



Tyrants of the Moonsea

A Walk-Through

By

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For Loris and Clio

&

Anyone else who may find it of use

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1. General

As with previous walkthroughs that I have done, this one is to give Loris & Clio a leg up, if and when either may decide they want to play. It is based primarily on my own experience with this module. Occasionally, I have consulted other sources, but normally only after I have played a while by myself, and then only to confirm in my own mind that I have not missed anything important or interesting in the game.

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

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

Henchmen

Three henchmen may be recruited to help you in your adventure. Two are in the Sword's Rest in Voonlar: Aster Greysteel, a Human Fighter and Eremuth, a Half-Elven Wizard. Another, in the Boring Pig Tavern in the same town, is Lyressa, an (apparently) good Undead Rogue.

Henchmen in this game do not appear to die. They seem to get taken down to one hit point (HP), lie down and stay there until a battle is won or lost. If the battle is won, they appear to come back to life at their full current HP level. If the battle is lost, your character is dead and so probably doesn't care what happened to them.

You will note that there are some places that your henchmen will not or cannot venture, like the Locktower in Voonlar or past the gates when you finally enter Hillsfar, or the red Wizard Enclave in Mulmaster. So, in those places you will be on your own.

Both Aster and Eremuth become unavailable to you in Elventree, but if you want or need henchmen, there is hope. There is a hint in Hillsfar's Temple District that Blizzard may become available at some point in the adventure. And Sharalyn can take the place of one the others in Elventree.

In Thentia, you can pick up Beirmoura, a talking sword. It will accompany you as a henchman and you can also wield it as a weapon in its own right. It is quite a powerful multi-enhanced weapon, but once you wield it, you lose it as a henchman.

Quests & Loot

There are, of course, lots of quests and secondary quests. And experience points (XP). And gold pieces (GP). And Loot. I have noted the most important, or most useful to me, of what I found at Annex 2. If you want a full catalogue of exactly what you might find or get, there are other sources on line, most of which I have found to be too exhaustive and often inaccurate due to different versions of the game or

changing internal allocation algorithms. Anyway, I tend to believe that unanticipated discovery is a fun part of the adventure.

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

Another thing to bear in mind is your ability to carry loot until you can unload it at the next available merchant. To make this more manageable, buy all the bags of holding you can every time you come across a merchant that is flogging them. Put as much of your accumulated heavy armour and arms in them as you can, and then fill out the corners with smaller items to reduce the weight you are carrying. Going over your maximum limit slows you down and reduces your ability to deal with the baddies.

You can buy some, of differing weight reduction qualities, early in this game and the money Madoc pays you for getting him to Voonlar gives you the cash to do so.

Levelling Up

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

This game appears to want to start with a character at least at Level 13. If you start with a brand new character, you will find that as soon as you begin, you will be given 13 opportunities to level up. A nice start to the game, which gives you a lot of early control over your character's early development.

It also makes later levelling up quite a challenge after you have gone into the game. You have to kill a lot of monsters and complete a lot of quests to amass the 20,000+XP you need per new level. So make your character class, ability and feat choices carefully.

Maps

At Section 3, I have done an overview map of the Moonsea so you can get a strategic overview. I have noted the principal map navigation areas with numbers and a legend and have taken the liberty of marking road and pathways in as near as I can make them out. (These are in yellow because it seemed to me to stand out better on the map.)

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

Several one room or otherwise simple places have not been included for the simple reason that they are simple: You are not likely to get lost or be unable to figure out what to do in them.

I have annotated all the important places on each map with which an adventurer can have some interaction. Most are substantive, others only incidental. The numbers assigned to each reflect the order in which I found they were best played to get the maximum number of XP and the most useful or resellable loot and/or GP.

Playing the Game:

Exploration

The game is pretty well linear in progression through to Elmwood. From there, however, you have a range of different destinations that can be taken in different order. The first time I played I went to Mulmaster, Thentia, Melvaunt, Zhentil Keep and Thar in that order. Doing that, I found it difficult to complete some of the sub-quests and when I got down to the last battle of the main quest, I found the result unsatisfying.

My second time through, I did it in a slightly different order (Mulmaster, Melvaunt, Zhentil Keep and Thentia) and didn't try to do everything in each location, completing sub-quests over a number of return visits to each. That permitted me to get farther in several of the sub-quests (e.g., *Murgah's Magnificent Machine* and the *Big Game Hunt*) than I had the first time around.

Zhentil Keep Peculiarities

Note as well that there are a couple of peculiarities in the Ruins in Zhentil Keep's New City/Docklands area. First, movement from one section of the ruins to another appears to be completely random and can be very disorienting. You never get an overall picture of ruins on you map area, only the part you actually traverse after entering each section. I tried to map the whole area (Annex 1), but the sections do not mesh exactly. At least, I could not figure out how to do so before deciding not to waste any more time trying.

Second, no matter how many monsters you destroy (all ages of White and Red Dragon, Ogres and Giants, Invertebrates, Zhentil war parties out on training manoeuvres, looking for live targets) you may eliminate during an exploration of one section, if you return to that section again, some or all you met before may have regenerated. So trying to clean out the Ruins area after getting the Render's head, is probably a fool's errand. You will have lots of opportunities to amass loot and niggling XP (except for Ancient Dragons @ 120XP), but doing so will only delay your pursuing the rest of the adventure.

Character-restricted Sub-Quests

I started the game each time as a good/lawful Half-Elven Rogue, moved to a Cleric and then to a Paladin. I suspect that this choice of alignments and character category may have made some sub-quests unavailable. For instance, in Zhentil keep, there is the Jagged Rocks which seems to be linked in some way to a shark carcass on a ship in Mulmaster. My character never was able to go past the general exchange with the Stormmistress. I think it might have been different if I had been a Druid or some other class or alignment. Similarly, there is a sleepy cat in the Breakwater Inn in Melvaunt which I suspect might also reveal itself as something else, were I a different character.

Game Finale

After the second time through successfully, I found the game ultimately unsatisfying. This is not because I failed to accomplish (I think) everything I could as a rogue/priest/paladin, but rather because the tales of Maganus and Eremuth do not reach a final conclusion. The end annual leaves those open to a further game or games. That is probably the way it has to go to provide some series continuity, but I just like everything nicely tied up.

2. Walk-Through

1. The Road to Voonlar

As the game begins you have been hired by a merchant called Madoc the Uncouth to get his caravan goods to the town of Voonlar. A broken down wagon is being jury rigged by a fundi called Anders to get you the last few miles to your destination. Madoc suggests you repair to your wagon and get yourself more properly outfitted for a fight, just in case.

2. Voonlar

Arrived in Voonlar, Anders scarpers as the wagon breaks down again just inside the town gates. Madoc is beside himself when an obviously sleazy town guard offers to help get his goods to the Shield Trading Company (the town's mercantile emporium). Madoc is about to send him packing when something quickly changes the guy's attitude and the shipment gets delivered intact. Madoc pays you off and suggests a drink in the Sword's Rest Inn so he can make another proposal that may be of interest to you.

No sooner do you begin talking to him but some big aggressive goof named Bron comes over and you learn that Madoc cheated on the Zhentarim and threatens to throw both of you in the clink. But he challenges you to a fight instead, inviting you outside. There you beat him and he runs off. You are on the point of being arrested by Town Guards when the village is invaded by Fiends and other assorted monsters. You have a choice: Fight them alongside the town guards or try to hide.

If you found a barn to duck into, that can offer a welcome respite. But you will find that you have to deal with a Beblith. Still, if you have enough healing potions to keep up your strength, that may be a better option than going out and fighting Fiend, Vrocks, etc. With any luck, you can go out after the fighting is over and plunder the dead bodies bound to be everywhere.

While you re looting, you might notice a temple with a lot of dead priests outside. That bears exploring, but be ready for a fight if you go inside. If you pick up too much loot to carry, you can always take it over to the Shield and sell it for stuff you can use.

When you decide to head back to the Sword's Meet Inn for a well earned drink, a Half Elf called Sharalyn Lockleaf approaches you, identifies herself as a Harper and asks you to meet her in 'her' room at the Inn. I think, "Uh Oh, not another Ariel. I had enough of her kind back in Daggerford"

Arrived at the Sword's Meet Inn, you meet and can take on, if you choose, two henchmen: Aster Greysteel a Human good fighter, as his name would suggest. And Eremuth Silverwind, a Half Elven wizard.

Up on the second floor, you might catch a would-be thief, Lashar Waters, padding around. If you like his story, that will give you another opportunity to prove what a good, kind, generous and sympathetic person you are. Not to mention get some more loot and XP.

And if you decide to snoop around some more before knocking on Sharalyn's door, you may encounter another lot of unsavoury types. You never know when opportunity gives you the chance to pick up some intelligence, as well as good loot. Assuming you are good at fighting professionals.

Up in her room, Sharalyn tells you about the bad things happening in the Moonsea and tries to enlist your help in cleaning up ones set of bad guys: the Order of the Crooked Fang. When you show her the contract put out on her, she will open up about her past and tell you about Maathir, the other really bad guy in this part of the world. You are really a sucker for this kind of stuff, aren't you?

In case the thought had crossed your mind that the town's lockdown might get you out of this adventure, she knows how to get your ticket out the town's East Gate. She just happens to have a friend at the Temple of Chauntea (Lady Shrae) who just happens to have a key to that very gate. Lucky you!

If you decided to break Lashar's father out of the Locktower (and maybe finish off that thug Bron?), you might want to stop at the Shield to offload any excess loot. And then perhaps look in at the Boring Pig Tavern to check it out, on the way. Look for a hooded creature called Lyressa. There is a reason she is hiding her face. Still, remember never to let appearances put you off.

You might as well also stop in at the Temple of Chauntea and get that key for the East gate. At least you know you won't have a fight on your hands when you go in there. At least not immediately: My experience is that every time one runs into a Chauntean acolyte, he or she always gets me embroiled in some affair involving undead monsters.

