



Crimson Tides of Tethyr

A Walk-Through

By

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Second Play, with Revised NWN(EE) Version

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For Loris and Clio

&

Anyone else who may find it of use

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General

I first played this game through several years ago but have begun the whole Neverwinter Nights (NWN) series again with the recent patches available on GOG. This document reflects my experience with the newly available enhanced version (EE) of this game (CToT), which I downloaded from within the NWN (EE) start menu to replace the version I had previously on my computer.

There are three Annexes. The first is the game's geography: See "Maps", below. A second lists the quests I did, generally in the order I did them. The third is the spoiler compendium: It offers solutions to various puzzles or difficult to navigate situations. Use it as a last resort.

Character Development

The game is designed to begin with characters that are at levels 6-8. If you begin with a character you have developed in another game, you may find that a lot of your previous possessions have disappeared. This is probably because they are simply not on the inventory of items available in this game's engine. You do, however, keep all your attributes and Gold Pieces (GP).

If you start with a new character, you are given the option of moving up to Level 7 with a few bits and pieces of kit and 4000GP, or just keeping your current level. If you choose the former, you get enough Experience Points (XP) to level up through the seven levels. This gives you lots of leeway to develop your character's attributes quickly. If you choose the latter, you get the same kit, but start with only 50XP and have to build from there.

Rogue-like actions, e.g., picking locks on doors or chests, move your alignment a step toward Chaotic. Actually taking an after you have opened a lock will cost a further 2 points toward Chaotic. This happens often early in the game, but then seems to happen haphazardly and less often as the game goes on.

Henchmen

Henchmen may be recruited to help you in your adventure. They do not seem to dilute the number of XP or GP you gain in fights or from quests.

As for specific henchmen, the first you will meet, Neremul, a bitter Elven mage, is in the Sea Lion's Pride Inn or, alternatively, outside the Mages' Guild in Darrowmar's Royal Quarter. The second, Ark, a giant ogre fighter is in the mercenary Recruiting Centre also in the Royal Quarter. He will not, however, leave Darrowmar. A third, Eleana, a human rogue, can be taken on board in Part 2 if you handle her properly. She is a good man to have at your side. Ex-Captain Vard will join you as a henchman when it comes near the crunch in Suldanessellar. He, also, is a good man to have at your side. Both will cover your back in any situation. Finally, in the Dungeons after you have done with the Sythillisians, Crimson Guard Officer Loric will join you.

In other NWN games, henchmen can die or be killed. That does not appear to be the case in CToT. What does happen is that a henchman out of Hit Points (HP) will lie down and be "near death" until revived and restored to strength. I found that I had to use a Healing Kit or Paladin/Cleric healing powers to revive a near-death henchman, then potions or a rest period could be used bring him/her up to full HP and then have him/her rejoin my party.

Your henchmen will depart from your party at certain points in the game. There may be a subsequent opportunity to re-engage them if you wish. Neremul and Eleana leave you when you finish all your tasks in the Forest of Tethyr on the way to Suldansellar. Eleana you will meet again in Suldansellar and you can get her to stick with you to the bitter end if you have good persuasive abilities. You meet Neremul again in Irenicus's Tower, but he will disdain to join up with you again.

A bug in the game, the first time I played was that Eleana would turn on you after you kill Daramus, even if you are successful in keeping her on side for the fight with him.

Quests & Loot

There are, of course, lots of quests and secondary quests. And experience points (XP). And gold pieces (GP). And Loot. I have noted the most important, or most useful to me, of what I found in the Quests I describe in Annex 2.

If you want a full catalogue of exactly what you might find or get, there are other sources on line, most of which I have found to be too exhaustive, although often inaccurate due to different versions of the game or changing internal allocation algorithms or the number of henchmen in your party. Anyway, the items I report are not exhaustive and there may be more or fewer items.

As in several other NWN games, it may not be 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).

Another thing to bear in mind is your ability to carry loot until you can unload it at the next available merchant. Going over your maximum limit slows you down and reduces your ability to move and fight. *Bags of Holding* or *Magic Bags*, which reduce the weight of things stored in them by 20%-100% are very useful for managing the weight you are carrying. So buy the better ones when you have the GP and the opportunity. A belt of giant strength or some such item can also increase your ability to carry weight by as much as 12 times.

Unfortunately, in CToT, it is not possible to manage the inventory of henchmen, so you cannot use a henchman as pack horse for loot. The exception to this is when/if you take on Officer Loric. If you do so, you will have full access to his inventory and can add/subtract/adjust as in many other NWN(EE) games.

Maps

At Annex 1, I have catalogued the maps I made from screen shots of all the places that I found important in the game. These are, generally, in the order in which I played them (or which, in retrospect, I decided was the best sequence in which to play them).

Several one room or otherwise simple places have not been 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 on each map with which an adventurer can have some interaction. Most are substantive, others only incidental. The numbers assigned to each reflect the order in which I found they were best played to get the maximum number of XP and the most useful or resalable loot and/or GP.

Playing the Game

There are two long, and frankly very boring, cut scenes when you first enter the game, which you cannot shorten, only watch. So, if you are in the habit of saving your game frequently, wait until these are finished before you make your first save.

As you attempt to move between some of the Quarters of Darrowmar for the first time, you may find yourself entering a spot called a "dark alleyway" and encounter bad guys. After you despatch them, that alleyway disappears and you are able to proceed directly between the two Quarters.

In the second part, you will find that instead of moving from section to section via the blue spots on the map edges, you get cut-scened directly into the next area. I personally found a lot of these cut scenes long and boring.

In the course of the game I discovered there are several places where it is incredibly easy to rack up XP repeatedly, if you want to level up very quickly. (These are noted in the last Annex.) I don't know whether this is intentional or whether it is a glitch in the game's programming. Whichever, it is available where I have noted, at least until the game's designers decide to eliminate it.

Walk-Through

1. Darrowmar

On entering the game, you are 'treated' to two cut scenes. The first is on the road to Trademeet, where forces, presumably those of Tethyr, encounter orcs and other monsters. The second is at the royal court in Darrowmar, where you witness a triologue between the King (Haedrak III), a courtier or royal counsellor (Gamalong Idogyr) and the Queen-Monarch (Zarandra Star), apparently on the merits of engaging the Crimson League in the kingdom's defense against several external threats.

When you are finally able to begin playing the game after, you are in your room at the Sea Lion's Pride Inn in the Royal Quarter of the City of Darrowmar. You can explore the floor you are on or just go straight downstairs for a drink and look round. If you decide to look around, you will find in the room opposite yours a not very nice dwarf (Merkul Stonegrin) sleeping on the floor. You can fight him if you are a noxious sort, but it is better just to let him be if you are a new adventurer. Later, with more experience under your belt and better kit, you can return and teach him some manners. And get some salable loot from his remains, if not much XP. (He is a bully and blowhard, but not much of a fighter for anyone with any skill and experience.) In another there is a drunk who you can rumble for 1 GP (or just kill for +5 Evil). In another there is a locked trunk for a *Masterwork Dagger* and some GP. Another room has a naked couple, but there is not much to interest a voyeur. And in the last room, there is a somewhat cryptic note. The door to the stairs up at one end of the corridor is locked with a note stating it is out of use due to recent weather damage. That may explain the pools of water on the floor in the corridor.

To get yourself up to speed, you should go downstairs and talk to Carlitos the Bartender and to Crimson League Officer Loric. Carlitos will give you good gin on the Crimson Guard, the Sythillisian (Orc and their ilk) threat and the layout of the city. If you ask about any rumours, he will tell you about some recent mishap at the Mages' Guild. He will also tell you just to ask about the city if you are looking for work. If you speak to Officer Loric, he will tell you a lot more about the Sythillisians, their recent combat with them and more. You also have a chance to get a bit of experience (100XP) by demonstrating your intelligence if you manage your dialogue right.

Royal Quarter

Outside in the Royal Quarter, if you will encounter Pard Colt wandering about, he will be willing to share the latest gossip and tell you about the city and opine on recent developments. The Queen's Market is the place to hit first, if you have stuff you want to sell or buy.

Then there is the Mage Guild tower. Cassana Blaze will tell you about the goings on there and offer you a chance to test yourself out against some more or less formidable monsters right off the bat. It is chancy, but the reward is not insignificant. On the way there, at some point, you may also meet Neremul. He has no time for the mages and will explain why. If you treat with him properly, you may get him to

come along as a henchman, but only if you treat him as an equal. He will prove a help against some of the monsters in the upper floor of the tower.

Apart from the Mage Tower, the Grand Barracks is the only other place you can enter in this Quarter at this point. There, Alandra Kayne, the Lieutenant of the Duchess and Chief Warlord is recruiting mercenaries. You are here to hire yourself out, so you might as well sign up. Alandra won't need you right away, so she is most likely to tell you to keep yourself occupied in the city until you are called up for service. This, at least, gives you an opportunity to earn more GP and XP.

In the square, you may notice old Norick, who is preoccupied at the possibility his sons may be called up to fight. If you've signed up, you can offer to keep an eye out for the boys. Or not.

When exploring this area, you may come upon a Noble household to which you cannot gain entry. Common sense should tell you that if you do a bit more exploring, perhaps in different parts of Darrowmar, you might be able to get inside. For what purpose, however, will ultimately be up to you.

Some of the commoners wandering about this area and other Quarters can be quite informative if you keep them talking long enough. What they have to say may point you in other directions of exploration while you await the trumpet call to service.

Temple Quarter

While clearing out the Mage Tower, I had to get myself off to the Temple Quarter to get some healing at the Temple of Chauntea. When I had finished at the tower, I went back. There, Noticed a Priest of Talos harassing a priestess of Chauntea. If you have a visceral dislike of bullies, you will probably want to find out what is going on and, perhaps, intervene.

