



# Dark Dreams of Furiae

A Walk-Through

By

John Licharson

Begun July, 2022

For Loris and Clio

&

Anyone else who may find it of use

## Table of Contents

1. General .....	1
Henchmen .....	1
Quests & Loot .....	1
Levelling Up .....	2
Maps.....	2
Playing the Game: .....	3
2. Walk-Through.....	3
I. Furiae – First Time Through.....	3
Day 1 .....	3
Day 2:.....	4
Day 3 .....	5
Day 4 .....	5
Day 5 .....	6
Day 6.....	6
II. Furiae – Second Time Through .....	8
Day 1 .....	8
Day 2 .....	8
Day 3 .....	8
Day 4.....	9
Day 5 .....	9
Day 6.....	10
Annex 1 – Maps .....	11
Furiae I.....	11
1. Arrival – The Void .....	11
2. Sea Market.....	11
3. Home Neighbourhood .....	11
4. Rathole .....	12
5. Sea Market Guardhouse (Level 1).....	12
6. Rooster's Roost.....	12
7. Sea Market (Slaver's Compound) .....	12
8. Soul Trade Inn .....	13
9. The Slaving Tunnels.....	13
10. The Undercity.....	13
11. Mog's Lair .....	14
12. Dark Dreamscape .....	14
Furiae II.....	15
1. Midtown Municipal Area .....	15

2. Municipal Records Office .....	15
3. Teeth of Oresaw .....	15
4. Corano Villa .....	15
6. North Market .....	16
7. Aladara's Apartment .....	16
Annex 2 – Summary of Quests .....	17
Part 1 – Furiae .....	17
Annex 3 – Answers to Riddles Puzzles, Problems, Quests and Such.....	19

## **1. General**

As with previous walkthroughs that I have done, this one is to give Loris & Clio a leg up, if and when either may decide they want to play. It is based primarily on my own experience with this module. In other games, I have checked out other available walkthroughs, just to make sure I have not failed to catch some aspect of the game or a secondary quest. None, however, appear to be available on line for Dark Dreams of Furiæ (DDoF) when I began this. So, please forgive any omissions.

In other walkthroughs that I have done, I've tried to make the walkthrough a part of the game itself, i.e., make anyone using it think a bit, rather than just a paint-by-numbers guide. This may be a little less a challenge and more a diary because I am, figuratively, feeling my way.

Also, in the past, I done an annex listing the different NPCs a player will encounter. I've left that out because D&D Wiki has a pretty comprehensive list of the characters and I usually get bored with keeping it up after a while.

There are three Annexes. The first is of the game's geography. (See "Maps" below.) A second lists the different quests in the order I did them, using for the most part the names given to them when they appeared in my journal. The third lists solutions to various puzzles or difficult to navigate situations that I encountered. Use it as a last resort: It is always more fun to figure these things out for one self.

## **Henchmen**

Henchmen may be recruited to help you in your adventure. The limit appears to be two at any given time. They do not seem to dilute the number of XP or GP you gain in fights or from quests. When they get killed off, as henchmen are often wont to do, they are gone for good.

The first henchman you can take on is Quillian, a neutral/good Gnome Wizard, whom you meet shortly after your first arrival in the Sea Market. You may find he gets killed off quite easily.

You can also find Skylar, a female human fighter and Lian, a rogue, standing in different places beside the West wall of the Sea market.

Finally, there is Luicil, a rebel/good Half-Elven Bard whom you find in Forvor's Favors. He is clearly weak wisted but nonetheless occasionally helpful in a brawl. But, you may find him a little too likely to up and desert the party when the going gets a little tough.

## **Quests & Loot**

There are, of course, quests and secondary quests. And experience points (XP). And gold pieces (GP). And Loot. I have found there are a lot of empty boxes, crates, chests and whatever and also a lot that simply cannot be unlocked or opened. These, you have to bash and sort through the remains. Some cannot be opened at all.

In Annex 2, I try to be accurate in recording the XP awarded, mainly because these are important for level promotion. I am probably less accurate in GP allocations and I note only what I thought the most important, or most useful to me, of the loot. Otherwise the listing would get unwieldy. Others may have different ideas of what is important or useful.

