



# The Aielund Saga

A Revised Walk-Through

By

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For Loris and Clio

&

Anyone else who may find it of use

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## 1. General

The owner/designer of this game has done a truly excellent website with super graphics, walkthrough, summary of quests and a whole lot more. This is my take on the game. I enjoyed it and have now played it through twice. Each time has had a slightly different roll out of events, which added to the interest factor.

I first downloaded and started this game after playing Darkness over Daggerford (DoD) through a couple of times because I wasn't quite ready to buy another premium module and because reviews of the premium modules all seemed to use the Aielund Saga (AS) as a reference point for what was best about the Neverwinter Nights (NWN) series of games. One on-line commentator indicated that the downloadable AS should be played only with the NWN Diamond edition because it was too buggy otherwise. Others, however, said that playing in the NWN Enhanced Version (NWN(E)) would be fine. I like the NWN(E) platform, so went with that. I see that the build of the game that I downloaded is V. 3.13, so an earlier build could have been that negative commenter's problem. As I begin this walkthrough and game diary, I have not so far found any problems using the NWNE framework.

The game was, apparently, designed to begin with a level 1 character. For my first game, I decided to go with the Half-Elven Rogue/Paladin (Amiti Vellifreye) whom I had groomed through the stock NWN(E) Campaign game and its modules. In my second run through, I started with a brand new character, a Half-Elven Rogue (Alyia Serenissima) who changed class to Paladin after reaching level 7. Both play-throughs were quite enjoyable although the second was a slightly greater challenge.<sup>1</sup>



Amiti (Game done)



Alyia in Bracksford (Act 3)

<sup>1</sup> I like Half-Elven female characters. Don't know whether that is some sort of psychological tell, but I find them fun to play and develop. It is what it is.

My broad strategic objective in games is to maximize experience, rather than wealth accumulation. Attaining ever higher levels lets me work toward a classic superman/woman character. On the other hand, having a lot of cash can be very handy when you run into a smithy or wizard who can put useful enhancements on your favourite weapon(s). There are not many of these, but you will be glad of them when you find them.

## **Henchmen**

In another walkthrough, I referred fondly to Deekin Scalesinger, a Kobold Bard a non-player character (NPC) who first appeared in Shadows of Undrentide (SoU) and then again in Hordes of the Underdark (HoU). He is, unfortunately, not available in this game, although I keep looking out for him in every NWN game I play.

In Act 1, I found two henchmen available to me in the Bracksford Inn when starting the game in the Bracksford Inn: Dante Colt, a not very bright human male Fighter and Nelisse Sanneman, a quite personable and beautiful half human female Cleric.

In Act 2, not including Princess Criosa, I had two henchmen made available to me in Fairloch docks after the fight with the pirates: Ronan Aethur (the *Redoubtable's* First Mate, an ex rogue) and Valennia Far-Eagle, a barbarian fighter in the Singing Siren Tavern in the Docklands (who wanted an unconscionable up-front payment of 1,000GP to join me). The first time through, I passed on her. My second time playing, I was flush with GP and hired her. After delivering the Princess to the Castle, I found old Sir William Bryce-Clifton in the Fair Maiden Inn. He was old, but still seemed to have good fighting skills so I appealed to his sense of honour and desire to serve to persuade him to join us. Later, I found Maggie Fairweather, a druid, in the Trade Winds Inn in the Residential District, who joined up when it became clear we had common interests to pursue. She wasn't particularly strong, but had some good healing powers.

I am not certain of the absolute maximum number of henchmen accompanying. On my first run through, I was able to have three.

In Act 3, besides the Princess, you get an opportunity to take on Robert Black, and then Nelisse from Act 1. You also get to take (for a total of four) a friendly dragon called Spartan. (Or, when you first meet him, you can send him ahead to Fort Highmarch to help out there.) He is a useful henchman as long as you can keep him, if you have enough enhanced protective or regenerative items to keep him alive. I did find, however, that he was constantly underfoot and very often, whenever I made a move anywhere near his direction, he always opened up a dialogue pane. That proved to be a real pain in the butt. I didn't find Spartan of much help in the Battle of Fort Highmarch, but he was helpful later, when I called him in at the Battle of Fairloch at the end of Act IV, Part 2. [In an early try, when Spartan got killed on the road South from Culdery, he could not rejoin the party (Alyia, Criosa and Black) and went straight to Fort Highmarch.]

Also, on my second time through, I could not find Nelisse in Act 3. I don't remember where she showed up the first time. So I was stuck with Black to get through Stoneguard and onward.

In Act 4, Part 1, there does not seem to be any limit on the number of henchmen you can have with you. In Part 2, however, the limit appears to go back down to three, but that may not be correct for all scenarios. In my first time through the game, to keep both Criosa and Nelisse with me, Robert Black could not join my party after the Battle of Bracksford. (I, personally, did not consider that much of a loss: Despite his bombast, he is not all that great a fighter and tends to be a high maintenance henchman, always in need of reassurance, healing or resurrection. Valentia is more of a man than he is.) In my second time through, Black was able to join the party for the trip to Trinity through the caves and beyond. He even proved to be an asset.

After the Battle (or non-battle) of Bracksford, on my second time through I met up with Spartan as I was heading South to recruit mercenaries. He did not join the party, but did give me his coin to enable me to call on him in need. I called and he came when I faced the Dracolich in the caves on the way to Trinity.

In my second time through, after dealing with the Werewolves and feeding the Brackford refugees in the Southern Foothills, and then dealing with the Fires in Cairnwood Forest, I met up with Maggie Fairweather at Cairnwood Lake. She also was able to join my party. Another real asset. So, at one point I had six henchmen: Criosa, Nelisse, Black, Maggie, Spartan and the summoned panther from that little thingee I had picked up earlier in the adventure. After we killed off Orville Hellicon in Cairnwood North, however, Maggie left to put out any remaining fires. She did promise to show up at the final battle, though. Oh, Yes: Remember that Maggie detests being called "Mags".

Again, on my second time through in Part 2, returned to Fairloch and in the Sewers, Ronan Aethur showed up and offered to join the party. That made five of us: (Criosa, Nelisse, Black and Ronan). It pays to make friends.

After the end of all the fighting in Part 2, in the first time through, I lost Criosa as a henchman and also Maggie Fairweather. On my second time through, Ronan went off on his own after we had killed the Overlord. Black and Nelisse wanted time alone to think things over. (So, if you have given any of them any kit or looted equipment en route, you might want to take it back before the end script begins, i.e., before you begin your chat with Terinus in the Castle.)

In Act 4, Part 3, you appear in Terinus's Tower in Blackwood Grove along with Nelisse and Black. You have to speak to each and have them accompany you again. If you decided to relieve your henchmen of everything you had given them in the course of Part 2, you will be pleased to note that they are clothed, armed and kitted up once again, at no cost to you. Black? Well, Black is Black. I didn't think I could trust him either to fight well enough, or even to stay on my side. But he proved faithful and helpful in this part of the adventure, although a bit inclined to get himself killed in many of the fights.

Terinus accompanies you on your adventures in this part, as well. And a useful henchman he is. I found myself, distributing enhanced magical weapons, armour, etc. to each of these as we went on. Better to have them stronger and better fighters than to have to resurrect them all the time. You will find, though that whatever equipment you give them, you are going to need all the Resurrection Scrolls you can buy. In addition, if you get a chance to buy Rods of Resurrection, buy as many of them as you can afford. I had one and over a dozen scrolls and barely came out with Nelisse and Black alive.

## **Quests & Loot**

There are, of course, lots of quests and secondary quests. And XP. And loot. I have noted the most important of what I found in Annex 2.

As in other games, it is probably not possible to do all of the secondary quests that are built into this one. Some, for example, are available only to certain character classes (e.g., only to Wizards).

Note that if you are going to go about looting bodies after you have despatched their owners, you should do so pretty quickly after they have breathed their last. Otherwise they may turn to bones and whatever they possessed dispersed to the four corners. Also, note that many may have nothing at all, nothing worth looting or some good stuff. You never know unless you check them all out. Of course, if you are squeamish or don't need GP or stuff to sell to merchants, you don't have to loot at all. Or, you can get one of your henchmen to do the looking for you.

Note also that unlocking chests, looting or destroying may occasionally have consequences for your character alignment, more than just traps bursting in your face.

Another thing to bear in mind is your ability to carry loot until you can unload it at the next available merchant. To make this more manageable, buy all the bags of holding you can every time you come across a merchant that sells them. Put as much of your accumulated heavy armour and arms in them as you can, and then fill out the corners with smaller items to reduce the weight you are carrying. Going over your maximum limit slows you down and reduces your ability to deal with the baddies. You can also get your henchmen to carry stuff or you. Be careful, however, not to go over your or their maximum weight carrying ability: The higher the weight carried, the slower you move.

## **Levelling Up**

As in the other NWN games, your character advances in levels as he/she accumulates XP. The game does not appear to place a premium on XP gained by fighting, but that may just be my impression. Note that XP are gained every time you defuse a trap. None seem to be awarded for resolving issues or confrontations without a fight. But, there may be other story line or character-related developments that are affected by how you resolve dicey situations.

The trick, of course, is determining which is which. And deciding which element of the game is most important: Just forging ahead with the main quest, or amassing as many XP and GP or good/saleable items as possible, or somewhere in between.

Farther below, I describe an apparent bug in the program's script that permits the accumulation of endless XP. (And in 20,000XP increments no less!) Use it if you want. But be mindful that if you level yourself up to the maximum level, no more character development is possible, and you will find it takes a lot of the interest and challenge out of the game.



## **Maps**

I have taken screen shots and created maps of all the places that I found important. Several one room or simple places are not included for the simple reason that they are simple: You are not likely to get lost or be unable to figure out what to do in them. I have annotated all the important places with which an adventurer can have some interaction. Most are substantive, others only incidental.

The maps suggest the best step-by-step means of proceeding. They are organized in the Map Annex, for the most part, in the order in which they should be followed to play the game successfully. And within each map, the numbers assigned to spots on the map are the general order in which I have gone to those places. Those should, therefore, give a reasonably accurate indication the order in which you should proceed in each map. But not always, however.

There are several things to keep in mind about the maps in the game. First, many specific places will not appear unless another character has marked them for you or you have seen a signpost pointing to them, or you have visited them.

Second, while some places may be marked on the map, you may find you cannot get access to them. This may be because you can only do so by travelling via another location. It may also be that the game's internal control algorithm will not allow you access to that place at that particular time. You may have to have it opened to you by doing something else someplace else or by speaking to someone else someplace else. Alternatively, you may have to be directed there specifically by some NPC.

Third, access to some area on maps may depend on the composition of your party. For instance, in Part 3, on my first time through with Nelisse, Black and Criosia in my company, I could not go from Fort Highmarch North to Fort Highmarch South via either the East or West side passages. That was only accessible after I had spoken to Captain Marshald and then Commander Whitford and then done the Saffron sub-quest. In the second pay-through, with Spartan, Blakc and Criosia in my company, both side passages were passable without having to enter the fort.

## **Downloading the Game**

There are a lot of places on the internet that offer downloads of the Aielund Saga. I didn't like or trust most of them and downloaded the game from within my own NWN(E).

If you have bought and installed NWN(E) from GOG.com, you may open and play the game either in on-line mode or local mode and download it within the NWN(E) new game options menus. That is what I did. That minimized the potential for exposure to internet trolls and personal security breaches.

The default mode after you have bought and installed NWN(E) is on-line (i.e., connected to the internet and logged into GOG.com). I don't like being on line and connected to any internet channel for any length of time, just for personal security reasons. So, unless I am playing games with other people or I want to download something, I almost always play my game in stand-alone or local mode. If you want to do this, you have to take some additional steps after buying, downloading and installing your NWN(E).

Basically, what you have to do is create a separate desktop shortcut for the NWN(E) execute file, the file that starts the game in your computer. If you have bought, downloaded and installed a legitimate version of NWN(E) from GOG, these are the steps for a computer with Windows 10:

- (1) In the Windows File Explorer, go to the following Directory location on your disk:  
**C:\Program Files (x86)\GOG Galaxy\Games\Neverwinter Nights Enhanced Edition\bin\win32.**
- (2) In that directory, highlight (put your cursor over ) the file **nwmain.exe**", right click to bring up a menu, then move down to highlight the "Create Shortcut" and left click. Almost immediately there will appear a new file named "nwmain.exe - shortcut".
- (3) Click on that new file once, holding down the left mouse button, and move that file to your desktop.  
 Voilà: On your desktop, you now have a local-only booting of NWN(E).

[If you want to customize the shortcut further, you can change the name (e.g., *NWN(E) Local*) and you can change the file folder icon to the NWN(E) icon. It is located in the **C:\Program Files (x86)\GOG Galaxy\Games\Neverwinter Nights Enhanced Edition** directory.]

What I did was open my NWN(E) game in the on-line mode, click on "New", then click on "Community" and then on "Aielund Saga" and follow the download protocols from there. No third parties = Reduced risks. The download is pretty simple from there.

## Playing the Game:

Once you have the downloading all done, you start/load the game in the same way you do any of the other NWN(E) modules and can begin to have fun. One thing to bear in mind is that the game does not transition between Acts seamlessly. When you come to the end of all the game play of the Act in which you have been playing and you choose to take whatever action transitions you to the next Act, the game seems to hang: A blank black screen in which the only thing you can do is exit the game by clicking on the X in the upper right hand corner of your display.

As far as I can make out, that is not a bug, just the way the whole game is set up. When you come to the end of an Act, you have to start the next Act from the New Game menu in NWN(E). After doing that, the game unfolds as it should.

One important thing you want to remember, however, is to **save your character** before you make that choice to move on to the next Act. And, when you start the next Act, you want to pick that latest save of your character. If you do not do this, you will not be starting the new Act with all of the XP, GP, weapons, armour, magical goods and loot you had at the end of the Act you just left.

(If you are good at saving your game as you play, this will not prove a major problem. If you forget to save your character, you can always go back to your last saved game and play to the end of the Act from there, save your character and then choose to move to the next Act.

## **2. Walk-Through**

I started off doing this walk-through on a step by step basis, but found that this game does not, for me at least, lend itself to that approach quite as well as others. First, I have come to understand what reviewers have referred to as the "empty spaces" in it. The game really is, in geographic terms, very, very big. It should not be surprising, therefore, that the places for things to happen or to discover passages or loot opportunities are quite spread out. (Also, a lot of places in which one might find loot in other games, such as bodies, chests, rocks, bones, etc. often turn out to be empty in this game.)

So, after the first couple of sections below, you will find first that I skip a lot of places through which you will have to pass as an adventurer. Second, you will find my comments much abbreviated and directed primarily at things you may have to do or steps you may have to follow to secure maximum XP or GP or both.

So, on to the walk-through.

### **Act 1 – Nature Abhors a Vacuum**

#### **1. The Bracksford Inn**

When the game opens you are in your room in the upper floor of the Bracksford Inn. If you imported a previously played character, you will find that you are wearing only traveler's attire and all your possessions have disappeared. So, if you want to dress any differently and arm yourself, you are going to have to buy or find whatever you may want. The good news is that any gold you may have had previously still remains in your possession

Downstairs there is a barkeep and a couple of other adventurers to whom you will find it worth your while engaging in conversation.

#### **2. The Mayor (and other distinguished citizens)**

You will want to speak to the Mayor before any of the other townsfolk and then probably first to the Blacksmith to try to get yourself some weapons and armour. The more people you talk to, the more you will get to know the town and what is and is happening in its environs. And have opportunities to earn GPs and XPs.

#### **3. Southwards**

When all is said and done inside the town walls, you will likely find the only route open to you at the moment is Southwards. So, if you have the right papers or passes, carry on. But be prepared because there are probably a lot of hungry wild animals about. In Highmarch you can probably do a deal with the Guard Captain Marshald to make it worth your while heading back North. What else have you got to do?

#### **4. The Mayor (again)**

So, if you did the deal with Marshald, you know you have to visit the Mayor again. As per usual, he is likely to have a problem that you can solve for him. This time it is to the North, with Brigands making the road unsafe for travel.

At any rate, remember always to keep your eyes open in Bracksford. You never know when new people will begin to show up. Indeed, at least one provides a speedy, if expensive, taxi service between Bracksford and Culdery once the North road is clear. Rolm Freibut offers a fast transport between Culdery and Bracksford, for 10GP a trip.

If you find yourself at loose ends waiting for the Mayor to figure out what has to be done, and want a pleasant pastime, you might want to explore the Calespur Ranges while waiting for the Mayor to get his orders from (wherever). The rangers there have a couple of problems that you may be able to help resolve.

Clearing out poachers, exploring Caves and old, abandoned mines can be a lot of fun, and very lucrative. But there are lots of quite nasty customers that can be difficult if you face them without a henchman or two at your side. Especially if you are a relatively wet behind the ears adventurer!

Remember, also that there is a lot more than just beer in Culdery. It is a port with lots of activity in which you can get involved.

#### **5. The Barbarian Threat**

When you get your pass to the East, you should check out the graveyard for the spirit of the Exiled Knight. The tests are not easy, but the rewards are quite significant if you are good/lawful inclined. In the Barbarian caves, don't eschew Morik's help. He is still very capable of doing damage in service with you if you don't have quite good enough henchmen.

Morik will not follow you back to Bracksford, preferring to rebuild his realm in peace.

#### **6. The Kidnapped Dignitary**

After you've dealt with the threat from the East, you won't have a lot of time for R&R when you get back to Bracksford. Before you know it, you are chasing after the kidnappers and Princess Criosia. In the caves, watch out for traps: There are a lot and if you don't have trap disabling skills, you will need to have a lot of hit points or take a lot of rests. Of all the bad guys in the caves, I found the Dire Spiders the toughest.

Once you have cleared the caves and have the princess in tow, you will come out in a mountain pass. You may, like me, run into a problem. I note from looking on various sites that at least one other has run into this: When you are standing in what you think should be the transition part of the map/scene, nothing shows up and you cannot get out of the map area.

At first, I could not get out of the area and thought that I had done something wrong, not done something I should have, or that there was a bug in the game. None of those proved to be the case.

The problem was that the transition out of the mountain pass toward Culdeny is a very small spot. It is, thus, easily passed over especially if you move fast and are not careful enough in spotting. It is a small square in the lower left hand of the scene which shows up blue only when you pass the cursor directly over it.

## **7. The Battle of Culdeny**

I did not find this hard the first time. On my second time through with my new character, I had to make sure that I and my henchmen were well rested and buffed up before engaging in any fighting. And that we retreated often enough to get rested up enough to fight some more.

Once the battle is over and you enter Culdeny, you will head up to the docks to find Captain Vale of HMS Redoubtable. If you find yourself just standing on the dock after you have completed your conversations with him and the princess and nothing happens, that is not because there is a bug. Rather, it is because you are at the very end of Act 1 and have not yet downloaded Act 2.

To proceed, save the game and save your character when you are finished talking on the dock, then exit the game, go back to the main menu, go to the Community page (where you downloaded Act 1) and click on Act 2. Download it and then go back into the game with your last character save.

## **Act 2 – Defender of the Crown**

### **1. HMS Redoubtable**

You awake in your cabin in steerage and make your way up to the Captain's cabin. You will want to ask him about the war and anything else that may cross your mind before you go out on deck to take the air and explore the ship. Above, be sure to speak to Lieutenant Masterson. The Captain may appreciate a report on developments, but don't presume too much on his tolerance for unsolicited advice.

If you are at sea and there are pirates about, you have to know there is going to be a battle. There are several things you have to bear in mind if you are going to get through this one successfully. First, you have to kill enough of the pirates on board your ship to be able to use the main ballista against the pirate ship several times. Second, remember that the ship's crew, the Royal Marines, Ronan Aethur and Captain Vale can all be killed by the pirates. The latter two **must** be alive at the end of the battle or you will be stuck at sea and not be able to progress any further in the game. (The Princess may have been able to hide safely under the covers in her bed during the battle but she is unlikely to come out to help keep the crippled ship afloat, let alone sail it.) Third, when on the pirate ship, you have to take the Jolly Roger down **and** you have to kill the Pirate Captain to be able to get a look at his orders.

Once you have dealt with the pirates, if you are going to go looking for loot and other goodies on the pirate ship, remember that they have a LOT of Alchemist's Fire on board and that each piece of loot

you pick up starts the fuse on another barrel of the stuff. You had better have on Boots of Speed or a potion of Speed, and/or time your looting so that you can get off the pirate ship before the tub blows. Of course, if you are extra strong you can also go around and take all of the barrels of Alchemist's Fire into your own inventory before their fuses get lit. And, be careful not to break that rope swinging back to the *Redoubtable*.