There are a couple of other things in this area that may strike you as a bit odd. For instance, there is an uncharacteristically quiet, indeed, mute, Bard in the middle of the Krimmevol Court. For inquisitive types, that also might bear some investigation. That could take you on a merry, perhaps not so merry, chase through a couple of other Quarters and back before you finally get to the bottom of the affair.

The last sight in this area is a circle of amazingly life-like statues. Those with a passing interest in history might want to find out a bit more about what these are about. There is an old goat called Gumbo Greybeard who might be able to help a bit. But don't waste a lot of time or energy on esoteric knowledge.

Caravan Quarter

After mapping the Temple Quarter, I went to the Caravan Quarter. At the Wheel Market there was a jeweller called Errol Punto who did not have a lot of stuff for sale. He would, however, buy any items you may have picked up which most reputable merchants won't touch. He also is the merchant named in the jewelry guarantee dropped by the Bard, back in the Temple Quarter. He did not have a lot of information, but did point me toward the Black Anvil in the Black Quarter. I made a mental note to go

there after I had got the lay of the land in the Caravan Quarter.

Also at the Wheel Market, I also spoke to Toman Fenneman. He lamented that the band of mercenaries calling themselves *The Black Talon* had been plaguing the shopkeepers and merchants. Hearing his tale of woe, I undertook to see what I might be able to do about this bunch. You may find that you run into these miscreants if you wander about the Quarter long enough.

At the entrance to the city sewers, there is a guard who will fill you in on subterranean happenings as well as other things about the history of Darrowmar, including the "Creep". If you go down there, you are likely to meet it, as well as other more unsavoury and dangerous characters and monsters. Still, as they say, "No guts, no glory!" If you manage to free Gilbert (and can stand talking to him for any length of time), he will fill you in on what has been happening in the sewers.

The Black Quarter

I left the Black Quarter to last the second time I played the game. No point in looking for trouble where you know you are sure to get it.

In a particularly dark alley way between the Caravan and the Temple Quarters a gang of miscreants hang out looking for innocent (or not so innocent) passers-by to waylay. Dealing with this bunch and rifling through their remains gives you a reason to head to the Black Quarter.

When you do go into the Black Quarter, there is not lot of interest immediately apparent to anyone with class and taste. Look a bit more closely, however. Twohammers sells arms and armour. The Anvil's Ring seems to be a hangout for drunken mercenaries spoiling for a fight. Although, there is a self-important goof calling himself Red Nazalla standing alone in one corner.

There is a house in this Quarter to which you cannot gain entry without using the correct password. This is the hideout of the Shadow Thieves. If you dealt effectively with the brigands in the alleyway earlier, you will have the password. If not, you will have to get it by searching a body you may have overlooked. In this place, you might well find a fight, but you may also find an opportunity if the leader of the pack deigns to speak with you. If you agree, doing will gain you entry to that theretofore inaccessible house belonging to a noble in the Royal Quarter. (On my first time playing the game, I did not have the password, so after mapping out the Quarter, I went off to the Caravan Quarter.)

The Asander Mansion

Asander, you will have learned from Darlun Kade, is a crooked SOB, a slaver and a drug runner to boot. But there are some serious rewards for going after him. It is however, not an easy task. When you finally do get a chance at the big man himself, you will not find it an easy go. He is protected by a strong, skilled bodyguard as well as two Slaver Mages. To succeed, you will need lots of buffing, a henchman or two, good timing and a lot of luck. Still it is worth it in loot, if not necessarily XP. Asander's ledger also implicates another, Teledorn Darkhope, directly in his activities.

Back in the Black

When you report back to Darlun Kade, he mentions that Teledorn Darkhope is the Tyrant of Mintar, one of Darrowmar's external threats. You also find that thieves are not generally to be trusted (if you did not already know that). Be ready for a fight unless you are prepared to set aside whatever scruples you may have, if you are oriented toward the Good and Lawful. There are rewards for being faithful to yourself. If you survive to enjoy them.

The Anvil's Ring

Once done with the Thieves, you will probably feel you have earned a drink. Time to head to the Anvil's Ring. There, a not very friendly bartender will at least serve you - for a price - and, if not very helpful when you ask about the Bard (remember him back in the Temple Quarter?), at least will direct you toward Red Nazala, sitting in a reclusive corner. This guy, a wizard of sorts, will - in the flow of unparalleled self importance - impart a bit of information about the Bard's last performance that will lead you to the house of a Chandler in the Quarter.

You will note all kinds of unsavoury characters in this bar. Converse with them if you will. But be prepared either to back off meekly at their aggressiveness or else to fight a pointless fight. Unless, of course, you just feel like ridding the planet of undesirables for the pleasure - or pain - of doing so.

About that Bard

At the Chandler's House, a not very pretty sight awaits: The chandler with his face ripped off and, upstairs, his wife in much the same state. Also there is their daughter, Andrea, clearly possessed by some demon. I tried talking to her and tried turning the undead within her. But, alas, to no avail. My skills were just not good enough and I had to kill her in self defense. On her body, I found an Amulet of Souls. Clearly, it was some sort of cursed jewelry.

I went back to the Caravan Quarter to ask Punto about the piece, but he had decamped and was nowhere to be found. So I then returned to the Bard in the Temple Quarter. The Bard recognized the piece immediately as the one he had given his lover. Overwhelmed by guilt, he tried to kill himself. Luckily I was fast enough to prevent that. In gratitude for getting to the bottom of his travail and saving his life, he gave me his Rapier and instrument and ran off to try to find the merchant who sold him the amulet. It was probably a good thing that Punto had made himself scarce.

* * *

Once you have done everything you can in Darrowmar's four Quarters, you might be getting bored enough to think seriously about blowing this pop stand. And, if you have heard the town's bells ringing, that is the signal to get back to the Grand Barracks and attend to the duty for which you signed up. If you have not already, you should speak to Vard, one of Alandra's lieutenants, to get as much intelligence about what may be outside the city walls as you can, before heading out.

2. The March North

Once you are on the way outside Darrowmar's walls, you witness a cut scene with Sythillis and his crony Ogrim. They are talking about a "she" that has been lost irretrievably, which makes The ogre Emperor quite angry. [I wondered if that "she" might have anything to do with the previously possessed Andrea, given that Ogrim is, according to Vard, a quite powerful mage with necromantic powers.]

Rousting out Recalcitrants

Anyhow, once the cut scene is done, you find yourself outside the city walls. Save your game here so you don't have to sit through the cut scene again. You should first to gather your henchman/henchmen around you and then seek out whomever may be in charge of the rabble of mercenaries you see hanging about. Better check in with him. Lo and behold, it is none other than Vard, promoted to Captain. He will charge you with rounding up the Crimson Guard mercenary leaders, who appear to be late for the muster.

If you take that job on, you have to find someone among the rabble who can tell you about these mercenary leaders. Aha! What luck! You espy Officer Loric actively engaged in the old soldier's trick of sleeping every moment possible. Surely he can give you an idea where the leaders and tell you more about them

When they do finally appear you are witness to a disagreement or discussion among the two most senior about the current campaign in which they are engaged. But that stops when they notice you listening in. Most are relatively courteous, although somewhat contemptuous of Vard as commander. One, however, Cyrus is particularly derisive personally to you and you barely avoid coming to blows over his behaviour. That contretemps past, you return to tell Captain Vard that they are finally ready to move.

Battling Bulettes

Vard taps you to lead the vanguard of the army North and the next thing you know, you are transported to three days later and up the North road. Moving up the road, Vard comments that the army is making good time. But then tremours shake the ground beneath you and you have to know things are not going to go swimmingly. Vard suspects they are caused by Bulettes, which he has previously encountered. Moving up the road, you might notice some Belm plants. These are healing plants, the equivalent of a Cure Light Wounds Potion.

Running up to where a scout has stopped, Vard confirms that Bulettes have been present by the sink hole where the scout had stopped. He is about to return to divert the army when the Bulettes appear ahead of you. There is nothing for it but to face them.

Vard gets word that another scout has got himself trapped farther West and leaves it up to you to find and rescue him. You have to move quickly if you want to get him before the Bulettes do. If you

manage that, you will find that he is Erin, one of Norick's sone. Lucky you, you get to keep your promise to the old man. If you are fast enough

When you get back to Vard, he is badly wounded and not to happy with the slowness of the Crimson Guard in appearing to help fight the Bulettes. You can either agree to proceed North immediately or look around for more of those Belm plants and, perhaps, explore an old cemetery that is located in this area.

When you do decide to move on, you are transported to your night camp.

Night Camp

At the night camp, you will meet several characters with whom it would be worth your while to speak. One of these is Ogson, a trader. He has quite a good stock of stuff. He offers to give you a really good price on whatever you want if you will help him out by finding a plant that is reputed to cure his "personal problem". Unfortunately, the plant is found only near the River Sulduskoon, so you will have to keep your eyes open for it, probably while dealing with other problems.

Another is Eleana, another mercenary in the company. Unfortunately, she does not look terrifically well. She does look like she could use a friend, so it does not hurt to treat her as you would wish to be treated in her condition.

Finally, you spot Crimson Guard Officer Reddy. She seems like a good type and is welcoming. Speaking to her, you find she has a chequered past, pretty much like all mercs, but doesn't want to talk about it. Still it never hurts to be empathetic.

With nothing else of particular interest, you decide to bed down. A soldier never knows when she get her next rest so you catch it at every opportunity. At least this place is relatively warm and safe.

The River Sulduskoon

The next morning you find yourself arrived at the banks of the River Sulduskoon. Captain Vard sends of a scout to check ahead in the fog. This scout, Slink, is not a fortuitous choice. He returns, having sighted an apparent army of slavers but his speech impediment makes him incapable of communicating this to Vard and is zapped before he can do so. So much for DEI. Then you hear a voice ordering something or things out there back to their ships. That zap had to come from a wizard, and clearly not a friendly one. And the context now makes it clear there are bunch of slavers out there. No time to wait for the rest of the army, so after them!