And who knows, you may be able to buy some curative potions and other useful stuff. You have to know that you are going to need some before long if you are going to get old man Waters out. If you are successful in that endeavour, don't forget to let Lashar know. He may ask you to drop by their home later so that they can properly express their gratitude. Maybe the old man will have had a shower by then. Make sure you follow him or their hovel will be hard to find.

With the Waters reunited, you might as well see to Madame Shrae's undead problem before leaving town. On your way to the abandoned house ["Should you accept this assignment, Mr. Phelps"], if you have time and are good-inclined, you might stop in to see Mard and his wife for a cup of tea.

In the abandoned house, you have to use your spot skills to find the way to the catacombs below. Don't forget to look around the house, though, for anything that might be of use below. And, yes, below expect to find undead. Lots of undead. In the end, however, you will find them all child's play compared to what you face: Shrazgul the Banelich.

Something to make you immune to fear would be helpful if you could find it. Failing that, all you can hope for is that your henchmen will keep the Banelich and its minions busy while you recover your wits enough to get back to the fight. At least with this Lich, you don't have to find its phylactery to kill it.

On your way out, don't be surprised if the great Bane reveals himself to you and gives you more intelligence on the machinations in Moonsea, and a reprieve from his wrath. Don't forget to tell Lady Shrae all about it.

The suddenly you remember that your main quest takes you east to Hillsfar and realize you have tarried overlong in Voonlar. So, out the East gate, using madam Shrae's key. None of the guards dare stand in your way.

3. The Shind Road East

Out the gates you run into a devastated Zhent patrol and find that there are lots of baddies ahead. You might as well check bodies to see if there is anything good. And check out the rest of this map area as well. If you have good spotting skills and look carefully in the snow, you may come across a poor half frozen soul left behind. Looking further, you may also have a chance to work out a deal with one of those who wreaked havoc on the Zhentrim. I wouldn't trust it any farther than I could throw it though.

If you run into the dragon Gloomfang, take the opportunity to try to learn more about the situation in the Moonsea before getting down to the battle that is almost always unavoidable with dragons.

Farther still, outside Yulash, you will finally run into a merchant who has enough capital to buy all the tradable loot you have acquired and maybe some stuff you might need for your onward journey. Don't bother trying to get into Yulash: They have the gates shut tighter than a drum. Not before they commandeered Ogson's oxen and left him stranded, though.

On, toward Hillsfar, brave adventurer! But what is this? An intrepid soul fighting off Slaads. But then he spies Aster Greysteel in your party and all bets are off. You will have to decide how much you like Greysteel and whether you are going to be a faithful to him as he has been to you.

Assuming you fought off the assassin, you will find that you have a chance to close out that deal you made with the Fiend earlier on, if indeed you did do that deal offered you. How much do you like fighting Slaads? Not very nice creatures, are they?

On the outskirts of Hillsfar, you first encounter an evident madman. You have lots of alignment shifts available to you, depending on how you treat him, and with him. After he rambles off, you may spot a couple evidently stranded outside the city walls. Your steel trap mind remembers the trader stranded back a bit and suggests they do a deal: Their intact oxen for warmth and shelter. Off they go!

If you are a concerned citizen, you might decide to go back just to make sure they made it there safely. If you do, you will find they most assuredly did not. Cheswick has lost his wife and you have to decide whether or not to go off to her rescue. Can't pass up saving a damsel in distress, even if the first impression she gave you was that of a harpy shrew. Still, what have you got to lose but your life?

4. Hillsfar

You have to get past the guard at the Hillsfar gate. Your first challenge, if you are not 100% human, will be to get over the Hillsfarian edict on non-humans. Your second will be to get him to open the gate, or at least go to fetch that Red Plume Captain Kalor Onehand that Sharalyn told you about.

So you meet with Kalor, then go off to speak with him at greater length in the Diamond in the Dung Inn. Pump him for all he is worth. Then when you've got all you can from him, he will say that there is one more thing you have to do. He then asks if you are ready. At this point, you have an opening to go out and explore the rest of the Merchant District. It is an opportunity of which you should avail yourself, particularly if you are carrying a bunch of loot that you picked up on your way to Hillsfar.

There are at least three spots you can buy and sell stuff. If you are wise, you will try to make sure that you have the best weapons and armour you can afford and as many curative potions or spells that you can carry comfortably. You have to know you are in the centre of lots of potential trouble.

And, when you finally do tell Kalor you are ready, you will find out how much trouble you are in. First, you may find that old madman is not quite so mad after all, just a psychopath. And second, Kalor was not a lot of help when you needed him, was he?

In the Arena gladiators' pit, you awake to find three people to whom you will want to speak, if only to find out just how sour a pickle you have got yourself into. It is a good idea to take a genuine interest in them and not only because you might find them helpful in the trials and tribulations before you.

In the Arena itself, your challenges mount and you will face not only physical but also moral challenges. The hardest part of being a leader – and being able to make a difference - is learning that sometimes there are no good options, just less bad ones. And making them is never easy.

If you made the right decisions, you will get a chance to get out of the arena and be able to walk free in the Merchant's and the Temple Districts. On arrival in the Temple District, you may be surprised to meet up with Blizzard. You really should get to know her better, even if she is not inclined to join up with you. This is also your chance to get some curative items, a weapon or two magically enhanced and perhaps other stuff you might need.

Remember, this is also a chance to get even with Wak Rathar and the Innovator of Pain. Do so with glee - if you can make your way through the Deadspire. One really important thing to remember there: You are saddled with a geas that will not let you damage the IoP. Get rid of that and you are like to find him just as brittle as virtually all bullies.

Finally, if you run into a priest who is down on his faith, you might want to tell him about the sacrifice of Father Garth in the Arena. You never know when a story like that might inspire another to persist in his vocation. You have to know the old priest would appreciate it and approve.

If you come across a door you cannot open, for instance at that curio shop, don't dismiss it out of hand. You never can tell, if you return later in this adventure and can figure out the correct password, you may be able to gain entry. Then again, if you do, you may wish you had not.

When you decide that you can do nothing else useful or interesting in Hillsfar at this time, sheer boredom might bring to mind the terms of your deal with Maathir, not to mention your undertaking to Sharalyn. What is your only way out of Hillsfar? The way you came in, of course. Time to blow this pop stand!

4. Elventree & Elmwood

Remember Kalor? Remember what he told you about the Order of the Crooked Fang, and Cormanthor, and Elventree? Perhaps you might want to head there to see what is happening.

As you enter Cormanthor Wood, you are stopped by a lookout party of Rangers. If you take the time, you may find that their leader, Craster Rees, is not such a bad fellow and perhaps get some directions and news. (By the way, he is no relation to the Crole-Rees who flogged discount air tickets in Dar es Salaam in the early 1970's.)

In Elventree, given that Craster told you Sharalyn was there, you might as well make a beeline for the Swaying Bough Inn. Wonder whether its landlord signed on to the Real Ale bandwagon?

Hilrad the Patient seems to be the local repository for the area's corporate memory, so a chinwag with him, while time-consuming, is likely to be of some help and guidance. Before you head out after the Order, you might want to explore the whole of Elventree, flogging off any excess loot and buying whatever you think you (and your henchmen) may need to face a bunch of Wizards, Priests and Fighters (all at the same time!). Maganus and his acolytes don't look to be pushovers.

So, off you go finally: South through Cormanthor's Central pathway to the Order's encampment. You are likely to find out PDQ that you are not facing a bunch of patsies. Dead dragons are not a good sign for humans, elves, half elves, etc. Get yourself buffed and your henchmen buffed. If you try to rest you are likely to find it interrupted regularly by the Slaads, Herrous, Warriors, Priests and Wizards that will try to block your way.

Once you find the Encampment, feel free to loot it. Be ready, however, to meet up with the Crooked Fang and then with her (more powerful) son on your way back to Elventree. Once disposed of these inconveniences, you will want to hurry back to Hilrad with the good news.

Unfortunately, cause for celebration rarely lasts long in these adventures. So, go off and do your hero stuff again. Zhents almost all taken care of, Maganus intervenes at the last moment to kill off a hated rival mage. He promises to get you another time. So, all the bad guys dead and gone, you head back to the Swaying Bough for a well earned rest. Unfortunately, on arrival you find Astar dead, the sword *Dominion* stolen by Eremuth, revealed as a Malaugrym, out for his own power grab. Now you have to chase him as well as worry about Maganus showing up at an inopportune time.

No rest for the weary: Off to Elmwood! There is lots of evident worry in this normally peaceful, quiet town. The harbour has been closed because of the murder of a young girl and someone needs to investigate. Pay particularly close attention to that old druid. Something is just a bit off about him. His dog doesn't seem to like him much, either.

If your suspicions carry you into East Cormanthor, you've got a good nose for trouble. Here you will find it in the form of goblins, Drow priests and other monsters, particularly if you decide to cross the River Lis. Nonetheless, you may find it to your advantage if doing so brings you face to face with that traitor Eremuth once again.

You will probably find him a slippery character. But if he gets away before you can finish him off, don't despair. He's probably not going to go far without *Dominion*. And if you can't find him again in Cormanthor, think back to places you might not have been able to enter back in Elmwood before. By the way, did you get the hint given to you by one of the items that both the Grange and the Temple had in their respective inventories? If so, you should have bought one, because it will certainly be of use in chasing down Eremuth in Elmwood.

Ok. Chased him down? Got proof of his guilt? If so, it is time to report back to Thorayana and to begin plotting next moves. You still have to run down both Eremuth and Maganus, so get busy planning and deciding next steps. Sharalyn and Thoryana both have ideas. Thoryana also has some good stuff for you.

What a plethora of Choices! Thar, Zhentil Keep, Melvaunt, Thentia, Mulmaster? And don't forget Eremuth's journal mentions that curio shop back in Hillsfar. Whichever you decide, you had better find Kettia Freeborn who Captain's *The Grim Voyager* if you want to cross the Moonsea. No one else seems to be available for hire.

