We will retrieve it.] (quest 18)

2) I have been having trouble with the production lately. I would like for you to go to the Thjorad Mine and find out why they have stopped working. [We will do this for you]

I wish you luck. (quest 19)



On return from Magreeb quest, Tymon the Nord:

[We studied the Magreeb]

Have you now? Well, perhaps you can answer some questions I've had of it. And this is for posterity, so please, be honest. [Alright.]

Firstly, what color was this creature (Red / Green) [Red]

Ah, red! That is actually what was said in the texts. Wonderful. Thanks for your help.

You are now promoted to Scholars. [Thank you.]

You are welcome. Now, I've work to do. Farewell

(2. PQ, 1000 G, 6125 XP)

Attempted the Training Hall, but this was far too hard for now (Lv. 14)



Johannes Bern, University:

Hello. What do you want? [We wish to become Mages] Our tasks are reserved for those Scholars who would become Mages.

[We have one of those.] Somewhere on the Isle of Ashes, inside the ruins of Verhoffin's Tower is his diary. We are very interested in what the diary might contain regarding what he did. Retrieve this for us, and you shall become Mages.

[You want us to get it for you?] Yes. There are some reports that it may not be in the Verhoffin Ruins at all, and that it is actually in Drangheim. Wherever it is, find it and bring it here.

[We will take this quest.] Then do not dally. Good luck.

(Mage PQ)



1. Ambush; Bandits jump down from cliff sides
2. **Magreeb** (Scholar PQ)
3. **Thjorad Mines** (q19)
4. Pedestal, +10 magic temp
5. Cauldron, +5 elem. res. perm.

Bandit, Burglar
 Airborne Icky, Flying Icky, Astral Icky
 Gezzamptling
 Difficulty: Normal
 Lv 13



Ambushed



Gezzamptlings



Ickys

1. Kira the Cold, q20, 21
 2. Temple of Ratatosk
 3. Erlend the Nay-Sayer (q23)
 4. Knut Fastmouth
 5. Eimhir A'Mor
 6. Ealusaid A'Nortra a'thraken, q22
 7. Dagfari the Peevish, q23
 8. Thorfinn Skullsplitter, Mercenary PQ
 9. Brynhildr the Money-Wise, q24
 10. Well, +5 Mgt perm.
 11. Kira's Shield (Gladiator PQ)
- H?: Honkies (q20)

Thronheim City



- S1: Andvari Egilssen, E/M Meditation
S2: Fjall Bodilssen, E/M Spirit mag.
S3: Dagny Borkdottir, E/M Light mag.
S4: Ran Tryggvadottir, E/M Dark mag.
S5: Bryan Hrutssen, E/M Elem. mag.



Note: Map is oriented correctly.
Automap has North to left, East up

P*: Arrival point of Town Portal
**: lv 50 OK, lv 100 not

Kira the Cold:

Good day, travellers. What can I help with? [We've been sent by Bjarni Thorvaldssen.]
Bjarni? What does he want? [He gave us this letter to give you.]
A letter? Let me see it. Hmmm. Ha! He's written me a poem! [He seems quite taken with you.]
Yeah. Kiss a tree? What's wrong with him? Looks better than his horse? He couldn't woo a lion out of a cage with this stuff! [What should we tell him for you?]
Oh, dear. Bjarni's been enamored with me for some time. He's a good Jarl and a strong warrior, but not my type. This sort of thing can be very touchy, especially with Bjarni. He's had some good people's hides for dancing around the bush with him.
[Alright. So should we tell him the truth?] If you break his heart that abruptly, that could start a war! Tell him whatever you want, just be careful. Try not to offend him. (q15)



Is there anything else you've come here for?

[There's an army marching towards Thronheim as we speak.] I have heard the reports. Fear not, I have been preparing our defenses. They'll not catch us off guard. [They are too strong for you.]
Who are you? What makes you see such things?

[We've been to see Yrsa the Troll on the Isle of Ashes.] She told you that, did she? Then I guess you're not just subjects looking for reassurance. She's right. They'll be here soon, and despite the fight we put up, they will overrun us. Perhaps you'd like to lend your sword to the battle? [Yrsa sent us to unite the Six Clans against them.]
Is that so? Yes, I suppose that all of us fighting together would be enough to stop them, drive them back to the hole they came from. Who's going to lead this army? [We will.]

And you think that I will just automatically trust your leadership? That's doubtful. You'd have to prove your worth first.

[Name your task. We shall prove our worth.]

Very well. I do have two things that I wish were done. If you succeed in completing both of them, I will trust you to lead my soldiers.

1. Lately the **Honkies** have been getting more forceful in their attempts to convert people. It's been causing a ruckus, and upsetting many of the Thronish. I want you to get rid of them. [How?] I don't know. Just don't kill them. [We will do this.] Excellent! Many of the Thronish will thank you, I can assure you. (quest 20)
2. In some of the historical books, there are stories of a **mountain pass** that used to connect Thronheim with Thjorgard. It is said to have made the Thronish very rich at the time. I want you to find this pass, and reopen it for trade. [We will find the Mountain Pass for you.]
Great! I'm sure it is somewhere to the east. For people as skilled as you, it shouldn't be too difficult to find. (quest 21)

Eimhir A'Mor:

[What do you know about the Honkies?]

I hate them! I wish someone would send them away! In fact, I bet that the Dockmaster would take them anywhere in the world but here! All he'd need is for someone to convince them to go to the docks.

Moenach A'Trynth (Dockmaster, at Docks outside city):

[We need to ask you a favor.] What's that?

[We need to send some people away.] Is that so? And might these people worship a certain temple devoted to geese? [Perhaps.]

And where would you like to send these passengers? [We see Guberland as a suitable destination.]

A fitting destination if any. Just send them all over here to the docks. I'll take care of the rest. [Thanks]

Trust me. You're doing us ALL a favor.

Temple:

[We're looking for a new priest for Guberland.]

So, Gray Slemnir is finally retiring, is he. I wish I could help. Perhaps you should try Lindisfarne.

Knut Fastmouth:

Death to the oppressors! [What oppressors?] Those who have bound you blindly in your servitude!

[What are you talking about?] Do you realize that a very few rich people own almost every bit of wealth here? They own the stores, the lands, they have all the money! And they use this power to control the people! It's time to stop. I say. [Stop what?]

Stop the rich few from using the backs of the working class to make themselves rich! We should be making ourselves rich! Down with the oppressors! Down, down, down! [Well, good luck....]

Ealusaid A'Nortra a'thraken:

Hello. Did you need some healing? [Yes.] I'm afraid that I cannot do that right now. [Why not?] Well, I'm afraid my mentor passed on before I could complete my training. My training was nearly finished, and she said I could be the best midwife Thronheim has had in years!

[What's stopping you?] There are some gaps in my knowledge. I don't want to begin working and making mistakes. [What can we do to help?] There is a device called the **Black Orb of Knowledge**. All you have to do is ask it a question, and it will give you a correct answer!

[Where can we find one?] I think the **Mad Wizard Robinssen in Yorwick** has one. If you find one and bring it to me, I will reward you well.

[We will find it for you.] (quest 22)

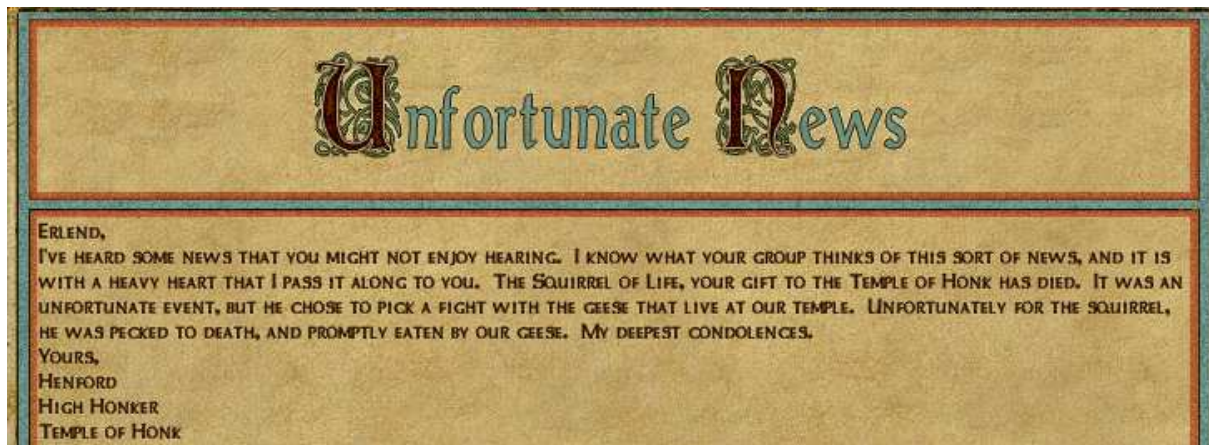
Dagfari the Peevish:

Hey! Come here! [What can we help you with?] I need someone to do me a favor. [What sort of favor?]

Have you heard of the Temple of Honk? I've been asked by them to deliver a **message to the Temple of Ratatosk**. [So what's the problem?] The problem is, the Temple of Ratatosk doesn't want the message. They've barred me, and any member of the Temple of Honk from entering their temple. I will pay you to go into the Temple of Ratatosk and deliver this message to them. [Sounds easy.]

It may not be as easy as you think. If the Temple of Ratatosk discovers your intent, they will probably become hostile towards you.

[We can handle it. Give us the message.] Great! Come back when you've finished. (quest 23)



Thorfinn Skullsplitter:

Hello. What can I do for you? [We'd like to know about promotion.]

I can promote any worthy Fighters you have to Mercenaries. Do you have anyone who fit to that description? [We have]

Great! There is a merchant in Guberland by the name of Atli Sigmundssen who wishes to move to Thronheim. He's packing up, and needs someone to **guard his boat** until he leaves. To gain your promotion, find him in Guberland. He'll tell you what to do.

[We will do this.] (Mercenary PQ)

Brynhildr the Money-Wise:

You look like you might be handy! [What can we help you with?]

Well, I have this problem. You see, the banks of the major cities of the Chedian are linked together so that a customer of my bank can get their money in Frosgard, or Guberland, and vise versa. [So what's the problem?]

Many of my customers have asked to be able to do the same thing with their deposit boxes. Unfortunately, in order to do that, I would need someone to find six devices known as **Orbs of Linking**. [Sounds easy. Where are these Orbs of Linking?]

The only place they've ever been found in Chedian is in a place known as the **Inventa Storca**, here in Thronheim.

[We will find these orbs for you.] Great! Just remember that you have to **install them in the banks** also! (quest 24)

H1: Comgghan A'Feslo:

[We want to know more about Honkies.]

If you please, we prefer to call ourselves Honkers. I shall be happy to enlighten you. [Our friends also would like to hear.]

That is wonderful news indeed. Where, pray tell are these friends? [They work on the docks.]

Ah, glorious hard labor. I shall be happy to meet them there and breathe ease into their difficult lives. [Thank you.]

The glory of Honk be praised to you for enlightening these souls.

More or less same kind of conversation with two other Honkies, H2 and H3 (q20)

Erlend the Nay-Sayer:

Who are you? What do you want? [We've come to deliver this message.] What message?

What makes you think I want this message? [We don't care if you want it. You will take it.]

Fine, let me see! Oh! This is terrible news! Why did you bring this to me? Leave at once! (q23)

Kira the Cold:

[The Honkies have left.] So I've heard. You have done a fine job. Here is something for your troubles [Thank you.] (q20) 10000 XP, 7000 G

Dagfari the Peevish:

[We delivered the message.] The Temple of Honk and I thank you. Here is your reward.

Farewell. (q23) 1250 XP, 5000 G

Dockmaster:

[How'd that Honky thing work out?] They never knew what hit them! They're well on their way back to Guberland where they belong!

Outside city (west gate): Bikki Yrsadottir ("What did you bring me?" -- nothing)

Also explored a little (Basilisk, King Basilisk, Fibrase Basilisk) – not impossible, but just as well to wait a little.

Then went back to Guberland for the guard quest

Atli Sigmundsson (Guberland):

[We've come to guard your boat.] You have? Great! I plan on leaving at six tomorrow morning, Show up at the dock at 3 am and relieve the late guard. I'll come and relieve you myself around 6 [Goodbye.]

Some cutpurses and bandits appeared around 3:30, else a quiet watch. Easy job.

At 6:20 Atli showed up:

[Good luck on your journey.] Thank you. Thorfinn told me to pay you this gold for your help. I guess this makes you a Mercenary now?

[Yeah.] (3. PQ. 1000 G, 6000 XP)



Now headed for Drangheim to attempt the Assassin quest (many skills require Assassin level before they are really useful)

Atli the Quick (Drangheim Inn):

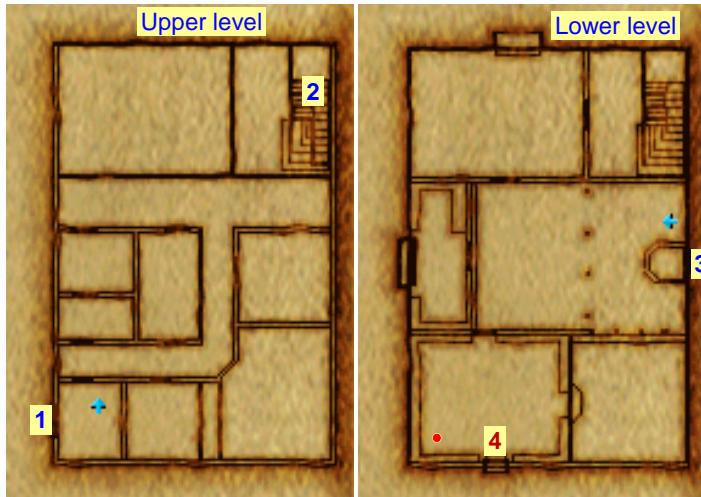
What do you want? [We have come seeking promotion.]

Is that so? Is there among you those mercenaries who would be worthy to become assassins? [Yes.]

I will be the judge of that. The Assassin's Trial consists of two tasks.

1. A certain noble, who we will call **Mr. Kluso**, would like to test his security devices. An assassin should be able to get past any security device the mind can think of. Find his house, and steal whatever it is he holds valuable enough to guard.
2. Another skill of the assassin is murder. There are many who would pay great price for the death of another. Someone has already paid me for the life of **Guaire A'Velsi**. If you are worthy, find this man, and in broad daylight, kill him [We will do this.] We shall see your worth.

(Assassin PQ)



Kluso's House

Guard Captain

Difficulty: Hard

Lv 16

Entered by upper level window (1), and through the two bedrooms north. Encountered the guards in the stairs (2), but had the advantage of the narrow stairway, so could fight them one at a time (tough anyway).

When all the guards were cleared out, backtracked to (1) and rested (necessary)

Then entered by main door (3), and took dagger above fireplace (4). This set off an alarm, but managed to escape without new encounter. No chance on black chest in the same room (260 damage...), but know from before it contains valuable items.

Outside I met Guaire A'Velsi outside the weapon shop, and easily enough did off with him

Came back to Kluso's when level 36 and Master Disarm Now got the excellent dagger **Black's Heart**. Also (incidentally) met **Count**, which I had to fight.

Atli the Quick:

[We have completed your tasks.] So you have. Congratulations. You are hereby promoted to Assassins.

[Thank you.] (4. PQ. 15000 G, 15000 XP)

To Sturmford for the last time for a while, Bjarni Thorvaldssen:

[We have come with a response from Kira the Cold.]

You have? What did she say?? Well? Out with it!!

[Well, she said, umm, er, well she said ... no.]

What?! How could she not be aflutter? I sent her the best love sonnet I wrote!

[She called you a great warrior. You just aren't her type.]

She said that, did she? Well, I appreciate your honesty. It's time to go to war!!!

[No! That was exactly what she was afraid of.] Oh yes, there's going to be a war all right! A war of love! I will not stop until I win her heart!

[Oh. In that case, good luck.] Fear not, noble adventurers, Kira the Cold will be mine. It only takes time. Was there anything else you needed?

[Sorry to bother you.] (q15, 2000 G, 3800 XP)

Back to Drangheim for some skill advancement, further on to Guberland for training, and then to Lindisfarne.

Fridleif Gjukissen, Sturmford Scribe Office (top level):

Hello. What can I do for you? [We have heard that you can promote Mercenaries] Should you wish to become a Gladiator. I can help you with that. [Yes, we have members who would like to be Gladiators.] Very well. There are three Gladiator Labors. Before you can be promoted you must complete all three.

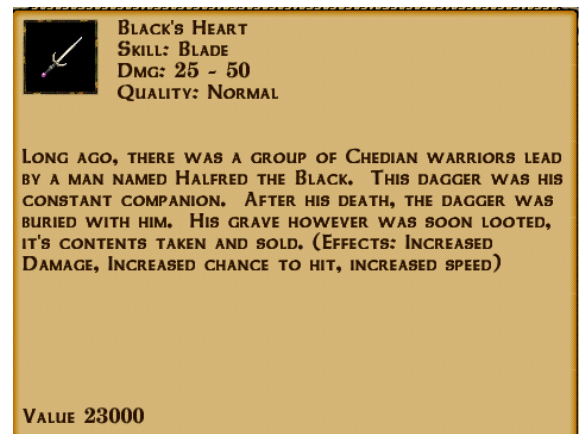
1. The first labor is to find a **basilisk**, and kill it. Once you have done that, bring its **skin** back to me. [Where can we find the Basilisk?] I hear there are some hanging around the outskirts of Sturmford. One should not be difficult to find.
2. The second labor is not a traditional labor, but as it's my duty to assign them, I shall choose the labors. For some time, Bjarni has fancied **Kira**, the Jarl of Thronheim. I'm sure that if he had something dear to her she would welcome his love. [What do you want us to do?] I want you to go to her palace in Thronheim, and **steal her shield**, then bring it back to me.
3. You must go to the **arena** in Thjorgard, **fight at Lord**, and win. [Where is the Arena?] It is within the city walls of Thjorgard.

[We shall do these things.]

(Gladiator PQ)

[Already had a basilisk skin, so labor 1 was immediately done. Visited Arena at first opportunity, and won at Lord level without too much difficulty. (Note: Opposition grows harder as party levels up, so this quest is best done as soon as possible.)

Third labor. stealing the shield was also easily done on first return to Thronheim]





1. Ta'Sar Academy (q13)
2. Dragon Cave
3. Monastery (Priest PQ, q18)
4. Evil Sorcerers (too hard first time, taken later)
5. Cauldron +5 Spirit res. perm.

Thrall Master

Magreeb, Armored Magreeb

Evil Apprentice, Evil Sorcerer

Difficulty: Normal, Very Hard (Armored Magreeb)

Lv 17 (lv 41 for Sorcerers)



1. Tower, at top Pedest., +10 End. temp
2. NPC (healer)
3. Well, +5 Dark res. perm.

S1: Annabel A'Tryht, GM Light mag.
 S2: Gymir Lokissen, GM Spirit mag.
 S3: Alanna Etzeldottor, GM Dark mag.
 S4: Gudlaug Eitrisen, GM Elem. mag.
 S5: Delantho A'Lanth, GM Meditation
 (Found him at last – under water!)

Pilgrim Jermay:

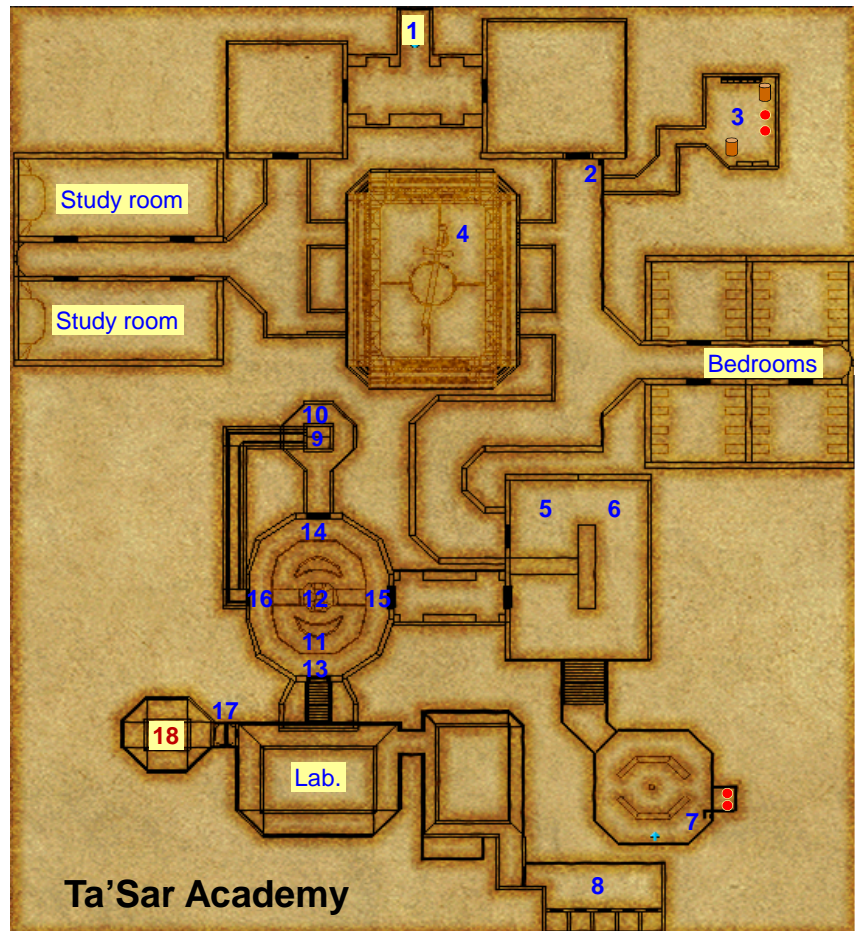
That relic just didn't look right. It's been a long time since I saw it last, but I don't remember it looking like that. I wonder if I'm going crazy?

Most of the other pilgrims also talked about the "relic".





1. Entrance
2. Lever for hidden door
3. Dagrell appears from inside wall, very tough fight
4. Main hall, tough fight
5. Book
6. Scroll
7. Hidden switch for secret room
8. Animal breeding
9. Trap door
10. Book
11. One scroll and 4 books (A, B, C, D)
12. Ladders up to level 2 and 3 of library
13. (Lv. 2): Books on defense
14. (Lv. 2): Books on offense
15. (Lv. 3): Books on intelligence
16. (Lv. 3): Books on strategy
17. Rotating bookshelf (press switch on side)
18. **Book, Rules of War (q13)**



Guard, Guard Captain, Half-Orc Captain
 Dagrell
 Difficulty: Very Hard (Dagrell extr. hard)
 Lv 17

Book (5):

Artair Ordway.

As Artair Ordway was the founder of the Ta'Sar Academy, it is only fitting that his statue is displayed prominently in the trophy room. According to the documents, drinking from his cup will provide the warrior with his strength, but alas there are many cups in the trophy room. It is also been said that woe the soldier who tries, for drinking from the wrong cup will bring death-a-knocking.
 (Tried all cups, got no feedback or response, but *may* have received an increase in might...)

Scroll (6):

Student memo:

The books on the pedestals are for instructors only! If you attempt to read these books without knowing the proper sequence, you will be severely punished. Signed, Willian J. Norley, Headmaster.

Scroll & 4 books (11):

Scroll: Gavin, I have pressing matters to attend to. If you wish to see the book of War Rules, please put these books back where they belong. Once you have completed that, finding he book of Rules should not be difficult. Sergeant Magnus.

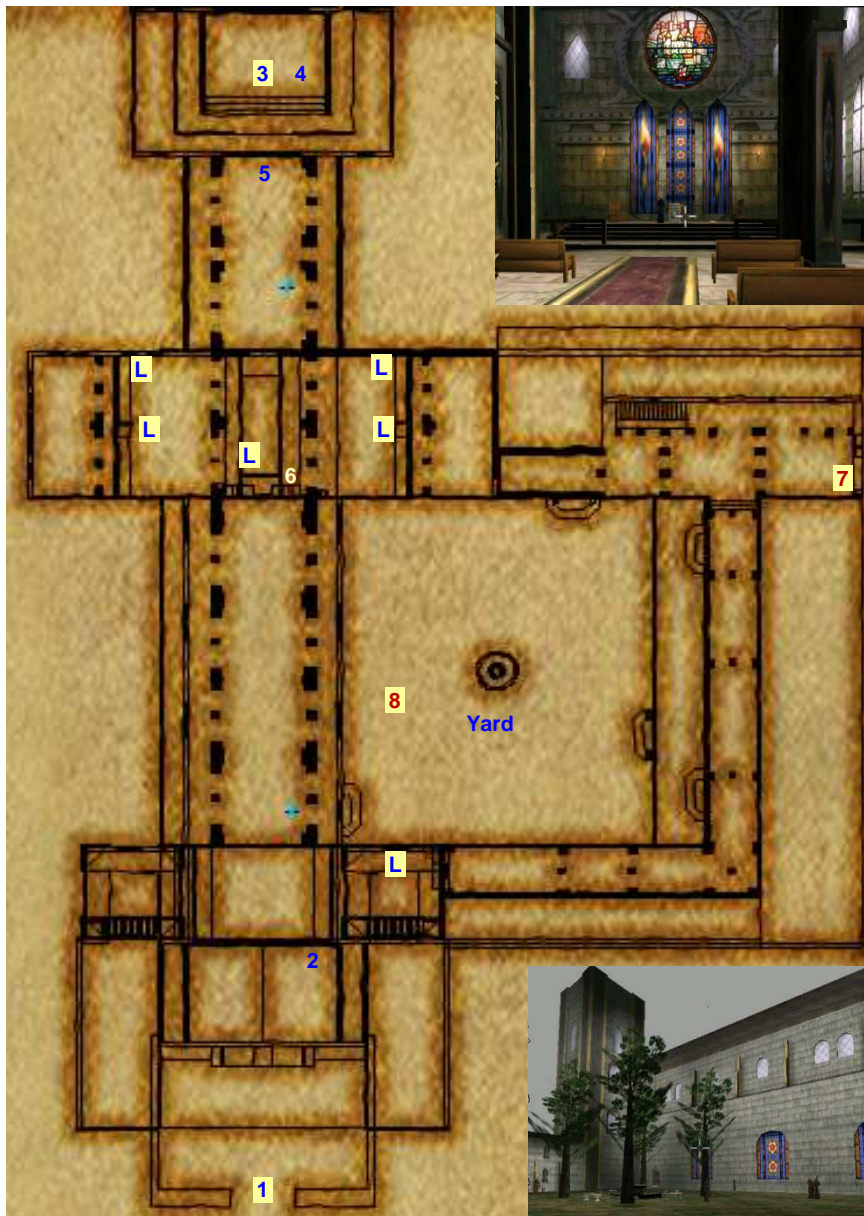
- A) Weapons of the Ursanian Empire (place at 14).
- B) A study in tactical strategy (place at 16)
- C) Fortifications and their use (place at 13)
- D) Methodology of acquiring information (place at 15)

[Was only allowed to carry one book at a time, so had to climb up and down the ladder quite a few times.]