If you want a full catalogue of exactly what you might find or get, there may be other sources on line by the time I finish this walkthrough. I tend to believe that unanticipated discovery is a fun part of the adventure, so my lists are far from exhaustive.

As in other several 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, which reduce the weight of things stored in them by 20%-100% are very useful for managing the weight you are carrying. A belt of giant strength can also increase your ability to carry weight by as much as 12 times, depending on the belt. Unfortunately, in DDoF, it is not possible to manage the inventory of henchmen, so you cannot use a henchman as pack horse for loot.

## **Levelling Up**

As in the other NWN games, your character advances in levels, abilities and Hit Points (HP) as he/she accumulates XP. These you get both by fighting bad guys and by completing steps in the primary quest and secondary quests.

This game appears to expect to start with a character at level 5, i.e., that has done a previous module. If you start with a brand new character, you will find that as soon as you begin the game, you will be given opportunities to level up. This gives you a lot of early control over your character's early development.

Note that whatever character class you chose first will be that which the game refers to throughout, even if you change classes at some point. Usually, I have started as a Rogue because that gives the most character-building points, but this time I began as a Paladin and then switched to Rogue in order to build up my trap, lock-picking and pick-pocket abilities, so I would not need to depend on a henchman to open doors and chests or disable traps.

I am not sure yet whether having a henchman or men will decrease the XP and GP awarded my own character. But that does happen in some modules, so I wanted the flexibility to go it alone this time if I chose.

## **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:**

The scene, when opening the game for the first time puts you in a small parcel of land in an area called the Void with a portal (to Furiæ). When you enter the portal, you have to make some orientation choices. My take on these is that you have to decide whether you are a bad guy, a small cog in a revolutionary movement, or the possessor of an open mind, beholden to no one. That choice made, you arrive in Furiæ and have to sit through an introduction cut-scene before being able to take any independent action.

The game plays on set game turns. When you have done as much as you can on your quest(s) on one day, you are told you are too tired to go into another area. You then have to go back to your apartment to rest. After which a new day begins. Overnight Day 5/6, a narrator tells you "Time is up."

## **2. Walk-Through**

### **I. Furiæ – First Time Through**

#### **Day 1**

When I was - finally - able to move independently, I was in the Sea Market area looking at a very recently destroyed warehouse. A gnome named Quillian ran up to me asking for your help. With a bit of probing, he gave me an explanation (of sorts) for what had transpired, including that he was forced to make Worldwine, that a Halfling called "Teddy" had brought him food and supplies and took away his product and that there were a couple of levels of distribution and control of the stuff.. When I agreed to help him, I was cut scened to my apartment in what seems to be a central neighbourhood, call just that. I asked him more questions and took him on as a henchman. What he said led me to the conclusion that the Rathole and the Municipal office areas were places to seek more information.

On exploring the apartment, I found a bed, a chest of drawers and a pile of books. I found later that I had to sleep on the bed to end a day turn. Doing that, however, but did not restore HP: Restoring HP requires that you rest.

That newspaper, *The Furiæ Sentinel*. had, to my mind, the exact style and content of *Pravda* in 1970. It reported on a proclamation by the House Cascar, read by Lady Olivia herself, declaring Worldwine a menace. It also called on citizens to cooperate with the Harmonium, which seems to be a rough equivalent of the CPSU and finally, it reported a great sea victory and profusely lauded the allied Baatzu, who resemble nothing so much as the Gestapo.

Out on the streets, to my left as I exited the apartment, I noticed a rag seller. I had good enough persuasion skills, to get him to talk a bit - and give me a copy of the *Renegade Rag*. It was clearly a samizdat alternative the *Sentinel*. (It's always worthwhile getting a second view on any situation.) This

had only one article, which portrayed the House Cascar as fascist quislings, conspirators and/or collaborators in oppression of the people.

Exploring the neighbourhood outside my apartment in a clockwise direction, I found a few crates and barrels with a bit of saleable loot and several with nothing. (That seems to be par for the course in this game.) In Forvor's Favors, I found Forvor, a merchant from another plane, who had several useful items, including magic bags. I sold him some of my extras, got a bit of information and a lot of verbiage.