There are scads of slavers out there in several groups, so clearing them is no easy task. Despoiling their remains, you find on the body of Slagar a Asander that provides further, conclusive, evidence of his direct involvement in slaving. After picking up whatever else salable or useful there may be, you perhaps will have time to look for that medicinal plant that Ogson needed to sooth his affliction.

After all is said and done here, Vard says it is time to continue North, through the Starspire Mountains. But make sure you has said and done all you want because, once you go North, there is no returning the way you came.

Starspire Mountain Pass

Arrived in the Starspire Mountain pass, the army is faced with yet another blockage in the form of a supernatural ice storm. Vard decides to send wizards to check it out. But, given news that the enemy will reach Suldanessellar in three days time, he turns to you the possibility of a subterranean passage through a nearby cave.

Once you have found the cave and gone in, who should you meet but Eleana, whom you met previously at the Night Camp. She tells you what she has seen of the cave system, specifically Trolls and Winter Wolves, and will offer to join you as a henchman. Her Rogue/Fighter skills may be of help in what lies ahead. Besides, many hands make light work.....

In the cave, not only are there wolves and trolls, but Bugbears as well. If it were not enough having to fight your way through them to get to the upper level, once up there, if you go out on a ledge, you are going to have to face a Dragon. All of this is worth some reasonably good loot, but will not get you any closer to Suldanessellar in time.

For that, you still have to do something to remove that blockage down at the pass. And to do that, you have to get by the Guardian. This is where you have to decide whether you want to fight your way through or just sneak by. [Hint: The experience and reward for vanquishing the Guardian are not commensurate with the effort required.]

Once past him, you will have to use of all of your powers of observation and deduction to figure out how to get you to whatever it is that is controlling the blockage. Even then, you are going to have to possess sufficient character and powers of persuasion to achieve anything. But only when you have done so will you be able to report success back to Vard and get the army back on the move.

Also, try not to forget to engage with your henchmen every once in a while. Not only does that help you to get to know them better and broaden your experience in dealing with others, it may also give you some insight int to kind of army with which you are traveling.

The Forest of Tethyr

Back with Vard, however, it sometimes seems you just cannot catch a break. Once you get through the blocked pass into the outskirts of the forest of Tethyr, Vard gets word that a Goblin army has routed Elven defenders in the Forest of Tethyr. Guess who gets detailed to chase after the Goblin commander (perhaps with - or without - the Crimson Guard also being sent after him) while the rest of the army high tails it to Suldanessellar.

When I went into the central part of the forest, there were much to my relief several groups of Crimson Guard dealing with some of the many goblins and wargs. Eventually, we cleared the area of them and I decided to follow the route to the East into a forest glade. There I met Kazdag and a bunch of his cohort and dealt them all the fate they deserved. There was quite a lot of loot, some of it very good quality on their remains, but they were not, in truth, great fighters. Their strength was in swarming and quickly fell when one on one.

Coming out of the Glade, I was met by a breathless Vance Smith ordering me to report at once to Warlord Varja back at the forest entrance. “Hmm,” I wondered, “Why is this message from the Warlord who is supposed to be in Suldanessellar, and not from Vard. High commanders are trouble.” Well, I hadn’t finished clearing all of the goblins from the forest, so I decided to report to her with all due haste. Immediately after I had cleared the rest of the forest of vermin as ordered by Vard. A soldier’s first loyalty is to those he/she fights with, not to some red-labeled staff toady.

So, I went off to the Northern forest and, after dealing with the goblins that remained, found the body of Galandas Avandael who had died in the first onslaught. Then I made my way to the Western forest, where one of Kazdag’s cronies was still roaming and killing almost at will. I put a stop to that and, severing the last head, finished to goblin invasion. A lot of good soldiers had died, but it had to be done. The goblins would have flanked the forces defending Suldanessellar otherwise.

Back through the forest entrance, I spotted the flashing of gold braid, red lapels and ornate badges of command in the distance. “Trouble for sure!”, I thought. I avoided that bunch for the moment and went straight to Ogson and unloaded all of the loot we had picked up in the forest. Then, lighter of load, but not of purse, I went to report to Vard and make my obeisance to the brass.

That was a surprise. No Vard, only the Supreme Warlord Varja and that Chancellor (and general court toady) Archduke Alaric Hembreon who kept whispering in her ear. I was not pleased to learn that this pretentious supreme twit had relieved Vard of duty for his tactical acumen in destroying the goblin flanking move and that she was planning disciplinary action when back in Suldanessellar. I protested (Not a lot of commanders have had his skill set and daring. Themistocles, Julius Caesar, Napoleon, Wellington, Rommel, Genghis Khan, maybe). To no avail, however. It was clear that the court toady had confused the Warlord with technical legal baffle-gab. And she was not smart enough to see through it.

Sickened by the sordid display of political gamesmanship, Eleana and Neremul said they have had enough and left to pursue other career opportunities. Once this highly unsatisfactory dialogue ends, you are transported to Suldanessellar.

3. Suldanessellar

Arrived in Suldanessellar, you are in a cut scene with Queen Ellesime where you can only watch the internal politics, rivalries and careerism at play. In a presumably life and death situation, and behind the back of Queen Ellesime, the politicians and careerists bring Vard low. Disgusted, he quits the charlatans altogether. I could not blame him. It was almost enough to make me want to quit myself. It is

certainly got my back up enough that I decided I would not be snapping to any orders any self-important supreme commander or any of the other toadies tried to give.

The City

I took out my frustration by exploring first all accessible parts of the castle and then the rest of the city before going to check out the city's defenses as they ordered. I always try to scout out a new area and to learn all I can about it before getting more engaged in it. There were a few items in the castle worth liberating, but an unreachable emerald in one of the rooms had me stumped.

Outside, I met up with Eleana again. She asked to join up with me again and I was able to have a bit of a conversation with her. Although she opened up a little, there were clearly some parts of her life that she was not revealing. I thought to myself, "There is something going on there." Then we went to visit the High Mage Talaman, who told us some things about his predecessor, the now banned Joneleth Irenicus. But then he clammed up and told us to go to the Priested Demin for more info.

I did ask him whether he had any errands or tasks we might perform for him, but his response was a decided negative. Then we left and went off to meet the High Priestess Demin, who told us the whole story. Finally we visited the smith, Garfindel, who made us a pretty terrific offer involving increasing the potency of my kit. All I would need was some specific items and a whole lot of GP!

I tried getting into the Venitiani mansion, but the guard there was not very cooperative, so I decided to leave that for the moment. It doesn't normally pay to play the heavy in a strange town. With nothing else I could profitably do in the city, I thought I might as well go down to see what I could do to help Elhan organize the city's defenses, as the twit in chief had ordered.

The Underland

Down in the Underland, I found Elhan, who gave me a pretty complete briefing on the state of the city's defenses and the forces arrayed against it. He detailed me to go to the West to try to deal the force of Hill Giants and assorted ogres and goblins coming from that direction. He suggested there was at least a chance of persuading the leader of the Giants to break off. I decided there was no harm in trying but was ready to fight if necessary. Elhan's parting comment was that the preparations for the onslaught were in the hands of the Warlord Varja. I thought to make a comment about commanders in chief who don't stand up for their subordinates in the face of patent nonsense and the dangers inherent in his taking an initiative for which she would penalize him, but decided these full blood elves were a rum lot, best left to their own inanities.

So, North I went, into the forest. After dealing with a bunch of Cave, Grizzly and Dire Bears and unfriendly giants, I finally made it to the camp of the Giant leader, Bellodron (or something like that). He gave me a chance to speak to him and I was able to persuade him not to participate in the attack on Suldanessellar. He didn't have much time for the Sythillisians at the best of time and was happy just to go home. After that, I cleared the forest of other unsavoury characters: A Dragon named, of all things,

Verminanthrax (who had some good loot) in one cave and a bunch of cretinous Ettins in another cave. I almost forgot: There was also a werewolf disguised as a minstrel, who tried to put me to sleep with some magic lyre. Luckily, it didn't work and Eleana and I made short work of it.

Then we went back to Elhan and reported and he was mightily pleased. This time I did warn him that no good deed goes unpunished in his army and told him to watch his back. He looked at me strangely and clearly thought I needed some R&R and so sent me back up to Suldanessellar with a magic potion component to give to Talaman. He explained it was for some secret weapon the wizard was conjuring, that would win the war, or at least help win it.

Back to the City: R&R Not!!

Back up in the city, as I made my way to Talaman, I was attacked by assassins. After finishing them off, I picked their remains for loot and also found a note they were carrying from whoever hired them. I showed it to Talaman and he quickly identified it as being from one of the Venitiani clan. He told me to take it to Queen Ellesime in the Palace. (He still didn't have any mission for me.)

The Queen received the news with dismay and asked that I not take any action until after the main threat to Suldanessellar had been averted. She suggested I go upstairs and rest. At this point, all the doors preciously locked upstairs were open to me. I noticed that the Crimson Guard leadership was congregated. As I approached, Levantes Coronel, came up to me and we had a conversation which gave a bit of insight into why he was determined this would be his last mercenary gig. The others were much less gregarious, offering only insincere congratulations on dealing with the Giants.

In my room, I awoke in the night hearing a couple of voices discussing whether or not they should do away with me then and there. I was ready for them, but they (wisely) decided to leave me be. I was woken a little later with a call to arms from Elhan: The city was under attack. Back down into the Underland, he asked me (nicely) to go out to the main gates and help repel the Minotaur, Ogre Mage and other assorted Gnolls, Flinds and other scum.

Covered in gore, er..., glory (and loaded with loot), I reported back to Elhan. He was thankful, but had just had an urgent message from Talaman asking for me. So, back up the stairs I went. "At least I am getting my daily steps in," I thought.

The Orb of Nekrodemus

Well, this time Talaman did have an 'errand' for me. Just a small one: Go into the Broken Lands and find the Orb of Nekrodemus in the Tower of Irenicus and bring it back in order to keep it out of the wrong hands. Simple! All it takes is fights an unknown number of Kobolds and other assorted bad guys. Off Eleana & I went, back to the gate to the Broken Lands. If nothing else, it gave me the opportunity perhaps to pick up some of the things needed for making Garfindel's special items.