Finally, back on board the *Redoubtable*, make sure to report to the Captain again. Ronan, whose services he will offer to you, is the kind of person you will want at your side. Once Ronan is on your team, to make sure he is properly kitted out, you have to go back to the mess and get his stuff from his footlocker. Don't forget ask for his key first.

## **2. Fairloch**

Safely docked in Fairloch, the Captain charges you with getting the Princess in to the castle swiftly and safely. You will have to decide how confident you are in your ability to do so when considering how much exploring and mapping you might want to do on the way, or whether you want to take on any additional quests, or whether you want – or need - to stop for any selling or shopping activity.

Watch out for shady characters. Remember that the Princess already has been the object of one attack and that the perpetrators may not yet be finished with what they started, so don't dawdle about in public houses, peripheral investigations or cultural pursuits too egregiously.

When you do get the Princess back to the castle, assuming that you do and that you are not totally evil and-or chaotic, you will need to follow the main quest's steps in proper sequential order or you may end up in a fight with monsters against which you cannot win or else get thrown into thrown in the Fairloch jail with no way out. So, follow the trail from (1) the Duke to (2) the Guard Commander to (3) the Thieves' Guild to (4) Hollister to (5) the Bartlett residence (use an invisible potion or spell there unless you want to risk runing into him and having it out with him then and there), then (6) back to the Guard Commander and (7) [Interrogate Bartlett - if you haven't killed him previously] and (8) go back to the Duke for the key to the Johnson Estate.

It is necessary to follow that sequence. That does not, however, mean that you have to do each step immediately after the previous one. If you decide that you want to take a break and complete one or more of the secondary quests, you will not be penalized. Just don't get yourself thrown in jail.

Once into the Johnson estate, you have to get past the Butler (and it's not just because he is snobbish SOB that this can be difficult) and then find the evidence that incriminates Johnson. Once you realize the importance of the information in those papers, you have an important decision: (1) Rush off to save the Senators or (2) Seek help from Davis.

If you try the latter, you will regret it. At least I did, when the game crashed each of the three times that I did so. If you head directly to the Senate and buff yourself (and all your henchmen) with all you have, you have a reasonable chance of killing the Shadow Master and all his [many] men before the Senators get killed.

With that done, you will have to find Johnson, who will fight for a bit and then give up, and then interrogate him. I didn't like the sod, so killed him off and looted everything he had. That got me taken into custody by the City Watch and then taken back to the Duke and Davis. They quickly had me released, finding that I had acted in the best interests of the Crown. Lots of rewards and accolades followed. Then you have to enter into a quite lengthy exchange to out more about why the war had been declared and what needed to be done to prosecute it successfully and (hopefully) achieve the King's strategic objective of safeguarding the realm for the foreseeable future.

### **3. Searching for the Sceptre**

Assuming you have got yourself on the way south to Amalis, completing whatever secondary quests might tempt your fancy along and off the main road, you will want to meet the Guard Captain first and then Lord Sothby. The latter can be depended upon to steer you on the way to your main objective, but might also ask a small favour (finding his friend Alan Rich). And, by the way, don't be shy about claiming your just rewards when you speak to him before heading back North.

My experience in Stoneguard was different than that reported by another walkthrough recorder. Make sure you speak to Guard Captain Connor MacTavish when you enter the Approaches to Stoneguard. And, if you want an audience with King Sullnus, you had better be willing to help out Connor and his patrols. You need to show the Giant Leader's head to him in order to get your entry pass to the city and your reward from the King. (Any loot you may pick up is, of course, yours if you can carry it). When you present Sullnus with the Giant Leader's head, he will offered you challenge which is well worth the effort, in terms of XP, GP from the King (bit ti mention all the loot you can carry). Don't forget to check out the Valley of Silence either.

Back in Fairloch, if you haven't found the Sceptre, you have to figure out how to get to the Isle of the Dead. Think: Friends or acquaintances who might be willing to do you a favour. On the Isle of the Dead, you will find out soon enough why most folks fear to go and why none ever come back.

The surface is easy. Substrata, however, are a different story. First, you have to be careful with any secret doors you may find. Some you can go out again after you have entered and fought and/or plundered. With others, there is nothing for it but to forge ahead because, once through, there is no going back. Second, Undead Shadows and assorted other monsters come at you in seeming hordes. If you are fast enough and strong enough, you may be able to deal with them. This, though, is where you want several henchmen and at least one with good battle spell skills.

Sometimes, even being armed to the teeth, fully buffed and accompanied by skilled companions will not be enough. You need to have the nous to retreat often to a place where you can rest, recover and buff up again before proceeding. Alternatively, if you have enough invisibility potions for everyone in your party to pass by or through all that lie in wait, you might be able to avoid some fighting. If you try that, you had better find the Lair of the Lich pdq before you become visible again.

When you do find the Lair, if you thought that everything that preceded was challenging, you are in for another surprise: It gets harder. The Lich has more lives than a cat and disappears and reappears almost at will. You have to have fast reflexes to keep up with it. Did I mention that it also has minions to

throw at you with abandon? When it finally comes down to you and your companions against the Lich alone, you may be able to hack and slash until it gets Near Death. If you think that will work, by all means, try it.

But eventually you will find that you are in a perpetual hacking and slashing stand off. When that thought does occur to you, run through your mind what Liches are: Supernatural Undead, right? And whereof does their supernatural power come and where does it reside? In their respective phylacteries, of course. When you are embroiled in that stalemate of combat, take a moment or two to look around. If you see a sarcophagus, check it out to see if this Lich's phylactery is there.

And, assuming you do finally prevail, have a good look around for that Sceptre of Transcendence. If you spoke to the Lich at any time, it will have denied knowledge of any sceptre. But it has to be there, right? But what if it isn't? Do you begin to get a whiff of something rotten in the state Denmark, err, Aielund? Particularly when you compare the tome you were given back in Fairloch at the beginning of this adventure with the one you find in the Lair. Back to Fairloch then, post haste!!

Back in Fairloch, it quickly becomes evident that there is evil afoot. The Guard is in disarray and the Castle is barred off to all outsiders. Who ya gonna call? ?Ghost Busters!? No, no ghosts here, just live, well armed and motivated, if unknown, opponents. Thank the Gods that be that you made friends with Sparky back in the thieves' guild. (You did, didn't you?) You'd better find her sooner rather than later if you want to get into the Castle to see what is what.

So, you get into the castle and what do you find? You find it beset by shadow monks and Impostor Watchmen and Knights intent upon stopping you from any further ingress. And, if you finally get back upstairs to the throne room and the Duke, you are going to find your judgement tested. Just who is the bad guy at the centre of this mess?

Found out? Now a Lady? Rested up? On to Act 3!



## **Act 3 – Return of the Ironlord (1)**

### **1. Return to Culdeny and Bracksford**

Had your morning coffee? Met with the King, Princess, Duke, etc. Know what you have to do: Raise those reinforcements! Ya! On your way, you get called to the City Guard garrison to meet a prisoner who has turned himself in: None other than Robert Black, returned to the living. Only now he wants to be your friend and henchman. Your choice. But you will have to fit him out if you take him on.

Then you can leave, finally. Well, you can, but you might want to check with that guy who runs the teleportation lab in the University. You never know when there may be advances in scientific knowledge that might be of use to you. And check with the Bishop as well, to see if his store of restorative goods has been restocked. You have to know that the bad guys are only going to get badder and more numerous as you go on.

Ok! We're off to get the Dwarves of Stoneguard on the march. But what is this? They are all a tizzy because the city has been invaded. You'd better speak to Sullnus to find out what happened and sort that out if you want them to be able to fight for the Kingdom at Highmarch. Dwarves, like most others, always fight better if they don't have to worry about the safety of those back home. You might also be able to pick up some good resellable loot if successful.

Then, South again. Remember that bridge that was closed to you? Well it still will be. Unless, of course, you are able to persuade the Master of the Monks to open it up for you so that you can take out Azurefang, the dragon that had forced the closure of the pass. If you decided to take on Black, you may find the dragon less of a challenge than it might have been. How often do you get to talk a dragon away. But, of course, the world is always better for one less dragon, so fight it if you don't feel diplomatic.

On the East Road, you may run into Spartan. You can either take him on as a henchman or else send him straight to Highmarch. Watch out for other thugs and monsters: The road is no longer safe for travelers, notwithstanding the recent elimination of Azurefang as a menace.

Back in Culdeny, you will be amazed at the reconstruction after Black's previous onslaught. But the water supply seems to have something wrong with it. And, you will have to make a moral decision about whose side you are on: The workers or the privileged, exploitative elite. You never liked the Bartletts at the best of times, did you? And, don't forget to check in with the Guard. Remember, you are raising troops to aid the King. By the way, did you engage that fighter in the Bracksford Inn way back at the start? Did you realize he has a soft spot for that ranger, Mona, you met in the Calespur Ranges?

On South, through seeming hordes of Goblins, Bugbears and Giants. Good Luck! Hope you got a lot of healing potions and kits. Or can transport often off to somewhere you can rest. If you are smart, you will proceed crefully and stealthily. It is better to stand back out of the way and let the various marauding monsters fight each other. That way, their numbers are decimated and weaker, making your task of clearing the North Road again much easier.

Once the road is clear, you have a choice: Go Straight to Bracksford or follow up on those sub-quests you may have gotten assigned to you in Culdeny. The road to the Calespur ranges, you may remember, goes West from the main road. If you have the time, dealing with the Black Dragons and finding Mona offer the opportunity to pick up more loot and greater experience.

Zounds! What has happened in the nice little town of Bracksford? War is Hell.

Any survivors? Take a close look around, but make sure you have eliminated any lingering monsters in the town before sending civilians up to (relative) safety in Culdeny. And don't forget to ask about any others that may still be about elsewhere in the town.

## **2. Rousting out the Allies**

Ok! Done all you can in Bracksford?

Now, where did the Mayor say that druid had gone? Go East young man (or woman, self-identified or whatever)! If nothing else, going East will give you a chance to check out the Knight's tomb again, in case you missed anything. Keep your eye out for signs of Hasnufraxx and, of course, monsters to kill. If you do find Hasnufrax, remember how fond he was of his Sebastian, and be kind. There are rewards well worth the effort of being helpful, quite apart from the good feeling you get inside. If you have time, visit the shore of Cairnwood Lake. It is said that its waters have significant restorative powers.

So, did you use the oak tree to visit the Eldar? They are a different, strange, often scheming race. Yet useful as allies in a good cause. Did you succeed at the Eldar "Test"? If so, you have managed to get the Elves directly involved and on their way to assist the King. If you are smart and have the GP, you will also have found the one elf in Acadia who can sell and upgrade your weapons.

Next up: the Barbarians. Remember your old friend Morik? He will remember you, as should anyone who has one's possession of a throne (such as it is) restored. But, despite his willingness, he may not be able to offer the help you seek. If you can relieve the pressure on his resources, he would willingly put them at the Aielund's disposal. You may also remember his daughter, Valennia, the mercenary from back in Fairloch? Get her back, preferably alive (a resurrection scroll may be useful in this respect) and you will receive Morik's undying gratitude, plus a lot of brownie points for bringing back the armour the Barbarians revere. But don't look for a lot of GP: These are barbarians after all. For obscene amounts of Gold, you have to find a Dragon's hoard.

## **3. Highmarch**

With the Dwarf, Elven and Barbarian allies all lined up, there is nothing else for it but to head South to Highmarch and make sure the fortress is in shape to meet the Ironlord's assault. But that road South of Bracksford has always been a bugger, hasn't it? You cleared it once and will probably have to do so yet again.

And what do you find in Highmarch? First, a not very impressive Fort Commandant, whatever the reason. And second, a pretty decrepit infrastructure. Both those will need addressing if there is to be

any credible defence mounted when the time comes. There is an Inn called the Lazy Lion where, if you find a comfortable stool, you might be able to get a bit of a rest and then share a story with a few of the patrons. If you tell it right, it could be worth a big wager.

Assuming you speak to the Guard Captain Marshald, you will find out that the reason for the ineffectuality of the Commandant, Count Alastair Whitford, is his inability to cope with the death of his wife, Saffron. You had better head over to the Keep to talk him into getting off the pot, or at least giving you permission to do the necessary. [By the way, that painting of Saffron shows a striking resemblance to that painting by Whatsisname, don't you think?. Wonder if she had a sister named Mona or Lisa?]

If you get permission from the Commandant, go back to the Guard Commander for a tour of the fort's defenses. It quickly becomes evident that there is clearly a lot to be done to get the fort ready for an assault. But what's that over by that doorway? Marshald swears it looks like Saffron. Impossible, but whatever it is, it was enough to distract the fort commandant from his duties. Better to investigate quickly and try to get this place working properly again.

[And when you get to the bottom of that, you will have to resolve a philosophical question or two for yourself: Should any undead, even a good undead, walk amongst the living, or, do the undead belong with the dead, not walking about the living?) And, of course, you will be forced into making a choice. In the end, you will find that whichever choice you make matters little to either your rewards or the progress of the adventure. Still, you have to make that choice. Are you a realist or a romantic?]

Once you have the readying of the fort for combat finally under way, Telnius poofs into the space before you. How fortuitous. He, if anyone, can tell you about that sceptre piece you picked up underneath Saffron's house. No such luck, however. For that you have to go find another wizard in Trinity, down South.

Before you head out, though, you might want to check out the Fort's armourer and the visiting wizards. Maybe you need another weapon, or a weapon upgraded, or some spell scroll or potions?

Out the door to the South Fort. Not much here except a church, always good for healing and restorative merchandise. You can take a look at the defensive setup on your way. Good thing you got that pass out the South gate from the Commandant, because you need it to go any farther. Official guards prove the old adage that those people with a little bit of authority always exercise what little authority they have to the maximum extent.

The road South through the mountains is likely to be full of traps and bad guys, don't you think? Be sure to watch out for particularly bad guys the closer you get to Trinity. And, assuming you survive, take a good look through the remains. The more adept the opponents, the better their possessions and you can always use more loot. [You have been buying bags of 100% holding every chance you get, haven't you? Merchants where you can offload loot in any quantity tend to locate only in larger centres.]

Pay attention to the possibility of assassins. If you manage to fight all attackers off, pay close attention to the loot you pick up. Some of it may lead you to feel paranoid. That, you may think, will bear investigating when you have a spare moment.

#### **4. Trinity and the Desert**

Arrived in Trinity, it is always best policy to touch base with the local powers that be, don't you think? That is politic and usually can give you a sense of the lie of the land, particularly if they are inclined favourably toward you. They may be able to give you some advice on how to proceed. In any case, once you've paid your respects to the local Pasha, you had better find the local Aielund Ambassador.

You may be surprised to find that unlike most diplomats, Sir Walter Reed cannot hold his booze. But with some sympathetic straight talking and an intervention from the princess, you may be able to get him sober and functioning effectively again. It could be important to the situation with neighbouring countries. What have you, indeed he, to lose? As a matter of fact, your cause and his career could both have a lot to gain. Try to remember that diplomacy has a lot to do with putting up with persons you cannot stand. And you may find that Ambassador, the Marquis Vaillancourt of Tusone is one of those.

With all the headiness of high level negotiation going on, don't forget that the reason you travelled South in the first place was to meet with Sahir about that relic you got underneath Saffron's house in Fort Highmarch. He has a lot of esoteric knowledge and can give you some good leads to follow.

Deserts can be desolate places, so make sure you are well rested, have divested yourself of any unwanted loot you may have accumulated and got any supplies you may need at the local merchant. By the way, did you ever get to the bottom of that note you found on Thorian?

Good luck in the desert. Be ready for anything. And be ready to wander about in a sandstorm. Hope you have a good sense of direction and make good maps. You are going to need both.

Found that lost fortress? Looks easy in the beginning, doesn't it. Just you wait. Better make sure you and anyone with you is well buffed when you start heading down. Make sure you look carefully everywhere, both before and after any skirmishes. There are one or two things you may not understand at first, but can find the utility of on your way out. Hopefully you will figure out how to get all the way in and all the way out. Maybe Sahir can make some more sense of what you found.

Oh, well. Maybe we can find what we need in the Western Desert. Be ready for rogues and assorted brigands and Gypsies, Dragons, Scorpions, Asps, Spiders, more BIG Scorpions and more BIG Spiders. Not to mention a big dragon called Azurefang. Bluetooth, get it? Remember it from way back South of Stoneguard. Seems like an age ago now, doesn't it? On the other hand, if you just did away with it back then, you can look forward to a nice, painless, reward now.

When you finally do get to the Cave that Sahir mentioned, you also have to make use of your head to go any farther. Hint: Check out that sceptre head you have been carrying around to see if it can help generate some power. If it can, that will certainly help get you wherever that portal goes.

Assuming you did get the cave portal working, where does it land you? Through a portal but into somewhere you don't appear to have a way out. The first order of business, therefore, is to get some kind of power source working, no. Unless, of course, you are happy with the prospect of staying down here

until you expire. Then, you will want to figure out how the thing works. Only then might you want to begin exploring to see what you can find.

Good luck, once again. If you think you have seen monsters before, you haven't seen anything yet. Even dragons may pale in comparison to the number of things you are likely to face here. You had better have lots of healing potions and/or spells. And rest up every chance you get, besides monsters and constructs, the very atmosphere of parts of this place is foul and debilitating.

But, if you are as good as you have to have been to get this far, you stand a good chance of getting whatever is in there and getting back to Sahir to try, finally, to make some sense of it all. Good luck.

## **5. The Battle of Fort Highmarch**

Time to head back north, but whoops: This can't be the enemy itself, can it.? Big decision now, when you talk to it. Do you submit? (NBL!!!) Does your little group stand and fight? (Maybe we should!) Or do you remember that discretion is usually the better part of valour and head back to where all those allies you roused out have gathered? You hope.....

Good decision! At least running gives you half a chance with the security of numbers. The problem, however, is no one seems to have the strategic and tactical smarts to set up the defenses at the fort. So it is up to you to do so. And do it before the Ironlord gets there. And, don't forget you went to all that trouble to find those sceptre pieces, so you have better find the king and get them to Telnius. FAST!!!

[Like the battle itself - see below - the play of the way back to Fort Highmarch can be very buggy. First, King Seamus sometimes never appears. Other times, he and some of his army appear in a fight with some Adamantine Golems. It is possible to help out in that fight and have the properly scripted dialogue with him once the skirmish is over. However, it is possible that the knights and king may turn on you as well. Whenever this happened, I just went back to my last save and started over again, being more careful to avoid accidentally aiming blows on the king or knights. That lets you play it as scripted. Otherwise the King next appears when you get to Fort Highmarch.]

Good luck when you go back out to South Fort. You have to hope you set up your defensive forces adequately and that Telnius shows up in time.

[This battle is a major challenge even for powerful characters. And the script can be buggy. The first time I did the battle, Telnius arrived in time and I was able to bring the Ironlord to surrender and hear his story, which ends the Act after a script between the King and Telnius. Sometimes, however, Telnius never arrives and the battle becomes a perpetual losing fight against the Ironlord and continuously spawning Iron Golems. If this happens, the thing to do is exit the game completely, go back to your last save and try again. If that doesn't work, then the only way to move on in the game is to save your character and start Act 4 with your last character save.

[On my second time around, the battle play was still very buggy. To make it flow as intended (I believe) before trying to find the King at Fort Highmarch, the first thing you have to do is speak to Captain Marshald on your way to the keep. He will ask you to set up the fort's defenses of the fort and assign all

the allies you have been able to roust to their positions. Next, only then should you go to the king for the exchange with him and Telnius about the weapon that will defeat the Ironlord. If not done in that order, Terinus doesn't arrive in the nick of time with the magic weapon. Third, back out in the courtyard, you have to speak to Marshald again and go out to meet the Seige Golem and its many golem cohorts. You have to kill the Seige Golem and somehow keep fighting until you have managed to cut all the golems and berserkers. All my henchmen died in that effort, as did most of the fort's defenders and I also had to use most of the Potions of Heal in my inventory just to stay alive. Only when I was virtually alone did Telnius finally appear. Luckily, he had got the sceptre together and working and I left him to deal with the Ironlord, only stepping in at the last moment to administer the coup de grace.

[Done, succesfully, in the order described above allows the game to roll out as designed and, after a cut scene involving Telnius and the King, get you to the Interlude and to the next Act].