5. Mulmaster

Mulmaster is a big place, but dark and not very inviting. Going there, however would let you get in touch with that Harper agent, Chesslyn Onabra, that Sharalyn mentioned. Probably the brightest place in town is the Casino, so you might want to go, if only to watch people lose all their money.

If you thought enough of Aster to decide to take his letter to his wife, that would certainly be a nice - and probably much appreciated - gesture. It usually never hurts to show a bit of empathy and understanding.

Mulmaster is also dangerous for the naive. Never trust anyone who describes himself as trustworthy. There are couple of Inns and several doors that just cannot be reached and some people who just don't make a lot of sense. Maybe on another visit.

Oh, yes: If you hear of a big party going down, it could be rewarding if you are able to crash it, and survive.

Well, if there is nothing else to do in Mulmaster, you might as well take that not so light hint from Selferil and see whether there isn't anything in one of the other of these petty principalities. You are a contrary soul, so it makes sense to go counter-clockwise around the Moonsea. That makes Thentia next.

So, back on to *The Grim Voyager*. On your way to Thentia, you find yourself stopped by the Melvauntian navy for a documents check. Admiral Meldondar Nurian can't find anything incriminating, but when he learns you are an adventurer, he offers you a job hunting down pirates on the Moonsea. He is a self-important, arrogant so-and-so and certainly won't deign to tell you where to find them, other than to suggest that they all like drinking and carousing.

Melvaunt is a slave-owning realm and this Admiral is a slaveholder, not something that endears him to either you or the *Voyager's* Captain. Quite a moral dilemma, isn't it: Work for a slaveholder or let a bunch of pirates and slavers continue to roam freely. If you speak to the Captain after his nibs departs, you may recall that bunch of hard looking types and that strange conversation with one of them in the Oxpit Tavern back in Mulmaster. Time for a quick trip back?

You were on your way to Thentia, so you can carry on if you so wish. Or, you can just take Veris's head (or ring) to Melvaunt for the promised reward. Take your pick. I am not usually distracted from a plan without good reason and have a strong delayed gratification aptitude, so I just put Veris's nicely wrapped head in one of my bags and went on to Thentia. Also, I didn't like that Melvauntian admiral creep and thought I might want to find out a bit more about them before walking in. You can't trust slavers.

6. Thentia

In Thentia there are two inns: The Beacon Inn the West and the Inlet in the North Central part of

this land. I flipped a coin and went West, to the Beacon. The barkeep there has some good stories. It is also the gathering place for a bunch of pretentious rowdies who claim to be some kind of army led by a big-talking fop. The bigger they talk, the smaller they are. Handle this right and you might end up with another helpful, if talkative, henchman, or a powerfully enhanced weapon.

When you leave the Beacon, you have three directions to go. If you are lugging along a lot of saleable loot, you might want to consider stopping to see whether Mad Melryk would be interested in taking any of it off your hands. He might also have some things that you or one of your henchmen might be able to use for trials yet to come.

There are supposed to be a couple of retired archmages in Thentia. People keep telling you there is one in the north, but watch out for misdirection. One, Flamuldinath "Firefingers" Thuldoum lives in a tower in the Southwest. The other, Dragoth, lives more centrally. Each is probably worth a visit, but for different reasons.

Farther to the West you will probably come across the Candelmas Ruins, where that band of fops in the Beacon was going to head. The Shadowvar that lots of people in town talk about are concentrated there. They are arrogant, but not fools. You will probably have a choice with them ally or oppose. Which you do depends on how much you think you can count on them when the chips are down.

There is a Temple of the Moon goddess Selune here that could be worth a visit, if only for the architecture. If nothing else they offer healing and some other related merchandise in their gift shop. The high Priestess here may mention a couple she sent into the Scarred Lands to try to get some intelligence of what was happening farther North.

At the Inlet, the other Inn in this area, a Minotaur called Thud, apparently is in charge. That, in itself has to be suspicious. But, there does not seem to be much happening here: A couple of unopenable locked doors and a strange person named Karin something or the other upstairs. The inlet also seems to be the route to the Eastern side of Thentia, but you are going to have to do some more adventuring elsewhere before you figure out how to get over there.

Near the Inlet is Angrym's Livery stables. When I tried to buy horses from him, he told me to come back later. So, no joy until further adventuring. [Come back later!]

The same goes for the road to the Scarred Lands in the far North. Apart from predictable monsters, there is nothing there and no way to head even farther North. [Come back later!]

Unless you can find something else worthwhile to do, you are going to have to go somewhere else to find out more about Maganus. The next place counter clockwise is Melvaunt. Better see if Captain Freeman is still in port.

7. Melvaunt

Melvaunt is where you have to take pirates' heads if you want the reward offered by Admiral Nurian. The Floating Fighter Inn is where he told you to go, so that should be first on your visiting list. Keep your ears open after doing your business with Dryden Bull and you may pick up some indication of other places to check out.

Didn't you find something on Nightshade back in Hillsfar about a meeting in Melvaunt? (Seems like years ago now, doesn't it?) And what was it that Wenda at the Floating Fighter said about people disappearing or changing shape near one of the warehouses in the Shipyards? Bears looking into, don't you think?

When you are wandering around the shipyards you may come across the Resting Place of the Whip, the temple of the Moonsea's S&M cult. I noticed Lord Peter enjoying(!) himself, while his wife was stashed away in a nearby house. Some people drink too much Kool-Aid.....

If there is nothing else of interest in the Shipyards, you might as well head up to the Central Market. Time to find that Harper contact Blackabuck and get back on track with your search for Maganus. Blackabuck may also be able to tell you about a group of adventurers calling themselves Dukes of Daggerford who just returned from the North and may have some good intelligence for you. If they happen to do so, pay close attention. Really close attention before you go back to Thentia.

And if talking with Blackabuck tires you out, you might like to check out the Breakwater Inn. It is an altogether more salubrious place than the Floating Fighter. And if you look among the clientele, you may just find an old friend (?), no, more like a fellow victim, perhaps. Still it may be a connection worth renewing, especially if it helps make new friends as well. After all, adventurers do need reliable friends and allies.

Checking out the remaining glamour spots in the Central Market area, you might come across another old 'friend' in a very tight spot. He's a stubborn so-and-so, which means that you are going to have to be quite well off in order to get him out of it. If you are successful, you may be able to get another willing ally when the going gets really tough.

Finally, that place with the purple portals looks at least a little benign. Perhaps you should have a conversation with whoever runs it. It looks like this could be a place that develops useful gizmos for when it comes down to battle. You may have to do some work to assemble the parts, however. Sorry that you sold off some or all of the loot that you had gathered before this? Also, take the time to speak to the gnome at the back. He may have something to challenge your intellect – and fighting abilities.

If you can't find anything else worthwhile to do in Melvaunt, perhaps it is time to move on. Where have you not visited yet? Perhaps it is finally time for Zhentil Keep.

8. Zhentil Keep

This is a much bigger place than most imagine. Getting off at the dock, one sees lights all around. You came here to speak to Kornah the Crazy, so you had better find her as fast as you can. You may have to explore a bit before she shows up. Places of interest are a Hunting Lodge Chapel and then another Temple that seems to be a place of worship of Elemental forces.

Try to keep your gorge from rising if you decide to go into the so-called 'Pride' of Zhentil Keep. You may have to do so, if you absolutely need a place to rest. But don't expect the rats to allow you much.

When you do find Kornah, she may not be exactly what you expect. But a familiarization tour of any new city is always a good way to get the lay of the land before going out on your own. So, it is probably worth paying what she asks for one.

When you are finished your tour in the New City, you can go shopping (or selling) if you want, before doing anything else. If you get tired, you should probably try to find a place where you can rest. Back in the keep, if you are desperate, you can see if the Pride has a place to rest your head..

But, if you really are that desperate, try looking into one of the houses near it first. If you have enough energy left to evict the occupants, you can rest there instead. Don't feel badly about dealing with the occupants. They are a really bad bunch and you will be doing the Moonsea a favour by ridding it of them. Not only that you can do a second favour to some of those they were holding there.

Rested, if you explore a couple of other places in the Keep area, you may pick up a few reasons to revisit places you have already been, as well as the Ruins over Dockside. Doing that may also help you find some more of the pieces you need for Murgah's machine.

When you have finished in the Ruins, check back at the Lodge of the Great Hunt. They are sure to be amazed that you survived. If you start exploring the Keep a bit more, you may find yourself pickpocketed by a little girl. Chase after her! If you treat her with some compassion, you may find yourself an in with the Thieves Guild. It is not likely, however, to be an easy walk in the Sewers. But if you can come out of it with a friendly and safe place to rest in this pit of a city, it might be worth your while.

When you find that you can do nothing else constructive in Zhentil Keep, you could begin to return to places you've already been in order to round up or retrieve pieces for Murgah's machine or to pursue those creatures the Hunting Lodge mentioned. If you do, you are bound to discover some things you have missed on your way so far. You may also find that the Huntmaster and his bunch are not quite as benign or civilized as you might have thought. (They are Zhents, after all!) So don't feel too bad if you are able to fulfil the tasks they set you without necessarily hurting creatures that do no harm. Also don't be surprised if that bunch set you up for a fall if you are able to meet the three challenges they posed for you.

9. Thar

Before you can get near to Thar, you have to figure out how to get across the Scarred Lands. If you remember what those failed adventurer "Dukes" of whatever told you back in Melvaunt, you may figure out that trying it on foot is unlikely to get you far. Where can you buy some horses?

Even when you get past the Scarred Lands, you are going to find yourself in the domain of a quite different bunch of bad guys. If you had the goodness to argue on behalf of that Zhent way back on the Shind Road, you may find that, indeed, what goes around does sometimes come around. Regardless, you are still going to have to fight a pretty powerful Dragon to get to where you want to go.

When (if) you do finally get to the fortress of Kur-Tharsu, you may well wonder whether you really do want to pursue whatever it is you are pursuing. (By this time, I had almost forgotten!) Any allies you have recruited should be joining you to help out. Never eschew allies!

