



A Walk-Through
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For Loris and Clio
and any others who may find it helpful

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1. General

This is a revision and rewriting of a Walk-Through published by Ron Dulin in 2006 on the *Gamespot* website. It is a principal resource for anyone looking for help in playing the game.

This document is based on my experience in my second and third runs through the game, using a new character (a female Half-Elven Rogue who converts to a Paladin or Cleric) each time. I played the game using an Acer Predator laptop running Windows 10.

I have reorganized content, changed and rephrased language throughout to correct grammatical errors, improve syntax and, to my mind at least, make this a more literate document. I have added where I thought it useful, and deleted a lot that I considered superfluous.

I. Character Attributes: Skills

While each character class has some good skills to choose at creation and at each Level Up time, there are some that are particularly useful in this game..

Persuade

There is a lot of dialogue in the game. Talking will occasionally help you avoid fighting, and it will sometimes be the only way to accomplish a quest. The Persuade skill helps immensely with this. It can be prohibitively expensive if it isn't one of your class skills, though, so as an alternate you can boost your charisma with potions of Eagle's Splendor for those times when a silver tongue is more important than a bloody blade.

Open Lock/Disable Trap

Traps, locked doors, chests and crates are everywhere. Rogues have enough skill points that they can become masters of the art of Picking Locks and Disabling Traps fairly quickly.

If your character does not have Rogue skills, Doorna Trapspringer is the one who has such skills. The alternative, if a character is strong enough, is just to bash locked items or doors to gain access. Of course, the character then also has to have a high enough Hit Point (HP) level to be able to absorb the damage from springing booby-traps, without dying.

Animal Empathy

Animal Empathy allows your character to engage in some otherwise unavailable tasks or sub-quests in the first chapter. Useful for a Druid or Ranger.

II. Henchman Management

Selecting a henchman who complements your character's abilities (and personality) is very important.

In the first chapter, your choices are Xanos Messarmos (a Neutral Half-Orc Sorcerer) and Doorna Trapspringer (a True Neutral Dwarf Rogue). Beginning at the Interlude, you'll also be able to select Deekin (a Chaotic Good Reptilian Bard). You can also choose Mischa Waymeet (a Lawful Good Human Paladin) only at the Interlude.

Doorna is a good choice: She has good healing, fighting and Rogue skills. She tends, however, to be a little bit of a whiner. Xanos is a good choice for those who may prefer magic to back them up. But then, he is also a self important, bombastic blowhard. And being Half Orc is another strike against him. Mischa is a Paladin who is a little unclear on the concept. She may be good in a fight, but I never liked her enough to take her on.

Deekin, once you get over the fact that he is a Kobold, slowly reveals himself to be a Bard with a lot of character, smarts and judgement, as well as being a good fighter in a pinch. And he has a wicked sense of humour. I liked him almost from the start and took him on as soon as I could, even though any of the others would have been stronger companions in a knock-down drag-out fight.

Unlike the Neverwinter Nights (NWN) Campaign game, you have much more control over your henchman. First, you can choose what equipment he/she will use, often allowing you to make him/her just as powerful as yourself.

Second, you are able to give him/her spells, potions and equipment, which he/she can use independently or under instruction from you (in a dialogue). However, henchmen may not be very smart about managing spells or potions intelligently when doing so independently. I never noticed that to be a problem, other than Deekin sometimes being a little slow to get started.

Third, you can also use them as Sherpas. Picking up and carrying too many items will soon slow your character down. Keeping such items, if only to sell them for GP at the nearest convenient merchant, is often a good strategy, however. You can put items in your henchman's inventory and have him/her carry them until you are able to sell them. Exceeding the henchman's weight limit will slow him/her, which is not good for any fights. But if a henchman is slowed, he/she will catch up to you at the next map transition point.

At a merchant, you can transfer the items back to your own inventory and then do the merchant dialogue. Alternatively, when in the merchant's store, you can open up the henchman's inventory and sell directly from there.

You can also direct how your henchman trains when gaining a level, particularly when the henchman has more than one class in which he/she can advance. Choose the "I want to discuss your training" to set guidelines for training and how he/she should act in your company as you proceed.

III. Difficulty of Play

One of the other significant differences from the Neverwinter Nights Campaign is the difficulty level. There are some fights that your character may find virtually unwinnable.

One fighting technique that often works. When facing multiple strong enemies, try to lure them one by one into a hallway and then shut the door behind them. You can fight them one by one

and balance the playing field a little.

If that approach fails you, you can adjust the Difficulty level (located in the Options menu) to an easier setting as an alternative to abandoning the game. You can always reset it after a fight.

Finally, note that at the start of the game, at least, you have a Ring (See Mystra's Hand below) that gives you the ability to teleport back to Drogan's farmhouse. If you time your move carefully, you always have the option of teleporting back, resting and recovering HP. While back, you have to opportunity to go out and buy additional potions or spells if you have the Gold Pieces (GP). Then you can teleport back to the fight.

IV. Quests & Secondary Quests

Each chapter has a Main Quest and many Secondary Quests. Some of these are begun automatically while others require that your character engage or speak to other characters or monsters or go into specific areas. You can decide whether or not and how you want to embark on any of these optional quests. Most net good XP. By doing them, your character advances faster in levels.

In the first Chapter and the Interlude, I have done a description of each these quests. In the second (last) Chapter, the quests are all intertwined, so you are going to have to figure them out for yourself. This walkthrough's approach offers a good path to maximum XP and loot. The last time I played, I advanced through seven levels of Rogue and six was closing in on the seventh of Paladin.

V. Maps Annex

I made the maps at Annex 1 by taking screen shots of what appeared on my monitor and then adding legend markers in Photoshop. The numbering and legend on each map generally reflects the order in which I played that area. But not necessarily always.

2. Walk-Through

Chapter One (Graduation)

Drogan's Farmhouse

The Apprentices' Quarters

When the game opens, you are a trainee hero in your room in the farmhouse of Drogan, your mentor and trainer. You have a chest which contains your journal, a quartz crystal, some other more or less useful stuff and, not least, a Mystra's Hand (used for teleporting, see below). You can take and equip whatever you see fit. Later on, you can also store there any items you don't want to carry or to sell off. (But remember that you will lose access to them at the end of Chapter One.)

When you leave your room, you will see and enter into an exchange with three other trainees, Doorna, Mischa and Xanos. While you are talking, the house is attacked your fellow students rush to

the battle downstairs. You can either explore the other rooms (if you take any items from the others' chests, your alignment will move to chaotic each time) or you can follow them downstairs, where a cut scene ensues.

The Battle - Drogan Poisoned

After the battle, you will see Drogan is poisoned and Ayala is beside him.

You have to speak to her in order to learn about, and to begin, the Primary Quest for the Chapter: *The Missing Artifacts*. You also have to ask her if there's anything you can do to help Drogan in order to start the *A Cure for Drogan* quest.

After the conversation is finished, you will get to choose your henchman. You have your choice of Doorna or Xanos. Mischa is too busy cleaning up blood in the farmhouse.

Drogan's Laboratory - Riisi's Riddles

Before leaving, you should go downstairs to the Laboratory (10) and speak with Riisi, Drogan's familiar. He will ask you with a riddle: "A woman has five children and half of them are sons. Is this possible?" If you get this correct, he will then tell you about the Kobolds and how they gained entrance to the laboratory.

You can try to get Riisi to tell you how to get past the barrier, but even if you make a successful persuade check, he won't tell you. You can, however, persuade him to give you some items from inside that may be useful to you. You'll have to answer three riddles (or only two, if you were able to answer the "five children" riddle earlier). Once you've answered correctly, you get the items.

Drogan's Workshop

Before leaving the farmhouse, go into Drogan's workshop. You won't be able to open the glowing chest (ever) but in the workshop proper you can learn how to make Focus Crystals.

There is also a machine called the Grinder. You put the appropriate materials in it to make Focus Crystals and other magical items:

One quartz crystal + two of Phenalope, Amethyst, Aventurine or Fluorspar = 1 focus crystal
 Mischa's practice sword + quartz crystal = The Tinoman, Greatsword+1 bonus to attack, slashing damage, and massive Critical hits.

One quartz crystal + one empty bottle + two Fenberry = Potion of Barkskin.

One quartz crystal + the Shadow Heart = Lesser Amulet of Health

One quartz crystal + one green spore = Ring of Disease Resistance.

The Mystra's Hand

"Why do I want Focus Crystals?", you may well ask. They are needed to use with the Mystra's hand to teleport yourself back to the Farmhouse. There, Ayala can teleport you can back

to where you last used the ring. Teleporting to safety also is a handy battle tactic you may have discovered while engaged the NWN Campaign.

When you have finished doing all you want to do in the Farmhouse, head out the door.

Quests

The Missing Artifacts (Main Quest)

This is the Primary Quest for Chapter One. It requires you to find the *Mummified Hand*, the *Tower Statue*, the *Dragon's Tooth*, and the *Mask*. Each of these is a Secondary Quest in itself.

A Cure for Drogon

Ayala will tell you to get a Tressym tongue, some Charcoal, and some Helmathorn berries from the Herbalist in Hilltop. He will have two of the required herbs. For the third, you need to finish the Kobolds in the Kitchen quest (in the Bubbling Cauldron Inn in Hilltop West). Once that is done and Mara the cook is safe, you'll learn that the berries are in a pot on the stove in the kitchen. When you have all three ingredients, you can bring them back to Ayala to help Drogon.

Hilltop West

You enter this area facing South. As you leave the farmhouse, you'll see a barn nearby and tracks leading into it. If your character has tracking skills and/or high intelligence, you will determine that they are Kobold tracks. Two Kobolds are hiding inside the barn.

If you have animal empathy skills, you should speak with any of the dogs running around the area. They will inform you that the Herbalist's dog (Bathsheva) buried a treasure somewhere in the vicinity. Similarly, Druids and Rangers can speak with the chickens in the coop and learn that there's a gem in the nearby water trough.

There are also two houses West of the road, with no one in them and some minor loot. Toman Bross's house, East of the road, doesn't have much either. Breaking in and looting shifts alignment away from Lawful. If you help setting up a Thayvian Trading Post later, it will locate there, Toman gets evicted and spends the rest of the game roaming around Hilltop West complaining.

The Smith

You can stop at the Smith, Fiona, if you want to buy supplies or weapons. She is a merchant with a terrible, truly lousy, sense of humor.

You may want to return to Fiona if you pursue alternate outcomes for the *Rescue Glendir* and *Horns of the Shadow Hart* quests. Each can yield minor loot but you have return to Fiona and speak with her before completing them. Fiona can also be involved in one of the solutions to the *An Excess of Prophet* quest.

Toman Bross's House/Merchant

If you help Szaren in the *Thayvian Enclave* quest (see Hilltop East), Toman will be kicked out of his house and Szaren will set up a decent shop inside. The main benefit enabling Szaren (apart from the XP & GP reward) to set up shop is that he will give you a much better deal than Fiona.

The Herbalist

Farghan the Herbalist can give you only two of the necessary herbs for the *A Cure for Drogan* quest. He will tell you that Mara at the Bubbling Cauldron bought the rest of his Helmathorn berries.

Druids and rangers can speak with Farghan's dog, Bathsheva. She knows very little about the Kobold attacks, but a successful persuasion skill check will cause her to reveal the location of her treasure (a woodpile behind the Smith). There you find the *Ring of the Wolf*, a fairly powerful magic ring for low-level characters, which provides +2 of Animal Empathy skill and can summon a wolf.

The Community Hall

In the Community Hall, you can talk to Gilford, the exhausted priest of Ilmater. You can either try to get him to pay the "Kobold defense tax" (just as you can with other NPCs in town) or to donate money to help those hurt in the attack. Doing the latter moves alignment toward good.

You can also talk to Haniah, standing near the inebriated Mayor. She'll tell you about the town's troubles, and give you the *An Excess of Prophet* quest.

The Bubbling Cauldron

When you enter the Bubbling Cauldron, the locals have trapped a group of Kobolds in the kitchen. The Kobolds have taken the cook, Mara, hostage.

Talking to Lodar the Tavernmaster starts the *Kobolds in the Kitchen* quest. Mara is a Michelin starred Chef and the Tavernmaster really values her life. So will you, if you like good food. Getting her out safely also gets you the Helmathorn Berries on the stove in the kitchen. (The berries will still be there even if you don't save her). Once the kitchen is clear, remember to grab them.

Hilltop West through the gate on the road to the East is the only place you can go to after doing all you can in this area.

Quests

An Excess of Prophet

If you exit the Community Hall and head East, you will find Piper standing and speaking to a large group of followers. There are four ways to deal with him.

First, you can just kill him outright, if you are so inclined.

Characters with good persuasion skill can persuade him to leave for Silvermoon or

Neverwinter. You also have to pay him one or 10 gold pieces (depending on your persuasion skills). If you attempt to barter him down to one gold piece and fail, he will not leave at all. If you choose Waterdeep as the suggested relocation city, you will not need to pay him at all.

You can also get him to leave by asking him if he had anything to do with Hol's death. After he admits to having defiled the corpse, his followers will become disgusted and leave. Finally, you can get him to stop his doom-saying by retrieving his sword from Fiona. Follow the conversation thread that begins "There is need for you in the village, but you go about it all wrong," and he will ask you to retrieve his sword. Go to the smith, speak with her, and she will give you the sword. Return to Piper with it, and he will leave to join the guards.

Kobolds in the Kitchen

There are several ways to solve this.

- (1) You can try to persuade the Kobolds to take you as a hostage instead of Mara. If successful, you can then let them go or, persuade them to leave and ambush them or, just attack them yourself in the kitchen.
- (2) If you don't persuade them to swap hostages, you can either let them go and then ambush them.
- (3) You can attack them while they're still in the kitchen, but this will cause them to kill Mara immediately.
- (4) You can allow them to leave with Mara, but they will kill her once they leave the tavern.
- (5) You can also, if so inclined, kill the villagers, for which the Kobold leader, Hurc, will give you a dagger with +1 vampiric regeneration.

If you allow Hurc to leave the tavern, he will help you later.

Hilltop East

You enter this area facing East.

The Halfling Caravan

The leader of this Caravan, Katriana, isn't very friendly, but you need to speak to her anyway. If you manage to engage her skillfully, she will tell you that the caravan's fortune-teller, Daschnaya, has had her cards stolen by Kobolds. This initiates the *Not Playing with a Full Deck* quest. Another of the Halflings, Torias, will tell you that there are Kobolds at the farm to the North. He is also a merchant (of his black-market goods, which include some magic items).

There are three injured Halflings on the ground near Katriana. If you ask if you can help, she will refuse. If you have healing abilities, and so inclined, you can go ahead and heal them regardless. She will grudgingly acknowledge your help and interracial relations will improve.

You can also speak to Katriana again about where the caravan is going later. Then you should go exploring and undertake any other Secondary Quest(s) you wish.

Szaren

On the road East of the gate to Hilltop West, you'll see a red-clad man, a 10th-level wizard named Szaren. He will also seek your assistance in securing permission to set up shop in Hilltop. This can initiate the *Thayvian Enclave* quest and may present you with a moral dilemma.

Blake House

As you explore East, Nora Blake will run up and ask you to save her family. You can then choose to accept the *Rescue My Family* quest. Or, you can ignore her and loot the house across the road. Or you can do both or neither.

Finished in this area, you should exit to the Foothills Area

Quests

Not Playing with a Full Deck

Katriana will tell you to speak with Torias about the Kobolds. Do so. He will inform you that they fled to the North. There is an abandoned farm through a small gate to the North. Go there, and enter the farmhouse. You'll see some tracks heading down to the cellar.

In the cellar, sits a group of Kobolds. One has Daschnaya's cards. If you kill the Kobolds, take the cards, and return to Katriana, who will give you a key to the fortune-teller's caravan.

You can then enter the caravan, return the cards to Daschnaya and choose a reward, if you wish: Some GP or a free reading.

Thayvian Enclave

Szaren asks your help in getting permission to set up an enclave in Hilltop. (You can try to persuade him to give you extra GP up front.)

If you agree, return to Hilltop West Community Hall, speak with Haniah and try to persuade her to let Szaren stay. There are two arguments for this, but "The town will be better defended" is the most likely to succeed. You could, if so inclined, threaten to kill the Mayor if she does not agree, and then actually go through with it if intimidation doesn't work.

If you are successful in getting her to agree, return to Szaren and receive both XP and GP. He will then set up shop in Toman Bross's house.

Alternatively, you can undertake to Haniah to make Szaren leave Hilltop altogether. This nets fewer XP, but Szaren will not set up his shop, thus keeping Hilltop free of pernicious (e.g., slavery) Thayvian influence. This moves alignment toward Good but also toward Chaotic.

If you prevaricate between these two options and then try to follow through, you get no XP, GP or character profile shifts.

Rescue My Family

Enter the Blake home and kill the Kobold waiting in ambush. If you do it quickly enough, Adam Blake may survive. Otherwise you will see him dead on the floor. Then go upstairs and speak to the Kobold footpad in the nursery.

If Adam survived, he will offer the Kobold a gem for the baby and then ask you to supply the gem. If Adam is dead, you can offer a gem instead. If you are a Bard or have sufficient dexterity, you can try to distract the Kobold and snatch the baby.

You can then return the baby to Adam or, if he is dead, take it outside to Nora. This will gain you XP and move your profile toward Good. If, in addition to the baby, you give Nora some GP this increases your shift to the Good. (More GP = bigger shift.)

Finally, three notes: (1) If you attack the Kobold before you have the baby, the baby will be killed; (2) If Szaren has set up his shop in Hilltop West, you can sell him the baby. (3) If you attempt to keep the baby to sell, Adam will attack you if he is still alive.

Hilltop Foothills

On entering this area, you are facing East.

The Wounded Bear

If you explore to the North and West of the stream before going up the hill, you come across an injured brown bear. If you have Animal Empathy, you can examine it, remove an arrow and cleanse the wound. This will stop all other bears from attacking you in the Foothills area, as well as give you XP and a shift to Good. If you do not have Animal Empathy but do have Healing skills, you can also heal it. If you are successful, you get the same result.

Alternatively, if so inclined and don't mind a lot of unnecessary fighting, you can just kill it to put it out of its misery. This results in fewer XP than healing it, but perhaps more in the end because of all the other animals you will have to fight. You could just leave the bear alone, but you will still have fight all the other animals in the area.

Ferran Valiantheart

Up the hill, you will find Ferran Valiantheart, an Elven Arcane Archer camped out. He may invite you to share his camp, and tell you about the Elven Crypt to the South. (If you're Elven and/or have good Persuade skills, he may also tell you some of the history of the Crypt. He also has information about the Kobolds and the Gnolls who ambushed them as they fled from Hilltop. Ferran will also tell you about the Shadow Hart, and how he needs its horns to make medicine for his wife. You can, if so inclined, undertake *Horns of the Shadow Hart* quest.

The Elven Crypt

I went into the Elven Crypt (see below) before exploring the Foothills area further or pursuing

any secondary quest. Remember, the main quest is to retrieve the magical items stolen from Drogon.

The Road to Blumberg

If you emerge from the Crypt with the *Mummified Hand*, it may point you in a specific direction. But then again, it may not. If it does and if you move fast enough, you may meet Deekin before he exits the Foothills toward Blumberg. If you do not head him off, you will have to try to find him there. If the hand doesn't activate itself, Deekin will chase after you until he finds you.

Deekin is the lone Kobold of whom Ferran spoke (and, depending on your intelligence gathering skills, who may have been mentioned by the Kobolds in the Crypt). You will want to speak to him. He will offer to give you another of the items you are seeking if you agree to help him.

After speaking to Deekin, you have to head North, toward the Nether Mountains. (See below.)

Hurst Farm

The dwarf Nathan Hurst will tell you that his daughter, Becca, has been kidnapped by Rumgut, a Hill Giant who lives to the West. You can, if so inclined undertake the *Rumgut Needs a Wife* quest.