## **Act 4 - Part 1**

### **1. Treason & Exile**

When you wake up in your new position as Commander of Highmarch, you find you have to go to Fairloch for Princess Criosa. As you get set to leave, you will, if you choose, have to resolve a dispute over property. As judge and jury, the choice is yours unbending adherence to written law or flexibility in the face of human needs and rights.

In Fairloch, you find the populace in a resentful, close to revolt, state and the City Guard brutal. Assuming you go directly to what used to be the Senate, you are faced with the task of persuading a Council beholden to the King to depose the King. You can guess how that is going to turn out.

After events over which you find you have no control, you awake in the Hocarum desert with Criosa and Nelisse. Nowhere to go but Tusone, so you'd better follow the road West. No arms, armour, etc.? You had better keep your eyes open for anything you can use. There are bound to be monsters of some sort out there.

Once again, you are going to be faced with a moral problem: Do you delay to help a soul in need? Or do you press on with your main objective. Hmm. What was that main objective again? And, remember to try to read any books you may find. Knowledge is good and can give you the benefit of others' experience (and perhaps a few XP. (It might even be worth using a potion or spell of Lore to try to learn ancient languages.)

Assuming that you make contact with the Tusonian Defense Forces, you are welcome to try to speak to someone in authority. However, once again, you are going to relearn the adage that those with a little authority exercise it to the maximum, even when it makes no sense to do so. If you don't want to fight a losing battle against idiocy and greater force, you have to find another way to someone who can see more than a few feet ahead of where he/she stands, both literally and figuratively.

If you do manage to get, finally, to someone with more authority, you are going to have to prove your bona fides before you can achieve any level of acceptance or hope to go any further. In the event you do get the chance to prove yourself, make sure you have got all the equipment, buffing and healing/resurrection spells you can get. You are going to need them to keep yourself and your party together.

## **2. Myrfell**

After you have your first interview with King Osric, you are free to explore the town. Finally, a chance to get rid of all the loot you have acquired and maybe get some things you may need. There is a church in the Government District, if you are so inclined. But, if you are looking for XP, you will for sure want to check out the Mage in the Government District first, then in the Commercial District look for the Smithy and for the odd guy praying on a rooftop.

If you run into a crook named René, you can probably do a lucrative deal with him. When you've done all you have to, don't be afraid to wipe that particular piece of scum from the face of the earth. No one will mourn his loss. Ditto with the Syndicate in the Docks.

Once you've had your fill of the town's treasures and pleasures, you can head back to the Palace for a rest. When you meet the king again, he will agree to your plan, and send you off to the Front to secure the mercenary assistance you will need for it to work. Don't worry about what the mercs will cost: The king has lots of money but precious few fighting men to spare. By the way, doesn't he strike you as being just a little off? Or give you just a bit of the creeps? Quite apart from his leering at Criosia, I mean.

If you haven't got all the potions, spells and equipment you think you may need, you had better get back to the town's merchants and healers before you head out. It will likely be a while before you are able to resupply yourself and your henchmen.

## **3. The Front**

You are likely to run into the Archmage Auberon running the show in this quarter. (Remember him from Amalis?) He was absent-minded and mostly harmless there, but is full of himself here. You are not going to be able to do anything but fight him, so get yourself buffed and have at it.

With luck and some timely help from that merc, Robert Black, you will sort that Mage and all his hangers-on right fine. And then you can enter into a dialogue with Black, which ends with you telling him to lead on to General Duquesne.

***[At this point you may run into a glitch in the code of the game, as did I on my first time playing it. It is both a good and bad bug: When you speak to Black after having seen off Abelard for the second time, you will get 12000XP (count 'em!) and the dialogue will let you tell him to lead on to General Duquesne's camp. I found that when I talked to Black and got my XP, both my henchmen became disassociated from me and Black led me nowhere, no matter how many times I spoke to him.]***

***[The bad part is that this becomes an endless loop which is tremendously annoying. The good part is that, at 12000XP for each time you repeat the dialogue, you can level up very, very quickly. Good for your future adventuring. But you will find you soon reach your maximum attainable level. Tant pis! I went for the XP.]***

***[The way out of the loop is: When you have all the XP you want, speak to each of your henchmen and bring them back on board. Then save (export) your character. Then exit the game. Next, go to the main menu and begin the game anew at Act 4, Part 2, using your character at its last saved version. You will find that you have successfully moved on to the Tusone camp at the Front. Your henchmen will be waiting for you to engage them again and all of you have virtually everything you had back at where you were previously stuck.]***

***[On my second time through the game, three years after the first, this bug did not occur. The game moved seamlessly to Act 4, Part 2. I expect new patches to the NWN/EE game machine may have fixed whatever the bug described above was.]***

When you meet the General, you will have to brief him on your plan and how to set it in play. He doesn't like mercs, but then who does? When you need fighting men, you have to take them where you can find them. In this case, it means a trip back to Trinity, with Robert Black as the king's trusted personal representative. Black? Trusted? There are, however, a few obstacles in the way. And, seek out the Quartermaster to sell off some of your accumulated loot and improve your kit and that of your henchmen.

The first obstacle is in Bracksford, where your old friend Dante Colt is heading up the defending Aielund forces. The questions for you at this point is: Do you want to fight a good friend or do you want to see if you can work something out with him? If he has his girlfriend Mona with him you have a good chance of persuading him to change his allegiance from Seamus to Criosia. [I took the friendly persuasion route and it worked for me the first time through. The second time, though, Mona was nowhere to be seen and Dante was accompanied by the High priestess Celeste Patterson. Nelisse went at her before I could speak sensibly to Dante. When I finally got control of the dialogue, I had no luck in persuading him to see sense. That meant a knock down, drag out fight to the finish. I hated to do that to one I considered a friend, but it apparently had to be.]

Once the Battlefield was clear, the king told me to speak to Black. Black offered his services as my henchman, but to take him, I would have had to give up Nelisse or Criosia. Frankly, I preferred their company. Black may be attractive in his own inimitable way, but I couldn't see myself getting up in the morning and having to face his cigar breath. Before leaving him, however, he showed uncharacteristic good faith and gave me a Stone of Recall and 10 crystals. As well he gave me King Osric's seal, effectively bestowing plenipotentiary powers for any dealings with mercs in Trinity. Indeed, anywhere!

After leaving Black and the General, we explored the town, but only the barracks and the Inn had anything of interest. In the barracks, the locked chests had some minor loot. In the Inn, there were several food items and a picnic basket (Fortnum & Mason's), which I picked up. You never know when you may get hungry.



As our party approached the South gate in Brackford, who should show up but Spartan. Now a new father, he did not offer to join my party, but did give a token that would let me call upon him for aid in dire need. He promised to come fast, at least twice, if necessary. After a rest and recharge, we headed South.

## **Act 4 - Part 2**

### **1. The Lowmarch**

Well, it might have made sense to take Black along with you on this lower path of his. But then you would have had to have him along and not Criosia or Nelisse. Both of them have served you better and more faithfully and, as important, are better looking and more personable.

In this dark place, you may be able to pick up an ally, but it might be hard to tell him apart from the villains and monsters. Still, if you come across him/them, don't eschew the help. There are lots of others down here that you are going to have to fight.

And you finally cross that long bridge, remember the D&D rule of thumb always to go at the strongest in the fight first. And remember to buff your band to the maximum. If you have Spartan's token, it would not hurt to have him come in for this bit, as well. Remember that dragon opponents, though formidable are not always the most powerful in the room. Don't forget, either, that the only way to kill a Lich is to get its phylactery and destroy it. In a battle, that means using it on yourself.

Be very careful, even after you have fought what may seem to be the biggest battle. There is almost always some recrudescence of evil hiding about somewhere. You will be very glad to see daylight again if you manage to get through.

### **2. Back in Trinity**

Back in the daylight, emerging from the cave, you are in desolate North Trinity. Not much to do but get on into the town.

So here you are again. Have a look around. You will see that trader of questionable morals, Hakkim, has got himself new premises. And why aren't you surprised that many of the things he is flogging look awfully familiar. If you have been assiduous in looting your enemies bodies, you will have a lot to sell. You will need the cash to refit yourself and your party as you see fit.

Not to mention to recruit bodies to fight against Aielund. Mercenaries are nasty types at the best of times. Some only accept cold, hard cash in advance. Others may accept the King's seal in lieu of cash, but don't be surprised if you can't get all of them to work together. Or if you have to get involved in their personal feuds in order to get some of them, at least, to work for you. Err, King Osric.....

When you have all the mercs you can enlist, it is time to head back to what's left of Brackford and meet with General Duquesne again. You can try to go back via Lowmarch or else take the transport

portal. The latter is certainly faster.

### **3. Returning to Fairloch**

Back in Bracksford, you will learn how long it takes to mobilize an army and probably decide to go ahead on your own, following the East Road to Culdeny. You probably won't get far without running into that phenomenon of most conflicts: Deserters. And, you really do have to wonder where any survivors from Bracksford may have taken refuge.

The East Road takes you past places you have been before: The graveyard with the Knight's Tomb, which you might want to visit for old time's sake. You were able to find allies in the Cairnwood Forest before, and it may be possible to do so again. In addition, Morik still leads the Barbarians in the Southern Highlands and it never hurts to ask a favour of an old friend - or to do one either.

When you finally get on your way to Stoneguard Village again, you will want to watch out for Orville Hellicon, the dragon that is starting all those fires in the forest and looding the Elementals.

### **4. Stoneguard Village Again**

Arrived at Stoneguard Village, you see all the allies that you rustled up have kept their word, so it's off to General Duquesne to set up the attack on Fairloch! Unfortunately no: First, there is no way to get the Dwarves to join the fray. They have locked themselves into Stoneguard by collapsing the living rock over all entrances.

Second, troops coming up through the Silent Valley are under attack and need immediate help. Third, you have to go after Terinus and get the Sceptre of the Ages. That is a plateful for any adventurer, but you have to deal with it. There is a pretty good chance Terinus will not have left himself unprotected, so a modicum of caution and a lot of buffing may be in order.

Finally, if all is done successfully, you can return to Duquesne and report your success. It is time to head off to Fairloch. Maybe you will be able to chance upon an old friend who knows how to sail and can get you there safely. You just have to persuade him.

### **5. Fairloch Again**

This is it. You are back. Lots of fighting from here on in. With luck you will have thought far ahead and bought LOTS of heal potions and Resurrections (if you want to keep your henchmen with you).

First, you have to get through those blocked gates. Hmm. How did you get around before when the gates were closed. Does that give you any ideas? If so, do you think that the Aielunders might not have thought of that too. So be prepared.

Second, do you know where you have to go to let the army in? Think. What direction are they coming from? And what part of Fairloch is closest to that?

Ok. Got the gates open? Have your mercs around? Time to head to the castle. You are not going to be able rest again until everything is said and done. So, get all your spells and potions and quick slots arranged. Good luck.

If you last long enough when you finally do get to the Ironlord, you may find that you have inspired others to rebel and help you at the last moment.

Be prepared to receive the accolades of all those whom you have helped free from tyranny and insanity once you have 'won'. But be prepared for unpleasant surprises. This is, after all a long saga and only now is the beginning of the end beginning.

No time to enjoy accolades? Not even a drink in a pub with grateful well wishers? Some reward for a hero adventurer! Follow Terinus.

## **Act 4 - Part 3**

### **1. The Tower in Blackwood Grove (Getting Even!)**

No time to enjoy accolades? Not even a drink in a pub with grateful well wishers? Some reward for a hero adventurer! Follow Terinus.

At least where he takes you, you can unload all of your loot on the miniature merchant. He doesn't have a lot to sell, but he is a generous buyer! Also, you get a chance to rest up and recuperate and prepare for the travail ahead. And, an additional bonus, at least two of your henchmen are there to join you again, equipped with a lot of quite good kit, even!

So, in return for giving up the adulation of the masses in Aielund, what has Terinus got for you? Well, a lot of grief, that is for sure: Powerful Ancients called the Saquarin. First, you have to go get arms and armour from some place only he can get to, only to find that there is nothing there and you have to go somewhere else. And then you have to go somewhere else again!

At least you get a chance to even things up with that rat, Osrice. Not just even things up, but also bring the bugger down once and for all! And also free your friend Criosia from the sacrifice she made. You will have to watch out for Osrice's Protectrice, though.

### **2. Other Worlds - Twilight**

Back at the Tower, Terinus wants to get you fitted with proper arms and armour to confront the Saquarin. Of course, this means travelling to other worlds. It has to, doesn't it? At least Terinus is able to give you a couple of ideas about where to go first. For what they are worth.

Twilight really is a world of twilight, devastated by the Saquarin. And cold. And lots of STRONG monsters. Speak to Katsumi Sato, the leader and then to Tetsuo Umezawa, the armourer, in

order to get your self oriented and a sense of direction. Then get yourself ready for one big fight going in to get the ruby for the weapon, the crystal for Portal power and to find out about Yoga. And an even bigger fight on your way out! You will need lots of healing potions, resurrection spells and to rest at every chance you get.

And, once you have done everything you can here, be ready for disappointment in the end. Nonetheless, you may find solace in rescuing a destitute and dying people and in bringing to them some closure and some hope for the future.

### **3. Other Worlds – The Border Ethereal**

Well, if at first you do not succeed, the old adage goes, try again. What was that other world Terinus mentioned? Ah yes, the Ethereal Realm. In you go. Wandering about you come upon an injured old man. If your orientation is good you want to help him, you are going to have to figure out how, when you can even speak to him. Maybe those folks over at the pig farm might be able to help communications.

What's that over there? Isn't that your old friend Curthbeort from back in Feybourne? He looks like he needs some help. Then perhaps you might be able to ask him about that Dragon Terinus mentioned a while ago. You are in search of weapons that can help in your fight against the Saquarin and who knows what Dragons may have in their hoards.

If Cuthbeort tells you about Xrynamaxas, you are half way to meeting your objective. Of course, you should not expect the other half to be easy. If you are a clever, smooth and sincere talker, you might even be able to get everything you want without a fight. How? You ask. Tact, Reason and Politesse, that's how. Remember that Dragons do, on occasion, enjoy riddles and if you are any good at them, you might be able to engage him profitably on that basis.

Oh, by the way, don't let yourself be taken in by those wannabe dragon gargoyles. They really don't act as anything other than decorations. And time wasting ones at that!

### **4. Other Worlds – Assumption, The Nine Hells & The Abyss**

If you handled Xrynamaxas right, you have probably got some really good equipment and think it is about time to go after some really bad guys. Nonetheless, it is always good to have the forces of Good, Light and Right on your side. And you can probably assume it is a good assumption that Assumption is a good place to find some.

#### **a. Assumption**

On entering, you will be gratified to find a place that, finally in this adventure, is in reality idyllic. So go ahead, explore, speak to the powers that be and get them on side. These guys speak in an archaic manner (or at least in a way that the game's designer thought was archaic) but, apart from the excessive verbiage, it is easy enough to understand.

On the way in on my second go at the game, I met a poet called Acipe (who by the way was just

as unenamoured at the way this bunch spoke as we were). She was interested in the story of our adventure so far. If your character is a good story teller or performer, you may get some kind of reward for spinning the tale.

The Archangels Benedictus, Veritus and Serenity are the guys with whom you want to talk. If you speak to Veritus first, that will open up a dialogue that relates a lot of Nelisse's background. Benedictus, however, is the one on the business end. While they are quite willing to help out against the Saquarin, there are some things that you can do, which they cannot, which you will have to do before they can help you. You guessed it: Into the bowels of the Nine Hells to knock of some more bad guys and get some good stuff, including an amulet needed to harness a veritable Maelstrom and unleash it at the right time at another even badder bad guy. So go to it.

### **b. The Nine Hells**

From the Hall of Worlds, you go to the entrance to the Nine Hells and into the dark, hot and dangerous Mt. Erebus. There you will find many harmless tormented souls, but also the Elite Cornugons, the Erinye Matriachs, the Pit Fiends and Greater Osyluths that torment them. Your reward for having fought your way through that bunch is the entrance to the Fields of Torment. There you are welcomed by yet more Erinye Matriarchs, Greater Osyluths and another Pit Fiend. The rivers in both these places are running hot lava, so it is best to use whatever bridges there may be rather than trying to ford them.

Finally, into Fort Insidiae, you find yourself face to face with Archduke Insidiae, General Erath and Jezelle. These are all pretty formidable characters, so you had better have buffed up well before entering. The rewards for besting them are really wuite nice.

As was the case in Botol, you are going to have to watch both your front and back as well as your sides, on the way in and on the way out. Just because you've sorted the principals does not mean that the minions have all slunk away. Once you get back to Assumption with the *Talisman of the Tempest*, however, you will find it really was a worthwhile effort.

### **c. The Abyss**

You have passed that door call "the Abyss" so many times, your curiosity has probably been piqued. Just remember, curiosity killed the cat. Opening some doors will bring only abysmal nightmares, perpetually streaming at you. [Sort of like eating blue cheese or pork & beans just before bedtime.]

## **5. Other Worlds – Acheron**

There is no going back after you go through this door. And there are no more merchants before the end from here on in. So make sure that you have all the healing spells and/or kits that you can afford. And also all the resurrection or raise dead scrolls or Resurrection Rods that you can afford. You can bet your bottom GP that the monsters are only going to get badder and badder and more lethal from here on.

When you fight your way to Benedict, pay attention to his briefing. And try not to get too far away from either your henchmen or where the angels tend to gather. You do not want to get exposed and

surrounded where Disciples of Abaddon and Abaddon himself can focus all their energies on you and your henchmen. If you have willing allies to diffuse an attack on your person, make good use of them!

Once Benedictus has control of the portal, you are able to go on to the end of the adventure: Sorting the Saquarin. Rest, get yourself organized and, when ready, check in with Benedictus again and get him to send you on your way.

## **6. Sorting The Saquarin**

You are down to the end game now. [By this time I was getting bored with the whole game. It just seemed so endless and should have ended at least three sections back.]

### **a. The Citadel - Level 1**

Anyhow, when you explore the level to which you are first teleported, be sure to look for something that looks familiar (think: The Ironlord). Even though what you might find is incomplete, you can probably, assuming you are reasonably resourceful, find enough spare parts to make a usable whole. Anything that you or one of your party might be able to use to increase your strength is likely to help out in your eventual fight against these 'supreme' beings.

You will, however, need all the potions of epic healing and resurrection spells that you have. Once you have killed everything on level one, you have to find the stairs up to the power and weapon level.

### **b. The Citadel - Level 2: The Power & Weapon Crystals**

At this point a real time clock will start and you have ten minutes to (a) smash at least four of the crystals in the power room and (b) smash all four of the crystals in the weapon chamber. To accomplish both of those things, you are going to have to kill a whole lot of Technicians and Sentry constructs. By the way don't bother fighting the Golems in the Golem chamber, just run through it as fast as you can and get to the power and weapon crystals as fast as you can. Some of the Golems will follow you, but if you move fast enough you should be able to deal with the Techs and Sentries that stand in your way before any of the Golems catch up.

With the crystals smashed, you get a bit of a respite: Time enough to rest and recuperate. That is what the Toilet and Cushion of Relative Comfort are for. When ready go up through the teleporter to the Command level, where an even bigger fight awaits.

### **c. The Citadel - Level 3: The Command Centre**

On this level, in the main open area the Supreme Saquarin Commander sits protected by an unassailable shield. To get at him, you face Protective constructs, Technicians and Scientists. Only when you have done with them can you get to the rooms to the North and South to disable the protective shield around the Commander. You guessed it. More constructs and scientists to kill before you can work the

control panels to disable the shield. Go to it. At least you can rest up for the fight with the big cheese when you have disabled his shield.

Like I said above, this battle royal goes on for much too long. First, you have to beat the commander down enough for him to come out of the armoured suit he is wearing. Then, once again, you have to kill off the constructs and technicians he summons. Then you have to kill him. And if that is not enough, you then have to beat a giant spider once all the other bad guys on this level are dead. Crazy stupid and boring.

When you finally get done with all of the beasties, you want to get to the main control panel to put his ship into self destruct mode. And you need Terinus alive and well to do that. Only guess what? Terinus gets his chance to redeem himself by staying with the ship to make sure it self-destructs. Finally, he chooses self sacrifice for the common good!

Off! He commands you to leave before to big blow comes. But there is a further complication: You can only leave the ship from the same teleporter in which you arrived. So you have to backtrack and get to the one on the first level without getting stopped by any of those bad guys you left behind. You have to get off fast, so deke past all of them and run all the way back down. Don't bother to take the time to fight them. Good luck! Lots of honours and awards await you if you get back to Aielund.