Just keep fighting and resting and fighting and resting and you may get into and through the first level of the Keep. If you want some more Good alignment, keep an eye out for those two that were sent into the Scarred Lands by the Priestess in Thentia.

Eventually you are going to come across Maganus and engage him. But, again, to no avail. You will find that he has been able to conjure an even more powerful ally in Orcus and they both head off to Zhentil Keep to exact his revenge upon the Zhentarim. Will you follow?

Or will you let them ravage the Zhentarim until you have chased down all the remaining sub-quests? There are no doubt still others, some of which you may have never had any idea existed in the game. Good luck with them.

To end this adventure, however, you are going to have to go back to Zhentil Keep eventually. Hopefully you will get there before Maganus and Orcus have completed their fiendish course of destruction.

3. The Moonsea - Overview



1. Voonlar
2. The Shind Road (East of Voonlar)
3. The Shind Road (The Narrow Valley)
4. The Shind Road (Yulash)
5. The Shind Road (West of Hillsfar)
6. Hillsfar
7. Elventree
8. Cormanthor Central
9. Order of the Crippled Fang Encampment
10. Elmwood
11. Cormanthor East
12. Mulmaster
13. Thentia
14. Melvaunt
15. Zhent Keep
16. The Scarred Lands
17. Iyauroth's Domaine
18. Kur-Tharsu

Annex 1 – Maps

1. The Road to Voonlar

The Road to Voonlar

1. Wagon, Madoc, Anders



2. Voonlar

1. Voonlar - Plan

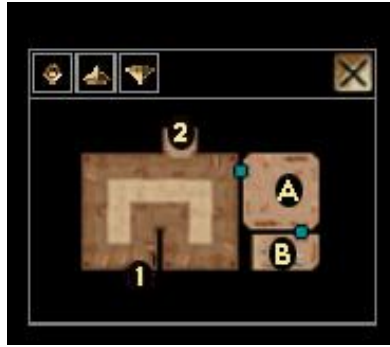
1. To/From South
2. The Sword's Meet Inn
3. Temple of Bane
4. The Shield Trading Company
5. The Boring Pig Tavern
6. The Temple of Chauntea
7. The Locktower
8. Mard's House
9. Abandoned House
10. Waters House
11. To/From East
12. To/From North



Annex 1 – Maps

2. Voonlar – The Sword's Rest

1. Main Entrance
2. Stairs Up
3. Stairs Down
4. Lashar Waters
5. Dwarf Thugs
6. Sharalyn Lockleaf
- A. Kitchen
- B. Store room



3. Voonlar – The Locktower

1. Main Entrance
2. Board Room
3. Stairs Up/Down
4. Deputy
5. Stairs Up/Down
6. Stairs Up/Down
7. Stairs Up/Down



Annex 1 – Maps

4. Voonlar – The Abandoned House

1. Main Entrance
2. Trap Door
3. Ladder up
4. Minion of Death
5. Minion of Death
6. Minion of Hatred
7. Evil-emanating plinth
8. Stairs Down
9. Stairs Up
10. Shrazgul's Lair



3. The Shind Road

1. The Shind Road (Outside Voonlar)

1. To/From Voonlar
2. Freezing Zhent
3. Kazz'Temmet
4. To/From East
5. Cave



2. The Shind Road (Narrow Valley & Yulash)

1. To/From West
2. To/From East
3. To/From West
4. Ogsun the Trader
5. To/From East
6. Yulash Gates



Annex 1 – Maps

3. The Shind Road (Outside Hillsfar)

1. To/From West
2. Grazkahn
3. To/From Hillsfar



4. The Shind Road (Frost Giant Cave)

1. To/From Shind Road
2. Frost Giant King
3. Analysa



3. Hillsfar

1. Hillsfar (Merchant District)

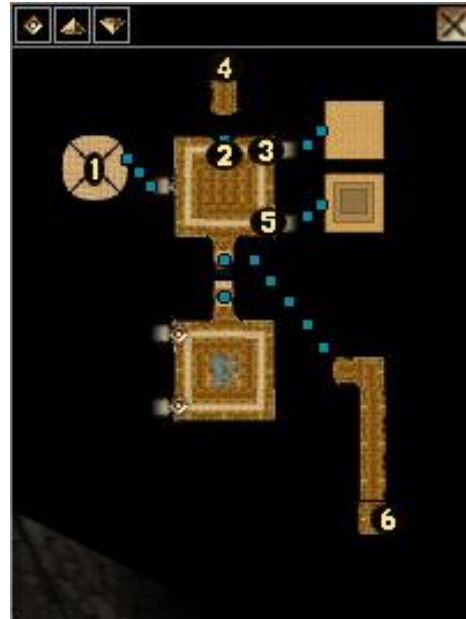
1. To/From West
2. Kran Onehand
3. The Diamond in the Dung
4. Tity's Emporium
5. To/From Temple District



Annex 1 – Maps

2. Hillsfar (The Arena Complex)

1. The Ready & Recovery Room
2. The Innovator of Pain
3. Drizzle the Potionmaster
4. The Arena
5. The Armoury
6. To Maathir's Palace



3. Hillsfar (The Temple District)

1. To/From The Merchant District
2. The Vault of Swords
3. The Dreadspire
4. Tarn

5. Laris's Curios
 1. To/From Temple District
 2. Portal



Annex 1 – Maps

4. Hillsfar (The Dreadspire)

1. To/From The Temple District
2. Wak, Water Elemental & the Pedestals
(Portal to Level 2)
3. Fire Elemental
4. Earth Elemental
5. Air Elemental
6. Portal to Level 1
7. Mirror
8. The Innovator of Pain
9. To/From Level 3
10. To/From Level 2
11. Wak and the Clone Towers



4. Elventree & Elmwood

1. Elventree (Transition)

1. From Moonsea Map
 2. To Elventree
- (This map shows up on the first movement to Elventree from the Moonsea Map and again on return from the Order's Encampment.)



2. Elventree

1. To/From Hillsfar
2. The Swaying Bough Inn
3. Eventree
4. The Golden Cave
5. The Shrine to Mystra
6. The Temple of Mielikki
7. Cassius
8. To/From Cormanthor
9. To/From Elmwood



Annex 1 – Maps

3. Cormanthor (Central)

1. To/From Elventree
2. Hunter's Trap
3. To/From Order Encampment
4. Hidden Shrine to Silvanus



4. Order Encampment

1. To/From Cormanthor Central
2. Encampment Gate



5. Elmwood

1. To/From East
2. The Grange
3. Thoyana
4. The Still Waters Inn
5. Temple of the Half Moon
6. Druid's Grove
7. To/From Cormanthor Forest
8. Well
9. *The Grim Voyager*



Annex 1 – Maps

6. Cormanthor (East)

1. To/From Elmwood
2. To/From Misty Caves
3. Rowboat
4. Goblins
5. Drow
6. Ezril & Familiars
7. Eremuth & Doppelgangers
8. Hidden Ranger Cache



7. Elmwood – The Well

1. To/From Elmwood
2. Maganus and Eremuth



8. Elmwood – The Still Waters Inn

1. To/From Elmwood
2. To/From Second Level
3. To/From First Level
4. Duvalle & Sorin



Annex 1 – Maps

5. Mulmaster

1. Mulmaster – Docks District Plan

1. *The Grim Voyager*
2. Oxpit Tavern
3. Smithy
4. To/From Imperial District



2. Mulmaster – Docks District: Oxpit Tavern & Smithy

1. To/From Docks District
2. Veris
3. Unbreachable



3. Mulmaster – Imperial District Plan

1. To/From Docks District
2. Residence 1 (Party Central)
3. Residence 2
4. Traveller's Cloak Inn
5. Temple of Cyric
6. Gates of Good Fortune
7. To/From Zhent Quarter
8. Red Wizard Enclave



Annex 1 – Maps

5. Mulmaster – Imperial District: Traveller's Cloak Inn

1. To/From Imperial Quarter
2. Stairs Up & Down
3. Unbreachable



6. Mulmaster – Imperial District: Gates of Gold

1. To/From Imperial Quarter
2. Reception
3. Gaming Room
4. Treasure Room
5. Worship Room



6. Mulmaster – The Zhent Quarter

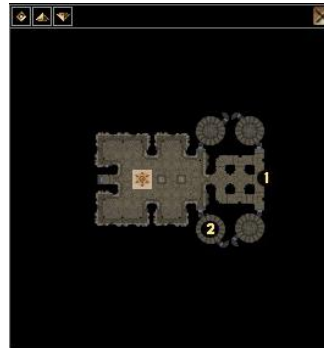
1. To/From Imperial Quarter
2. Graysteel Residence



Annex 1 – Maps

7. Mulmaster – Imperial District: Red Wizard Enclave

1. To/From Imperial Quarter
2. Blade X, after Golem fight



6. Thentia

1. Thentia - Plan

1. *The Grim Voyager*
2. The Beacon Inn
3. 'Firefingers's' Tower
4. Mad Melryk
5. Dragoth's keep
6. Candelmas Ruins
7. House of the Moon
8. Inlet Inn
9. Angrym's Livery
10. House of Ilyauroth Acolytes
11. To/From The Scarred Lands



2. Thentia – The Beacon

1. To/From Thentia
2. Stairs Up/Down
3. Bookcase



Annex 1 – Maps

3. Thentia – Firefingers's Tower

1. To/From Thentia
2. Stairs



4. Thentia – Dragoth's Keep

1. To/From Thentia
2. Dragoth's Library
3. Book of Lore
4. Altar
5. Locked Gate



5. Thentia – Candemas Ruins

1. To/From Thentia
2. Stairs
3. Stairs
4. Stairs
5. Demonflesh Golem
6. Shadowlich



Annex 1 – Maps

6. Thentia – The Inlet

1. To/From Thentia
2. Stairs
3. Karin Ninetrees
4. ?
5. ?



7. Thentia – Angrym's Livery

1. To/From Thentia
2. Stairs
3. Stables



8. Thentia – Unmarked House

1. To/From Thentia
2. To/From Upstairs



Annex 1 – Maps

7. Melvaunt

1. Melvaunt - Shipyards

1. *The Grim Voyager*
2. The Floating Fighter
3. Abandoned (Locked) Warehouse
4. West Warehouse
5. North Warehouse
6. Resting Place of the Whip
7. To/From Central Market