The Shadow Hart

If you decide to hunt the Shadow Hart, you may have to look quite a while if you do not have pretty good Tracking or Spotting skills. Look for four footprints together as you wander about. And keep your ears alert. The hart may appear anywhere there is a yellow "T" on the Foothills area map. When you do find it you have to decide whether you are going to kill it or, if you have Animal Empathy skills, warn it. That may be quite a moral dilemma for an animal lover.

To the Nether Mountains

When you are finished doing all you want in the Foothills, it is time to trek North to the Nether Mountains if you have done the deal with Deekin. You might want to, even if you fobbed him off.

Quests

Horns of the Shadow Hart

Finding the Shadow Hart is not easy, unless you are a Ranger or have good Spot skill. Otherwise, finding it is a matter of chance. It can appear in several different locations in the foothills (near the eight yellow Ts on the map). If you get a message about strange sounds nearby, you will be close. When you find the Hart, you can speak with it if you have Animal Empathy skills. If you attack it, it may succeed in teleporting away. So, try to kill it quickly. Otherwise, you have give chase and find it again.

If your character is a Ranger or Druid, you can tell it to leave, your alignment will shift to

Good. All classes can kill it and take the horns to Ferran, for an alignment shift even more dramatically to Good.

Taking the horns to Ferran, you get good XP and can persuade him to give you his longbow (+2 Spot and +1 Attack). Alternatively, you could just take the horns to Fiona the Smith. She will buy them (for very little) or make a helm for you, which allows you to cast Ghostly Visage one time a day and provides +1 to your Armour class. You can also just sell the horns to Fiona or to Szaren. Evil characters always have the the option of just killing Ferran.

The heart of the hart can be used to make an Amulet of Health in the grinder back at Drogan's farmhouse.

Rumgut Needs a Wife

There are several ways to save Becka. You can try to fight Rumgut, but he is a level-12 Giant.

Or, you can try to persuade him that Becka is unsuitable (she will never get any bigger).

Or, you can challenge him to a drinking contest and, with sufficient Constitution, put him under the table. With high Dexterity or Charisma, you could just pretend to drink.

If you win the contest, Rumgut falls asleep, letting you grab his keys (and gloves!) and free Becka. If you lose the contest, Rumgut will lock you up with her. If this happens you have to wait until a rat appears and reveals a secret tunnel out.

Returning Becka to Nathan merits a reward and good XP.

Foothills - The Elven Crypt

The Crypt - Upper Level

You enter this area facing North. Pay some attention to the marker at the entrance. Looting graves in the Crypt has consequences: Attacks by the Undead and shifts of alignment toward Evil.

To the North, bats and rats abound. Feel free to whack away at any you see. The XP for disposing of them are not big, but do add up. (Besides, you get valuable experience as a pest exterminator: You may need a job to supplement your pension after your adventuring days are done.)

If you are Elven or Half-Elven, or have decent Lore, you can read the scribed pillar in the center of the large anteroom (Hall of Remembrance), on which is inscribed the history of the Crypt.

There is a statue of Corellon Larethian in the room to the West at which you can pray (faithfully and fervently) if you need, or want, healing. The room to the East is where the *Elven Test* quest is located. There is no entry, however, without the necessary key.

Most reasoning intellects might reasonably think it could be found in the Lower Crypt. If you qualify, go there next.

The Crypt - Lower Level

You enter this area facing North. Ahead of you are Kobold corpses and a barricade of crates and barrels. You can destroy the barricade and kill the Kobold(s) behind it right away or explore the passageway to the West first.

Nimaldor

Behind the door in the first passage to the West, you will find Nimaldor's Spirit, a level-five Undead. If you speak to him, he will agree to help you rid the Crypt of the rest of Kobolds if you agree to deal with the pestilential Giant Spiders for him. (The *Spider Infestation* quest.) If you complete that, he will give you some excellent advice on how to dispose of the Kobolds holed up farther inside the Crypt. He will also, voluntarily, give you the key to the locked room upstairs.

You could just go ahead and try to open up his sarcophagus, but then you would be faced with an unnecessary confrontation with a quite powerful angry Undead. If you are just itching for a dust up, want the associated XP and don't mind -3 (or +3 depending on your character) alignment shifts, go right ahead. You could also choose to try to kill him without even doing him the courtesy of a dialogue. If you survive, there will be a few good items inside his sarcophagus.

The Giant Spider Lair

Farther down the main hallway, a door leads to a room with lots of big spiders. It's a pretty good bet these are the creatures Nimaldor wanted eradicated. Unless you are looking to get some new familiars, you are going to want to kill them all. When done, go back and speak to Nimaldor again.

Back Upstairs or Farther In?

If you have lots of inventory space and a good weight allowance, at this point you might want to consider going back upstairs to the room you previously found locked. If you are a Paladin and navigate it successfully, there is some good stuff to be got. Even if you are not a Paladin, what you come across would probably be worth a pretty penny at any merchant.

Farther North up the hallway, you will run into a battle in progress and find yourself fighting a lot of Skeletons. There is an ossuary to the West and several cubbyholes containing bones as you go up the hallway. If you are so inclined and don't mind negative alignment shifts, you can loot them for stuff you can equip or sell later.

The Lost Sword

At the end of the hallway, there are doors to the East and West. As often as not in the NWN suite, West is a good direction choice as any if you have to make one.

Through the West door, you will see a hallway with several rooms opening on to it. In the first on your right, you will meet a Spirit to whom you can talk. If you do, the Spirit will ask you to find his sword (stolen by an unscrupulous, grave-robbing adventurer). It could be worthwhile helping him out if you are looking for more XP and a reward.

To find the sword, you have to fight rats, Kobolds, etc. and explore carefully, grubbing through lots of bones and corpses. Not to mention being careful not to spring any traps. But, persevere! If it's not in the Western passageway, go through the East door and explore there.

The Eastern Wing

Not all the Kobolds are holed up, so watch out as you move along. Watch out for Skeletons wandering about or lying in wait, too. If you get past all of the wandering monsters, toward the end of the hallway, you may notice a short passageway to the West, with a door at the end.

You can see that the main hallway comes to a dead end a few meters away. A cautious, thinking adventurer might think it wisest to explore what you can see before going into an unknown situation. If you just like to blunder into fights, by all means open that door West first.

Looking around the dead end, if you have any Spot capability, you will be rewarded with discovery of a secret door. Go through it.

The Control Room

In this room, you will find a couple of weapon racks. Help yourself if you think any are better than what you are carrying. You will also see a chest filled with some Elven Helmets, and to the right of it a Lever. This is the time to review in your mind the advice that Nimaldor gave you, figure out what you want to do and act appropriately.

Whatever you do, now is the time to head back to that door you passed by earlier.

The Kobold Hide

The door to this room is locked, so you will have to break it down and go in fighting or try to persuade the Kobolds behind it to let you in to speak to their Leader. If you choose the latter, they are going to insist that both you and your henchman unequip whatever weapons you are carrying. That is the time to decide whether or not you trust Kobolds to any extent. In the case of these particular Kobolds, it is worth your while to talk to them in order to find out what they have been doing and what has happened to the items they stole from Drogan.

If you trust them, you can unequip your own weapon(s) but tell your henchman to stand his/her ground outside. Or you can both go in unequipped. And be ready to re-equip quickly should the Kobolds decide to attack you at any point.

Whether you talk your way in or go in fighting, as you enter the room, take good notice of the location of a pressure plate. If you understand what it does, it will make fighting the Kobolds much easier, should it come down to a fight.

If you get out of the room alive and have been diligent about searching everything in it, you will have in your possession the *Mummified Hand* stolen from Drogan. And if you have skillfully managed a dialogue with the Kobolds, you should also have a pretty good idea where the other items are, not to mention lots more XP.

It is possible to talk the Kobolds out of the hand. If you don't mind persuading them with a lie and the shift toward chaotic for doing so. Most Kobolds have only limited powers of reasoning but a very inflated sense of their own abilities.

At this point, it is time to leave the Crypt. You can go back to the Foothills to do other secondary quests or go back to Droган's farmhouse with the Hand. Bear in mind that the Hand is magical and, used properly, can point you in the direction of the nearest of the other items associated with it. Don't forget, you can also teleport directly back to the Farmhouse and then back here again to continue the business of your adventure.

Quests

Spider Infestation

The crypt just up the hallway from Nimaldor is full of Giant Spiders. They are the ones plaguing the Guardian. Make sure you kill them all. And don't forget to destroy their egg sacs.

Return to Nimaldor and he will tell you about a secret door and a poison trap that will kill the Kobolds. He will also give you the key to the magically locked door on the upper level,

The Elven Test

You can do this before or after exploring the Lower Crypt and killing the remaining Kobolds.

Nimaldor's key opens the magically locked door in the East of the Upper Level. The test is to reach the Pedestal on the other side of the room safely, to get the Cloak over there and then to return back where you started.

If you can feel pain, the solution to getting to the Pedestal should become obvious quickly once you start. The electrical lines ending in red dots on some of the squares are there for a reason.

Getting back isn't so easy. First, as soon as you take the Cloak into your inventory (and as long as you have it there), all visible current lines and red dots disappear. Second, if you step on an incorrect square, you get teleported back to the pedestal with some damage inflicted. Third, the safe route back is no longer the squares with dots, but rather the squares without dots.

When you are safely back and thinking about leaving, keep an eye out for a treasure chest you didn't notice on your way in. Be careful: Once you close it, it is gone forever.

The Lost Sword

The Spirit of an Elven warrior will ask you to find his stolen sword. It is not far, but not near him either. You will have to be quite meticulous about searching skeletal remains as you explore the passage behind the East door at the end of the hallway. You will want to be very careful to watch out for traps, as well. If you find the sword, return it to the Spirit, and he will offer you a single item from his treasure chest.

Fled Into the Crypt

Nimaldor told you about the Kobold Hideout and a secret Control Room farther inside the Crypt. He also gave you some pretty strong indications of how to make dealing with them easier.

When you have found where these rooms are, you have to figure out how to reactivate the trap he mentioned, consider how (and when) you may need to spring it and how to protect yourself – but not your enemy - from its effects.

You then have to decide how to deal with the Kobolds that have holed themselves up. One quite important thing you might want to keep in mind is that they may have a lot of information that is useful to you, even though they may not have all four of the items you want to recover.

One last thing you will want to remember is that, Kobolds being Kobolds, however you proceed is likely to end in a fight that will have to end with you or them dead.

So, what are your options?

First, if you are feeling both lucky and strong, you can just go in fighting and clear them all out. The disadvantage of this (apart from the possibility of getting killed yourself) is that fighting Kobolds don't normally stop to allow themselves to be interrogated.

Second, you might decide to give diplomacy and dialogue a try to talk the Kobolds out of the hand and into leaving voluntarily. Good luck.

Third, you can try to speaking to them, but also give yourself a significant advantage should it come down to a fight. (You will have to work out the modalities of wearing the right helmets and a well timed springing of the trap.)

The Nether Mountains

You enter this area facing North. There is not much to do here, other than defend yourself against wolves and bears while you are exploring the area.

You are after the Kobolds (and any Gnolls chasing them), so keep an eye out for the Kobold Cave.

As you wander about, you may come across a smallish cave full of Orcs. Orcs are nasty creatures, disliked even by those who ally with them, so you might just as well clear them out as a public service, especially if your inclination is toward the Good. It doesn't hurt that Orcs usually carry fair GP and that you can earn additional XP.

The Nether Mountains - The Kobold Caves

You enter (1) this area facing North.

It is fairly straightforward: Lots of Kobolds coming at you. They are mostly patsies, so you

should be able just to hack your way through and loot as you go, if you are so inclined. Kobolds like to think they are tricky, so watch out for lots of traps in the winding hallway.

You'll eventually come to a large cavern with arrows pointing to sort of roofless room with a door on each side. In the center is a chest. The Kobolds will certainly call you "Stoopid" if you fall for the obvious trap. Still, it nets some good XP, if you are up for a scrap.

Don't forget to pick through the various half-eaten corpses and other remains for sellable stuff and GP.

You'll notice a large locked door at the Northern end of the cavern. But you can't pick the lock or bash down this door.

The Door Puzzle

Your keen observation skills discern four other doors, one in each quadrant of this area. Behind each is a room containing a distinct sign and a lever. And defenders. You have to put together locked door + lever + mechanical noise to get past this part of the cavern.

Once the four locked doors are open, carry on with your explorations. Feel free to slaughter any Kobolds that attack you, but it is not necessary to kill any that don't attack you. (It may even be smart not to do so!)

You will eventually come to a quite big opening with lots of doors off it. Feel free to open, bash and/or loot at your leisure. No one who may be around is likely to try to stop you. Check any half eaten corpses you may see, too. But be careful of the wolves who seem to roam at will.

You will eventually come across a corridor with a sign saying "Master Kobold's Only", but you won't find much going on, indeed much at all through there. Certainly nothing that makes any sense until you have finished exploring the rest of this area.

The Prison

Going along clockwise, you will eventually come to a corridor that with several doors down it. If you take the first door, the Kobolds there are not so laid back as many others have been to this point. There's a reason for that: This is a prison.

The guards will probably attack you as an intruder, you will be entirely justified in finishing off the lot of them. Remember to loot all the bodies, especially the Warden. Once finished with that, you can liberate Klumph, the Master Jumper. He can offer you a way to get to Deekin's 'Master', the much dreaded Tymofarrar if you can negotiate successfully with the Kobold Chief. His chamber is a little farther South past the prison.

The Chief's Cave

You can try to negotiate with Chief. If you haven't been very solicitous of the Kobolds you met before coming to the Nether Mountains, you can expect short shrift. If, however, you have dealt

gently with Hurc and others, you have a chance to use your persuasion and negotiating skills to to work out a deal between the Chief and the Master Jumper that will get you down to Tymofarrar's lair.

If you are not successful, then intimidation is another approach. Or just having at it and then looting the remains thoroughly before leaving this area.

The Master Jumper's Domain

You may have been here before and not seen anything going on. What happens when you go back now depends on how you have dealt with the Master Jumper and the Chief. One way or another, you should be able to get past that massive boulder.

Quests

Blocked Passage

You have to get beyond that big boulder. To do so, you need the *Rod of Power* or you need it used to move the boulder. You can do a deal with (or try to intimidate) the Kobold Chief Arzig. Or you can do a deal with the Master Jumper Klumph. Or you can negotiate a deal between the two of them to open the passage. Or, you can also just kill everything in sight, take the Rod for yourself and then search around for a secret passage to the Master's Lair.

Arzig will negotiate only if you let Hurc or Urko survive earlier. Choose your words carefully because any inappropriate response will cause the Kobolds to attack. If he agrees to arbitration and if you get them to a deal, go and watch the surreal door mechanism in action.

The Nether Mountains - The Master's Lair

Kobold Ice Dogs will attack you after you enter. Past them, there are a few rooms with more in them you have to fight. Farther ahead, you will come to an opening with a pen full of oxen on your left. Pay special attention to them. They are not just pretty faces.

Klonk's Preserve

Farther ahead, you will soon spot trouble. Or it will come to you in the form of "The Freezer," Klonk, a level-one humanoid/level-five barbarian/level-two rogue. And there are lots more ice dogs with him. This is not likely to be a walk in the park for novice adventurers, even those on the verge of graduating from novicehood. If you have ever seen a stampeding herd of bison scared, you may devise an ingenious way to eliminate him and all his minions. Oxen are a lot like bison.

Once the cavern is clear, head to the Northernmost cave, where the "Master" resides.

Tymofarrar, the Master

You can engage Tymofarrar in a quite lengthy and involved conversation. The time will be well spent for an inquiring mind. Tymofarrar will tell you the attack on Hilltop was part of a deal he made with someone named J'Na, who betrayed him and attacked the Kobolds he sent into Hilltop to

steal the items from Drogan. He will offer you a deal - another quest - just because he admires your chutzpah in confronting him.

Don't forget, you also made a deal with Deekin, so you have that issue to resolve too.

You may have a few moral dilemmas here. Do you trust this reptile? Do you like the deal(s) he may offer you? Do you just want to rid the world of his presence? Are you even strong enough to kill him? Decisions, decisions.....

Whatever you do, you should have a look around, assuming you are not so clumsy as to let yourself get caught. There are usually useful and valuable things in Dragons' hoards.

When you are finished talking, assuming you are still alive, he will show you a shortcut out of the caves, back to the Nether Mountains so you can be on your merry way.

Quests

Tymofarrar's Revenge

Tymofarrar wants revenge: the death of J'Nah. He will offer you a reward of your choosing if you accomplish the task. If you agree to kill J'Nah, Tymofarrar will give you a powder (the *Phylactery of Ice*) to help you out in that fight.

If you do a deal with a dragon, you had better get some pretty convincing assurance that it will keep his word. Make sure he swears an oath that really does bind Dragons.

If you return successful, Tymofarrar will give you several rewards. You have several choices of rewards: Free Deekin; Protect Hilltop himself, and/or Leave Hilltop alone. And, you can get some loot, including the Mask. It's a good idea, first, to ask him to free Deekin. Otherwise, you may have to buy the Kobold's freedom at a quite hefty price.

If you were not foresightful enough to get a binding oath, you will need to do some fast talking or some really good fighting.

Killing Tymofarrar sooner rather than later is another possible, but probably foolish, approach to this quest. Success gets you his head, and the Mask, and all his treasure, and a doll that proves to Deekin that his Master is indeed dead. But it doesn't get you the phylactery to deal with J'Nah.

Of course, you may have taken a different route to get to Tymofarrar and have already spoken with J'Nah. In which case, you may already have undertaken to kill Tymofarrar. You can be sure that he will try to make a counterproposal along the lines outlined above. Agreeing is probably a good idea, even if you plan on killing him anyway. (Remember your assessment of J'Nah and the phylactery's usefulness against her.)

The High Forest

You enter the High Forest in its Southwest corner, facing North.

Your good deed to the wounded bear back a bit (if you healed it) doesn't cut much ice with bears or wolves down here. Ungrateful creatures. Still, fur hides are ok for holding off the cold a bit and selling to the next trading post you run across.

If you ran into Deekin, you may remember he mentioned Gnolls. Haven't seen too many of them to this point, have you? You may notice footsteps in the snow as you go. Footsteps usually indicate something else has passed before.

Caves in the Forest

There are several Cave entrances in the center of the forest. If you are easily distracted or maybe don't quite feel a major sense of urgency, you may decide to check them out before following tracks in the snow any further.

This game being what it is, you can expect lots of unsavoury characters, unfriendly animals (some fighting among themselves) and some downright difficult monsters, including Wyrmlings, Skeleton Warriors and assorted other undead. So watch out. But there are also some pretty good rewards if you are handy enough with a weapon and have the strength and stamina to carry on. Either that or a very good grasp on timing your use of Mystra's Ring.

Make sure you go through all remains, boxes, crates and treasure chests carefully. You are going to run into some places that need a special key to enter.

The Hermit – General Merchant and Overall Grouse

This guy talks in circles but doesn't say very much that makes any sense. And he is not very personable, either. He does, however, have a lot of stuff in his shop, and is a convenient place to offload all those skins and other junk you have collected on our way so far. He may also offer to teleport you anywhere you may want, for a fee. And, he has a handy machine if you have any magical items that need recharging, again for a fee, of course.

Deekin

If you have not yet run into Deekin, he may show up somewhere in this area.

Up toward the Northeast, the only place you have not been so far, there is another cave entrance. By process of elimination, this is where those footsteps go.

The High Forest - The Gnoll Cave

You enter this area from the Southwest. If you happen a guard asleep beside a gong, you aren't going to let him get up and ring it, are you? It could be a dinner gong, but that guy sure doesn't look like a butler and a sniff test will tell you no one is doing any cooking.

Your first real dilemma comes at a T junction. Do you go through the door in front of you, or do you head Right or Left first?

A lot of decisions depend on your outlook. Fascists tend to the Right; Bleeding Hearts to the Left. Centrists just go straight ahead. Of course, if you can't open the door ahead of you, it is crunch time. Do you really want to associate with skinheads? Flaming commies are rare nowadays, so the probability is there are fewer unsavoury types to the left.