With the pass Talaman gave me, the guardian opened the gate to the Broken lands. In speaking to him, he let slip that he had allowed another in recently, a mage whom I recognized from the description to be Neremul. My former henchman clearly was working to his own agenda.

Making our way through the area, were accosted several time by Crimson Deaths, Will-O-Wisps, Vampiric Wolves, Mohrgs and other assorted monsters, including a purported Archmage named Balhorn. He declared that we would come to the same end as the Kobolds (I had noticed a few Kobold bodies around). They put up a good fight, but succumbed in the end. The Nightwalker, which I found up in the Northeast, was a different kettle of fish altogether. It was exceedingly strong and hard to get down. But I managed it eventually.

I found the entrance to Irenicus's Tower in the Southeast. Several Kobolds had made it that far, but several others had been killed. I had to deal with the ones that remained before being able to go inside the tower. Once inside, I saw three frozen Minogons, a dead Minogon and several more dead Kobolds. In the middle of the chamber there was a lever which I figured had to be thrown to be able to go any further. It did open the door up to the next level, but it also brought the three other Minogons to life and we had to deal with them before being able to go any further.

On the second level, we were attacked first by a Gorgon and then a Manticore. We were unable to get through the door to the North until I looked further into the lairs of each of those monsters and found a lever. Pulling those levers opened up the way up. On the Second Floor, we were welcomed warmly by Old Master Wu and a bunch of Kobold acolytes. We returned the warmth of their welcome with considerably greater heat than they expected.

On the next level, a couple of Shadow fiends approached us with foul intent, which we returned with interest. Once past them, we entered a library where Neremul sat with a self satisfied smug look on his face. Apparently he had used the Kobolds to gain access to the numerous volumes of recondite knowledge, which was his objective in coming along with me in the first place. I tried to enlist his continued support against the Sythillisian threat, but failed to persuade him, or even delay his departure.

Up on the next level, we were attacked by a couple of Shadow fiends and by S'Reek, the Kobold leader. He did not put up much of a fight before seizing what he thought was the Orb of Nekrodemus, planning on using it to escape. The best laid plans..... No sooner did S'Reek seize the orb but Nekrodemus himself appeared. That scared S'Reek to death, literally.

Nekrodemus apparently planned on playing his own little power game. I explained to him that we had much bigger fish to fry. He didn't much like that and tried to demonstrate his power. Unfortunately for him, it was not enough to overcome our swords. We went back to Talaman and told him what had happened. While disappointed that the orb no longer existed, he was happy to see it gone forever.

While we were gone, apparently the Warlord had decided that I was the right person to carry out an attack on Sythillis's #4, Maresh, in his Temple of Grumsh. Talaman conveyed the order for me to

report to her down with Elhan in the Underland. I was still not inclined to hop to orders from a politico, so took my time and visited Garfindel to get all those special weapons he had promised to make. I had accumulated all the parts, so I figured, “What the Heck, if I don’t want to use them, I can flog them off.” Only after I had finished at the Smith’s did I head on back down.

The Temple of Grumsh

Down in the Underland, I reported to the Supreme Tit, who was surrounded by the leadership of the Crimson Guard and the Archduke (still sucking at Varja’s ear). I noticed Elhan there too, generally disregarded by the company. But then, he was good, competent regular army, so that was to be expected from that gang of self-promoting careerists. Varja was effusive in her praise of my action against the Kobolds and Nekrodemus, but Seeta of the Crimson Guard could not refrain from seething open disdain.

Passing over that exhibition of egregious insolence, Varja briefed us on the incipient danger from Maresh, a renegade, humanoid-hating priest who was Sythillis’s #4. Again demonstrating what I considered to be questionable judgement, she decided to send the four Crimson Guard commanders (excluding Daramus) and me after this character. I didn’t like the idea of depending on any of that bunch to stand up for me in need.

Nonetheless, the twit insisted, and I apparently had little choice in the matter (other than walking away and leaving them all to their fate). She pointed the way to Maresh in his Temple of Grumsh through a one-way portal the elves had managed to create and gave me a *Scroll of Recall* to get back. The catch was that Maresh had to be dead for the scroll to work. “Alright,” I thought, “but I am going to be sure to watch my back with that lot.” (As I said, I would have preferred to have others whom I trusted more than the Crimson Guard by my side.) At least I was able to keep Eleana with me.

Thought the portal, the situation was exactly as I thought. The Guard took control to get us out of the locked cell in which we arrived, but then put me out in front to lead. I was pretty sure I could acquit myself well against anything coming at me from the front. But I didn’t relish having them at my back. I needed the help of the Crimson Guards. Poor judgement on her part, I thought. Through the portal we went and ended up in a locked cell somewhere in the temple.

On arrival, we were all hit with a spell of domination on arrival, but eventually Cyrus came out of it and smashed the cell door. That broke the spell and we were able to move out. We met numerous Orc Guards while we found our way and sorted them. We came to a door to the inner temple which we could not open so explored the rest of the area we were in. In one room we found a desk with a key inside and beyond it a library/bedroom of sorts. In another cell like the one in which we arrived, we found another cell which held Elf captives. All but one were dead. The one who was still alive told us what had happened to them and then asked to be let go, even though we could not guarantee him safety yet.

That key I found opened the locked door and who should we see but Maresh himself, accompanied by an Ogrim Sending. He ran off and by the time I had caught up, he had sent the Ogrim for help. To no avail to Maresh, however. I was so angry at the treatment of the elf captives that I made short

work of him. With him out of the way, I went over to where the Crimson Guard members of our party were fighting hordes of orcs that were coming up from the cellars in response to Maresh's call for help.

Seeta, I think it was, yelled at me to use the Recall Scroll to get us out of there. I was not inclined to be so hasty. First, I wanted to see just how brave these Guard leaders were in a real fight. And second, we were in a good defensive position at the top of the stairs and I thought that the more Orcs we killed there, the fewer there would be to attack Suldanessellar. Eventually, the Guard guys were getting tired and I was getting bored with the stream easy killing, and decided we had nothing more to prove there. I used the scroll and we transported back to the Warlord's presence.

Back there, Varja was so elated at the news of Maresh's demise, she said she was going to recommend me to the Royal Monarch Zarandra for a Knighthood. As if that was going to impress me. I could tell the Crimson Guard cohort were not too happy at hearing that. But before much more to and fro, word came that the Sythillisians were massing at Suldanessellar's gates and we were urgently needed there. She sent me back up to the city for a quick R&R while she consulted with her staff toadies, but told me to be ready to get back immediately.

Another Try at R&R

Back up in Suldanessellar, I flogged off all of the loot we had acquired at the general merchant and made a quick visit to Talaman. After that we were walking back to the castle for a nap when we ran into Vard. He just couldn't keep away from the fray and asked if he could come along with us. I was pleased to have him. Inside the castle, it was immediately evident that something was very wrong.

All the castle guards were dead and we were best at every turn by elf assassins. We fought our way to the Throne Room, clearing every room and hallway as we went. There, we found a note from Queen 1Ellesime that said she was in hiding from the Venitiani and asked the finder to take it to Elhan, the Warlord or to that ne champion who had come in with the mercenaries.

Well, I wasn't going to leave this in the hands of a careerist like Varja or a straight soldier like Elhan, so I decided to go over to the Venitiani Mansion and do whatever had to be done. That guard who had been so officious before was willing to let us in when told about his employers' treachery in the face of the external threat from the Sythillisians. Inside we were face with myriad more Elf Assassins, sorcerers and assorted Golems, including a Ruby and Emerald Golem.

After fighting our way through to where the Queen was being held captive, we found ourselves face with the mad old man, his wife and their son. We tried using reason on the son, but he had been thoroughly brainwashed and insisted on fighting us on behalf of his father. Much to his misfortune, the old man let him do so. When he was at death's door, his mother pleaded for his life and offered complete subjection to the law. When the old man persisted in his mad folly, I let the mother and son clear out and then faced him. He was quite powerful, but not powerful enough and I soon put an end to his fantasy, and to him.

I freed the Queen and she went off back to the castle to start putting this aright again and told me to report back to Elhan and Varja in the Underland. I nonetheless took the opportunity to flog off all the loot we had taken from the Venitiani before going down again.

The Battle of Suldanessellar

Back at the Warlord, I was assigned to stay in reserve while Daramus and his Crimson Guard fought the massed enemy at the gate. I would rather have been at the front, but it seems that Daramus insisted that I be held behind. "Something afoot there", I thought, but I figured I would be in the thick of it soon enough.

In a couple of hours, sure enough, Ogres came pouring through the gates and we had to deal with them. Among them was Ogrim, Sythillis's right hand ogre. We managed to stop them all at the gate. A soldier came limping through the gates and reported that Daramus and the Crimson Guard had gone out a thousand strong and been reduced to a fifth their number.

All seemed quite for a little. Then a cut scene showed Sythillis with one of his cronies swearing death and destruction upon all and sundry. Nothing else was happening where we were, so I decided we had better get up to Suldanessellar fast.

Up in the city, destruction had, indeed, rained. Ogres, Golems, Elementals and other monsters roamed at will. Talaman was dead in front of his residence, the Cathedral and the Smithy were both locked up tight and protected by magic spells. Finally, we cut our way through to where Sythillis was directing the mayhem.

When we reached Sythillis, he was inordinately polite and did us the courtesy of explaining why he was bent on the destruction of humanoids. According to him, the whole war was provoked by the Tethyrians, when their Queen Zarandra arranged for the murder of his beloved consort, Cyrvisnea. According to Sythillis, the murder was part of a plan to obtain from him the Dappled Blade, an invincible weapon created by an ancient Netherese arcanist. Cyrvisnea had to be eliminated by poison because she carried - and wielded - the weapon for Sythillis.