Book (10):

Challenging students (not interesting or relevant)





Monastery

1. Entrance
2. Note on wall (Thjorad)
3. **Leffrey Caid** (Priest PQ)
4. Note on floor (music)
5. Organ player Anton Saleri (lv. 3)
6. Bell cords (top level)
7. **Thjorad**
8. **Robert Aefgil**
- L: Ladders (4 levels)

Note (2)

I've instructed a few of our monks to guard Thjorad while a case is being made to properly display it. All monks are instructed not to bother any of those who are guarding Thjorad. They are not to leave Thjorad except to obey the call to prayer. Please do not make their job any more difficult than it already is.
Abbot Leffery.

Note (4)

Must we support that musician in our rafters? I know that he plays the organ during your services, and the music he provides is a wonderful gift from Igdra, but he is intolerable! I haven't had a night's rest in weeks. In my dreams I hear the songs he plays. I can hardly tolerate it. Please make it stop.



Monks guarding Thjorad



Organ player

Leffery Caid:

You aren't from around here, are you? Would you be willing to do a task for me?

(Bug? Never got a chance to reply to this (?))

[Actually, we're looking for a priest.] Are you? I'd say you found one. Or are you looking for someone in particular? **[We need to take a priest to Guberland.]**

I see. Gray Slemnir is finally going to retire, is he? Well, you may be in luck. As I understand it, Robert Aefgil, though a pious soul, is not taking well to monastic life. I will speak to him, I believe he'll be returning from his penance tonight. **[Sounds great!]**

Come back tomorrow morning. I will see to it that he is ready to go. **[Thank you.]**

You are most welcome, my children. Was there anything else you needed? **[News?]**

We've lost our relic! But keep it quiet: We've replaced it with a sheep's ankle bone.

[What do you know about Ramnivar?] He was one crazy old wizard. He came down to study a few of the artifacts and relics we have in our possession here at the monastery. It seems that he made off with one of our more important ones. **[Thanks for your time.]**

In yard:

Grehgknak the Right **(Paladin PQ.)**

Anton Saleri:

Hello. [What are you doing all the way up here??]

I'm writing music! I've been working on a theme based upon our call to prayer. I've heard those darned bells so many times, I can't get their melody out of my head! So I figured I'd go with it. Would you like to hear it? [Sure! We'd love to!]

Then up to the bell cords (6) and play the call to prayer (from the theme): Cords 1 – 5 – 2 – 4 – 3.

The guards by Thjorad left for "prayer", and Thjorad was free for taking (q18)

The day after, back to abbot: Leffery Caid:

[We've returned for the priest.]

Yes, of course. He is ready and waiting in the yard.

Robert Aefgil:

I was told you would be taking me to my new congregation? [Yes, we are ready to take you if you are ready to leave.]

Where exactly is it that I am to be going? [Guberland]

I see. I have to gather my things. I know the way. I will see you there. [Very well. See you there]

Grehgknak the Right, Monastery:

Blessings, my children. How can I be of service? [Do you have any interesting tasks for a party of adventurers?]

Well, I have many tasks for any among you who are Crusaders. Are there any among your party? [Yes. Please tell us what you have for us.]

For those Crusaders who would wish to become Paladins, they must face the trials of the Three Crusades. [Tell us of the Three Crusades.]

A Crusader who wishes to go through the Three Crusades is on the path of the true Holy Warrior. All three tasks must be completed and then you must return here to receive the blessings of the Gods. Would you like to hear the first task? [Yes.]

The first task is to **save the life of a man**. At this time, we have heard of a possible attempt to **assassinate the Jarl of Thjorgard**. He is a very important man, if he dies all hopes of a united Chedian die with him. You must save his life. [How are we going to do that?]

Take this letter. It is all we have to go on right now. We found it on the body of a dying raider. He claimed to only be the messenger. When we asked him where he was going, he only laughed. We can only assume he was headed to Thjorgard.

[Alright. What are the other crusades?] The other crusades are that you must **damn a family, and then you must save them**.

[What? That's terrible!] The life of a Paladin is made of very difficult decisions. You must prove that you have the power to do the right thing, even when it's not the best thing to do. [What family do I have to ruin?] You will know when the time has come. Perhaps you should consult with the **clerks in the Town Halls** of Chedian. They may know of a troubled family. Have strength candidates, you will need it.

[We will do this.] Good Luck! [Thank you.]

(Paladin PQ)

Letter:

Byri,

Your payment has been arranged. Sven keeps a booth at the arena, and attends the games there frequently. I have arranged for you to be a competitor. You should have no difficulty in finding him and putting an arrow in his chest. Be subtle. The last thing we need is for someone to discover who planned this.

H. W.

Next to Guberland,

Markel the Great:

[We've got the Book of Rules.] You've got it?? How did you...? Never mind. Quick, give it here! ... Wonderful! This is ... great!

Here's a reward. Markel the Great always rewards his heroes. (q13)

[Now that we've done these things for you, will you join us?]

Markel the Great would be happy to lead your armies! [The leader has yet to be decided.]

It has? Oh. Well when that decision is made, keep me in mind. I am probably the most qualified general in all of Chedian.

[We shall. We'll be in touch.]

Markel the Great and his soldiers will be ready for you. (3000 G, 2500 XP)

Gray Slemnir said nothing about the priest

Further to Thjorgard,

Sven Forkbeard.

[We've retrieved Thjorad] Marvelous. Let me see it! [Here you are.]

What a wonderful item this is. Here is a small token of my appreciation.

(q18, 6000 G, 5000 XP)

Sven Forkbeard:

[We have found a disturbing letter that you need to read.] Hmm. Looks like someone doesn't like my leadership. I was planning on attending tomorrow. Maybe we can use that to our advantage. [How so?]

I will send my stand-in to the arena in my place. I will arrange to have you as the competitors. During your bout, keep an eye out for someone with a bow. Do what you can to stop them, but do not kill them. We need to find out who's behind this. [Sounds like a plan.]

Be careful, and good luck.

In arena, behind one of the "monster doors":

Byri the Scarred:

What do you want? [We're not going to allow you to murder Sven.]

What? How could you know that? [This letter.] How did you get that? [A dying messenger.]

What do you plan to do then? I'll not be wearing a rope necklace! You'll have to kill me first! [I'm sure we could come to an arrangement.]

How? [Who put you up to this?]

I can't tell you that! He'll kill me! ... Well, I guess so will you, won't you. His name is Harris Willington. He lives in Thjorgard, but I don't know exactly where. [Why did he want Sven dead?]

I don't really know. Something about raising the import taxes, I think. [Sven is going to find out about this. We suggest leaving town.]

The best assassins can always disappear. I assure you, you will never see me again. Farewell.

Harris Willington, General Store:

What do you want? [Seen this letter before?] Who are you? Where did you get that? [Unfortunately, Sven survived.]

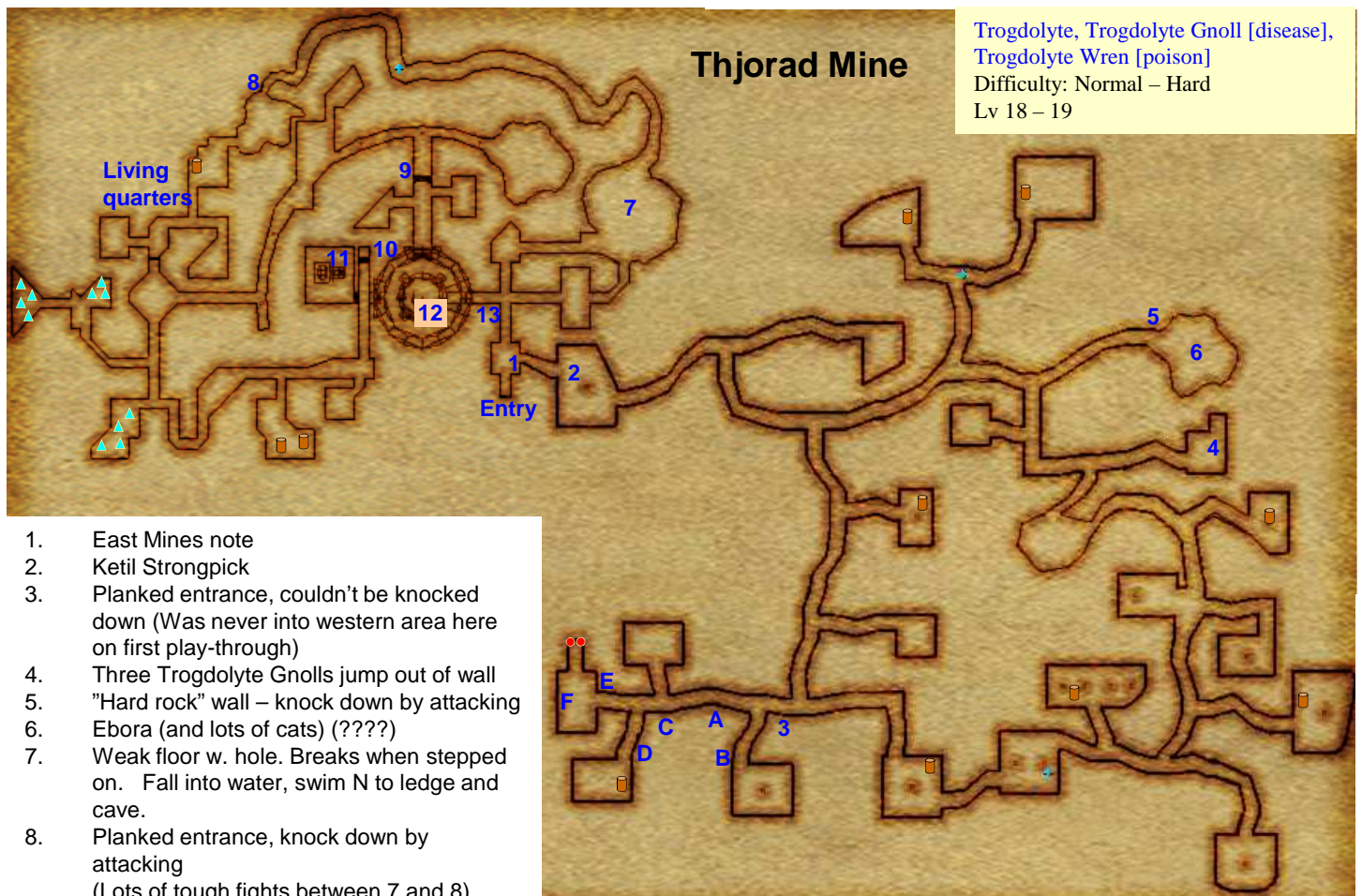
You stopped it? You pigs! He's going to tax us all into oblivion! [Not you. You're going to jail.] No I'm not! You'll never cage me!

[He's mostly correct about that. Every time we visited store later in the game he was still there...]

Sven Forkbeard:

[Harris Willington is the accountant at the General Store.] What? I would have thought that Hreidmar a better judge of character than that.

Very well. Thank you for your assistance. I owe you my life. Here's a small token of my gratitude. (Paladin PQ)





Thjorad Mines

Note

The Mine quest was bugged, which sort of ruined the experience.

- 1) When met Strongpick (2), only dialogue choice was "We cleared out your rock" (before we had been into the mine).
- 2) At (11) we took the broken Slag Extractor, but when met Bjarnissen only choice was "We've fixed the Slag Extractor" At this time the quest log showed "You have the broken Slag Extractor. Try and get a replacement from Gunnar Thjorsmith in Thjorgard", and "The East Mine, West Mine and Refinery are now working. Return to Thjorad City and inform Sven"
- 3) Took the Slag Extractor to Gunnar Thjorsmith and got it replaced by a new one (got some XP for that), but Hjarrand Fixer wouldn't talk to us.
- 4) After informing Sven the Thjorgard quests were logged as done.
See correct description from second playthrough

At 3: Actually a sub-quest with many puzzles. Was not difficult second time due to better perception-skill:

Standing at (3), can see to A.

- A. Mine cart standing beside barrel of explosives. Shoot at barrel (from 3) to release cart, which thunders towards (3) and smashes barricade.
- B. Barricade secured w. 6 bolts which can be removed
- C. Open water pipe to release high-power water sprout which smashes blockade to north room.
- D. Smash down beam, then walk / climb over.
- E. Shoot at barrels at (F).
- F. Barrels of explosives – entire room goes up in flames, including barricade (E).

Fun to solve these puzzles, but not much rewarding. Some chunks of ore (many in chests) was what we found.

Ketil Strongpick:

[Sven Forkbeard sent us to find out why you were not working.]

We started a new vein a while back, and we've reached a section of rock that's too strong for our picks. [I don't think he'll accept that answer.]

Maybe you can try to break through. My geologists tell me there's a cave with normal rock behind this stuff. [We'll give it a try.]

Good. Once this rock is cleared, we can get back to work. [Where is this section?]

It's in the hallway behind me. Take the first corridor to your right and follow it until it ends.

[Note: Must knock the wall *completely* down. On first attempt a small unimportant chunk at top was left, and quest then marked as unsolved.]

Back:

[We cleared out your rock.] The section that was too strong for our picks? That's great! Thank you!

Gudrek the Miner:

Goodness! What are you doing here? This is a dangerous place! [Sven Svenssen (??? Forkbeard?) sent us to inspect the mines.]

Inspect the mines? You're braver than I am. [Why do you say that?] It's dangerous in there! [Why is that?]

We've been digging too much! If we dig anymore, there's likely to be a cave-in. We've lost too many miners as it is. They don't wanna to go in, and I ain't gonna force them! [Maybe we should go have a look?] You're fools! You'll only walk out to your death.

[Where is it?] Follow me.

[Lead us to room w. (7)] [Is this it?] Yes. You can see that big crack in the floor yourself. I'm not going any further.

Njal Bjarnissen:

Have you come to fix the machine? [Sven Forkbeard sent us to find out why you've stopped working.]

The refining machine is broken! It's been so long since it broke no one remembers how to fix it! [What's wrong with it?]

The Input Refractor still accepts the Thjoradic ore, which plugs into the Thermosmelter, but the Slag Extractor is not extracting the slag.

[What does that mean?] It means the Elemental Thjorad is impure! If we don't do something, the Thjoradic smiths may go bankrupt like the Great Slag Depression of 485!

[So this has happened before?] Of course it's happened before! That's what caused the Great Slag Depression! Weren't you listening?

[Someone had to fix it then, right?] Well yeah! The machine was fixed by Hjarrand Fixer, but he's long since retired.

[Where can we find Hjarrand Fixer?] He's got a small apartment inside Thjorgard City.

[We will find him, and bring him back to fix the machine.] Great news! You must be great men, if you can convince Hjarrand Fixer to return to work!



Hjarrand Fixer (Thjorgard City, 4):

Why have you bothered me? [One of the machines in the Refinery is broken.]

Why should I care about that? [They say you're the only one who could fix it.]

Heh heh. First they fire me for being too old, and now that something has broken, they have to come running to me to fix it. Is there money involved?

[We'll pay you 50 / 100 / 500 / 1000 / 2000 gold] Hmm...er...ah...I guess not. That just isn't worth my time.

[Well how much do you want?] ... [1000?] Mmmm ... uh ... Alright. I guess I could do it for that.

[Alright. Let's go.] I know the way. See you there.

Back in Mines (by 11)

Hjarrand Fixer:

[Is the machine fixed yet?] Settle down! I haven't even looked at it yet! But you'll have to come with me when I do.

{Hjarrand just stood there meditating ... nothing happened before we replaced the slag extractor, then everything was OK.}

Later, Hjarrand Fixer:

[Thanks for your help.]

Did you hear the good news? They offered me my job back! Isn't that great? I owe it all to you. Thanks.

Sven Forkbeard:

[Your mine is once again producing Thjorad.] Wonderful! And the Refinery? [That is working also.]

That is great news! Here is a small token of my appreciation! [Thank you] [We've completed both your quests. Will you join us now?]

Ah, yes, so you have. You've proved yourselves both noble and worthy. I shall be glad to join your coalition of clans. [Great!]

My army is at your disposal. I assume we shall be having a war council when the clans are together?

[Certainly, but we have much work to do before then.] I shall see you at the council then. (q19. 3000 G, 17000 XP)

Fridleif Gjukissen, Sturmfjord:

[Have you had any trouble with thieves lately?] In fact we have. Some of the shopkeepers have complained that someone has been stealing from them. Not very much, but enough perhaps to feed a small family. I would be grateful if you would look into it. (Paladin PQ)

[We have Kira's shield.] Thank you. This will win over her for sure! Congratulations on the completion of one labor.

[We have won in the Arena.] You have proven your strength, adventurers. Congratulations on the completion of one labor.

[We've completed all the labors.] So you have. Congratulations. You are hereby promoted to Gladiators. (Gladiator PQ)

Oord house:

Child: Where's papa? [We haven't seen your papa.]

Itlor Oord: My father is a great man! [It's good that you believe that. Goodbye.]

Letter to children: To my children. I've gone to earn some money to stop us from starving. Fear not, I shall return soon. Hatlati.

Hatlati Oord: (near Temple)

Who are you? How did you find me? [We've been watching you, Hat'lai.] Is that so? [Yes. We're going to have to arrest you.]

What? You can't! I only did it for my children! Without me they'll starve! [You've committed a crime. You will have to go to prison for it.]

No! I can't! Please no! [Sorry.] Are you? What of my children? ... {Followed nicely to the jail.}

Jail Guard:

[We have a criminal here.] Been caught stealin', eh? Very well. I'll let him in.

Back to ... Itlor Oord:

My father is a great man! [And now he's in jail.] What are we to do? Without him, we'll starve! [Why don't you get a job?]

A job? What would I do? Jobs aren't exactly easy to find around here! [Maybe we can help you with that.] You would! Thank you!

[It's the least we could do.]

Magic shop:

[Are you looking for any help?] Yes! I need someone to watch the shop when I'm gone, wash the walls and mop the floors.

[We might have the perfect person.] Who is that? It would have to be someone I trust.

[Itlor Oord is looking for work.]

Oh! I heard his father got into some trouble. Send him over. I would be happy to help him out. [Thank you.]

Itlor Oord:

[We've found you a job.] You have? Where? [At the Magic Shop. Injor needs someone to help out.]

She is? I'll see her first thing in the morning! Thank you! [You're welcome. Good luck.]

{Injor at Magic shop was very satisfied with her new assistant when we later asked.} (Paladin PQ)

Grehgknak the Right, Lindisfarne Monastery:

[We have completed our Crusades.] You wear the experience on your faces like badges of honor. I can tell already you will do the order proud. It gives me great pleasure to promote you to Paladins! [Thank you.] (Paladin PQ)

Next the foot path from Thjorgard to Frosgard.
(a few tough wolves before reaching Frosgard City).



- S1: Derborgaill A'Norta a'meich, E/M Perception
- S2: Hervor Etzeldottir, E/M Repair Item.
- S3: Hagen Hrapssen, E/M ID monster.
- S4: Lansa Akin, E/M Body building.
- S5: Frode Herjolfssen, E/M ID item
- S6: Ecchann A'Mor, E/M Merchant
- S7: Dymphna A'Klindor, E/M Learning
- S8: Eachann A'Mor, E/M Disarm Trap

- 1. Tryggva Ravenlocks, q25, 26
- 2. Brewmaster Smith, q27
- 3. Skulkil the Dark, Lich PQ
- 4. Nath'i A'Mor (Priest PQ)
- 5. Bodvar Elvissen (q26)
- 6. Menja Ketildottir, Druid PQ
- 7. Fenja Tree-Friend, Ranger PQ
- 8. Well, +5 Mag. perm.



Trygva Ravenlocks:

[We need your help.] I am sorry. I have no more help to give. My nation is in shambles. The people are starving because the boats can't get through. Yanmir the Frost Giant is eating our children. I have my hands full. I cannot give any more. [But without your help the Chedian will perish!] We are already perishing up here. I have done all I can, and it is still not enough. [Perhaps we could help?] Only if you could defeat the Frost Giant, or somehow break up the ice so the ships can put in to our port. [Tell us about the Frost Giant.] For as long as anyone can remember, there has been a frost giant who lives in Yanmir's Sky Fort. As children we all heard stories of how he would come down at night and eat children. Well, the stories have turned out to be true. [What can we do to help?] If you are to help me, find a way to the Sky Fort, and **slay the Frost Giant**. As far as I know, it would be impossible to kill him outright. But this Sky Fort is old and rickety. I'm sure there is a way you could trick him into killing himself. [We will do this for you.] May the gods look kindly upon you for all your days! (quest 25)



[Tell us about the frozen sea.]

Frosgard used to have a thriving port, but in the last few years, the ice that comes in the winter has never gone away. Since the boats can't get through, they can't bring enough food to feed our people.

[What can we do?] If you could help me, you would find a way to **break up that ice**, so the boats could travel again. If you could do that, the skalds would make sure your names lived forever!

[We will do this for you.] May Krohn himself take an interest in your success! Good luck! (quest 26)

Brewmaster Smith:

Well, what do you want? [Is there anything we can do for you?]

As a matter of fact, there is. You see my apprentices have created a new brew that doesn't seem to be popular here. It's a strange color, and there's not much of the foam on it, but I have a feeling the Guberlandians will like it. [What do you want us to do?]

I want you to go to the tavern in **Guberland** and **convince them to purchase this brew**. If they like what you give them, tell them there will be more where that came from! [We will be happy to do that for you.] Very good. Once you've sold the keg, return to me for your reward. (quest 27)

Skulkil the Dark:

What do you want? [What do you know about magic?] More than I shall share with you.

[Do you have any news?] You have the look of someone who might be interested in the information I have. [What sort of information is that?]

Perhaps one day there will be a Scholar among you who will wish to become a Lich? [Yes] Then I shall tell you of the **Lich's Transmutation**.

In the place known as **Chasm of the Dead**, an ancient burial ground in Drangheim, lies a parchment that contains the instructions on how to become a Lich. [We have to get this document?] Only if you wish to become a Lich. Here, I have the first half of it. Only by finding the second half will you be able to become a Lich. [Thanks for the advice.] (Lich PQ)



Nath'i A'Mor:

What do you want? Why have you bothered me? [We need to find a priest.]

Well I'd say you found one. An old one, but I've still got enough rocks in this braincase to do. [We need to learn the Ritual of Consecration.]

Ah, is that so? Someone's finally replacing that Guberland Temple, eh? I suppose I could teach you. [Yes, please teach us.] Ahh never mind. You'll just forget it if I teach it to you. Let me write it down. [Great!] Here, that should do it. Now don't lose it, I don't want you to keep bothering me! [Than you.] It's been a long time since there was a temple to Igdrasa in Guberland. [Goodbye.] (Priest PQ, 1000 XP)

Ritual of Consecration

THE RITUAL OF CONSECRATION IS AN OLD AND HISTORIC EVENT STEEPED IN TRADITION. AS FAR AS THE RECORD SHOW, PRIESTS HAVE BEEN CONDUCTING THE RITUAL SINCE BEFORE THE FOUNDING OF THE URSANIAN EMPIRE. THE PROPER METHOD FOR CONDUCTION THE RITUAL IS AS FOLLOWS:

FIND THE CLEAR SECTION OF GROUND, USUALLY WHERE THE CORNERSTONE SHALL LIE. GO TO THE NEAREST TREE, AND WHILE YOU ARE REMOVING THE BRANCH, ASK FOR ITS PERMISSION, WHILE BLESSING IT AS DEFINED ON PAGE 15 OF YOUR "COMMON BLESSINGS" BOOK. MIX THIS BRANCH INTO A LARGE POT OF WATER WHILE GIVING IT THE PIETY AND PROSPERITY BLESSING AS DEFINED ON PAGE 22 OF THE "COMMON BLESSINGS" BOOK. ONCE THE CONCOCTION HAS BEEN BROUGHT TO A BOIL, POUR IT OVER THE GROUND WHERE THE CHURCH SHALL BE CONSTRUCTED WHILE CHANTING THESE WORDS:

"AS IGDRASA HER SELF HAS BEEN BORN FROM NATURE, WE COMMIT THESE BLESSINGS TO THE GROUND SET ASIDE FOR HER WORSHIP." WHEN THAT IS FINISHED, SURROUND THE AREA WITH LIT CANDLES FOR AT LEAST ONE DAY.