Whichever you do choose, be ready for a fight. You are still going to meet lots of unfriendlies. These are not Kobolds you're dealing with here.

Assuming you have followed Horace Greeley's advice and gone West, there are fewer route options ahead, so forge on. As always, after surviving a fight, check any and all remains carefully. If you run into prisoners in cells, make sure you gather any intelligence they may have before deciding whether or not to free them (or just kill them).

The Kobold Prisoners

This place is one big prison. Remember the Gnolls took a bunch of the Kobolds who had stolen the magic items from Drogan? If you can find them, you might find out more about what they took and why and where it/they might be. You might even get them to help you out against the Gnolls. How much good they will be to you is another question, however.

The Slaves

If you keep looking toward the Southeast, you will come across a stockade with a bunch of human prisoners. Over in a corner of your side of the stockade, you will see a lever. If you are curious, you will probably want to see what it does. (Remember that door you couldn't open before?)

You should talk to the people inside the stockade to see what you can find out about them and this place. They will at least tell you about other prisoners being held. How you deal with them depends on whether or not you are inclined to treat them humanely. (This has effects on alignment.)

Whatever you do with the slaves, assuming you found out what that lever was for, you might as well explore the passageway to the East. You will no doubt come across more Gnolls and prisoners, both human and animal, not to mention other things.

Glendir

Look out for a poseur named Glendir. He is a spinmaster worthy of the slickest political talking head. Play him the right way and there is a faint chance of some kind of reward.

Gnome Wizard

A Gnome Wizard is hiding out in his cubbyhole. You can find out a bit about these caves if you rummage about his stuff. You will have to kill him first, though.

The Beastmaster

Keep an eye out also for some mistreated animals and the goof doing the mistreating them. If

you can talk to them you will likely find that they are too far gone to be saved. What do you do with dumb animals you cannot heal?

There can't be much left to find now, so plunge ahead.

The Chief's Cavern

You may have noticed Gnolls have more smarts than in any other unfriendlies you have run into except Tymofarrar. Play it right and you may be able to deal with them without having to get into a big battle. Fighting is not always the most profitable way of proceeding.

The Gnoll Chief, Gishnak, is less truculent than that idiot Kobold chief. Be careful, though: Chiefs don't get to where they are by not knowing when people dissemble with them. And if you do, the whole room will attack you. Better to be careful and make a deal. There are, however, conditions. Whether or not they are enforced is something you may or may not be tempted to find out. And as to the deal itself, you can always renegotiate it unilaterally later if you are so inclined.

When you are ready to take on J'Nah, go through the doors behind the Chief and down the rope.

Quests

The Kobold Prisoners

If you kill the warden and get his key, you can talk to Nafeeli, one of the kobolds behind the cell doors. If you plan on fighting the Gnoll chief (or even if you don't), you can enlist the aid of the Kobolds through persuasion or intimidation. You could also just let them go or kill them. They will assist you, should you decide to attack the Gnolls.

The Gnoll Slaves

Kill the Gnolls guarding the slave pen and then open the gate. Talk to any of the slaves: You will learn they were captured from Blumberg. If you decide to free them, you must clear a path to the exit for them. You also choose where they go: Hilltop or Silverymoon. (You can only send them to Silverymoon if Xanos is in your party and if you successfully lie to them about the condition of Hilltop.) They will also tell you that another prisoner (Glendir) is being held in another area.

Rescue Glendir

Glendir is imprisoned in a solitary cell East of the Slave Pen. He'll mostly lie to you, but you can get the truth out of him and learn that he's Fiona's brother. You may also be able get a promissory note from him. Alternately, you can return to Hilltop to see if Fiona is willing to offer a reward for his freedom. (It is likely to be significantly better if you got a promissory note from him.) But you really want to do anything for this sleaze? Think of the aggravation and waste of time!

Consider completing this only after you have done everything there is to do in this chapter. Glendir really is a slime ball, hardly worth the time. But if you speak to Fiona she may offer a paltry

reward if you go back and let him free. You will get a few XP out of it.

The High Forest - The Underground Ruins

Got down alright? What do you see? You know what the rope is for. A dead Goblin, no doubt one of that wizard's minions. And a lever. Look around and you will see a lot of doors. Try them. If they are locked, check out that dead Goblin for clues.

Check out that Chapel-like alcove, too. There is some kind of pool in it. If you can't make any sense of at first, come back later.

The Doors

So, how are you going to get these to open? Might that Lever do something useful? If you pull it, you may notice a beam of colour appears. Notice any other colours around?

The Hallways

Once a door is open, you have to go down the hallway without risking traps. When you get to an intersection, very carefully watch the paths that light up. If you choose the wrong path, it will hurt right away. Don't keep blundering ahead or you will regret it.

The Elemental Pedestals

Each hallway has an elemental pedestal. There is a reason they are there, and it is not just to suggest that you say a prayer. If you want to try anything with any of these, you better be able to cast a Cantrip, or have picked up and kept one or two along the way.

The Elementals

You have to get past these guys to go any further. If you beat them all, you will find that previously locked door (to the Ancient Hall) will miraculously be wide open. If you check your inventory, you may find a token. What will you do with that?

The Magical Pool

Remember that pool you saw earlier? Time to go back now and use your lore skills to see what you can do with the token(s) you have picked up.

The unlocked doorway leads to the Ancient Hall.

The Ancient Hall

You appear in a hallway facing North. If you open the door at the end, you will witness a cut scene in which it quickly becomes clear that J'Nah is not the biggest cheese in the pantry.

You get noticed pretty quickly. In turn, you notice that this is a formidable bunch to take on. Just charging in could be difficult. You should try your negotiating skills first, to see if you can achieve your objectives that way.

One of the first rules of negotiating is to know your opponent and determine what his or her real objectives are in the negotiation. You have to be careful, however. If you are obvious or delve too much into personal areas, your opposite number might just decide to dispense with talking and have at you without further adieu.

If you hear J'Nah out, you are going to have to make a decision about where your loyalties lie. Remember you have a deal with Tymofarrar.

Of course, you may have it in the back of your mind that neither of the two merit any loyalty. Should you come to that conclusion, remember that Tymofarrar gave you that phylactery to increase your chances against J'Nah. Do you think he is the only one to have such a thing? Are you devious enough to find that out before deciding what to do next?

Whatever you do, prepare yourself for a big fight. None of these characters is going to roll over for you. If you survive, don't forget to go through all remains, crates, barrels and chests. You know there has to be at least one of the items you are looking to recover here.

You have two ways out. One is the way you came in. That would give you the opportunity to loot the Chief's hoard. (As a reward for ridding him of J'Nah, of course.) On the other hand, if Tymofarrar had a means of fast exit from his lair, J'Nah may have had one too. Apart from loot, that would be a good reason to look around carefully. If there are any survivors hanging about, perhaps you can persuade it/them to show you where the fast exit is.

Whichever you choose, when you get back to the High Forest, you want to get back to Tymofarrar. He promised you a reward if you killed J'Nah, didn't he? And he still has one of the magic items you have to take back to Ayala. And you still have the deal with Deekin.

Quests

J'Nah's Request

J'Nah (a Level 12 sorcerer) wants revenge on Tymofarrar. If you agree she will give you something (like the Big T gave you) to help you beat him.

But remember that neither of these characters is particularly trustworthy. Even if you were to kill Tymofarrar for her, you will most likely end up fighting J'Nah. So it is probably not a good idea to fight either unless you have the phylactery from the other. Having the Gnolls on your side is certainly a help against J'Nah.

The Nether Mountains & Tymofarrar (Again)

You should not have any difficulty finding your way back to Tymofarrar. Some of the Kobold Commoners who were quite quiescent your last time through may get a little bolshie this time around. No doubt, you will be able to deal with them swiftly and easily.

Tymofarrar may not believe you at first when you tell him you have dealt with J'Nah, but should come around quickly enough. Then it is time to go into serious negotiating mode.

What do you want from him? First, you have a deal with Deekin to deliver? Second, you want the Mask stolen from Drogan? Third, you may wish to protect Hilltop from future depredations by this scoundrel?

Even if you were get all those things from him, can you really trust him to live up to his commitments for the foreseeable future? What you have in hand, you have in hand, but Dragons are notoriously untrustworthy. And, after all, he is a Dragon and so probably has a lot of good stuff in those chests.....

Assuming you have got Deekin's freedom, it is time for you to find him again. Or maybe, before that, you want to go find a merchant and unload all the loot you are carrying around. Also, is there any point in carrying around the things you have that probably would best be back with Ayala?

Do you remember the fast way out from before? Or, do you still have your *Mystra's Hand* and a spare Crystal. That sure is a fast way to travel. And it is easier than slogging through ice, snow and freezing rivers.

Whatever you did with Tymofarrar and whatever you did afterward, if you have not yet found Deekin remember he said he would be in Blumberg. So you had better head there.

Blumberg

You enter Blumberg facing North. One of the first things you see is a man on his last legs. He will tell you the obvious: The town was overrun by Gnolls who took most residents as slaves and killed everything else. You can heal him of his wounds and he will be eager to help clean out the Gnolls that are still about. Unfortunately for him, they still have not heard of your non-aggression pact with their Chief. And they shoot to kill quickly.

After you have cleared the area of hostiles, you want to find Deekin. He said he would be and has his part of your deal to deliver. If you have his freedom from Tymofarrar (one way or another and have dealt effectively with J'Nah, you will find him very accommodating and cooperative.

If, however, for whatever reason, you have not yet killed J'Nah, you are going to find it very difficult to get that statue he promised you. His self-preservation instinct is just too strong.

Chapter One Conclusion

When the last of the artifacts in hand, it is time to return to Drogan's farmhouse. Drogan will be revived, and you will soon get your next marching orders. Good luck: Off to find another codger named Garrick in order to learn what that crystal inside the broken statue means.

Before going, however, take some time to sell off whatever unwanted loot you carry and stock up on anything you think you might think you need or want in the next while.

When you are quite ready to take your life in your hands again, tell Drogan.

The Interlude

You arrive in a cut scene on the trail with Katriana's Caravan.

Caravanserai

Katriana is quite handsome as Halfling women go, so you will probably want to take an early opportunity to get reacquainted. How happy might you be to see Daschnaya again, too?

When Deekin shows up again, consider him as a henchman. If you are still a relatively inexperienced adventurer, you may just want that a henchman of proven competence. On the other hand if you confident of your own abilities and just want a companion with occasional surprising resourcefulness (or just comic relief), Deekin might be your ticket.

Note before you set out that you have graduated from Drogan's tutelage. You no longer have the student safety net of the teleport ring.

The Caravan Camp (I)

Keep a wary eye out, though, this is the desert after all. And there are all kinds of creepy crawly unfriendlies out there. Before you know it, they show up and have abducted your guide, Zidan. You are unlikely to get very far in a desert without a guide.

And guess who is best suited to finding him. There does not much in this desert outside the camp, but the nearby burrows appear to be your only way to go..

The Stinger Caves

This place is definitely not for claustrophobes or weak sisters. Stingers are not easy monsters to fight and they come at you in small hordes. They set booby-traps, too. They are not Kobold stupid. The rewards plundering their stores and dead bodies can be quite satisfying.

An area with doors wide open is known as 'Manticore Alley'. Do I need to explain why? At some point you may wish you still had that Mystra's Hand. Once past Manticore Alley, you can find a Treasure Room. Watch carefully for traps.

If you get heavily laden with treasure you can always go back to the camp and sell it to Torias. He is always glad of some more stuff to black market.

The Stinger Temple

Down another level, you may eventually hear someone yelling for help, it is probably Zidan, at last. Expect lots of Stingers and Undead to come at you just as you are thinking you should investigate. If you see Zidan on an altar, it would be naïve to assume they have the best of intentions toward him.

If you survive these monsters and save Zidan from a fate worse than death, you will find a portal behind the altar. It is a short cut. You can try out or just go back the way you came.

The Caravan Camp (II)

Once back at the Caravan, speak to Katriana if you want any kind of recognition, let alone reward. She may only be a Halfling commoner, but she is forever a royal pain in the butt. Still, insist and you can get yourself suitably rewarded. If, instead, you have a thought for Zidan, you can get an alignment shift to Good.

You will likely find that Torias is sulking or drunk and not willing to do business. If that is the case, give Daschnaya a try. She, at least, is a mature adult and has a stash of her own. Also, if you have lost anything in your travels, she has a pool like the one back at Drogan's where you can sometimes recover such things. She also still tells fortunes and knows a bit of local history.

The management of this Caravan is not the most organized. The next thing you know you are likely to find yourself out in the middle of the desert with your water supply virtually exhausted. Not only has Katriana failed to lay in enough for this trip, she has also exacerbated relations with the Bedine to the point where they will not let her or her caravan anywhere near the closest oasis.

So it is up to you, once again, to get the Caravan back under way. You might think of joining the diplomatic service, if there were one.

Quests

Identify the Crystal (Main Quest)

Find Drogan's friend, Garrick Halassar, and identify the artifact found inside the tower statue.

The Missing Guide

Zidan, the Bedine guide was abducted during your fight with the Stingers, you need him to go any further in the adventure. You have to explore the area immediately surrounding the caravan to find where Stingers may have taken him. Following footsteps is good general tracking practice.

Oasis of the Green Palm

This is somewhat more complicated than simply using diplomatic skills to bargain for a few barrels of water. Before you can get the taps turned on for the Caravan, you have to get them turned on for the Bedine.

The Bedine Camp

Farther up the road from the caravan, you come across a Bedine camp under attack by Zombies. If you wade in and help out, you can ingratiate yourself enough to make your diplomatic mission a bit easier.

Ali Ibn-Musid, the Bedine leader, is the one to whom you want to speak. When you do, you will realize that your quest for water has got a lot harder. The oasis is dry, and the only way to turn the taps back on is to dispose of some big bad Undead guy and his legions of minions.

With some smooth talking (and discreet muscle rippling on your part), Ali may conclude that you are the answer to their problem and make an offer you won't want to refuse. If so, he will also offer some tactical suggestions as well as strategic background intelligence.

The Catacomb of Al Rashid

If you paid attention to Ibn-Musid's tactical advice, your first stop is the Crypt of Al Rashid.

Unfortunately, it's not likely to be just a matter of seeing off the monsters. You are probably going to have to use your head, as well as your body, to get that tomb open. Luckily, you probably have everything you need around you there to accomplish that minor task. That is, once you figure out what it is you have to do. There is some good stuff to find that will stand you in good stead against the Unfriendlylies you are likely to face in a bit.

The House of the Morninglord (I)

As you move forward, Remember that leaving monsters at your back is not good adventuring practice. If you listened carefully to Ibn-Musid, you will know that, if you survive, you are going to come have to back here later. Better to kill any monsters now and to rest up before proceeding rather than coming back, perhaps weakened, and have to fight once again.

When you are done, properly equipped, rested and ready, it is time to find Kel-Garas

The Tomb of Kel-Garas - Anteroom

This place is creepy: Ugly statues and pillars covered with runes. If your Lore skills are good, you can probably read them. If you don't like the look of the statues, feel free to attack them. If nothing else, that will make you feel you are off to a good start.

Farther in, if you are not the least bit suspicious or wary, you should be. There are traps and zapping statues, Skeletons and Zombies lying in wait at every step of the way. If you have good spotting skills, you should look for secret doors that will let you get the drop on would-be ambushers. These guys play for keeps. So should you!

When you've cleared the room, look for doors. On one side, is the resting chamber of four evil priests. Feel free to loot their sarcophagi. But be prepared to fight hard for whatever you might find. Lots of good loot here, especially if you are of the Monkish persuasion.

Behind the door on the opposite side, you may hear a lot of shuffling and moaning. Rest or potion up before charging inside. The Zombies are indeed having jamboree and don't take kindly to interruptions.

When you are quite done in this area, rest up before going on. You are likely to need all your

strength as you go on. Remember, the easy Unfriendly's are always the first you encounter. [Yes, all those you have met to this point have been easy.]

The Tomb of Kel-Garas - A Succession of Traps

Behind another couple of Gargoyles is an innocent enough looking chamber. There are only some Minotaur Statues. Statues or not, it is best all around to stay away from them and move ahead fast. Focusing on the statuary is not a good idea because, before you know it the insect hordes normally associated with livestock will beset you. And, you will need good spell resistance to avoid being slowed down by the evil in this tomb.

Once past the minotaurs, you have to find a way to get past halls of fireballs. There a couple of a couple of levers in one or two places that may give you a chance if you can figure out what they do. And if you can run fast enough. Alternatively, you can search for a secret door. Secret doors exist for a reason. Going through one may be marginally less fraught with danger.

If you are a Paladin, this is your lucky day. You can make out something that no others are able to see: A door to your right. Lucky, of course, is a relative term. The Elders of the Divine Fist don't rest easy if you desecrate their tombs. Neither does their Superior, Master Zaar. None of these guys are pushovers. So be ready to fight hard if you go this way.

No rest for the weary. Past the fireballs, skeletons and dead monks is a large room is full of booby-traps and Undead. The smart adventurer lets the slow-moving monsters come to him/her and kills them as they come. Once done, you can defuse traps and loot chests at leisure.

Beyond this room is a hallway leading to another door. Emanating from the room behind it is a VERY evil aura. You will need powerful offensive and defensive spells and good weapons and armour against Undead in this chamber. Battle over, make sure you check the remains carefully. Something had to be responsible for the shivers you felt approaching this room. Make sure you check all the walls with you best spotting skills as well.

Then, rest up, and go ever onward. Be careful though. Any time you have seen Gargoyles in this place, what has that meant? Zaps and traps!

The Tomb of kel-Garas - The Jergal Worship Area

Coming down the stairs, it is hard not to see before you a large statue and behind it an Altar. The statue is that of Jergal. It has no redeeming artistic quality but its eyes (clearly jewels) have some value. If you loot it, be prepared to fight. And fight hard. Afterward, look for a secret door.

If you don't see the secret door, you will undoubtedly notice the two walkways off to the sides of this area, leading to doors. Following one or the other requires good Spot and Trap Disable skills. Are you sure you couldn't find a secret door?

Assuming you managed to get through one way or another, you will see Kel-Garas with a coterie of Warrior minions. No 12th-level cleric/battle priest with lots of powerful spells going to be easy. Get at him as quickly as possible yourself and leave his minions for later or to your henchman.

Once the fighting is over, loot everything in sight and get out before the tomb crumbles. You can run for the exit or take a quick look around to see if there is a faster way to get out.

The House of the Morninglord (II)

Once out, get your deal with Ibn-Musid done as quickly as possible and get on with your main quest. All you have to do is put the Rod of Blight on the Altar for Lathander in the House of the Morninglord to get the water flowing again. Easy, right? Unfortunately, Kel-Garas does not go away quietly. You are going to have either another hard fight or some hard decisions about loyalty and the value of your word once given.

Make sure that you speak to Ali Ibn-Musid when the dust has settled to conclude your bargain with him. And, don't forget to look in the Altar to see what has become of the Rod of Blight.

Your next move is to return to the Caravan to receive your hero's welcome. Katriana will likely just want to get underway, but don't let her push you around. This is a chance to sell excess loot. And if you are not happy with your henchman, you can choose an alternative from those standing around cleaning their fingernails.

When you are ready, let her know.

Quests

The Rod of Blight

Kel-Garas has a Rod that is the repository of his power. It is up to you to get it and then place it on the Altar to Lathander in the House of the Morninglord. Pay attention to Ibn-Musud's key tactical suggestion about the Catacomb of Al Rashid.

The Ao Encampment

Before you know it the Caravan has arrived at where you get off. Whether or not you made friends with any of the Halflings, you should say goodbye to everyone before you go off to find Garrick. Torias may ask a favour. (Some wine the Aolians will not sell to him). The Caravan is not going off any time soon, so you can come back and visit any time.

Meet the Locals

At the Ao Encampment gate, the guard is very talkative, very cooperative and very informative.