Also present was his friend (and not very discreet homosexual lover) Luicil, who also was a wealth of information and verbiage. I took him on as a henchman because I wasn't sure how much extra muscle I would need. Although describing him and Guillian as "muscle" would be an egregious overstatement. Still they told me a lot about some of the powers that be in Furiæ and all about the planes and cities in the Outland around them.

Outside, I also found Tag reminding himself about going to the Rathole and elicited from him a tale of woe which I suspect may get further elaboration. I decided to go back to the Sea Market and explore it further before heading to the Rathole. Over at the destroyed warehouse I was stopped by Guard Officer Lucenna who asked what I had seen. I told her that I had seen someone running away, but not that I had him as one of my henchmen. Past her, near the warehouse ruins, I spied Teddy, but all he would say was "I hope he is ok" before running off and disappearing.

When I tried to go into the Rathole, however, I was told that I was too tired to go farther and had to rest up. [This happened when I tried to go into the municipal district too, so I suspect it is a signal that the game turn is up and it is time for the next day.] So I went back to my apartment and did just that.

## **Day 2:**

The next morning, my issue of *Pravda* reported the warehouse explosion and called on all citizens to report any relevant information to officer Lucenna in the Sea Market guardhouse. Its second item was announcement of the opening of a Sigil Embassy in Furiæ. There was also lots of hyperbolic praise of the Harmonium and the Fraternity of Order. As near as I can make out, these appear to be heavy hands brought in from outside Furiæ to bolster the government's control of the city.

My first move was to the Rathole, where I was able to get one of the street dealers in Worldwine, Trina Morninglow, to tell me that The Rooster's Roost in the North Market area was the place to go to find Harasi Finas, her supplier. When I tried to elicit more information from another dealer, Teleth Horner, he attacked me and I had to clear him off the street. There was not a lot else in the Rathole, other than several attacking rats and a grotty inn with a not very friendly barkeep and a lot of spaced out patrons. There was also a door that I couldn't get through. Maybe later.

When I tried to go to the Rooster's Roost and the municipal quarter from the Rathole, I got the same 'tired' message. No so for the Sea Market, however, so I went back there, had the same conversation as previously with officer Lucenna, and found the destroyed warehouse area had been blocked off. I had not explored the Guardhouse, so decided to try that.

The Guardhouse clerk thought I might be a recruit, so was willing to talk for a bit. When I told him that I was a reporter from the *Sentinel* doing a special story on the brave city guard, he gave me a key and told me to look around. That key got me into the store room [where I picked up lots of GP and saleable loot] and let me wander freely on the first level. I could not, however, get past the door to the next level up or down. I did, though, talk to a prisoner (Terana Clank) and, because she knew she was

going to die and asked, gave her some of the Worldwine that I had bought from Trina (and got from Telet's corpse) earlier. That moved my alignment +10 Good but also -10 Chaotic. Not so good if I want to go back to being a paladin later. [If I had promised her the Worldwine, I would have moved +10 Evil.]

Loaded down with loot, I made my way to the smiths that I had met earlier and flogged all the weapons and most other stuff. I found they gave better prices than most other merchants and also had no qualms about buying items that others turned down, either as 'stolen' or of no interest to them. With lots of coin in my purse, I headed back to my own neighbourhood and Forvar's place, where bought a couple of magic bags (80% & 60%) and a few healing potions I thought might come in handy. Then back 'home' for a rest.

### **Day 3**

Picked up both *Pravda* and the *Rag*. *Pravda* reported on the murder of virtually all members of the House Corano family and that the Griffin Bank was planning a planar exploration to open up more trade. The *Rag* reported on the demise of a revolutionary hero/leader, Reggie Rellico. Neither left me much the wiser.