Bodvar Elvissen:

You better watch out for your children! [What do you do all the way out here?]

I make Sunflowers! They're barrels of magic powder that explode when you shoot them! I have a demonstration rigged up if you would like to see one! Just go ahead and shoot that barrel.

[Say, you wouldn't mind making a delivery, would you?]

Certainly! Where would you like it delivered? [On the ice just outside the docks.]

On the ice? Okay, but here's some advice: If you're planning a special show, the sunflowers shine the brightest at night. [Thanks for the tip.] I'll have it sent right over.

Went to dock, shot at barrel, got cut scene (right), and the ice disappeared. (q26, 2000 XP)

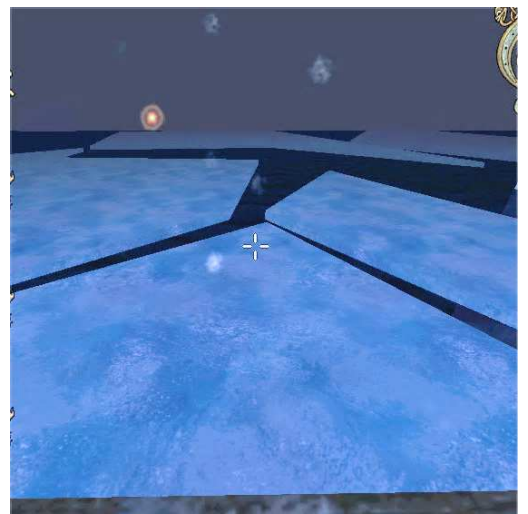
Trygva Ravenlocks:

[The ice has been cleared from the docks.]

I've heard! What wonderful news! You have put a smile on this old face for the first time in years.

[The boats should be coming very soon.]

That is indeed good news. Here is a small reward. It may not be much, but behind it is the thanks of the thousands of lives you have saved. [Thank you.] (q26, 3000 G, 7500 XP)





1. Fland de Allasan A'Lanth a'ryshar
2. **Dungeon of Secrets** (Ranger PQ)
3. Ruined Temple (Priest PQ)
4. **Portal to Sky Fort** (q25)
5. Pedestal, +20 End. temp
6. Cauldron, +15 Phys. res. temp / disease
7. Cauldron, +10 Phys. res. temp
8. +5 Phys. res. perm. (touch tree)
9. Green Man



Grey Wolf, Red Wolf, Black Wolf
Yeti
Ice Lobbericicle, Ice Lobber
Gezzampt, Gezzampt Elder
Difficulty: Hard – Very Hard
Lv 20 – 21



Fland de Allasan A'Lanth a'ryshar :

[What do you know about the Green Man?] He is the spirit of the forest. May be if people around here paid more attention to him, we might not be starving.

The Green Man:

Welcome, visitors! [Can we ask you some questions?] [What are you doing here?]

This place is my home. When I am not restoring nature, I take pleasure in taking walks here.

[Any news?] I mourn for Frosgard, for they have forgotten me. Perhaps one day, someone will remind them of that.

(I suspect he has something to do with the Druid PQ...)

Dungeon of Secrets is a reflex-only stupid video-game a'la Prince of Persia. I gave up in disgust, and see this as more than good enough reason to not attempt the Ranger Path....

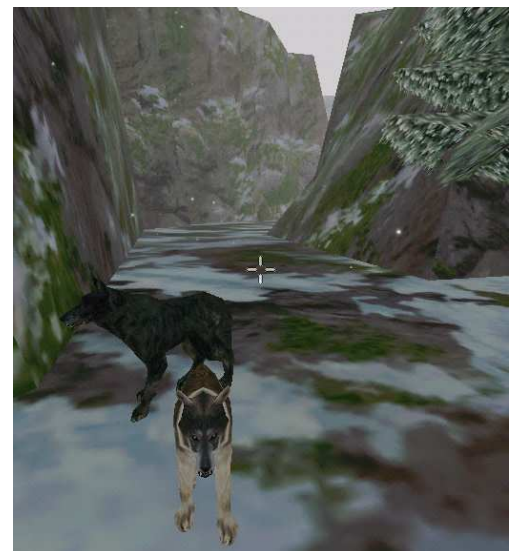
After completing [quest 26](#) we talked to the Dockmaster, and as a reward for breaking up the ice got a book with Boat Schedules for all of Chedian's ports.



Ruined temple



Portal to Yanmir's Sky Fort



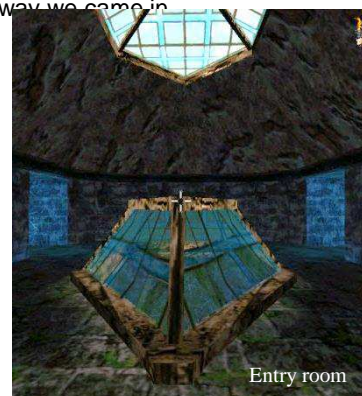


1. Entrance
2. Stairs down, arrive below entry room
3. Genie (after touching genie lamp)
4. Excerpt from book
5. Room with pillar and symbols
6. Button – breaks sarcophagus (7)
7. Sarcophagus. Shoot at bottom to gradually remove floor. Fall down (feather fall)
Go north, up stairs and follow ledge back up. Door by (8) opens from north, and reveals (8)
8. **Tree of Life Icon (Priest PQ)**
9. Ladder up to top level, which eventually leads down to (3)
10. Cave-in (happened at some time)
Can't return the way we came in

Genie:

Thank you for rescuing me. [You're welcome]

As a reward, I shall grant you a single benefit of your choice. What would you like increased: { Gold / XP / item / attr. bonus } – your wish is granted.



Entry room

Sarcophagus room with shut door and button.

Will eventually jump down sarcophagus.

Dagrell
Skeleton,
Skeleton Warrior,
Skeleton Master
Difficulty:
Normal – Hard
Lv 21



Excerpt from book:

... And Igdrasa said, "Let light travel through the world", and it was so. Her worshippers praised her as being just and good. All creatures mourned when she traveled on to the next world. She bade them not to. She asked that they remember her, and wait for their time to join her... Praise Igdrasa!



Room (5). Pressed star and moon on the wall, and the two diamonds on the pillar stopped glowing. Button on top then activated elevator down.



Dagrell
(Oouuchhh)

Now went to Guberland to finally be promoted to Priests (5. PQ).
This also allowed for some skill mastery and a lot of new spells.

Aklai Dorka (Inn):

[We have some beer we'd like to sell] Is that so? And what makes you think that I want to buy your beer? [It's a special brew from Frosgard.]

From Frosgard? You mean it was made by the legendary Brewmaster Smith? [Er...Yes.]

In that case, I would be happy to purchase it from you! Say 500 gold? [Sounds good.] It's a deal then. Thanks for doing business. (q27, 1250 XP)

Then to Drangheim to start exploring of Chasm of the Dead (remembered with dread from earlier games)



Imp Elder
Skeleton, Skeleton Warrior*, Skeleton Master*
Apparition
Petrified Mummy, Embalmed Mummy
Dripper, Zombie*
(*: Re-rises after killed. must be killed twice)
Difficulty: Very Hard (extremely hard in places)
Lv 22 – 27

1. Entry from North
After "standard dungeon" the chasm proper appears. Follow ledge around chasm to get down (After monsters cleared can jump down w. feather fall)
 2. Entrance do sub-dungeon from ledge.
 3. Room w. four sarcophagi. Mummies awaken on entry
 4. Room with *many* sarcophagi w. dormant mummies (12-16)
 5. Lich instructions, part 2. (Lich PQ)
 6. Arrival at base of chasm – magnificent!
 7. Spawns a few Drippers and Zombies
 8. Spawns a lot of Drippers and Zombies
 9. As (4) – extremely tough fight!
 10. Crona Kiga (q10)
 11. Opening door spawns many Drippers and Zombies (in addition to undead behind door...)
 12. As (9).
- Trap
Arrows point *downwards* corridor





Arrived at the chasm proper (1) in the middle of the night, and was met by this magnificent view of the ledge running around the entire chasm, gradually descending towards the base. So it was just to start walking...



From the north curve we could view the construction in the chasm, which was probably my destination.



Then this nice guy appeared from out of thin air.

(Guess that's why they're called Apparitions)

Did a lot of damage and was not easy to harm physically, but fortunately our "Turn Undead" spells were pretty high-level at this time. The spell forced the apparition to flee, and we could follow while shooting at it. In that way most of the apparition fights ended up in the top of the "Starter Dungeon". A lot of extra walking, but the alternative was just not an option.

The apparitions continued to appear frequently on the way down the ledge, and were really a pain in the ass...

Arriving at the southern edge of the ledge, we could view the ruined construction close-up. Little did we know what horrors waited for us down there.



Next we entered the doorway at (2) and walked into sub-dungeon – only to be met by a horde of skeletons, skeleton warriors and skeleton masters. These weren't that hard to fight, but there were *many* of them. Took first exit to north and arrived in room marked (3). These sarcophagi along the southern wall definitely looked suspicious, ... and sure enough after a while they woke up, and four mummies attacked. Pretty tough opponents (isn't everything down here), but easy compared to what awaited soon enough. Turn undead was used a lot in the Chasm.

After clearing out the mummies had to fight our way past another horde of skeletons, first southwards, and then west to room (3-4). A major reason we could survive this long in one go was that two of the spellcasters were equipped with Amulets of Meditation, which regenerates Spell Points. By sharing the two Amulets between the three spellcasters, all of them had sufficient Mana at (almost) all times. Anyway, on entering room by (3) we immediately saw lots of sarcophagi aligned along the walls. Just as well to get it over with so party attacked the sarcophagi from the doorway (so we could flee if necessary)

[The game design probably intends the mummies to awaken when party takes the scroll (4) – in which case you'd be immediately surrounded.]

Faced all four walls and cast Turn Undead, and the mummies started running planlessly around the room. Some (most) fled into the neighboring rooms. Even then we did receive quite a lot of beating, so called for a time-out.

At this time all characters were ready for leveling up, and as the party really needed this (Eomer and Eowyn would be able to advance to Masters of Elemental Magic, which permitted Town Portal to other regions), Eomer cast a Town Portal to Drangheim Castle. From there we took the boat to Guberland and received the much awaited training. Eomer was now Master in both Element, Light and Spirit, and could learn a lot of useful spells. Eowyn was an Elements Master and Dark Expert, and got her hand on other useful destructive spells, and also her Enchant Item spell now is 100% (but only works on Good items). (Poor Pug must look at in envy for still a while..)

With Town Portal at our disposal we teleported to Frosgard to report on the beer-sale.

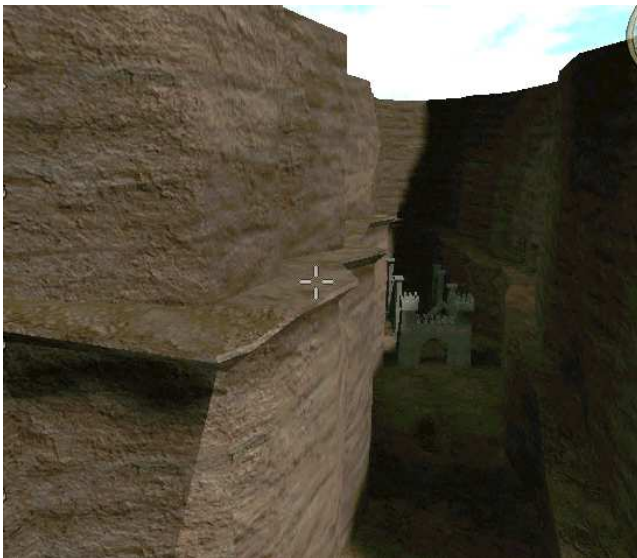
Brewmaster Smith (Frosgard Inn):

[We sold the beer.] That's great news! How much did you get for it? [500 gold.] Great! Tell you what, why don't you keep that. If they like it, I'm sure they'll want to order more. Thanks for your help. I really appreciate it. (q27, 5000 XP)

While in Frosgard we checked the Book-seller Halfdan the Rude, just in case. And lo and behold, he had a Learning Skill Book for sale. So *finally* Dwalin got to learn this very useful skill. At this point I think the party has all the skills needed.

By the way, the magic shop in Frosgard occasionally has four-leaf clovers for sale.

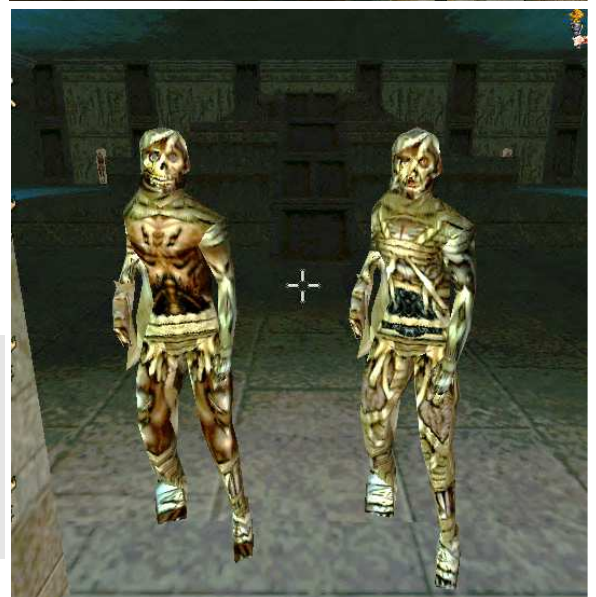
With refreshed spirit the party could return to horrors of the Chasm. This time we arrived in the morning, and got some different views



Worked our way back to room (3-4) and were met by these not-so-nice guys. Well, it took some time and pain, but at last the center room and surrounding four rooms were cleared for monsters. Could then climb the structure in the center and claim the prize: The second part of the **Lich Instructions** (Lich PQ) (Shown in full on next page.)

When party was level 26 we attempted the Verhoffin Ruins (Isle of Ashes, [Mage PQ](#))

This was extremely hard, especially the Terrors were far too hard for us. After some unsuccessful encounters we managed to take the one Terror which we *had* to fight (used Eye of the Storm and Souldrinker scrolls – necessity!) and retrieved Verhoffin's Diary. Naturally we got out of there as quickly as possible after that. ([Mage PQ](#))



On Becoming a Lich

THE LICH'S TRANSMUTATION IS ONE OF THE MOST REWARDING ACTIVITIES IN THE WORLD OF MAGIC. THE BENEFITS YOU GAIN FAR OUTWEIGH THE PRICE YOU HAVE TO PAY. CHIEF AMONG THOSE BENEFITS IS IMMORTALITY. LISTED IN THIS THESIS ARE THE STEPS TO BE TAKEN TO BECOME A LICH. FOLLOW THEM CAREFULLY, DEAR READER, FOR WHILE FOLLOWING THE INSTRUCTIONS WILL BRING YOU LIMITLESS POWER AND LIFE ETERNAL, INCORRECTLY FOLLOWING THEM WILL TAKE IT ALL FROM YOU.

THE PROCEDURE FOR THE TRANSMUTATION IS AS FOLLOWS: THE SUBJECT TO BECOME A LICH DRINKS FROM THE ELIXIR OF DEFEDATION (PREFERABLY WILLINGLY), THEN STEPS INTO THE CHAMBER OF CHANGE WHILE THE MASTER-OF-LICHES ACTIVATES THE TRANSMUTATION ENGINE. THE ELIXIR OF DEFEDATION RENDS ORGANS, STRIPS FLESH, AND SEPARATES THE SOUL. THIS MIXTURE IS COLLECTED AND DEPOSITED IN THE SOUL JAR. ONCE THE PROCEDURE IS COMPLETE, THE SUBJECT WILL EMERGE, LICH-IFIED, AS IT WERE.

HERE ARE THE STEPS TO BE FOLLOWED WHEN BECOMING A LICH:

Becoming a Lich

STEP ONE: MAKE CERTAIN THE TRANSMUTATION ENGINE IS IN WORKING ORDER. THIS IS VERY IMPORTANT. IF THE MACHINE IS NOT FUNCTIONING, THE RESULTS COULD BE UNPREDICTABLE.

STEP TWO: PREPARE A NEW BATCH OF ELIXIR OF DEFEDATION. THIS IS THE FLUID THAT IDENTIFIES WHICH PARTS OF YOUR BODY WILL BE SACRIFICED FOR IMMORTALITY. IT MUST BE MADE FRESH FOR EACH TRANSMUTATION. INSTRUCTIONS ON HOW TO MAKE THE ELIXIR ARE IN THE KITCHEN NEAR THE SKELETON TRANSFORMER.

STEP THREE: CONSUME THE ELIXIR OF DEFEDATION. SUBJECTS BECOMING A LICH MUST DRINK FROM THEIR OWN VIAL.

STEP FOUR: TAKE YOUR PLACE IN THE CHAMBER WHILE THE MASTER-OF-LICHES ACTIVATES THE TRANSMUTATION ENGINE. THIS IS THE MOST PAINFUL PART OF THE PROCEDURE. BEAR IT WELL, DEAR READER, FOR THE PAIN IS ONLY TEMPORARY, BUT THE POWER YOU GAIN WILL BE YOURS FOREVER. IF FOR SOME REASON, THE MASTER-OF-LICHES IS NOT AVAILABLE, THE TRANSMUTATION ENGINE CAN BE REMOTELY ACTIVATED.

PREPARED BY RISDAR DARKSOUL

With the Lich PQ in the box, the party proceeded down the ledge, and soon arrived at the base of the chasm (6). Everything looked nice and peaceful... Walked innocently southwards, and suddenly (at 7) Drippers and Zombies rose from the ground and surrounded us! Not so many, and they were cleared without too much difficulty (but don't allow them into melee range...)

With senses and suspicion active the party continued southwards, but were still not prepared for the mass-gathering at (8). Cowardly enough they waited until we were in the middle of the ruins and then they arose from all sides – and there were lots and lots and lots of them. So many in fact, that the game locked and the PC had to be rebooted....



Surrounded in the ruins (8).
And recall most of these had to be killed twice!

Close-up of Mr. Not-So-Nice-Guy



After clearing area (8) could proceed southwards into sub-dungeon. The hallway and adjacent rooms were literally *crowded* by skeletons, like this warrior guy. But they weren't really hard to fight – it just took some time and gave a lot of XP.



We could see that this had been a beautifully equipped burial monument at some time, like this view from the western room in south part.



Entering next-to last room on the way southwards.



Crona Kiga

"Of course" the view that met us when opening the door to the southern room was sarcophagi stacked along the walls, an infinitude of them! This was a *really tough* fight. Cast repeated Turn Undead to keep them at a distance, and Chain Lightning worked wonders when they gathered in groups, but still they were so many...

Eomer and Pug had weapons that turned hits into HP and SP, so "had to" engage in a few fights to restore mana. Still,... all things come to an end, but when the room was cleared the party was at near-zero in both HP and SP. At the center of the room was the hard-fought for **Crona Kiga**. (q10)

Waited until Eomer had restored enough SP to cast Town Portal to Drangheim

Sigmund the Stressed:

[We've got the Crona Kriga.]

You have? Let me see it! [Certainly.]

What a beautiful artifact! No one will dispute my claim to the Jarlship now! Here's a little something for your troubles.

[Now that we've done both tasks for you, will you join us?] Of course I will. I assume that you will be working out all the details? [Yes.]

Great! One less thing to worry about. When is the war council? [We have much to do yet. We'll let you know.]

Great! I shall be ready. Farewell. (quest 10, 10000 G, 12500 XP*)

[*] Now that all characters are proficient in learning, the experience reward becomes inaccurate (I won't bother to back-calculate). XP received will be the amount got by Dwalin at any time. As for now he's a level 7 Master Learner.]

Although both (all) quests in Chasm of Dead were now complete the party returned still another time, just for completeness.

When opening door at (11) hordes of skeletons attacked. At the same time a bunch of Dridders / Zombies popped out of the ground around us. The game system just didn't work in turn-based mode (hour-glass never finished, and I mean never), so did the fight real-time. Got a bit more beaten up, but managed.



Some more awesome beautiful structures on the way, mostly more-of-the-same. Final room (12) another huge sarcophagus / mummy encounter, but by now we were so used to it that we really didn't care.

With all the huge fights the party was not surprising ready to level up once again after the chasm, so the story ended by Eomer casting a Town Portal spell to Frosgard, where you can get cheap and good training.

Johannes Bern, Thjorgard University

[About that book you were looking for.] Yes, what is it?

[We found a silver one.] Oh my! This is terribly interesting! We better get to work on this right away!

[So did that book work for you?] No! This is the wrong book! But it does say that the right one is locked in some building in Drangheim Village. Take this key, hopefully it will unlock the right door. The book says something about being underneath a floor.

{To Drangheim Village – unlocked only relevant door, found book beneath floor boards without too much difficulty.}

Johannes Bern:

.... [We found a gold one.] This is it! This is the book! [Did that book work out for you?]

Oh yes, it worked out wonderfully. A very interesting volume that is. You were here for something, weren't you? Oh yes! The promotion. Very well. You are now promoted to Mages. Congratulations. Now go away! I have work to do! (Mage PQ – also got Eye of the Storm Spell, as suspected.)



1. Bikki Yrsadottir
2. **Inventa Storca**, q 24
3. Entrance to Connecting Tunnels
4. Pedestal, +20 Speed temp
5. Cauldron, +10 Light res. perm
6. Cauldron, +10 Dark res. temp

Basilisk, Fibrase Basilisk, King Basilisk
Annelid, Bloodsucker
Gezzamptling, Gezzampt
Difficulty: Normal (- Hard)
Lv 28 – 30



Eomer casts Poison Cloud on Bloodsucker for 145

The evil wizards (Annelid, Bloodsuckers) were powerful, but took great damage from Poison Cloud Spells, so didn't pose any problem. They left behind some really good armor
(Helm, gauntlets, boots, plus a black potion of pure luck (+20 perm))

After the Mountain Pass (next page);

Kira the Cold:

[We have found the Mountain Pass.] That is what I have been told. You have done a great service to Thronheim. Thank you. Here is a little reward for your efforts.

[We have done as you asked. Now will you join us?]

You have proven your worth to me . I will join you.

[We will be having a war council soon.]

I will be happy to host it. When you are ready, bring all the Jarls here.

[We appreciate your hospitality.]

You're welcome. I'm not so sure about letting that Jarl from Guberland in, but if you say I must, so I shall. Farewell (q 21, 12000 G, 46300 XP)

With the gained experience, the two Priests now became Armor Masters, and could upgrade to plate armor.



Just a question of going from one end to the other, while killing all monsters en route.
(q21)

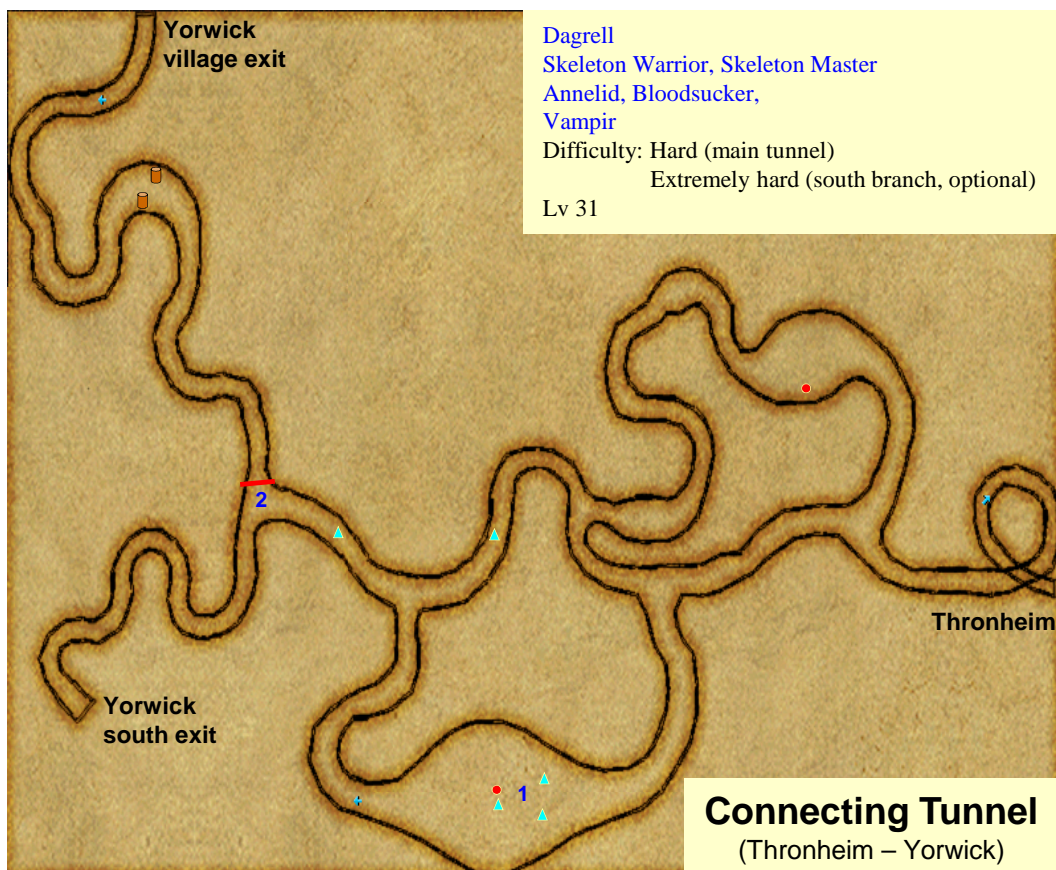
Imply, Imp, Imp Elder
Grey Wolf, Red Wolf, Black Wolf,
Winged Oddity, Winged Mutant,
Winged Aberration
Gezzampt
Bigfoot ("gorilla" – pathetic)
Difficulty: Normal
Lv 28



Winged Aberration




Winged Mutant



1. Structure protected by Annelids, Bloodsuckers and Vampirs. Chest on top of structure contains [Spencers Obedience](#)
2. This is a solid wall that can only be knocked down from the north side (after village)

(It takes one day from Thronheim to tunnel, and one day from Yorwick to tunnel, but no time from tunnel to the destinations (?))