Musharak the Hobgoblin is a merchant with some decent items for sale. He is resourceful and will offer to find you something really quite special if you can get him to talk freely and, of course, afford to pay for it. He can also tell you a lot more about the Ao wine that Torias mentioned, and his own interest in it. He wants to be able to retail it. (Local licensing laws date back to prohibition.)

Jasmeena is a Druid who makes all the Ao wine, but supplies it only to the Aoists for reasons

rooted in her past. She might be amenable to other arrangements if the right conditions are met.

The Temple of Ao - Garrick

Garrick is the reason you are here. He is, however, in bad shape. But if you want to be able to talk to him, it will be up to you, and you alone, to improve his situation.

The Temple of Ao - Valana

Valana has been attempting to nurse and heal Garrick. Unsuccessfully. Your bringing him back to the land of the living will cause her a life crisis of confidence. If you are a Cleric or Paladin with any sympathy for her plight, you might be able to help her find her way.

The Temple of Ao - The Minister

This guy is the head honcho around here and no trade deal gets done or agreed without his say so. He is, fortunately, quite reasonable to negotiate with, and easily follows good business logic. You may be able to act as an intermediary, assuming all parties make appropriate concessions. (If that doesn't work, intimidation or outright theft may. But with consequences.)

He is also quite happy to discuss his religion and like all preachers, welcomes converts. Especially wealthy ones. Who knows even you might even decide to convert, but there is always some sort of test.

Temple of Ao – The Acolytes

These pilgrims have been seeking something they have yet to find. Should you pass the cult entrance test there might be, you might impress even the apathetic followers of Ao. Not only that, they might believe you are the answer to all their prayers. If so, they will clamour for your attention. What have you got to lose by speaking to them? You may even have something special to gain from each. Bear in mind, these Aoists are quite jealous so you might not be able to satisfy all of them.

When you're finished in the Temple, it is time find the entrance to the Valley of Winds.

Quests

Ao Wine for Torias

You may have noticed that Torias drinks a bit, so it won't come as any surprise when he tells you that the Aoists won't let him back in their Settlement and asks you to try to get him a bottle of Ao wine for him. You can certainly try to do so. He is in bad enough shape that he would be very generous in gratitude. On the other hand, you could try to talk him into giving up booze altogether. He – and the Caravan – would be a lot better off if he went on the wagon. (But do-gooders do tend to annoy and their efforts often go unappreciated - and under rewarded.)

Ao Wine for Musharak

Musharak will ask for your help in securing the right to sell Ao wine. You can try to persuade the Minister to accept a deal with Musharak. Both have to be made to see it is in their mutual interest. The Minister can be persuaded if the cult benefits or Musharak adopts the Ao religion. But Musharak has to agree to share profits or else prove his conversion. It's tough being a mediator.

Jasmeena's Offer

Jasmeena will supply wine for Musharak if you can persuade or intimidate him into providing the Bedine with necessary supplies for free. You cannot do both this negotiation and the negotiation with the Minister in the temple.

A Reason for Living

Since converting to Ao from her former faith in Lathander, Valana has failed to help or to heal any patient and faces a crisis of faith. Such a crisis is usually only resolved by rediscovering one's old faith or finding a new philosophy that gives one's life a purpose. She needs the counsel of a Paladin or a Cleric to help her rediscover her faith or to find a new one.

The Valley of Winds

Whoops! Some steep steps here. And no handrails!

Well, this is certainly named aptly. There is not much here, though, except for gusting wind, empty tents and a whole lot of dead bodies. You understand just how lucky Garrick was to escape, even with his life hanging on a thread.

Argh! More steps without a handrail.

The Excavated Ruins

Lots of dead workers down here, traps and Slaads of all colours, too. You have three directions in which you can go. Take your pick.

Some of the rooms down here contain pull chains. If you are curious, go ahead and pull on them a few times. But be wary of falling rubble and only puny compensation for injuries. On the other hand, you never know, you might find something good in the rubble.

Among the rooms in this place, there is one with an orb on a pedestal. Possessed of sufficient Lore and Intelligence, you should be able to decipher the runes on the pillar behind it. Possessed of sufficient appropriate spell scrolls or skills, you should be able to create a useful (or valuable) item.

In another room, you will come across a Shield Guardian fighting a bunch of Slaads. It may think you are a fellow Guardian. You can talk to it but if you get too inquisitive about his "Master" (a skeleton on the floor behind him), or if you try to loot the skeleton, the Guardian will attack you.

So how many times in this adventure have you not rifled through a skeleton or a corpse? Are you really thinking of walking away this time? On it the Master's remains is something you will definitely need as you proceed.

And, as you proceed, Keep an eye peeled for secret doors. If you find the door to the room of the Stone Sphinx, be ready for basilisks: The deadliest creatures you have yet had to face. If you have learned protective spells and/or have laid in a stock of protective potions, you won't likely be sorry you went to the trouble to acquire them.

When all is quiet in this chamber, check on your henchman. Is he/she still around? If so, is he/she still speaking to you? If you took the time to check out the Master's remains, you have the wherewithal to loosen him/her up. Ditto for the stone Sphinx statue. It is worth a try: You may even find a live Sphinx grateful, informative and rewarding, assuming you humour it.

Having spoken with the Sphinx, you will have an idea about what to do with what you find in the next room. In it are a strange machine, a couple of urns and half a dozen pillars filled with runes. If you didn't pay attention to the Sphinx, you have to try and decipher those runes. You should do so in any case, in order to open up all your options. If you have been assiduous in your looting, you may have the inputs you need to produce what you want from that machine. Care in selection can produce a quite useful item for the fights ahead.

Looking around the Great Hall, you will see ant-like creatures roaring out of a hole and fighting Slaads. If you think of taking a side, don't expect thanks from either. Unless you have lots of HP and want XP, it is not a good idea to take sides until both are depleted enough for you to take them all on easily.

The Formian Hive

Once all the monsters in the Great Hall are dead, you can take a closer look at that big hole. Descend and you will be faced with repeated attacks by Formian warriors. Eliminate enough of them and eventually they will decide to cease attacking. When that happens, you can proceed unhindered to speak to the Queen. Hear her out and you have an opportunity to gain a potential ally. When finished with your interview with the Queen, you can backtrack to the Great hall.

Alternatively, you can clamber up a couple of boulders in the Queen's Chamber. That will take you to a chamber where two Minogons stand guard. These guys are definitely a challenge, but the rewards are commensurate with the risks.

Whichever way you go, you will find that the big door in the Great Hall is now open to you.

The Portal Precinct

Shortly after entering, you happen on a cut scene featuring that Hooded thing you saw with J'Nah. Quickly, your presence is noted and you are faced with an onslaught of Slaads and more being conjured up by the second. This is another real challenge and you will soon find yourself glad of that deal with the Formian Queen. If you did it.

After disposing of the Slaads, you will find that the Hooded thing has disappeared. But, take heart, Drogan has recovered sufficiently to join you. A tad late to be of any help, but who knows? You will find he brings bad news: That Hooded thing, Heurodas, is behind all the bad things that have been happening.

Heurodas has been searching for Mythallars, the crystals that made it possible for the dead city of Undrentide to levitate. She has disappeared ahead of you through a portal that is now closed. Drogan will try to open the portal with various spells. But if you wait for him, you will wait forever. Assuming you notice a pedestal with a crystal ball on it, you should check it out. Look closely and you will figure out how to open the portal by yourself.

If you do that, it will be only for a moment and almost immediately the portal will begin to collapse. Drogan will sacrifice himself to give you enough time to go through the portal after Heurodas. But he will not accompany you: The effort to keep the portal open finishes him. You are on your own again.

The Netherese Ruin

Through the portal, you have passed the point of no return, arrived lost amid another bunch of ruins and statues. It might cross your mind to use a Stone to Flesh spell or that Ointment you got back in the Excavated Ruins, but think again. None of those statues looks particularly friendly.

Making your way along, you spot Heurodas up top of a stone structure. And she is not running away or disappearing. You think: Now to deal with her once and for all.

Dream on.....

Chapter Two

A cut scene opens with Ashtari finding a statue and taking it back to their master. You regain consciousness, sensing a big guy chastising workers and then looking you over. He puts around your neck something that slowly brings you back to normal. Sort of normal.

UNDRENTIDE - ENSLAVED

Undrentide - Central Core

Once you can move again, you get to meet Ashtara, a slaver and your new master. He is not much impressed with your chase after Heurodas. If you want any hope of getting free, you have to dispose of ten Golem Guardians so he can loot the Undrentide ruins.

Your least bad option is to try to get the Golems as fast as you can, get free and get on with the chase. Note that he is very cagey about promising your freedom. You have little choice but to accept the freedom of movement you have and be grateful that he allows you to unpetrify your henchman.

Exploring the central core, you find in the Temple of the Winds a magically blocked off

stairway and at least one of the Golems. Note that any Golem you may meet says something about visiting Northwest Vizier Street. If you find Golems too hard to handle, you should check that out before beginning any confrontation.

The North Fragment is your next destination

Undrentide: Golem Hunt

Assuming you managed to get to the Golem Emporium in the Northwest part of this area, you meet with the Stone Butler. He has a long history in the City of Undrentide, and is one very helpful and informative character if you discourse with him intelligently and sympathetically. He knows where all the skeletons are buried, so to speak, and how to get into where Heurodas is hiding.

He will even, again if you discourse skillfully and sympathetically, tell you of how his master was able to control the Golems when necessary. Only don't let him see you going for the Golem Maker's ring. If you do, you are likely to have one BIG fight on your hands.

The Golems, you will find, are located in every fragment of Undrentide. Plus a lot of other not very friendly creatures you will encounter. You will want to make sure you have the Golem Maker's ring properly equipped and use it before engaging any of the Guardians. You will very likely find that you have to retreat often to safe spots in order to rest and recover from injuries, your and/or your henchman's. You will also note that there are doors in every fragment to which you cannot get access.

Once you have tallied the ten Golems, go back to Ashtara for your reward. You will quickly find he does not relinquish possessions easily. If he won't remove the collar, at least get him to let you move around freely and behind those locked doors in each fragment. That way you can get at Heurodas. (And, think about coming back to give Ashtara his just desserts later.)

Did you learn from the Golem Butler how to open access to the magically barred staircase in the Central Core? If so, you understand you still have a lot to do to get that that Ark in the Temple of the Winds to work. He told you exactly where you have to go to get the Winds and it is a pretty good guess that they are to be found behind those locked doors. Better get to it.

UNDRENTIDE - CHASING THE WINDS

The East Fragment - The Great Library

Libraries are great places: Repositories of knowledge; Loaded with nuggets galore to salt away for future use; Perhaps even to surprise and entertain your grandchildren. Searching the stacks, you find a lot of dross, but the search is often the best part of the fun. Notwithstanding the dust and other things that get stirred up.

Visit the restricted reference section way at the back. Getting in isn't easy, but certainly worth your while if you are looking for a satisfying adventure story. Stories about Beggars and Love are not necessarily sappy, nor happy. But, you can always try writing them differently if you don't like the way they go.

The Beggar's Love – The Landing

Welcome to the world of live stories. Discourse skillfully with whomever you meet. You have a chance to pick up some good armour if you need it. Or other stuff, too.

The Beggar's Love – The Unholy Temple

Get ready for a big fight. Priestesses can be nasty, not to mention the Grand Matron and assorted hangers-on. If you survive your encounter, make sure you search the Grand Matron's corpse. Particularly if you write, or rewrite, a love story.

If you haven't discovered it already, you will soon realize there is no way to go but forward.

Karsus's Hell

Hot in here, Wot? When you see an old guy under attack, go to the rescue. Once you have seen off his besetters, discourse at leisure. You, as an aspiring writer, would find it worth your while to read out what he has written.

Of course, if you are blood-thirsty thug you can always see the geezer off as well. But then, you never know what you might miss out on. Or, you could be stuck in this place forever. On the other hand, you might not, assuming you have a curious bent and are a diligent looter.

A New Writer Emerges on the Literary Scene!

Back in the Great Library, you can begin writing your break-out piece. You have everything you need: Ink, Quill, even a completely blank book.

But hold on a minute. What did you think of that story with the cripple and the beauty banished to the nunnery? Didn't end well, did it? Not very satisfying, was it? Think you can do better? Maybe you should try rewriting. Surely, with your life experience, you could improve it. To my mind it is always more satisfying to see things end happily: Couples united; Irredeemable sinners redeemed; and Good deeds rewarded with new allies

The Wise Wind

Whichever setting you choose, you are going to have to fight to catch and possess the Wise Wind. Karsus and William should help finding and having at it whenever it teleports away from a fight.

The North Fragment - The Crypt Tower**The Crypt Tower, 1st Floor**

With a name like "Crypt Tower" you have to figure there are going to be lots of Undead come alive in this place once you disturb it. Look for where they are coming and destroy their spawning locations. Also be careful of traps: There are lots.

The Crypt Tower, 2nd Floor

This is a somewhat easier go: All you have to do is avoid stumbling into the lamenters. If you see a lever, you should know what to do with it.

The Crypt Tower, 3rd Floor

This is a perpetually fungible maze. It is up to you to figure out where you want to go and how. Note the presence of unfriendly skeletons, golems. You can see two doors at the North end. That is where you want to end up.

If you need a rest, look to the Northeast chamber. Pay special attention to the Thrones and choose carefully.

The Crypt Tower - The Hall of the Dead Wind

The Dead Wind guy looks easy. All you have to do is get at it through its protective shell. Notice that its force field pulsates? When do you think is best to land a blow? But watch out for those zombies coming at you. Hope you have a good, protective henchman to cover your back. Maybe even some summoned creatures. Pick up the Dead Wind when finished and go on your way.

The West Fragment - The Arcanist's Tower**The Arcanist's Tower, 1st Floor**

You may have run across a book of not very good poetry at some point in your travels. This is your opportunity to meet the author. While a pretty ratty individual, he can give some insight on how to go on to the next stage of your quest.

Dagget Filth is atypical rat: Mouthy, Vicious, Surly. But you might want to think twice before deciding to exterminate him if you are not a really good exterminator.

The Arcanist's Tower, 2nd Floor

What a place: No bridges from anywhere to anywhere. Lots of Shadovars coming out of portals. If they can do it so can you. But you need to kill off a Shadovar to get its teleport stone.

With determination and probably lots of experimentation, you can reach the stairs up. You will catch on sooner or later that you have to pass in and out of the Plane of Shadow in order to do so, however.

The Arcanist's Tower, 3rd Floor

This is the inner sanctum. The head honcho is one big brute and he still has lots of minions to throw at you. If you do survive and polish it off, the you will find his butler will change allegiance without compunction.

The Central Core - The Temple of the Winds

Here we are again in Margaritaville! Feeling good? Found your long lost shaker of salt? If you have been paying attention to all of the clues that Golems and such have given you, you will know what to do. Put the three Winds in the empty ark and watch the way to the stairs open up for you.

The Temple of the Winds, 1st Floor

Pull a chain to get across the chasm. There is not a lot here but some good loot, booby-traps galore, and, of course, monsters to fight.

Before leaving this area, you should understand there is no going back. So, make sure you have all the healing and magic spells you think you might need. None of the characters you are going to meet is nice.

The Temple of the Winds, 2nd Floor

Take a good look at your map. This is no easy puzzle, but you have to work it out to get on to the Chamber of the Mythallar and Heurodas.

There is a lever that had to be activated in each quadrant. And, you have to work out how to lure that big, fire-breathing tentacle thing away from the centre area so that you can move from one sector to the other without getting roasted. Good thing it likes meat and that there have been a lot of unused sacrifices at strategically placed altars.

Once you have all four levers thrown, the way to the Chamber of the Mythallar is clear.

UNDRENTIDE - THE CHAMBER OF THE MYTHALLAR

This is what you came for: The final fight with the medusa Heurodas. Drink your potions, prepare your spells get all your weapons and armour properly equipped.

Remember this monster likes to lull you and draw your attention to her by talking. Don't fall for it!. Let your henchman do whatever is necessary to distract her while you go about destroying the crystals. As long as they are intact, Heurodas cannot be destroyed.

You probably won't have the time to disable traps protecting the crystals. Hopefully you have a lot of HP, as well as restorative potions and/or spells you can use fast enough to enable you to finish.

* * *

All done? Congratulations on your accomplishment. Your name will live on in lore forever. (At least until the next hero comes along.)

Annex 1 - Maps

Chapter 1

1. Drogan's Farmhouse



Downstairs



Upstairs

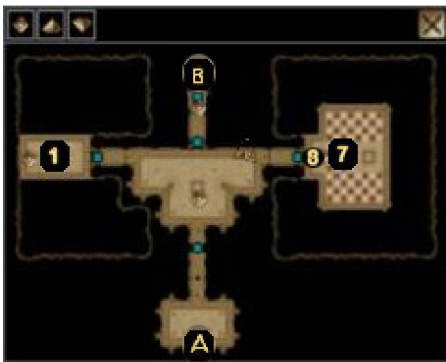
- 1 - Your Room
- 2 - Room of Doorna Trapspringer
- 3 - Empty Room
- 4 - Room of Xanos Messarmos
- 5 - Room of Mischa Waymeet
- 6 - Drogan's Personal Chamber
- 7 - Master Drogan, Ayala Windspear, your fellow trainees
- 8 - Divining Pool
- 9 - Kitchen
- 10 - Drogan's Laboratory

2. Hilltop (West)



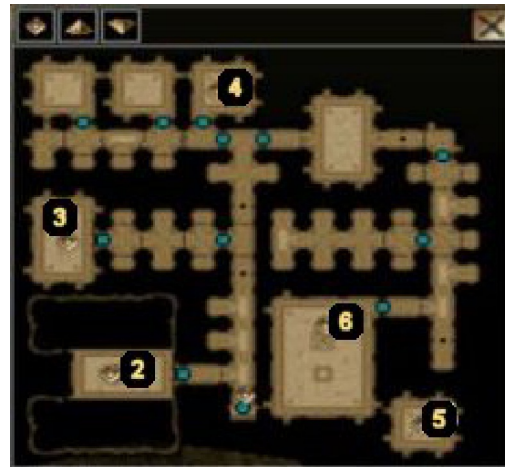
- 1A - Drogan's House
- 1B - Drogan's Barn
- 2 - Ransackable Houses
- 2A - Toman Bross's House / Szaren's Trading Enclave
- 3 - Ayala The Herbalist
- 4 - The Bubbling Cauldron
- 5 - The Community Hall
- 6 - The Smith
- 7 - To/From Hilltop East

5. The Elven Crypt



Upper Level

- A - To/From Foothills
- B - To/From Lower Crypt



Lower level

- 1 - Statue of Corellon Larethian
- 2 - Nimaldor
- 3 - Spider Lair Upper Level
- 4 - The Lost Sword Quest
- 5 - Secret Room
- 6 - Kobold Leader
- 7 - Cloak Of Ascelhorn
- 8 - (Paladin Stuff - If you are a Paladin)

6. The Nether Mountains



- 1 - The Orc Cave
- 2 - The Kobold Caves
- 3 - To/From the Foothills

7. The Kobold Caves



Upper Level



Lower Level

- 1 - To/From The Nether Mountains
- 2 - Cave Puzzle
- 3 - Prison
- 4 - Kobold Chieftain Outer Cave Area
- 5 - The Master Jumper's Domain

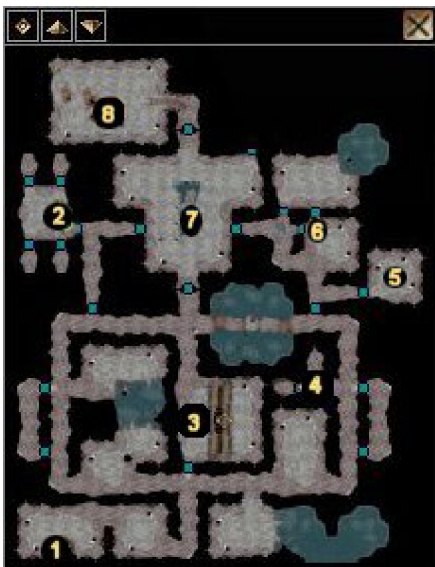
- 6 - The Master's Defenders
- 7 - More Defenders & a Herd of Oxen
- 8 - Tymofarrar