Oh, by the way, if you do get off the ship and back to Aielund, there will be no merchant to whom you can sell all of your accumulated loot. So, before you talk to Criosia, take back into your own inventory all the equipment you want from Nelisse and Black. (You did remember to take everything good from Terinus before you let him leave, didn't you?) Then, save your character. That way, if you use him/her in another game, you will be able to keep what you want and sell off all the rest for GP.

When you do finally talk to Criosia, you will find that she is grateful as are all the people of Aielund. So grateful, in fact, that she makes Black a minor noble, Nelisse the head of the church and you the Duchess (or Duke if your character is male) of Fairloch. That's it. No more XP. She asks you to recount your tale and the screen turns black. End of game.

# Annex 1 – Maps

## Act 1

### 1. Bracksford - Plan



- |                               |                   |                           |
|-------------------------------|-------------------|---------------------------|
| 1a. Exit to /Entry from North | 3. Mayor's Office | 8. Farmer Johnson         |
| 1b. Gate to/from East         | 4. Laura's Linens | 9. Farmer Smith           |
| 1c. Gate to/from South        | 5. Blacksmith     | 10. Militia Commander     |
| 1d. Gates to/from Paddock     | 6. Merin's House  | 11. Hasnufrax & Sebastian |
| 2. Bracksford Inn             | 7. Dale, a Scribe | C. Strange Sounding Cow   |

### 2. Bracksford - Inn

- A. Superior Suite
- 1. Front Exit/Entry
- 2. To/From Upstairs/Common Room
- 3. Bar & Kitchen
- 4. Rear Exit/Entry





## Annex 1 – Maps

### Act 1

#### 3. The South Road

1. To/From Bracksford
2. Ambushed Wagon
3. To/From Highmarch Foothills
4. Cave
5. Alpha Wolf
6. Campfire
7. To/From Highmarch



#### 4. Highmarch (1)

7. To/From South Road
8. Guard Captain Marshald



## Annex 1 – Maps

### Act 1

#### 5. The North Road

- 1a. To/From Bracksford
- 1b. To/From Culdery
- 2. Brigands' Leader
- 3. To/From Calespur Range



#### 6. The Calespur Ranges

- 1. To/From North Road
- 2. Ranger Outpost/Amin Wise
- 3. Cabin/Toma Fairchild
- 4. Ruins
- 5. Mona/Calespur Caves
- 6. To/From Calespur Mountains
- 7. To/From Culdery



#### 7. Calespur Caves



- 1. To/From Calespur Range
- 2. To/From Level 26. Wyverns
- 3. Wandering Gnome
- 4. To/From Level 38. To/From Abandoned Mine
- 5. To/From Level 2
- 6. To/From Abandoned Mine
- 7. Dorum MacTavish
- 8. To/From Level 26. Wyverns

## Annex 1 – Maps

### Act 1

#### 8. The Abandoned Mine (Level 3)

1. To/From Calespur Caves
2. To/From Mine Level 2



#### 9. The Abandoned Mine (Level 2)

1. To/From Mine Level 3
2. Cabinets
3. Spider Pods
4. Chests
5. To/From Mine Level 1



#### 10. The Abandoned Mine (Level 1)

1. To/From Mine Level 2
2. Mine Treasure Room
3. Altar
4. Dormitory
5. Bugbear Huts
6. To/From Calespur Mountains



## Annex 1 – Maps

### Act 1

#### 11. The Calespur Mountains

1. To/From Abandoned Mine
2. To/From Calespur Ranges



#### 12. Culdeny (1)

- 1a. To/From North Road
- 1b. To/From Calespur Ranges
- 1c. To/From East Road
2. Brewery
3. Seaspray Inn
4. Church
5. Church Crypt
6. Kipper Bob
7. Dockmaster's House
8. The Midnight Runner
9. The Raven
10. North Shore Trading Company
11. Warehouse
12. Mayor's Office
13. Regional Barracks
14. Master Chaplain's Smithy
15. Bowyer & Fletcher
16. House of Exotics
17. Docks



## Annex 1 – Maps

### Act 1

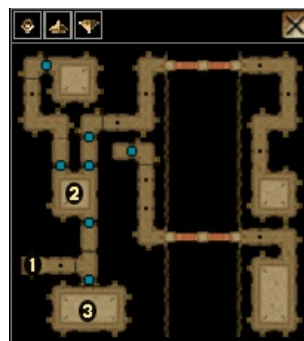
#### 13. The Southern Foothills (1)

1. To/From Bracksford
2. The Graveyard
3. To/From The Barrens



#### 14. The Exiled Knight's Tomb

1. To/From The High Plains
2. The Exiled Knight's Challenge
3. Treasure Room



#### 15. The Barrens

1. To/From The Southern Foothills
2. To/From Barbarian Caves



#### 16. The Barbarian Caves

1. To/From The Barrens
2. Morik
3. Forge
4. To/From Level 2
5. To/From Level 1
6. Usurper Chief & Shaman
7. Secret Exit to the Barrens



## Annex 1 – Maps

### Act 1

#### 17. Subterranean Tunnel

1. To/From Bracksford
2. To/From Bracksfordshire Plains



#### 18. Bracksfordshire Plains

1. To/From Tunnel
2. To/From Secret Caves



#### 19. Secret Caves (1)

1. To/From Bracksfordshire Plains
2. Princess Criosia Brioc
3. Something Bad
4. To/From Caves Level 2



#### 20. Secret Caves (2)

1. To/From Level 1
  2. Rab Blake
  3. Exit to Mountain Pass
- B. Bulette  
S. Dire Spiders



## Annex 1 – Maps

### Act 1

#### 21. Mountain Pass

1. To/From Caves
2. To/From East Road & Culdeny



#### 22. The East Road (Battle of Culdeny)

1. To/From Mountains
2. Culdeny Guard
3. Captain Black & Mercenaries
4. To/From Culdeny



## Annex 1 – Maps

### Act 2

#### 1. H.M.S. Redoubtable (1)

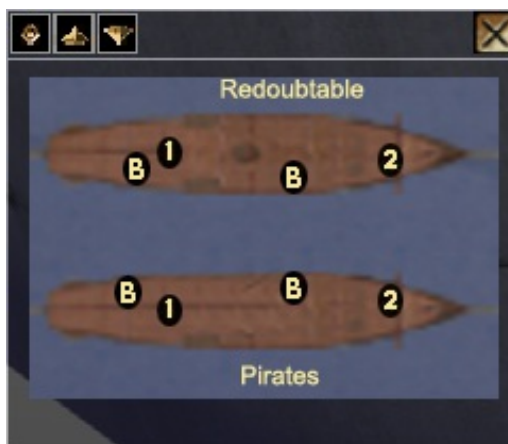
1. Awake!
2. Grimy Joe
3. Princess Criosa
4. Ship's Cook
5. Ship's Quartermaster
6. Captain Horatio Vale
7. Exit to Decks

a/b To/From decks 1&2  
 c/d. To/From decks 2&3



#### 2. Battle at Sea

1. To/From Captain's Cabin/Below Decks
2. Rope
- B. Ballista



#### 3. Pirate Ship

1. To/From Captain's Cabin/Below Decks
2. Captain's Cabin
3. Passenger's Cabin
4. Alchemist's Fire/Gold
- a. To/From decks 1&2
- b. To/From decks 2&3





## Annex 1 – Maps

### Act 2

#### 4. Fairloch - Dockyards

1. HMS Redoubtable
2. The Saltfish
3. Warehouse
4. Singing Siren Tavern
5. To/From Market District
6. Dockyards Guardhouse
7. Naval Warehouse
- S. Entrance to Sewers



#### 5. Fairloch - Market District

- 1a. To/From Dockyards
- 1b. To/From Castle
- 1c. To/From Senate District
- 1d. To/From Residential District
- A. Assassins Attack
2. Zach/Crater
- 2a. Student Residence
- 2b. Hall of Learning
- 2c. Cathedral
3. House of Exotics
4. Bowyer & Fletcher
5. Fairloch Tanner
6. Fairloch Arms & Armour
7. Fairloch House of Fashion
8. Fair Maiden Inn
9. Final Curtain Playhouse
10. Market Guardhouse [Act 3]
- S. To/From Sewers



## Annex 1 – Maps

### Act 2

#### 6. Fairloch – University (Hall of Knowledge)

1. Entry/Exit
2. Archmage Zacharia Smith
3. To/From Areas 5, 6, 7
4. Store/Harold Webber
5. Study Hall
6. Laboratory (Desmond)
7. Teleportation Area



#### 7. Fairloch – University (Dorm)

1. Entry/Exit
2. Maxwell Brady
3. Patricia Sothby
4. Alan Leonson



## Annex 1 – Maps

### Act 2

#### 8. Sewers (1) - Docks

1. To/From Fairloch Plan #3
2. To/From Sewers (2)



#### 9. Sewers (2) - Market District

1. To/From Sewers (1)
2. To/From Residential Area Sewers
3. To/From Market District S2
4. To/From Residential Area Sewers
5. To/From Castle Sewer Area (Locked)
6. To/From Market District S1
7. To/From Senate District Sewers 1
- S. Secret Door
8. Thieves' Guild/Peridoc Dabbenfold
9. To/From Senate District Sewers 2



## Annex 1 – Maps

### Act 2

#### 10. Sewers (3) – Senate District

1. To/From Market Sewers 7
2. To/From Market Sewers 9
3. To/From Senate District S1
4. To/From Senate District S2
5. To/From Secret Door to Assassins' Guild Basement
6. Secret Door to Johnson Estate
7. Secret Door
8. Door to the Senate



#### 11. Assassins' Hide

1. To/From Senate District Sewers 5
2. Hollister
3. To/From 4
4. To/From 3
5. To/From Art Gallery



#### 12. Sewers (4) – Residential District

1. To/From Residential District S1
2. To/From Residential District S2
3. To/From Market Sewers 4
4. To/From Market Sewers 3



## Annex 1 – Maps

### Act 2

#### 13. Senate District

1. To/From Market District
  2. Bartlett Estate
  3. Houses targeted by Sparky
  4. Johnson Residence
  5. Admiralty
  6. Senate
  7. Royal Arms Drinking House
  8. Great Library
  9. Fairloch Art Gallery
- 
- S1. To/From Sewers 3
  - S2. To/From Sewers 4



#### 14. Residential District

1. To/From Market District
2. To/From South Road
3. Tradeways Tavern
4. Delayed Trade Caravan
5. Sarah
6. Guardhouse
7. Sparky (Act 3)
- S1. To/From District Sewers 1
- S2. To/From District Sewers 2



## Annex 1 – Maps

### Act 2

#### 15. South of Fairloch

- 1a. To/From Market District
- 1b. To/From Amalis
- 1c. To/From Stoneguard
- 1d. To/From Kingswood
- 2. Orc Champion & Prisoner



#### 16. Kingswood

- 1a. To/From North
- 1b. To/From Amalis
- 2. Adelay Adams
- 3. To/From Deeper Forest
- 4. To/From Veerak's Camp



#### 17. Road North of Amalis

- 1b. To/From Kingswood
- 1c. To/From Amalis
- 2. To/From Orc Fort/Roadstead
- 3. Orc Fort



## Annex 1 – Maps

### Act 2

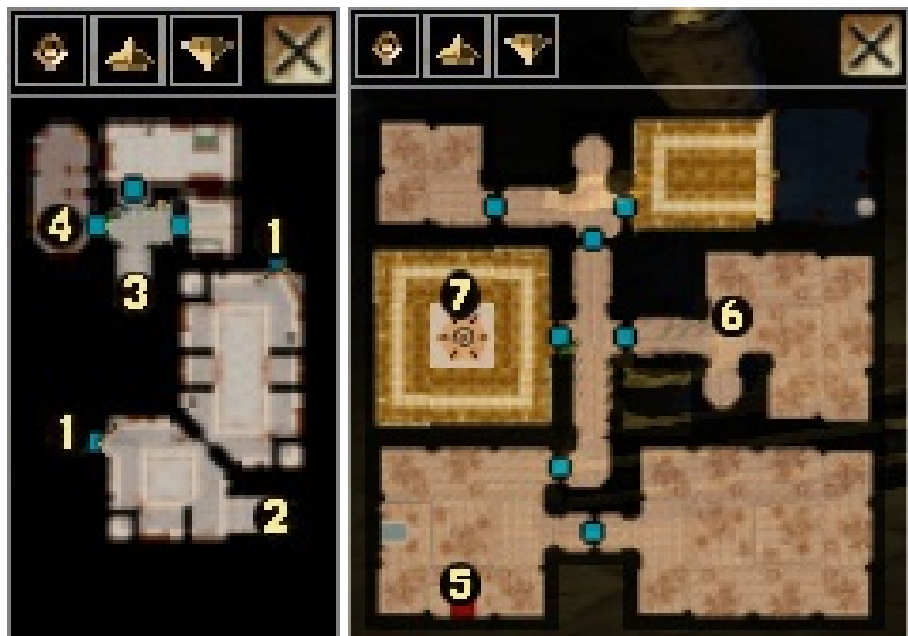
#### 18. Amalis

1. To/From Fairloch
2. To Feybourne Forest
3. City Hall
4. The Sorcerers' Tower
5. Alan Rich House
6. Amalis Armoury
7. Church
8. The Buccaneer Inn Church
9. City Barracks



#### 19. The Rich Residence

1. To/From Amalis
2. To 3
3. To 2
4. Tome/Portal
5. Alan Rich
6. Lever
7. Tome/Portal

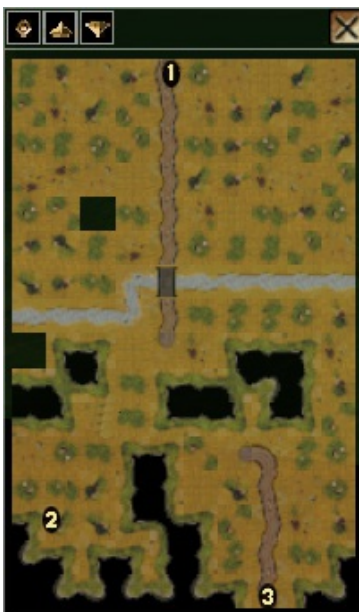


## Annex 1 – Maps

### Act 2

#### 20. Feybourne Swamp

1. To/From Amalis
2. Will o'th Wisp Hide
3. To 4
4. To 3
5. Druid's Shack
6. To/From Feybourne Ruins



#### 21. Feybourne Ruins

1. To/From Swamp
2. Ruined Tower
3. Archmage's Tomb
4. The Guardian  
(To/From Deep Feybourne)



#### 22. Feybourne Park (Deep Feybourne)

1. To/From City Ruins
2. Deathmist





## Annex 1 – Maps

### Act 2

#### 23. Stoneguard - Approaches

1. To/From Amalis
2. To/From Battleground
3. To/From Silent Valley
4. The Miners' Inn
5. To/From Stoneguard



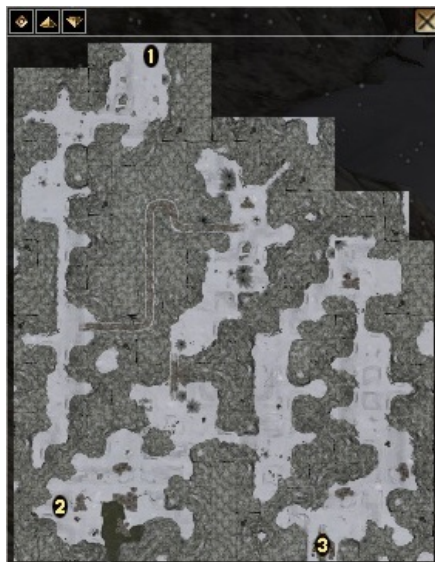
#### 24. Stoneguard - Battleground

1. To/From Stoneguard Approaches
2. To/From Patrol's Encampment
3. To/From Frost Giant's Hold



#### 25. Stoneguard – Frost Giants' Hold

1. To/From Battleground
2. Hidden Cave
3. To/From 4
4. To/From 3
5. Giants' Hold
6. Abandoned Mine  
(Back to Thaddeus MacTavish)



## Annex 1 – Maps

### Act 2

#### 26. Stoneguard – City

1. To/From Approaches
2. Killnus Feltn (Potion Master)
3. Haggus MacTavish (Armourer)
4. Stairs Up/Down
5. King Sullnus MacTavish
6. Stairs Up/Down



#### 27. Stoneguard – Mines

1. To/From City
2. Mine Foreman
3. Miner
4. To/From Level 1/2
5. To/From Level 2/3
6. Portal



## Annex 1 – Maps

### Act 2

#### 28. Stoneguard – Valley of Silence

1. To/From Approaches
2. Monastery
- 3a. To/From Cave System
- 3b. To/From Cave System
4. Portal
5. Tree of Life
6. To/From Mountain Pass  
(Culdeny Road)



#### 29. Isle of the Dead – Plan

1. Landing
2. Pathway Up/Down
3. Pathway Up/Down
4. Cave



# Annex 1 – Maps

## Act 2

### 30. Isle of the Dead – Underground

1. To/From Shore
- 2a. Entry/Exit to Crypt level 1
- 2b. Entry/Exit to Crypt level 1
3. Entry/Exit to Crypt level 2
- S Secret door
- 4a. Entry/Exit to Crypt level 3
- 4b. Entry/Exit to Crypt level 3
5. To/From Lich's Lair
6. Sarcophagus



## Annex 1 – Maps

### Act 2

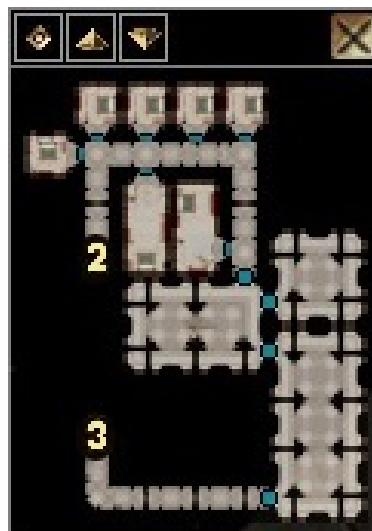
#### 31. Fairloch Sewers (Reprise)

5. To/From Market Area Sewers
6. Entry/Exit to Castle Dungeon



#### 32. Fairloch Castle (Reprise)

1. To/From Sewers
2. To/From Castle Lower level
3. To/From Castle Main level
4. Throne room
5. Private Apartments
6. Castle Anteroom
7. To/From Market District



## Annex 1 – Maps

### Act 3

#### 1. Stoneguard Pass

1. To/From Valley of silence
2. Azurefang
3. To/From The East Highway



#### 2. The East Road (2)

1. To/From Stoneguard Pass
2. To/From Calespur Ranges
3. To/From Bracksford



#### 3. Culdery (2)

- 1a. To/From East Road
- 1b. To/From North Road (Bracksford)
2. Aqueduct Entry/Exit
3. Killian
4. Mayor's Office
5. North Shore Trading Company
6. Barracks
7. Sea Spray Inn
8. Master Chaplain's Smithy
9. House of Exotics
10. Bowyer & Fletcher
11. Church



# Annex 1 – Maps

## Act 3

### 4. The North Road (2)

1. To/From Culdery
2. To/From Calespur Ranges
3. To/From Bracksford



### 5. The Southern Foothills (2)

1. To/From Bracksford
2. The Graveyard
- 3c. To/From The High Plains
4. Zachariah
5. To/From Cairnwood Forest



### 6. Cairnwood Forest



1. To/From The High Plains
2. Hasnufraxx/Oak Tree
3. To/From Northern Forest



4. To/From Southern Forest
5. To./From Summit



6. To/From Northern Forest
7. Cairnwood Lake

## Annex 1 – Maps

### Act 3

#### 7. Acadia

1. Oak Tree (To/From Cairnwood Forest)
2. Royal Chambers
3. Smithy
4. Temple
5. Bowyer & Fletcher
6. Tower of High Sorcery



#### 8. Test of the Elves (The Forgotten City)

1. Test Beginning
2. To/From (3)
3. To/From (2)
4. To/From (5)
5. To/From (4)
6. To/From (7)
7. To/From (6)
8. Portal & Summoning Crystals