	SPENCER'S OBEDIENCE SKILL: CUDGEL DMG: 33 - 57 QUALITY: NORMAL
<p>THIS IS THE CLUB THAT GENERAL SPENCER USED TO KEEP HIS TROOPS IN LINE. HE OFTEN FOUND THEM PLAYING CARD GAMES INTSTEAD OF STAYING AT THEIR POSTS, SO HE HAD THIS MAGICAL CLUB CREATED TO "INSPIRE" THEM TO DO THEIR JOBS. IT PROVED TO BE VERY EFFECTIVE. (EFFECTS: +10 TO SPEED, VERY FAST. OF JITTERBUG)</p>	
<p>VALUE 20000</p>	



1. Connection Tunnel, S. entrance
2. Wizard's Lab, (q22)
3. Lich Lab (Lich PQ)
4. Mary Sheepherder, q28
5. Connection Tunnel, village entrance (blocked – shoot open)
Also sheep for q28
6. Cauldron, +15 Dark res. perm
7. Pedestal, +50 Mag. temp
8. Cauldron, +15 Elem. res. perm
9. Cauldron, +10 Phys. res. perm

6 – 9 heavily guarded by evil sorcerers

- | | |
|-----|-----------------------------------|
| S1: | Leina Wilan, GM ID item |
| S2: | Broccan A'Ghrie, GM Perception. |
| S3: | Marshall Hanford, GM Disarm Trap. |
| S4: | Halvar Davinssen, GM Repair. |
| S5: | Stev Palac, GM Body Bldg. |
| S6: | Jenn Harvise, GM Learning |
| S7: | Giorsal A'Velsi, E/M Learning |
| S8: | Ragfried Manslayer, GM ID Monster |
| S9: | Bren Haukdottir, GM Merchant |

Shadow, Apparition
Evil Apprentice, Evil Sorcerer,
Evil Grand Sorcerer
Annelid, Bloodsucker, Vampir
Difficulty: Very Hard
Lv 31 – 32

Sorcerer by (6) dropped Black pot. Pure End.
Vampir by (3) dropped belt AC9, +5 lv. Spirit
Vampir by (3) dropped
Entropic Imperial Harness



Welcome party when exiting the Connection Tunnel



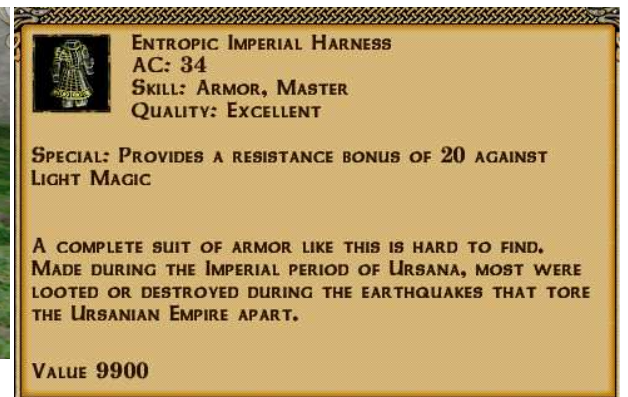
Mad Wizard Robinson's Lab



Evil Sorcerers



Battlefield (peaceful right now)



Yorwick Town (after q28.)

Mary Sheepherder:

I don't know what I'm going to do! [What's the matter?]

I can't find my sheep! What will my mother say?

[Where did you see your sheep last?] I was herding him near the old gate. But mother said not to go outside of our village.

[Why can't you go outside of the village?]

Mother won't tell me. It must be a stupid rule so that I won't get out of her sight. I just wanted my sheep to have some fresh grazing! So I took him to the east side of town where no one ever goes, and the grass is fresh and not trampled on.

[We will try to find your sheep.]

Oh, thank you! I will wait here for you. (quest 28)

...

-- Went to Tunnel Entrance where sheep was waiting, and it followed us back.

...

[Here's your sheep.] Thank you! Thank you! Oh I thought she never was going to be found! (q 28, 6000 XP)

{ All-time high in easily earned XPs! }



Lich Lab



1. Entrance
2. Elixir ingredients & Jars
3. Skeleto transformer
4. Switch for (3)
5. Stairs down to lower level
6. Stairs up to upper level
7. Stairs down to main level
8. Note on wall: Elixir Instructions
9. Cauldron for elixir ingredients (-> elixir fluid)
10. Burner for elixir fluid (-> Elixir of Defidation)

Cleared main level and found elixir and jar. Then time-out with Frogard training. Also a detour to Drangheim to retrieve "Black Heart" from chest in Kluso's house.

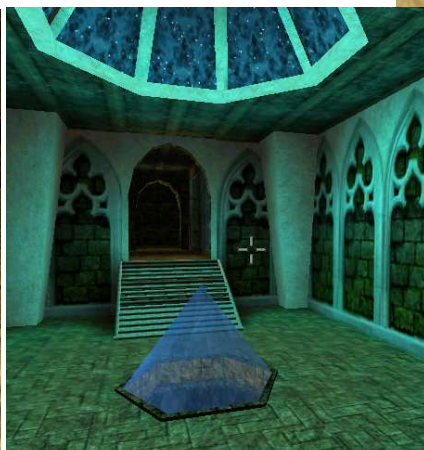
Back and cleared upper level, and prepared the Elixir of Defidation. – New break for training.



Lich Lab
main level

Skeleton Master
Lich, Power Lich, Lich King (Rerise)
Eye, Oculus (Curse, high-lev elem bolt)
Dagrell
Apparition, Revenant, Ghost
Difficulty: Very hard – Extremely hard
Lv 33 – 35

Note (Elixir Instructions):
If you're planning to make a new batch of Elixir of Defidation, follow these instructions. If you don't, you could have unpredictable results.
Step one: Retrieve the elixir ingredients and a jar from the storeroom. There should be plenty i Storeroom B next to the observation deck.
Step two: Place the ingredients in the cookpot in the center of the kitchen. From this you will get a few vials of elixir fluid.
Step three: Take the elixir fluid to the burners, to refine it into the Elixir of Defidation.
Step four: Drink the elixir when you are ready to be transformed.
Master-of-Liches



Lich Lab
upper level



1. Stairs up to main level
2. Very hard fights, but no goodies
3. Black chest w. **Death Cap**
4. Locked door – shoot open
In room south, 4 monsters which didn't counter-attack
5. Control panel (on catwalk)
Must be switched before entering transformer chamber
6. **Transformer Chamber (Lich PQ)**

Cleared most of level (waited with rooms (2) until after the promotion. These rooms were extremely hard – and no reward :- ()

Room with transformer was also extremely hard, mostly due to oculi in all four corners. Hard to get to attack one of them without the others shooting and spellcasting from afar – needed several attempts before room was clear.

After a few failures, found the lever (5) on the catwalk, which had to be operated before entering the chamber. But then everything was easy going, and Pug became a Lich (6. PQ)



DEATH CAP
TYPE: HELM
AC: 8
QUALITY: NORMAL

FOLLOWERS OF SKRAELOS, WHEN THEY REACHED THE HIGHEST STATE OF COMMUNION WITH HIM, WERE AWARDED OBJECTS TO SHOW THEIR STATUS. NO SCHOLAR HAS REACHED THIS STATUS IN MANY YEARS, BUT THE OBJECTS STILL EXIST (HAVING BEEN STOLEN FROM THE SKRAELENE VAULTS MOST LIKELY). THIS PROBABLY BELONGED TO ONE OF THOSE GREAT SCHOLARS. USABLE BY SCHOLAR AND LICH ONLY. (EFFECTS: +2 DARK,+2 LEARNING (OF JAJARB WITH COMPLETE SET.))

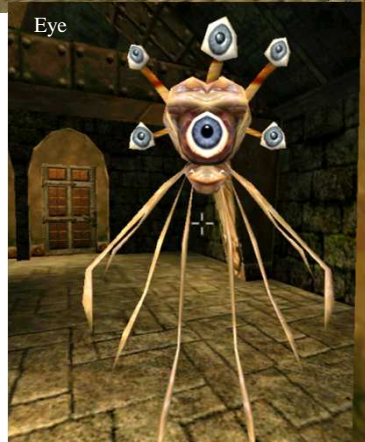
VALUE 15000



Skeleton Transformer



Dagrells



Eye



Lich King and Power Lich



1. Entrance / Exit Portal
2. Portal w. 5 colored boutons
3. Eye left Black pot. pure might
4. Locked door
5. Portal to (6)
6. Portal to (5)
7. **Saint's Relic**
8. Levers open prison cells
9. Pool w. strange fish (???)
10. **Robinssen (q22)**
11. Drinking restores 5 SP
12. Pool: +5 Dark res. perm.
13. Drinking restores 5 HP

White: Eye

Red: Eye, Evil Apprentice, Evil Sorcerer, Evil Grand Sorcerer

Yellow: Eye, Evil Apprentice

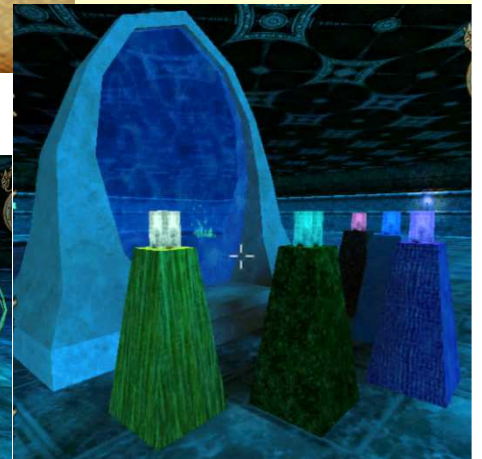
Green: Skeletons (if freed), Evil Apprentice

Purple: Greater Demon

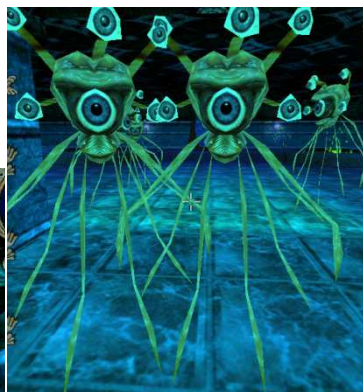
Blue: Eye, Oculus, Winged Oddity, Winged Aberration

Difficulty: Hard – Very hard

Lv 39



Portal and switch buttons



View from entry portal

Greater Demon in purple room



Living quarters





Evil Grand Wizard in occulty room

The Wizard's lab really didn't contain anything interesting apart of the two quest items. So not really necessary to explore everything, just added to the fights.

Blue room, once again peaceful



Robinssen:

Who are you? How did you get in here? [We've heard you are the Mad Wizard Robinssen.]
 Mad? Is that what they're saying about me these days? [We were wondering if you could help us.]
 You want the help of a mad wizard? What's wrong with you? [We're sure you're not mad.]
 That's what they all say when they want something from me. What is it that you want?
 [We've heard you have a Black Orb of Knowledge.] Have it? What's wrong with people these days?
 I invented the darnned thing! [Do you have one? If you do, we'd like to buy it from you.]
 Have one? Why sure, I've got one. Would I sell it though? I'm not sure. [Name your price.]
 Well, if that were the case, I'd charge you a million gold. I'm pretty sure that you wouldn't pay that much for it. It's a pretty useful item though. 2000 gold. [That's pretty steep.]
 Well, I don't really need to sell it. If you want it, that's how much you'll have to pay for it.
 [Well, alright. 2000 gold it is.] (q22)

[What do you know about Tamur Leng?] That man is dangerous. It's very possible that he'll become the new ruler of Chedian. Perhaps the Ursanian Empire will live again. [We're trying to stop him.]
 Ah, is that so? Let me give you some advice then. Without the right writ, everything will be wrong.
 [What is that supposed to mean?] That is for you to understand.

[What do you know about Arslgard?] It's a nice place. Although Hanndl can sometimes be a pain. If you ever go there, make sure you take a drink at the tavern. [You've been there?] Sure. I had a great chat with Krohn on the formation of the universe. A stunning fellow, that chap.

[What did he have to say?] Well, we both agree that the identification of dark matter will probably unlock all the mysteries of the universe, but he thinks that dark matter will have the properties of mesonite. Mesonite is too unstable to exist in such large amounts, though.

[You don't say. We always thought that mesonite was unstable.]

That's very astute of you! Perhaps you are smarter than rodents.

[How did you get back?] Skraelos had to let me go. He had to make good on his bet.

[You bet a god?] Actually, he bet me. He didn't think I could summon a lightning bolt on command all the way to Arslgard. He's still feeling a little burned on that, I think.

[What do you know about Verhoffin?] He's vastly overrated as a mage. If he had been more skilled, he might have had enough sense to not mess with the things he was messing with.

[Thanks for your time.] You're lucky it's for free. Next time you may not be.

Back to Thronheim.

Ealusaid A'Nortra a'thraken:

[We've got the Black Orb.]

Mad Wizard Robinssen had it? [Not only did he have it, he invented it..]

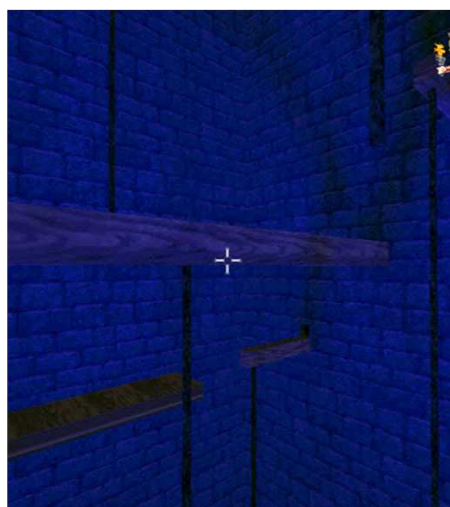
Thank you so much! You don't know what wonderful news this is! Thank you! (q22, 10000 G, 15000 XP)



Ghoul (disease)
Trellborg
Lizard-Orc, Lizard-Orc Warrior
Difficulty: Easy – Normal
Lv 40

1. Entrance: Climb up to top level and break through wall
2. Climb down pole to lift, jump off.
3. Room w. many ropes. Climb rope – jump to neighbor rope etc., until reach ledge at top. Find chest which doesn't contain any goodies anyway
4. Training horse smashes through wall at (5) when launched
5. Hole-in-wall to tunnels (not on automap) with Ghouls and worthless chests.
6. After final fight, break down plank blocking door (Got "pling" notifying completed quest)
(q17, 5500 XP)

Objective: Just fight all the monsters to reach (6)



Back to Thjorgard City.
Snorri the Fist:
Greetings, strangers. Buy an old man a drink? [Of course.]
Much thanks. By seeing your faces again, I can only assume that you succeeded in surviving the Training Hall. Well done. But the dragon is an even greater task. [We're ready for the challenge.] You may think so. I'm not so sure. Go see Abbot Leffrey Caid in Lindisfarne. He will instruct you on how to summon the dragon
(quest 29)



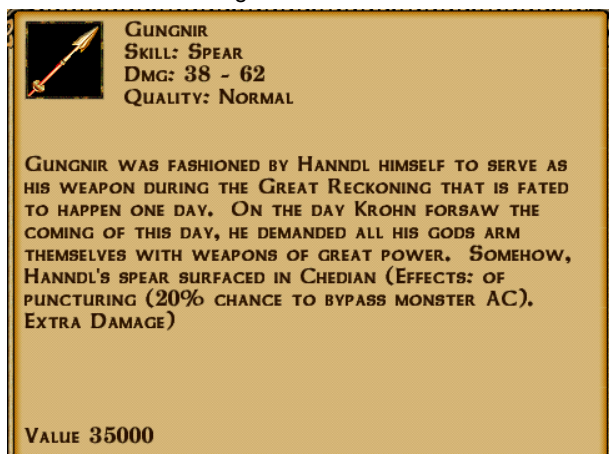
Skeleton
Bandit
Airborne Icky
Lich, Lich King
Difficulty: Easy – Normal
Lv 41



1. Entrance
2. Weak wall – can be knocked down
3. Note: Visitors from space
4. Protruding book, pushing opens cupboard (5)
5. Items (ordinary)
6. Protruding book, pushing disarms and opens trap hatch in floor
7. Black chest contains [Gungnir](#)
8. Ladder up (southern rooms on top level)
9. Lich left Black pot. of Pure Might
11. Lich & Skeletons dropped from ceiling when tried to grab orb
12. Chest contained [Ronenguard Shield](#) [Soulless](#) (AC15, +20 Spirit res.)
13. Stairs down, nailed shut
14. Broken bridge. Can jump into pool, grab items and swim to exit at (14). Worthless items, not worth the effort.
15. Pool in floor, start of underwater cave
16. Town guards / thieves killed by Lich
17. Note on thieves



○ Orb of Linking



On Visitors from Space

HAVE READ FROM MANY CREDIBLE SOURCES THAT WE HAVE, IN THE PAST BEEN VISITED BY MONSTERS FROM THE STARS WHO ARRIVED IN A FLYING BOAT MADE OF METAL. IN MANY OF THE CASES THEY HANDED STRANGE DEVICES TO PEOPLE WHO WOULD EVENTUALLY LEAD ARMIES AND BECOME RULERS OF NATIONS. I WOULDN'T PRESUME TO IMPLY THAT STRANGE CREATURES HAVE EVEN VISITED ANYONE IN THE GRAND HISTORY OF THE URSANIAN EMPIRE, BUT I'VE HEARD THAT RULERS OF OTHER NATIONS HAVE COME TO POWER IN SUCH A WAY. ONE CREDIBLE OBSERVER EXPLAINED THAT HE SAW THE STRANGE CREATURES ARRIVE AT A PLACE HE SAID WAS SEVERAL HUNDRED LEAGUES SOUTH OF VERHOFFIN'S SUPPOSED SOVEREIGN TOWER. WHILE THEY WERE THERE, THEY CONSTRUCTED AN ENORMOUS BUILDING WITH A GIANT STICK THAT POINTED TO THE SKY. HE OVERHEARD THEM TELL THE PERSON IN CHARGE OF THAT PROVINCE, THAT WHEN THE TIME CAME TO LOOK TO THE SKY, HE WOULD KNOW WHAT TO DO WITH IT. WHETHER ANY OF THESE CLAIMS ARE TRUE HAS NOT BEEN INDEPENDENTLY VERIFIED. I HOWEVER AM ONE WHO TAKES THEIR CLAIMS TO HEART. WHILE AT A HISTORICAL SITE IN THE BELDONIAN PROVINCE, I SAW CAVE PAINTINGS OF MEN FIGHTING DEMONS IN THE SKY. WHY THEY WERE, OR WHY THEY WERE FIGHTING HAS BEEN LOST TO TIME, BUT I DOUBT THE PRIMITIVES WHO CREATED THOSE PAINTINGS COULD HARDLY BE SOPHISTICATED ENOUGH TO HAVE COME UP WITH THOSE IDEAS ON THEIR OWN.

Letter to Thieves

I CAN ASSURE YOU, GAVIN YOU WILL BE GREATLY REWARDED IF YOU BRING ME ANY OF THE VALUABLES FROM THE INVENTA STORCA. I HAVE GREAT INTEREST IN THESE FROM A HISTORICAL STANDPOINT, AND I'M CERTAIN THAT OTHERS DO AS WELL. IT IS IN YOUR BEST INTEREST TO STOP THESE OTHER PARTIES IF YOU COME ACROSS THEM.

LK.

After retrieved seven Orbs of Linking, back to Thronheim, and after that visited all the banks.

Thronheim, Brynhildr the Money-Wise:

[We'd like to install an Orb of Linking.]

You found them! Wonderful. Please be my guest

(q24, got nothing for the separate installations)

Thjorgard, Ragnar Gjaldpassen:

[We're here to install an Orb of Linking in your bank.]

An Orb of Linking? I didn't think those things actually existed. Please go right ahead!

Sturmford, Herdis the Stout:

[We've come to install an Orb of Linking.]

An Orb of Linking? Those things are real? Of course you can install it!

Drangheim, Hlif Ingimundssen:

[We'd like to install an Orb of Linking.]

Where'd you get one of those? What are you waiting for? Get in there and install that thing!

Guberland, Ottar Gizurssen:

[We have an Orb of Linking we'd like to install.]

An Orb of Linking! Of course you can install it, but I have to watch!

Frosgard, Fiachna A'Lanth:

[We have an Orb of Linking.]

An Orb of Linking! Great! Go right in and install it!

After all six: q24 OK, 6000 XP, 10000 G (almost not worth the effort....)

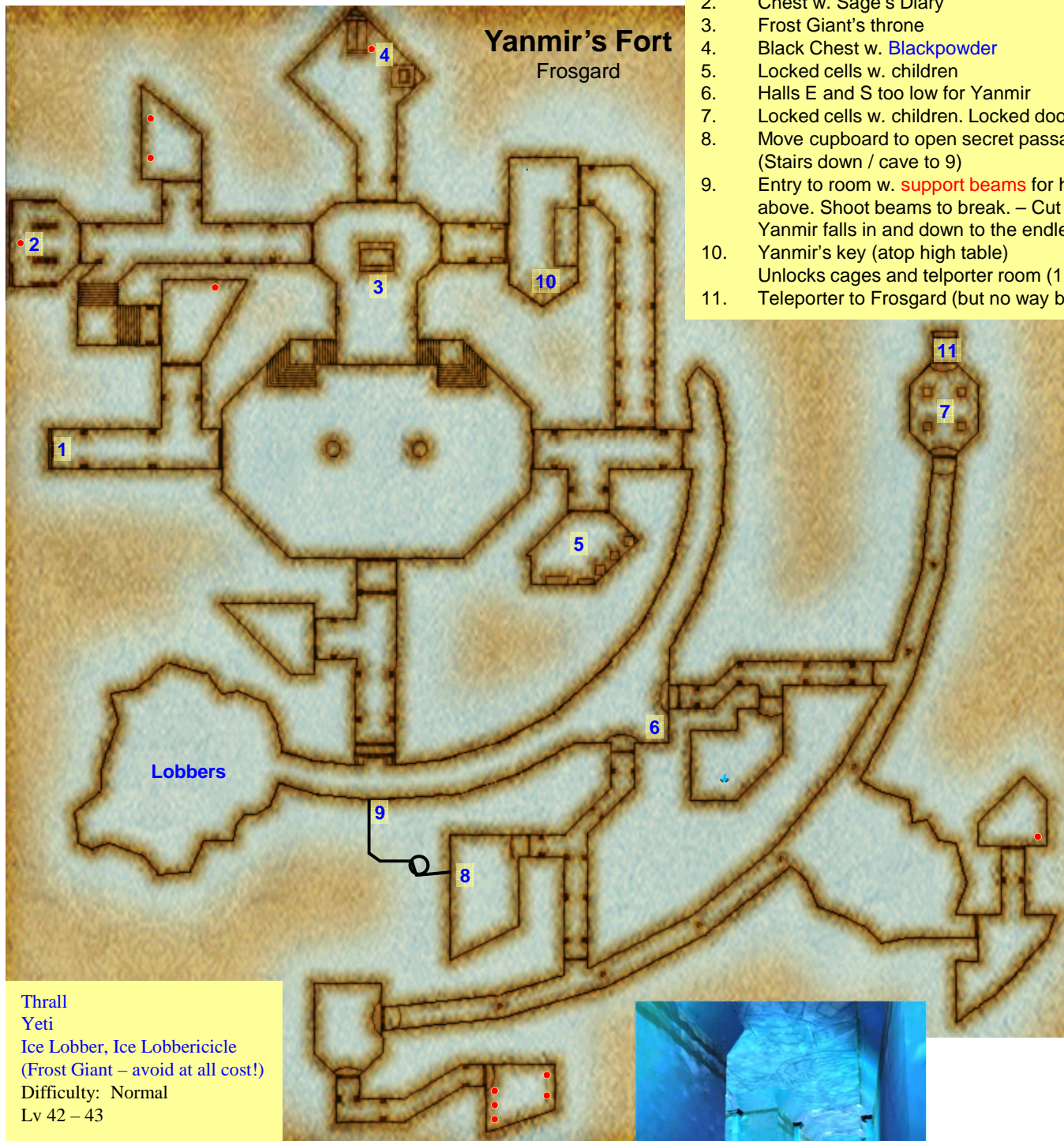
Went back to Thronheim and were told the Orbs were working fine, but nothing more rewards.

