

# Pirates of the Sword Coast

A Walk-Through

By

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Begun August, 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
2. Walk-Through	3
I. <u>Never winter Docks</u>	3
2. The Midnight Rose	3
3. Respite Island	3
4. Spindrift Island	4
5. After the Midnight Rose	7
Isle of the Dead	7
Caught the Rose	7
6. Fiddler's Green	7
7. The Last Word	8
Annex 1 – Maps	9
1. Never winter Docklands - Plan	9
2. The Midnight Rose	9
3. Respite Island - South	9
4. Respite Island South - Caves	9
5. Respite Island - North	10
6. Respite Island North - Sacred Cave	10
7. Respite Island North Troglodyte Village	10
8. Spindrift Island West	11
9. Spindrift Town - Plan	11
10. Spindrift Town - Governor's Manor	11
11. Spindrift Town - Sewers	12
12. Spindrift Town - Temple of Umberlee	12
13. Spindrift West - The Lighthouse & Cavern	12
14. Isle of the Dead - Plan	13
15. The Skull & Bones/Midnight Rose	13
16. Fiddlers Green - Plan	13
17. Fiddler's Green - Hidden Passage	14
Annex 2 – Summary of Quests	15
Never winter Docklands	15
The Midnight Rose (1)	15
Respite Island	15
Spindrift Island	16
Stealing the Midnight Rose/The Skull & Bones	17
The Isle of the Dead	17
Fiddler's Green	17
Annex 3 – Answers to Riddles Puzzles, Problems, Quests and Such	18

## **1. General**

There are lots of other good walkthroughs out there. I've done this one only because I have done others and part of the fun for me is to map my way through the game.

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. 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.

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.

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. After you accept orders from the Captain on the Midnight Rose, you are assigned Nisan Bayed, the First Mate. He is yours, whether you want him or not. If you try to tell him it is time to part ways, he will refuse. After you are finished in the Troglodyte Village, you can take Garm along as a henchman too. He is a good fighter, good support, good value and quite often fun.

The good news is that henchmen do not seem to dilute the number of XP or GP you gain in fights or from quests. If they get killed off, as henchmen are often wont to do, they comes back to life at the end of the battle.

It is also possible to manage the inventory of henchmen, so you can use one as pack horse for loot until you can unload it at the next available merchant.

### **Quests & Loot**

There are, of course, quests and secondary quests. And experience points (XP). And gold pieces (GP). And Loot.

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 are, as I noted, other sources on line. I get bored with making lists so, sorry.

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. Going over your maximum limit slows you down and reduces your ability to move and fight. A belt of giant strength can increase your ability to carry weight by as much as 12 times, depending on the belt. The nice thing about PotSC is that there is an unlimited supply of Magic Bags and Bags of Holding for sale at different merchants in the Never winter Docks.

## **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. I used a character I developed in another game, Savia Trianon, a female Half-Elven Rogue (level 7)/Cleric (level 5)/Paladin (level 6). She is powerful and smart, but not so much so that she overwhelms the game's mechanics or makes it less than a challenge.

## **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.

## **2. Walk-Through**

### **I. Never winter Docks**

When the game begins, you are on the Midnight Rose. The Captain orders you to go find the First Mate, Martins, and find out why he has not got the commissioned cargo loaded. So you go off to the Sails where you find that Martins has refused to load the cargo and gone off to the Seedy Tavern. The owner of the cargo, Rahman Madani, is demanding, supercilious and off-putting in the extreme. The longshoremen hired to move the cargo to the ship won't do anything without Martins's say-so.

Off to the Seedy Tavern, you find yourself embroiled in a fight between two groups of thugs: The Bloodsailors and the Black River Bandits gangs. If you take a side, you get engaged in a sub-quest to clear out the other from their hideouts (4). In doing so, you get a lot of XP, GP and loot. When done, you go to the HQ of 'your' gang and get rewarded, healed if you want, buy stuff if you want and XP for completing the quest.