This news did not stop me from doing what we had to do: Killing Sythillis and ending the external threat to Tethyr. It did, however, bother me mightily. Everyone's view of Queen Zaranda was that she was good, wise and true. When I encountered the Warlord Varja on leaving Sythillis, she related how the rest of the fighting was going. (Well, she said: The Sythillisians were being routed without Sythillis at their head.) When I related to her the exchange I had had with Sythillis, she discounted it and said we were awaited in Darrowmar.

4. Aftermath

Another interminable cut scene brought me to Darrowmar, where I was fêted as a hero and continued to be subjected to endless rounds of celebration. Finally, alone in my chamber, I continued to

ruminate over the tale that Sythillis had told. I hadn't much time to think about it when a maid appeared, summoning me to something called the Rolls of Champions. The perpetual pomp and palaver was really getting on my nerves.

On my way to the extravaganza, I met Vard, who had finally decided to leave the army, but was coming out of the whole affair happy, at least. He had taken up again with an old flame, Lt. Alandra Kayne and was almost floating.

The Roll of Honour

Down in the Great Hall, I met levantes Coronel and his wife Ilyana. He was convivial and she expressed great gratitude to me for helping to make it possible to get her husband hoe safe and sound. So much so that she slipped me a Youn Stone as a gift! I was happy to see Elhan there as well. He was present as an ambassador for his Queen lEllesime who was preoccupied with repair and reconstruction back in Suldanessellar. Vard had taken to drinking to anesthetize himself and Varja was her usual obnoxious, supercilious self. So too were the four other leaders of the Crimson Guard, with Seeta as snarly as ever.

After doing the rounds of the assorted notables, I was finally called to present myself to Queen-Monarch Zaranda and King Haedrak III. (These were the two first seen in one of the earliest cut-scenes.) These two engaged in a kind of insider repartee, but to me, the King sounded a bit tinny and false. Maybe it was just my ear.

In the course of the interminable recitation of each individual's courage and valour, Warlord Varja showed signs of either being drugged or drunk. When Daramus was up, the ceremony was interrupted when he was called to deal with unruliness among the Crimson Guard rank and file. (He sent Levantes off to deal with the miscreants.) It was a ruse, however.

In the course of my eulogy, the Warlord dropped, having been poisoned by the wine she had drunk, as did most of the nobles present. Daramus revealed himself and the other Crimson Guards in taking over the proceedings, making the King and Queen captive and generally taking over. Levantes, apparently, had been sent off to prevent him interfering. Elhan tried to stop Daramus, but paid for it with his life. Seeta, evil as ever, also had arranged for Levantes wife to be served the deadly poisoned wine against Daramus's orders.

Daramus went off to do other evil work and left me to the tender mercies of Seeta, Cyrus and Saladar. And also Vard, who he thought he had persuaded to join in their dastardly deeds. Cyrus started the attack but he was downed, I think, by a dagger from Vard. Then everything went black.

The Dungeon

I woke up hours later in a filthy cell. The cell was locked tight, but after a bit Officer Loric showed up to free me, explaining he had not been a willing part of Daramus's plan. He was more than

willing to join me as a henchman. He was soon accompanied by Eleana who had, also, been thrown in a cell but had just finished picking its lock. As we began to make our way out, Loric told me Vard was in a cell near the dungeon exit and didn't have long left to live.

When I got to him, he was, indeed, in bad shape. He told me what had happened in the hall, how he had downed Cyrus but then had been felled himself by Seeta. Not to mention the poisoned wine he had drunk. He died then in my arms, a true soldier and a good friend. We made our way back up to the Grand Hall, the scene of the carnage awash with blood. I picked up Elhan's armour and weapon to return to Ellesime if the opportunity presented itself, but there was nothing else we could do there. The Front door was magically sealed and the upstairs bedroom area was empty. That left only one way to go: Down through the Servants' Tunnels.

Under the Castle

Once down the stairs, we started looking hard. A couple of easy to unlock doors and a couple of dead bodies of guardsmen gave me a *Bag of Holding*, some healing potions and other supplies. In the Northwest corner, we came to the door of the Great Library which was locked beyond picking. So we went off in search of a key. Two other doors, one in the centre and another in the Southeast were barred to us. That left only the Queen's Garden in the Northeast for us to check out.

We did that and, immediately on entering, were set upon by what seemed like hordes of Crimson Guard Veterans and War Wizards. Once past them, we faced their commanding officer, Reddy. On his remains I found the key to the Great Library, plus a lot of other good stuff. We picked up the good loot from the remains of the other Crimson Guard and then went back to the Library. On our way out the door, Saladar Darkson met us, told us a bit more about Seeta and tried to say goodbye. But I was having none of it. This guy had participated happily in the plot, the poisoning and the killing and he was not going to get off scot free.

Inside the Great Library, we found a welcoming committee made up of a Succubus, a Vrock and Glaberau busy summoning additional assailants. Once finished with them, I noticed a door off in one corner and went in. There, finally was Seeta. She was as dismissive and snarly as ever and soon revealed herself to be a Marlith and brought out three Herzous to fight us. I went straight for Seeta. "Better," I thought, "to cut off the head of the snake and deal with its acolytes afterward." As it turned out Seeta was not so formidable after all. And the Herzous were quite easily handled by Eleana and Loric.

Another little room opened off the chamber we were in and there I found Ilyana, Levantes' wife. She was, literally, at death's door from the poison she had ingested. I tried using a potion of antidote and a healing kit, but neither made any difference to her condition. I hated to leave her, but there was nothing I could do to save her. Reluctantly, we left to go get Daramus, the only one left of those responsible for her death.

Back out in the tunnels, I found one of the doors that had been unopenable previously wide open

and inside a Teleportation Portal. This was, it appeared, to be the teleportation chamber of Gamalong Idogyr, that Royal Counsellor I had seen in one of the first cut scenes of the adventure. There were fresh tracks leading into it and, without thinking too clearly, we charged right in thinking to catch up with whoever had used it last.

Calimshan Desert Oasis

We were taken to an Oasis in the Calimshan Desert. As we explored our way about, I came upon a wounded Cyrus instead of Daramus, whom I had thought we were pursuing. This was a surprise, not only because of where we were, but also because I thought Vard had killed Cyrus. Anyhow, he was weak with the wound he had received and offered no resistance. When pressed to join my band, he demurred and said that, if I allowed him to return to Darrowmar and I prevailed against Daramus, he would turn himself over and submit to whatever punishment the Law awaited him there. I had no use for him and was not about to mete vigilante justice, so I let him go back through the portal.

We then went into the Bazaar where the first person we saw was Gamalong. He explained that the war had been a deep design to destroy Tethyr and that Seeta had been an agent of the Demogorgon whose plan it was. He had determined that the Demogorgon was on the oasis and that it had to be found to enable him to confront and, presumably, destroy it. He needed our help, however, in finding and dealing with the monster. Something was clearly amiss on the Oasis and he sent us off to interview everyone in the bazaar to see if any clues might be found about what it was.

I was of a mind just to go back after Daramus. But I figured it was at least as important to put an end to the existential threat to Tethyr, so I agreed. (Besides, it gave me a chance to sell off all of the loot I had accumulated to that point. Although weight was not an issue for me, thanks to my magic bags, I wanted to be rid of the pile stuff.) After speaking to everyone in the bazaar and checking out some tents set up in the oasis, we finally found not the Demogorgon, but Neremul. I finally got to the bottom of the reason for Neremul's jaundiced, cynical view of the world: Resentment at what he perceived as abandonment by his father who was none other than Gamalong. All of Neremul's considerable abilities had been turned to finding and punishing his father.

Of course, this led to a showdown in which I reduced Neremul to near death before Gamalong intervened to save his son's life. I administered a healer's kit and potion to revive him, but left him incapacitated enough not to be any further danger to anyone. Then I went out to find and face the Demogorgon Molydeux. It became a fight to the finish and the Demogorgon kept reappearing. It was, indeed, hard to kill for good. Then Neremul and Gamalong appeared and, overcoming all of his previous baggage, Neremul rose to the occasion and destroyed the Demogorgon for good.

Having flogged off all my excess lot, there was nothing else to do there, so we high tailed it back to the portal and Darrowmar. Daramus had a long head start.

Faerntarn Palace - Daramus's Demise

Back in Gamalong's teleporter room, we took a moment to rest and collect our thoughts. We were pretty sure we were coming down to it with Daramus and so buffed up and went up, into the Palace Throne Room.

There was Daramus, sitting on the throne, evidently expecting us. Then I had to submit to a long, rambling justification of his actions and listen to him argue his claim to the throne. The really big surprise was that Eleana, my trusty henchman, was in fact Daramus's sister and had been spying on me all along. I managed to swallow my surprise at that news and was able to turn it around and persuade Eleana to renounce her brother's ambitions.

At that, he decided further talk pointless and we had it out. I got him to the point of death and he surrendered, sort of, and started talking again. Snatching victory from the jaws of defeat, he gloated that he had a magic ring from his mother that would enable him to escape, live and return to fight again. At that point, Levantes showed up and after learning of Daramus's actions, asked about his wife Ilyana. Daramus began to explain that Seeta had killed her and claimed he would have done anything to save her.

At that juncture, I piped up that I had left Ilyana still alive, though weakening quickly, where Seeta had kept her in the Great Library. That seemed to occasion a tidal change in Daramus. His friendship and loyalty to Levantes moved him to give Levantes the magic ring and send him off to save his wife. Daramus dying request to me was to give him all the blame for the plot and to protect Eleana. I was happy to acquiesce because she had shown true loyalty and honour when it really came down to the crunch. Daramus then expired and I took the opportunity to divest his body of its belonging. (To the victor the spoils.) Among the I found the key to where I presumed the Queen-Monarch and King were being held.

Inside, I found both royals as well as the Warlord. Varja, in particular, was effusive in praise. "Amazing," I thought with Vard in the back of my mind, "How slimy careerists manage to survive when those more deserving fall." The Queen told what I believed to be the true story of Daramus's claim to the throne.