As some of the magicians were now ready to GM, Lindisfarne was a natural next choice. Also then took the opportunity to clear out the sorcerers in Dragon Cave Valley, and get +5 Spirit resistance, before re-visiting the Abbot.

Leffrey Caid:

[We're here to summon the dragon.] Well, we seem to be having a problem, one that requires the utmost delicacy, could you handle that?
[Whatever it takes to summon the dragon.] The dragon? He hasn't been around since... well, you see, there's the problem. You need the **Saint's Relic** to summon the dragon. [So what's the problem?] Well, a long time ago our Saint's Relic went missing. It was a very distressing time for us, but we were able to fool the pilgrims by replacing it with a sheep's bone. No one gets close enough to be able to tell the difference anyway.
[We found a bone fragment in the Wizard's Lab.] That's it! How did you know we were looking for it? Oh, thank you! Here, I prepared a reward for whoever returned it! Was there anything else you needed? (q 29, 24000 XP, 3000 G)

Then went to Frosgard for the last of the Unite-the-Clans quests.





Sage's Diary:

The plunge really seemed to shake the infrastructure of the Sky Fort tremendously. I went down to the support beams below the hallway to the feast room, and they looked to be in a sorry state of repair. If they were struck at just the right angle, the whole floor in the hallway would come down for certain! I would not envy the person who was standing in that hallway after they landed from the fall they took.

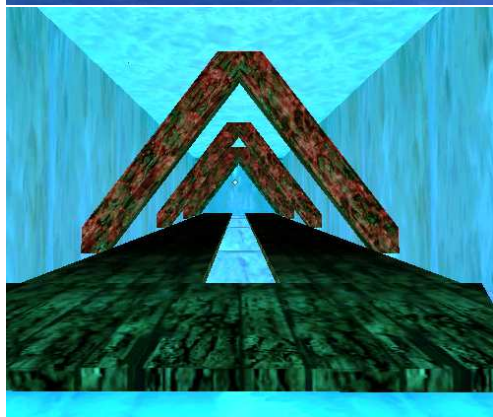
The Thralls seemed to be a little more agitated when I went through their room to get here. Perhaps they are not being fed enough. Or perhaps they are upset that those children are in the cages near one of the teleporters. Either way, perhaps something should be done about their behaviour before something tragic occurs.



Feast Hall



Yanmir



Hallway above after beams had been broken, and Yanmir walked through.



After complete, townportal'd back to Jarl.

Trygva Ravenlocks (Frosgard):

[Yanmir the Frost Giant is dead.]

You have slain him? How can that be? He has killed some of my best soldiers before you.

[Perhaps they were not strong enough.]

But I see you were. That is great news! I am certain all the families throughout Frosgard will be thanking you! Here is a reward. It is a pittance, I know, but we are poor here.

Think of it more as a symbol of our gratitude. (q25)

[Now that we have done as you asked, will you join us?]

It would seem there is nothing you cannot accomplish. I would be proud to call you allies.

[The Clans are united. It is time for the war council.]

Great! You have done a wonderful thing! I shall send word to all the Jarls immediately.

[Tell them we will be meeting in Thronheim in two weeks (today: 12. June, i.e. 26. June)]

The message is as good as sent! I will see you at the war council.

(q 4, 25500 XP, 24000 G (for both 4 and 25, or only 25?))



BLACKPOWDER
Skill: Bow
DMG: 50 - 60
Quality: Normal

THIS DEVICE WAS CREATED BY THE MAD SCHOLAR ROJ'ERE SOMETIME BEFORE HIS DEATH IN 320 AC. HE WAS CALLED A GENIUS BY SOME, A MADMAN BY OTHERS. THIS PARTICULAR INVENTION USES A STRANGE BLACK POWDER TO PROPEL A PROJECTILE FROM IT'S MUZZLE. ROJ'ERE WAS EXTREMELY PROUD OF THIS INVENTION, BUT DIED BEFORE HE COULD REFINED IT AND MAKE IT SAFER TO USE. (EFFECTS: BYPASS AC, EXTRA DAMAGE, SLOW RELOAD, 2% CHANCE PER USE OF BREAKING AND CAUSING DAMAGE TO PLAYER.)

VALUE 30000

Note:

Revisited the Sky Fort some time later. The Castle had now been taken over by Forest Giants.

Unexpected Problems in the Coalition

Now had to spend a few days, so planned to go full circle and check magic shops and general stores for useful items. But already the day after (13. June) we met a guy in Guberland:

Thorolf Ratatoskssen:

Pardon me. I've got an important message for you. [\[What is it?\]](#)

I've been sent by Kira the Cold. It's about Sturmford and Drangheim. They've gone to war against each other. [\[What? Why?\]](#)

They both claim that the other committed acts of war against each other while under the guise of uniting against the Beldonian Hordes.

[\[We must stop this! Tell Kira we'll find a way to stop the war.\]](#) Great news! I will tell her!

Then directly to Sturmford, and

Bjarni Thorvaldsen:

[\[What is the meaning of this?\]](#) The meaning of what? You'd better have a good reason for barging in here and yelling at me!

[\[Kira has told us you have gone to war with Drangheim!\]](#) That's right. Those dirty liars are as two-faced as they are ugly! I can assure you as soon as they are wiped off the planet, I will be able to turn my attention to Tamur Leng and the Beldonians.

[\[You must stop this war immediately!\]](#)

Why should I? They sent one of their agents into Anskram Keep and disabled all of its defenses! They were planning an invasion already!!

[\[They didn't do that, we did.\]](#) Don't be silly. Why would my allies do such a thing? [\[Sigmund wouldn't join the coalition unless we did.\]](#)

See! I told you! Those filthy Drangheim liars! [\[It wasn't their fault. The blame lies with us.\]](#)

If you insist. But I still think Sigmund strong-armed you into doing it for him. [\[What would convince you to withdraw your army?\]](#)

Besides the total destruction of Drangheim, you mean? I suppose if I had a treaty signed by Sigmund himself, I could withdraw my troops.

[\[We will get you that treaty.\]](#) If you do, I shall stop my army. Farewell. [\(quest 30\)](#)

Naturally we then did a Town Portal to Drangheim, and

Sigmund the Stressed:

[\[Why have you gone to war with Sturmford?\]](#) Why? I'll tell you why! Because some filthy agents from Sturmford broke into my prison and stole away with Ivsar Forktooth, that's why! They are no good, and don't deserve to be on this continent, let alone the same island as we!

[\[Sturmford didn't do it. We did.\]](#) YOU!?! Why on earth would you do such a thing?

[\[Bjarni said he needed his general. We gave it to him.\]](#) You did it! It doesn't matter anyway. Sturmford wouldn't stop now anyway.

[\[What if we got him to sign a treaty?\]](#)

A treaty?! Yes, I suppose that would work. Find someone to write us a treaty, and bring it to me. I will sign it.

[\[We will get you a treaty.\]](#) Very well. Once Bjarni has signed it, I will withdraw my troops. Farewell. [\(q30\)](#)

Had to find someone to write the treaty, and could think of no better than,

Kira the Cold (Thronheim):

[\[We need your help.\]](#) What, again? What do you need this time?

[\[We need someone to write a peace treaty.\]](#) Let me guess who that would be for. That's pretty crafty of you! Have me compose it so will be assured that Bjarni will sign it. Very well, I shall write the peace treaty. [\[Thank you.\]](#)

You and I shall bring peace to Sturmford and Drangheim for the first time in a hundred years! Come back tomorrow, and I shall have the treaty for you.

[\[We will see you tomorrow.\]](#) [\(q30\)](#)



Spent some of the waiting time until next day by engaging in the guards' fight against the [Desert Terror](#).

It must have received hits worth many tens of thousands of hit points during the fight, but still appeared unaffected.

So can safely assume it can't be done.

The day after (June 14.),

Kira the Cold:

[\[We've returned for the treaty.\]](#) As I promised, here it is. All the other Jarls are here awaiting the start of the war council.

[\(What? Already?\)](#) As soon as Bjarni and Sigmund have signed it, we shall convene for the war council.

[\[Thank you. We will be back very soon.\]](#) They're not very trusting of each other, so I would recommend you have them sign it in a neutral place. If you wish, they may come here to sign it before all the Jarls. Good luck! [\(q30, 4500 XP\)](#)

Bjarni Thorvaldsen (Sturmfjord):

[We have a peace treaty written by Kira herself.]

Kira wrote it? Wow! I didn't know she was so interested in the affairs of Sturmfjord. Very well. As soon as Sigmund has signed it, so will I.

[You and Sigmund will sign it together in Thronheim.]

All right, that is fair. I can't blame him for not wanting to sign it first. Plus, it will give me a chance to be with Kira before the war council convenes.

[We shall see you there.] Yes. Have a safe trip. (q 30)

Sigmund the Stressed (Drangheim):

[We have a peace treaty written by Kira the Cold.]

Kira wrote it? She is a fair and just ruler, I will trust her words. Very well. As soon as Bjarni signs it, so will I.

[You and Bjarni will sign it in Thronheim.]

Thronheim?! That Bjarni doesn't trust me enough to sign it first?! Very well, I will go to Thronheim and sign this treaty.

[We shall see you there.] Farewell. (q 30)

War Council

When party opened the door to Kira's throne room, we were met by a cut scene, showing first Bjarni and Sigmund signing the treaty to the applause of the other Jarls. Then a heated debate started, with Markel (the Great?) insisting on following his Rules of War book. Eventually the debate got personal, and ended with Markell offending Kira, which was just the occasion she was looking for, and drove her sword through him – again to the applause of the other Jarls.

(q30 completed, 8000 XP)



Then suddenly a bright green light appeared, and before us stood no other than **Yrsa the Troll**.

Note also that Forad Darre has disappeared from the adventuring screen (i.e. no longer part of the party.)

Yrsa the Troll:

There you are. [Yrsa? What do you want?] There is something you must do for me immediately!

[What? We're a little busy now.] You are never too busy for me! As I recall, you agreed to do anything for me at a time of my choosing.

These people can deal with this! This must be done NOW! Leave your friend Forrad behind and get busy!

[Alright, what do you need done?]

You must travel to the Thing in Thjorgard. Once there, you must win the Dragon Prize by winning in all the games, and take it to my daughter Bikki in Thronheim. [What? You're interrupting us so we can go win some prize?]

Yes! My daughter wants it. You must go get it NOW! [Alright. We will get this prize for you.]

When you've given the prize to my daughter, you can return here. I'm sure they will be ready for you by then. Farewell (quest 31)

So had to go to Thjorgard and the Thing.

First checked out what this was all about.

Talked to Huckster in the middle of the Thing, bought 10 tickets and got **Game Instructions**.

There are six games you can play. These are the instructions on each game.

Ding the Bell: When you are ready to play, click on the base of the bell tower to send the striker to the bell. If you ring the bell, you win!

Whack-a-honkey: Click the start lever. As the geese move up and down, try to hit them by "using" them. If you hit eight or more, you win!

Strongarm the Half-Orc: Standing next to the bell tower is a half-orc soldier who thinks he's tough. If you are stronger than him, you win!

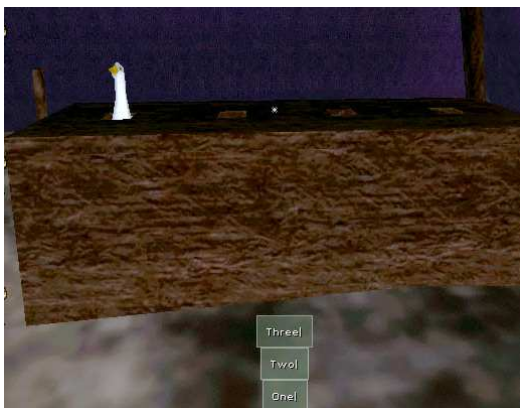
Runestones: Click on any stone. The goal of the game is to guess which stone is which color. Click on a colored stone, and then a non-colored stone to transfer its color. When you think you have the right order, pull the lever. The stones you have correct will burn. If you get the order right in four chances or less, you win!

Stones: Click on the game board. The goal is to prevent your opponent from placing any more stones on the board. You can only place your yellow stone next to a stone you have already placed. If you stop your opponent from placing any more stones, you win!

Boat Race: Speak to the referee. The goal is to reach the finish line before your opponents do. To make your boat move, shoot it with arrow or hit it with your sword. If you reach the finish line before your opponents you win!



Stones game. Just isolate half of the board. As to left, I've already won.



This was the only hard (well, not-very-easy) one. But the pointer didn't have to be exactly on the goose.

After winning all the games and got the Dragon Prize, town-ported to Thronheim, Bikki Yrsadottir:

What did you bring me?

[We've got all the stuff you asked for.]

Gimme gimme.

[Not too well-behaved, are you?]

Shush! Go away!

(q 31, 16000 XP)

Then back to Kira's Castle, where the throne room was empty...

Dain Swordstrong (guard):

[Where have they gone?] Gone milords? Why your man Forad claimed to know where the Beldonian army was camped. He led them out of here days ago. (Actually, it's still the same day as the council...) You must hurry if you are to catch them before the battle!

[Which way were they headed?] Your man Forad said they were probably going to meet the army in Yorwick. You must hurry! Take the Connecting Tunnels west of here. It's dangerous, but it's the fastest way to Yorwick. [We shall. Farewell.] (quest 32)

Now could use the Beacon we had placed near the Wizard's Lab. Once we arrived in Yorwick (by the Lab (?)), we got a cut scene showing the destruction of the entire Chedian army. Sven Forkbeard was still barely alive, and managed to tell us a few last words. (q32, 34000 XP)



Sven Forkbeard:

You arrive at last – We were betrayed...

The man you put to lead us ... lead us directly into the hands of Tamur Leng. We were ambushed...

We stood not a chance.

Get our soldiers back ... You must find a way to **get our soldiers back** ... You must ask Skraelos to allow our soldiers to return. ... You must find the betrayer and kill him... and then he died.

(quest 33)



And thus ended the fellowship (end of part 1)

Part 2. Going to Arslegard

Only quest on quest list now (apart of the dragon quest) is to find a way to Arslegard to get the armies back.

Completely in the dark, we started asking all people we met how to get to Arslegard.
And lo and behold, in Sturmford we got a clue:

Tynan A'Lyrae:

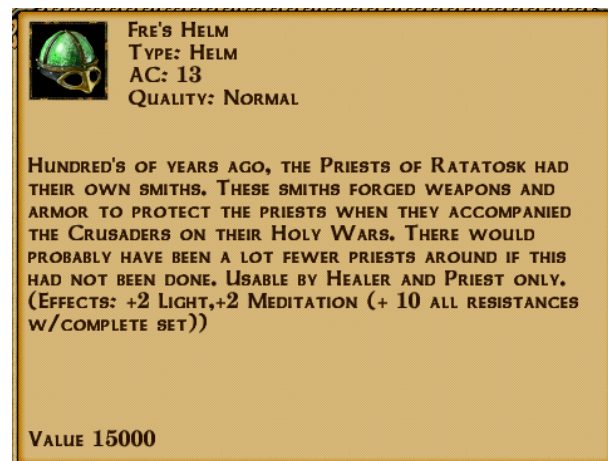
He really went to Arslegard, you know. My husband went to Arslegard and came back. [How'd he get there?] Why, he died of course.

So it appears we have to die... That's a novel one in a computer game!

In the meantime Pug had become proficient in ID monster, so we revisited some places to learn more about the monsters – and also learnt something about game design. E.g. when we TP-ed to Drangheim, Sigmund was there (he's dead, isn't he), while Sven's throne in Thjorgard was empty. (But Sven was later found crouching near the portal stone – weird...) In Drangheim prison we were welcomed by Ivsar, who thanked us for freeing him (!). Also went back to ruined temple in Frosgard, and was then allowed a new choice by the Genie when freeing him once more. This time chose *item*, and got Fre's Helm.



Sven Forkbeard as dead...



Arslegard

After some exploring and training the party jumped into the sea outside Thjorgard and stayed underwater until dead. This would earlier result in an end-game sequence, but now instead we got a view of party arriving at Arslegard. There we were met by this stubborn guy:



Hanndl

Hanndl: (approximate repeat of orals in cut-scene)
You again! I have told you I won't let you in
(? We've never been here or seen this guy before...).
[You must let us in. We must have our armies back.]
What's so important about a bunch of dead soldiers?
[We need our armies to fulfill our destiny...]
If I am to let you in, you will need a **Writ of Fate**.
I will transport you to the **Dark Passageway**.

(Completing Dark Passageway: quest 34
Getting Writ of Fate: quest 35.)

The Dark Passageway



1. Entry point
2. Note on wall
3. Ladder down
4. Skeleton statue
5. Zombie statue
6. Lich statue
7. Banshee statue
8. Door: Exit from A
9. Statue opens door 10
10. Door: Exit from B
11. Note on wall
12. 4 pressure pads
13. Igrid, q36

| Door (may be secret)

S: Source

M: Mirror

T: Target

Near each exit is a pink crystal. Touching this teleports party to the passageway to next area.

Note on wall (11):
Ascend ye the path of
righteousness

A-B: Apparition, Specter
B-C: Reptilian Terror
C: Colloidal Warrior
C-D: Specter, Amphibious Terror, Desert Terror, Reptilian Terror
D: Sea Monster Male, Sea Monster Female
E: Amphibious Terror, Desert Terror, Reptilian Terror
E-F: Specter
F-13: Apparition, Specter
Difficulty: Hard
Lv 46 – 47 (Pug 62)

Note on wall (2): (Scrap of Book)

Undead Behavior

For it is said that the **SKELETON** does not like the **BANSHEE**. However they are often found under the command of a **LICH**. Many have said that the **ZOMBIE** is the best behaved of them all. The **BANSHEE** however does not like listening to a **LICH**; nor will a **ZOMBIE** listen to a **SKELETON**.

That gives the order: 1) Skeleton 2) Banshee 3) Lich 4) Zombie 5) Banshee 6) Lich 7) Zombie 8) Skeleton

Room A: Touching one of the statues (4) – (7) moves part of the bridges up or down. When puzzle has been correctly solved, door (8) opens and is accessible by bridge. Solution is to follow order given as clue in note. However to be able to do this it is necessary to swim from one bridge segment to another. Also, skeleton can be reached from water level by a ladder on the side (that took some time to figure out...)

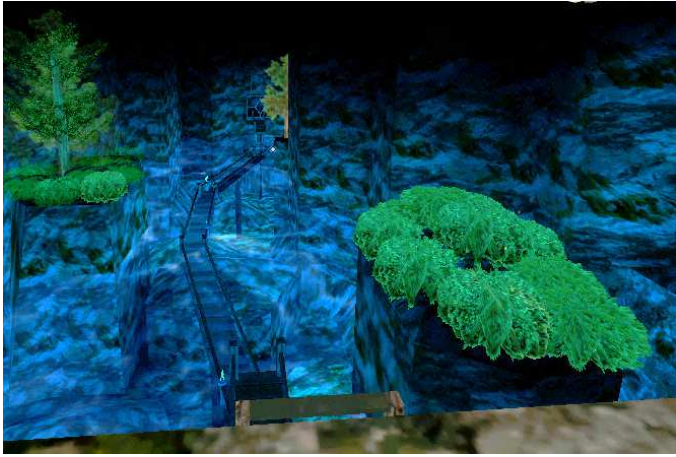
Room B: Follow narrow ledge from entrance upwards and around edge of room. On arrival at (9), "use" statue, which opens door, but also activates "laser guns" shooting across ledge by all the other statues. Just wait till right after a shot before passing – no problems.

Room C: Underground garden. Nothing at all (apart from the monster, and the chests with no goodies.)

Rooms D: Water. Fight Male Monster in first pool. Swim underwater passageway eastwards (dark, but must find teleporter crystal to eastern room) In eastern room the crystal sits in a cage on the island. Fight Female Monster in water, which removes the cage and enables access to crystal to E.

Room E: Mirror problem. Turn all the four mirrors, such that ray from (S) is correctly reflected in each mirror to eventually reach target (T) (as indicated on map). This opens all 7 doors. Monsters behind all of them. (Running to (T) at least avoids being surrounded.) (Nothing special in the chests.)

Room F: Step on pressure plates in order as shown above lever, last plate lifts party to top, and a (difficult) jump to last passage.

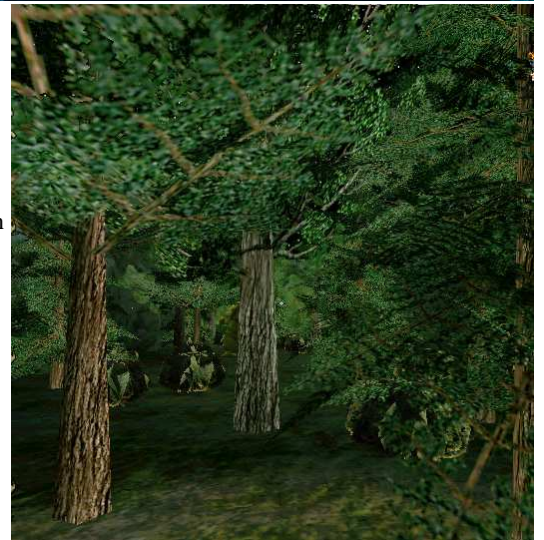


First view of room A, and a close-up of the final part.



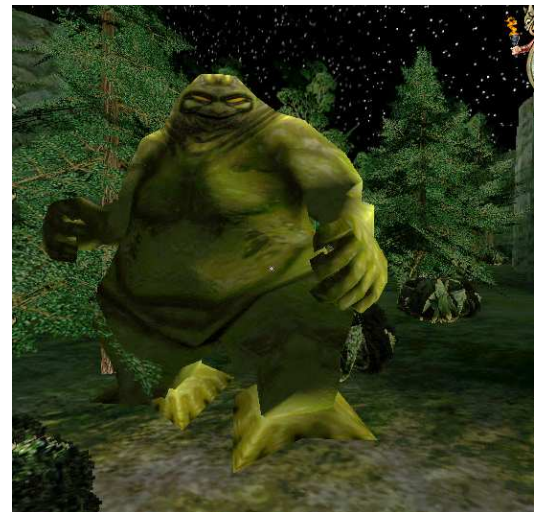
Room B. At the end of the ledge, touch this statue to open door on other side.

Room C. Just an underground garden.



And then these guys start spewing laser beams across the ledge.

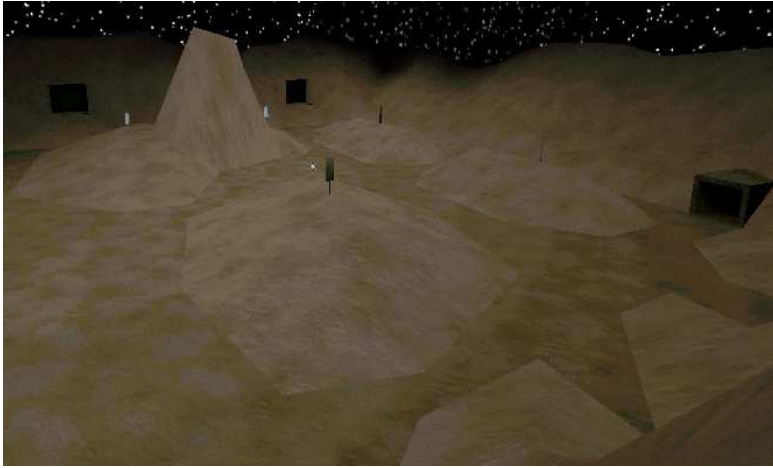
... and this guy.



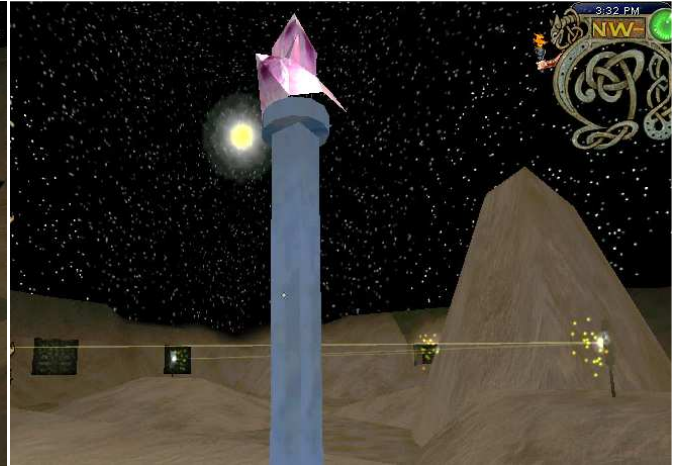
On the way to room D.



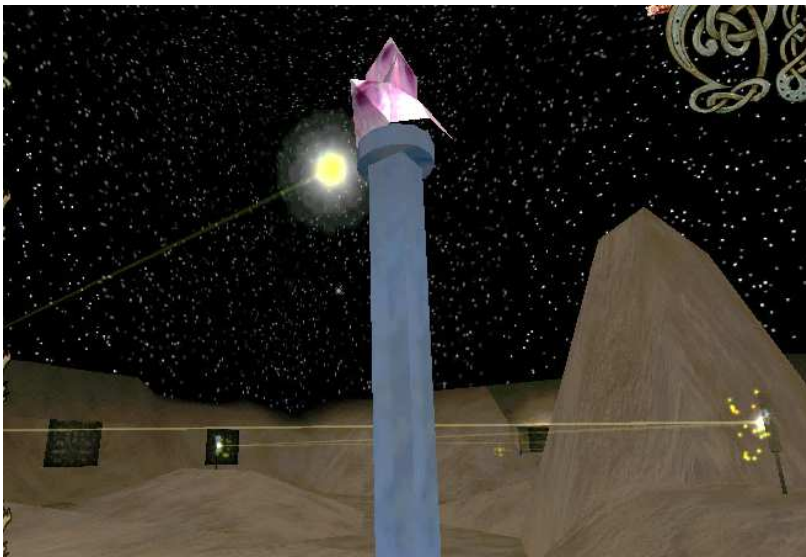
As we entered room E, we got a short view of a guy called [Njam the Meddler](#).