8. The High Forest

- 1 - To/From Foothills
- 2 - Cave Networks
 - a - Bandit Leader's Lair
 - b - Bear Cave
 - c - Orc & Bugbear Cave
 - d - Dragon Hatchery
- 3 - The Grumpy Hermit
- 4 - To/From the Gnoll Cave

9. The Gnoll Caves



- 1 - To/From the High Forest
- 2 - The Kobold Prisoners
- 3 - The Slave Pen
- 4 - A Sleazy Prisoner
- 5 - Sorcerer's Hole
- 6 - Beastmaster
- 7 - Gnoll Chieftain
- 8 - To/From Underground Ruins

10. The Underground Ruins - The Maze



- 1 - Rope to/From the Gnoll Caves
- 2 - The Magical Pool
- 3 - A Goblin Corpse and a Lever

- E - Elemental Pedestal
- WE - Water Elemental
- AE - Air Elemental
- EE - Earth Elemental
- FE - Fire Elemental

- 4 - To/From the Ancient Hall

11. The Underground Ruins - The Ancient Hall

- 1 - To/From the Maze

- 2 - J'Nah. And Some Others
- 3 - Azith, J'Nah's Familiar



12. Blumberg



- 1 - To/From Hilltop
- 2 - Dying Man
- 3 - Deekin's Shop

The Interlude

1. The Anauroch Desert



- 1 - The Halfling Caravan
- 2 - Daschnaya's Wagon



- 3 - Stinger Burrow Openings
- 4 - To/From Stinger Caves

2. The Stinger Caves



Upper Cave

- 1 - To/From Burrows
- 2 - Manticore Alley
- 3 - Treasure Room



Lower Cave

- 4 - To/From Upper Cave
- 5 - Stinger High Priest
- 6 - Portal To Upper Cave

3. The Oasis of the Green Palm



- 1 - The Caravan
- 2 - The Bedine Camp
- 3 - The Catacomb of Al-Rashid
- 4 - The Tomb of Kel-Garas
- 5 - The Temple of The Morninglord

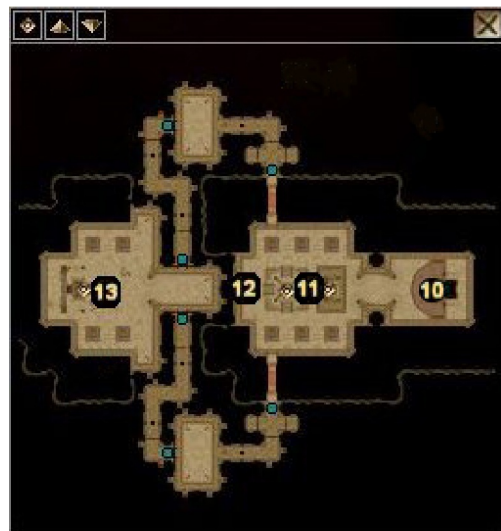
4. The Tomb of Kel-Garas



- 1 - Anteroom
- 2 - Boardwalk
- 3 - The Priests' Crypt
- 4 - The Zombie Jamboree
- 5 - Minotaur Hall
- 6 - Tough Choices
- 7 - The Elders of the Divine Fist
- 8 - Skeletons Galore Outer Tomb
- 9 - Skeleton Blackguard
- 10 - To/From Inner Tomb

Tomb

- 11 - Jergal Worship Zone
- 12 - Secret Passage
- 13 - Kel-Garas



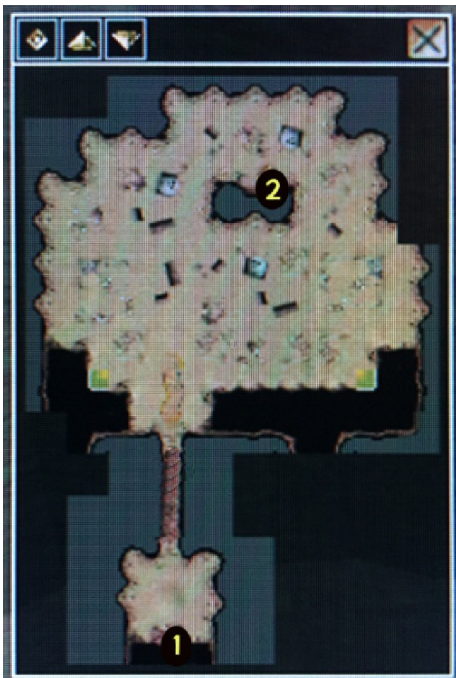
Inner Catacomb

5. The Ao Encampment



- 1 - The Caravan
- 2 - The Gate Guard
- 3 - Musharak, The Hobgoblin Trader
- 4 - Jasmeena, The Vintner
- 5 - The Temple of Ao
- 6 - To/From The Valley of the Winds
- 7 - To/From The Desert (No entry)

6. The Valley of the Winds



- 1 - To/From the Ao Encampment
- 2 - To/From The Excavated Ruins

7. The Excavated Ruins



- 1 - To/From The Valley of the Winds
- 2 - The Spell Orb
- 3 - A Room with a Chain
- 4 - The Shield Guardian
- 5 - The Stone Sphinx
- 6 - The Strange Machine
- 7 - The Great Hall: To/From the Formian Hive
- 8 - The Hidden Minogans
- 9 - The Portal Precinct

8. The Excavated Ruins - The Formian Hives



- 1 - From/To Great Hall*
 - 2 - The Juvenile Queen & To Hidden Minogans*
- * = Closed after passing through if you do the deal with the Queen

9. Post Portal - The Netherese Ruins



- 1 - Past the Point of No Return.
- 2. Statue
- 3. Asabi Warriors
- 4. That Hooded Thing (Heurodas).

Chapter Two

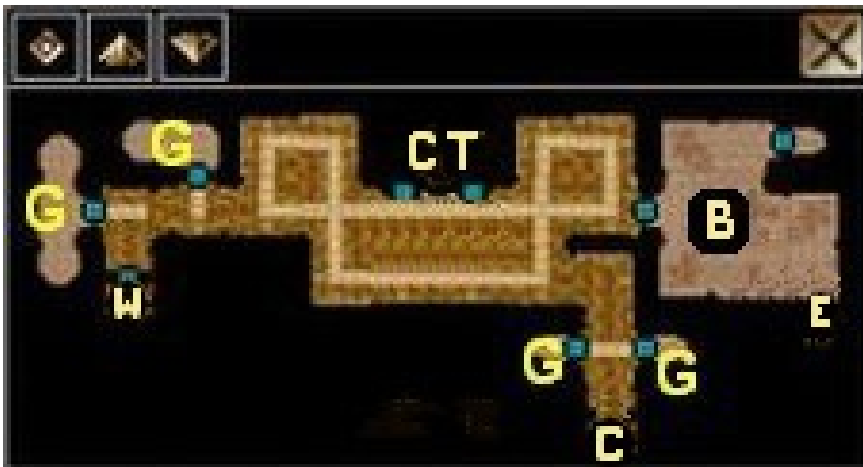
1. Undrentide - Central Core

- 1 - The Asabi Camp
- 2 - Ashtara, Prince of the Asabi Tribes

- N - To/From North Fragment
- E - To/From East Fragment
- W - To/From West Fragment
- G - Guardian Golem
- T - Temple of the Winds



2. Undrentide - North Fragment



B - The Golem Butler
C - To/From Centre Core
CT - Crypt Tower

G - Guardian Golem
W - To/From West Fragment
E - To/From East Fragment

3. Undrentide - East Fragment



C - To/From Centre Core
G - Guardian golem
GL - Great Library
N - To/From North Fragment



4. Undrentide - West Fragment

C - To/From Centre Core
CT - Crypt Tower
G - Guardian Golem
N - To/From North Fragment

5. The Great Library



- E - To/From East Fragment
- 1 - The Beggar's Love, A Love Story
- 2 - A Blank Book
- 3 - William Rey
- 4 - To The Unholy Temple



The Landing



- 5 - Jendra Gallante
- 6 - To Hell

- 7 - The Archmage Karsus
- 8 - Karsus' Confessions



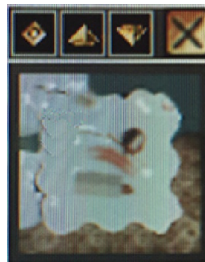
Karsus's Hell

The Unholy Temple

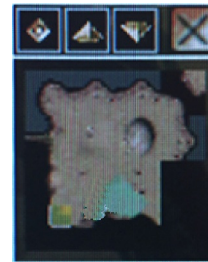
The Battleground



The Wise Wind (Desert)



The Wise Wind (Ice)



The Wise Wind (Storm)

6. The Crypt Tower



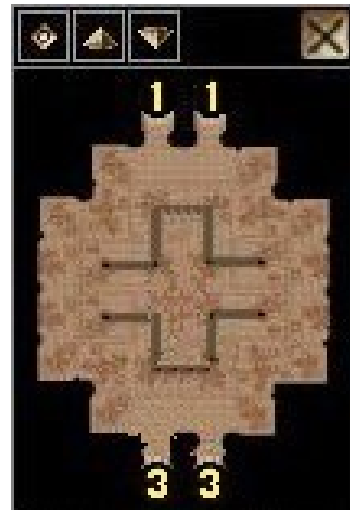
1st Floor

N - To/From North Fragment

1 - To/From 1st Floor

2 - To/From 2nd Floor

3 - To/From 3rd Floor



2nd Floor



3rd Floor

4 - To/From 4th Floor

R - R&R Precinct

D - The Dead Wind

T - To North
Fragment



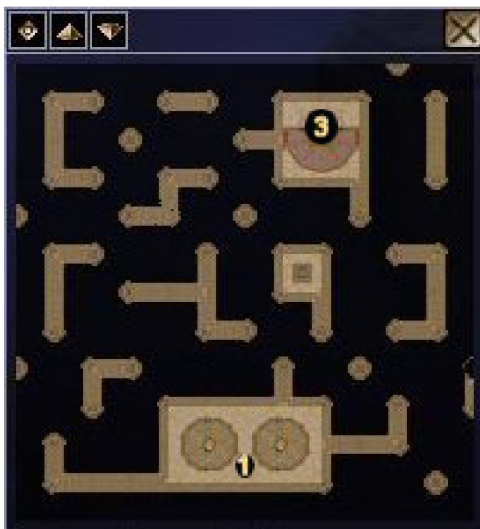
4th Floor

7. The Arcanist's Tower



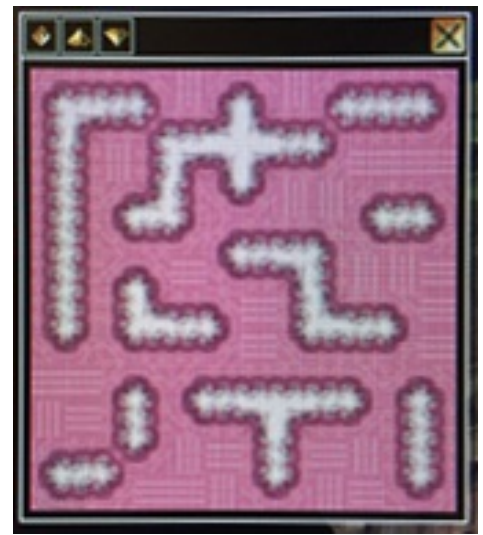
W - To/From West Fragment
D - Dagget Filth
2 - To/From 2nd Floor

1st Floor



1 - To/From 1st Floor
3 - To/From 3rd Floor

2nd Floor



2nd Floor (Shadow Plane)



2 - To/From 2nd Floor
P - The Portable Door (revealed)
W - Portal to West Fragment

High Arcanist's Chambers (3rd Floor)



The Lich's Lair

8. The Temple of the Winds



First Floor

- 1 - From Centre Core
- c - Chest
- 2 - Door to 2nd Floor



Second Floor

- 3 - From 1st Floor
- 4 - Tentacled Beast
- L - Lever
- 5 - To Mythallar Chamber

9. Heurodas & the Mythallar Chamber



The Mythallar Chamber

- 6 - From 2nd Floor
- 7 - Heurodas

Annex 2 – Solutions to Riddles, Puzzles, Problems, Quests, etc.

Spoiler Alert: This Annex is intended to help you out when you find you cannot figure out what to do or what to answer on your own.

Chapter 1

Drogan's Laboratory: Answers to Riisi's Riddles

1. "Yes"
2. 20
3. "I will be hanged."
4. "six"

Foothills: The Upper Crypt - The Cloak of Ascelhorn

Going to the pedestal, just step on the squares that have a red dot and you won't get zapped. Your henchman may not, however, be quite clear on the concept. That works for getting to the Pedestal and getting the Cloak.

Going back, get as close to the exit as you can on squares where you don't get zapped back to the Pedestal. When you are only one or two squares from the safe area but blocked, try walking on the edge of the field of squares.

If your memory recall skills are limited, you can always temporarily put the Cloak back on the Pedestal to take another look at the squares that zap you back to it.

Foothills: The Lower Crypt – The Lost Sword

The East door across from the area where you spoke to the Spirit opens on to a passageway. At the end of that passageway is another door to the South, opening on to another passageway. The specific corpse you are looking for is at the end of an ossuary behind the first door on your right.

Foothills: The Lower Crypt - Fled Into the Crypt

The first thing to do is go into the Control Room, activate the trap by moving the lever and then take one of the helmets into your inventory. You might want to take one and give it to henchman too.

Next, talk your way into the Kobold Hideaway. It is not hard if you unequip your weapon(s). Once you are inside, the first thing to do is talk to the leader, Urko. You can learn that a Kobold named Deekin has taken the Tower Statue, but the Mummified Hand is still in their possession. You can attempt to persuade Urko to give you the Hand, but you are most likely to fail, at which point the Kobolds will attack you.

When the fighting begins, if you've activated the trap, equip your weapon and the protective helmet. Make your way to the pressure plate and stand on it. Once the trap is triggered, kill off all the dazed Kobolds.

Then, you are at leisure to take the Mummified hand from Urko's remains, whatever you want from the other remains, crates and boxes in the room and to be on your way.

If you successfully persuade Urko and let him live, he will help you later.

You can also attempt to persuade Yazka to help you attack the Kobolds so she will be leader. Most of your options will end in combat, however.

Kobold Caves – The Lever Puzzle

You must pull the lever in each of the rooms:

NE (Room with the signs with the red ball);

SW (Room with the signs with the black/white checkerboard);

SE (Room with the signs with the blue chevrons);

and

NW (Room with the signs with the green square),

in that order.

Kobold Caves – Arbitration

As the Chief and Klumph speak, wait for Klumph's first response, then choose "Let's try to work this out amicably." Next, choose "Klumph, have some respect for your chief." Choose "one month" as the frequency of Arzig's visits to the master. Then ask Klumph if there is anything he wants. He and the Chief will do their deal and help you get on with your own business.

Kobold Caves – Promote the Master Jumper

Bring the Rod of Power that the Chief possesses (possessed) to Master Jumper Klumph and he will move the big boulder blocking your way forward.

The Underground Ruins – The Maze Puzzle

When you pull the lever, a light shines over it. This light tells you which doorway to enter and which path is safe.

If, for instance, the light is blue, you have to go through the blue door. After you have the right door, you have to choose your path carefully. As you approach intersections, make sure you only go down the halls with the appropriately colored path. For instance, if the blue-lit door opened, only go down the pathway(s) marked blue. Otherwise, watch out! The yellow (wrong) path can be fatal: You hit a trap every few steps and the damage adds up quickly. You will still find that Mephits appear and harass you. If you find yourself losing HP, rest or use healing belts or potions before going on.

The Interlude

The Underground Ruins – The Pedestals

You will pass by a shrine of sorts before you get to an elemental. Using a Cantrip Spell of the opposite element on any of these will yield a magical token, one time only. (Note that you as soon as you receive a token, one of the other pedestals will become inactive. So you can get a maximum of only two tokens.) The pedestals and the Cantrip to cast are:

Waters of Wisdom: Flare

Fires of Knowledge: Ray of Frost

Column of Air: Acid Splash

Shower of Earth: Electric Jolt

The Underground Ruins – The Elementals

Behind each door, eventually, you'll fight an elemental. You will likely need all your HP against the Elementals. Beating one teleports you back to the Lever where, if you pull it again another colour lights up and you get to start all over again. Take heart, there are only four doors. Any elemental resistance potions or spells you have – or can find - will be helpful.

There is a quick way to kill at least one of them: Get the potion of elemental resistance in the chest near the blue-lit door. Take the potion while fighting an element, and have it chase you into a hallway that is not currently safe. They'll be killed by the trap pretty quickly. Make sure you rest up (and teleport back to Hilltop for supplies if needed) between battles.

The Underground Ruins – The Magical Pool

When you defeat all the elementals, you get a token that you can use in the Magical Pool. Throw the token into the pool and then press one of the symbols.

Doing so will create a stone that you can use to summon an elemental that corresponds to the symbol you pressed.

If you have managed to get two tokens, that gives you the option of pressing the four-element symbol in order to create a robe of elemental resistance.

The Oasis - The Catacomb of Al-Rashid

Look around at all the banners with X's on them. That should give you your first clue. You have to walk around looking for things in order to make the statues come alive and attack you. That reveals a square with 16 pressure plates in front of the sarcophagus. That's your second clue. You have to pick up the large rune stones around the border of the room and place them on the pressure plates to form an "X" shape. You will be one stone short. Simply stand on the last plate to open the sarcophagus. (If, for some reason, it won't stay open when you go to look inside, just order your henchman to stand fast on the last pressure plate.)

The Oasis - The Tomb of Kel-Garas – The Fireball Trap

The switches on either side of the hall will slow the rate at which the fireballs shoot. When you get them set so that the fireballs are moving as slowly as possible, move to the glowing area a couple of

alleys ahead. There, again, you must flip the switches to proceed. When you reach the other side, the trap will cease firing. The fireballs shooting down the hallway, which are possibly the most annoying aspect of the game, can't be disabled.

Elves and characters with decent search skills have a chance of finding a secret door that bypasses the trap, offering instead a handful of weak skeletons to fight.

The Oasis - The Tomb of Kel-Garas – The Elders of the Divine Fist & The Holy Avenger

Only Paladins can take on the Elders of the Divine Fist. Doing so is not easy, but it does result in possession of the Holy Avenger, an enchanted Long sword that is good against Undead and casts dispel magic. First you have to dispose of the four monks resting in their sarcophagi, Once past them and in a room down the hallway, you meet the Master Monk and his warriors. If you are fast and dexterous, no problem. If you are not, then the best thing to do is let the Master Monk beat on your henchman, haste yourself, go straight for the corpse on the floor, get and equip the Holy Avenger. Then you can go back and take care of business.

The Oasis - The House of the Morninglord

As you approach the altar, Kel-Garas will appear. Paladins, druids, and good clerics are likely to be attacked on sight. Kel-Garas will try to bargain with other character classes. His offer: Kill Ali instead, with a dagger he will provide, and he will give you a powerful item.

The choice is yours: Fight Kel-Garas again, or attack Ali.

If you attack Kel-Garas, you can quickly defeat him by placing the Rod of Blight on the altar. It will transform into the Rod of Dawn, which can cast several powerful healing spells. If you kill Ali instead, place the dagger in the altar, and it will be transformed Jergal's claw, a +2 short sword that can cause blindness on successful strikes.

Whichever you choose, the oasis will be restored, and the Caravan can continue on its way.

The Ao Encampment – Wine for Torias & Musharak

At the Caravan, Torias will ask you to get him a bottle of Ao wine. In the encampment, Musharak will ask you to help him get a regular supply of wine for resale. To complete this quest, you have to broker a deal between the Aoist Minister in the Temple and Musharak.