So I went off to the Rooster's roost where, after an easy fight or two, I found Kyla, the pusher. She would not give me the time of day until I searched around a bit and found an incriminating ledger book. Then, with a bit of persuasion, she pointed me to Harisa's rooms up on the second floor. There I found a journal, a bunch of papers and other documents strewn about, which seem to lead back to the slave market in the Sea Market. I went to the Sea Market but couldn't get any kind of access to the area where the Slaver's Compound was now showing on the map. Nothing new seemed to be in the offing, so I talked to Carmichael again, went back to my neighbourhood and spoke to Tag and Forvar for more of their stories and then went home to bed down for the night.

### **Day 4**

I had a bad dream in the night, with something called Mog warning me about carrying on my current line of investigation and woke up with a headache and an apparent impairment to my constitution level. Nothing for it but to carry on.

Picked up both *Pravda* and the *Rag* again. *Pravda* euphemized 'Tax Day' as a holiday and celebration, exhorted the populace to its 'civic duties' and had an editorial questioning the bona fides of the putative Devil allies and peacekeepers. The *Rag* reported on the House Corano demise, calling it assassination and a House Cascare power grab.

At the area exit, the only place I seemed able to go to was the Sea Market, where I found a way now open to the Slaver's Compound. There I tried talking my way in (unsuccessfully) and found out the hard way that the Slaver Guards were impossible to fight past. So I wandered about and hit upon Krench Chainbreaker, with whom I was able to talk about more than fish this time around. He told me about the secret entrance to the compound, which I had not been able to see when I inspected it on my first visit.

Inside were several guards, all of whom I was able to beat with a little bit of effort. At least I was able to rest after each encounter and regain my strength. I finally fought my way past them through to Ulan Aurintar, the head slaver. There I beat him almost to death when he begged mercy, told me more about the slaving, linked it to the Worldwine operation and pointed me back to Harasi, now hiding out at the Soul Trade Inn. I found there were several options for dealing with him, all involving quite sizeable



alignment shifts. Knocking him out and leaving him for the Guard to find later moved me away from Good but also toward Lawful, which I did in order to keep my options open for becoming a Paladin again.

I could have killed him for more loot but decided against that and got a Ring of Sending once he was gone anyway.

There was not much else I could do to advance my line of inquiry after that, so I sold off the loot that I had picked up as I could to the smiths. Forvar bought a few of the things the smiths had no interest in (no one yet seems willing to buy what are called "stolen goods") and also told me about the Ring of Sending that I had got from Ulan. I also did the Carmichael, tag and Forvar conversations again and then went to bed for the night.

## **Day 5**

*Pravda* reported that the House Vividar was stepping in to 'help' the remnant of the House Corano by taking over its Lifeblood Theatre; Decried the apparent rebel attack on the Slaver's compound as an attack on honest businessmen; Noted the possible reopening of the Quarry; and issued a retraction of the previous day's editorial on the Devils. The *Rag* speculated about a new, unknown hero in town who might be able to clear away the dross of authoritarian rule and outside control in the City.

My only apparent options for pursuing investigations today are to go to the Soul Trade Inn or to the neighbourhood of Aldara, whom Ural indicated was some sort of spiritual advisor involved with the slave trade and the Worldwine operation. I had been chasing Harasi, so decided to follow her trail there.

At the Inn, I was able to charm the innkeeper into giving me a key to the part where she was to be found. Up in her apartment, I picked up a lot of intelligence about the Worldwine operation and a bit of loot. I also found that I was faced with the choice of fighting her or trying to intimidate her. Luckily, intimidation worked and she decided to skip town, leaving me all her documents and control of the operation if I wanted it. She also left her ring of Sending behind.

The area exit told me I was too tired to go after Aldara, so I did the conversation thing with Carmichael, Tag and Forvar again, flogged the loot I didn't want and went to bed.

## **Day 6**

Absolutely lousy night's sleep. Another nightmare, this time fighting a dozen or so Zombies, then having to suffer the threats of Aldara, Karisa and Ulan and finally Mog (in that order), all telling me that I had gone too far. *Pravda* reported on a skirmish at the Soul Trade Inn and also that Worldwine distributors in the Rathole had been arrested.