An overview of room E, with the mirrors that must be turned.



Here we've got the first two right. (Note; ray is only visible a fraction of a second, so good job to capture this!)



Now it's almost there – just a slight adjustment of the last mirror (which can't be seen from (S) – adding to the challenge!)



All doors open, and these guys remembered it was time for a meal.



Room F. Step on the pads in the order given on the wall. Keep standing on ||||, which then lifts party to ceiling, and jump to ledge.

Igrid:

Come, sit. Igrid shall comfort you.

[We've come seeking a Writ of Fate.]

Yes, yes, I know that wart Hanndl won't let you in without one. I can assure you that there is a Writ of Fate with your name on it. I shall give it to you. But first, there is something you will do for me. [What is it?]

I am rather fond of the **Capstone of Order**, a magical device that insures orderliness. It seems to have fallen from Arslegard and landed in Guberland. Go to the Gathering in Guberland, retrieve the Capstone, and take it to the Isle of Ashes.

[Why the Isle of Ashes?]

It's a convenient place to store it until I need it later. **Take it to Verhoffin's Ruins, and place it on the pedestal in the Lab Room.** Once the Capstone of Order is placed, your Writ of Fate will present itself.

[We will do this. Thank you for your time.]

Stop wasting time with your flowery speeches. Get on with it!

(quest 36)

(q 34 OK, got much XP, didn't register how much.)



Blue stone in back of room is a portal to Guberland

The Gathering in Guberland was much the same as the Thing in Thjorgard.

Bought tickets, and the challenges were the same

(except there was no boat race, even though the game instructions referred to one.)

The prizes appeared more or less random, so had to play quite a few games before we got the complete set of prizes needed to trade in for the Capstone of Order with Thorir Mouth.

(q36 OK, quite a few XP)

Got some training, and as usual enchanted items to get something useful or increase the selling price. Pug got himself a pair of good boots with +5 ID monster, and a ring of HP regeneration. In the Yorwick shop we found another skill-clover and a Black potion of magic boost.

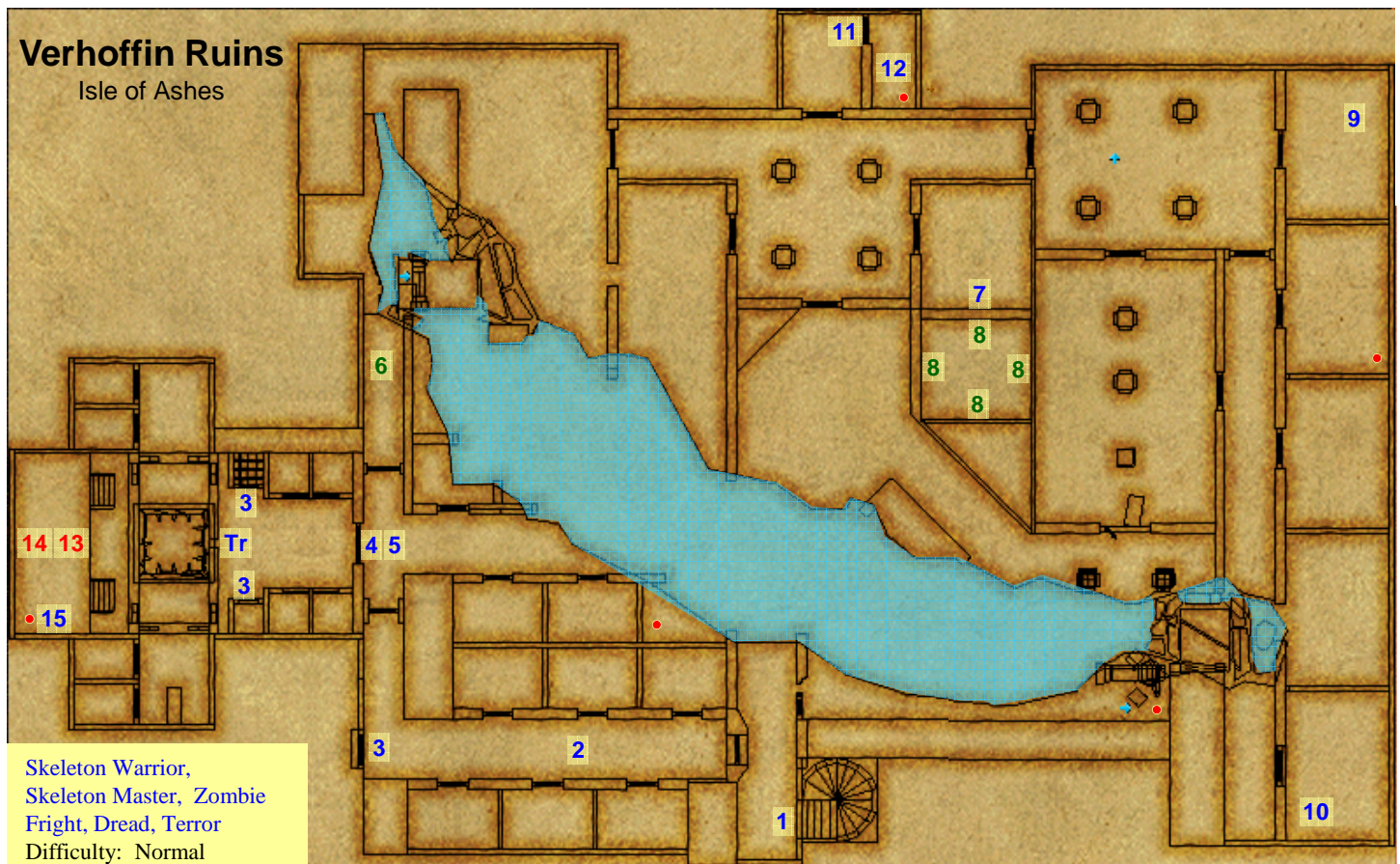
(Now all three magicians have used one, so don't need any more.) Next must find a boat to Isle of Ashes.



Arrived at Isle of Ashes at the same place as the first time (not at the boat dock), and worked my way round to the Verhoffin Ruins (left)

Verhoffin Ruins

Isle of Ashes



Skeleton Warrior,
Skeleton Master, Zombie
Fright, Dread, Terror
Difficulty: Normal
Lv 49 – 50 (Pug 75)

Scrap of Diary (9):

...I fear that the RED skeletons have escaped from my control. I should have known those YELLOW-bellied cowards I hired from the Ursanian Army would not be suitable for the transformation...

...I don't understand what is wrong with my soldiers. As the days go on, their attitude worsens. The other day, one of the division captains told his superior he was feeling BLUE. Perhaps the power I infused in them has been corrupting their souls...

...and then they fought each other, both because of GREEN envy. Had I not enjoyed watching them fight, I might have put a stop to it. It gave the men a laugh though, and I saw more than a few of them bet on it...

...found it in the Barbarian region called Cheh'dian. It was an ORANGE metal, somewhat akin to gold. During my experiments I found it takes readily to enchantment. I think I will need to acquire more of this substance.

1. Entry point
2. Prison cells, skeletons drop down when walking here
3. Locked door, inaccessible (?)
4. Locked door to lab
Note: Fireball trap when opened
5. Pentagram on floor (Lit when stepped on)
6. Trap, can't be avoided or passed
7. Button to drain ruins
8. Knobs to flood ruins
9. Scrap of Diary
10. Scrap of Diary & Key to study
11. Door to study (use key)
12. Verhoffin's diary (useless, but needed for Mage PQ)
13. Pedestal for Capstone of Order
14. Writ of Fate appears on table
15. Black chest with Fre's Ring



Outside study (4, 5).



Scrap of Diary (10):

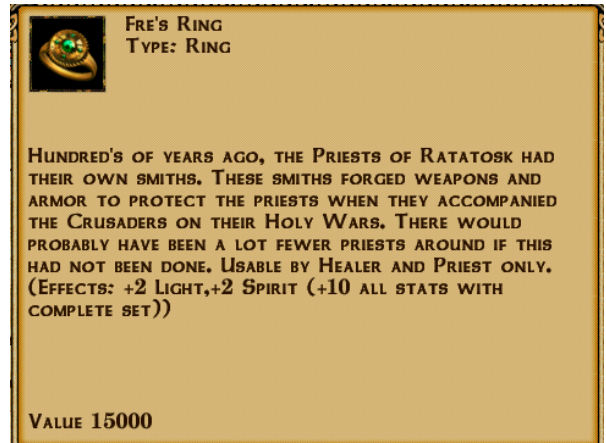
...That Emperor Trandis is up to something, I'm certain of it! He had some soldiers out here from their encampment scoping out the terrain. He'll be in for a shock, that's for certain! I am the only one who knows where all the traps are. Should his troops gain entry into my tower they'll certainly not find a way out...
...from the letter I got today. It was from someone claiming to be my sister! I will be the first to admit I do not recall anything from my childhood, but I'm certain I didn't have a sister ... did I?...
...he claimed to be one of the creatures who created me. As if I was not born from a womb at all! He claimed that I was the victim of some bizarre experiments. I laughed at him...
...I won't back down. I am sovereign from the Ursanian Empire, and I mean it! Those soldiers will be sorry on this day!...
...He paid me to give him the thing. He called it the "Capstone of Order". I no longer had any use of it. It was a lot of money, so why not?...
...Perhaps? I have locked my diary in the study. It should be safe from prying eyes there!



Outside study second time – the pentagram was lit. Stepped on flames in order given by clue in Diary:
Red – Yellow – Blue – Green – Orange.
Door now opened. (Stand on side to avoid fireball trap)



Not very fond of visitors, are we?



Placed the Capstone on the pedestal, mission Verhoffin complete.
(q 36, 45000 XP)
Got Writ of Fate.
Return to Arslegard with it. (quest 37)

Actually this isn't what happened. *Thought* we'd got the writ (quest log said we had), but the writ appears on the nearby table when Capstone is placed. When we went back for it, it wasn't there (of course). So had to replay the Ruins. Luckily I had a save just before departing for Isle of Ashes. This time the black chest contained Gungnir, so now Dwalin has two.

This time, when party drowned, we arrived safely in Arslegard, and got some XP for that (q37)

Arslegard City



1. Jokull the Ugly
2. Bathhouse
3. Portal to Hall of Gods
4. Njam the Meddler
5. Tomb of 1000 terrors



Temple

Jokull the Ugly (Innkeeper):

[Do you have any news?]

Well, I've got this **bathhouse** I bought, which seems to have a little problem.

[What sort of problem?] Well, the guy I bought it from didn't secure the doors before he closed down for good. Now some creature called Eboria has taken up residence there. Krohn himself is anxious to take a bath, and wants the thing operational.

[Why doesn't he help you?] You ever try asking a god for anything? Didn't think so. Krohn says it's my problem, and I have to deal with it. But I'm not going in there! That Eboria and her concubines would tear me to shreds.

[Sounds like you're in a heap of trouble alright.]

Say, you look like the strong type! I don't suppose you'd want to go in there and show those monsters who owns that place, would you? I'd pay you well.

[Why not? We'd be happy to.] Thanks! Come back here for your money.

(quest 38)

When back after completing the quest:

[We've cleaned your bathhouse.]

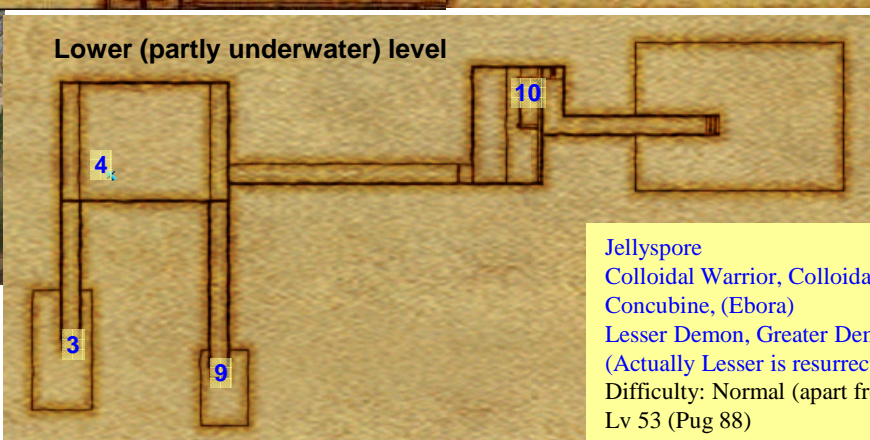
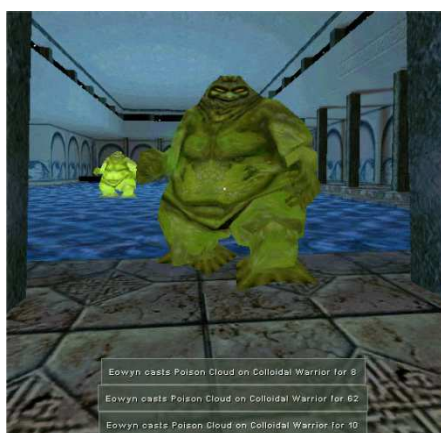
You succeeded? You must be very strong! Thank you! Here is your reward.

... but we didn't get any reward, neither gold nor XP (looks like a bug.)



1. Entrance
2. Hole in pool, shaft down to 3
3. Up to 2
4. Scrap of paper
5. **Ebora and three concubines**
6. Hatch (crouch to enter)
7. Oven with valve
(very hot between 6 and 7)
8. Hole in pool, down to 9
9. Up to 8
10. Valve for draining stairs (11)
and adj. room (Also shown as 10A on main map)
11. Flooded stairs initially
12. Drainage hatch – damage!
13. Door, can't open while flooded
14. Black chest with **Witchbane**

Items In vases – shoot to break
(many good items in vases or left by
monsters, a.o. several "Pure" Potions).



Jellyspore
Colloidal Warrior, Colloidal Guardian
Concubine, (Ebora)
Lesser Demon, Greater Demon
(Actually Lesser is resurrected as Greater)
Difficulty: Normal (apart from bug)
Lv 53 (Pug 88)

Scrap of paper (4):

...And then I told that Krohn no! He told me like he was in charge of the world! Well I just could not tolerate that kind of behavior. I probably would have helped him if he had only asked nicely. I can assure you though he did not! Maybe being a few days without a bath will lighten him up. And then you know what happened ...

Valve at (7).

One way of disposing of Ebora may be to turn the valve to maximum, so that the steam in room (8) becomes lethally hot. I didn't try that (but did get 200 damage by the steam).


Warning: **Beware of buggy behavior!**

When the three concubines have been killed, we get a cut scene showing a very angry Ebora. This cut scene frequently locks up. Had to do this fight four or five times before I "survived" the cut scene and the game continued (Helps to fight in real-time mode). **(Did get a quest-complete pling and XP at this stage)**





Lesser demon – then reappears as Greater Demon



WITCHBANE
 TYPE: HELM
 AC: 15
 QUALITY: NORMAL

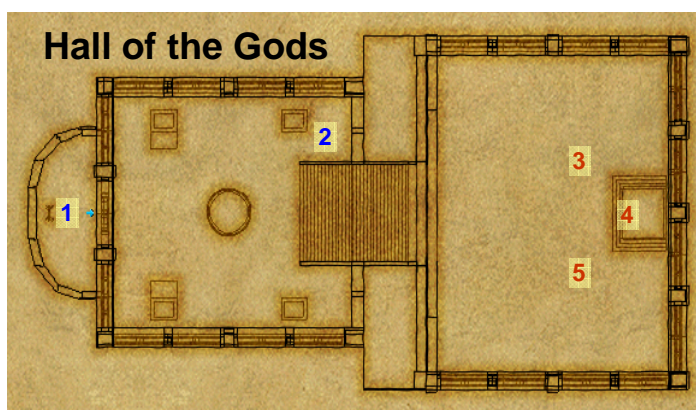
IT IS SAID THAT THIS HELM IS MADE FROM THE SKULL OF ILTHIC, THE MOST POWERFUL WITCH OF THE URSANIAN EMPIRE. RUMOR IS, EMPEROR RALFOR HIMSELF SEVERED HER HEAD. AFTER REMOVING THE UNNECESSARY PARTS, HE HAD THE NEW HELMET ENCHANTED AGAINST MAGICAL ATTACKS. (EFFECTS: +20 ALL RESISTANCES, +20 AC VS MAGIC ATTACKS)

VALUE 25000

This must be one of the best pieces of armor in the game!



Entrance to Hall of the Gods, and interior with the portal to the Hall



1. Portal
2. Note
3. Fre
4. Krohn
5. Skraelos

Note (2):
 Purchased by Fre for the sum of 5000 gold, one Emperor Goose
 Arslegard Pet Shop



Fre:

Blessings my children. [Can we ask you some questions?]

I have got a task for you. If you can complete that task, I will answer three questions for you. [We would be glad to do your task.]

There is a new religious group called Honkies, or Honkers or something of that nature. They have begun to worship Philip, our pet goose.

[We've heard of them.]

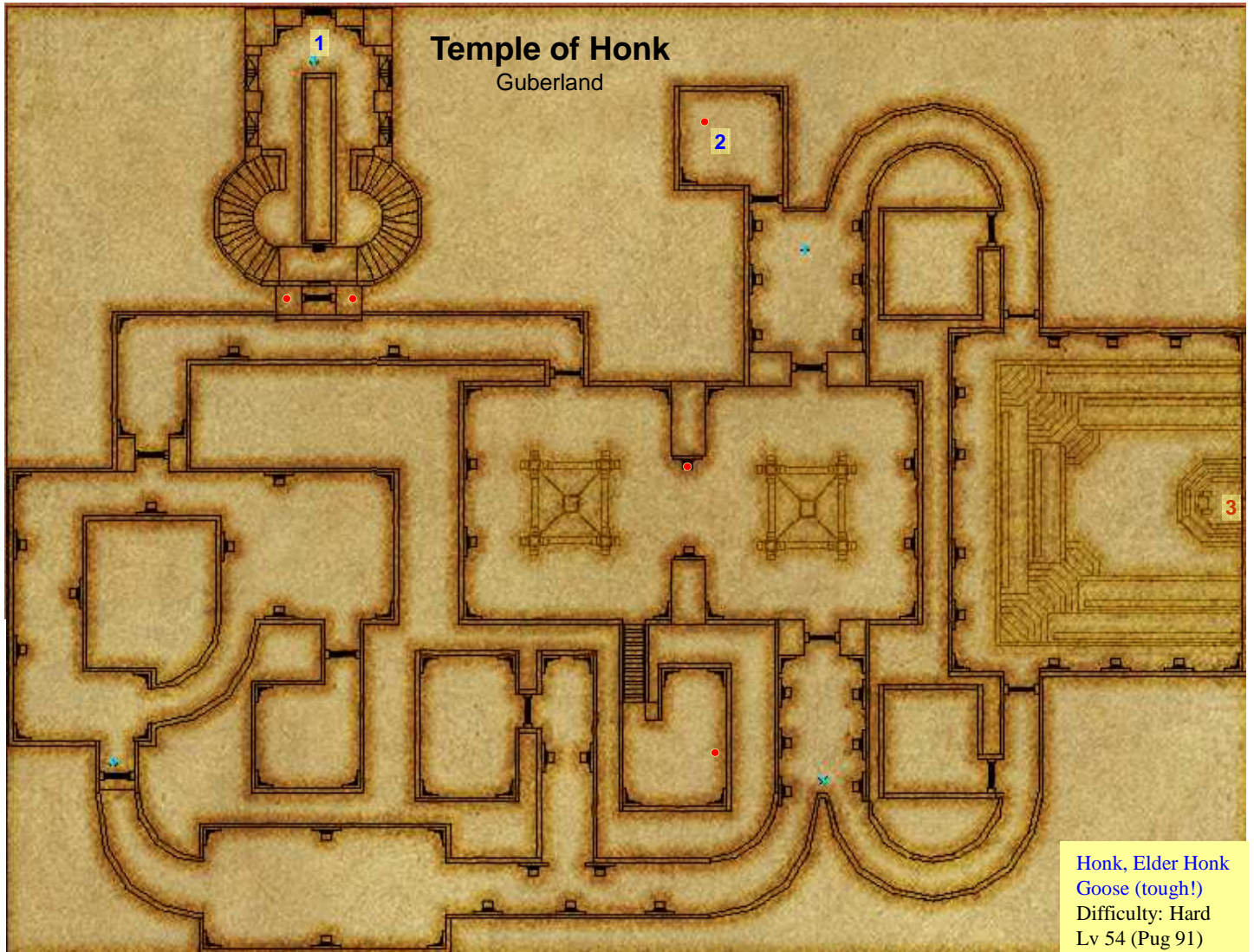
This is becoming a problem, as it is taking their time away from those that they should be worshipping, namely us! I wish to teach them a lesson. Go back down there, get into the Temple of Honk, and bring back to me the icon they worship.

[What does it look like?] It is a golden statue of Philip, an artifact which they have named the **Golden Honk**. Bring it back to me. And if they should put up some resistance, give them some divine justice. Once they get here, they will pay for their neglect. [Thank you for this opportunity.]

See that you do it quickly. Now be off with you. (quest 39)



Town Portal to Guberland and proceed to the Temple of Honk.



1. Entrance
2. Accountant's key
3. Golden Honk



Fre:
[We have retrieved the Golden Honk.] Wonderful. As a reward I shall answer three questions.
[Who is behind Tamur Leng?] I cannot answer that. Besides, what makes you think he is not acting on his own accord?
[Will we succeed in stopping Tamur Leng?] If you preserve? Yes.
[What does the future hold for Chedian?]
Should you succeed, I see the clans united. A leader will emerge, borne of two Jarls. She shall draw the sword and become Queen of all Chedian.
[What sword? What two Jarls?] Those are questions I cannot answer. (q 39, 25000 XP)

Next took a Chedian-in-a-week round trip, and learned about the monsters we still hadn't identified. At the end of the round trip, we went to the dragon cave in Lindisfarne.



1. Entrance

2. Black chest w. [The Green Man](#)

3. Black chest w. [Soulband](#)
- Dragon King

Difficulty: Extremely Hard

Lv 58 (Pug 104)

Dragon King has some 39000 HP, and regenerates quickly. Started with Elemental Protection and Elemental Aura, which was regularly renewed. Persistently cast Poison Cloud (or used wand), interrupted by healing when needed, and sometimes Souldrinker. Also tried Curse, Disease, Dark Grasp, but didn't look like they had any effect. Used Divine Intervention twice during the fight. Reward: 0 XP (!), but the items in the chests were nice.


(Could as well have run in, raided the chests and exited (??))

At the end got **Super Guber Award**:

“Yes, it's true, you killed the Dragon King! Congratulations! Your Guber-ness now ranks up there with Markel the Great. Perhaps when all of this is done, it will be you who is the new Jarl of Guberland.”

(But quest log still shows "Kill the dragon" as uncompleted quest. Bug?)