You can persuade the Minister that allowing sale of the wine will bring in much needed income. You can persuade Musharak that his profit margin will increase even if he has to share some of the wine-selling income with the Aoists. Completing this quest nets you 1000XP from Musharak. If you buy a bottle of wine from Musharak to take back to Torias, that nets another 500XP and an Amulet of Natural Armour+2.

If you decide to persuade Torias to give up booze, that nets you 500XP, but no Amulet. But he never takes up drinking again and cannot be tempted.

The Ao Encampment – The Resourcefulness of Musharak

Musharak will offer to find you something really special for a small deposit of 100 gold. When you return to him later, he will offer you the Calian belt (+1 Damage Resistance, 1 haste spell per day) for 40,000GP, but you can talk him down to 35,000.

The Temple of Ao – Valana

Persuading Valana to return to the faith of Lathander and return as Minister to the Oasis of the Bedine nets 1000XP. So too does converting her to your own personal God or faith.

The Temple of Ao – The Acolytes

When you talk with the Minister, you can also take his "test" to see if you have what it takes to be a follower of Ao. Whatever your answer, the three worshippers will think that you are the incarnation of Ao.

You cannot speak to all three of the Acolytes. If, and only if, you speak to Telnix and agree to ignore the others, he will give you a cloak of Ao (+1Constitution; +1AC; +1Saving throws against mind-affecting spells).

On the other hand, neither Talissica nor Rifkin seek such exclusivity. The former is happy to give you a Ring of Protection+1 if you cast a spell for her. Rifkin will give you an Amulet of Natural Armour+3 if you heal him. Which of those might you need/want more?

Bear in mind that alignment to Good suffers every time a true believer is deceived.

The Temple of Ao – Garrick (For Those of Evil Persuasion)

If you freed Kel-Garas at the Oasis and care enough about your "Destroyer" title to want to remove it, you can do this by healing Garrick, if only to keep him alive long enough to identify the Crystal.

From this one act of "kindness". Go figure.

The Excavated Ruins – The Spell Orb

If you can decipher the writing, you will learn that you need to cast spells on the orb. Cast three different defensive or protective spells at it, and you will be rewarded with the Spellstaff, which can cast Flame Lash or Gust of Wind once a day.

The Excavated Ruins – The Stone Sphinx

If you were able to beat the Shield Guardian and get the Ointment of Stone to Flesh, you can use it on the Stone Sphinx statue to bring it to life. It is just full of information and quite happy to share most of its knowledge of this area with you if you converse skillfully. Also, if you are really persuasive, it may give you a ruby as an extra reward.

The answers to its riddles, in order, are: Fire, Pride, 10 males & 6 females.

The Excavated Ruins – The Strange Machine

This machine will create a stone with magic powers which has 20 charges of whatever combination you create. You may use only one ingredient (but any quantity of it) in each urn. When used, the stone deploys both powers at once. After creating the stone, the urns and the machine is destroyed. So, one use only.

What powers different ingredients will add to the stone the Machine:

Right Urn (Defensive)

- 1 Ruby = Magic Resistance
- 3 Rubies = Greater Magic Resistance
- 1 Dragon's Blood = Damage Reduction
- 1 Fairy Dust = Invisibility
- 6 Belladonna = Haste
- 6 Slaad Tongue = Elemental Resistance

Left Urn (Offensive)

- 1 Ruby = Fire Attack
- 3 Rubies = Greater Fire Attack
- 1 Dragon's Blood = Knocks Opponents Back
- 1 Fairy Dust = Stuns Opponents
- 4 Belladonna = Slows Opponents
- 10 Slaad Tongue = Causes Pain to Opponents

The Excavated Ruins – The Formian Hive

The Formian Queen will offer her assistance in fighting the Slaad and whatever else has been disturbing the Hive. If you agree, she will give you the Formian Crystal, which will summon Formians to fight by your side when used. If you choose to attack her, however, be warned that she is a 17th-level sorcerer, with Isaac's greater missile storm, horrid wilting, and a LOT of other nasty spells.

The Excavated Ruins – The Portal Room

Drogan is going to be useless trying to activate the portal with spells. Depend on him and you will be waiting 'til eternity shows up.

Look in the Crystal Ball on the pedestal ("Use"). You will have a couple of seconds at most to see into a room with a Pillar. You have to "use" the pillar in that room to activate one of the poles of the portal. There are six poles that have to be activated and six rooms with pillars in them.

The catch is that each room looks the same for the second or two you get to see it. So, how do you differentiate the six rooms? You leave one empty (easy, that). And then you drop a different thing or things before the pillar in of the following five rooms. They have to be different enough that you will be able to make them out in the brief time you see the room in the Crystal ball.

There is another catch, though. A lot of things just look like a bag in the crystal ball. So they do have to be quite different objects. Also, you can drop more than one object in front of a pillar, but you are going to find that they quickly become indistinguishable. So, you are limited to perhaps two objects in each room, and they have to be placed near the pillar but far enough to be counted separately in a split second.

Word of caution: Don't use anything that you are going to want or need later because once the portal opens, you can't pick anything up again.

Once you have each room distinguishable, you go to the pedestal "use" it, determine which room it is in which you have to press ("use") the button on the pillar and then go and do it. If you got it right, then you will hear a noise in the portal area. You then have to go back to the pedestal and repeat the process five more times.

If nothing happens when you "use" the pillar in a room, then you have made a mistake and had better go back to the crystal ball and start again. Persevere, you will get it right.

Some walkthroughs give you the correct sequence of rooms in which to "use" the pillar. In correct order the rooms are NE, W, SW, SE, NW, E. On the map in Annex 2, the rooms are marked H, E, U, R, O, D. (Clever, eh?)

Unfortunately, just going to the rooms right off the bat and pressing the buttons on the pillars doesn't work. If you didn't have all of the rooms differentiated before you looked in the crystal ball the very first time and if you didn't pay really close attention the very first time you looked in the crystal ball, then all bets are off. The correct way to start can then be anywhere in the sequence. The only way to recover is to look in the crystal ball and start from the room it indicates and complete the sequence from there.

When all are pressed in correct order, the portal will open. And Drogon will realize, too late, that Huerodas has set a trap that will cause the whole Portal Precinct to collapse. Drogon will insist on sacrificing himself to keep the portal open long enough for you and your henchman to enter it.

Chapter Two

Undrentide - Ashtara

This reptile prince will put around your neck a thing that gets you out of your petrified state, but also enslaves you to him. Your only hope of gaining the freedom to go after Heurodas is to agree to deal with the ten Golems for him. That, at least, gives you the ability to move about in the city, dispose of the Golems and loot to your heart's content.

He will not, however, actually promise you your freedom, nor will he give it, even after you dispose of the Golems. Once you have done that for him, though, you will gain the ability to enter the Great Library, the Arcanist's Crypt and

Undrentide – The Temple of the Winds (1)

Immediately you enter and discover the Temple of the Winds, you get XP for doing so. There is not much else to do there, though, until you get the three winds to put in the Ark.

Undrentide - Golem Emporium

You want to speak to the Golem Butler and get him to tell you, at the very least, about (a) the history of Undrentide, (b) the Temple of the Winds and where to find the three winds to put in the Ark, and (c) the Golem Maker's Ring.

The Ring is useful if you want to get 100 more XP for dealing with each of the Golems for Ashtara than you would by simply killing them as you come across them..

Undrentide – Capturing The Wise Wind

Once you have access to the Great library, the Beggar's Love is a saga you have to fight your way through and then rewrite to be able to get the Wise Wind. When you open the book, you are teleported to a landing and meet up with William Rey, a lame beggar, lamenting his lost love, Jendra Gallandt. Apparently, her mother didn't take to kindly to their relationship and sent her off to an unholy nunnery.

There is the only place you can go after meeting and talking to William: Forward. You have better make sure you are well rested, equipped and spelled to the maximum, because there is no going back the way you came.

When you enter the unholy precincts, you will be welcomed first by a couple of Unholy Priestesses and, when you go in the next room, by a coterie of Unholy Priestesses, Clerics, Crusaders, a Devil and a Grand Matron. Individually, you could handle each. When they come at you all together, however, watch out. The Grand Matron is a 10th level Cleric/2nd level Monk. The Devil, though visually intimidating, is only level eight. The Unholy Priestesses are 6th level Clerics). The Unholy Crusaders are 15th level fighters. If you're having trouble, lure a few out of the main hall, shut the door, and pick them off one by one. Repeat until done.

Unfortunately for William, after the fight you will notice Jendra dead in the middle of the room. There is not a lot to loot after the fight with the unholy ones, but make sure that you rifle the Grand Matron's body and get the Quill. You need a writing instrument if you are going to be doing any writing, no? Also check out the pillars with runes. There is some good stuff there. Rest up and spell up again, just in case.

Read the Treatise on Hell and you will be taken to Karsus's personal hell. Encourage him to tell you his story and tell you about the Wise Wind and he will give you his Inkwell (Don't lose it because you need it for other stuff.) Then go and read his Confessions: That is your ticket out.

Teleported back to the Great Library, open "The Beggar's Love", but choose to write a different ending. This time around, you have William's help against the unholy bunch and when you get to Karsus's Hell, you find an archangel who tells you that Karsus also will be there at the showdown. Both make getting the Wise Wind a lot easier. Then read the Confessions again to get you back to the Library.

Back in the library, now is the time to begin your Magnum Opus. Go to the blank book and choose "Write a story to catch the wise wind." You will be given a selection of opening lines that provide the setting for your fight with the Wise Wind. Some characters may get an extra option: "Where treasure lay..." which gives a chest of jewels to loot after the battle is over.

The Wise Wind is a 21st level Cleric. It will heal itself and teleport away as you fight it. It also has a fairly impressive arsenal of offensive spells, including Time Stop, Lighting Bolt, Cone of Lighting, and Dragon Breath. So, the assistance of Karsus and William might be helpful.

When the Wise Wind is defeated, grab it, return to the Great Library and go after the next Wind.

Undrentide – Capturing the Dead Wind

The 1st floor of the Crypt Tower is one big room filled with floor traps and an endless production of Disturbed Undead to attack you. The Undead come from the sarcophagi and you have to destroy all of them to stop more Undead from being produced. You have to pick your way carefully to the sarcophagi, or else take the damage and heal yourself quickly. You could also try to destroy the sarcophagi with ranged weapons. A good henchman with trap springing skills and/or lots of HP will be a great asset

Continue up the stairs to the 2nd Floor when you are done. There are a lot of Undead walking around spurting fire and lamenting the seven deadly sins. They won't attack you, so your only real worry is not getting burnt by accident while sorting through all of the bone piles and assorted other rusted junk.

If you are not interested in the two or three really quite good pieces of loot you will find, the only thing you really have to do here is flip the switch in the centre of the room. That unlocks the doors to the next floor.

The 3rd Floor looks like a maze, but really isn't. The gates open and close at random and you can make your way to wherever you want to go on the floor. If you have a lot of HP and a good henchman, you can explore and loot all kinds of pretty good stuff.

If you don't have a lot of HP, then you will want to use healing potions, spells and kits as necessary until you can make it to the room in the Northeast corner. There are several thrones there on which you can sit and be healed of all your hurts. But if you sit on a throne with an alignment opposite to yours, you can expect a lot of hurt.

There is a Graveyard in the Southeast corner, but not much there except gravestones and a Warrior Skeleton who may want to talk, but won't have a lot useful to say.

On the 4th Floor, you will see the Dead Wind surrounded by a pulsating force field. You can only damage it when the force field is dark. Every time you attack the wind, more and more Zombies start coming at you. You can ignore most of these and leave them to your henchman.

Watch out, however, for the Greater Wind Zombies: They can do you some real, permanent damage if you don't turn your attention to them fast. So forget everything else until you have destroyed it.

Zombies will keep coming at you even after you have killed the Dead Wind, so you have to keep fighting till they are all gone.

You can make a quick exit to the North Fragment via the portals with the lightning bolting. Or you can take a leisurely stroll back the way you came.

Undrentide – Capturing the Dark Wind

The 1st Floor is simple enough unless you decide to attack the rat. The 2nd floor is more difficult.

The 2nd floor is broken up into separated pieces. To navigate, you need to travel back and forth from the Plane of Shadow to another island in the 'real' world until you reach the stairs at the opposite end.

To move through the portals, you need shadow gems. You get them by killing Shadovars and rifling their remains. You can fight Shadovars for XP until you get bored and then make your way to the stairs at the other end of the room. Or else just get to the stairs as fast as you can.

Your first entry to the 3rd Floor is easy, but as soon as you open the first door, you witness the Shadow Lich upbraiding his minions for letting you get through. He then disappears through a door where you can't follow. You have to search the High Arcanist's Chamber and discover the Portable Door.

With that, you can go back out and find a suitable place to use the Portable Door (across from the unusable door) and go through it. This can seem tricky and using the Portable Door may not seem to work. If you find that it does not, place your character directly facing the door and step back toward the wall on which the unusable exit is located. Then use the Portable door and aim it between your character and the apparent door. It may take a few tries, but eventually you will get the exact spot on which to use the item and the apparent door will become usable. I had no problem m first time through the game, but the second time, it was quite difficult to find the correct spot.

Once through you have to deal with the Shadow Lich, a 3rd level Undead/14th level Wizard. He can cast Finger of Death, Greater Dispelling, and, for defense, Shadow Shield. He also has numerous Shadovar minions around him. Try to lure his minions away before rushing in on the Lich himself. They can be dispatched more easily if you can lead them around the large pillar in the center of the room.

When the Lich is dead, search his body for the Dark Wind. Also search the chests and nearby racks for some random, medium, and high-level treasure. A Shadow Servant may appear and welcome you as the new lord of the estate. It is also a merchant with some powerful magic items for sale. Buy whatever you may need/want before going through that previously unusable portal to the West Fragment.

If he does not show himself after you kill off the Lich and its minions, go back to the previous level, save, exit the game the game altogether. Then start it up again and load your saved game and go back down into the Lich's Lair. The butler/merchant should be there to welcome you. If he's not, walk around and he will show himself.

Undrentide – The Temple of the Winds (2)

Put the three winds in the Ark and the pink curtain opens for you. You can take the winds back if you want: The force field won't close. The Winds are not good for much at this point other than as souvenirs.

Go up the stairs to the 1st Floor. You are at a platform and have to pull a chain to get teleported over to the main area. Medusan Handmaidens, Battle Horrors and Helmed Horrors to contend with as you explore your way about here. Also LOTS of traps.

Once you have all the traps either sprung or disabled, all the monsters killed and the four chests opened, you will notice four doors located at strategic places. Go through one of them to get you to the Temple's 2nd Floor.

On the 2nd Floor, your challenge is to flip a lever in each of the four quarters.

The problem is that you have to do this in the face of major monster opposition in the form of lots of Wisps, Spectres and Skeleton Devourers in each quarter. These little creeps are tough and you will probably have to rest to regain all your HP after every encounter.

As if the little buggers in each quarter were not enough of a challenge, there is also the biggest single monster challenge: The big Tentacled Beast that appears when you attempt to cross to another quarter via the central platform. The beast shoots waves of fire that will do significant damage to both you and your henchman.

You can distract it, however, by putting a shank of meat on the empty altar on the outstretched part of each of the quarters. When the beast gets lured toward it, you have a brief moment to run across the central area in safety. If you didn't think to bring along shank of meat in your stores, you can find one on the bloodied altar that is located inside a section in each of the North, South and West quarters.

Note there is no meat to be found in the East quarter, so that is the one you should try to get to last.

Once all the levers have been activated, all the doors to the Chamber of the Mythallar will open.

Save your character and your game before you take more than a step or two into the Chamber of the Mythallar. You will see Heurodas surrounded by a circle of Mythallar stones. You have to bash all of these before you can attack her successfully. Note that these are all booby-trapped.

If you have rested to regain all of your HP and spelled and potioned up before attacking, you should be able to handle this challenge. Heurodas by herself is not much harder to kill than a Skeleton Devourer. But you have to be careful not to let her catch you unawares and turn you to stone again.

Once you attack, your henchman is expendable (you can never communicate or do anything with him/her again) and should be used to keep Heurodas occupied while you go about destroying the circle of stones. Once you kill Heurodas, there is an animated scene where you do a little dance and the game closes with paeans to your prowess and a long list of screen credits.

All in all, quite an anticlimax after all you have been through.

Do make sure you have saved your character before beginning the fight if you want to keep your levels gained and all the loot, weapons and armour you have accumulated along the way.

Annex 3 – Game Diary: March-April, 2021

Mar. 8

1. Drogon was poisoned and dying after the battle. Spoke to Ayala who told me I had to get some things from the herbalist in the village in order to heal Drogon. Then picked Doorna as my henchman.
2. Went into the village, killing kobolds in the barn and along the way. Looked in the two houses on the West of the road, but there was not a lot worthwhile. (=66GP) Picked the lock to Tolen's house, but there was nothing there and I didn't speak to him. Left and closed the door after us.
3. Spoke to the Smith, but didn't buy anything.
4. Spoke to the Herbalist and got two of the three things needed to heal Drogon. He told me to try the cook at the Bubbling Cauldron for that one. Tried talking to his dog, but just got a snarl in response to the overture.
5. Went to the Bubbling Cauldron. to find a mob besieging Kobolds were trapped in the kitchen but with the cook as hostage. Spoke to the Tavernmaster and undertook to try to speak to the Kobolds. Persuaded their leader Hurc to take me as hostage in exchange for the cook. (=+3 Good) She got out free and stayed alive in the aftermath.
6. After an exchange with the Kobolds, I intimidated them into getting out of the kitchen. The mob outside first surrounded and threatened and then massacred them. I did try to dissuade them, being a goody-goody. (=+3 Good) Spoke to the Tavernmaster again. (=250XP)
7. Returned to Ayala with the ingredients. While she saved Drogon, he was too weak to talk. Spoke to Ayala again and learned about her assistance in teleporting and about the artifacts that had been taken by the Kobold attackers.

Mar. 9

8. Spoke to Riisi at Entrance to Drogon's Lab. Answered his riddles (@=50XP) and got the few things he hid from the Kobolds. (Focus crystals & key to workshop upstairs) Went up to workshop and explored looking in chests and taking whatever I thought useful (=64GP) and checking out the Desk & Grinder.
7. Went back down toward the village and stopped in the Community Hall. Spoke to Mayor (drunk) and Haniah and undertook to deal with Piper. Spoke to him and got him to admit he had defiled Hol's corpse. That disgusted the crowd and he slunk away in disgrace. Problem solved! Reported back to Haniah in the Community Hall. (=60GP+200XP)

mar.10

8. Went into Hilltop East and talked to Halflings. Agreed to Katriana's commission to try to get Daschnaya's cards. Healed the three injured Halflings around Katriana, even though she did not want me to do so. (-@25XP)
9. Also spoke to Katriana about where the caravan is going next and agreed to go along with them.
10. Along the road East from the caravan, Norah Blake came running to asking for help to get her husband and baby back. Went into the house Saw Adam Blake dead on the floor and immediately had to kill two Kobolds (=5XP). Went upstairs and found another Kobold with the baby. When I spoke to him, he asked for a gem in return for the baby. I thought about just giving it to him, but given that I had high dexterity ability, I decided to try to snatch it from him instead. That was successful and Doorna killed the Kobold. (=5XP) There were other options in the dialogue, but being such a good, capable hero, I chose this one. Then went back out to Norah and gave her the bad news and the good news. Gave her baby back to her (=200XP & +2 Good) Then I had the choice of giving her some money to help out. Seeing as how her husband had been killed and I was flush with GP and am such an all-around nice, caring person, I gave her 50DP. (=+7Good)

11. Went to the upper level in the North and into the farmhouse there. Followed the footsteps into the basement and killed off the three Kobolds there (=5XP). Found Daschnaya's cards in the remains of one of them. Also a Morningstar+3 and a Lightning Arrow. In a crate upstairs, there were Green spores, a gold ring a sapphire and a quartz crystal. I'm not sure what the spores are for so I'll isolate them in one bag.