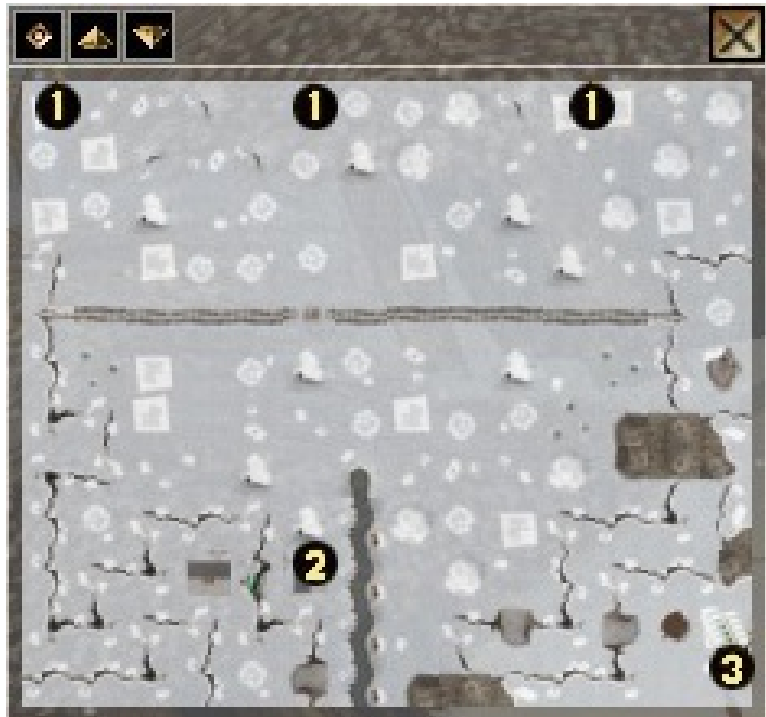


## Annex 1 – Maps

### Act 3

#### 9. The High Plains (2)

1. To/From The Southern Foothills
2. Morik's Yurt
3. Path to the East



#### 10. Highmarch Mountains

1. To/From The High Plains
2. Dragons' Lair
3. To/From Highmarch Mountains



## Annex 1 – Maps

### Act 3

#### 10. Fort Highmarch (North)

1. To/From The North Road
2. Guard Garrison
3. The Keep
4. Saffron's House
5. To/From South Fort  
(May be blocked if Spartan is not in your party)
6. Lazy Lion Inn



#### 11. Fort Highmarch (Keep)

1. To/From North Fort
2. Count Alastair Whitford/Terinus
3. To/From South Fort
4. Alison Lindsey, Armourer
5. Celebith & Henry Nelson, Magical Goods



## Annex 1 – Maps

### Act 3

#### 12. Saffron's House



- 1. To/From North Fort
- 2a. To/From Basement
- 2b. To/From Main Floor
- 2c. To/From North Fort
- 3. To/From Catacombs
- S. Secret Door

- 4. To/From Saffron's House
- 5. To/From Abode of the Damned

- 6. To/From Catacombs
- 7. Carthach
- 8. Arminus
- 9. The Alabastion

#### 13. Fort Highmarch (South)

- 1. To/From Keep
- 2. To/From North Fort  
(May be locked if Spartan is not in your party)
- 3. Spartan, the Friendly Dragon  
(If not already in your party)
- 4. Fort Church
- 5. Fort Artillery
- 6. Gate Guard
- 7. To/From South
- 8. Drawbridge Control
- 9. Tower (door blocked)



## Annex 1 – Maps

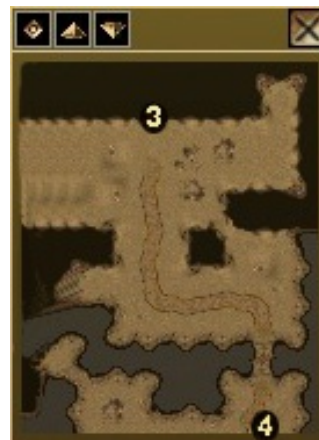
### Act 3

#### 14. South to Trinity

1. To/From Fort Highmarch South
2. To/From Trinity Northern Desert
3. To/From South Foothills, Highmarch Mountains
4. To/From Trinity



Highmarch Mtns - Southern Slope



North of Trinity

#### 15. Trinity (Plan)

1. To/From North
2. Palace of Pasha Shakir
3. Sir Nigel Reed, Ambassador of Aielund
4. Marquis Vaillancourt, Ambassador of Tusone
5. Traveller's Rest Inn
6. Sahir's Home
7. Hakim, Oasis Merchant
8. To/From South
9. To/From West



## Annex 1 – Maps

### Act 3

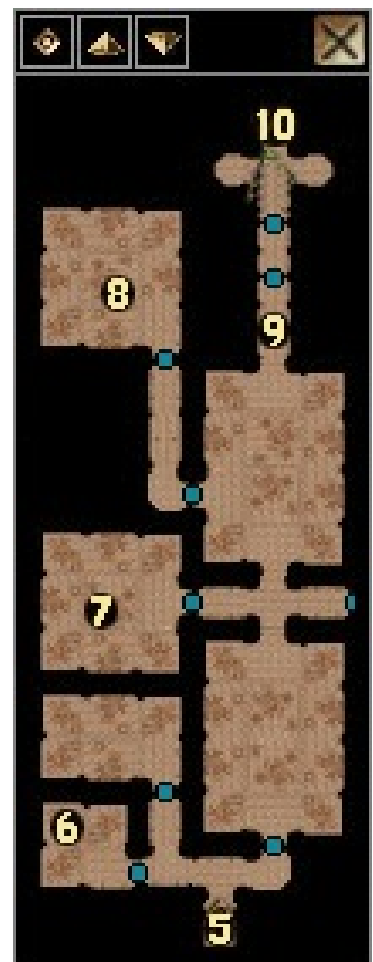
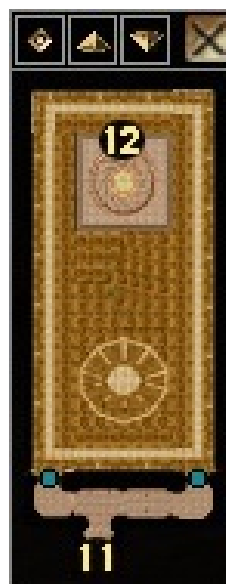
#### 16. Southeast of Trinity

1. To/From Trinity
2. To/From Sandstorm
3. To/From Trinity  
Southeast
4. Ruins



#### 17. Ruins in the Desert

1. To/From Desert
2. To/From Chasm
3. To/From Entrance
4. To/From Fortress
5. To/From Chasm
6. Torture Chamber
7. Library
8. Abode of the Elemental
9. Light Barrier
10. To/From Dragon's Den
11. To/From Fortress
12. Dragon's Hoard



## Annex 1 – Maps

### Act 3

#### 18. West of Trinity

1. To/From Trinity
2. To/From the Chasm
3. To/From the Desert
4. To/From Azurefang
5. To/From the Chasm
6. To/From the Cave
7. To/From the Chasm



#### 19. Hall of the Ancients

1. Portal to/From Cave
2. Portal to Levels 2 & 3
3. Power Generation Centre
4. Portal to Levels 1 & 3
5. To/From level 2/3
6. Mithril Golems
7. To/From levels 1 & 2
8. Arcane Foundry



## Annex 1 – Maps

### Act 4 - Part 1

#### 1. The Hocarum Desert -1 (Long Trek to Nowhere)

1. After the Execution
2. To/From Hocarum Desert Road
3. Najjam
4. To/From Tusone Easter Border Outpost
5. Tusone Border Outpost
6. To/From Southern Desert



#### 2. The Hocarum Desert - 2 (The Southern Desert)

1. To/From North
2. To/From Ruined Temple
3. To/From Ancient Cave
4. To/From South
5. To/From North
6. The Oasis
7. To/From The Dire Passage

B - Blocked Passage  
S – Secret Door

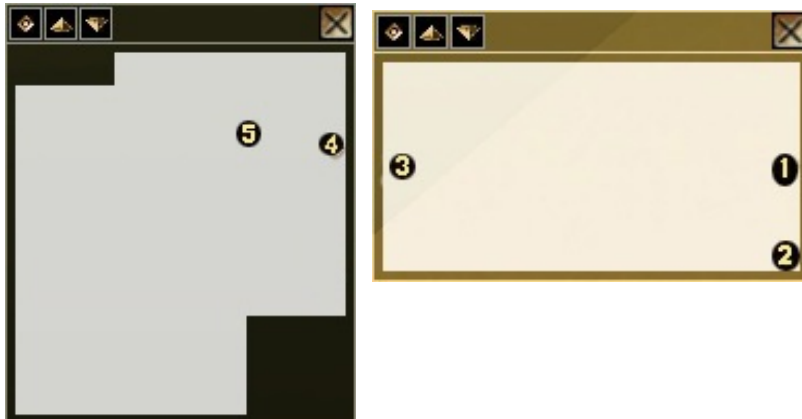


## Annex 1 – Maps

### Act 4 - Part 1

#### 3. The Hocarum Desert - 3 (The Dire Crossing & Hocarum Plains)

1. To/From The Desert Road
2. To/From The Oasis
3. To/From Tusone Southern Borderland
4. To/From The Dire Crossing
5. Tusone Southern Defenses



#### 4. Myrfell - Palace

1. To/From Government District
2. Guest Wing



#### 5. Myrfell - Government District

1. To/From Palace
2. Church
3. Mage's Castle
4. To/From Sewers
5. To/From Commercial District
6. Gaston Rousseau House
7. To/From Docks





## Annex 1 – Maps

### Act 4 - Part 1

#### 6. Myrfell - The Commercial District

1. To/From The Government District
2. Myrfell Armourer
3. The Business Club
4. Charles Bodine
5. Bowyer & Fletcher
6. Not passable (to Battlefield)



#### 7. Myrfell – The Docks

1. To/From The Government District
2. The Dockside Arms Tavern
3. The Scarlet Lady
4. The Northern Star



#### 8a. Myrfell – The Business Club

1. To/From The Commercial District
2. Rene



#### 8b. Myrfell – Pascal Rousseau House

1. To/From The Government District
- p. Painting  
s. Stairs Up/Down



## Annex 1 – Maps

### Act 4 - Part 1

#### 9. To the Front (1)

1. Arrival Spot (No Exit)
  - a. Skirmish
  - b. Battle/Robert Black



#### 10. To the Front (2)

1. Arrival Spot (No Exit)
2. General Duquesne's HQ
3. Quartermaster



#### 11. The Battle of Bracksford

1. Arrival Spot; General Duquesne; Robert Black
2. Dante & Mona or High Priestess Celeste Patterson
3. To/From Bracksford Village



## Annex 1 – Maps

### Act 4 - Part 2

#### 1. Bracksford (Again)

1. To/From West (Battleground)
2. Recall Portal symbol
3. Guardhouse (Deserted)
4. Mayor's Office (Burnt out)
5. Bracksford Inn (Deserted)
6. Linen shop (Burnt out)
7. Smithy (Burnt out)
8. To/From South (Also Spartan may show near here)
9. To/From East (Blocked)



#### 2. Highmarch Foothills (Again)

1. To/From North
2. Cave
3. To/From Foothills
4. Crystal

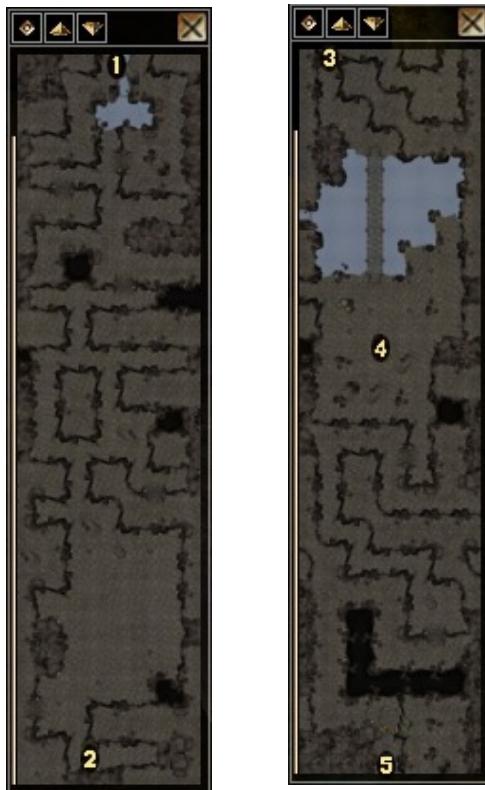


## Annex 1 – Maps

### Act 4 - Part 2

#### 3. Lowmarch

1. From Cave Pool
2. To South Lowmarch
3. From North Lowmarch
4. General location of Dracari Princess & Dragon
5. To/From North of Trinity



#### 4. Trinity (2)

1. To/From Lowmarch
2. To/From Trinity
3. To/From North Trinity
4. Hakkim's Emporium
5. The Palace
6. Traveller's Rest Inn/Merc hangout
7. Hellfire Brigade HQ



## Annex 1 – Maps

### Act 4 - Part 2

#### 5. Southern Foothills (Again)

1. To/From Bracksford
2. Deserters
3. Graveyard/Tomb
4. To/From Cairnwood Forest
5. To/From Southern Foothills

w. Wolfbane (May generate randomly)



#### 6. Cairnwood (Again)

1. To/From Southern Foothills
2. Hasnufraxx
3. To/From South Slope
4. To/From Cairnwood Forest
5. To/From Cairnwood Lake
6. To/From South Slope
7. Maggie Fairchild
8. To/From Cairnwood North
9. To/From Cairnwood Lake
10. To/From Stoneguard Village

o. Orville Hellicon



## Annex 1 – Maps

### Act 4 - Part 2

#### 7. The High Plains (Again)

1. To/From Southern Foothills
2. Morik's Yurt
3. To/From Black Tiger Sacred Grounds
4. To From High Plains
5. Shaman



#### 8. Stoneguard Village (Again)

1. To/From Cairnwood North
2. The Miners' Rest
3. To/From The Silent Valley
4. To/From Blackwood Grove
5. To/From The Sea
6. Stoneguard City (Closed)



## Annex 1 – Maps

### Act 4 - Part 2

#### 9. Blackwood Grove

1. To/From Stoneguard Village
2. To/From Tower
3. To/From Blackwood Grove
4. To/From Tower Level 2
5. To/From Tower Level 1
6. To/From Tower Level 3
7. To/From Tower Level 2
8. Portal to Blackwood Grove



#### 10. The Sea North of Stoneguard

1. To/From Stoneguard Village
2. Kipper Bill's Wife (and him if you've done it right)
3. To/From The Shore
4. The Saltfish



## Annex 1 – Maps

### Act 4 - Part 2

#### 11. Fairloch Docklands (Again)

1. Arrival on Kipper Bob's boat
2. To/From Docklands Sewers

B. Blocked Gate



#### 12. Fairloch Sewers (Again)

1. To/From Docklands
2. To/From Market District Sewers
3. To/From Docklands Sewers
4. To/From Residential District Sewers
5. To/From Market District Sewers
6. To/From Residential District

B. Blocked Passage





## Annex 1 – Maps

### Act 4 - Part 2

#### 13. Fairloch Residential District (Again)

1. To/From Sewers
2. To/From South
3. To/From Market District

B. Blocked Passage



#### 14. Fairloch Market District (Again)

1. To/From Residential District
2. Fair Maiden Inn
3. Fairloch Castle

B. Blocked Passage

S. Magically Sealed Gate

a. Adulating Crowd (on Departure)



## Annex 1 – Maps

### Act 4 - Part 2

#### 13. Fairloch Castle (Again)

1. To/From Market District
  2. To/From Throne Room
- 
- o. The Overlord
  - r. Reception Committee (on Arrival)  
King Osric (on Departure)
  - t. Terinus (on Departure, after encountering Osric)



## Annex 1 – Maps

### Act 4 - Part 3

#### 1. Blackwood Grove Tower (Again)

1. Portal Room
2. Terinus's Lab
3. Portal
4. Paralysing Rays
5. Vault Room



#### 2. Tower of Ebon

1. Portal Room
- v. Véronique Le Noir



#### 3. Myrfell Castle (again)

1. To/From Myrfell
2. Command Planning Centre
3. To/From Level -1
4. To/From Level 1
5. Dining Room (Maids in a Row)
6. Osric's Bedroom
7. Treasure Room
8. Drunken Noble
- 9 To/From Level -2
10. To/From Level -1
11. Osric & Cronies



## Annex 1 – Maps

### Act 4 - Part 3

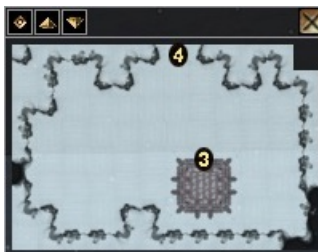
#### 4. Hall of Worlds

1. To/From Blackwood Grove Tower
2. To/From Twilight Portal Chamber
3. To/From The Border Ethereal
4. To/From Acheron
5. To/From Abraxas (Impassable)
- 6 To/From Assumption
7. To/From The Nine Hells (Mt. Erebus)
8. To/From The Abyss
9. To/From 10
10. To/From 9



#### 5. Twilight 1 (Portal & Bastion)

1. To/From Hall of Worlds
2. To/From Southern Waste
- c. Control Panel
3. To/From Portal Building
4. To/From Bastion
5. To/From Southern Wastes
6. The Stronghold
7. To/From Glacial Wall
8. Merchant



#### 6. Twilight 2 (Stronghold)

1. To/From The Bastion
2. Katsumi Sato
3. Sakumi Sato & Portal Power Centre
4. Tetsuo Umezawa



# Annex 1 – Maps

## Act 4 - Part 3

### 7. Twilight 3 (The Western Wastes)

1. To/From Bastion
2. To/From Glacial Wall
3. To/From Frozen Forest
4. To/From Botal Ruins



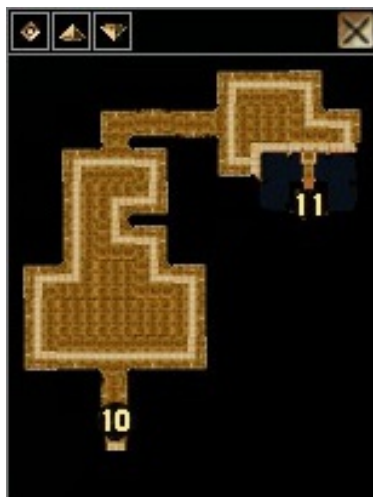
The Glacial Wall



The Frozen Forest

### 8. Twilight 4 (Botal Ruins)

1. To/From Frozen Forest
2. To/From Level 2
3. To/From Level 1
4. Yasuo Koga
5. Forges
6. Secret Door to 7
7. To/From 6
8. Tower
9. To/From Level 3
10. To/From Level 2
11. To/From Level 4
12. To/From Level 3
13. Power Crystal

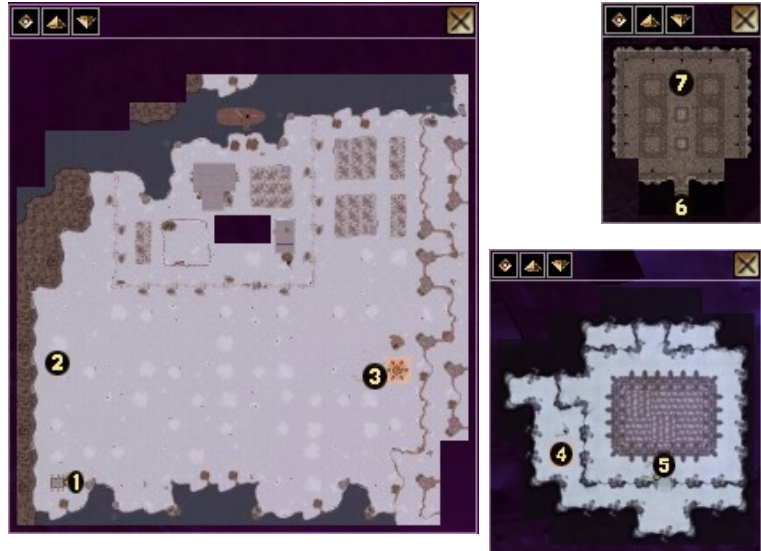


## Annex 1 – Maps

### Act 4 - Part 3

#### 9. The Border Ethereal

1. To/From Hall of Worlds
2. An Injured Man
3. Portal to Dimensional Pocket
4. Portal to The Border Ethereal
5. Gargoyles/ To Xrynamaxas
6. From Dimensional Pocket
7. Xrynamaxas



#### 10. Assumption

1. To/From Hall of Worlds
2. To/From Isle of Light
3. To/From Cathedral of the Seraphim
4. To/From Isle of Light
5. Archangel Benedict, Veritus & Serenity



# Annex 1 – Maps

## Act 4 - Part 3

### 11. The Nine Hells

1. To/From Hall of Worlds
2. To/From Fields of Torment
3. To/From Mt. Erebus
4. To/From Fort Insidiae
5. Archduke Inisidiae & General Erath



Mt. Erebus



The Fields of Torment



Fort Insidiae

### 12. Acheron

1. From Hall of Worlds
2. To/From The Portal to Everywhere
3. To/From The Eternal Battlefield
4. Archangel Benedictus
5. The Portal to Everywhere



### 13. The Saquarin Citadel (1)

1. From The Portal to Everywhere
  2. Abandoned Armoury
  3. Sleeping Quarters
  4. Slave Quarters
  5. Workshop
  6. Empty Sleeping Pods
  7. Library
  8. Observation Dome
  9. Stairs up to next level
  10. Non-functioning Portal/Control Panel
- a. Damaged Armour
  - b. Golem Brain
  - h. Golem Heart
  - l. Golem Leg



## **Annex 1 – Maps**

### **Act 4 - Part 3**

#### **14. The Saquarin Citadel (2)**

1. Stairs down to Level 1
2. Adamantine Golems
3. Power Crystal Room
4. Weapon Crystal Room
5. Weapon Control Room
6. Teleporter
7. Bathroom /Cushion of Reasonable Comfort



#### **15. The Saquarin Citadel (3)**

1. Teleporter
2. North Control room
3. South Control Room
4. Shielded Saquarin Commander
5. Main Control Room





## Annex 2 – Summary of Quests

There are a lot of quests and sub-quests in the game. Some of these net GP and/or XP. These are the ones I have been able to discover.