Soulband

Type: Ring

Soulband wasn't so much created as it was evolved from something else. It started its life as a trinket worn by a small child who became possessed by a revenant. Since that time it has passed from owner to owner, taking a little piece of them with when it passed to its new owner. (Effects: +5 Light; +3 Meditation +50 SP, of speed)

Value 15000



The Green Man

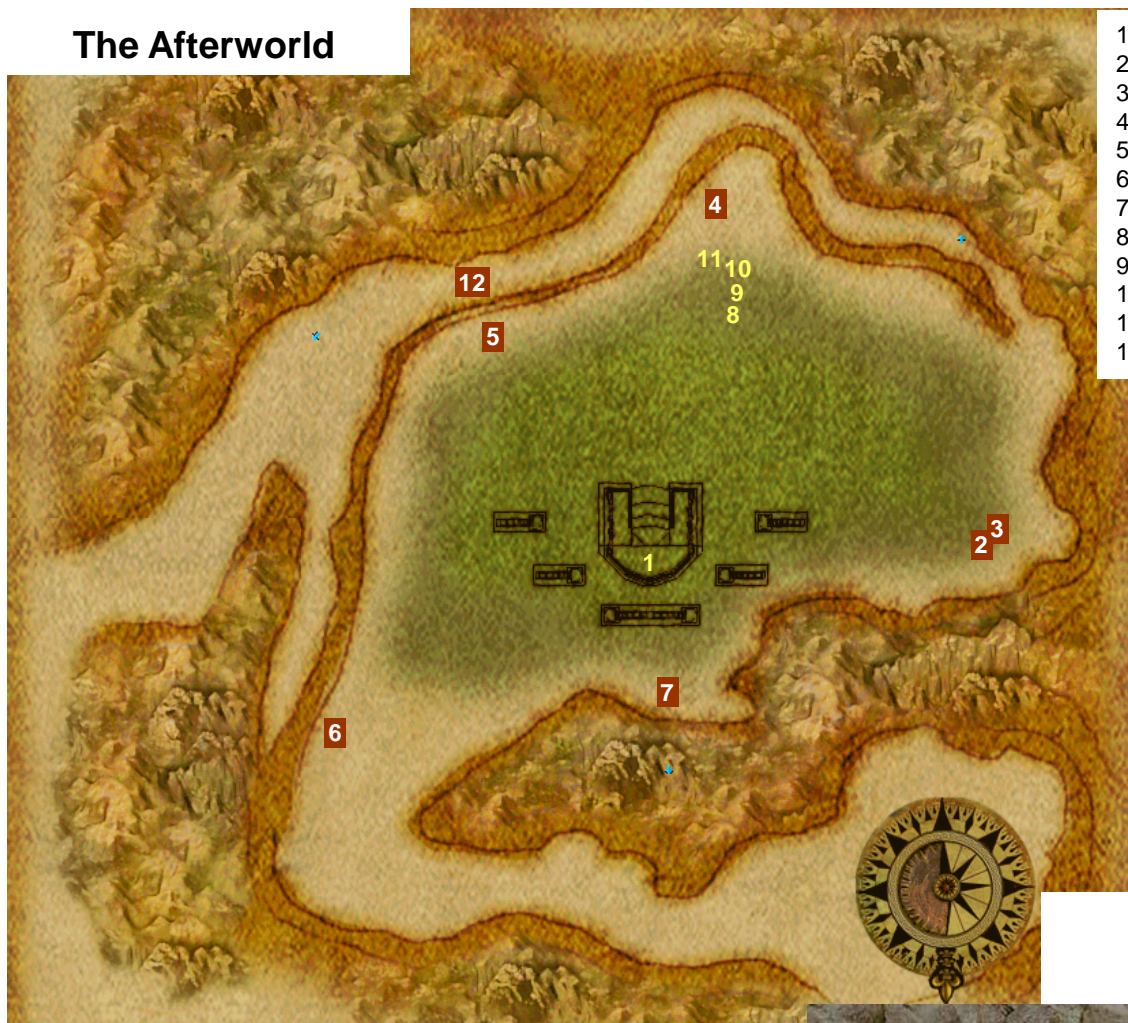
Type: Amulet

This amulet was a gift from The Green Man. Very few are blessed with a visit to The Green Man, and fewer still have a gift bestowed upon them for it. (Effects: +20 SP; +3 Meditation +5 Light, +5 Spirit, of regeneration)

Value 30000



The Afterworld



1. Skraelos
2. Markel
3. Sigmund
4. Bjarni
5. Sven
6. Kira
7. Tryggva
8. Sigmund's sword
9. Sven's sword
10. Kira's & Bjarni's sword
11. Tryggva's sword
12. Fire of blazing inferno

Markel the Great:

Behold the famous Markel the Great!

[Markel? Why are you here? You weren't killed in the battle?]

Do you not think I had an interest in that battle? Do you think that I wasn't betrayed by it's outcome? My people as much as anyone else's are in danger.

[Yes, that is true. Their suffering is our responsibility.]

Go, warriors. We are all counting on your success.

Sigmund the Stressed:

Greetings, travellers. [We are sorry, Sigmund. Our ignorance killed you.]

Persevere. Your ignorance has not failed us yet.

Bjarni Thorvaldssen:

Greetings, adventurers. What can I do for you?

[Bjarni, forgive us. We are the ones who killed you.]

Go, friends. You must succeed in this. Then all will be forgiven.

Sven Forkbeard:

Well met, friends. What may I do for you? [Sven. It is our fault you are dead.]

So I am told. Fear not, brave soul. Persevere and we shall succeed.

Kira the Cold:

Good day, travellers. What can I help you with?

[Kira, you are dead, and we are responsible for it.]

Do not be too distraught, friends. Persevere, and you will succeed.

Tryggva Ravenlocks:

Hello. [We failed you Tryggva, and we are sorry.]

You may yet have the chance to save my people again, warriors. Go, and rescue us.



Skraelos:

Greetings, Mortals. [We have confessed our guilt.]

So you have. (q41, 16500 XP)

Now go, and suffer. (quest 42)

.

Turned round, and was met by

The Questioner:

Whom do you serve?

- We serve the people
- We serve ourselves
- **You, my lord**
- We serve Chedian
- We serve the world

For what purpose do you quest?

- To save the world from Tamur Leng
- **To serve you, my lord**
- To gain experience and riches
- To save Chedian
- To rescue our fallen companions

What is the nature of your failure?

- We trusted a traitor
- We were betrayed
- We allowed a traitor to stand amongst us
- **We encouraged others to trust our misjudgment**
- We allowed our friends to be slain

Whom do you owe?

- You, my lord
- We owe Tamur Leng and Forad Darre a good wholluping!
- **We owe those we betrayed**
- We owe the people of Chedian
- We owe no one

How must you make amends?

- **We must pay the price of our failure**
- We must kill Forad Darre for betraying us
- We must rescue our friends from death
- We must light the Six Fires of Pendance
- We must stop Tamur Leng

What price must you pay?

- We must kill our betrayer
- We must surrender all our gold and treasure
- We must give up all that we have experienced
- We must pay whatever price is required, my lord
- **The ultimate price, my lord. Our lives.**

Shall you pay [Yes, my lord]

Very well. Proceed. [Thank you.] (q 42, 16500 XP)

Back to Skraelos:

[We have known suffering.]

Perhaps you have. Scattered here are the soldiers who helped in your betrayal.

Retribution demands that **you slay them.** (quest 43)

.

Forad Darre, Horde Warrior, Horde Leader

.

Skraelos:

[We have slain the soldiers]

Retribution is yours. Beware, these were just ghosts, reflections of reality.

Forad Darre still exists. (q 43, 16500 XP)

Your next task is to face your **absolution.** Out there is the battlefield, Find the weapons of the fallen Jarls and bring them back to me. (quest 44)

.

On returning to battlefield was met by **Frights, Zombies,** and **Ghosts.**

Defeated them and found the Jarl's swords. (Naturally enough, no Markel's sword.)





Skraelos:
Greetings, Mortals. [We have collected the swords.]
You have been absolved. (q44, 16500 XP)
Out there is a blazing inferno. Step through to be reborn.

Met a new bunch of undead on the battlefield en route to the blazing fire.
Stepped into the fire, and found ourselves back in the Hall of Gods.

Skraelos:
[We have lit the Six Fires of Penance.]
I must admit, I had little faith in you, but the Six Fires are blazing. Very well, I shall let you take your soldiers back to your world. (q 33, q 40, 33000 XP)
[Thank you] I shall warn you, however. Should they die again, I will keep them. You will find their leader, Sven Forkbeard waiting for you outside the gates to Hallenhalt. [Farewell.]

By stairs outside Portal to Hall of Gods,

Sven Forkbeard:
Well met, friends. What may I do for you? [Sven! It is good to see you!]
Aye, it is good to be seen! We have no time to waste! After we were massacred, Tamur Leng's army turned north and is attacking Frosgard as we speak!
[Gather the army. We shall make for Frosgard immediately!]
I will see to it personally. See you there! (quest 45)

In Frosgard lots of small battles between us and Clan soldiers on one side, vs. Horde Leader, Horde Warrior, and Horde Grunt. Also we met Forad Darre, and quickly did off with him. But we could have engaged in conversation before we did:

Forad Darre:
Hello, I am called Forad Darre. Who are you? How did you get here?
[There you are, traitor!] I think you have misjudged me. In the eyes of my master, Tamur Leng, I have just done a great service to my nation. He has rewarded me by making me Lord of Chedian! [Not without killing us, he hasn't!]
Why waste your time on such things? Join us! We can rule all of Chedian together.
[We would never rule alongside a traitor!] Then there's nothing more to say.

In the Town Hall, we finally confronted Tamur Leng:
What now? [We have come to end this, Tamur Leng!]
You! Forad had instructions to kill you! How is it that you are still alive?
[The traitor is finished.]
It seem that I underestimated your abilities. I can assure you that will never happen again! You may have won this battle, but in time my hordes will overrun Chedian, and I will see you all enslaved!
[You are beaten! What makes you think you will escape?]
Ha! If you only knew! Well, I suppose I shall tell you. You see, I have been to the place you call Arselegard. I have spoken to Igrid. It was there she informed me of my destiny.
[Destiny? What are you talking about?]
It was there Igrid gave me my Writ of Fate. It told of how I am fated to conquer the world! That is why you cannot stop me!
[That cannot be! We are destined to stop you!]
What!? How can you stop me when I have a Writ of Fate?
[WE have a Writ of Fate!]
That is impossible! We must get to the bottom of this.
[Tamur Leng joined the party] (q 45, 130000 XP)

Immediately after, met with, Thorolf Ratatoskssen:
Pardon me. I've got an important message for you. [What is it?]
Your group and Tamur Leng have been summoned to stand before Krohn.
[What? Why?]
It is not for you to ask why! Your duty is to go! From what I understand, however, you two are to answer to him for what you have done!
[Very well, we shall go.] (quest 46)



Beacon to Arslgard, and to Hall of Gods, **Krohn**:

Who stands before Krohn? [You have summoned us, so we have come.]

Ah yes, Tamur Leng and the band of noble adventurers! Just what do you think you are all doing? Are you trying to make Hallenhalt burst at the seams?

[We have a Writ of Fate. It says we're supposed to stop him!]

And I see that he has a Writ of Fate also. Let me see those! [Yes, sir.]

Hmmm. These are obviously not real. They look to be the work of Njam the Meddler. [Njam the Meddler?]

Yes. He is the god of mischief. It is high time he has paid for the problems he has caused. You are a brave group. This task I will give to you. [What task?]

You are to get **Njam to follow you into the Tomb of a Thousand Terrors**.

Once there, **lead him to the heart of the tomb and imprison him** in it.

[How are we supposed to get him to follow us?]

I don't know. There must be something you can find. Go to his house here in Arslgard. Take this key, you will need it to unlock the door. But beware of him. He is certain to know what you are up to. If you happen to stumble onto him, run. [We will do this for you.]

Of course you will. Be wary, Njam the Meddler is a very tricky individual. Again, if you find yourself face to face with him, run. Remember that he is still a god. When you are finished, return to me, I will have something for you. Good Luck..

(quest 46. q 45 OK, 69000 XP)



Went to Njam the Meddler's house and found this scroll:

The Struggle of Njam

I SHALL COMMIT THESE PLANS TO PAPER, SO KROHN WILL KNOW WHO IT IS WHO HAS BEATEN HIM FINALLY. I WILL SHOW THIS TO HIM AS HE ENTERS THE HALL OF STORMS ON THE TOP LEVEL OF THE TOMB OF A THOUSAND TERRORS. I WILL ALLOW HIM TO CASUALLY PERUSE IT AS I THROW THE SWITCH THAT WILL IMPRISON HIM IN THE FROST SHELL. HE'LL NOT EVEN BE ABLE TO THINK OF GETTING OUT. I'VE ALREADY TESTED IT ON A FEW OF THE TOMB TERRORS. THEY WERE ENCASED SO WELL THAT I MYSELF COULDN'T EXTRACT THEM FROM IT. ONCE KROHN IS ENCASED, I WILL TAKE FRE AS MY WIFE AND RECAST THE WORLD ACCORDING TO MY DESIRES. GONE WILL BE THE DAYS OF BEING KIND TO THE MORTALS. THEY WILL ALL BE ENSLAVED TO SERVE ME! WHO, AFTER ALL ARE THE GODS? SHOULDN'T THE GODS BE IN CHARGE?

THE PLAN IS GOING WELL. THOSE FOOLS ACTUALLY LEFT ON THAT BOAT, AND 'MYSTERIOUSLY' ENDED UP ON THE ISLE OF ASHES. AND WHO DID THEY MEET THERE? WHY AN OLD WOMAN NAMED YRSA THE TROLL! OF COURSE THERE IS NO SUCH PERSON! I JUST CHOSE THAT FORM IN CASE THEY RECOGNIZED ME WHEN I TOLD THEM OF THEIR SO CALLED FATE. THAT FOOL TAMUR LENG ALSO TOOK THE BAIT, AND AT MY URGING SENT HIS ADVISOR FORAD DARRE TO THE ISLAND TO MEET THEM. THEY SHALL INDEED BE SURPRISED WHEN THEY ARE BETRAYED BY FORAD DARRE AT THE BATTLE OF YORWICK.

ONCE THEY ARE ALL SLAIN AND COME HERE TO ARSLGARD THAT FOOL HANNDL WILL NOT LET THEM IN. I'VE MADE CERTAIN THAT THEIR NAMES NEVER APPEAR ON THE DEAD ROLL. HE'LL BE FORCED TO SEND THEM THROUGH THE DARK PASSAGEWAY TO GET A WRIT OF FATE. HANNDL IS TOO CRANKY TO WANT TO FIGURE OUT WHY THEY HAVE SHOWN UP.

I'LL BE WAITING FOR THEM THERE, DISGUISED AS IGRID. I SHALL GIVE THEM A FOOLISH TASK TO MAKE THEM THINK THEY'VE EARNED THE WRIT OF FATE THAT THEY FIND. OF COURSE LIKE TAMUR LENG'S, THAT WRIT WILL BE FALSE.

ONCE KROHN FINDS OUT THE MESS I'VE MADE, HE'LL BE FORCED TO DEAL WITH ME. WHEN HE ARRIVES, I WILL TAKE HIM TO THE HALL OF STORMS. I WILL PULL THE LEVER, AND ENCASE HIM IN THE FROST SHELL. THEN VICTORY SHALL BE MINE.

Didn't get any XP for finding the scroll, but when we went into the middle of the room we got the "quest complete" pling, and got a lot of XPs (~65000?), and at the same time the door opened and Njam appeared.

Maybe he needs to see us (or that we took the scroll) in order to get him to follow us. First time we ended up in a fight we couldn't win (couldn't outrun him either), but after a restore we escaped. So assume we're intended to be seen by Njam.



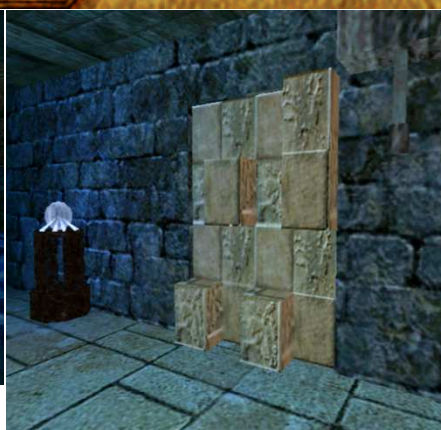
1. Entrance
2. Switch = trap
3. Switch appears when platform sinks. Opens door (4)
4. Door to secret area (not on automap)
5. Black Chest w. Ring [Sturkabygel](#)
6. Underwater tunnel
7. Door opens from tunnel only
8. Puzzle doors (see picture)
9. Black Chest w. [Excala Banna](#)
10. Trap – don't think it can be avoided.
11. Njam appeared here for the first time. When ready to leave room another puzzle door appeared here.
12. 3 Black Chests: [Einherjar](#)
Scrap of Paper + Stairs key
[Blutterbunger](#)
13. On opening N or S door, met by an inferno of lightning. Caused by "Crystal Wizards" in both rooms (fighting each other?)
14. More "Crystal Wizards" casting lightning etc.
15. Open door w. Stairs Key
16. Stairs to Lower Level (1)
17. Hallway from Lower Level Maze Area (13)
18. Lift to Upper Level (1)



Water area. Jump from platform to platform (they sink when stepped on), or swim. Straight ahead the platform with switch. When stepping on center area, it starts sinking, and after a while the switch appears.

Scrap of Paper:
JNAN / NAMJ / AMJM / MJNA

Never understood relevance of this. Puzzle Doors??

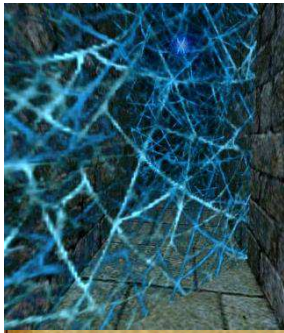


Puzzle door. More or less, the system is that when you push one tile, the four direct neighbor tiles move (out or in) – with some exceptions. Door opens when all tiles are in position "in". (Partly trial and error.)



Trap (10) – ready to attack party.
(But only did about 20 damage per hit, so no big problem.)

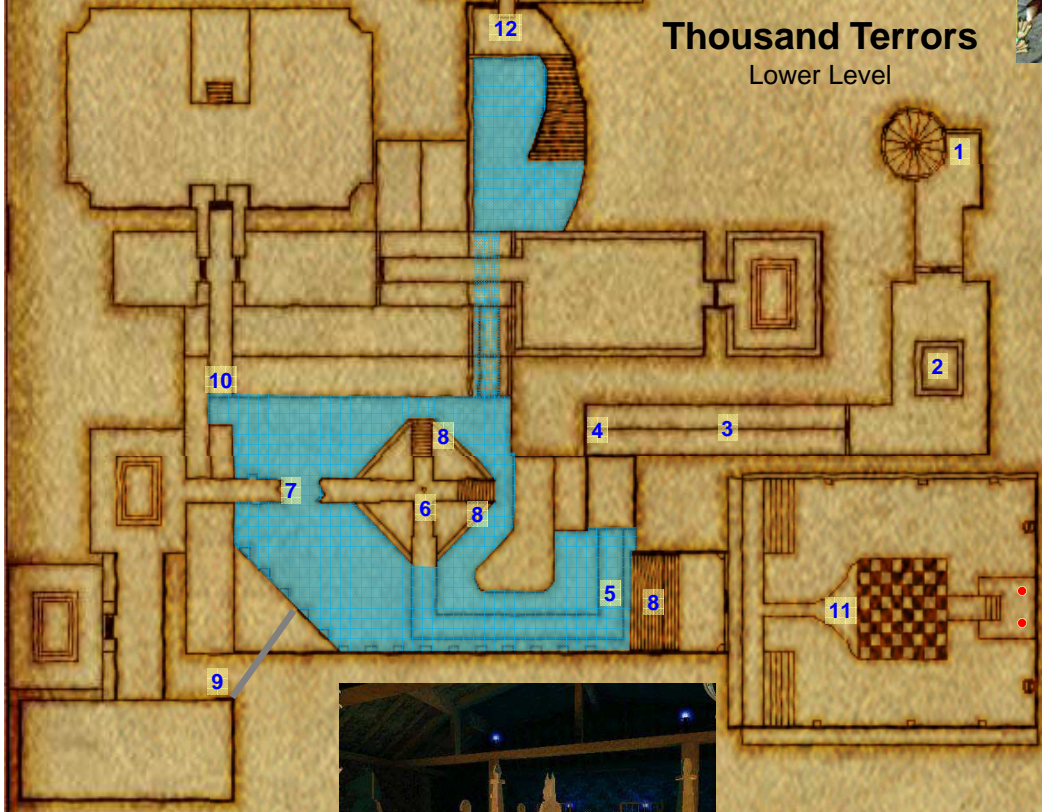
Note: Njam can't be killed. When he appears, fight for a while and he vanishes (in a puff of green smoke). He does much damage, and is an expert in breaking things.



Thousand Terrors

Lower Level

1. Stairs to entry level (16)
2. Big skull – fire spells
3. Two skulls – fire spells
4. Three switches, middle one is a trap (down to water below and nasty fight.) Two others ?
5. Bridge across chasm, attacked
6. Genie Lamp (rubbed and got a flame (?))
7. Chasm can be jumped by casting Fleet Foot. (Nothing but Njam and a few Demons on other side.)
8. Stairs down to water area
9. Secret tunnel – no purpose
10. Ramp up from water
11. Chess board. Protected by 2 Kings, 2 Knights, and 2 Pawns (walk on safe squares, or be attacked by Terror.) Black chests on other side: [Formanir](#) / [Maze Key](#)
12. Note from Njam: "Care for a game of chess?" Open door w. Maze Key
13. Entrance to tunnel, eventually leading to winding hallway to entry level (17)



Strange statue, seen several places



Skulls (3)



Skull (2) – ready to attack party.

Thousand Terrors

Upper Level




1. Lift to entry level (18)
2. Cut scene with Njam:
"I shall never allow you to pull the lever to the Frost Cage. I shall return when you are dead. Farewell adventurers."
3. New chess board, with four playing pieces which spring alive as Lesser Demons when the chess board is stepped on. When killed, the Lesser Demons reappear as Greater Demons.
4. Repeatedly attacked by groups of Beholders and Lesser Demons from room to East (these also re-rise as Greater Demons when killed)
Fights at (3) and (4) are described by others as the toughest in the game. Maybe we were lucky that only 3-5 attacked at a time. But wouldn't think it was that hard anyway.
5. Frost Cage
6. Hidden room with switch. Operating switch starts cut scene for end-of-game. (q46)
(Is this a case of now-you-see-me – now-you-dont? Because we're hiding behind the wall Njam should think it was safe to step forward and stand directly in the center of the trap !???!)

Greater Demon




Trinkets found in chests (mostly black) in Tomb of 1000 Terrors:



STURKABYGEL
Type: RING

STURKABYGEL WAS LOOTED FROM THE DWARVEN TOWN OF MINESPRING WHEN IT WAS RAZED BY ICHVAN I IN 75 AC. IT WAS TAKEN BY ONE OF HIS SOLDIERS WHO WENT ON TO BECOME ONE OF HIS MOST PROMINENT GENERALS. AFTER HIS DEATH, IT WAS KEPT IN THE FAMILY AS AN HEIRLOOM. IT WAS TAKEN FROM THEM BY THE THJORADRIC RAIDERS DURING A RAID OF HERONPORT. (EFFECTS: +10 MIGHT; +5 ENDURANCE +100 HP)


VALUE 20000



EXCALA BANNA
Skill: BLADE
DMG: 29 - 49
QUALITY: NORMAL

THIS YELLOW-HUED SWORD IS LEGENDARY AMONG THE NATIVE PEOPLE OF FROSGARD. THEY CLAIM THAT IT WAS CARRIED BY THEIR HERO ERIC, WHO IT SEEMED WAS NEVER PREPARED FOR BATTLE. IT IS SUPPOSED TO HAVE SURFACED FROM A LAKE WHEN ERIC CRIED OUT, "YOOHOO!" (EFFECTS: -5 ACCURACY -5 ENDURANCE +50 LUCK)


VALUE 20000



EINHERJAR
Skill: SPEAR
DMG: 40 - 65
QUALITY: NORMAL

THIS HALBERD IS SAID TO CARRY WITH IT THE SOULS OF MEN SLAIN BY IT. IT HAS AN UNUSUAL EFFECT ON THOSE WIELDING IT. IT'S FIRST OWNER WAS SAID TO HAVE GONE MAD. IT'S SECOND OWNER GAVE IT AWAY AND THREW HIMSELF FROM A CLIFF. THE TALES OF TRAGEDY THIS HALBERD CARRIES IS LONG AND SAD. (EFFECTS: VAMPIRIC, +20 MIGHT, 10% CHANCE OF INSANITY PER WEEK, 10% CHANCE -30% HP PER WEEK.)


VALUE 20000



BLUTTERBUNGER
Skill: CUDGEL
DMG: 26 - 56
QUALITY: NORMAL

BLUTTERBUNGER WAS A POPULAR WEAPON IN 480 AC WHEN IT WAS DISCOVERED. IT HAS THE ABILITY TO CONFOUND AN OPPONENT, MAKING IT EXTREMELY POPULAR IN BARROOM BRAWLS AS WELL AS ON THE BATTLEFIELD. IT WAS OWNED BY FYRI THE GOAT-FACE UNTIL, IN A BARFIGHT, HE SOMEHOW MANAGED TO HIT HIMSELF WITH IT AND KNOCKED HIMSELF UNCONSCIOUS. (EFFECTS: 5% CHANCE OF STUNNING OPPONENT, OF BRUISERS, OF EDGES. IF FAIL VS SKILL 70% CHANCE KNOCKING SELF UNCONSCIOUS)


VALUE 15000



FORMANIR
Skill: SPEAR
DMG: 47 - 63
QUALITY: NORMAL

THIS SPEAR WAS CAST OVER THE HEADS OF THE TREDSKAS REBELS BY KROHN HIMSELF WHEN THEY REBELLED AGAINST THE GODS AND TRIED TO CAPTURE ARSLEGARD. DESIPTHE THEIR LEADER BEING ONE OF THE MOST POWERFUL MAGICIANS OF THE TIME, AND THE ARMY MADE UP OF HUNDREDS OF THOUSANDS OF SKILLED WARRIORS, NOT A SINGLE TREDSKAS REBEL LEFT THE BATTLEFIELD THAT DAY. KORHN LEFT THIS SPEAR BEHIND AS A WARNING TO MORTALS WHO THOUGHT TO REBEL. (EFFECTS: -10 TO AC, -20 ENDURANCE. OF GRANDMASTERS, OF EVERLASTING, +30 MIGHT.)

VALUE 35000



WEREGILD
Type: RING

WEREGILD WAS CREATED BY SNORRI THE DWARF AS A WEDDING GIFT FOR HIS SOON TO BE SON-IN-LAW. UNFORTUNATELY, ANOTHER OF HIS DAUGHTER'S SUITOR'S BECAME JEALOUS AND STOLE THE RING ON THE WEDDING NIGHT. IN HIS RAGE, HE CURSED THE RING, AND GAVE IT BACK TO THE NEWLYWEDS. SEEING THROUGH HIS DECEPTION, SNORRI SLEW THE SUITOR AND CAST THE RING AWAY. (EFFECTS: +1000 GOLD PER WEEK, -40 PARTY ENDURANCE)

VALUE 20000



Next got a cut scene from the Hall of Gods, with a discussion between Hanndl and Krohn; roughly:

Hanndl: They were successful, and Njam will not bother anyone again for some time.