In the Seedy Tavern, you find Martins and he prefers to stay and get more drunk rather than to have anything more to do with the cargo, the Midnight Rose, or the sea. When you go back to the Sails, you should be able to persuade or to pay the longshoremen to load the cargo.

When you go back to the ship, the Captain asks you to go fetch a paying passenger from the Golden Apple. At the Golden Apple, Gilda tells you that others have also come to fetch the passenger and lets you go up to the second floor. There, a fight ensues. If you beat off the thugs, you can talk to Lady Tasina Alcrest, find out about her and then tell her to pack her bags and get to the ship.

### **2. The Midnight Rose**

Back at the ship, if you have done all you have/want to do in the Never winter Docks, the Captain sets sail. Notwithstanding a confrontation between Tasina and Madani. The next morning, when you go to find the Captain, he is still embroiled in trying to resolve the confrontation between the two of them. You have to find the serving cup to be able to overhear the exchanges behind the Captain's door. The Captain's efforts are to no avail, however. Tasina has cronies come aboard, kills the captain, steals Madani's cargo and the ship as well. Hardly the actions of a lady.....

Although she does away with everyone else, you are spared and end up, having lost all your possessions, washed up on an island.

### **3. Respite Island**

Marooned on the island, you have to figure out how to survive and, hopefully, get off the island. If you get into the right cave, you can find the journal of a previously marooned soul.

Read it carefully and you should figure out how to keep yourself warm, fashion some tools or weapons and feed yourself. Polly, the ship's parrot who also made it to the island, can give you some hints and keep track of your progress for you.

Eventually you have to figure out how to get from the South to the North side of the island, a cave loaded with dangerous and quite strong oozes that just keep coming at you. It's up to you whether you want to try to kill them all or just run past them as fast as you can. Sometimes discretion really is the better part of valour.

You won't find the North side a lot more welcoming than the South. You might nonetheless find a map of sorts that will help orient you, if nothing else. Then, you have to work out whether you want to deal with a crazy old codger or a bunch of reptile-like creatures whose greatest pleasure is being eaten by whoever can beat them in combat. You have to do one or the other.

Truth be told you have to do both. But if you have good spotting skills and have trap disabling skills, the old man is the better bet. Unless you are a veery good fighter, in which case, the troglodytes may be your first choice.

Do it right and you will get off the island with the help and cooperation of one or the other. And maybe pick up a really quite personable henchman.

#### **4. Spindrift Island**

A cut scene brings you across the water to the Western shore of Spindrift Island, where you are met by Ventabular Garsp, the Lighthouse Gnome. From him, you can get your first briefing on the island and what is on it. He is also a merchant. He will invite your to visit him again once your business on the island is done.

A little farther to the East from your landing spot, you meet up with Vengaul Bloodsail, whom you met back in Never winter. He is looking for a way off the island and is willing to join you as crew on the Midnight Rose if you will get an item for him from the Temple. (Always assuming that you are able to claim the ship back from Tasina.)

Sandy Spit Cave is a place whee you are able to light a fire & rest without fear of attack. If you have been assiduous in rifling chests and looking about you will have found at least one treasure map. Such maps provide sub quests worth pursuing if you need/want GP and usable or salable loot.

Even though she does not show up as a henchman, Polly the parrot accompanies you wherever you go. This is both bad an good news: Bad because she stinks and is generally annoying; and, Good, because she keeps count of all kinds of things. This is particularly useful if you want to keep track of how many crew members you have managed to scare up (maximum 8). Or how many buried treasures you have found (maximum 9). Or how many pirate's booty items you have managed to amass (maximum 15).

Following the road to the Eastern border wall, you find the gate to enter Spindrift Town.

In the town, the first person you are likely to meet is Old Jack Ketch, the executioner. He bemoans the fact that the Governor Blackeye wants him to hang Longneck Langer for not being a good enough pirate. This should suggest to you that Longneck would make a good candidate for a crew member for the Midnight Rose. You can go directly into the Governor's palace to check this out.