Out in the sunlit courtyard, the Queen dispensed honours to Levantes and Loric, which both received with honour and dignity. Then she asked me what was to be done about Eleana. I was good to my word to Daramus and the Queen decided to show her mercy. I would have thought some understanding and sympathy might be in order, as well.

Then she got around to awarding me honours. First, there were 100,000GP. And that was back when a GP was worth something! Second she gave me her old sword *Crackletongue*, which she claimed to be the most powerful sword going. (To tell the truth, I think both the longswords I already had in inventory were better weapons, but I let her believe what she would.) Finally, she offered me elevation to nobility as the Count of Valashar, one of the counties in the Golden Marches.

I thought hard about accepting, but in the end declined. I did not need to be tied down in a position where I would have to fight not only external monsters, but also the internal monsters and

intrigues of a royal court. The she took me out to the ramparts overlooking the castle grounds and paraded me to the grateful crowds of the city.

That is where the adventure ended, with credits rolling painfully slowly.

Annex 1- Maps

1. Darrowmar

1. Royal Quarter Plan

1. Sea Lion's Pride Inn
2. Queen's Market
3. Mages' Guild Tower
4. Norick Aschill
5. Grand Barracks
6. Faerntarn Palace
7. Mansion of Lord Xavier Asander
- A. To/From Temple Quarter
- B. To/From Black Quarter
- C. City Gates



2. Sea Lion's Pride Inn

1. Your Room
2. Carlitos the Bartender
3. Lt. Loric
4. To/From Royal Quarter
- S. Stairs Up/Down
- a. Merkul Stonegrin
- b. Drunk
- c. Naked Couple
- n. Discarded Note
- u. Door to 3rd Floor



3. Mage Guild Tower

1. To/From Royal Quarter
- d. Dead Mage
- m. Malfred (merchant)
- S. Stairs Up/Down



Annex 1 - Maps

1. Darrowmar

4. Temple Quarter Plan

1. Temple of Chauntea
 2. Temple of Talos
 3. Gumbo Greybeard
 4. Temple of Oghma
 5. The Bard
- A. To/From Royal Quarter
B. To/From Caravan Quarter



5. Caravan Quarter Plan

1. Wagon Wheel Market
 2. City Sewers Entrance
- e. Earl Punto
t. Toman Fenneman
- A. To/From Temple Quarter
B. To/From Black Quarter
C. To/From Caravan Quarter
D. To/From Dark Alleyway & Temple Quarter



Annex 1 - Maps

1. Darrowmar

6. Black Quarter Plan

1. Twohammers Weaponry
2. The Anvil's Ring Tavern
3. Shadow Thieves Hideout
4. Chandler's House
- B. To/From Royal Quarter
- C. To/From Caravan Quarter



7. Shadow Thieves Hideout

1. To/From Black Quarter
2. Trap Door to/from Subterranean
3. Ladder
4. To/From Thieves' Stash
5. To/From Subterranean



8. Asander Mansion

1. To/From Royal Quarter (with Kade's Key)
2. Slave Master
3. Felix
4. Asander & Cohorts
5. Slaves



Annex 1 - Maps

1. Darrowmar

9. City Sewers

1. To/From Caravan Quarter
2. Jordwyn
3. Emilee
4. Grom
5. Huge Water Elemental
6. To/From Level 2
7. To/From Level 1
8. Malthus de Tigma
9. To/From Lair
10. To/From Level 2
11. Mind Flayer
12. Gilbert



Annex 1 - Maps

2. The March North

1. Outside Darrowmar

1. Captain Vard
2. Crimson Guard Officer Loric



2. North Road - Hilly Region

1. Earth Tremors
2. Scout
3. Erin
4. Old Graveyard



Annex 1 - Maps

2. The March North

3. The North Road - Night Camp

- b. Bedroll
- e. Eleana
- o. Ogson the Trader
- r. Crimson Guard Officer Reddy



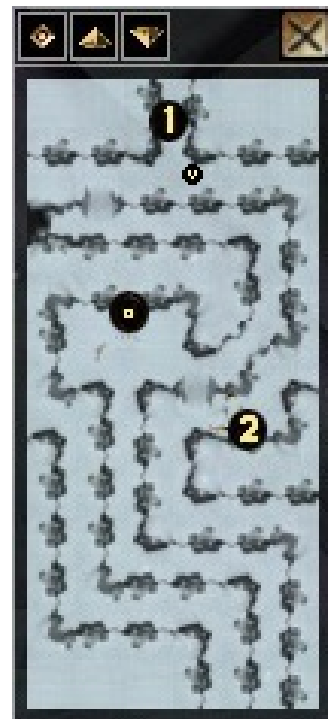
4. North Road – River Sulduskoon

- 1. Arrival
 - 2. To Starspire Mountain Pass (No Return)
-
- o. Ogson
 - r. Rivercrest
 - s. Slagar



5. North Road - Starspire Mountain Pass

- 1. The North Road/forest of Tethyr (No Return)
 - 2. To/From Cave
-
- o. Ogson the Trader
 - v. Captain Vard



Annex 1 - Maps

2. The March North

6. The Starspire Pass - Mountain Cave

1. To/From the pass
2. Path Up/Down
3. To/From Ledge/Blizardfang
4. To/From Peaks
5. To/From Cave
6. The Guardian
(To/From Urugal's Prison)

- b. Tracks/Blizardfang
- e. Eleana



7. The Starspire Pass - Urugal's Prison

1. To/From the Peaks
2. Locked Gate
3. Ithillid (Silver Key)
4. Mind Flayer (Bronze Key)
5. Locked Gate
6. Solar (Golden Key)
7. Urugal



Annex 1 - Maps

2. The March North

8. The Forest of Tethyr



A. Arrival from Starspire Pass

1. To/From Central Forest

2. To/From South

3. To/From East

4. To/From West

5. To/From North

a. Galanthas Avandael

g. Goblin Captain

k. Kazdag

m. Messenger Vance Smith

o. Ogson the Trader

v. Captain Vard

w. Warlord Varja

Annex 1 - Maps

3. Suldanessellar

1. The Palace

1. To/From Suldanessellar
2. Stairs Up
3. Stairs down
4. Crimson Guard Leaders
5. Your Guest room



2. Suldanessellar - Plan

1. To/From The Palace
2. Market Square
3. High Mage Talaman's Tower
4. Central Plaza
5. Temple of Rillfane
6. Garfindel's Forge
7. Venitinani Noble House
8. To/From Underland



Annex 1 - Maps

3. Suldanessellar

3. The Underland (Woods Central)

1. To/From Suldanessellar
2. Elhan
3. Altar of Rillfane
4. Celdor Irillyn & Yesica
5. The Warden
6. To/From the North



4. The Underland (North Woods)

1. To/From Woods Central
2. Giants' Camp
3. Minstrel
4. To/From Verminanthrax Cave
5. To/From Ettin Cave
6. To/From Woods North
7. Verminanthrax
8. Head Ettin



Annex 1 - Maps

3. Suldanessellar

5. The Defense of the Gates

1. To/From Suldanessellar/Underland
2. Minotaur



6. The Broken Realm - Plan

1. To/From Underland Woods Central
 2. Irenicus's Tower
- c. Chest
n. Nightwalker



7. The Broken Realm – Irenicus's Tower

1. To/From The Broken Realm
 2. S'Reek & Nekrodemus
- S. Stairs Up & Down
- l. Lever
m. Minogon
n. Neremul
o. Old Master Wu



Annex 1 - Maps

3. Suldanessellar

8. Temple of Grumsh

1. Arrival Point
2. Maresh

- b. Bedroom
- c. Captive Elves
- d. Desk
- g. Locked Gate
- h. Apparent Hole to the Forest
- o. Orc Horde Emergence Point



9. Venitiani Estate

1. To/From Suldanessellar
2. Stairs Up/Down
3. 1Ellesime Captive



10. Suldanessellar Under Attack

1. To/From Underland
2. Sythillis
3. Welcoming Committee



Annex 1 - Maps

4. Aftermath - Darrowmar

1. The Palace - Grand Hall

1. Grand Hall (Royal Reception)
2. To/From Upper Castle ('Guest') Rooms
3. To/From Dungeon
4. To/From Servants' Tunnels
- E. Front Entrance (Blocked)



2. The Palace - Dungeon

1. Arrival Cell
2. To/From Grand Hall
- v. Vard



3. The Palace - Servants' Tunnels

1. To/From Grand Hall
2. To/From Queen's Garden
3. To/From Great Library
4. To/From Teleport Chamber
5. To/From Grand Hall (Daramus)



4. The Palace - Queen's Garden & Great Library

1. To/From the Servants' Tunnels
2. Officer Reddy
3. Seeta
4. Levantes' Wife



Annex 1 - Maps

4. Aftermath

5. Calimshan Desert Oasis

1. Portal to Darrowmar Palace
 2. To/From The Bazaar
- c. Cyrus (also, later, the Demogorgon)
t. Tents



6. Faerntarn Palace - Throne Room

1. From the Servants' Tunnels
2. To Captive Royalty

D. Daramus



Annex 2 – Summary of Quests

Part 1 – Darrowmar

The City of Darrowmar

This is a main quest prerequisite. Once signed up at the Grand Barracks, you are given time to explore the city before the war begins in earnest. Once you have done all the secondary or optional quests you can, or want, to do, it will be time to go back to the Grand Barracks again. When/if you get your marching orders from Alandra, you net 3000XP. If you have taken on Neremul as a henchman, he will decide to go along with you. I eschewed taking on Ark, the big ogre, so I don't know (or really care) if he would come along as well.