Outside my apartment, before I could get my copy of the *Rag*, I was confronted with officer Lucenna and a bunch of the Guard. Persuasion didn't work. Neither did fighting. A turnover of 'evidence' (50GP), however, got me declared a fine upstanding citizen and the thugs melted away. I picked up the *Rag* and noted that the whole city also appeared to have suffered from nightmares overnight.

I found that the metal cage previously blocking a lane in my neighbourhood was gone, leaving clear the way to the Slavers' Tunnels. On entering, it was all dark, but I had torches galore and mapped out the whole area, which was pretty straightforward. Several areas were infested with Ochre Blobs, Gelatinous Cubes, Warband Thugs and Stink Beetles, all of which can be quite fatal. So resting whenever possible was in order to restore the HP of my crew. I found the rewards for killing monsters and opening

barrels, crates and chests to be somewhat skimpy, although there one or two good items. At the Southwest end of the Tunnels was the entrance to the Undercity.

On entering the Undercity, there were several slaves tended by Slaver Guards who had to be despatched. Past them, there were Giant Spiders in a couple of areas and a humungous Devil Spider which I tried to fight a couple of times, but then decided to leave. Discretion being the better part of Valour.... Besides, the rewards for fighting and killing big, powerful monsters are disproportionately small compared to the risk to life and limb involved for low level characters.

Eventually I came to a big hall with all kinds of doors leading upwards, none of which could be opened. One set of steps, leading down got me into a quite deadly trap-filled area called Mog's Lair. Trap disabling skills are a must to explore this area. It is easy to get distracted looking for treasure in chests. It can also be deadly. In one spot, a chest was protected not only by a massive trap, but also by a couple of water mephitis and a Vrock that are virtually invulnerable. Maybe someone with better weaponry, spells and HP than me might be able to bounce these characters, but they were beyond me.

Leaving them, I hopped across a rock causeway and who should run up to me but that Mog of my dreams, or rather nightmares. She is beatable but there are also half a dozen or so slaver guards who are quite formidable.

This was the final confrontation of the game path I was following (pursuing the Worldwine Operation). I found the route to success was to buff up to the extent possible, then kill off the guards while trying to fend off Mog, using potions to restore HP all the while. Once the guards are dead, I concentrated on Mog who, before letting me strike the killing blow, began a dialogue. She explained the purpose behind the Worldwine operation (poisoning the city's water supply) and fled, turning over her big barrel of the stuff to me. That left me with several choices about what to do with the stuff.

A reviewer on another site called the ending "scrappy" and I am still not sure what that meant. I can say that it was really quite buggy (Mog's dialogue breaking up and/or repeating) and ultimately very unsatisfying, no matter what I decided to do with the Worldwine stash. Instead of a bang, this seems just to peter out.

Even more unsatisfying than the unimaginative ending was that there was no place to unload all of the loot that I picked up along the way before the game ended. Maybe one is just supposed to carry it over to another game or module.

I also found the side-quests jumbled, poorly organized often mutually exclusive. Maybe that's the way they are supposed to be. After all, real life forces choices and career paths on us and there is no going back in time to change what has happened. Still, one of my personal likes in gaming is to be able to do all of the side quests available to my character class. In the end, I just gave up on trying to organize and describe the substance of the quests for inclusion in a walkthrough.

So, in summary, while it had its points, the game ended up profoundly disappointing compared, say, to the Main NWN scenario or, indeed, any of the other modules I have played. My disappointment is mitigated by the fact that its cost, on sale at GOG, was negligible.

## **II. Furiae – Second Time Through**

### **Day 1**

This went the same as in the first time through. I did try to talk my way into the Guardhouse in the Sea Market, but failed. So, I did not have access to the storerooms. I decided against talking to Trana again: I did not think that I needed any alignment shifts, nor did I have any Worldwine to give her even had I wanted to do so.

### **Day 2**

I decided to follow the trail of the ownership of the warehouse and so went into the Midtown Municipal area. There, I had first to talk my way past the gate guard, then the guard inside the municipal office building and then the Clerk. This last one told me he didn't have any time to search for me but let me into the Library to search through the records myself.