Unmarked:

- a. Tax Collector's House
- b. Bottle in the Water
- c. Hide Out
- d. Derslon flat
- e. Unremarkable House



2. Melvaunt – The Floating Fighter

1. To/From Docks
2. To/From Second Level
3. To/From Cellar



3. Melvaunt – Shipyard Warehouses

1. Entry/Exit West Warehouse
2. Entry/Exit North Warehouse
3. Store Room
4. Entry/Exit Abandoned Warehouse
5. Valuables storage room



Annex 1 – Maps

4. Melvaunt – Unmarked Houses

- 1a. The Tax Collector's House
- 1c. Hiding Greater Doppelganger
- 1d. Derlson Flat
- 1e. Unremarkable House
- 1f. Unremarkable House
- 1g. Unremarkable House
- 2. Stairs Up/Down



5. Melvaunt – Resting Place of the Whip

- 1. To/From Shipyards
- 2. Lord Peter Derlson



6. Melvaunt – Central Market

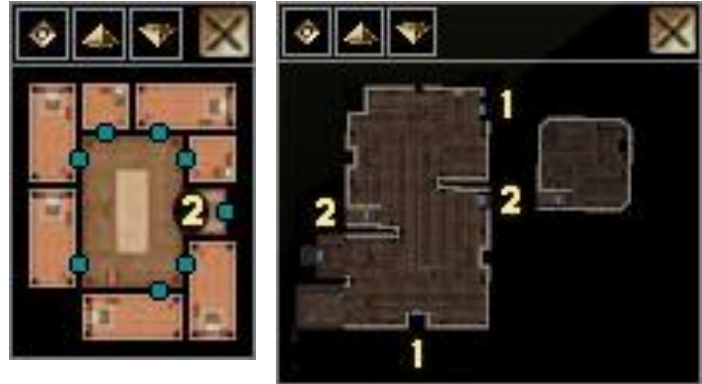
- 1. To/From Shipyards
- 2. Blackabuck's Swap Shop
- 3. The Breakwater Inn
- 4. Hermuk's Allgoods
- 5. The Purple Portals
- 6. The Livestock Pens
- e. Unremarkable House
- f. Unremarkable House



Annex 1 – Maps

7. Melvaunt – Breakwater Inn

1. To/From Central Market
2. Stairs Up/Down



8. Melvaunt – The Purple Portals

1. To/From Central Market
2. Stairs Up/Down
3. Portal



8. Zhentil Keep

1. Zhentil Keep - Docks (Plan)

1. *The Grim Voyager*
2. To/From Keep
3. To/From New City
4. New City
5. Zhentil Ruins



Annex 1 – Maps

2. Zhentil Keep - Keep (Plan)

1. To/From Docks
2. To/From New City
3. Lodge of the Great Hunt
4. Slaver House
5. Abandoned Orphanage
6. To/From Sewers
7. The Pride of Zhentil Keep
8. The Jagged Rocks
9.
 - a. To/From Sewers 2a
 - b. To/From Sewers 2b
 - c. Unremarkable House
 - d. House with Fire Elementals
 - e. Unremarkable House



3. Zhentil Keep - Slaver House

1. To/From Keep
2. Slave Pen
3. Stairs Up/Down



4. Zhentil Keep - Abandoned Orphanage

1. To/From Keep
2. Trap door/Ladder Up/Down
3. Thieves Guild HQ



Annex 1 – Maps

5. Zhentil Keep - Sewers

1. To/From Keep
- 2a. Ladder Up/Down
- 2b. Ladder Up/Down
3. Gorlax



6. Zhentil Keep - The 'Pride'

1. To/From Keep
2. Stairs Up/Down



7. Zhentil Keep - Unmarked Houses

1. To/From Keep
2. Stairs Up/Down



Annex 1 – Maps

8. Zhentil Ruins

1. Movement Portal

Options:

- (1) Return to City
- (2) Stay in this Area
- (3) Explore the Ruins

2. The Render

(Note: The map never appears as at left. Individual sections are revealed **only** after entry and **only** as they are actually traversed. Sections may relocate and new sections spawn regularly.)



Annex 1 – Maps

9. Thar

1. Thar – Scarred Lands

1. To/From Thentia
2. Plinth
3. To/From Iyauroth's Domaine



2. Thar - Iyauroth's Domaine

1. To/From Scarred Lands
2. Thentis Camp
3. To/From Iyauroth's Lair
4. To/From Kur-Tharsu



3. Thar - Iyauroth's Lair

1. To/From Iyauroth's Domaine



Annex 1 – Maps

3. Thar – Kur-Tharsu Fortress

1. To/From Iyauroth's Domaine
2. To/From Courtyard



3. Thar – Kur-Tharsu Courtyard

1. To/From Fortress
2. To/From Keep
3. Horses
4. Oxen



3. Thar – Kur-Tharsu Keep

1. To/From Courtyard
2. Muster
3. Cells
4. Mess
5. Barracks
6. Chapel
7. Officers' Mess
- 8, To/From Level 2
9. To/From Level 1
10. To/From Level 3
11. Summoning Room
12. Portal



Annex 1 – Maps

10. Zhenttil Keep (Finale)

1. The Keep

1. To/From *The Grim Voyager*
2. To/From The Temple



2. The Grand Temple of the Black Lord

3. To/From The Keep
4. Maganus, Orcus, Fzoul



Annex 2 – Summary of Quests

The Dead of Winter

For the safe arrival of Madoc's caravan to Voonlar, you realize 10,000GP. As he says, a ridiculous sum, but one that lets you buy a bit of good armour and equipment when you get the chance.

The Order of the Crippled Fang

The Harper, Sharalyn Lockleaf, wants you to find out about the Order of the Crippled Fang and its machinations in the Moonsea. You get 2500XP for agreeing to do so.

She sends you off to see Kalar Onehand in Hillsfar as a first step. For polymorphing to human form and persuading (or bribing) the Hillsfar Gate guard to get him, you receive 120XP. For talking to Onehand inside the gate, you receive 2400XP.

Clearing out the order in Cormanthor nets lots of middling loot (Shields+2, Longswords+2, Tower Shields+2, Maces+3, GP). For green Slaads, you get 1XP, Gray Slaads, 5XP, Herrous 10XP, Order Warriors 12XP, Priests 24XP, Wizards 37XP or 43XP, the Crippled Fang 184XP. From Karandas, if you talk to it, using insight, you get 120XP for leaning of the Cult of the Dragon. When you kill it, you get 273XP, the sword *Dominion*, Boots of Speed, lots of GP.

After you have fought off the Zhentarim in Elventree, Maganus arrived unexpectedly and saves you from another mage who also showed up unexpectedly. Maganus leaves quickly and says he will see you again. And not be merciful the next time. Then you earn 2800xp.

Locktower Rescue

Lashar Waters needs you to rescue his father from Bron's Locktower. You get 500XP when you get yourself inside and then another 100XP and +5 Good alignment when you get him out, find Lashar again and tell him to meet the old man at home. You also get 36XP for each Deputy dispatched and 57XP for the each of the Helmed Horrors, plus all the loot that you can carry. When you follow Lashar home and talk to Bennart, you get 2000XP. If you tell Bennart that seeing the two of them safe is reward enough, then that merits another +2 Good alignment. If you tell him that Lashar showed great courage, then that is worth another +2 shift to Good.

Poor Mard

When you happen upon Mard and his wife at home, you get +3 Good alignment for giving him 10GP. Expect the opposite if you rob him blind.

Evil Beneath Voonlar

Lady Shrae at the Temple of Chauntea needs you to sort the evil underneath the town, now that the Priests of Bane have all been killed off by the Order of the Crippled Fang. You will have to figure out how to get access to the Lair of Shrazgul. Lots of GP and loot en route, some useful most for resale, and XP: Banedeaths @23XP, Direguards @39XP, Zhentarim Spirits @67XP and Minions of Tyranny, Darkness and Hatred @103XP. Shrazgul itself is worth 240XP, an evil-only Amulet and The Black Lord's Caress, a +4, Massive Critical Flail. When you report back to Lady Shrae, you receive 2500XP.

Infernal Warfare

On the Shind road to Hillsfar, the fiend Kazz Temmet will try to engage you to dispatch the White Slaad Grazkahn. For killing Grazkahn himself, you get 90XP, 90XP for each of his Gray salads and 2XP per Red Slaad, in addition to all the loot in his camp. When you go back to tell Temmet, you receive +5 Lawful alignment. When it then attacks you, if you kill it you receive 1500CP, 15XP for the Vrock, 2XP for the Succubus and 23XP for the Hezrou. You also get its enchanted bastard sword and some miscellaneous loot.

The Frozen Zhent

Exploring the Shind Road area East of Voonlar, you may spot something covered in snow. If you clear the snow, you receive 150XP. If you heal the almost dead Zhen who had been abandoned by his cohorts, your alignment shifts +5 Good.

Gloomfang

You are going to have to fight the dragon Gloomfang on the road to Hillsfar. If you engage it in conversation first, and learn that Maganus wants every Zhent killed on sight, you earn 175XP.

The Wounded Zhent

On the road to Hillsfar, you come across Captain Haleton tormenting and about to kill a Zhent prisoner, Merrik. If you prevent Merrik's summary execution and see him taken prisoner to Hillsfar in the hope he will receive medical attention, you 250XP and a shift of +2 Good alignment.

Ogson the Trader

You meet Ogson on the Shind Road outside Yulash. If you commiserate with him over the loss of his oxen, your alignment will shift +1 Good.