I didn't. Instead, I explored and mapped the town first. In the Northwest corner, I found Falstaff's Follies Tattoo Parlour with a closed notice on the door. A little to the East of that was Frugdush's World of Weapons. If you want to buy or sell stuff, this is a good place. Frugdush also offers a weapon upgrading service, for a price. A bit farther to the East, in the centre of the city are three merchants: a magic vendor, a shady dealer and a cartographer. Each of these may have stuff that is useful to you. The cartographer, in particular, has a stock of treasure maps that may be of interest.

Farther East, out on a dock, you will find your old pal Nizar, who also survived the shipwreck. He will join you again as a henchman. Just off that dock is the Skull & Bones, under the command of Captain Kolmar. Kolmar and his crew member Z are unlikely crew prospects. Indeed, he is in need of crew himself. Still, he does offer you a way off the island, should you wish it. At a price.

South of that dock is the Monkey's Cutlass a pretty grotty tavern. It is worth speaking to Grogbeard and everyone else there, however, because you can get some good leads on potential additional crew members and find out more about the city.

Up toward the Northeast corner of the map, you will find a smuggler's warehouse. In there are several prospective crew members. You have to be a good (well, at least successful) fighter and also have some persuasive abilities to enlist any of them, however. Redtip and Sir Francis are probably your best bets.

If you spoke to Grogbeard in the Monkey's Cutlass, you may have learned of a way to gain access to Whipped Willigan's Manor. Willigan would certainly be a good prospective crew member, were he not so pussy-whipped. However, to find a way to get him out, you have to get past his harridan wife and her equally vicious and brobdinagian sisters.

Outside the temple of UMBERLEE, you can learn about who is inside and what is going on there. Getting in, however, is not so simple. To try to work out that (and also gain a potential crew member) you will want to have spoken to Pegleg Paulson in the Monkey's Cutlass.

I decided to put off the temple until after I had spoken to Governor Blackeye and checked out what was going on with that guy whom Jack Ketch clearly did not want to have to hang. Checking in with the Governor was informative and he was quite open to letting some of his "guests" be bailed out. You will have to go into the cells and speak to each prisoner before the governor will entertain any offers of bail. Expect to have to pay a fairly hefty bail for each,

however. You will, as well, have to make sure your broach the discussion on each in the right way, or else Blackeye can choose to be quite uncooperative.

Once finished the business with the Governor, you can explore the town sewer system. Keep looking and you may eventually find your way to Rascally Pete's hangout. If you spoke to Sir Francis back in the warehouse, you will want to try to get to the bottom of what actually happened between them. Be careful down in the sewers, however, there are a lot of slimes, oozes, beetles and spiders lying in wait for unwary explorers. With that done, you should be able to get Sir Francis to join your crew.

With 5 out of 8 possible crew members recruited, I decided to cash in on the IOUs I had collected and went off to the Tattoo parlour. There you have a choice of Tattoos that will increase your Strength, Intelligence, Dexterity or Resistance to magic. If you have got Nizar back as a henchman, you can also choose a tattoo for him.

Next I stopped at Frugdush's to sell off a load of miscellaneous loot collected over the last while and to cash in his IOU. He is happy to redeem it for a random pick of his store. You don't get any choice, just whatever the luck of the draw gives you. Of course if you were smart enough to save the game before cashing the IOU, if you don't like what you get, you can always reload and try again for something better. That, however, would be cheating.

The last IOU I had was from Jack Ketch. He redeemed it for the Armour of the Pirate King. Quite a useful item if you need extra persuade skills at some point. Also, be sure to ask him if he has any booty to sell.

With that armour in hand and lots of cash, I went back to the Monkey's Cutlass and after several tries, with lots of booze and flirting, I finally won Pegleg Paulson over. That done, I decided to follow the Blackeye's Silver Treasure map, which was worth lots of GP and other loot. After that headed over to the temple to check it out.