Magical Mishaps

In the Mage Guild Tower, you meet Cassana Blaze, who recounts the thefts (for which Neremul was blamed) and later developments. Drecks, Qualits and Succubi are worth 23XP, plus occasionally a few GP each. The Vrock is worth 294XP. Any rats you may kill in the course of your exploration of the tower are worth 5XP. Returning Malfred's spoon earns 100XP and slightly better prices on his array of goods. Malfred is also the only merchant in Darrowmar who has a *Bag of Holding* for sale. If you clear Neremul's name and kill the Vrock, you get 2000GP, a *Ring of Protection*+2 and 500XP.

Norick's Boys

Norick Ashall is worried that both his sons, Erin and Derry, will be called up to fight in the war. If you undertake to keep an eye out for them, your alignment moves +2Good. If you are able to keep Erin from being killed by Bulettes in Part 2, you earn 500XP.

Beneath the Surface

A guard outside the sewer entrance in the Caravan Quarter tells you that City workers and Militia are going missing in the sewers and later turning up dead with missing brains. Every Crazy Sewer Worker you kill nets 13XP, a Crossbow, Arrows, a Shield and sometimes other loot, so you will need a lot of magic bags or pouches unless you are incredibly strong. There are Giant Roaches and Rats@13XP; Ortyughs @31XP; Neo-Ortyugh @112XP; Gelatinous Cubes @22XP; Emilee @70XP, a Scythe+2 and a Tagget's Talon dagger; Grom @84XP; the Huge Water Elemental @448XP; Malthus de Tigma @158XP; Intellect Devourers @122XP and an Umber Hulk @201XP. Killing the Mind Flayer nets you 500XP and the key to Gilbert's cell. Telling the guard up top at the entrance nets you another 150XP.

The Black Talon

Toman Fenneman, in the Caravan Quarter, tells you a group called The Black Talon has been engaged in theft and extortion of honest shopkeepers. Exploring the quarter further you run across these decidedly unsavoury characters (Morien Nightblade, Shade, Zorcus of Cyric and Wurtel One-Arm). Despatching them nets 2XP each plus all their belongings. Reporting back to Toman nets 500XP and 1000GP. Plus, of course, the thanks of all the traders in town.

The Shadow Thieves

In a dark alleyway off the Caravan Quarter, you are beset by brigands. If you overcome this bunch (@ 3XP and miscellaneous loot), you find on the remains of Garret, the leader, a note that gains you entry to the Shadow Thieves lair in the Black Quarter. There you have options: Fight or Parley with the leader, Darklun Kade. The former will certainly get you some loot and a few XP. If you are strong enough, the latter may get present opportunities for even more of each.

If you choose the former you get 3XP per thief or monster killed plus a lot of saleable loot. If you choose the latter, you get to extend this quest beyond just a short fight and maybe do some broader good, even though it means cooperating with bad guys. For a while at least.

If you choose the latter and go to Lord Xavier Asander's mansion, you get 3 or 4XP and assorted loot (Shield, Longsword, Crossbow, Bolt+1, etc.) per Guard; 250XP for finding the remains of Kade's brother Felix; 4XP and assorted loot (Silver Robe, Dagger+1) per Silver Mage. For Asander himself you get 200XP for confronting him, 4XP, a Dancing Rapier, Asander's tunic and bracers of Dexterity+2. Back to Darklun, you get 500XP for telling him his brother is dead as well as Asander.

In playing this game the second time, I noticed a programming feature (glitch!) Which let's you accumulate a lot of XP in a short time. When you report to Darklun and tell him about his brother, you are awarded 500XP. After being awarded the 500XP, if you use the Escape key to back out of the dialogue with Darklun, you can begin the whole dialogue again. And earn another 500XP. This seems to be an open loop possibility and you can repeat it as many time as you need to progress a level. Or until you get bored.

Unless you are prepared to swear never to reveal the Thieves' hideout, you are going to end up in a fight. In that fight, if you survive, you earn 8Xp for Kaz, 10XP or 22XP per Thief, 29XP for Arkanis Gath and 40XP for Darklun Kade. You also get to pick up a lot of miscellaneous loot, some good, all resalable. You also get Darklun's key to the back room, which let's you discover the lower level of the hideout, Down there your get to fight a Basilisk (@12XP) and get more loot: 3000+GP, *Boots of Reflexes*+3 and a YOUN Stone that will increase Dexterity by +2 for a day, plus a few other salable items.

If you are a Bard, Wizard or Sorcerer, you can use the Stone to Flesh scroll you find in the Hoard to try to bring the petrified Thief back to life. I was a Rogue/Paladin, so could not use it to find out what happens when you do that.

A Bard's Tale

In Krimevol Court in the Temple Quarter, you come across a mute Bard, William. When you ask if you can help, he drops a receipt/guarantee from the Errol Punto in the Caravan Quarter. Following the trail to the jeweler and then to the Anvil's Ring, its bartender and then Red Nazalla, you finally make your way to the Chandlers Shop in the Black Quarter. There you find the Chandler and his wife dead, at the hand of their possessed daughter, Andrea. And Andrea, who attacks you. You then have options.

If you are able to turn undead, you may be able to free her from whatever it is that has possessed

her. If you are successful, she is remorseful, removes an evil amulet, the *Amulet of the Soul*, tells you the story of how it took possession of her and you net 250XP. If you are able to persuade her to return with you to William and are able to get William to understand what happened, you save his life and hers both. And you also net another 500XP when Andrea (having brought the amulet along) throws it to the ground and William crushes it and they both go off to report what happened to the authorities and bury her parents.

If you find you have no choice but to kill Andrea, you have to return to tell William what happened and he kills himself in remorse. Or tries to kill himself. If you have a high enough dexterity quotient, you can prevent that happening. That earns 500 XP, and he gives you his *Rapier+2* and his *Instrument of the Winds*. And then he goes off, swearing to kill the person who sold him the Amulet. No wonder Punto made himself scarce. You are left in possession of the Amulet, but no merchant will give you anything for it.

Matters of Faith

You overhear a Priest of Talon bullying a priestess of Chauntea in the Krimevol Court in the Temple Quarter. Following her to the Temple of Chauntea, you speak to the Cynthia Bloomfield and undertake to speak to the head priest of the Temple of Talon in order to stop what has been happening. Speaking to Gargoth Stormbringer and his sidekick Karaz the Executioner and brokering a cessation of their vendetta earns 100XP. However, when you report your “success” back to Bloomfield, the two thugs in robes show up with several priests show up and a fight ensues. If you survive, you get 37XP per priest and 189XP for Gargoth. Apparently no XP for Karaz, although they all have respectable loot on their corpses. When you ask Cynthia about Karaz, you get 500XP for completing the Quest and a Blue Stone of Wisdom+2.

Part 2 - The March North

The March North

This is the main quest for this part. When you eventually are able to report to Warlord Varja, however unsatisfactory that may be, you receive 3000XP for the effort.

Late Arrivals

In the muster outside Darrowmar's walls, Vard tasks you with rounding up the Crimson Guard (CG) mercenary leaders. Once you find CG officer Loric and find out about these leaders, they appear. Conveying the Captain's order to them nets you 250XP. You net another 500XP when you report their arrival to Vard.

As in the episode with Darklun in the *Shadow Thieves* above, the same feature/glitch is available when you report to Captain Vard that the Crimson Guard leaders have been found. After telling vard and getting your 500XP, you can just repeat the same Esc sequence and rack up as many XP as you have the patience to do.

Bulette Attack

Up the North Road, Bulettes attack. You only get 3XP for each despatched, but killing them all quickly lets you complete the Norick's Sons quest and be rewarded for it.

Returning to Vard, having rescued the scout, you earn 1500XP. This gives you another opportunity to rack up XP in the same way as you did in the *Shadow Thieves* and *Late Arrivals*. In fact, it is even easier: I found that by going up to Vard and opening the dialogue box, I could repeatedly earn 1500XP just by clicking my mouse on him.

Ogson's Problem

Ogson has a bad case of the crabs. He offers you special sale rates on his goods if you are able to find some Rivercrest, a soothing plant which only grows near the River Sulduskoon. If you get some for him, you get 500XP and cheaper prices in his store.

Eleana

In the Camp on the North Road, you meet Eleana who appears to be much the worse for wear. If you agree to talk with her the next day, you earn 250XP.

River of Blood

At the River Sulduskoon crossing you happen upon a bunch of slavers. If you kill them all, you earn 2-4XP each, plus 1500XP when Vard swears vengeance. On the body of the head slaver, Slagar, is a *Staff of Command*, a *Greater Battle Robe* and a note confirming Asander's direct involvement in slaving. All of the loot from the slavers (weapons, armour, potions, GP) is yours if you want it, too. And can carry it all.

The Frozen Pass

Vard details you to check out a cave when the pass is blocked by a lightning barrier. The cave is the lair of Winter Wolves, Bugbears and Trolls (@2XP and a pair of Boots of Hardiness+2, some Bullets of Screaming, assorted precious stones and other assorted loot and GP). Eventually, you fight your way to the passage to the Upper Cave. Navigating it, you find exits to a narrow ledge (Blizzardfang only 2XP, but 3245GP, a dusty rose Lesser *Youn Stone* and a pair of *Boots of Striding*+3) and to the Peaks (the Guardian only 400GP for a really hard fight).

Once past the Guardian, you can enter Urugal's Prison. If you figure out how to get past the first locked gate, you earn 500XP. When you get the keys for the other gates and successfully defuse a floor full of traps, and free Urugal, you earn another 750XP and a *Rainbow Sword*. Reporting back to Vard nets another 1500XP.

Kazdag the Beast

On the edge of the Forest of Tethyr, learning that a Goblin army has routed Elven defenders, Vard tasks you with finding and killing the Goblin leader Kazdag in the forest. If you explore every sector of the forest, you get lots of low value swords, shields and other stuff and risory XP (2,3 or 4Xp per goblin, including Kazdag and Warg killed). In the Northern sector, however, where you find the body of

Galandas Avandael, the Elf defenders' commander, you find a *Cloak of Elvenkind*, *Boots of the Winterlands* and a Scimitar+2.