Artemis Enteri

You may be forgiven for wondering why a man bears the name of the Greek Goddess of the Hunt, but it soon becomes clear that he is a hired assassin hunting down none other than your henchman Aster Greysteel. Assuming you come to Aster's assistance and succeed in beating off the attempt on his life, you earn 500XP.

A Tale of Two Merchants

You meet Cheswick and his wife Amberlyn marooned outside the Hillsfar Gate and suggest they go to Ogson for shelter. Going back to check they arrived, C tell you his wife was taken by Frost Giants to a cave to the West and asks that you rescue her. At the cave, you kill Frost Giant Nomads @67XP, Dire Bears (@12XP), a Frost Giant Shaman (for 103XP, a Morningstar +3, and an Amulet of Natural Armour +3), a White Dragon Guard @144XP, Glor the Trebuchet @67XP, a Frost Giant @12XP, a Winter Wolf @2XP and Frost Giant King Jarl Gashnag (for 175XP, a Bloodstone Double Axe and the Key to where A is held). For killing Agatha the cook, you get 67XP, her Staff of Stirring, some GP and a potion of Speed. When you speak to Amberlyn, you learn Cheswick sacrificed her and laid a trap for you. She is in rotten shape and begs you to take her away from the cave quickly.

Doing that, you are teleported back to Ogson's camp, confirm Cheswick is a scoundrel and hear the rest of Amberlyn's story. If you tell her she is not a bitter old hag, your alignment shifts +1 Good. For hearing her out, you earn 2500XP and Cheswick's Dagger.

Later on, you may learn the reason for Cheswick's personality change after he married Amberlyn.

Madmen and Villains

As you enter the Hillsfar merchant District from the Shind road, you are approached by an old man who accuses you of stealing his spoon. It quickly becomes evident that he is not in his right mind. If you treat with him politely, you receive alignment shifts as follows:

- Asking "Give back what, Sir?" = +2 Good
- Saying "I don't have your spoon" = +2 Good
- Swearing upon your honour that you do not have it = +2 Lawful
- Gently taking hold of his arm and pushing him backwards = +2 Good

Later, you discover that the old man is Wak Rathar, Maathir's 'friend' and his way of finding victims for the arena. If you get out of the arena, you can find Wak and the Innovator of Pain (IoP) in the Dreadspire. There you have to kill different kinds of Elementals (Greater Water @72XP, Greater Fire and Greater Earth @100XP, Greater Air @261XP) in order to get the gemstones you need to open the portal to Level 2. If you try to rest, you are awakened by Invisible Stalkers @3XP the first few times, each time in increased numbers.

On Level 2, you have to deal with Agrishal the Pit Fiend to get past the entry door (@100XP if you decide to kill it). You will also have to deal with yourself if you decide to examine the mirror. You don't get any XP for dispatching your doppelganger, but you do get a shard of the Mirror, which is a quite powerful dagger.

You can only kill the IoP after you have killed Wak on Level 3. For Wak, you get 100XP, the Black robe of the Archmagi and a Cloak of Fortification+4. For killing the IoP, you get another 100XP, a Shicking Whip and a Cloak of Vecna. Plus 2400XP for finishing the quest. It is not quite finished, though, until you destroy all five of the cloning chambers (@80XP) to make sure no more Waks appear.

City of Trade

Kalor Onehand tells you to meet him in the Diamond in the Dung Inn and there, if you ask the right questions, tells you all about Hillsfar, Maathir and what he knows about most other things in the city, as well as himself. He then tells you that there is one other thing you have to do. When you say you are ready, you enter a cut scene that ends up with you in the Arena holding/ready/recovery area. Later in the arena, although he betrayed you, Kalor explains that you are part of his plan to kill Maathir. When you meet with Maathir, if you accept, or acquiesce in, his proposal to end the threat of war, you net 2400XP.

Hillsfar Arena

After your cut scene with Wak Rathar lands you in the Arena cell and you speak with each of Father Garth, Elf and Blizzard, you get called out of the cell. There, the Innovator of Pain (IoP) tells you to visit Drizzle the potion master (who gives you 3 Cure Critical wounds and your choice of two others) and the armoury to get yourself ready for your first challenge. You get 24XP for killing the Tanarruk Orc (24 XP) and returned to your cell where you can speak to the only occupants, Elf and Blizzard. Speaking

kindly of Garth to one of them gets you an alignment shift +1 Good. After you rest, you are called out again.

This time IoP tells you to see Kalor Onehand down in the Gladiator Pool. After you've finished with Kalor, IoP tells you to get ready to face your next opponent in the Fighting Pit. This lets you get more healing and other potions. You get 37XP and 46Xp respectively for the two Drider Rogues, and another 211XP for the Drider Sorcerer. Then back to your cell where Elf and Father Garth are the only occupants. With Elf, you can get a +1 Good shift by expressing concern about Father Garth. With Father Garth, you can get another alignment shift to the Good if you express concern or show understanding about him, and also learn his history by talking to him. You can score 120XP by saying that the slave who saved him was a priest of Ilmater. If you ask where Blizzard is, you can get another +1 Shift to Good. Then you are called out for your next fight.

This time you have been summoned to watch Blizzard's death in the pit and then your own at the hands of the Magic Golem. When you are getting more potions from Drizzle, you can get him to tell you about how to deal with the Magic Golem. Once you have killed it (24XP), you are ordered to give Blizzard a coup de grace. If you refuse, you get a +2 shift to good and both of you are sent back to your cell. In the cell, IoP is the only one with whom you can speak: Father G and Elf are gone and Blizzard can only manage an "ugh". IoP tells you that you are up against the Red Minotaur, the only previous Gladiator to win freedom, and before Maathir himself, no less.

When you are called out again, IoP tells you to speak to Drizzle again, presumably for more potions. Besides potions, you can get from him information on how to kill the IoP and remove the geas put upon you by Wak. In the Pit, you see that Father Garth and an almost dead Elf are the last two surviving against the Minotaur. Garth gives you a choice he can give you the strength to beat the Minotaur or heal Elf. You can get a shift to good by having him heal Elf. Killing the Minotaur seems to result in nothing but the temporary retirement of IoP, an invitation to Maathir's quarters and yourself teleported back to your cell. There, you can speak to Elf. Saying Garth is at peace at last gets another shift to Good. Elf's telling you about your summons to Maathir's quarters nets 1200XP. Blizzard has recovered enough to talk and your telling her you could never have killed her is worth yet another shift to the Good. She tells you to kill Maathir if you get the chance.

Summoned to Maathir, he tells you he has nothing to do with the Order of the Crooked Fang, indeed offers you your freedom for hunting it down and dealing with the threat of war. Subject to one last task in the Pit: You have to fight Kalor. You have no choice and no opportunity to avoid this because Kalor has been crazed with torture. When he is finally subdued, showing understanding moves you 5 to Good. When he expires, in peace, you receive 2400XP and are transported to the gates of the Temple District.

Father Garth

This priest is a healer and is being kept alive, just, in the arena. He dies, but seems to appear at beatific moments. You can get alignment shifts in your dialogues with him or about him. Once free of the arena and in the Temple District, you can find a young priest (Tarn) who is questioning his faith. Telling him about Garth's sacrifice nets you 1200XP plus another alignment shift of +2 Good.

Elf

Elf is, to every appearance, an Orc. He believes himself to be an Elf, however, and seems to think, speak and act like one. In your cell in the Arena, if you have had his help in polishing off the Minotaur and after the fight with Onehand, when he tells you about your summons to Maathir, you earn 1200XP.

Blizzard

Blizzard is the other prisoner/gladiator in your cell. She has been successful for a long time, but finally meets her match in the Magic Golem. You can get an alignment shift when ordered to administer the coup de grace. You also earn 1200XP when you finally find out her history with Maathir. Later, you may be able to get her as an ally in your final big battle. [There always is one, isn't there?]

The Town in the Trees

On your way to Elventree, you learn that the town has been subject to attacks. You undertake to Sharalyn to save it. After fighting off the Zhentrim, you return to the Swaying Bough only to find your Eremuth revealed as an evil mage who killed Astar and fled. But the town is saved from the Zhentrim. You earn 2800XP.

Hunt for the Traitor

Eremuth is revealed as a Malaugrym who stole *Dominion* and fled East to Elmwood after killing Astar. Following Eremuth into Cormanthor East, when you beat him, you get 16XP for each Doppelganger and from him a Belt of Fire Giant Strength, a Shadoweir Amulet and a note incriminating Sorin. Also Drow Leather Armour +4, Drow Scale Mail+4, Drow Pifawi Cloaks and Maces+4, GP and a few spell scrolls when you kill his Drow Allies. Also in the Cormanthor Wood, you discover the bodies of Ezril the Druid and his bear and wolf companions. On them, you find a Ring of Animal Empathy+12, a large bear pelt and leather hide.

When you track him to the well and see *Dominion* taken from him by Maganus, you get 3200XP. In the well complex, you meet Invisible Stalkers and Will o'th' Wisps @1XP, Tri-Flower Fronds and Stone Golems @14XP, an Iron Golem @70XP and an Elder Air Elemental @184XP.

Murder in Elmwood

Elenawyn an Inn worker and Acolyte of Selune has been killed in Elmwood. Thorayana commissions you to investigate. When you show Thoryana Eremuth's Journal and finish speaking with her at the Inn, you receive 3200XP, Chain Mail+4, Gauntlets of Ogre Power, a Helm of Brilliance and the Dwarven Thrower warhammer.

After having solved Elenawyn's murder and seen Eremuth skulk away in Elmwood, several new quests open up as you speak to Thorayana, Sharalyn and Lyressa in the Still Waters Inn: *Astar's Widow*; *Mulmaster - Chesslyn Onaubra*; *Melvaunt - Ulblyn Blackabuck*; *Zhentil Keep – Kornah the Crazy*; and *Thentia: Retired Archmages*.