### Act 1

#### *More Beer!!*

The Barkeeper at the Bracksford Inn has ordered a shipment of beer from Culdeny in the North and offers 200GP for its delivery.

#### *A Discreet Assignment*

Olaf the Mayor is being blackmailed by a Halfling in the village named Merin over some compromising documents implicating him in an unethical money-making scheme. Offering to help him nets 50XP and +1 Good alignment. Getting in to her house and persuading Merin to turn over the documents nets 100XP. Killing her and her 'associates' when they attack you nets 5XP each. Getting the documents back to Olaf nets 750XP and 75XP and, if you ask first about the pass you had been offered, a further Quest: *The Road to Highmarch*. You can also find out the name of the Mayor's co-conspirator. If you just do the "Good" thing, you don't learn the name of the co-conspirator.

#### *The Blacksmith's Iron*

If you ask the blacksmith, Hadush, why he has so little to sell, he will tell you he is waiting for a shipment of iron from the South that he thinks may be lost. If you find it and bring it back to him, he will give you an Amulet of Protection+1 as a reward. Of course, if you are greedy, you can try to ask for more.

#### *The Road to Highmarch*

The Mayor charges you with getting requisition forms to the Captain of the Guard in Highmarch and offers 200GP as a reward. On arrival in Highmarch and delivery of the papers to the Captain of the Guard, you get the 200GP plus 250XP. He also asks you to take papers back to the Mayor, a new quest: *New Orders for Bracksford*.

#### *The Tomb of the Exiled Knight*

Dale Amraphen, the Bracksford Scribe tells you about an exiled knight, an ancient tomb and buried treasure East of the town. Once you get permission to travel East, and find the graveyard, the tests begin (your ability to fight, your susceptibility to fear and your personal ethos). If you complete it, you will amass 5XP for each Minotaur, Shadow, Shadow Fiend, Shadow Lord, and Balor you dispatch. If you can resist Bidoc Davel's proposal, you get 50XP and +1 Lawful alignment. If you help the Wounded man despite your orders, you get 150XP and successfully complete the test for another 800XP. Not only that, you get the key to the tomb and all that is in it. Some superlative loot!

#### *A Foul Beastie Indeed*

Farmer Johnson, on the South of town, ask your help in clearing a giant rat and other rats out of his barn. Doing so nets 50GP, 200XP if you bring back the tail and 5XP for every rat killed. If you pursue the

conversation with him, he will tell you that another farmer also has a rat problem, leading to another quest:  
*Yet More Rats?*

*Yet More Rats?*

Farmer Smith, in the eastern outskirts of town asks you to investigate some kind of "big thing" in his barn. If you take the 'lawful' option and tell the shady vagabond, Sam, who is resting in the barn to leave, you net 50XP and +1 lawful alignment. When you tell the farmer what you did, you net another 200XP and 20GP. If you take the 'good' option, you net 50XP then another 50XP when you tell Farmer Smith that he must have been hearing things. When you tell him that his 20GP reward is generous, you net another 200XP. He also tells you to look out for his boys, but that does not generate another quest.

*New Orders for Bracksford*

The Captain of the Guard asks you to take papers back to the Mayor and offers you 100GP to do so. On doing so, you get the 100GP plus 400XP.

*The Bandit Blockade*

Once you deliver the papers from Highmarch, the Mayor asks you to clear the road North and bring back the head of the bandit leader. Doing this nets 500XP and 500GP, plus an extra 100GP if you're persuasive.

*The Barbarian Threat*

The Mayor initiates this when you bring back the papers from Highmarch, but initially has no idea what to do. There are two ways to move this forward: Bring back the Bandit leader's head or do some investigations in Culdeny that expose Rab Butler's plot.

I brought back the head of the leader and but neglected to make any notes, so cannot report the rewards. With this, the mayor charges you to clear the barbarian threat in the East before an important personage arrives in Bracksford.

So, if you follow my lead, you head through the East gate and make your way through to the Barbarians' Caves. You can bring back the head of the barbarian leader with the help of the old leader (Morik), and if you do so, you get well rewarded with GP, Loot and XP. Unfortunately, again I did not record the details at the time. [I got too engaged in playing.]

The alternative way to get past the East Gate is to get information from conspirators in Culdeny, which I didn't do, so I can't help further on that.

*Illegal Hunting in the Calespur Ranges*

The Mayor steers you toward the Calespur Ranges as an interim quest. This initiates when you speak to the Head Ranger. You can do a deal with the chief poacher and net 1000GP, or you can kill him, instead, and net 500XP, 500GP, three valuable pelts (worth 50XP each if you turn them over to the Head Ranger) and a lot of valuable resalable loot. Also 5XP per Hunter/Poacher killed.

*An Unwelcome Guest*

When you speak to Mona in the Calespur Ranges, she tells you there is something in the caves that is poaching on the King's land. You have to fight your way through Hook Horrors, UMBER Hulks, Gargoyles, Dire Spiders (all @5XP), a wandering Gnome (GP and resalable loot) and, finally, a wyvern family (1600+GP and LOTS of good LOOT). Further on you find the body of Dorum MacTavish of Culdeny, with all his armour, etc. When you tell Mona about the Wyverns, you net 1000XP. If you look carefully after you find Dorum, you will find the entrance to the lowest (3<sup>rd</sup>) level of an Abandoned Mine

*Kith and Kin*

Dorum MacTavish's body in the Calespur Cave has a diary which indicates he was on a search for water for his family in Culdeny. If you bring news of him (and his belongings) to his family member at the Seaspray Inn in Culdeny, you receive 300GP, 500XP and get to keep all his arms and armour.

*The Dockmaster Mystery*

Outside the Seaspray Inn in Culdeny, you Kipper Bob who thinks the Dockmaster has disappeared and asks you to find out what has happened to him. If you are able to persuade Luther to help, you get 100XP and a further 300XP when you elicit the name of Black Pete from him. If you get Black Pete to confess you get 50XP and +1Lawful alignment if you don't let him run. When you report back to Kipper Bob, you get an additional 300XP.

*Rescuing the Princess*

When you get back from clearing the barbarian threat, the celebration of your success ends prematurely with the kidnapping of Princess Criosia Brioc. This gets you on a long chase through tunnels, the plans of Bracksfordshire and the Mercenary Caves. Lots of fighting, some with strong spiders and other monsters, some good loot and GP, but the reward is 1500GP and 2000XP for rescuing the Princess and getting through the Mountain pass.

*The North Road (Battle of Culdeny)*

When you come through the mountain pass you are faced with another battle before you can get the princess to safety. Luckily, there are lots of Culdeny militia to help, but you have to be able to kill a mounted Robert Black and then destroy a ballista and get access to Culdeny itself. This can be a hard fight for relatively new adventurers and I only managed it by luring a manageable number of mercenaries back out to the highlands and fighting them in twos, threes or fours. Otherwise, they can be overwhelming. I also found I had to make myself invisible to be able to get to the highly damaging merc sorcerer and then scamper back to safety as fast as possible. (As soon as you attack you become visible again.) While he is formidable when surrounded by mercs, Robert Black is pretty much a patsy when finally alone and in a one-to-one fight. I didn't record GP or XP, but there is some good loot.

**Act 2***The Admiralty*

When you ask Captain Vale about the war, he suggests you speak to Admiral Chesterton at the Admiralty in Fairloch. On your way, if you try to enter the Naval Warehouse in the Dockyards, the guard will refuse entry. While speaking to the Admiral, if you ask about getting some Alchemist's Fire from it, you can get a letter from him granting you entry.

Taking that back to the Guard gets you in, but also into a trap where he explodes all the ordnance. If you survive and return to tell the Admiral, you get 750XP. (Plus whatever you might have been able - or of a mind - to pick up after the explosion.)

On my second time through, I was unable to persuade the Admiral to give me the letter. When I first tried, the Admiral was unresponsive and I had no way of entering into a dialogue that led anywhere.

In order to open a dialogue with the Admiral that leads to success, it is necessary first to deliver Criosia to the Castle and follow that dialogue to where you agree to track down the assassins and conspirators. Then, you have to go back to the Naval warehouse in the Docklands and try to unlock the door. Unlocking will not be successful, so after talking to the guard, you then go to the Admiral. After telling him the Princess sent you, he becomes receptive and you are able to enter into a dialogue about the war, its course and causes. Once all possibilities of that dialogue are exhausted, you can then ask for permission to get some Alchemists' Fire from the warehouse and he will give you the letter of permission. (If you cannot ask after the dialogue about the war, just step back and begin a second dialogue with the Admiral.)

#### *Ship's Report*

Lieutenant Masterson asks you to report the ship abaft to the Captain. If you do this right (i.e., don't presume to tell the Captain how to run his ship), it is worth 100XP.

#### *Scouring the Pirate Ship*

If you are able to kill all the pirates (@7XP) before Captain Vale is killed, take down the Jolly Roger, kill the pirate Captain and explore the ship before the Alchemist's Fire explodes and then get back to Captain Vale you get 50XP and if you have and give him the orders you discovered another 750XP plus all the gold, etc., you were able to get off the pirate ship.

#### *Blood Money*

You meet Kipper Bob on board the Saltfish who tells you about an extortion racket run by thugs in the Fairloch Docks. If you clear out the thugs, you get a few GP, 750XP and A pair of Boots of Striding+2 from Kipper Bob.

#### *Escorting the Princess*

Captain Vale charges you with getting the Princess to the Castle safely. Doing this nets 200XP and initiates the *Defender the Crown* quest.

#### *Investigating the Pavement Explosion*

On your way to the Castle, you are faced with a detour due to an explosion in the pavement. If you agree to investigate for Zacharia Smith, the University head, and find out what happened, you get 250GP, 750XP. You get 7XP for killing Alan and his monsters plus a Wands of Lightning, Boots of Agility and all the loot you can find in the Students' Residence.

*A Delivery for the Amalis Tower*

Harold Webber in the University asks you to deliver some magical goods to the Tower in Amalis. When you do so you receive 300GP and 300XP. If you remember to tell Auberon that Harold had said there might be a little extra, he will give you a map treasure in the Stoneguard Mountains.

*A Not So Honest Living*

Sparky, one of those you can meet in the Thieves' Guild offers you a cut if you can liberate a special painting and a Shiny Diamond from one of the private houses in the Senate District. You can earn 2500GP, 750XP and +2 Chaotic alignment for each of those you bring back. Worth the effort, if you are a poor Goody-Goody or don't care about alignment shifts. And have a couple of invisibility potions or an invisibility ring.

*Evil Underfoot*

The Bishop in the cathedral asks you to clear out a mad priest and the ruckus he is causing in the Crypt. For doing that, you get 7XP per Mummy killed, 200XP plus the Sword and Shield of Sir Marcus Fairchild (really good for both offense and defense). I was not able to gain access to this quest until after I had finished the *Not So Honest Living* quest.

*Defender of the Crown*

Sir Godfrey Davis and the Duke Charles Montague charge you with investigating who and/or what was behind the attempts on the Princess's life and sends you off to Guard Commander Deckard. If you accept the quest willingly, you get 50XP and +1 Lawful alignment. You get 50XP and +1 Lawful alignment for telling Davis about the Thieves' Guild. When/if you get Hollister in the Assassins' Guild to surrender, you get 110 XP. You get a bit of loot and told about the plan to kill the Princess and the involvement of Bartlett if you talk to him and let him go. If you decide to rid the earth of this pool of slime after talking to him, you get all that plus more loot including an Assassin's Blade+2 (worth 2000+GP at any merchant) and more GP. Clearing out all the other Assassins nets 7XP each plus lots of assassin's blades and armour and GP if you loot their bodies before they turn to bones.

At the Bartlett mansion, if he is not there, you can pick up the evidence against him (as well as a lot of other stuff). If he shows up, you have a choice: Go invisible and take the evidence to Deckard. Or fight and kill Bartlett. The former gives you an opportunity to interrogate and get Bartlett to turn State's evidence. The latter gets you his humongous dagger and other goodies.

If, when turning over the sealed letter to Captain Deckard, you think it was a mite too easy to find, that gets you 200XP. (You get a further 50 XP if you ask if Bartlett has been cooperative. And, yet another 750XP if you get Bartlett to turn state's evidence on Augustus Johnson.)

When you report that back to Davis, you get the key to the Johnson Estate and permission to find evidence. If you find the satchel of incriminating papers and take it back to Davis, you get told to go back to the Senate fast and that he will send reinforcements and the game freezes. If you decide to go to the Senate directly and do so through the secret passage from the Johnson house to the sewers and into the Senate, you have to gain entry to the Senate chamber by persuading a guard. In the Senate, you have to defend the Senators and kill all the assassins and then speak to Johnson. Then, when you take what you have found and what has happened back to Davis and the Duke, you get 10,000GP and 2,000XP. Another

50XP and +1 Lawful alignment for saying it was a pleasure to serve the crown.

### *The Sceptre of Transcendence*

If you converse properly with the Duke and Davis properly after getting your *Defender of the Crown* rewards, you get tasked with finding the Sceptre of Transcendence in one of three possible locations: Feybourne, Stoneguard or the Isle of the Dead. The Island of the Dead is a particularly dangerous place and you will want to save frequently and rest up after virtually every encounter underground. Otherwise, you risk getting killed off fast.

Back in Fairloch with the Journal of Sir Geoffrey Davis in hand, you meet Sparky who tells you of strange things afoot in the Castle. Getting back in and to the Duke with your discovery about the Sceptre, is no walk in the park. You cannot sleep to rest and recover once back inside the Castle. To do so you have to retreat back out to the Sewers. You can expect 3000XP for making your report to the Duke, 150XP for accepting accolades gracefully and not doing anything so crass as to ask for money. If that is not enough, you get to keep and/or flog off all the loot you have been able to gather from the various shadow monks, impostors or other bad guys butchered (@ 6XP).

### *Orcish Raiders along the Amalis Highway*

In the Residential District, you meet up with a caravan that cannot move because the road South is unsafe. One of the town Guards offers you 200GP to clear the area and make it safe for traffic again. When you kill the Orc Champion who has a female hostage, you get 50XP and +1 Lawful alignment. You also get 100 if you get her to tell you where the orc stronghold is. After you have killed all the orcs and have the orc Chieftain's head in hand, and turn it over to the Guard Captain in Amalis, you receive 750XP and 750GP. Once you do this, you have a fast means of transport between Amalis and Fairloch.

### *Taking Candy from a Child*

Wandering about the Residential District, you meet Sarah, whose candy has been stolen by the area bully, Samuel. You get 200XP for returning what is left of it to Sarah, but not a taste of the candy. Of course, if you get it and eat it in front of her, you will then get a taste. But you won't be a very nice person.....

### *Hunting the Hunter*

Adelay in the Kingswood will engage you to apprehend or kill Veerak. If you thought to joke with Adelay when you first meet him, you receive 50XP. When you have found and killed Veerak, you 6XP, plus a lot of good loot, including a Predator Bow. When you bring his ear back to Adelay, you receive 750XP and 500 GP. There are also a lot of traps in Veerak's hold that will net you 62XP or 50 XP each if you are able spot and disable them.

### *Buried Treasure, Yarr!*

Auberon in Amalis gives you a map to a treasure trove in the Stoneguard Mountains. In a hidden cave, after fighting a Water Elemental (@6XP), you find a lot of good loot: Half Plate +3, Throwing Axe+3, Ring of Clear Thought+3, Panther Figurine, Potion of Clarity

### *Nature's Fury*

Lord Sothby in Amalis engages you to assassinate the leader of the Shadow Druids, which coincides

with Maggie Fairchild's personal quest. This nets 6XP for each druid or monster in Feybourne, 50XP when you obtain the Soul gem from the Archmage on the ethereal plane, 1000XP after repairing the Ring and using it to disable the Guardian and, finally, 2000XP & 2000GP when you bring Deathmist's head back to Lord Sothby in Amalis.

#### *The Disappearance of Alan Rich*

Lord Sothby engages you to investigate the disappearance of his friend Alan Rich. When you get Alan back home, you receive 1000XP plus you choice of one of several magical items: a magical set of armour, a cloak, a glove or a pair of boots.

When you report back to Lord Sothby, if you decline a reward, you get only 150 XP. If you remind him he promised a reward, you get 250GP and 500XP. You also get 6XP plus a Full Plate Armour per Helmed Horror that you kill in the Elder halls if you loot their corpses in time. The Golem only net you the 6XP.

#### *Dancing for the Devil*

A Devil has three hostages in the Great Library. To free them you have to do a deal to find the Tome of Power on the Library shelves. It promises to free all the hostages, but will renege and free only one when you return with the tome. (That earns 200XP.) It agrees to free the rest if you bring it an Elixir of Binding. To get that you have to return to Harold Webber in the University either persuade him to give it to you or, failing that, buy it.

If you give the Devil the Elixir of Binding you get 750XP, the remaining hostages are able to run to safety and the devil disappears. If you decide to attack the Devil (either before agreeing to get or after giving it the Elixir), your Alignment shifts -15 Lawful and -15 Good, and you get 1056XP and a Devil's Trident, but the remaining hostages all die. It is, however, possible to time your attack so that all the hostages have a chance to run free before you go at it.

Fighting the Devil straight off, when I first met him with the hostages, resulted in all being killed in the melee.

#### *War and Other Catastrophes*

Arriving in the approaches to Stoneguard, you meet Guard Captain Connor MacTavish, embroiled in battle with Frost Giants. If you take on the quest he offers and bring the head of the Frost Giant Leader back to him, you net 6XP per giant killed plus 2000GP. You can get an additional 1000GP by arguing that his first offer is a little light. He also will have got you permission to enter Stoneguard.

When you enter Stoneguard and have your audience with the King, he will ask you to determine what is making his people disappear from the mines. If you bring him back the head of the Dueregar Leader, you receive 2000GP and 1000XP. There is lots of good loot, if you can carry it. The Dwarven Dark Armour is worth most, but is also the heaviest. After the armour and the Dueregar Leader's stuff, the Greataxes and the Heavy Crossbows are most worth lugging around for resale value. Most of the other stuff not so much.

*The Tree of Life*

The Grand Master of the Monastery in the Valley of Silence offers you a reward of valuable potions for clearing the Slaads out of the cave system and closing the portal through which they arrive. When you use your orb of Anti-magic to close the portal, you gain 750XP. When you report to the Grand Master that you have done that and give him a leaf from the Tree of Life, you receive 1000XP and two potions of Heal.

**Act 3***Return of the Ironlord*

The King (via teleavatar) will ask you to all Fairloch's allies to dispatch troops to Highmarch to help fight the Ironlord and they have to get there within two weeks. If you respond positively and lawfully, you receive 100 XP and +1 Lawful alignment. After the King is done, if you give the Duke a lawful response to his injunctions about the Princess, you receive another 100 XP and +1 Lawful alignment. And, when you leave the castle, if you respond to the City Watchman's message from Captain Deckard, you get a further 100XP and +1 lawful alignment.