12. Outside the building, there are a set of footsteps that end at a sheer cliff over the water. Hmm.

13. Spoke to Szaren and said I would think about helping him set up in Hilltop.

14. Went back to Katriana with the cards. She gave me the key to Daschnaya's wagon. Went there, used the key to open the door and gave her the cards. Declined reward. She told my future. (No XP or GP)

15. Went back to Haniah, persuaded her to give Szaren a business/residence permit, then told him. (=200XP & 100GP.)

[I confess tried alternatives. Undertaking to force Szaren to leave resulted in fewer XP and character profile shifts. Prevaricating before deciding and then choosing which to pursue resulted in no XP or anything else.

[So, in addition to the better personal result, I decided that the nastier aspects of the Thayvian influence (slavery) were outweighed by the positive (better security and more economic growth for Hilltop).

[There are two political science lessons in this: (1) Governing is often about the least bad option. And, (2) failing to make an important decision in timely fashion gets no credit from any constituency.]

Mar. 11

15. Entered the Foothills. Went first to the Injured Brown Bear and healed it. (=25XP & +2 Good + No more bear attacks in Foothills) *[I confess I experimented here with different outcomes: (1) Killing the injured bear =5XP and other bears continue to attack (=5XP); (2) Leaving the injured bear gets no XP and no respite from attacks.]*

16. Met and spoke to Ferran Vaillantheart. Learned about the Crypt, about where the Kobolds (and a lone Kobold) had gone and about his quest for the horns of the Shadow Hart.

Mar. 12

17. Went South and entered the Elven Crypt. Ugh. Lots bats and rats to kill. (=5XP) Got healed at the statue of Corellon Larethian, just to see if it worked. Tried the door to the East, but it is locked and can't be opened.

18. Went to the lower level of the Crypt. Saw a bunch of Kobold corpses and a barricade ahead. Destroyed the barricade and killed the Kobold behind it. Then went back a bit, to explore the short passageway I had passed before attacking the barricade.

19. Met Nimaldor, the Crypt Guardian. He offered to help clear out the remaining Kobolds if I would clear out the Giant Spiders that had invaded the Crypt. Found them in the next room up the hall and killed them (=5XP) and destroyed their Cocoons and Egg Sac.

20. Went back to Nimaldor and reported I had destroyed the spiders, egg sac and all. (=100XP) He told me about where the Kobolds had holed up, that it was a trap that could be enabled in a secret control room near them. He also advised that I take one of the magical items inside the control room to protect me from the poison that would stun the Kobolds. He also gave me the key to the locked door in the Upper Crypt.

21. Before Leaving, I decided to have a look at what was inside his sarcophagus. There was a Longbow+1 and a Gold Ring, but I didn't think taking them was worth risking a fight with the Guardian. (I checked to see what might happen if I did: 100XP; but also +3 Chaotic & +3 Evil.)

22. I figured that if the Kobolds were holed up in a trap farther in the Crypt, they wouldn't budge any

time soon. So I decided to try the key on the locked door upstairs.

23. I unlocked the door and got to the pedestal. Getting there is pretty easy: Just step on the squares with the red dots. Got the Cloak of Ascalhorn from the pedestal. Getting back wasn't quite so easy: If you step on an incorrect square, you are shot back to the pedestal, with a bit of damage. And, when you have the Cloak, there are no dots on any of the squares to help you. After a few tries, I figured it out. It is not easy as long as you believe you can only get to the exit by walking over squares.

(=50XP)

24. Safe back where I began, I was on my way out when a chest appeared that was not there when I came into the room. There was a Valiant Shield, Helmet and Armour inside. Seriously good stuff. The chest disappeared when I closed it.

25. Back downstairs and up the hallway, we had to fight our way through a bunch of Skeletons. (=5XP) In a warren of crypts through a door on the West side, there were lots of bones and a chest to loot. I took a look at each to see what there was, but did not take anything. None of the items was valuable enough to be worth an alignment shift. Or the nasty feeling of being a grave robber.

26. At the end of the hallway, I went through the door on the West. I went into the first room on the right and found an Elven Spirit mumbling about his Sword stolen by some unscrupulous grave-robbing adventurer.. I undertook to find it for him. Who knows, I could get lucky. More adventurers than not get killed pretty quickly. Especially grave robbers..

27. There was not much worth looting in this passageway and the Spirit's sword was nowhere in evidence, so I decided to go through the Eastern door. The first thing we ran into was a Kobold ambush which we cleared. (=5XP)

Mar. 13

28. Shortly after going through the door to the South, we ran into a bunch of Skeletons lying in wait. (=5XP) We went in through the first door on our right and had to fight off a horde of rats.

(=5XP) At the very end of the ossuary, there was a corpse on the floor. Searching it, I found a couple of things, including an Ancient Sword. There was no alignment change when I picked it up, so I concluded that this probably was the one belonging to the Spirit we had run into earlier. Took it back to him (=50XP) and he offered me one item from his chest. The choice was not very exciting (Sapphire, Speed Potion, Amulet of Cold Resistance). I just took the Sapphire.

29. The we set off back down the East and South passageway. Beyond the door where I found the sword, there was a short passage with a door to the West. leaving it for the moment to explore the dead end further South, I found the secret door Nimaldor had mentioned.

30. Through it was a control lever, a couple of weapon racks filled with some good stuff and a chest with four protective helmets. Clearly, this was the Control Room to which Nimaldor had referred and the door we had passed a few minutes ago had to be where the Kobolds had holed up.

31. As I recalled Nimaldor's, advice I could see that the thing to do was to equip one of the helmets, throw the lever and then go back and attack the Kobolds.

32. I decided, however, to see whether it was possible to reason with Kobolds and persuade them to give me whatever they had stolen from Drogon and then leave forever. Probably not particularly smart, but what the heck, I am a good guy after all.

33. So I went back to the other door and tried it. I managed to persuade the Kobold on the other side that I wanted to talk to his leader, so he opened it. A bunch of Kobolds blocked the way. They insisted that we unequip our weapons. Well, I was not about to trust totally in the good faith and restraint of these little monsters and go in unarmed. They would not let me pass, and when I tried to push through to the leader, they all attacked. With nothing else to do, we had to kill them all. (=5) On the corpse of the leader, I found the Mummified Hand (=750XP) and some other so-so stuff.

34. Exited the Crypt and went North where I met Nathan Hurst who told me about his daughter's

abduction. I undertook to help him get her back from the Hill Giant Rumgut. Found his cave after a lot of running around and got him drunk. Then got his key, freed Becka and returned to the Hurst farm to see Nathan. (-150XP & Amulet of Natural Armour+1)

35, Wandering about, thinking I might try to find the Shadow Hart I ran into Deekin in the area South of the Crypt. He admitted to having the Tower Statue and to breaking it, and described it. He was fearful of going back to his master having broken the statue he was ordered to bring back. He offered to give me the statue if I got him free of his master, the Dragon Tymofarrar. I agreed to try and agreed to meet in Blumberg if I was successful.

36. Wandered about a lot more and eventually saw the Shadow Hart up in the Northeast, near the road to the Nether Mountains. Killed it, got the heart and horns. (=5XP) made my way back to Ferran and gave him the horns. (=300XP) I did not try to extort any reward from him. Perhaps I could have.
Mar. 14

37. Headed North to the Nether Mountains. Killed a few Wolves who attacked. (=5XP). The bears didn't bother me here. They must still think highly of me for healing the bear in the Foothills. Found the Orc Cave and cleared it. (=131XP & =@5XP)

Mar. 15

37. Went into the Kobold Cave, killing off all the little monsters that presented themselves and looting the remains as we went. (=5XP) It's a good thing I got all those bags of holding!

38. Came into a big room with a quite obvious trap in the middle that the Kobolds must have thought clever. How more obvious can big pointed arrows be? So, having both lock picking skills and enough HP to withstand an onslaught of the little buggers, I opened their surprise chest.

39. After disposing of the bunch of them, I went into and looted each of the four rooms. then pulled the lever in each room in proper order (Red ball, B&W square, Blue chevron, Green Rectangle).

40. Came into a big Cavern are with lots of Kobolds who did not attack me. So I decided not to hurt them. (You get tired of just killing everything in sight after a while, and it was nice to learn that all Kobolds are mindless attacking machines. I did however open all the doors off this area, bash and loot all chests, etc.

41. Happened on the prisons area, where the guards attacked me so we killed the bunch. Got some good stuff. opened all the cells and found a prisoner called Klumph who claimed to be a Master Jumper and knew how to get to the "Master". I figured this must be the same "Master' as Deekin's, so when he said he would help me if I got him the 'Rod of Ruler' from the Chief Kobold, I agreed.

42. He told me the Chief was off beyond this prison area, so I went in search of him. Found the Chief at the end of the corridor and tried to speak to him, but he just said he didn't like me and they all attacked. Killed them all (=5XP), got the rod and a bunch of other stuff from the Chief. Took the Rod back to Klumph, who was ecstatic and told me he would meet me at the blocked entrance to the Master.

43. Met him there and he got a bunch of the Kobolds I did not kill to jump into the counterweight and, eventually, lift up the boulder blocking the entrance to the Master's Lair. (=200XP)

Mar. 16

44. Went in behind the Boulder and entered the master's Lair. Killed a bunch of Kobold ice Dogs (=5XP), at the start and in a couple of rooms down a corridor. Then went out into an open area where there were a bunch of oxen behind a fence. Decided to let them go. They stampeded and killed all the remaining Kobolds ahead. (=200XP & 196GP in the pen)

45. Went in to Tymofarrar. Found out about the attack and J'Nah, got his oath, promise of freedom for Deekin and undertook to Kill J'Nah. Got the Phylactery of Ice and then took some other stuff out of his desk. left through his secret exit to the Nether Mountains.

46. Went back to Hilltop, sold all the resale items to Szaren. Then went back to Drogan's, gave Ayala

the Mummified Hand and put all the Valiant stuff in my locker,

Mar. 17

47. Made my way to the High Forest and began exploring. My good deed to the bear back in Foothills didn't cut much ice here. A bunch of Brown Bears and Trolls attacked (=5XP)

48. Went into a cave with a bunch of Bugbears. (-5XP) Saw a barrier made up of barrels and crates. Broke it up. (=50XP) Came to a door that needed some special key to open. So went back outside. Memo to self: Come back later if you find a key.

49. Came across some bandits almost in the dead middle of the forest, who attacked unprovoked. (=5XP) More Trolls and Brown Bears, too.

50. Found another cave filled with a Polar Bear, wolves and a dead white stag. But not much else except another unopenable door. memo to self: See immediately preceding memo.

51. Came upon another cave. Full of bandits (=5XP), but lots of interesting stuff, including a Silver key and a book written by someone called Garg, presumably one of the bandits. Also a ring that give +12 animal friendship. Maybe I can talk to one of these bears and see why they are attacking me.

52. Found yet another cave, this time full of Red and White Dragon Wyrmlings. (=5XP) Lots of treasure, but also a Dragon's Egg. I'm not sure what I will do with it but, I think it may be worth something.

53. Went back to the first cave with the locked door and opened it with the Silver Key. Whoops: Lots of Skeleton warriors and a Mummy. (=5XP) But, in the coffin in the centre is a Sash of Shimmering (Spell Resistance+12) Aha! The other door that was locked in the other Cave is now open too. Well, That was worth the effort. Now I can get back to those tracks.

54. Went out on a boardwalk that took to a Hermit Merchant. Offloaded all the skins and other stuff I picked up in the forest and caves. He also offered to teleport us if we wanted and to recharge any magical items we might have. For a fee, of course!. I didn't think we needed either, so declined.

55. Back out on the trail of the footsteps in the snow. What god-awful weather this place has! Took shelter in a cave in the Northeast corner.

Mar. 18

56. Went along the cave passageways. Took the first left and fought my way through a bunch of Gnolls. (=5XP) They are sort of like trolls but smarter and a bit better fighters. Kept going forward and left where there was an option and finally came upon the Warden of some kind of prison. Killed him and got a key.

57. Behind the doors in his old, I found a bunch of the Kobolds who had raided Hilltop. They told me that the Gnolls had taken the Dragon's Tooth that they had stolen. I persuaded them to help me fight the Gnolls (=200XP) but doubt they will be much help. They also told me about the Gnoll Chief to watch out for.

58. Left the Kobolds there and went back the way I had come, toward the Southeast. Found a big enclosure with human prisoners. Also found a lever that opened the door that I first had found blocked from the other side. The humans told me they were from were from Blumberg, their village destroyed and they had been enslaved by the Gnolls. I confirmed Hilltop was safe and told them they were free to go to Hilltop.. (=200XP & +1Good) I also gave them 100GP, (=+3Good) They also told me about another prisoner named Glendir who was held in another area.

59. I followed them through the door to the South. I figured that I might as well see what I had missed by turning West there the first time and headed East. More Gnolls. Came to another prison area. Got a Silver key from the warden's body. Spoke to Glendir: A shifty character, lied about being a noble's son to keep the Gnolls from eating him. Told him to hold on and I would come back for him.

60. Went farther North along the same passageway and came to a Gnome Sorcerer. Made short work of him. (=5XP) Found his journal: Complained about a sorceress. J'Nah, I assume. Also a bunch of other stuff, including a Wand of Missiles, which I gave to Doorna.

61. In the next open area I came across a Beastmaster, who had a lot of Black bears behind bars. They had been woefully treated. I could not do much for them except put them out of their misery. (=5XP) Found a locked door to the West, but it was barred from the other side.

62. Went around until I came to the Gnoll Chief surrounded by his warriors. Managed to speak to him and agree that He would help me fight J'Nah, but only on condition that I not start any fights with Gnolls or steal any of their stuff.

Looked around all his stuff anyway, but decided I had enough to carry for the moment. Maybe I'll come back for it.

63. Went through the door behind him and came to a room with a rope going down a hole. Went down and was in this room with coloured doors. Got a note from a Goblin corpse. Also noticed the lever next to the corpse. Figured out that it opened a door whose colour corresponded to the beam of light that shone over the lever. And that the colour change with every throw of the lever.

64. I noticed very quickly that, going through a door, paths of light showed ways to proceed. I also learned very quickly that the yellow routes were riddled with traps that hurt a lot. Enough to kill a lesser adventurer. Also lots of Mephits (=5XP) At the end of the path behind each door was a different Elemental: Air, Earth, Fire, Water.

65. Every time I beat one (=5XP), I was transported back to the level and had to start over again on the next Door/Elemental. When I had beat all four (=300XP), I was transported back to the lever. There I found I had a token in inventory.

66. Threw that token into the Magic Pool and press the fire button and got a thingee that I think lets me summon a fire elemental. There was a symbol on each button, corresponding to the kind of Elemental one would want to summon, I suppose. There was also a button with all four symbols, but nothing happened with only my one token. Getting the other token needed was too hard: I couldn't cast Caltrops and I couldn't figure out which to spell where anyway.

67. Oh Yes, another door opened up in the North of the Hall. I suspect that's where J'Nah hangs out. Mar. 20

68. Not only did I find J'Nah and a few other unsavoury characters, I heard her being chewed out by some shadowy other thing who disappeared when the bunch of them noticed me. I managed to do a negotiation with her, undertaking to kill Tymofarrar. I got another phylactery from her which, she said, would help out with that.

69. Thinking it over, I decided I didn't like her very much and that I had, after all, made a deal with Tymofarrar. So I downed his phylactery and, with the help of Doorna and the Gnolls (who showed up), made short work of J'Nah and her accomplices.(=5XP) Then, searching her body, I found the Dragon's Tooth. (=750XP)

70. Rummaging through the rest of the place, I got a bunch of other stuff that will be saleable. Also met Azith, J'Nah's familiar, telepathically offered to transport me to the High Forest.

71. I decided that I would rather go back and despoil the Gnolls after all. They were nowhere to be seen, so I just took everything they had with total impunity. Came across those Kobolds I spoke to earlier. They were still looking for weapons! I left them there. If they are too dull to know they are free to go, that is their problem.

73. Back North to Tymofarrar. God this country is bloody cold! Deep in the Kobold Cave, the previously quiescent Commoners decided they wanted to attack me this time around. We made short work of the little reptiles (=5XP)

74. With Tymofarrar, I told him I had killed J'Nah. (=750XP) I negotiated Deekin's freedom

(=Stuffed Doll to give to him) and his promise to leave Hilltop alone in the future. (=250XP &+3Good).

75. But then he made me negotiate for the Mask demanding first 500GP and then after a bit of negotiating, 300GP. I paid and got it but then thought "How can I really trust him to leave Hilltop?" and "Why should I let him off scot free after what he has pulled?" So I turned back and had it out with him. (=30XP) Plus all the treasure I looted from him!

76. Went back to Drogan's Farmhouse and gave Ayala the Dragon's Tooth and the Mask, for which she was grateful. Then sold off most of the stuff I had collected to Szaren. and went off to Blumberg to find Deekin and the last stolen item.

Mar. 21

77. Entered Blumberg and met a pretty badly wounded guy. He told me what had happened there. I healed him and he was all ready to join up to clear out the last of the Gnolls when one of them shot him in the back. Killing him and undoing all my good work. These bad guys must not have got word of my deal with their Chief. Or else just didn't care. So Doorna and I proceeded to clear all the area of them. Just retribution.

78. Found Deekin, told him he was free and gave him the doll from Tymofarrar. (=750XP) Then he didn't know what to do with himself, so I said he could come along with us if he wanted. But the little bugger just disappeared.

79. Took the Statue back to Drogan. Accepted my new marching orders, although they put it more tactfully than that. (=2000XP)

80. I had forgotten about Glendir, so I went to Fiona and got here to offer 200GP for him, then went back to the Groll Cave and unlocked his cell. had to lead the dumb cluck to the cave entrance. (=100XP)

81. Back to Drogan and off to Chapter 2.

Mar. 23

82. Met Katriana and the Halflings at the Caravan. Short chat then attacked by Stingers that I saw off handily. (=5XP) The Caravan's Guide was missing, though, so I agreed to find him. I am absolutely certain that, if I had asked for something in advance, I would have got a bunch of GP. Saw Deekin and thought he would be good for comic relief my henchman, leaving Doorna with the Caravan.

83. Found the entrance(s) to the Stingers' underground tunnels and went down. No place for anyone who is claustrophobic. Killed a few Stinger guards (=5XP) Found and followed some footprints which took me deeper into this labyrinth.

84. A whole new level. And lots more Stingers. They come at you in, well maybe not hordes, but certainly big clusters. Like Wasps. Lots of loot down here: They must have taken an awful lot of desert travellers unawares.

85. Hmm. Doors wide open. Whoops, they closed and locked and a Manticore appeared. That would not be an easy fight for a lesser mortal, (=5XP)

86. Went farther on. Found a Treasure Room with some good stuff (Boots of Elvenkind & Arumvorax Armour, GP, etc). More Stingers and then a downward slope.

Mar. 24

86. Down another level. Killed two guards (=5XP) and then bashed the two statues where they were, just for fun. Went past the doors behind them and got attacked by a whole bunch of Undead and Stingers. (=4XP) Saw the guide, Zidan, behind an altar. Smashed it and freed him from whatever it was that was holding him ready for sacrifice. (=350XP) He asked if I would he could accompany me out and I said yes. (=+3Good)

87. Back at the Caravan, found Katriana and she grudgingly offered me a reward for finding Zidan. (=1000XP) I told her to give it to him (=+3Good). After all, I am a millionaire and anyone stretched

out on an altar and within an inch of his life deserves something for his trouble.

88. Saw Daschnaya, after I finally realized I had to walk up the steps to her wagon to open the door. Got rid of a lot of stuff, but gave Deekin the Arumvorax Armour and the Boots of Elvenkind. He needs all the help he can get.

90. Wouldn't you know it, Katriana didn't lay in enough water and now it is up to me to try to get some from the Bedine. She can't because she has so turned them off that they won't let her or her caravan near their water supply.