That was quite instructive in information on various more or less esoteric subjects, but I hit pay dirt in the big open tome. There it was clear as could be: The House Corano, of the Teeth of Oresaw district, was the beneficial owner of the destroyed warehouse. Nothing else of immediate interest in the Library, I explored the rest of the area.

Wandering about, I ran across one local gloating about a rival businessman who ran afoul of the powers that be. I had to be careful how I pursued that conversation because very choice can result in quite significant alignment shifts. I eventually chose to say that laws had to be enforced, which got me a +10 Lawful shift. (I needed that to get closer to eligibility for a class shift to paladin, which was in the back of my mind as a game objective.)

Over in the southeast quarter, I came across Bogart's Bakery which was closed but with a scrap of paper promising to return in 'two bells'. The appeared to be a doorway up on the second floor of that building, but no way to get to it as the ground level door was not openable.

I tried talking my way past the guard at the back door to the Municipal Records Office, just to see if I could get in. Unfortunately, he resisted my blandishments. Not being able to do anything else which might move progress forward, I decided to leave the area. Once again, being too tired to go to the Teeth of Oresaw or the Rahole, my only options were the Sea market or home neighbourhood.

### **Day 3**

After following the same routine with sleeping on the bed and getting the two papers (there was no change in their daily content), I chose to go to the Teeth of Oresaw to investigate the Coranos. There, I had to talk my way past Guard Captain Divala who was blocking the way up. I found later I could also gain access by climbing up a vine on the East side of the villa's outer wall. That let me sneak in the back door and into the hall and rooms without letting any of the guards see or challenge me.

One room had Winthrop and Muffy, a couple of shallow, self centred and lucky guests of the Coranos. Another had the head household slave, Yvonne, whom I observed giving a package to Teddy for his mistress (Aldara, the House Corano spiritual advisor) and who answered questions about the villa, Teddy, Aldara and herself.

The Library had papers and books strewn all around. One pile of papers reflected second thoughts about the arrangements made with the Devils and others to keep control of Furiae. A letter in a pile of

books was of thanks from Aldara for accommodation provided by the Coranos. A note in that same pile referred to a warehouse being satisfactory for some purpose. In another pile were a couple of property deeds in the Corano name for warehouses, one for the use of Aldara in North Market and another for a slaver named Ulan Aurintar in Sea Market.

With that information, I was pretty sure there was nothing else for me to learn or see in the area. I managed to get a look at all the Corano dead in the reception area of the villa before being turfed out by one of the city guard. Back at the exit area, my choices were to go back home or to the Sea Market. All of those gave me several clues as to where to look next. At the Exit area, my only available options were to go home or to the Sea Market. I had no real business in the Sea Market, so I just went home and retired for the night.

#### **Day 4**

I went through the same routine with the two papers, which again had the same content as the first time around. I decided to follow up on the clues I had found about Aladara and so headed to the North Market area.

I got to and inside her apartment easily enough and found Teddy there. He would not let me pass and so I tried my persuasion skills which, unfortunately, were not good enough to convince him of my *bona fides* vis-a-vis his mistress. Luckily, I was able to prevail on his good nature and got him to run off for medicine when I feigned illness. That left the way free to the cellar.

There I found Aladara working away chopping up slaves in whose bodies had been implanted the ingredients for Worldwine. Revolted, I found myself having to fight both Aladara and her pet flesh golem, 'Leftovers'. When I finally despatched them, I got a Ring of Sending from her remains and then was free to go through everything in the cellar at my leisure and found several clues leading me to Ulan the slave trader over in the Sea market.

I found I could effect several different alignment changes by pursuing different dialogues with different slaves. These shifts, however, all seemed to come in combinations. Anyhow, I finally stuck upon the right combination that let me change class to paladin when the next level rise came around.

At the exit area, I was able to go to the Sea Market and also to get to the Slaver's Compound. But once again, the program told me that I was too tired to do anything but go back home for another overnight rest. I did take the time to unload the various weapons and other loot that I had picked up in the course of the last couple of days, got Forvor to tell me about the Ring of Sending, and then went back to my apartment.