In the temple, I found Paulson's Sweet Marie, who was not quite as sweet as he made out. Also Sister Kaye guarding the temple against all comers. In the hospice area, I found Shakey McGuire, another potential crew member. He really had the shakes, however, so getting him to overcome his fear of the sea took some doing. Good Persuade and Charisma is certainly a plus if one is to succeed. I couldn't get past the gate further into the temple, so I decided to follow up on the UMBERLEE Cave treasure map via the Sewers entrance.

That eventually got me to the end of the Caves area, where I found Tasina engaged in full ritual. After an unsuccessful exchange, she set several of her priestesses on me and took off through a portal back to the Spindrift dock, and then away to Fiddler's Green in the Midnight Rose. That left me little choice but to use Kolmar and the Skull and Crossbones to follow her.

The storm was blowing hard enough that I figured I had a chance to go after the Lighthouse Cave treasure and still be able to get her. So I went back to the Lighthouse and engaged again with Ventabular Garsp. He offered to join up if I could solve the puzzle of the



lighthouse for him and find his family's heirloom lost astrolabe. Which I did, and he did. Then I decided it was time to go back to the Skull & Crossbones and after Tasina. (With a stop to cash in the Governor's IOU.)

## **5. After the Midnight Rose**

At the Skull & Bones, Kolmar summons your chosen five crew members and you are all off after the Rose. Except you aren't. Kolmar insists on a stop at the Isle of the Dead to get an artifact that will be useful in the fight against Umberlee.

### **Isle of the Dead**

At the Isle, he describes a ritual to be completed, using your crew members to man a Sigil each and for you to man the last one. Sounds a bit fishy doesn't it? It sure did to me. "Not to worry, please go through with it.", said Old Tom, Kolmar's coerced crew member, "I need it to happen but I'll make sure that nothing happens to you." More than meets the eye to that Old Tom/Kolmar relationship, I thought. So I decided to trust Tom.

As I suspected, Kolmar's ritual was a trap. We ended up undead, but not in thrall to him as he expected. So I made short work of the miserable SOB and headed back to the ship. There we found Old Tom revealed as undead and learn that being undead means well and truly undead and that Old Tom also is an undead. Tom offered me his services as crew and navigator, which I accepted. He also suggested that being undead might not be so bad if following Tasina were to lead us to Fiddler's Green. So off we went.

### **Caught the Rose**

Caught up to the Rose, we are attacked by Sauguin drillers and fighters. My five crew rush to fight above decks, but before I could follow, the Sauguin start drilling holes to sink the ship. I was forced to man the bilge pump, board up the holes and kill off the Sauguin all at the same time. Not easy, but I finally managed to shore up the holes and follow the crew up on deck.

The Rose was deserted and there seemed no way forward. Old Tom, however, sensed a presence below decks on the Rose and suggested that I try following that. So, down I went and, lo and behold, who did I see but Captain Allenby. Or rather his ghost. He offered to tell me the way down to Fiddler's Green in return for taking out Tasina. Well, by that time, I had had my fill of Tasina and was happy to agree to avenge the Captain and let his ghost go free.

## **6. Fiddler's Green**

With the Captain's help, I (along with Arm & Nizar) was able to walk the plank and land down in Fiddler's Green. Following footsteps in the sand, fighting sharks and stopping to loot chests along the way, we came to a bridge crossing into the temple. However, it crashed down before we were able to pass. In its place appeared a multi-tentacled monster whose appearance made us think it wiser to do some more exploring and try to find another way into the temple.

Past more treasure and many more sharks, we came upon Yxondaru, a dragon who apparently has it in for Umberlee and all the evil ones that travel in her. It offered me help in getting in to the temple through a hidden entrance to kill Umberlee if I agreed to spare several apparently innocent priestesses to whom it had taken a liking. Well, of course I agreed. (I wasn't quite sure if it had secret plans for those innocents, but I decided I would try to deal with that later if necessary.)