Astar's Widow

Lyressa shows you a letter she found on Astar's body addressed to his wife. If you decide to give it to her, then Mulmaster is your next stop. In the Gates of Gold, Rikard Graysteel, her current husband, tells you to find her in the Zhent Quarter. If you give her Astar's letter and tell her about him, she gives you Astar's Ring in thanks. She also says she thinks that deep down, Rikard is a good man. If you speak to him and get him to go back to her, you earn 3600XP.

Mulmaster - Chesslyn Onaubra

Sharalyn mentions this Harper Agent may have information on Maganus. You find her at the Gates of Gold in Mulmaster. She is not much help on Maganus, or on finding Lana Star's wife, but directs you to Rikard Graysteel, her husband now, in the Gaming Room. In the Zhent quarter after you encounter Sylar's Gang (@4XP, Small Shields+3, Short Swords+4, etc.), Old Jeffers does give you a lot of Maganus's history. That earns 800XP

Melvaunt - Ulblyn Blackabuck

Sharalyn mentions that this Harper may have information on Maganus. You need to speak to him to open up the *Date with the Dukes* and several other quests.

Zhentil Keep – Kornah the Crazy

Kornah is a Harper playing a crazy, but has good information on Maganus and suggests he is in Thar. After you hire her and take her tour of the city, you receive 800XP.

The Unseen

From Nightshade in Laris's Curios, you learn that she was Eremuth's sister. And on her body, you find a letter about meeting with Cheswick (remember him?) in Melvaunt. In Melvaunt in the Northern Warehouse in the Shipyards, you discover Eremuth's mother Amaraunel and another Maugrym discussing him. In the ensuing fight, they both flee successfully. When you have killed off all the Greater Doppelgangers (5@11XP & 3@6XP), Sabarak (@64XP, Bracers of Armour+6, Staff of the Magi) and Ootamal (@120XP, Gloves of the Long Death+4, Gem of Seeing, Thieves tools +10+12), you receive an additional 4500XP for completing the quest.

Thayan Ambassadors

A Thayan delegation arrives in Mulmaster with lots of golems as gifts to celebrate the wedding anniversary of High Blade Selfaril and his (Thayan) wife Tharchion Dmitra Flass. If you are able to get yourself an invitation to the party and are there to help fight them off, you get to talk with Selfaril afterward. You also receive 20XP or 39XP for each Golem you kill and your reward from Selfaril is all of as the Diamonds, Emeralds and Rubies (4 of each) left after the fight. At the end of your conversation with Selfaril, you also net 3600XP.

Pirates of the Moonsea

Admiral Meldondar Nurian of the Melvauntian navy proposes that you rid the Moonsea of the pirates Veris of *The Purple Star*, Burak of the *Flotsam* and Ilandra Wavemistress of the *Mingleblood*. Finding Veris in the Oxpit in Mulmaster, you can deal with him peacefully (120XP and his signet ring) or

not (a few XP, Veris's head, Plate Armour +4, Smitar+4+Haste, GP and other loot from his mens' corpses). When you take his head to Dryden Brull in Melvaunt, you earn 800CP and 3000GP. Burak and his bunch find you on the Moonsea. You get another 800XP and 3000GP for bringing his head to Brull. You also get to keep and sell all the loot from the corpses of Burak and his crew.

Ilandra you find in the Breakwater Inn in Melvaunt. You can attack her for her head or deal with her peacefully. She is accompanied by Blizzard, and you have to know that attacking Ilandra also means fighting Blizzard. It's up to you, but after saving Blizzard in the arena back in Hillsfar, my personal inclination would be not to fight her. After all if you consider Blizzard a friend, you might be able to make Ilandra a friend also. You never can tell when you might need a friend. Whatever you do, you get another 800XP and 3000GP when you bring the evidence back to Brull. You may have to use your skills of persuasion to accept her signet ring instead of her head.

When you have finished with the third pirate and got your rewards for all three, you receive an additional 1200XP for completing the quest.

If you have managed to complete the quest while protecting Ilandra, she will give you an Arrow of Slaying (Outsiders), which may come in handy if fighting big ogres. She will also commit to helping out if you are ever in need of assistance in a naval battle.

Thentia's Resistance Army

Bale Khodos, the leader of this vigilante group found and became controlled by the magic sword *Beirmoura*, the talking Bright Sword of Thentia, and attacks you when you try to stop him from leading his pretentious rabble to its death. Beirmoura joins you as a henchman when you have to kill Bale (1XP) and explains it is enemy of wizards and the five Netheril swords, including *Dominion*.

Thentia: Retired Archmages

Sharalyn mentioned that one of the mages in Thentia might have some poop on Maganus. Flamulinath "Firefingers" Muldoun can tell you quite a bit of Maganus's history, but probably not offer much help on his current whereabouts. Still, talking to him extensively nets 800XP.

[For some reason, both Mad Melryk and the Priestess in the Temple of Selune tell you that he lives in the North of Thentia. Also, the use of the plural in the title of this quest suggests that there is more than one mage to consult about Maganus. There is certainly another retired mage living in this area but he doesn't have anything to help you in your search for Maganus.]

Dragoth the Bone Mage

Dragoth is the other mage living in Thentia and what he can do for you is clear up a lot of the mystery about and for Lyressa. He can't bring her back to life, but he can restore her memories of the person she was - if she undergoes a necromancer ritual. When she asks you what to do, if you tell her to do what she thinks best, you receive 3600XP. If you tell her you like the person she is, you get the 3600XP and a shift of +5Good. If you tell her to go ahead with the ritual, you get the same 3600XP, but also a shift +20Evil.

If you leave him at this point, you get nothing else. If, however, you decide to rid the world of his presence altogether, you will kill him quite easily (99XP) but then have to fight all of his skeletons and zombies (@1XP and a Bone Golem (@7XP. If you survive, you are then able to loot all of the remains

for a Blackstaff, a Greater Amulet of Health, a Black Robe of the Archmage, Bracers of Armour+6 and a quarterstaff. Killing him does not cause any alignment shift, only the uneasy feeling that you might have done him a good turn by doing so. [I am all for doing good turns. Besides, the world doesn't need another necromancer wandering about, retired or not.]

Shadowvar Search Party

Thalia Tanthul, leader of the Shadowvar in the Candelmas Ruins, is searching for *Dominion* too. You can agree to work together to get it, but she won't do anything until you bring her more information on its whereabouts. When you bring back the fake Dominion to her, you get 3600XP and after you kill her and her ilk, all the loot you can carry.

A Date with the Dukes

Blackabuck tells you of a group of adventurers who call themselves the Dukes of Daggerford who have returned from the North and are hanging out in the Floating Fighter. When you speak to them you learn the ogres in their stronghold of Kar-Thursu have a mysterious ally who sounds a lot like Maganus. They also tell you that you need horses to be able to cross the Scarred Lands and still be in shape to fight at Kar-Thursu. In addition to this intelligence, you receive 800XP. By the way, these guys won't join you.

Expedition to Thar – Mounts

The Dukes of Daggerford tell you that you need mounts to be able to get to Kar-Thursu in any shape to fight the ogres there.

Assault on Kar-Thursu

The Dukes of Daggerford tell you that you will need powerful magic or a big siege weapon to get through the gates of Kar-Thursu.

Expedition to Thar – Allies

The Dukes also tell you that you are going to need all the allies you can get to be able to attack Kar-Thursu successfully. If you have played your cards right, Blizzard may agree to join you at the gates when you are ready to attack. Ditto with Elf.

Muragh's Magnificent Machine

Muragh, in the Purple Portal in Melvaunt needs help in building Rex, a magnificent fighting Golem. To do this he needs 10 bars of Mithril, 2 diamonds and a flawless ruby obtainable only from an elemental in the waters around Melvaunt. If you have not been selling off all those diamonds and Mithril bars you picked up earlier, you are a better man than I, Gunga Din. To get Flawless sapphire, you have (2) to have been attacked by and fought off the water creatures; (2) to have completed the Big Game Hunt, then be headed back to Zhentil Keep and defend the ship from attack by Water elementals; (3) pump out the ship's bilges and take the gem off the body of the Elder Water Elemental.

If you then interrupt your journey to Zhentil Keep and deliver it to Muragh along with the mithril bars and Diamonds, he will thank you profusely then tell you to come back later when he has finished his golem. When you come back you get 4500XP and can ask that the Golem help you out at Kur Tharsu. (It

will make getting through the gate to the keep an awful lot easier.)

Elf in Chains

You find Elf in the slave market in Melvaunt. If you tell the Slave master that you want to buy his freedom (+5Good), he will take you over to Elf for a chat. Elf will not agree to be freed unless all the other slaves are also freed. That will cost you 100,000GP for the lot. (Don't bother trying to buy only some.) Doing so earns you 3600XP. You can also gain Elf as an ally at Kar-Thursu, if you speak to him in the right way.

Big Game Hunt

Huntmaster Baerdeth Malagar in Zhentil Keep engages you to hunt three monsters. These are: (1) The Render in the Zhentil Ruins; (2) Vaporantir, a dragon located near the River Lis back in Elmwood; and (3) Werebar, a rogue found in Thentia.

In the Ruins, you receive saleable loot and a few XP for killing miscellaneous monsters, rogues, 32XP for Old White Dragons and 120XP for Ancient White Dragons. Strangely, although it is the hardest to kill, you get nothing for the Render until you take its head back to the Huntmaster, at which time you receive 400XP and 2000GP. [In light of what happened with Vapondir and Karim Ninetrees later, I thought perhaps that I should have taken the time to see if there was an option to speak with the Render. But by the time I understood about the Hunting Lodge, it was too late to go back and try it again. In any case, on the second time around, I found there was little opportunity to do anything but fight with the Render.]