*Gathering of Dwarves*

Stoneguard has been overrun by Dueregar led by Lightbane, a dragon. To enable Sullnus to gather his forces and go to the aid of the King, you have to kill Lightbane (@54XP and all the Dueregar (@6XP). All, that is, except for the one who surrenders. If you refrain from doing him in, you receive 120XP. If you then interrogate him, you get 200XP. If you then decide to let him go, you receive another 100XP, and the prospect that he will keep all other potential Dueregar invaders scared away, for good.

When you report to Sullnus that Lightbane is dead and all of the Dueregar cleared of the city, you receive 500XP and +5 lawful alignment if you give him the lawful response. When you give him the Dragon's head, you get 4000XP and 10,000GP. You also get all the loot you were able to accumulate in the city, including a *Dragonslayer* blade, the *MacTavish Standard* and other good stuff.

*Freeing the Fugitives*

There are four dwarves who hid in Stoneguard when it was overrun. If you find them and tell them they can get out (assuming you have cleared all the Dueregar when you find them), you receive 200XP for each you find and send out.

When I found the first of these, he said there were three others (for a total of four). I found and freed all the others, but for some reason, this quest didn't show up in my journal as completed. I didn't have time to go back and scour the city to see if there was another survivor still hanging around. On my second time through, I did keep close count and checked the cleared city carefully, but the same thing happened. I think this a bug in the programming.

*On the Waterfront*

Ethel Bartlett and the other principals of the North Shore Trading Company are making HUGE profits on the reconstruction of Culdeny, but face labour unrest and the threat of a strike for better wages and working conditions. You have to choose whether you take their side or the side of the downtrodden and exploited proletariat. If you think Killian has the better case, you have to persuade the Mayor, Talbot



Matheson, to uphold your sequestering of the ship bearing the company's next load of profit (500XP). Then you have to buy out the current owners of the company (for 50,000GP out of your pocket). Then, when you return and report to Killian on the waterfront, you receive 2500XP, as well as the respect and everlasting gratitude of the working classes of Culdeny. The Union Local Hall is renamed after you and a special subscription is taken to put up a lovely statue in your honour.

#### *Waterworks of Death*

If you can understand the mason who is working on the waterworks well enough, you will learn there are things in the aqueduct killing off the workers he sends down and the situation needs sorting if the new waterworks are going to work. If you kill the two water elementals who have taken possession of the area, you net 1000XP and 1000GP.

#### *Here be Dragons*

Dante tells you Black Dragons have taken over the Calespur Ranges, are killing all the game and that Mona (for whom he has a soft spot) has gone off to deal with them but has not been heard from since. You get a few XP for each of the old dragons you kill, then 1000XP when you smash all the dragon's eggs and finally another 1000XP when you give Razorfang's head to Dante. You also get to keep all the gold and loot you pick up.

#### *Damsel in Distress*

Dante will also ask you to find Mona and bring her back. I did this, and tried to help him untie his tongue with her, but there don't seem to be any XP or GP awarded for bringing these star crossed lovers together.

#### *The Fall of Bracksford*

The Town is in ruins, but there are a few survivors in the barracks. If you ask about others that may be elsewhere, you get 500XP. When you escort the survivors off to safety at the North Road entrance, you get 1000XP.

#### *Dale's Last Stand*

Dale used some kind of electrical summoning to bar entry to his shop. It does a lot of damage, but you can bash through it. You have to kill it inside (=416XP). Dale doesn't survive, so you get to keep whatever you find in his chest: A really good magic sword, lots of spells, and some gold too.

#### *The Cleansing*

The Tomb of the Knight you visited earlier (you did, didn't you?) has been infested with Balors and Kvocks. Kill them all (@9XP) and when you see the angel again, you get 1500XP and she will give you a Holy Sword or one of the other magic items she is wearing.

#### *Sebastian*

When you find Hasnufraxx, he will ask you to find his pet tiger. If you agree, you get a Ring of Animal Empathy. If you get Sebastian to follow you back to Hasnufraxx, you receive 1250XP and he will offer you a choice of Leather Armour or a Breastplate, both enhanced. If you tell him you don't need either, he will give you a *Ring of Regeneration*. Most important, however, he will offer to enable you to meet with the Eldar Elves.

### *The Gathering of the Elves*

Leif Alafin greets you as you enter Acadia and invites you to meet with the King and Queen.. On entry to the in the Royal Chambers, you receive 100XP. In order to hope for any help from them, however, you have to complete another quest *The Test of the Elves*. If you succeed at that, they will commit to send troops to aid the King. No major XP. But you can get some good stuff and weapons upgraded in the town.

### *The Test of the Elves*

The Royals spin you a story about a test to get to, and to close, a portal. This is not really a simple test. Rather it is their way of getting someone to kill off lots of monsters (@5-8XP) and three Pit Fiends (one @416XP and two @357XP) that pose an existential danger to the Elves. Crafty people those Royals. (But that is why and how they stay royals.) There are few GP and pieces of loot to be had, but the only significant reward is the commitment of the Elves to go to the aid of the King.

### *The Gathering of the Barbarians*

Morik would send help to the King, but cannot because their lands are beset by White Dragons that have taken up residence in a cave in the Highmarch Mountains, to the East of the High Plains. If you deal with his dragon problem, he will send all the help he can. There is a 180XP award for each of the two times you fight a dragon but cannot kill it before it flies away, saying "This is not done!" Killing all of the Dragons nets only 8XP each. In their cave, however, you can pick up over 9000GP, lots of gems and scads of other loot. Returning to Morik and giving him the five Dragons' horns, you receive 3500XP.

You get nothing but his heartfelt thanks, though, for returning his daughter Valentia alive. [I am not sure about bringing her back dead, because I used a resurrection scroll on her. I had a couple and thought it was the least I could do for an ex-henchman.] But, if you voluntarily return the armour she wore, that is worth another 1000XP.

### *The Road to Highmarch, Again*

This is a straight knock 'em down, drag 'em out slog. The monsters are worth only 8XP each, and minor GP and loot, but you do find the Maul of the Titans (+4 Enhancement & +6 Strength)

### *Tales & Anecdotes*

Sitting on a barstool in the Lazy Lion Inn, you hear three patrons jawing it. Offer to tell them a rip-roaring story and make a wager on it. If you are persuasive enough and succeed in awing them, you receive 1500XP and the 1000GP you bet. If you are not quite so persuasive, but they still think you did a worthy story, you will get 1000XP and 200GP. If they don't think much of your story, you get nothing.

If you make the mistake of saying yes to a drink or buying a round, you all get irretrievably sotted and lose the chance of getting any story telling done.

### *The Count's Lost Love*

Saffron, the wife of the Highmarch Commandant, Count Whitford, has died, leaving him despondent and unable to do anything but weep before her portrait in the Keep. This places the defense of the fort in dire jeopardy. To enable him to focus on the matter at hand, you have to resolve the situation.

Beneath Saffron's house, you will find a bunch of vampires divided into two camps, the leader of each offering to assist the fight against the Ironlord if only you will eliminate his opposite number. Both tell plausible stories. Neither, however, will return Saffron to the Count as a normal, living being, only an undead that is able survive sunlight.

If you kill one of, or all of, the vampires (@6XP), you will find a part of a sceptre that may be of assistance against the Ironlord, plus a lot of other resellable stuff. Back at the Keep, with either Saffron or just her necklace, you receive 2500XP and the Bastion of Highmarch. And, the Count finally gets to work on the fort's defenses.

### *The Relic*

When you deal with the vampires in Mona's House, one of the things you get is the head of a sceptre. Telnus, when you meet him in the Keep doesn't have any insight into it and sends you off to Sahir in Trinity. Sahir identifies it as the head of the Sceptre of the Ages and points you to two nearby spots you may find the other part(s). In the ruined fortress in the Southeast Desert, you find the bottom part. In the hall of the Ancients, you find the middle part. Taking these back to Sahir, he says just great, except they won't fit together and sends you back to Telnus. At this point you receive 2500XP.

### *The Fine Art of Diplomacy*

The King's invasion of Tusone plunged the Aielund Ambassador there, Sir Thomas Reed, into a deep drunken depression because he had not been advised and was professionally discredited. The Pasha of Trinity suggests you try to get him sobered up enough to try to broker a peace with the Tusones. Marquis Vaillancourt, the Tusone Ambassador to Trinity is in town and you have to get him to agree to meet with Reed under the auspices of the Pasha. (=500XP) When you get Reed in condition to head off to the negotiations, you get an additional 1000XP. It will help with Vaillancourt if you have good persuasion skills and attractive charisma.

### *Marked for Death*

On the body of Thorian, one of the mercenaries that attacked your party, you found a note (signed "Angelique") suggesting these were more than just random plundering efforts. When you call out Angelique, the wife of Marquis Vaillancourt, she claims innocence and tells you to search her boudoir. Surprise! Inside the chest is a written contract out on you, which you perspicaciously decide is a set-up. She points you at a suspicious stranger, Drake, at the Travelers Rest Inn. Drake is the last living member of the Dragon Cult, and is out to get you. When you kill him, you get no XP, but do find a Dagger+4, a Jovial Evil sword, Enhanced armour and other stuff on his body.

### *The Dragon Cult*

Sahir indicates that there may be something relevant to the Relic you carry buried under the sand dunes in the Southeast Desert. If you are able to fight off Scar ("Curse you! I will have my revenge some day."), you receive 2000XP. If you make your way to the Southeastern Desert, you have to find those ruins in a blinding sandstorm. Inside the ruins, you have to fight a Radiance Elemental (@297XP) and the Red Spectral dragon you met on the way down from Trinity. If you kill the dragon in his prison, it is worth 892XP, the base of the *Sceptre of the Ages*, a *Ring of Immortality*, a *Helm of the Red Dragon*, and the *Stormbringer*, a powerful sword which you can enhance further. Also 5000+GP. Also another 892XP when you kill the dragon once again on your way out.

*Shadow of the Ancients*

Sahir also tells you that a friend found other strange things that may be relevant to your Relic in a cave to the West of Trinity. Crossing the desert, you receive 9XP for each rogue, gypsy, etc. that you despatch. In the Dragon's Lair in the chasm area, you meet Azurefang. You can hire it for an absurd sum. Or just do away with it. That nets 230XP, a *Belt of Fire Giant Strength* and *Shardcleave*, a Dwarven War Axe. Also 750GP in scattered various piles. If you did away with Azurefang on your previous meeting, you will find all its treasure sitting there for the taking.

In the cave that gets you to the Hall of the Ancients, most monsters net 9XP each, but the Huge Black Scorpion is worth 297XP. There is some good loot to be found, but the big prize is the Mithril Golem breast part with something rattling around inside it. You guessed it: The middle part of the Sceptre of the Ages.

**Act 4, Part 1***The Daily Grind*

As Commander of Highmarch, you are called upon to adjudicate the dispute between Lady Deidre and John Wainright. Sometimes deciding legal questions may go against your better judgement. The reward for rendering a lawful judgment here is 1000XP. For a good judgement, the reward is only 500XP.

*Confronting the Council*

This does not get you much other than grief and betrayal. Still, it is the only way to move forward with the story line.

*Left for Dead*

If you go off in search of water and bring some back to Najjar, that nets 1000XP. If you refuse the gift he offers, that is another 1500XP. If you do accept the gift, you receive a Ring of Protection +4 instead of the 1500XP.

*Exiled*

If you agree to help Tusone General Adoine fight the Aielundian forces and do so successfully, you receive all the loot you can carry from the battlefield, entry to the Tusone capital Myrfell and an interview with the King, plus 500XP when you speak with him.

First, however, you have to get to the general. When denied entry at the Tusone outpost [as you will be], you have to go back to the Southeast exit from the area and follow the Eastern edge of the next area until you get to the exit for the Dire Crossing.

*The King & I*

You propose to the King an operation in Fairloch to capture the *Sceptre of the Ages*. When he agrees, if you demur at the suggestion of mercenaries in the dialogue, your alignment moves +1 Lawful, you receive the title "The Crusader" and 500XP.

*Frostillicus*

The local mage has lost control of a giant Ice Elemental that is now loose in the city's sewers. For killing it, you receive 12XP per iteration, plus 3000XP when you report back to the mage, plus your choice of a *Staff of the Mage*, *Bracers of Archery*, or a quite powerful *Antique Armour* in either male or female version. My character was female so I chose that : +6 Dexterity, +1AC, -7AS, 40% SR, +5 AB, +3 Soak 10 Damage, Immunity to Knockdown and 80% Weight reduction.

*The Blacksmith's Debt*

The local smithy, Gaston, has got himself deep in hock to the local loan shark and all around scumbag, René Levesque. If you take this on and head over to René and manage to give a lawful response in the dialogue, you receive 500XP and +1 lawful alignment. Getting the paintings from Pascal's house for René and accepting his second challenge nets 1000XP. Promising Jimmy that he will be safe nets you 500XP and the jewel René wants. Fighting off the Syndicate goons nets some good weaponry (*Short Sword+3*, *Bardic Coat*, *Dagger of Assassination*) and returning to René with the jewel nets another 5000XP and Gaston's debt cancelled.

Going back to Gaston to convey the news gives you your choice of any of an array of powerful weapons and armour, plus another 1000XP. If you go back to the Business Club and finish off René and his bunch, you get lots of loot plus everything you got for him on the quest. When you finally get to a merchant who will buy stolen goods, the paintings are worth 60GP each. Second class artists....

*Against the Syndicate*

Charles Bodine's wife has been abducted by the Syndicate, which operates out of the Northern Star in the Docks. If you go after this bunch of human traffickers, you net 200XP for freeing Elan Bodine and another 100XP for each additional prisoner you free. There is niggling XP for each thug, but lots of swords and miscellaneous other loot. From the Captain you get 53XP plus a short sword+3, a whip+3, a *Captain's Armour* and a *Greater Hood of Clarity*. Back to Charles, reunited with his wife, you receive 5000XP and a pair of *Boots of Striding+6*.

**Act 4, Part 2***The Battle of Bracksford*

You arrive before Bracksford and are faced with considerable defensive forces under the command of your old friend Dante. You can go at it hammer and tongs, which suits that bludgeon Black just fine. Or you can try to talk to Dante and see if you can persuade him that he and his forces are needed somewhere else. You receive 10,000XP for taking the talking course. If you cannot persuade him to stand down, you have to kill him and the High Priestess Celeste plus all the other rangers to be able to continue. Unfortunately, I didn't keep track of the XP rewards, although the loot from their bodies is worth lots of GP - if you can get it to a merchant.

*The Lowmarch*

Robert Black gives you the directions to this as an alternative route South past Highmarch. There are lots of very strong Dracari, a Dragonlich and a Dracari princess that you have to kill to get through. Lots of buffing and resurrection spells needed here. 8XP per Dracari whatever you kill. Plus a lot more for

the Dracari Princess and the Dragon, but unfortunately I didn't make a note of how much. The loot, again if you can carry it, is considerable and worth a fortune when you get to a merchant.

### *Raising an Army*

Arrived in Trinity, you are faced with the task of raising an army from three groups of mercenaries: The Sand Dragons, the Hellfire Brigade and the Juggernaut. The last you can hire easily (for 100,000 GP) and that gets you 1500XP.

But neither of the others will work together. Indeed, the leader of each of the first two wants the head of the other. You will have to choose which you want to hire most. By presenting one with the head of the other, he will agree to be hired and accept the King's seal instead of cash. The head is worth 250 XP, each of the mercs killed 8XP and 25000 for hiring the living Merc leader and his men.

### *A Wolf in Sheep's Clothing*

On your way to Culdeny via the East road, if you decide to check out the old Knight's tomb again, you find the survivors of Bracksford hiding out in fear of Eldar werewolves. David Pateel tells you he thinks one of them is a werewolf and asks you to go out and find enough wolfbane to rub on each to see which is the monster in disguise. In doing that, you will be attacked repeatedly for 8XP per werewolf killed. You need to find five (5) Wolfbane plants and a few are well concealed in full sight. When you get back with them, you receive 200XP for each refugee who is not a werewolf and 8Xp when you find out it is (and kill) Tom Johnson. Reporting back to David, you receive 2500XP.

### *Supplies for the Townsfolk*

After dealing with the werewolf, David Pateel tells you they are on short rations and need rest and food before they might be able to follow the army to Culdeny. If you have not already scavenged the food from the Culdeny Inn, doing so and bringing it back and telling David Pateel you have it nets 5000XP. Going over and giving it to Tom Ballard nets 500XP for each item (i.e., max 5x500) plus an additional 2500XP for doing the Good dialogue with him.

### *Cairnwood Burns*

In Cairnwood, you find Hasnufraxx again and learn that there is no hope of finding the Eldar Elves again. The forest is under attack and, if you are able to end the wanton burning that is now rife, The Elder Trents agree to show up when you need them. This nets 9XP per Fire Elemental and wizard killed, 90XP for killing Orville Hellicanus, the chief firestarter, plus 120XP per fire that you are able to put out with the water bottle Hasnufraxx gives you.

### *Raising the Dead*

In the High Plains again, when you ask Morik to come again as an ally, he demurs because of divisions among the barbarians themselves. The divisions are being caused by the tribe's Shaman (Talon whatever-his-name-is) embarking upon raising an army of dead barbarian heroes to defend their territory. Because desecrating the tombs of the dead is contrary to all the tribal traditions, Morik asks that you find Talon and put an end to his necromantic activities. If you are a remotely good character, you will likely find that the only way to do so is to kill him and all the dead he has raised. @76XP a head, er, skull.

Back at Morik, you get his commitment to send troop, but not as many as you might like. You do, however, also get *Rekthor's Battleaxe*, a not inconsiderable gift. Plus 5000XP.

#### *Safe From Harm*

General Dusquesne, in Stoneguard Village sends you off to bring in the corps of Archers currently under attack by Aielund forces in the Silent Valley. For killing the Aielunders you get 7XP and whatever loot they are carrying. If you manage to save any of the Archers, you will get an XP bonus. I didn't, so cannot tell you what it is.

#### *The Tower of Blackwood Glade*

General Duquesne sends you here to get the Sceptre of the Ages from Terinus. For beating Terinus and all of the various monsters in your way, you get 5000XP, a Belt of Null Magic and a story involving enemies bigger, badder and worse than the Ironlord.

#### *The Battle of Fairloch*

This is it: Time to deal with Seamus and his toadies once and for all. Unfortunately, I didn't record how many XP were awarded because my Champion of Turm was at the maximum XP level and could not advance any more. But there is LOTS of valuable loot to be picked up as you go from step to step in this running battle. (Unfortunately, it will be a while before you are able to sell any loot. You have to get back to the tower before being able to do so.) For doing so, you get the accolades of the grateful, downtrodden masses and those who remained faithful to the best interests of the nation.

But not until you have to suffer the disappointment of seeing Osric force Criosa, for the good of her country, into what can only be an unhappy and ill-fated marriage. Not only that, Ronan Aethur has gone off alone to reconsider his future. If you find yourself at a loss for what to do next, watch out for a cat when you first run into Osric after defeating the Overlord. That cat is Terinus and when he finally reveals himself to you off in a corner, you can get on with things.

### **Act 4, Part 3**

#### *Unfinished Business*

After Terinus learns that Osric stole the armour and weapons that were stored in the 'unbreakable vault', you have to go after Osric in Myrfell. Doing this by fighting your way in doesn't net you any big XP bonus as far as I could make out (only 9XP per defender killed and 112XP for Veronique), but it does get you as much good resalable loot as you and your henchmen can carry). Alternatively, you can create a diversion that will leave the front door to the castles unmanned and most of the main floor undefended. If you create the diversion successfully, that nets 2000XP.

Even though you don't get the satisfaction of killing the little creep immediately, you do get the satisfaction of freeing Criosa from the deal she made at the end of the previous Part. Also, assuming you deal with the drunk in the castle properly to get the combination to Osric's wall safe, you get to take down Osric once and for all, by establishing he is an illegitimate pretender on the throne and putting his cousin (the no-longer-drunk in the castle) in his rightful place. And earn 3500XP in the process. Also, obscene amounts of gold in the Treasury, as well as gems and valuable smalls in the safe there. There is also another 350XP plus a lot of super kit if you meet and kill the master at Arms on your way back out of the Castle.

*Twilight – The Portal*

In order to get back out of Twilight, you have to find the crystal necessary to power up the Portal. This means getting to, then in to the ruins of Botal and then getting back out again. This means fighting Shadow Tigers @490XP, Glacial Juggernauts @1380XP or 1610XP and myriads of Frozen Zombies and Frozen Souls, Sapphire and Quicksilver Golems most at 1000XP+. Getting the crystal back to Satsumi and having him power up the portal nets 5000XP.