Yxondaru's help was only to get me to the hidden passage. Once inside, the riddle of the obelisks and gates was relatively easy so we made it to the portal at the centre behind the white fence. Entering the portal brought us to the Temple under the Sea and Tasina in mid incantation.

At this point, I had several options in a dialogue with Tasina. In the end, I chose to tell her that I had come to save her, having observed that several of the priestesses around her were having second thoughts about Umberlee. Tasina saw the light and abandoned Umberlee, leaving us to fight the Aspect of the god.

On defeating it, we were returned to the deck of the Midnight Rose in a cut scene. There I found myself and my crew returned to life again. The end was anticlimactic, with the dragon flying around the ship and the whole thing ending in a damp squib.

Later I tried the other dialogues with Tasina. Most ended with us back on the ship, but as undead. One dialogue may have worked out differently, where I asked Tasina to save my crew without me. My persuade level was not high enough to make that happen. Maybe I'll try again some time.

## **7. The Last Word**

All in all, I quite enjoyed playing this game. The final scenes were, frankly, a disappointment. I would have liked to have had a final word with Tasina and with Yxondaru and with each of my crew and to have had a chance to save my character.

I ended up with Savia being a Paladin (11)/Cleric (7)/Rogue (8), with a whole lot of really good arms, armour and 19 magic bags chock full of other good stuff and 350+K GP. That will stand her in good stead for the next module.

## Annex 1 – Maps

### 1. Never winter Docklands - Plan

1. The Midnight Rose
2. Silver Sails Trading Company
3. The Seedy Tavern
4. Rusty Al's Tattoo Parlour
5. Gang Hideout
6. Gang Headquarters
7. Twenty in a Quiver Merchant
8. The Golden Apple
9. To/From Never winter City



### 2. The Midnight Rose



### 3. Respite Island - South

1. Respite Cave
2. Ooze Cave
3. Ooze Cave (To North island)



### 4. Respite Island South - Caves

1. To/From South Island
- f. Fire pit
2. To/From North Island



## **Annex 1 – Maps**

### **5. Respite Island - North**

1. Jelly Cave (To/From South island)
2. Map in Sand
3. Sacred Cave
4. To/From Troglodyte Village



### **6. Respite Island North - Sacred Cave**

1. To/From North Island
2. Edgrimm the Mad



### **7. Respite Island North Troglodyte Village**

1. Holding Cell
2. Fighting Ring
3. Communal well
4. Sacred Fire
5. King Utal's Chambers
6. Sacred Wood
7. To North Island



## Annex 1 – Maps

### 8. Spindrift Island West

1. Ashore
2. Lighthouse (Ventabular Garsp)
3. Friendly fire (Vengaul Bloodsail)
4. To Sandy Spit: Abandoned Cave
5. Smugglers' Dock
6. To/From Spindrift City



### 9. Spindrift Town - Plan

1. To/From West Island
2. Old Jack Ketch
3. Falstaff's Follies Tattoo Parlour
4. Frugdush's World of Weapons
5. Magic Dealer
6. Shady Vendor
7. Cartographer
8. Nizar Zayid
9. Monkey's Cutlass Tavern
10. Smugglers' Warehouse
11. Whipped Willigan's Manor
12. The Skull and Bones
13. Governor Bkackeye's Manor
14. Temple of UMBERLEE
15. To/From Sewers



### 10. Spindrift Town - Governor's Manor

1. To/From Town
2. Governor Blackeye
3. Longneck Langer
4. Falstaff
5. Unknown Prisoner
6. To/From Sewers



## Annex 1 – Maps

### 11. Spindrift Town - Sewers

1. To/From Governor's Manor
2. Rope to Temple of Umberlee
3. Ladder Up to Quayside
4. Ladder up to Smugglers' Warehouse
5. To/From Rascally Pete's Hideout
6. To/From Sewers
7. Rascally Pete