Krohn: Excellent – They will hold an important position in Hallenhalt.

H: I wanted to talk to you about that matter, Krohn.

K: And what is it that you wanted to say?

H: You played them like a fiddle in the hands of a scorn. Perhaps we could be truthful with them.

K: You begin to overstep your latitude, gatekeeper.

H: They deserve better than to find death waiting after all they have done. If they should come to Arslegard to take residence in Hallenhalt, I will *not* let them in. These mortals imprisoned...

K: I think you have grown fond of these mortals, Hanndl. But perhaps you're right. This is what I will grant them. They will be free to come and go to Arslegard as much as they wish, and when they are ready, they will find exalted places in Hallenhalt waiting for them. But once they decide to go to Hallenhalt, they will not be allowed to return.

H: That is a fine prize.

K: And the next time you see them, you can give them this.

H: What is it?

K: It is their *true* Writ of Fate.

(q 46, 75000 XP)

Then the adventuring screen reappeared and the party was in the Hall of Gods. Approaching Krohn for the last time:

Krohn:

[We have imprisoned Njam]

I am aware. Congratulations. I do not have time to speak with mortals. Farewell.

End-of-game.



Writ of Fate

BE IT KNOWN THAT THE BEARER OF THIS WRIT HAS SEEN THE WYRDES, AND BEEN JUDGED BY THEM TO BE WORTHY OF ITS HONOR. THE BEARERS OF THIS WRIT HAVE BEEN FATED BY THE WYRDES TO IMPRISON THE GOD NJAM, ALSO KNOWN AS THE MEDDLER IN THE TOMB OF A THOUSAND TERRORS IN ARSLEGARD. IT IS THEIR FATE ALONE, AND THEY SHALL HAVE THE HONORS OF DOING IT.

Might and Magic IX

∞ Congratulations! ∞

DWALIN THE LEVEL 67 DWARF ASSASSIN

EOMER THE LEVEL 66 HUMAN PRIEST

EOWYN THE LEVEL 67 HUMAN PRIEST

PUG THE LEVEL 125 HUMAN LICH

BY IMPRISONING NJAM IN THE TOMB OF A THOUSAND TERRORS, YOU HAVE FINALLY FULFILLED YOUR DESTINY! FOR YEARS TO COME SKALDS AND POETS WILL SING SONGS OF YOUR HEROISM AND GLORY. BY UNITING THE SIX CLANS OF CHEDIAN AGAINST A COMMON FOE, YOU'VE ENCOURAGED THEM TO STOP FIGHTING AMONGST THEMSELVES AND RISE TO BECOME A SINGLE PROSPEROUS NATION.

TOTAL TIME: 0 YEARS, 6 MONTHS, 12 DAYS

YOUR SCORE: 88885

LEVEL 70 ASSASSIN
2435965/2485000

Dwalin

863/863
0/0

Statistics		Attack Stats.	
MIGHT	90	MELEE	+37
MAGIC	37	DAMAGE	76-100
ENDURANCE	46	RANGED	+43
ACCURACY	70	DAMAGE	37-55
SPEED	90		
LUCK	37		

Armor class
109

Magic Resistance

ELEMENTAL	35
DARK	45
LIGHT	30
SPIRIT	15
PHYSICAL	15

470320

Melee Weapon	2 X Spear "Gungnir", 38-62, of puncturing, 20% bypass monster AC, extra damage		
Ranged Weapon	Throwing axe of Flight, 5-23, reduced weapon recovery (-15)		
Shield			
Helm	Imperial Helm of Vital Flame, AC 11, +20 Dark res.		
Torso	Grandmaster's Thjoradic Plate, AC 31, +3 Armor skill		
Belt	Dragon belt of the Gezzampt, AC 11, +15 Might		
Gloves	Magreeb gauntlets of the Gezzampt, AC 11, +15 Might		
Boots	Eagle Eye Prote der Fatta, AC 13, +30 Acc		
Amulet	Thjoradic Amulet of the Wight, +30 Speed		
Rings	+20 Light res.	+10 Spirit res.	+30 Speed
	+10 Elem. res.	+5 Armsmaster skill	Incr. HP recovery

LEVEL 69 PRIEST
2410705/2415000

Gomer

696/781
1017/1017

Statistics		Attack Stats.	
MIGHT	69	MELEE	+19
MAGIC	51	DAMAGE	51-75
ENDURANCE	47	RANGED	+26
ACCURACY	49	DAMAGE	21-31
SPEED	35		
LUCK	78		

Armor class
115

Magic Resistance	
ELEMENTAL	75
DARK	45
LIGHT	50
SPIRIT	35
PHYSICAL	35

470320

Melee Weapon	Cudgel "Spencer's Obedience", 33-57, +10 Speed, of Jitterbug		
Ranged Weapon	Thjoradic arbalest of being, 13-23, +5 Light mag. skill		
Shield	Ronenguard Shield of the Rock, AC 16, +20 Elem. res.		
Helm	"Witchbane", AC 15, +20 all res., +20 AC vs. magic attacks		
Torso	Entropic Imperial Harness, AC 34, +20 Light res.		
Belt	Regal belt of Vital Force, AC 9, +5 Spirit mag. skill		
Gloves	Processional gauntlets of the Elf, AC 11, +30 Luck		
Boots	Steel boots of the Fairy, AC 7, +15 Luck		
Amulet	Bronze amulet of meditation, incr. SP recovery		
Rings	Soulband, +5 light, +3 med. +50 SP, of speed	+10 Elem. res	+15 Acc
	Sturkabygel, +10 Might, +5 End., +100 HP	+5 Elem. mag. skill	+10 Spirit res.

LEVEL 70 PRIEST
2435122/2485000

Gowyn

681/681
993/993

Statistics		Attack Stats	
MIGHT	86	MELEE	+22
MAGIC	47	DAMAGE	30-42
ENDURANCE	42	RANGED	+21
ACCURACY	27	DAMAGE	20-30
SPEED	46		
LUCK	37		

Armor Class
111



Magic Resistance	
ELEMENTAL	50
DARK	45
LIGHT	30
SPIRIT	25
PHYSICAL	15

470320

Melee Weapon	Dragon hammer of Vampiric Drain, 12-24, 1/3 damage transf. to both HP & SP		
Ranged Weapon	Dark bow of Vital Force, 12-22, +5 Spirit mag. skill		
Shield	Entropic Pavise, AC 12, +20 Light res.		
Helm	Fre's Helm, AC 13, +2 Light mag. skill, +2 Medit. skill (all covered by Green man, no double effect)		
Torso	Thjoradic Plate of the Rock, AC 31, +20 Elem. res.		
Belt	Peasant belt of conjuring, AC 2, +3 Elem. mag. skill		
Gloves	Processional Gauntlets of Vital Flame, AC 11, +20 Dark res.		
Boots	Sabaton of Guarding, AC 11, +10 AC bonus		
Amulet	"The Green Man", +20 SP, +3 Medit. skill, +5 Light & Spirit skills, of regen. HP		
Rings	+5 Spirit mag. skill	+5 Elem. res.	+30 Might
Note: Discovered too late that many of the items had no effect (Green man...)	Incr. SP recovery	+15 Acc.	+20 Spirit res.

LEVEL 132 LICH
8824253/8778000

1129/1129
1565/1565

Pug

Statistics

MIGHT	32
MAGIC	52
ENDURANCE	40
ACCURACY	12
SPEED	53
LUCK	65

Attack Stats.

MELEE	+25
DAMAGE	27-35
RANGED	+18
DAMAGE	15-33

Armor Class

97

Magic Resistance

ELEMENTAL	35
DARK	45
LIGHT	30
SPIRIT	15
PHYSICAL	15

The Lich

470320

Melee Weapon	Thjoradic Mace of Vampiric Drain, 12-20, 1/3 damage transf. to HP & SP		
Ranged Weapon	Throwing axe of being, 6-24, +5 Light mag. skill		
Shield			
Helm	Imperial Helm of Death, AC 12, +5 Dark mag. skill		
Torso	Trigvanian mail of Guarding, AC 21, +10 AC bonus		
Belt	Regal belt of the Elf, AC 10, +30 Luck		
Gloves	Entropic Processional Gauntlets, AC 10, +20 Light res.		
Boots	Prote der Fatta of Monster Lore, AC 12, +5 ID Monster skill		
Amulet	Waarior Amulet of Incantation, +5 Elem. mag. skill		
Rings	+10 Elem. res.	+10 Spirit res.	AC 10
	+30 Speed	Incr. SP recovery	Incr. HP recovery



Notes



AWARDS

KILLED THE DRAGONFLIES.
ESCAPED ISLE OF ASHES.
CLEARED OUT ANSKRAM KEEP.
RESCUED IVSAR FORKTOOTH
JARL BJARNI OF STURMFORD HAS JOINED THE COALITION.
DISABLED ANSKRAM KEEP'S DEFENSES.
RETRIEVED THE CRONA KIGA.
GOT THE BOOK OF RULES.
BEAT IVAN THE SMART AT TRIVIA.
JARL MARKEL OF GUBERLAND HAS JOINED THE COALITION
RETRIEVED THJORAD.
RETURNED ELEMENTAL THJORAD PRODUCTION TO NORMAL
JARL SVEN OF THJORGARD HAS JOINED THE COALITION.
DEFEATED THE FROST GIANT YANMIR.
BROKE UP THE ICE SURROUNDING THE DOCK.
JARL TRYGGVA OF FROSGARD HAS JOINED THE COALITION.
RID THRONHEIM OF HONK WORSHIPPERS
FOUND THE MOUNTAIN PASS
JARL KIRA OF THRONHEIM HAS JOINED THE COALITION
FORAD DARRE HAS BETRAYED YOU!
GOT WRIT OF FATE.
LIT THE SIX FIRES OF PENANCE.
STOOD BEFORE KROHN.
IMPRISONED NJAM THE MEDDLER IN THE TOMB OF 1000 TERRORS.
PROMOTED TO MERCENARY.
PROMOTED TO SCHOLAR.
PROMOTED TO HEALER.
PROMOTED TO ASSASSIN.
PROMOTED TO PRIEST.
PROMOTED TO LICH.
PLACED ORB IN THJORGARD.
PLACED ORB IN STURMFORD.
PLACED ORB IN DRANGHEIM.
PLACED ORB IN GUBERLAND.
PLACED ORB IN FROSGARD.
PLACED ORB IN THRONHEIM.
CLEANSED THE TOWN PORTAL ALTAR IN THJORGARD.
CLEANSED THE TOWN PORTAL ALTAR IN STURMFORD.
CLEANSED THE TOWN PORTAL ALTAR IN DRANGHEIM.
CLEANSED THE TOWN PORTAL ALTAR IN GUBERLAND.
CLEANSED THE TOWN PORTAL ALTAR IN FROSGARD.
CLEANSED THE TOWN PORTAL ALTAR IN THRONHEIM.
BECAME SUPER GUBER.
COMPLETED RAVENSFORD TRAINING.
JARL SIGMUND OF DRANGHEIM HAS JOINED THE COALITION.

Monsters (groups order roughly as we met first member of group)

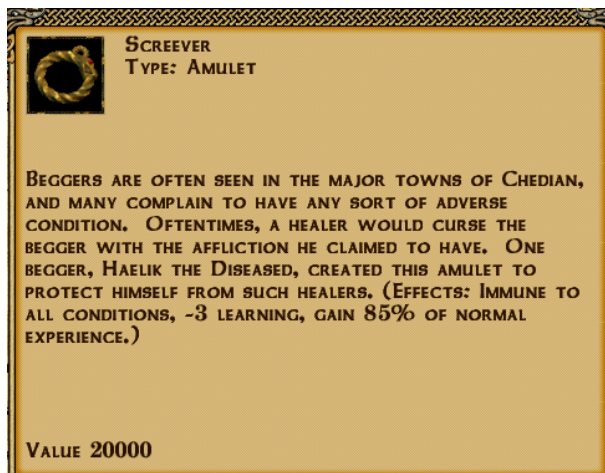
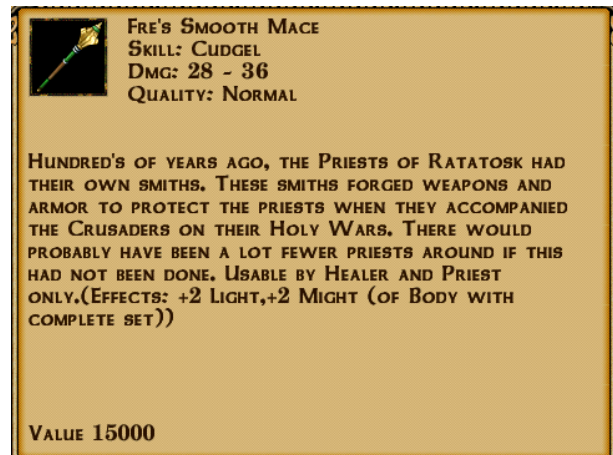
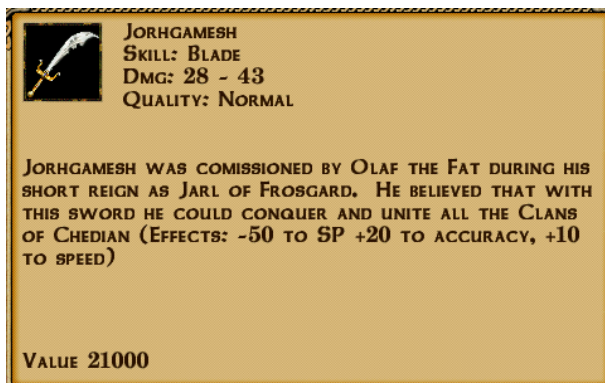
Group	Monster	Lvl	HP	Melee	Range	Spell 1	Spell 2
Skeletons	Skull Thrower	2	7	4 – 12	4 – 8		
	Skeletoid	3	11	4 – 12	4 – 8		
	Bone Thrasher	3	11	4 – 12	4 – 8		
	Skeleton	16	87	12 – 24	12 – 24		
	Skeleton Warrior	22	39	16 – 28	14 – 26		
	Skeleton Master	33	263	20 – 32	16 – 28		
Insects	Dragonfly Mite	2	7	2 – 6	2 – 4	Elem. bolt	
	Dragonfly	3	11	3 – 11	3 – 7	Elem. bolt	
	Fire Dragonfly	5	19	4 – 14	4 – 10	Elem. bolt	
Critters	Lobber Pod	1	4	4 – 6	4 – 6		
	Lobber	7	29	17 – 24	5 – 9	Poison	
	Ice Lobbericicle	13	65	12 – 26	12 – 19		
	Ice Lobber	20	120	17 – 31	17 – 24	Elem. bolt	
	Jellyspore	15	79	6 – 30	4 – 8		
Anima flying	Airborne Icky	7	8	7 – 12	7		
	Flying Icky	11	52	9 – 14	9		
	Astral Icky	18	103	13 – 18	13 – 18	Poison	
Undead	Rotter	9	40	9 – 16	8 – 14		
	Dripper	13	65	11 – 18	10 – 16	Disease	
	Zombie	17	95	15 – 29	14 – 20	Spell reaver	Wound
	Ghast	20	120	13 – 65	7	Fear	
	Ghoul	27	191	13 – 78	9 – 16	Paralyze	Disease
	Embalmed Mummy	30	225	19 – 33	4 – 48	Disease	
	Petrified Mummy	40	360	25 – 39	4 – 64	Curse	Paralyze
Thugs	Field Thrall	8	34	7 – 15	5 – 13		
	Thrall	12	58	10 – 18	7 – 15		
	Thrall Master	18	103	16 – 24	10 – 18		
	Cutpurse	8	34	5 – 9	5 – 9		
	Burglar	14	72	9 – 13	9 – 13		
	Bandit	22	139	14 – 18	14 – 18		
Reptiles	Basilisk	15	79	10 – 18	10 – 18	Poison	
	Fibrase Basilisk	23	149	14 – 22	14 – 22	Poison	
	King Basilisk	30	225	18 – 34	18 – 26	Poison	
	Amphibious Terror	45	418	6 – 60	12 – 24		
	Desert Terror	50	525	6 – 72	16 – 28		
	Reptilian Terror	60	677	6 – 84	20 – 32		
Anima biped	Imply	4	15	9	2 – 8		
	Imp	6	24	11	4 – 16		
	Imp Elder	10	45	13	6 – 12		
	Trogdolyte	10	45	11 – 25	9 – 23		
	Trogdolyte Wren	17	95	13 – 27	10 – 24	Poison	
	Trogdolyte Gnoll	24	159	15 – 29	11 – 25	Disease	
	Gezzamptling	15	79	15 – 20	10 – 15		
	Gezzampt	20	120	20 – 25	15 – 20		
	Gezzampt Elder	28	202	25 – 30	20 – 25		
	Bigfoot	18	103	14 – 24	7 – 22		
	Trellborg	22	139	26 – 50	15 – 35		
	Yeti	38	331	20 – 50	13 – 38		

Group	Monster	Lvl	HP	Melee	Range	Spell 1	Spell 2
Anima quadruped	Nagate Hatchling	6	24	3 – 9	2 – 6		
	Nagate	10	45	7 – 13	5 – 9		
	Nagate Elder	14	72	11 – 17	8 – 12		
	Grey Wolf	20	120	24 – 36	12	Poison	
	Red Wolf	30	225	28 – 40	16	Disease	
	Black Wolf	40	360	32 – 44	18 – 28	Paralyze	
	Magreeb	22	139	6 – 30	6 – 24		
	Armored Magreeb	33	263	6 – 48	6 – 36		
	Dagrell	39	346	32 – 46	6		
Humanoids	Guard	11	52	8 – 14	6 – 12		
	Guard Sergeant	19	112	13 – 19	8 – 14		
	Guard Captain	33	263	23 – 29	12 – 19		
	Half Orc Captain	35	289	17 – 23	10 – 16		
	Lizard Orc	40	360	25 – 40	15 – 30		
	Lizard Orc Warrior	60	720	35 – 50	20 – 35		
	Horde Grunt	34	276	8 – 14	8 – 14		
	Horde Warrior	44	423	9 – 21	9 – 21		
	Horde Leader	54	600	10 – 24	10 – 24		
	Forad Darre	50	525	3 – 18	-		
	Concubine	60	720	72 – 120	-	Sparks	Elem. bolt
	Honk	70	945	15 – 60	15 – 60	Spell Reaver	
	Elder Honk	75	1069	20 – 90	20 – 90		
Shades	Shadow	33	263	12 – 40	12		
	Apparition	44	423	14 – 50	12 – 18		
	Specter	55	319	16 – 60	12 – 24	Dark Grasp	
	Fright	35	155	26 – 38	12 – 36	Fear	
	Dread	55	513	41 – 53	12 – 48	Fear	
	Terror	65	829	56 – 68	12 – 72	Fear	
Airborne Ladies	Winged Oddity	27	191	30 – 50	30 – 50	Sparks	Elem. bolt
	Winged Mutant	39	346	35 – 65	35 – 65	Sparks	Elem. bolt
	Winged Aberration	51	544	40 – 80	40 – 80		
Wizards	Bloodsucker	20	120	23 – 39	8 – 24	Wound	
	Annelid	33	263	33 – 49	33 – 49	Dark Grasp	Wound
	Vampir	48	463	43 – 59	43 – 59	Souldrinker	Wound
	Evil Apprentice	25	75	4 – 36	18 – 26	Elem. bolt	
	Evil Sorcerer	35	289	4 – 48	23 – 31	Elem. bolt	
	Evil Grand Sorcerer	50	489	4 – 64	28 – 36	Chain Lightning	Spell Reaver
	Lich	45	439	14 – 30	14 – 30	Fear	
	Power Lich	55	619	20 – 44	20 – 44	Curse	
	Lich King	65	829	28 – 60	28 – 60	Dark Grasp	Curse
Beholders	Eye	35	289	9 – 37	5 – 40	Fear	
	Orbus	45	439	14 – 50	10 – 100	Fear	
	Oculus	50	525	19 – 71	15 – 210	Paralyze	Curse
Demons	Lesser Demon	70	945	15 – 60	15 – 60		
	Greater Demon	75	994	20 – 75	20 – 75		
Giants	Collodial Warrior	60	720	3 – 60	47 – 61		
	Collodial Guardian	70	800	3 – 75	67 – 81		
	Forest Giant	60	720	55 – 75	55 – 75		
Dragon	Dragon King	0	39000	108 – 290	108 – 290	Column of Fire	Paralyze
Others unclass.	Sea Monster Male / Female	??	??	??	??		
	Frost Giant Yanmir; Ebora	??	??	??	??		

Spell Power at the end of 1000 Terrors ("near end") (only commonly used spells)			
Spell	Eomer	Eowyn	Pug
Bless	Bonus 34; 3h	Bonus 33; 3h10'	Bonus 18; 1h5'
Chain Lightning	Dam. 15-120, rad 8"	Dam. 11-88, rad 8"	Dam. 25-200; rad 17"
Column of Fire	Dam. 45-120, rad. 10"	Dam. 41-96, rad. 9"	Dam. 55-180, rad. 7"
Curse	Penalty 40 to hit, attack rate 50% Dur. 19 mins	Penalty 38 to hit, attack rate 50% Dur. 18 mins	Penalty 170 to hit, attack rate 50% Prevents spellcasting, dur. 13 mins Affects all visible creatures
Dark Grasp			Movement speed -75%; AC -50% Melee dam. -50%; 6h15'
Death's Touch			Dam. 32-182, add 9-54 to HP
Elemental Aura	150 pt. protection, returns 150%	110 pt. protection, returns 150%	375 pt. protection, returns 200%
Elemental Blast	Dam. 15-120, rad. 20"	Dam. 11-88, rad. 20"	Dam. 25-250, rad. 35"
Elemental Bolt	Dam. 15-120	Dam. 11-88	Dam. 25-250
Elemental Protection	+72 res., 2h6', affects entire party	+76 res., 2h13', affects entire party	+26 res., 1h31', affects single PC
Enchant Item	Items of good quality, 100%	Items of good quality, 100%	Items of excellent quality, 100%
Faith	Bonus +34 to dam., 23 mins	Bonus +33 to dam., 24 mins	Bonus +18 to dam., 18 mins
Fear	50 mins	45 mins	6h 15 mins
Fleet Foot	150% speed incr., 7h30'	150% speed incr., 5h30'	175% speed incr., 25h
Heal	185 HP	195 HP	44 HP
Meteor Shower	Dam. 65, rad. 95"	Dam. 61, rad. 90"	Dam. 75, rad. 65"
Pain Reflection	Reflect 100% dam., 1h30'	Reflect 90% dam., 1h35'	Reflect 250% dam., 4h20'
Paralyze	10 mins	9 mins	25 mins
Poison	Dam. 15-120 + 10-20/min for 10'	Dam. 11-88 + 9-18/min for 10'	Dam. 25-250 + 25-50/min for 10'
Poison Cloud	Dam. 40-175, 16 ft	Dam. 36-135, 15 ft	Dam. 50-275, 62 ft
Purify	Cures all cond. +19 HP	Cures all cond. +18 HP	puny!
Regeneration	15 HP/min for 57 mins	11 HP/min for 54 mins	
Resist Death	+76 res., 2h13', entire party	+72 res., 2h6', entire party	+26 res., 1h31', singlePC
Souldrinker			50-225 damage & heal
Spell Reaver	Dispell magic in 32 ft.	Dispell magic in 30 ft.	Dispell magic in 11 ft.
Torchlight	20 ft, 15 hrs	20 ft, 11 hrs	30 ft, 25 hrs
Turn Undead	Dam. 35-320, 39 mins, all visible undead	Dam. 34-304, 41 mins, all visible undead	42 mins, one undead
Wizard Eye	Monsters + Treasure, 4h 45'	Monsters + Treasure, 4h 30'	Monsters only, 2h 10'
Wound	Dam. 30-70	Dam. 28-64	Dam. 60-260
Wrath of Bugs	+33 to monster recovery, 30 mins	+30 to monster recovery, 22 mins	+38 to monster recovery, 1h 15 mins

Note: Lloyd's Beacon was supposed to last one week, but it appeared to last indefinitely

Items found on second play-through (not found first time)



Is this some kind of practical joke?

Post-second-play-through comments:

Gladiator was a success. My comment on worthless fighters has been invalidated! A GM spear & armsmaster Gladiator fighting with two spears does enormous amounts of damage, and would kill just about any monster in his first attack. (6 strikes in each attack, each doing 60-100 damage...)

Paladin was pathetic – mediocre fighter and puny spell caster, much better replaced by a Priest. Advantage of GM Merchant was partly outweighed by what must be a bug: Once Paladin became GM Merchant he started paying base prices (no discount!) for training and skill advancement (!)

The Mage performed equally well as the Lich, so just a taste of preference which to choose (but became Mage earlier, and got Eye of Storm – tips in Mage's favor.)

Didn't have a GM disarm, which I thought would be a problem, but Master disarm + ring w. +5 disarm skill was sufficient to open all black chests.

Also didn't think Perception was of any use, but actually found more items and solved additional puzzles (esp. in Mines) due to higher Perception skill – so perhaps not so wasted anyway.

Got a lot less goodies in this play-through, but as I knew the Meditation rings / amulets existed I persistently cast enchant until I got them. But none of the really good pieces of armor etc.

Next time I'd go for Gladiator – Priest – Priest – Mage.