You find Vaporandir in the Misty cave back in the River Lis. There you can kill it to get its tongue for proof of death. (Tongue) Or, if you take the time to talk to it and decide you don't necessarily want to kill it, you can get another 'proof'. (The tongue of that dead dragon back South of Elventree!) bringing the tongue back to Vaporandir nets you a gift of an Anti-magic Shield from its hoard. Then taking that tongue to the Huntmaster nets you 400XP and 2000GP. Should you decide to kill Vaporandir, notwithstanding the deal you made with it, that nets you 48XP and alignment shifts of +5Evil and +5Chaotic, plus the tongue.

Karim Ninetrees, you may already have met in Thentia. If you go back and find him again, you get the same story about the Hunting Guild and have the same choices as with Vaporandir, only you have to find a bear pelt somewhere for him to bloody for your proof of death. Taking that back to the Huntmaster nets you yet another 400XP and 2000GP.

Not only that, but also an invitation to the "Ultimate Hunt" in Cormantir forest. If you agree, the Huntmaster tells you to meet him and his Malars there. Well, you guessed it. Having proved yourself the best hunter, they all want to hunt you. For killing the bunch of them, you get 37XP for the Huntmaster, 5XP for each of his acolytes and 4500XP for completing the quest. Plus, of course, all the loot on their bodies.

Among that loot is the key to the chest in the Hunting lodge back in Zhentil Keep. If you go back to open it, you get 10000GP, the Helm of Balduran (=1 Armour, +1 Constitution, +1 Universal Saving plus Immunity to critical hits) and a healing potion.

Gorlax the Many Eyed

You catch Sparrow picking a GP from your pocket and, if you treat her right, she takes you back to the Thieves Guild, where the leader, Tyna, is evidently under some kind of spell. Jackdaw tells you that whatever cast it on her is in the city Sewers. In the Sewers, after fighting through rats, different kinds of Ooze, UMBER Hulks and Gorlax Thralls (@1XP), you get to speak to and fight with Gorlax (@58XP and a Ring of Protection+6). Back at the orphanage, Tyna, no longer spellbound, offers you thanks, the Guild as a safe storage and resting place and opens her store to you. You also receive 3600XP.

Expedition to Thar: Mounts

The Dukes of Daggerford in Melvaunt will tell you the lesson they learned when trying to cross the Scarred lands. No XP or GP awarded, but the conversation is a must in order to be able to buy horses from the stable in Thentia

Expedition to Thar: Allies

You will have the opportunity to meet up with both Elf and Blizzard in Melvaunt. If you act appropriately, you can gain them as allies for the assault on Kur-Tharsu. You can also get Rex from Muragh if you fulfil the *Muragh's Magnificent Machine* quest.

Assault on Kur-Tharsu

Getting to the Keep's courtyard gate is no easy task. You have to have allies, move fast and take out the Archers and Arquebuses on the walls in order to get at the troops holding the gate.

So High a Price

Orcus & Maganus are attacking the Zhentil Keep and wreaking havoc. You have to get there if you are going to stop them. When you kill Orcus, you get 8000XP plus lots of loot from dead guys.

The Raven Mage

Even though you have beat Maganus, he has summoned Orcus to help him attack the Zhentarim and teleported off to the Keep. If you are victorious in battle with Orcus, you have choices: If you don't let Fzoul kill him, you gain 2500XP. If you abandon him to his fate you realize no XP. If you join with Fzoul, you get the 2500XP but also a shift of 50 toward Evil. Any of these ends the adventure. If you say you need more time to consider, you are locked in the temple with no exit possible.

The Pirate Kings Blockade

When you try to sail to the Zhentrim Keep to follow Maganus, you encounter a pirate blockage. You have to secure Naval help somewhere. The High Blade of Mulmaster has treaty obligations in this regard. Illandra has also offered to help, although she is unable to come through in the end through no fault of her own. When you do finally beat the pirates, you get sundry weapons (including a pretty good enhanced rapier) and loot and 2000XP.

Ikathio's Extraplanar Workshop

Issac Glinkle, in the rear of the temple, tasks you with recovering Ikathio's book on Golem construction from his workshop in the cellars. You first have to find the portal to the cellars, get the key to his chest, then get past lots of Dysfunctional Golems (106XP or 156XP plus a bar of Mithril or iron) and an Adamantine Golem (if you come across it) to get access to the room with his chest to get the book. The

Adamantine Golem also guards a chest with 25000GP and some other stuff, so it is worth trying to get that. Beware, however, it is a bugger, so if you can figure out how to get a head start on it and get away fast enough, you have a better chance running than fighting it. Returning the book to Issac nets you his gratitude and 2250XP. He also gives you a book that will increase your wisdom +1, for one time only.

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

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

The Dead of Winter:

You have to pick up on Madoc's suggestion that you go to your wagon and fit yourself out for a fight, then go back and speak to him again in order to move to the next game segment.

Evil Beneath Voonlar:

To get access to the Lair of Shrazgul, you have to collect the four Quadrants of the Sign of Bane and put them up on the pillar outside the stairs down from the Catacombs. One Quadrant is in the desk in the abandoned house, and another in each of the Southeast, Southwest and Northwest corners of the Catacombs. These are protected, of course, by Minions and Zhentarim Spirits, Direguards and Deathbanes all of which you have to kill, just to get at the greater evil, Shrazgul itself.

You will find yourself scared by the Banelich, notwithstanding any clarity potions you may have. So the way to kill it is to let your henchmen fight it while you recover your wits enough to rejoin the fight. Repeat until it is dead, or you are.

Hillsfar – Getting through the Gate:

If your character is not human, you have to use the polymorph scroll that you got from Sharalyn in Voonlar. (You did, didn't you?) Then you have to persuade, or alternatively, bribe, the guard to go fetch Captain Onehand.

Hillsfar – The Arena:

The Magic Golem can only be damaged by non-enchanted weapons. So, get a plain-Jane sword (or whatever your preferred weapon is) from the armoury and equip that before you go into the arena. If that does not work and you have the ability to conjure a creature, do that before you go in and just keep it up to maximum strength with potions or spells. It will eventually bring down the Magic Golem.

You do not have any choice about fighting and killing Kalor Onehand if you want to progress in the adventure. You do, however, have a choice about whether or not you heal Elf and/or Blizzard. If you do, they can help you fight the Minotaur.

Hillsfar – The Dreadspire:

If you don't know what the keys and the huge gemstones are for, and how to use them, you might want to try a less challenging game like Parcheesi. You need the key from the Elemental in one section to be able to proceed to the next section. The Huge gemstones have to go on the similarly coloured pedestal to permit you access to Level 2.

When you meet IoP on Level 2, don't waste any more time on him than you can get away with: run to the door to Level 3 and kill Wak first. That way the geas on you, preventing you from damaging IoP is broken and the bugger is fair game. And quickly gets shown up as the sadistic bully he is. Also unless you bash all of the cloning tubes, you risk Wak reappearing.

Hunt for the Traitor and Murder in Elmwood:

You have to go to Elmwood, find out about the Murder, then meet with the Druid, then beat 'Ezril' in Cormanthor Wood East, then go back to the Well, descend, get Eremuth's journal and then bring it back to Thorayana. In that order.

Two rangers (Sorin & Duvalle) can be found arguing in their room on the upper level of the Still Waters Inn. They are gone after Eremuth skulks off in the Well. They are lower level Maugryms, who clearly had something to do with the murder, but do not appear to be central to any action involving my character.

Thentia's Resistance Army – Beirmoura:

In the Beacon Inn in Thentia, you have to (1) Speak to Gideon; (2) Speak to Bale Khodos; (3) Read Bale's Journal; (4) Try to stop Bale from leading his useless rabble out to kill Shadovars; (5) Kill him when he attacks you; (6) Speak to *Beirmoura*. The sword then joins you as a henchman, which you can also wield as a weapon.

Thentia - Retired Archmages:

The locked door in the top of Thuldoum's tower can be opened by putting the lock's settings to 2-C-3-A

Melvaunt - Noble Djinni:

The Djinn gives the following in answer to your wishes:

- Incredible Wealth = 5000GP
- Extreme Power = Lesser Ring of Power
- Grand Adventure = 800XP
- Meet Someone Famous = "It's not Elminster"
- Unlimited wishes = Nothing
- Don't want a wish = Nothing

Melvaunt – Abandoned Warehouse:

To open the lock on the store room door, you need to score 50 on the Open Lock Dice Cast. Even a Rogue may need to use Lock Picks+10, 12 or more and other enhancements such as potion or spell of Cat's Grace as well as the Luckstone to be successful. There are GP and a fairly valuable Cloak and Belt inside the armoire in the room.

Melvaunt - The Tax Collector's House:

The booby trapped chest upstairs has 2000+GP in it.

Melvaunt – The North Warehouse:

The password is "The Druth shall always win."

Melvaunt – The Dukes of Daggerford:

You have to speak to Ulblyn Blackabuck in the Central Market before these guys will give you any intelligence about the North of Thar.

Zhentil Keep – Access to the New City:

You have to hire Kornah the Crazy (20GP) to give you a tour of the city in order to gain access to the new City area.

Zhentil Keep – Access to the Abandoned Orphanage:

You have to get Sparrow to take you back and use the secret code to gain.

Zhentil Keep – Opening the Closed Sewer Passageways:

There are two levers in different places in the maze that you have to use/pull in order to open these passageways. They are located in corners and not easily found. But you know you are probably near one of them when you have to fight an Umber Hulk around a corner.

Zhentil Ruins:

You can never see the whole layout of the Ruins. After you first enter, every time you get to an exit, you are given a choice of staying where you are, going back to the New City or going to another part of the ruins. The only way to get to the Render is to keep exploring.

Getting Across The Scarred Lands

The only way to get across the Scarred lands unscathed is to go by horseback. To get horses, you have to buy them from Angrym in Thentia, but you cannot do that until you have been to Melvaunt and have spoken to the Dukes of Daggerford and to the Zhentil Keep and have embarked upon the Expedition to Thar quests.

Entering the Fortress of Thar

The Gates to the Courtyard of the Fortress of That will not open for you until after you have dealt with all of the external defenses and defenders. At some point, after all is quiet outside, you can just walk through.