### 12. Spindrift Town - Temple of Umberlee

1. To/From Sewers
2. To/From Umberlee Caves
3. To/From Spindrift Town
4. Shakey
5. Sister Kaye
6. To/From Temple of Umberlee
7. Portal to Spindrift Docks



### 13. Spindrift West - The Lighthouse & Cavern

1. To/From Spindrift West
2. Ventabular Garsp
3. Portal from/to Lighthouse
4. The Accursed Admiral



## Annex 1 – Maps

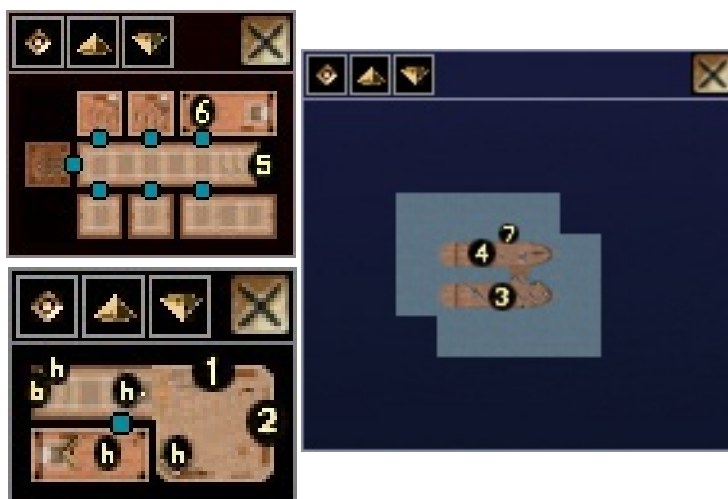
### 14. Isle of the Dead - Plan

1. The Skull & Bones
2. Kolmar
- S. Sigil
3. To/from Isle
4. Ritual Circle



### 15. The Skull & Bones/Midnight Rose

1. Wood Pile
2. Stairs to Deck of Skull & Bones
- b. Bilge Pump
- h. Hole in hull
3. Skull & Bones (to/from below)
4. Midnight Rose (to/from below)
5. To Deck of Midnight Rose
6. Captain Allenby
7. Plank to Sea



### 16. Fiddlers Green - Plan

1. Landing Place
2. To Hidden Entrance
3. Yxondralu



## Annex 1 – Maps

### 17. Fiddler's Green - Hidden Passage

1. From Yxondaru
2. Green obelisk
3. Red obelisk
4. Blue obelisk
5. White obelisk
6. To the Temple





## **Annex 2 – Summary of Quests**

### **Never winter Docklands**

Shore Leave  
Loading Cargo  
Hurrying Tasina  
Gangs of Never winter  
Dealing with Delia  
A Tattoo in Never winter

### **The Midnight Rose (1)**

*Survivor*

### **Respite Island**

*Trouble in Paradise*

Once under way, Tasina and the other passenger have words and before you are up the next morning, there has been a major fight. Tasina has the Captain killed, takes the Rose, and you are shipwrecked, clinging to flotsam, surrounded by sharks.

*Of Gods and Monsters*

Getting to Edgrimm the Mad requires you to be able to discern what is real and what is sheer conjury. It also requires a lot of good spotting and trap disabling skills. When you do get to him, you can learn about all his created monsters and his plans to get off the island.

Deal with him correctly and he will agree to build you a raft if you can find the right materials for him. Which just happens to be wood only available in the Troglodyte village. Bring it back to him and not only does he build you a R.A.F.T., you receive 15,400XP.

*Troglodytes*

If you survive the fight with Arm and lie successfully about eating him, you gain a henchman who is quite powerful. If you treat properly with the King, you get back all of the items you lost when the Midnight Rose was sunk. You can also trade with Dark if you want.