*Twilight – The Sword*

Tetsuo Onizawa needs a ruby that was left in Botal to fashion a sword he was making to be capable of fighting off the Ancients. In addition to the monster XP noted above, you get 3500XP for getting and then giving him the stone. And then another 5000XP when he finishes the sword. (Despite your misgivings about the Ruby.) You also get the sword, a powerful *Katana*.

*Twilight – Closure*

Katsumi's beloved Yatsui Yoga had previously gone into Botal to try to get the Portal Power crystal and the Ruby, without coming back. She doesn't expect him to be alive, but would like closure. If you find his body and get his journal and give it to her, you get 1000XP.

*The Border Ethereal – Thinking Outside the Box*

You run across this old guy, but every time you try to talk to him, he collapses. You have to get some local person with whom you can communicate to be able to help him. If he gets healed, you get 5000XP.

*The Border Ethereal – Helping Cuthbeort*

If you help fight the Black Slaads, you get 9XP per slaad, 320XP for the Disciple of Abaddon and Cuthbeort sets up the portal to take you to the dimension where you can find Xrynamaxas and his hoard of weapons.

*The Border Ethereal – Xrynamaxas*

If you answer the Dragon's riddles correctly, you get:

After the first correct answer, your choice of the *Spellbane* shield, a *Longbow of the Eldar* or *Monks Gloves*, plus 1000XP.

After the Second correct answer, your choice of *Monks Robes*, *Wizard's Breastplate & Bracers* or *Voidwalker Armour*, plus 2000XP.

After the Third correct answer, your choice of a *Ring of Force Shield*, an *Amulet of Life* or Belt. Plus 3000XP.

After the Fourth correct answer, your choice of a *Quicksilver Rapier*, a *Twinsword of your Enemies* or a Mace, plus 4000XP.

*Assumption – Acipe*

On your way to find the guys who really count, you may run into Acipe an poet in search of great tales to recount. If you speak to her, she may ask you to tell of your adventure. This gives you an option to perform or just say no. If you choose the perform option, you may tell it well enough to get a GP reward. I didn't do a very good job of it, but trying nevertheless earned me 1000XP. Do it well and you may get more.



*Assumption - The Amulet*

Benedict and the angels will assist you to get to your fight against the Saquarin via a portal in Acheron if you can get from Archduke Insidiae in the Nine Hells an immensely powerful weapon, the *Talisman of the Tempest*. For getting and giving the Amulet to Benedict, you receive 10,000XP. Serenity will give you a magical sword, armour and shield (which you can redistribute to your henchmen) and another 2500XP. Veritus discloses that he is Nelisse's father and bestows upon her the Blessing of Aelanden (more strength, HP and other attributes).

*The Nine Hells - Insidiae*

To get the amulet, you have to fight your way into the Fort through Mt. Erebus and the Valley of Torment and then back out again. There are 900XP for killing General Erath, 740XP for Jezelle and the 1140XP for the Arcduke himself, not to mention all of the resellable loot from their corpses. Oh yes, you also get the *Talisman of the Tempest* to take back to Assumption.

*Acheron - The Eternal Battlefield*

To get to the Saquarin, Benedictus needs to use a portal in Acheron. The problem is that a big baddie named Abaddon also wants it and has a massive number of Archers, Sorcerers and Disciples to help him get it. Luckily, you have Benedictus and his angels and *The Tempest* to help you prevail. If, that is, you are able to kill all of the baddies off without getting yourself killed.

The sorcerers and archers are hardly worth the effort (low XP, Composite Longbow+2, Arrow+4) but you have to fight your way through them to get to the main event. Each Disciple of Abaddon is worth either 630XP or 720XP and carries a *Facheron of the Horde* (which you can pick up to inventory and sell whenever you may next be able to find a merchant who will buy them). Watching Benedictus bring the portal back into operational status is also a little bit of fun.

*Saquarin Ship - Armour of the Gods*

On the Living level (1), in an apparently abandoned armoury, there is a damaged Warlord outfit that can be made to work again, but only usable by Terinus. (A much stronger Terinus at your side when it comes down to the big bar fights ahead will be an asset.) You have to find a Leg, a Golem Heart and a Golem Brain to make it functional. When you find the leg and take it back to Terinus near the damaged armour, he will use it to effect a repair. That nets you 1000XP. When you find a heart, do the same thing. That nets another 1000XP. Do the same again for the brain and you net another 1000XP. Plus, Terinus gets to don the overlord armour and can handle melee weapons. In all this fighting, Saquarin Sentries will net between 960XP and 350XP. Ditto for the Saquarin Technicians, Biologist and Sorcerer.

*Saquarin Ship - The Weapon of Destruction*

On the Power level (2), a real time clock is started, and you have ten real time minutes to smash the power crystals and weapon crystals in order to stop the destruction of Aielund. However, you have to fight your way through Golems/Deanoughts (@1000+XP), Sentry Constructs (@720XP), Technicians (@400XP) and Scientists (@350XP) to accomplish that. Success in smashing the crystals stops the clock and gives you a place to rest and recuperate. It also gets you 3500XP.

*Saquarin Ship - The Bridge*

On the Command level (3), you have to activate the bridge access control mechanism in each of the left hand and right hand control rooms. This requires a fight through Technicians (@350XP) and Scientists (@910XP). You have to activate the one on the left (West) first.

Once both panels have been activated, you gain access to the Bridge. But not until you have dealt with the Saquarin Stator, the numerous Technicians and Sentries it summons, as well as a giant Spider. You have to kill the Saquarin Stator twice: Once to force it out of its armour (970XP) and a second time (@1680) before you have any chance at all of killing off the different minions it summons (Technicians @350XP, Sentry Constructs @630XP).

## Annex 3 – Spoilers: Answers to Riddles Puzzles, Problems, Quests and Such

These solutions are presented in the order in which I found them in my first time through the game. Some of the revisions are the result of when I did it the second time through,

### Act 3

Amalis – The Disappearance of Alan Rich: In order to be able to elicit this quest from Lord Sothby in Amalis, you have to express surprise at the mention of a Dragon in the course of your conversation with the Duke and Davis after the night of the long knives. If you do so, you will be pointed to Desmond for more information. (You will need to go to Desmond and have him take you through a portal to find out the story from the Dragon's mouth.) If you do not, you will miss this secondary quest and the associate GP, XP and Loot.

Feybourne – Forest's Fury: You have to (a) find the broken Ring in the shack in the Swamp, then (b) find the Heart Gem in the Archmage's tomb in the ruins, then (c) enter the ethereal plane, find the Archmage and persuade him to give you the Soul Gem that he wears, then (d) return to the ruined tower and use the automated jewellery repair machine to repair the ring, then (e) approach the Guardian and USE the ring on it to disable it before you can proceed to the park and Deathmist. Just wearing the ring is not good enough. Good luck with Deathmist.

Stoneguard – War and Other Catastrophes: You have to speak to Connor MacTavish and accept his sub-secondary quest and kill the Frost Giants off before you can get entry to the City. Similarly, you have to take on Sullnus's sub-secondary quest before you can go very far in the mines.

#### Isle of the Dead:

- (1) On the first level of the crypt, if you think you have entered a dead end room shortly after entering from the cave, look around for another entrance to the Crypt. The reason you are in an apparent dead end is that there is a secret door in to that room from the rest of the Crypt. But not back out of it.
- (2) On the third level, you need to get from the entry point to the Lair of the Lich without being beset but insuperable numbers of shadow horrors. They just keep on coming, no matter how many times you clear them. Once you figure out the route to the lair, you have to make yourself (and all the members of your party) invisible to get past the Shadow Horrors. Once you have set foot inside the Lair, you can go back out and they will all have disappeared, never to return.
- (3) In the Lair, you have to kill minions and several iterations of the Lich until you get to fighting it in the back part of the Lair. You have to get to the sarcophagus, open it, take the phylactery into inventory and use it on yourself before you can kill the Lich. Otherwise, it really cannot be killed, no matter how much damage you do to it.

Valley of Silence – Bridge to Stoneguard Pass & Culdery: This is impassable until Act 3. In Act 3, to get the key to it, you have to persuade the Grand Master of the Monastery that you are capable of dealing with the Dragon that is blocking the pass.

The North Road South to Bracksford: The elite goblins, goblin cavalry, bugbears and giants are going to keep coming at you as long as you tarry in the this area. Once you kill off all you can find and get to Bracksford, they steer clear of the place.

Dale's Last Stand: The Electrical elemental barrier to the entrance to Dale's shop looks impregnable, but you can bash through it at significant cost in HP. Sometimes, however, you cannot, however, destroy the Electrical Elemental inside before it kills Dale. That seems to be a luck of the draw thing.

The Gathering of the Elves: In order to get to this part of the adventure, you have to complete Hasnufraxx's *Sebastian* quest.

The Test of the Elves: To close the portal, you have to get to, then bash the crystals in, the chamber in the tower in the lost city.

The Gathering of the Barbarians: To get them to send help, you have kill off the dragons East of the High Plains and bring their horns back to Morik.

Tales & Anecdotes: You have to sit on the fancy barstool near the three guys talking and listen to their triologue through before you get up to talk to each of them in turn. When you get to Tom Mitchell, you can begin a dialogue. If your persuasive powers are good enough, you can make a wager and wow them with the story of the battle with the pirates while on the Redoubtable.

Fort Highmarch Keep: You will meet Celebrith and Henry Nelson in one of the rooms of the Keep. If you want to enhance any weapons, you had better do it before you pursue the Count's Lost Love, because Celebrith won't be there when you get back. This was not, however, the case on my second time through the game.

The Count's Lost Love: In order to get the Count back to business, you have to find the undead Saffron. That is not hard because she shows herself when you are doing the tour of the Fort's walls. Then you have to do a dialogue with her. She will tell you of noises beneath her house, which leads you to have to deal with all the undead underneath her house. To get to them, however, you have to find the secret door in the basement to Saffron's house.

Once you are down there, you will meet two opposing vampire leaders, Arminus and Cartrach. Arminus tells you Cartrach was the one who made Saffron a vampire, contrary to the Vampire Code of Conduct(!) and will offer you an important relic that will help in the fight against the Ironlord if you kill Cartrach. Cartrach admits to to making Saffron a vampire, but explains he did so in order to make an alliance with the humans at Highmarch that will keep the Vampires safe and help defend against the Ironlord. If you go with Cartrach, he will give you the same relic that Arminus offered and a ring that will allow Saffron to stay alive in the Daylight. You have to choose whichever you think is the wisest course. Kill them all or strike deals as you see fit.

Then you have to take either Saffron or her necklace back to the Count. Only then will the Count be sufficiently recovered to give you the pass out the South gate. Ditto for meeting Telnus for a dialogue which directs you to Trinity.

A further variation of this is that if you bring Saffron back to the Count, you can offer them the option of the Count joining Saffron as a Vampire or Saffron staying on with the Count, using the Ring of Midnight's Veil. In the former, he puts you in charge of the fort and gives you a letter of resignation, as well as permission to leave the fort to the South. Terinus takes on from you the job of readying the fort for defense. In the latter, you get just the permission to leave the fort and the Count gets to work getting the fort ready for assault..

Another variation of this. If you kill Saffron straight off, you can take her amulet and a Dagger+5 off her body. Showing the amulet to the Count achieves the same outcome, i.e., the pass through the south gate. It also lets you meet Telnus. In this variation, your conversation with Telnus proceeds as if you have the head of the sceptre in your inventory, even though you cannot see it. The problem with this variation is that you do not get to fight some or all of all the vampires and get the associated loot and XP.

I didn't figure out what the Adamantium Key did. It did not open up the door to the room in the catacombs where the Adamantium was located. I couldn't figure this one out.

The Relic (1): When you have either fulfilled your part of a deal with, or killed the Vampires under Saffron's House, you will be given, or find in a strong room in the North of the halls of the Damned, the head of the Sceptre of the Ages.

The Relic (2): You get the base of the Sceptre of the Ages by making your way to and killing the Red Spectral Dragon in the buried fortress in the Southeastern Desert. To get through the wall of light to the dragon, you have to get the spectral talisman from the Light Elemental in the room beyond the boulder. The Boulder is immovable, but you should be able to squeeze by it into the hallway to the priests' chamber and the Elemental.

Stormbringer (Southeastern Desert Fortress): If you took all the loot from the Red Spectral Dragon's place of incarceration, you will have the slightly enhanced longsword *Stormbringer*. If you put the sword in the crystal ball that you saw on your way in, it will become even further enhanced.

Portal to the Hall of the Ancients (1): This is in the cave you find in the Chasm area, but dead. First, you have to power up the crystal ball in the cave using the lightning power in the hilt of the Sceptre. Second, you have to enter the right combination into the control panel beside the portal (2-4-3-1).

Portal in the Hall of the Ancients (2): After you arrive down in the first level of the Hall of the Ancients, you find the portal there dead. To be able to use it again, you have to fire up each of the power crystals in the room in the northeast corner of the level by pressing the correct button on the control panel in there in the correct order (2-3-1-4). Then you have to find the portal control in the Eastern area of the level and set it to the level you want to go to before entering it (1 for the cave, 2 for level 2 and 3 for level 3).

The Relic (3): On the third level of the Hall of the Ancients on the third level of the Hall of the Ancients you find a golem part with something rattling around inside it after despatching the Mitril Golems. You have to take that part back up to level 1, put it inside the Arcane Forge located in the South of the area, and then pull out the middle part of the Sceptre of the Ages.

## **Act 4, Part 1**

Left for Dead: You have to find water bottles in the ruined temple to the South, then get to the oasis in the far South and load up water bottles and then give one to Najjam.

The Ancient Tome in the Ruined Tomb: You need to have a high enough Lore capability, or to use a potion or scroll of Lore to be able to read it. It is worth 500XP if you do. There are three tomes in total to be found, each gives a different version of what appears to be the same event, the Battle of Blood Gulch Canyon, and its aftermath.

Exiled: To get across the dire passage, you have to have at least one water bottle for yourself and one in each of your companions. You have to persuade General Adoine to allow you to help against the Aielund forces and defeat them to be able to meet with the Tusone king.

The Blacksmith's Debt: This is not hard, just a bit complicated: From Gaston, to René, to Pascal's house for the paintings, back to René, to Jimmy in the tavern in the docks, back to René, back to Gaston.

## **Act 4, Part 2**

The Lowmarch: To get through, you have to kill the Dracari princess first – and fast - in order to get the Lich Dragon's Phylactery from her corpse and then 'use' it on yourself. That kills the Dragon and most of the other Dracari. But there are still going to be some left, so have lots of heal, cure critical wounds and Restoration or Raise Dead scrolls on hand.

The Tower of Blackwood Glade: (1) To get past the door with the glowing quartzite over it on Level 1, you have to open each of the other three doors, kill the monsters in the room behind them and then throw the lever in each. (2) To get past the magically locked door on Level 2, you have to touch the painting of the lady playing the harp, then, remembering the notes she played, play the real harp in the room. (3) to get past the concealed pits in the big room, you have to walk along the side half way, then move toward the door to Level 3 very carefully walking only on the very narrow space between the 'rug' that conceal the pits beneath them.

The Battle of Fairloch: You have to get to the Residential area through the sewers to open the gates for the army coming from the South (including all the mercs and allies that you have raised). Then, you have to fight a bunch outside the castle, another bunch inside the castle and finally the Ironlord (King Seamus) and his cronies, including Archmage Auberon. Your henchmen have to be well armed and buffed. So do you. First use the Sceptre of the Ages on the Ironlord to make him vulnerable and leave your allies to keep him occupied while you go after the Archmage. Auberon has to be killed first so he cannot use magic to heal and help the King.

## **Act 4, Part 3**

Unfinished Business: To create a diversion, you have to speak to the foreman beside the castle and either persuade or intimidate him into leaving the site with all his workers. Then you have to set the fire and wait for it to get big enough to get nearby people to call for help. That leaves the front door undefended and you can open it and walk into the castle.

Osric's Wall Safe: To learn the combination, you have to (1) take the wine in the Dining Room into your inventory; (2) have a quick chat with the drunk before you head down to the third level; (3) Kill Osric's protectors (the Golem and Veronique), see Osric off and have Criosia join your party on the third level; (3) speak to the drunk again on your way back up and give him some wine to get him to give you the combination to the safe. Then you have to go to the wall safe and use the combination he gave you to open it.

Twilight – The One-Way Portal: To make the portal functional again, you have to get the power crystal from deep in Botal, then get it back to the Stronghold. Speak to Satsumi and put it in the holder when he tells you to do so. Back at the portal, you have to use the control panel to fire it up again.

The Border Ethereal – Thinking Outside the Box: To help the old man, you have to find the farm with the little girl that can understand you and get her to accompany you back to him. However, her mother won't let her go. You have to distract her mother by scaring the curious pig, so that the mother will be distracted and not notice when the little girl accompanies you back to the old man. You cannot move too fast, or else she will not be able to keep up with you and just head back to the farm. (Where you will have to start over again.)

The Border Ethereal – Riddles (1): If you decide to waste your time doing riddles with the Gargoyles, the answers are:

- (1) The Ocean;
- (2) Wake Up;
- (3) Noise, although Smell also will be accepted; and
- (4) Riddle.

The Border Ethereal – Riddles (2): When you get down to serious business with Xrynamaxas, There are many different riddles you may be asked, but there will always be only four asked. After each correct answer, you get your choice of one of three magically enhanced items.

There are several choices in each riddle. The correct answer in each set of choices are:

- (1) Guillotine
- (2) The Ocean
- (3) Sand
- (4) Sword
- (5) Butter
- (6) Campfire
- (7) Bow and Arrow

Assumption: To get the angels to act on your side, you have to get the *Talisman of the Tempest* from Archduke Insidiae in the Nine Hells.

The Abyss: The only way to stop Abyssal Nightmares from appearing and attacking is to close the door. Nothing else behind this door.

Saquarin Ship – Armour of the Gods: This is on Level 1. You will find the leg in the same room as the Warlord outfit, the arm in the remains of one of the Saquarin you kill in the Slave quarters, and the Brain in the Workshop. [Expect the latter to be a particularly hard fight.] When you have the three parts, head back to the Armoury and 'speak' to the broken outfit. That will make Terinus ask you if you have the needed part and fit it to the outfit. You have to repeat the talk to Terinus two more times until he gets the outfit working and gets into it.

On my second time through, the game had changed and I had to find the Golem Leg, a Golem Heart and a Golem Brain. The leg was easy,; In the same room as the armour. Lots of Golem Hearts were available, but only after we had killed off some really quite mean Security Constructs and many Saquarin Technicians. The Golem Brain was in the corpse of a Golem construct in the North central room of the first level. The various locations are marked on the area map.

Saquarin Ship - Stop the Destruction Machine: To do this you have to destroy four of the blue power crystals in the ship's power generating chamber and then you have to destroy the four red crystals in the Destructo chamber on Level 2. All within 10 real clock minutes. And you have to get by lots of assorted Golems/Deanoughts (@1000+XP), Sentry Constructs (@720XP), Technicians (@400XP) and Scientists (@350XP). Run past the Golems, Only some follow you out of their chamber. Try to get the others one on one with your group, or else they will swarm you and beat you down. You don't have the luxury of time. For destroying all of the crystals, you earn 3500XP.

Saquarin Ship – Killing the Commander: When you finally get to Level 3, you have a whole other lot of Defensive Constructs, Technicians and Scientists to kill before you can even begin to get access to the big guy. I found it best to open the door to the big central chamber but not go out, then let them in one by one, closing the door fast so we could polish them off individually.

Once you've done with that first lot, you have to go to each of the rooms to the North and South of the central chamber, kill off the defensive Construct and Technician in each and then use a Saquarin hand on the control panel therein to disable the Head Honcho's protective shield.

Then you have the job of killing the commander, the Saquarin Stator. Best of British luck! First, he has a suit of armour and you have to beat him down to get him out of that. Then he will summon some more constructs and technicians to help him fight you. And, as if that were not enough, he also summons a giant spider.

You have to kill the Stator first. Then the subbies and the spider are easier, as long as you can keep yourself and your henchmen alive. So use lots of healing potions in timely fashion while you are slashing away at the monsters.



Saquarin Ship – Destruction: When you finally get everything dead in the Command Centre on level 3, Terinus has to stay to make sure the ship self destructs. You then have to backtrack down through levels 2 and 1 to the store room in which the teleporter on which you came you arrived is located. With the citadel collapsing around you. Run past any monsters that are still around. Get to the portal fast and get out.