And, in the Glen in the Easternmost sector, after killing Kazdag, you can find 3000 to 4000+GP and a whole lot of very saleable loot and helpful magical or magically enhanced items (*Brooch of Shielding*, *Amulet of Natural Armour*+3, misc. jewels, potions and healing kits, etc. and on Kazdag's corpse: *Armour of the Wolf*, *Amulet of Natural Armour* +4, *Golden Circlet*, *Inferno* (Bastard Sword +2+Fire damage). All those things you don't keep for yourself, you should sell to Ogson the Trader back at the forest's edge before you talk to the Warlord Varja. (Get your priorities straight because she may not give you the chance to do so if you speak to her first.)

Part 3 - Suldanessellar

Suldanessellar

This is the main quest. Once done *Against the Giants* for Elhan, you get attacked by assassins on your way to deliver the potion component to High Mage Talaman. When you give him the assassin's note, you get 250 GP. You get a further 250XP for delivering the spell component from Elhan.

When you go to the palace and tell the Queen about the Venitiani assassination plot, she asks that you not act against them (yet). If you agree, you earn 500XP.

Garfindel's Forge

Garfindel, a master smith, offers to make special magically enhanced items for you if you can find the components, for a price. For each magically enhanced item you have him make, you earn 250XP.

A few of these components (Wolfwere pelt and Dragon Blood) you will find in caves in the forest directly North of the Underland. A silver necklace you can get from one of your would-be assassins in Suldanessellar. You find a Minotaur's horn on the body of Fulgor after the battle to defend the gates below. In the Broken Realm, you find Nightwalker's Ashes after killing it and Lich's Dust after dealing with Nekrodemus in Irenicus's Tower.

Against the Giants

Elhan, readying the city's defenses, asks you to go North before the attack to take the Giants out of the fight to come. You find the king of the Giants, Bellurdan, to the West in the forest North of the Underland. If you use your powers of persuasion, successfully, he will leave and you earn 500XP. When you report back to Elhan, you get another 2000XP. That same programming glitch noted previously lets you earn the 2000XP as many times as you want.

You are still going to have to fight all of other assorted giants (@4XP), the Dire and Grizzly Bears, wolves and other monsters (@1-4XP) if you decide explore the whole deeper woods area to find what you can find. You will be able to get a reasonable amount of salable loot in doing so.

Defending the Gates

After ending the Giant danger, reporting back to Elhan, fending off assassins and reporting to the Queen, you are given a room in which to rest in the Palace. You are awakened early by a call to defend the from gates in the Underland against a Minotaur, an Ogre Mage, Gnolls, Hobgoblins and other assorted monsters (@1-4XP). For seeing them off, you receive 2000XP and all the loot on their remains, if you think to pick it up after they are all dead. (No easy XP build up here.)

The Orb of Nekrodemus

After the battle at the gates, Talaman tells you of Kobolds in the East, who are going after the *Orb of Nekrodemus*. The Orb contains the essence of an evil Lich and is located in Irenicus's Tower in the Broken Realm. Talaman says it is up to you to keep to keep the Orb out of the wrong hands. In the Broken Realm, you get 3 or 4 XP per Crimson Death, Will o' the Wisp, Dire Wolf, Vampiric Wolf, Mohrg and Kobold, etc. that you kill, plus assorted low value loot from the Kobolds. In Irenicus's Tower. There is a Kobold Monk with *Fists of Balance*. S'Reek and Nekrodemus are worth only 4XP each but, have a lot of high value, magic enhanced items including an *Armour of Arumvorax*, *Short Sword of Quickness*, and a *Staff of Valmaxian*. Reporting back to the Archmage, you get 3000XP. [I found no way to replicate the cheat that lets one accumulate more XP here.]

The Temple of Grumsh

Varja assigns you to take out Sythillis's #4 warlord, Maresh, and has you teleported into his Temple, accompanied by Levantes, Seeta, Cyrus and Saladar of the Crimson Guard. If you find the cell in which the Elf captives are held, you can get 250XP for having an empathetic dialogue with the one who is still alive.

You get 3XP per Orc Guard killed (including Maresh) and you can keep killing them for as long as you have HP. These critter will just keep on coming as long as you keep killing them. When you finally decide to use the *Scroll of Recall* and report to Varja, you get rewarded with 3000XP and the promise of a knighthood. [This is another of those spots where you can ESCape out of the dialogue after giving the first answer and repeat the XP award as long as you want.]

Treachery Amongst Kin

Queen 1Ellesime is kidnapped by the vile Venitiani clan and it is up to you to get yourself past the guard at the front gate of the estate, kill a bunch of monsters and, finally, Kevindred Venitiani. You get 250XP for persuading the guard to let you in. Getting 1Ellesime free is worth 3000XP. There is lots of good resalable loot to be got, also.

There is an Emerald Golem and a Ruby Golem among the bad guys in the Venitiani mansion, whose hearts you can pick up from their remains. I never figured out for what the purpose of these was. They had a 0GP resale value, which normally means they were a necessary item for some quest.

The Final Assault

Sythillis launches his final attack on Suldanessellar and you have to fight a bunch of elemental and other assorted monster for getting to fight him in the central square. You will get niggardly XP for

each of the monsters and only 20 for Sythillis himself. But, again, there is some salable loot to be got. And when you exit the square and talk to Varja, you get 3000XP. [This is another of those places where you can rack up XP by repeatedly ESCaping after your first answer and starting again.]

Part 4 – The Aftermath

The Aftermath

At the finale, after escaping from the Dungeon, killing Seeta and then Daramus Blayne you receive 5000XP and are given obscene amounts of GP (10,000) by the Queen and get saved with all the loot you have managed to collect on your way to the end. Unfortunately, you have to access to a trader where you might be able to unload it all. Perhaps another game, if it lets you take what you have with you.

Betrayal

Shortly after arriving back in Darrowmar after despatching Sythillis, you are called to a “Roll of Honour”. In dialogue with the King and Queen, you can gain Lawful+2 if you manage it right. Later, Daramus and most of his Crimson guard stage a coup, poisoning most of the nobles and imprisoning the Queen, King and Battle Master in the "Guest" quarters. You don't get many XP for seeing off all the monsters (@2-4 XP) or even Seeta (2XP), but you do get a lot of valuable armour, weapons, magic items and miscellaneous other stuff to make it worth your while looting the bodies of those you vanquish.

Loose Ends

If you teleported to the Calimshan Desert Oasis, you will have an opportunity to follow up the Neremul henchman quest. The rewards for killing the various monsters are just as niggardly as ever, but if you play it right, Neremul will turn out alright and killed the Demogorgon Molydeux, ending the existential threat to Tethyr from the fiend. There is no loot to speak of to be gained, but with the death of Molydeux, you earn 4000XP.

So High a Price

Back in the Grand Hall after finishing off Seeta and the others, you finally come face to face with Daramus, the chief scoundrel. If you are able to persuade Eleana to stick with you when you face off against Daramus, you get 500XP. Also, you can get Daramus to give his ring of life to Levantes so the latter can save Ilyana. While a very strong opponent, he will only net you 48XP when you finish him off. Again, he has some very valuable loot: the *Dagger of Chaos* broadsword, the *Full Plate of Gothos*, *Bracers of the Blinding Strike*, an *Amulet of Health*, a *Swordsman's Belt* and a *Ring of Freedom of Movement*.

Annex 3 – Spoilers

These solutions are presented in the order in which I found them in my first time through the game.

The Shadow Thieves:

- (1) You only get to use the correct password to the hideout after you have killed and looted the body of Garret in the dark alleyway off the Southwest corner of the Caravan Quarter.
- (2) If you parley with the Shadow Thieves' leader, you get the opportunity to go after the Noble slaver Asander in the locked mansion in the Royal Quarter.
- (3) You will end up having to fight the thieves, even if you do accomplish the task the leader sets you.

Dark Alleyway:

When you try to go from the Caravan Quarter to the Temple Quarter via the Southwest passage for the first time, you enter a dark alleyway and are beset by Shadow Thieves. After the first encounter, this alleyway disappears and you go directly between the two quarters on all subsequent moves.

The Bard:

You have to offer to help the mute bard in the Temple Quarter to make him drop the jeweler's guarantee. Then, you have to go to the jeweler, then the bartender in the Anvil's ring, then speak to Red Nazalla before you can gain entry to the Chandler's house.

Norick's Sons:

You have to kill the Bulettes fast enough that you can get to Erin before he is killed. Good luck!

Urugal's Prison:

You have to destroy all eight Greater Gargoyles in the foyers, get the ancient coins, then put one coin in each brazier around the sphinx statue in the first part of the central hall. The statue will then blast open the door to the middle section of the hall.

To go further, you first have to get the silver key from the Beholder Mage in the West room and the bronze key from the Mind Flayer in the Eastern room in that section. The gate to the north section opened, you have a lot of traps to defuse.

That done you need the silver key for access to the East room where you have first to free and then persuade Solar to do his part to end the lightning storm at the pass and to give you the gold key to let you get to Urugal.

You then have to destroy the four pylons to free Urugal and persuade him to help close down the lightning storm too.

The Minstrel in the Forest:

The Minstrel you meet in the forest North of the Underland turns out to be a Wolfwere that you have to

fight if you don't survive the will test. If you kill it, you get a Wolfwere pelt and a Dove's heart. For the pelt plus 10,000GP, Garfindel, back in Suldanessellar will make you a Cloak of the Wolfborn.

The Broken Realm:

To enter the Broken Realm, you need to get a pass from Talaman and present it to the Warden. You can only get this after you have fought off monsters outside the walls of Underland a couple of times.

Aftermath:

You have to get out of the Dungeon by engaging positively with officer Loric. Then you have to get to the Servants' Tunnels to get to the Queen's Gardens. There you have to deal with Officer Reddy in order to get the key to the Great Library and Seeta. You have to kill Seeta to be able to open the door back to the Grand Hall and the final battle with Daramus.