If you want to get the makings of a raft to get off the island, you have to get the sacred wood. To be able to do that, you have to weaken the troglodytes by putting out their sacred fire and keeping them from relighting it. And then killing them all (@6 or 8XP). If you hit on the well and bucket solution, that is worth 1100XP. When you pick up the sacred wood, that is worth another 6600XP.

## Spindrift Island

### *The Spindrift Sisterhood*

Sister Tasina is brewing up a storm with the acolytes under the Temple of Umberlee. You are either with her or against her. No in betweens allowed. Negligible XP for killing the attackers, but a good haul from the treasure as a consolation prize.

### *Crews Control*

**Vengaul Bloodsail**, in camp on the Western part of the island will join your crew if you can get him the Sceptre of Storms from the Temple of Umberlee. He even gives you a map to help you find it. When you do find it, you earn 2400XP. Take it back to him and he joins your crew and goes of to wait for you in the Monkey's Cutlass.

You have to fight **Redtip** the Minotaur in the Smugglers' Warehouse. If you beat him, he will join your crew and go off to wait for you in the Monkey's Cutlass, plus you earn 2300XP.

**Sir Francis** in the Smuggler's Warehouse believes he has a debt of honour to Rascally Pete because he lost a ring that Pete had entrusted to him. Get that ring back to Sir Francis and he joins your Crew, also going off to the Monkey's Cutlass. Plus you get 2400XP.

You have to find **Whipped Willigan's** Pirate Garb, Cutlass and Fine Leather Boots on the main floor of his house without getting caught by his wife and her sisters. If you do, then he will be at your service and go off to wait for you at the Monkey's Cutlass. Plus you earn another 2300 XP.

**Shake McGuire**, in the temple hospice area, needs a lot of ministrations, but if he can be brought around, that is worth another 2300XP.

You have to persuade **Pegleg Paulson** in the Monkey's Cutlass to join your crew. All he seems to want, however, is booze and a girl to warm his cockles. Probably in that order. If you are successful, it is worth 2500XP.

You have to persuade the Governor to release **Longneck Langer** into your custody. This isn't easy but if you do it right (Remember the Governor likely 'piratey' endeavours most), he will be happy to do so. If you have the bail money (1000GP), of course. It is worth 2300 XP.

You find **Ventabular Garsp** back at the lighthouse. He will join up if you find his family heirloom astrolabe, which is in the lighthouse cavern. That cavern is discoverable only if you first solve the puzzle of lighting the lights and then follow the treasure map to its end. Worth 2500XP.

I couldn't find **Honeypea**, so she was never a crew option for me. This was not a worry because she also would have wanted the Sceptre of Storms. Besides Savia rarely, if ever, trusts female crew members, anyway.

When I got five crew members (Ventabular, Redtip, Willigan, Longneck & Ventabular) aboard the Skull & Crossbones, it was worth 5250XP.

### *Fallstaff's Follies*

Fallstaff has got himself thrown into the Governor's dungeon for putting a tattoo insulting the Governor on one of the latter's daughter's ankle. If you can persuade the Governor to let you pay his bail (1000GP) that is worth his IOU (to be redeemed at his parlour) and 3450XP.

*A Tattoo in Spindrift*

If you get Fallstaff out of the dungeon and collect his IOU, you can get a tattoo for it at his parlour. Depending on which one you choose, you can gain in wisdom, strength, dexterity or resistance to spells, as well as 3600XP.

*Buried Treasures and Pirates Booty*

This is not a quest listed in the game, but if you get all 8 crew members, all 9 treasures and all 15 Pirate's Bootys, Polly will give you her parrot Tongue, her Golden Egg and her Crystal Egg. Each of these has spell powers which you might find useful.