91. Tramping through this wasteland of sand and rock, I came across a Bedine Camp under attack by a bunch of Zombies. I helped kill the bunch of them. (=5XP) Spoke to the Bedine leader, Ibn-Musid and found out they didn't have any water to give. Agreed to help him by getting the bad guy that turned off the taps and get the water flowing again, in return for free access to it.

92. Went into the Catacomb of Al-Rashid. Killed off a few Zombies, and looked around, which brought statues to life to attack us. Disposed of the lot of them. (=5XP) The statues coming to life revealed the pressure plate puzzle. Put the rune stones on the right plates and then stepped on the last to make an X. That opened the sarcophagus. (=200XP & the Desert's Fury)

93. Passed by Ibn-Rashid and told him I had got the Desert Fury and he gave me the blessing of the wings of the flies of a thousand camels to speed me to victory. Big help. Ran into a whole bunch of Zombies while exploring the rest of the camp area. (=5XP)

Mar. 25

94. Entered the Tomb of Kel-Garas. A pretty grim place. A couple of pillars covered in runes confirm this is the place. Four ugly statues. I didn't like the look of them so attacked and destroyed them. (=4XP) one of them had a bit of gold in its remains.

95. Carefully going forward, I spotted a big trap between two Gargoyles. Disarmed it, then destroyed the two Gargoyles. (=4XP) Good thing too, because they were zappers.

96. Looked out onto a board walkway and didn't like what I saw: Shapes in the shadows that didn't look like a welcoming committee for whoever might tried to make his way across that boardwalk. So I checked the walls behind where the Gargoyles had been and found a secret door on each side. "Aha!" I thought, "I can get at these creeps and surprise them, instead of vice versa." Good thing I did. There were a BUNCH of them to kill. (=4XP)

97. After dispatching them, I took a look around and found a room on the North with a stone outside naming four priests dedicated to the bad guys in this place. I proceeded to loot the sarcophagi. Each time I lifted a lid, a major Mummy appeared and attacked me. (=4XP)

98. In a room over on the other side, the Zombies were having a Jamboree. Not an easy fight, including a Zombie Lord, (=4XP) but at least it got some stuff to flog later and a kind of magnifying glass good for finding traps.

99. Bashed the Gargoyle at the opening to the next passageway and saw four Minotaur Statues. Found out quickly enough that the statues themselves were indestructible, and that they let off a horde of flying bugs that did a LOT of damage. At the back of the room, Kel-Garas appeared and tried to cast holding spells on us so that the bugs could finish us off. Luckily, none worked and I managed to reach him. At which point he disappeared.

Mar. 26

100. Rested up and then proceeded to the end of the passageway. looking hard left, I saw the passageway was crossed with what seemed like three bowling alleys with fireballs blasting both ways fast, making it very difficult to pass. Just a bit to the left of me, I made out a secret door. To my right, a pile of boulders disappeared, revealing a door that led to a Tomb of the Elders of the Divine Fist. Went in and desecrated the sarcophagi of the four and was immediately accosted by Undead Monks. (=5XP) A bit of worthwhile loot there and lots of GP. Went through the door on the other side of

the crypt and ended up facing the truly mad undead Master Zaar. (=60XP & Holy Avenger)

101. Cleared all the skeletons (=4XP) from the passageway behind the secret door. Went back and figured out Fireball Alley and made it through. All behind me is clear now.

102. The room at the end of all that bother is not very impressive, but scores of Skeletons wanted to keep me from going further. Traps abound. It's a good thing I have High HP and heal as I go thanks to my Ring of Regeneration. Plus, my Pendant of the Elf has made all of Kel-Garas's holding spells useless to him.

103. Ever onward. Down the hall there was another door that had a really bad aura emanating from it. Entered and was attacked by a Skeleton Blackguard and Warriors which I dispatched handily. (=4XP & some Evil armour) Gave the Blackguard helm to Deekin. He thinks he looks quite debonair. Others might not. Looted the chests in the room and then found a Secret Door. (=90XP) Behind it, a treasure room. Lots of gold, lots of magic weapons, armour and other items. Not least a Boots of Tumbling (+10!)

103. Disabling traps along the way, I went behind the next closed door and found stairs down and went down them to the Inner Catacombs. Looked around and several Spectres attacked. (=4XP). Then noticed the Statue of Jergal had ruby eyes. Went to take them and it came alive and attacked. (=6XP) Got the rubies eyes in the rubble that was left. Noticed a secret door with a trap set chest on each side. Managed to disable one to loot it, but had to take damage on the other.

104. Looked at the Altar to Jergal. had choices to pray faithfully, pretend to do so or spit on the altar. Did the last and got encumbered and slowed. Luckily, I had a Greater Restoration scroll, which I used to remove both those curses.

105. Followed a walkway off to one side and opened the door to find a trap and Gargoyles. disabled the trap and smashed the Gargoyles. Farther on, I came to a hall lined with statues of archers on both sides. and spotted three trap springs on the floor ahead of me. I'm not naive. I knew exactly what that meant! Disarmed the traps and, as I expected, the statues remained statues. Decided to smash them all anyway. (=4XP)

106. Went through the secret door, killed Kel-Garas (=17XP) and got his Rod of Blight. Deekin took pretty good care of the two Skeleton Warriors in the room. I proceeded to loot the chests and sarcophagus and found a whole lot of GP and other quite good stuff. I was loaded up with stuff to flog!

107 The place seemed to start to collapse, and I began to run out. But, for some reason, I held up for a few seconds and then noticed a portal had appeared. Went through it and, lo and behold, I was back at the Caravan.

108. Went to the Tomb of the Morninglord and was going to put Kel-Garas Rod on the Altar when he reappeared with a bunch of Skeleton Warriors and attacked and set a moving spear trap in front of the altar. I went through them, through the trap and put the rod on the Altar. That did them in! (=1000XP & 4XP) Ibn-Musid appeared and made good on his word, giving the Caravan free access to the Bedine's water supply. I took a look at the Altar after that and noticed that the Rod of Blight had turned into a rod of Dawn. That is good for a lot of stuff, but only Clerics can use it. I took it anyway to sell. After all Ibn-Musid did say that I could take whatever I might find.

109. Returned to the Caravan and told Katriana the news. (=1000XP) Sold her all the loot I had picked up and said I was ready to go on. Doorna and Xanos were in camp still ready to come on as henchman, but I got kind of a kick out of Deekin, so kept him.

Mar. 27

110. Well, I will say this for her: Katriana sure can make the Caravan move when she puts her mind to it. We arrived at the encampment where Garrick is supposed to be located. Said my goodbyes and Torias asked me to get him a bottle of Ao wine. He said it was really supposed to be something, but

couldn't get it because the Aoists wouldn't let him back in their encampment. I was going to say yes, but then remembered he seemed to have a drinking problem. So I talked him onto giving up booze. (=500XP) he was so desperate, though, I am pretty sure I could have got something quite nice from him for bringing back a bottle.

111. Walked up to the Encampment and spoke to the Guard. He said Garrick was in the Temple, badly wounded. He also told me about the Ao wine, the Ao minister, Musaharak the Merchant and Jasmeena the wine maker.

Mar. 28

112. Spoke to Musharak and brokered the deal between him and the Minister of Ao to sell the Ao wine (=1000XP & 2000GP). Also set Musharak to find something special for me.

113. Spoke to the Minister again who gave me his "test". The Ao worshipers thought that I was the God and I spoke to Telnix, who gave me Cloak of Ao. (=+2AB, +1 Constitution, +1X mind spells) Gave it to Deekin.

114. Found Garrick in the Temple, healed him and he told me of the figure that was looking for the Crystal.

Mar. 29

114. Spoke to Garrick's despairing nurse Valana who was in a crisis of faith and persuaded her to adopt my religion. (=1000XP)

115. Stole a bottle of wine from the temple (=+3 ->Chaotic, +1->Evil)

115. Went into the Valley of the Winds. PU. Dead bodies and flies everywhere.

Mar. 30

116. Went down into the Excavated Ruins. Lots of dead workers, More empty rooms and lots of falling rubble. Ran into some Blue Slaads (=4XP) that conjured up a bunch of Red Slaads to help them attack.

117. Went into a room guarded by a Green Slaad. (=4XP) Saw an orb on a pedestal and runes on a pillar. The runes indicated that if I cast spells on the orb, something would be created. Cast Aid, Resistance and Bless and, lo and behold, I received a Spellstaff. (&=300XP)

118. Went into a room on the Northeast. Pulled the chain three times and found a belt of Giant Strength. Found another room and got some middling stuff.

119. Farther on, I came into a room with a Shield Guardian fighting a bunch of Slaads. Killed them and he thought I also was a Guardian. When I questioned him about his "Master" (a skeleton on the floor behind him, he got angry and attacked. So I had to kill him too. (=31XP) Found Ointment of Stone to Flesh on the Skeleton, a Ring of Magic Defences and a Necklace of Fireballs. Gave both the latter to Deekin.

120. Went on and found a secret door at the end of the hall. Encountered Basilisks inside. Somehow they petrified Deekin and also stopped me for a few minutes, but eventually, I was able to loosen up and kill them all. (=83XP)Used the Ointment of Stone to Flesh to bring Deekin back. Then also on the Sphinx Statue. Found out everything he knew about these ruins and then answered his riddles. (=500XP) After he left, I cleaned up all the remains, etc.

121. Went on to the room of the Strange machine. Used Dragon Blood in the Defensive Urn and Fairy Dust in the Offensive Urn to make a stone of invisibility and Resistance. left and went out into a big room to the East. I think I might have seen this from the other side on my way in here. In the middle is a big hole in the floor and to the North there are a couple of gates. Oops! attacked by some ants and Slaads. (=5XP)

Mar. 31

122. Decided I didn't want ants nipping at my back, so I went down into this hole to nip that problem in the bud, so to speak. Lots there to fight (=5XP), but I didn't attack those that didn't attack me.

Went merrily along looting chests, rifling in rubble and killing attackers until they seemed to have had enough of attacking me. Then I came upon a juvenile Queen ant. (I think they call themselves "Formians") We agreed to cooperate against whatever it was that attacked them and killed their old Queen. She gave me some sort of crystal to summon them when needed.

123. Saw a bunch of boulders behind the Queen and climbed up them. Came into a room with two Minogans which I duly killed (=5XP). Lots of good stuff (Bow+2, Shield+2) in this room. There is a secret door out to that hallway from the room where I got the belt by pulling the chain. Wonder how I missed it?

124. Made my way back to the closed gates and entered the Portal Precinct. Saw that Hooded Thing from before disappear and then had to fight a whole bunch of Slaads. (=5XP)

Drogan appeared and began to try to open the portal. While he was doing that, I pressed the button on the pillar in each of the six rooms (after several wrong tries) and that opened the portal. Then the place began to collapse around us. Drogan sent me through it and died keeping it open just long enough got me and Deekin to get through.

Apr. 1

125. Well, here we are in another desert. That portal was certainly a point of no return. Saw a bunch of life-like statues and considered using the Ointment of Stone to Flesh to see what would happen, but thought better of it. I might need that somewhere down the pipe and I am not sure how long it will last. Fought off a bunch of Asabi Warriors. (=5XP)

126. Then I thought, what the heck, the Ointment bottle has "10" written on it, so it probably has ten more uses. So I tried it on one of the statues, which then promptly attacked me. (=5XP) So much for gratitude at being brought back to life.

127. After wandering all about I saw that Shadow thing up top of a stone structure. There was nowhere else to go so I chased after her. Bad move. The next thing I know, Deekin and I are both turned to stone. Just like those other statues we passed. Great. Stuck here forever, I thought. That's probably why those other statues were so mad when I used the ointment on them.

128. Eventually a bunch of Asabi's came by and took us back to their "master". Great, I thought: "Here we are, displays in some goof's rogue's gallery." Nothing quite so lucky, however. This big thing comes out and puts something around my neck. At least I begin to be able to move again.

Apr. 2

128. When I am able to move, I go into the next room and there is this Ashtara "Prince of the Asabi Tribes". Apparently, I am his slave thanks to whatever he put on my neck. In order even to have a chance at getting freedom back, he tells me I have to kill off ten Golems so that he can raid the place. Well, I'll do it to be free of this goof, but let him loot? Fat chance! Noticed Deekin standing stock still: Still a statue, so I brought him to life with the Ointment. Eight is now the number on the bottle.

129. Wandered about and discovered the centre of the Centre Core which has an Ark of the Winds. (=500XP) Then wandered some more until I ran into a Golem Guardian in the NW corner of the Centre Core who said something about "Northwest Vizier Street" before beginning to fight me. Broke off the fight and went into the North Fragment.

130. Ran past another Golem Guardian. It did quite a number on Deekin, but the little guy killed it. (=150XP) Made into the Stone Butler's Room in the NW part of the fragment after fighting off a few Dire Spiders. (=5XP) Spoke to the Stone Butler, who quite informative about the city, the Temple of the Winds and, when I told him about Heurodas (=200XP). where to find the three winds it was necessary to put in the Ark to be able to get at her/it (=300XP). he also told me about the ring his dead master used to control the Golem Guardians. Went into the Sarcophagus room and closed the door, then got the Golem Maker's Ring, a Scarab of Protection+4 & Bracers of Dexterity+4 out of it. (=1000XP) Healed Deekin.

131. Back out to try to calm all ten Golems for Ashtara. Had to kill a bunch of Spiders & Beetles (Wraith =5XP; Queen =85XP; Stink & Bombardier =5XP).

Apr. 4

132. Calmed, then destroyed the four Golems in the North Fragment. (=249XP) Then I went off to the East Fragment. neutralized another Golem in the Northwest of the Centre Core on the way. More spiders and beetles in the East! Yecch! Destroyed the Golem in the small library. (=249XP) That makes six out of the ten. Might as well see if there are any in the Centre Core.

133. Got another just South the Temple of the Winds ! (=249XP) That's seven out of ten. And another in a room to the East of the Temple, Eight for ten.

Apr. 5

134. Off to the West Fragment. Oof! Another bunch of Beetles and Spiders. (=5XP) Good thing I stocked up on lesser restoration potions and scrolls. Ok. Got the last two Golems. (=249XP) Now let's go back and hold Ashtara to his word!

135. As I suspected, you can't trust a lizard. We are stuck here unless I can get us out. At least he has left me free to go about as I want.

Apr. 6

136. Back to the East Fragment, to the Great Library. Lots of Dust Mephits & Dust Elementals (=5XP) and a bunch of moldy books that crumble to dust as soon as I pick them up.

137. Finally reached a sort of reference room way at the back. There were two books: One blank anode entitled "The Beggar's Love".

Apr. 7

138. Started reading the "Beggar's Love" (=200XP) and was transported on to a landing in the midst of a kind of swamp. met this lame beggar, William Rey, lamenting the loss of his love, Jendra. Same old story: Mother didn't approve of the match and sent the daughter off to a nunnery to protect her from herself. Couldn't make a lot of sense out of him other than that. He begged me to help free her.

139. Entered the Unholy Nunnery, killed off assorted Unholy Priestesses, Crusaders, Clerics, Monks, etc. (=5xp) Found Jendra dead. Got a Quill from the Grand matron's corpse and a bunch of other stuff from the pillars behind here. Read the Treatise on Hell and went forward into a fiery place with a few walkways. (=200XP) Levelled up: Now Rogue (5)/Paladin (15).

140. Found a wizard (Karsus the Archwizard) fighting a bunch of Succubae and helped him, killing them all. (=5XP) Got him to tell me his story and he gave me his Inkwell. (=350XP)

Apr. 8

140. Rewrote the Beggar's Love, which took me back into the Unholy Temple where I found Sir William and Jendra happily reunited. (=249XP) He even offered me his help in finding the Wise Wind.

141. Rewrote the central argument of the Treatise on hell (=249XP) and was transported there. Found an Archangel instead of Karsus (=249XP), but she communicated his promise that he would be there to help me fight the Wise Wind. (=249XP)

142. Back in the Library, I wrote a story to catch the Wise Wind. (=700XP) Killed the Wise Wind with the help of William and Karsus (=282XP). Then took the Wind into inventory. (=1500XP)

143. Sold off all (well, most) of the loot to Ashtara and went off to the Crypt Tower in the North Fragment. The place is loaded with traps that had to be defused and Disturbed Undead (=5XP). The only way to stop them coming is to bash all of the sarcophagi in the room. (=100XP) When we finished, Deekin told me a hilarious stupid joke. with the punch line "Never hatchet counts before they chicken."

Apr. 9

144. Went up to the second floor of the Crypt Tower. Loads of burning men, but none attacked me

so I left them alone. Went to the centre and threw the lever there. Then went around picking up everything and rifling all the bones about. Most of it was rusted junk, which I dropped in the centre area. But there were a few nice things: A Mithral shield, an Elven armour and a pixie blade. And a few GP. Not much else here, though. (=500XP, when through to 3rd Floor).

145. On the third floor, I navigated the constantly shifting maze. Went into and looted all of the surrounding rooms (3@100XP) Killed lots of assorted monsters. (=5XP) The room in the Northeast has thrones on which it is possible to sit and be cured. Or almost killed, if you sit on the wrong one.

146. Finally to the fourth floor and the Dead Wind. He was not so hard, but his zombies kept going like the energizer bunny, And the Greater Wind Zombie was a real bugger. He killed me once and I had to go back and come in anew, fully spelled wand with three summoned creatures as well as Deekin. Dealt with them all that time (=3XP) and took the Dead wind into inventory. (=1500XP)

147. Teleported back out to the North Fragment and then went and unloaded a bunch of stuff on to Ashtara. Then to West Fragment.

Apr. 11

148. Entered Arcanist's Tower and met Dagget Filth. He was mouthy and, well, a rat. So I killed him (=15XP) and his Fire Elemental. (-5XP)

149. Went up to the 2nd floor and found it was lots of islands connected via portals to another plane, from which I had to portal back to another island to make my way across. The only problem was that from each of those portals spewed Shadovars (=5XP). I needed to kill them to get the gems to use the portals. Eventually, I figured out that I was not going to kill all of them: They just kept reappearing. So I made my way across and went out to the 3rd Floor.

150. Entry to the 3rd Floor was uneventful, but the first door I opened, I came across a great Shadow Monster tearing a strip of his minions for letting me through. Then he disappeared through a doorway that was blocked to me. Had to fight off more Shadovars until I made it to the High Arcanist's Chamber. There, rifling through stuff and opening a locked and trapped chest, I found a Portable door and amulet. (=500XP). Well, of course I knew what the portable door was for!

151. Went through the portable door and had a show down with the Shadow Lich and his Shadovar minions (=5XP). Got the Dark Wind from the Shadow Lich's remains. (=1500XP) Back out to the 3rd Floor, I was able to get through that previously blocked doorway, which teleported me to the West Fragment.

Apr. 12

152. Sold off the Shadovar armour, etc to Ashtara. Then went back to the Temple of the Winds and put the three winds in the Ark. That opened up the temple walls. (=500XP) Went up the stairs and pulled a chain to my left and was transported to the Temple central area. had to fight off several Medusal Handmaidens (=5XP) and Battle Horrors (=22XP). Disarmed (or set off all the traps and opened the four chests on the walkways. Then, I noticed four doors had appeared. Opened one and it took me to the 2nd Floor.

153. Arrived in the Western part of this area. Went in and met up with LOTS (!) of Skeletal Devourers. (=22XP). The big Tentacled monster in the middle is a killer with fireballs. Pulled the switch after killing all the Skeletal Devourers, got the shank of bloody meat from the bloody altar, put it on the alter closer to the big Guy, which drew him over, and then scooted over to the next quarter.

154. Repeated the exercise, not without lots of pain and suffering and healing potions and all my Paladin protective spells, until I had pulled all four levers and ended up in the East Quarter. That left only steps to the Chamber of the Mythallar to go up.

155. Spelled up, potioned up and charged in. Heurodas tried to talk to me, but I just went straight for

the Mythallars, bashing them all while Deekin kept the hag busy. Good old Deekin! Then went in and finished her off. She had a lot of power but very few HP. An anticlimax!