#### **Day 5**

Mog appeared to me in a dream overnight, telling me to drop the thread. This time around, I went to the Slaver's compound again wiped out all the guards and got in through the secret entrance. (The front door remained resolutely closed. Managed to kill the guards and get through to Ulan again and he told me about Harisi and Andara. I was given the same choices of dialogue with him, with the same rewards/alignment shifts. This time I noticed I was able to enter into a dialogue with several of the slaves. Once begun, there was no way to stop and each dialogue choice ended up with different coupled alignment shifts (Good/Chaotic, Lawful/Evil, etc.). I was not able to discover a dialogue that allowed me to shift toward both Good and Lawful. This is decidedly not a good game for a paladin aspirant.

Once again, I was not able to go to any other area of town except my own neighbourhood and had

to sleep before being able to pursue the adventure.

## **Day 6**

I had the same zombie, etc., dream as in the first time through and the same encounter with Lucenna when I went outside my apartment. Bribing her (or persuading her if one is really lucky) avoids a fight with her and any other guards around. The other outcome with her is to have to fight every city guard wherever one may go in the city.

And, truth be told, there are only two places to go: The Sea Market (where guards and Corcoran will either ignore or fight you) or into the Slavers' caves off the end of that now accessible alleyway in your neighbourhood.

From there onward, everything was the same as in the first time through, with the same disappointment with the ending.

There has got to be more to this game. Why do the Smiths refer to some great war machine? Why all the references to other developments in the two daily newspapers?

Am I missing something?

## Annex 1 – Maps

### Furiae I

#### 1. Arrival – The Void

1. Arrival location
2. Portal



#### 2. Sea Market

1. Arrival Spot
2. Area Exit
3. Quillian (Warehouse ruins)
4. City Guard Outpost
5. Krench Chainbreaker
6. Slavers' Compound



#### 3. Home Neighbourhood

1. To/From Apartment
2. Forvar's Favors
3. Area Exit (sign "Rathole")
4. Area Exit



## Annex 1 - Maps

### Furiae I

#### 4. Rathole

1. Area Exit
2. Worldwine dealer
3. Worldwine dealer
4. Grotty Inn



#### 5. Sea Market Guardhouse (Level 1)

1. To/From Sea Market
2. Guardhouse Clerk
3. Terana Clank
4. To/From Level -1 (Unopenable)
5. To/From Level 2 (Unopenable)



#### 6. Rooster's Roost

1. Area Exit
2. Lyla
3. To/From Harisa's Apartment
4. To/From Level 1



#### 7. Sea Market (Slaver's Compound)

1. To/From Sea Market
2. Ulan Aurintar



## Annex 1 - Maps

### Furiae

#### 8. Soul Trade Inn

1. Area Exit
2. To/From Harasi's Apartment
3. To/From Inn



#### 9. The Slaving Tunnels

1. From the neighbourhood
2. To/From The Undercity



#### 10. The Undercity

1. To/From the Slaving Tunnels
2. To/From Mog's Lair





## Annex 1 - Maps

### Furiae

#### 11. Mog's Lair

1. To/From The Undercity
2. Vrock & Elementals
3. Mog
4. Worldwine Stash



#### 12. Dark Dreamscape

1. Arrival
2. Mog



## Annex 1 - Maps

### Furiae II

#### 1. Midtown Municipal Area

1. Area Exit
2. Municipal Records Office (Front Entrance)
3. Municipal Records Office (Back Entrance)
4. Bakery



#### 2. Municipal Records Office

2. Municipal Records Office (Front Entrance)
3. Municipal Records Office (Back Entrance)
  - a. Entrance Guard
  - b. Municipal Clerk
  - c. Library



#### 3. Teeth of Oresaw

1. Area Exit
2. OIC
3. Corano Villa – Front Door
4. Corano Villa – Back Door



#### 4. Corano Villa

3. Corano Villa – Front Door
4. Corano Villa – Back Door
  - a. Winthrop & Muffy
  - b. Yvonne
  - c. Library
  - S. Stairs (not accessible)



## Annex 1 - Maps

### Furiae II

#### 6. North Market

1. Area Exit
2. Aladara's Apartment



#### 7. Aladara's Apartment

1. To/From North Market
2. Stairs Up/Down
3. Hidden Passageway
4. Aladara & Leftovers



## **Annex 2 – Summary of Quests**

### **Part 1 – Furiae**

#### *Ownership of the Warehouse*

Quillian tells you that information about the ownership of the warehouse he has just blown up might be found in the municipal records building, controlled by the Fraternity of Order. If you go after another of the secondary quests first, you may not get a chance to do this one. I didn't my first time around.