**Going After Tasina and the Midnight Rose***Stealing the Midnight Rose/The Skull & Bones*

I never saw the Midnight Rose in port in Spindrift Town. And when I finally caught up with Tasina in the caves under the Temple of Umberlee, I must have pursued an unfortunate dialogue with her. She went off through a portal onto the Rose and I couldn't catch up. That left Captain Kolmar and the Skull & Bones as my only option for chasing her. Once I had killed off all the acolytes Tasina had sicced on me.

*The Isle of the Dead*

Kolmar insists on stopping at the Isle of the Dead for an artifact he claims will be useful in the fight against Tasina & Umberlee. Fighting off all kinds of undead, you have to set each of your five crew members in a different Sigil (a kind of altar/chapel/shrine) in order to open up the way to the artifact for Kolmar. This is worth 925XP and lots of loot from all the undead you have made dead.

Into the ritual area, all becomes clear: Kolmar tries to make you and yours all undead. But it doesn't work for some reason. Killing Kolmar in the ensuing fight is worth 375XP. Exiting the ritual chamber as undead nets 4675XP.

*Fiddler's Green (1)*

On board the Midnight Rose finally, you have to find a way to follow Tasina down to Fiddler's Green. With the help of Captain Allenby's ghost, you figure out how to get down that plank. When you are able to walk the plank, you earn 1950XP.

*Fiddler's Green (2)*

On Fiddler's Green, you are about to enter the temple entrance when the bridge crashes away, blocking any further progress, and a multi-tentacled monster sits where the bridge once stood making any further effort that way patently dangerous. If you are able to fight your way past the many different kinds of sharks, you will eventually reach Yxondaru, a dragon who has reason to hate Umberlee, but not all her priestesses.

If you are able to do a deal with it, the dragon will take you to the entrance of the hidden passageway to the temple. You still have to make your way through the puzzle of the passageway, but it is not hard. I forgot to take notes of the XP awarded in this area.

## **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.

### **Whipped Willigan**

To get into Whipped Willigan's study, you have to speak to Grogbeard in the Monkey's Cutlass. He will tell you about the ladder at the back of Willigan's house.

The way to collect the items he wants without the wife and sisters seeing you is to use your invisibility potions or spells, if you have any. If not, you have to be quick to avoid them. They are like Pacman, only a LOT more ugly.

### **Pegleg Paulson**

This was the most difficult crew member for me to recruit. You have to get him to drink enough to lower the persuasion check. [34 was the lowest I could get it.] Then you have to get your persuasion/charisma check level up high enough. Even with my 18 Persuade skills, I needed the Amulet of Divine Radiance, The Pirate King's Armour and the Nymph Cloak +6 to be able finally, beat the check throw.

### **Ventabular Garsp and the Lighthouse Puzzle**

Not hard once you figure out that certain arrows have to be placed in certain directions in order to turn all the lights around the board to white. Garsp's explanation is no help. So, either you find out by trial and error first which coloured arrows turn which lights to white and then how to use the squares to get the right coloured arrows pointing in the correct directions. Or you use the guide below.

There is no set solution to the puzzle because the arrangement of lights around the board is entirely random. If you mess up you can always reset the puzzle from the control panel.

So:

(1) Red needs Blue & Green pointed at it;

(2) Blue needs Red & Green pointed at it;

(3) Green needs Red & Blue pointed at it;

(4) Cyan needs Red pointed at it;

(5) Yellow needs Blue pointed at it;

and

(6) Purple needs Green pointed at it;

to turn its beam to white.

### **Getting to Fiddler's Green**

You have to get the Rime of the Ancient Mariner from Allenby's ghost and then be able to repeat it at the end of the plank. Then walk the plank.

If you don't remember, it goes:

The Sun now rose upon the right:

Out of the sea he came

Still hid in mist, and on the left

Went down into the sea.

**The Hidden Passage**

This is a quite simple puzzle. Touch a coloured obelisk and you can go through gates of that colour. You have to make your way to the white obelisk in this way before you can get to the portal in the centre and thence down to the Temple under the Sea and Tasina.