On my second time around, I went to the Municipal area instead of the Rathole going to the Rathole. There, discovering that the Coranos owned the destroyed warehouse netted 4500XP when I left the Midtown area. And clues leading to the slaver Ulan, the Coranos and Aladara, their 'spiritual advisor'.

#### *The Warehouse Operation*

Quillian tells you that you can find out more about the Worldwine operation from a Halfling called Teddy. If you are unable to get Teddy to talk with you on the first day, you may find this secondary quest is also closed to you.

On my second time around, I found Teddy again in the Teeth of Oresaw area outside the Corano villa and managed a bit more of a conversation with him where he would just say that he was doing 'steward' things. Inside the villa, I observed his interaction with the Corano household slave Yvonne. Asking Yvonne a couple of questions about Teddy netted 50XP per question.

#### *Investigate Aladara the Spiritualist*

Following up on the clues in the Corano Villa, you go to Aladara's apartment in the North Market area. For killing her and her pet flesh Golen, you get clues that lead you on to Ulan and a chance to make alignment shifts depending on how you speak with several of the slaves still alive in her cellar. These come in combinations only. The ones I discovered (1) +10Good/+10 Chaotic, (2) +10 lawful/+10Evil and (3) +10 Chaotic/+10Evil. Oh yes, you get another 4500XP when you leave the area.

#### *Street-Level Operations*

Quillian tells you that you can find out more about the street-level Worldwine operations in the Rathole. There, if you speak to Trina Morninglow or Teleth Horner, street dealers, you find out about the Rooster's Roost in the North Market area. When you decide to leave the Rathole, you are awarded 45000XP. You also get rewarded for killing rats (@5XP) or a street dealer (22XP, 20 bottles of Worldwine and a few bits and pieces). One or the other of Trina or Teleth will resist your inquiries and attack you.

This secondary wuest appears to be closed to you if you follow the Warehouse Ownership trail through the Municipal Records office, the Corano Villa and Aladara.

*Worldwine Distribution (Rooster's Roost)*

Following up on what you learned in the Rathole, you proceed to the Rooster's Roost. There, if you fight a couple of toughs and search around first, you can get Kayla to talk to you and point you in the direction of Harasi. On exiting the Roost, you get 4500XP if you picked up enough information to lead you on to the next step.

*Tag's Story*

Tag, in your neighbourhood, tells you a tale of woe about losing his home, family and livelihood.

*Cochrane's Story*

Cochrane is a Furaian naval officer on shore leave in the Sea Market area while his ship The Velvet Glove, is being refitted.

## **Annex 3 – 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.

### **The Rag Seller**

You have to have high enough persuasion skill and a lucky throw to get the Rag Seller in the Rathole to pass you a copy of the Renegade Rag

### **Tag's Story:**

You can't get this all in one go. You have to return on different days.

### **Cochrane's Story:**

You can't get this all in one go. You have to return on different days.

### **Entrance to the Slaver's Compound:**

You can try to fight your way in. (Good Luck!) Better to visit with Krench Chainbreaker and have him tell you about the secret entrance. Only then are you able to discover it in the East wall of the compound,

### **The Corano Villa:**

If you can't talk your way past the guard at the front steps, you can try going up the ivy off to the side and sneaking in through the back door. If you find the guards in the reception area keep evicting you when you get in by talking your way up the steps and in, you will have to run fast on entering the reception area and get to the hallway leading to the back rooms before they can challenge you. Of course, if you have a potion of invisibility, that would work too.

### **Access to Aladara's Basement:**

If you can't talk your way past Teddy, you can try to prevail on his good nature by feigning illness and getting him to run off to the nearest pharmacy to get you some Pepto Bismol. When he runs off the way down is open to you.