



# Wyvern Crown of Cormyr

A Walk-Through

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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.

There are three Annexes. The first is maps I have made from screen shots. The second lists the different quests in the order I did them, as I remembered them. The third lists solutions to various puzzles or difficult to navigate situations that I encountered.

I apologize in advance because **I have not taken the walkthrough past Part IV (4) [The Keystones]**.

Frankly, I got bored with the game, stopped taking notes and just wanted to finish it off as fast as possible. Added to which the finale was a major let down, So, take what there is for what it is worth. **Only the Maps Annex is complete.**

## **Henchmen**

Henchmen may be recruited to help you in your adventure. Your first two are Jonas, your putative brother, a half-Elven chaotic neutral Fighter6, and Godfroy Cormas a farm worker, also a half-Elven Chaotic/Neutral Fighter4/Cleric2. Godfroy can be made to level up as either a fighter or as a cleric. Or you can leave him to make his own choices. I thought a cleric, being able to fight or heal as necessary, would be a good fit for the party. Jonas has some sibling rivalry thing going and is not very receptive to training instructions, so I figured he could provide brawn, if not brains.

At some point, I am not sure when, you are able to take both Jonas and Gordroy to ridiculously high HP by doing the training dialogue with each of them. There seems to be a bug in the program that lets you do this endlessly after you have levelled up once or twice.

Later, in Morfar, you have the opportunity to pick up the wizard Brondar. Other than horses, however, you are only allowed two henchmen at any given time. So you would have to part ways with Jonas or Godfroy first. In Thunderstone, if you complete the Lady's Favour quest, you can also take on Lady Lacinda Cormaeril (a human Chaotic/Neutral Sorcerer6/Rogue3). If you are successful in rescuing Edgar Truesilver (Human Lawful/Good Paladin6) from by the Barrows, he will join you automatically. But only for a short while because he is ordered to return to the Guard by Faril Laheralson on your return to Thunderstone. You can find him later, however, in the Sign of Thunder, along with Lacinda.

Henchmen do not seem to dilute the number of XP or GP you gain in fights or from quests. If they get killed off, as henchmen are often wont to do, they return to life at the end of the battle, but with only minimal XP left. You will have to try to heal them in some way. If you get killed during a fight, if a henchman is alive, he/she will drag your corpse to somewhere near for a respawn.

It is also possible to manage the inventory of henchmen, so you can use one as pack horse for loot until you can unload it at the next available merchant. Or you can equip him with weapons and armour that you can't use.

Although Wangle suggests that packs are available to let you use horses as pack animals, I was not able to buy the packing gear or to get access to the horse's inventory pages to load them up. When Sir Gilbert makes you a Knight, he will give you a light warhorse. This horse, you are able to use as a pack animal if you wish.

Finally, another interesting I noticed about henchmen is that, going into the dialogue menus with them, you can offer to improve their training. At some point, there is an option to level the henchman up. It is possible to do this as many times as one might want, thereby giving your henchman crazy HP, as well as specific spell and/or skill capabilities commensurate with its class and level.

## **Quests & Loot**

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

In Annex 2, I try to be accurate in recording the XP awarded, mainly because these are important for level promotion. I am much less accurate in GP allocations and I note only what I think to be the most important, most interesting, most valuable or most useful to me, of the loot. Otherwise the listing would get unwieldy and, in any case, I get bored with making lists.

So...., sorry. If you want a full catalogue of exactly what you might find or get, there may other sources on line.

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

Another thing to bear in mind is that going over your maximum weight carrying ability slows you down and reduces your ability to move and fight. A Belt of Giant Strength, if you can find one, can increase your ability to carry weight by as much as 12 times, depending on the belt.

## **Levelling Up**

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

This game appears to expect to start with a character at level 6, i.e., that has done a previous module. If you start with a brand new character, you will find that as soon as you begin the game, you will be given opportunities to level up. This gives you a lot of early control over

your character's early development.

If you start with an experienced, higher level character, it will be reduced to level 6, so any spell levels and other capabilities will be reduced accordingly. Also, whatever possessions your character may have will disappear and you start with the default items for WCoC.

## **Maps**

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

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

I have marked all the important places on each map with which an adventurer can have some sort of 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 valuable loot and/or GP.

## **2. Walk-Through**

### **Part I - Prelude**

#### **1. Arrival**

When the game begins, you are in a clearing in a forest, accompanied by your brother, Jonas, a half-Elven chaotic neutral fighter, and Godfroy Cormas also a half-Elven chaotic neutral fighter. After a character defining exchange with them, you set off for the Farmstead.

There, you find your father and everyone and everything else slaughtered. Exploring, you find your father's head, his chest key, his will (which asks that you bury his remains in Thunderstone), the remains of a magic blade (clearly something you may want to keep), as well as other miscellaneous stuff and loot on the numerous dead bodies strewn about. After some to-ing and fro-ing and fighting off attacking wolves (@50XP), you head off to Morfen, the first step on the road to Thunderstone.

#### **2. Morfen**

Arrived in Morfen, we started to map out the town and came upon a Smithy. Londro Hardhelm working there complained of being virtually enslaved and promised to repair my father's sword if I could get the Matron, Eladora Palmer, to pay him properly. Well, I did that using persuade skills and she gave me a note to that effect, but when I went back to the Smithy, Londro was gone. Eladora had implied the real problem was that he was a drunk, so I thought to

check out the Alehouse for him.

He was there alright - completely soused. I showed him Eladora's document, which he insisted be witnessed. So I went over to Mander, the owner/barkeep, and got it done. Also bought a treasure map from him. Back to Londro, the SOB wants the note, but won't/can't make a magic weapon. I meant to hold him to his promise, but if he can't do it, he can't. So I persuaded him to give up drinking altogether. Then spoke to each of the commoners in the Alehouse and elicited information of various and sundry gossip and other items.

I seemed to be finished in the Alehouse, so went back to the Matron to tell her what I had done with Londro. She told me there was a Smith in Thunderstone who was able to repair and make magic weapons. Checked out the wizard, Brondar, who told me to go to Thunderstone and sad he was going there himself. Finally, I spoke to Valetto near the caravan to Thunderstone at the East Gate who could not offer much help other than to tell us to go to Sir Gilbert Hawklin in Thunderstone. I did manage to persuade him to give us a few GP.

### **3. The Road East**

Everything points the adventure to Thunderstone, so off through the East Gate. The first time through, everyone told me to hitch on with the caravan, but I couldn't get Valetto, any of the guards or the Caravan leader to talk to me. That left no choice but to go on the road through the Hullack Forest alone. Well, alone, with my henchmen.

It's a good thing they were both good fighters, because we were attacked by half a dozen bandits on foot and a couple of others on horseback. With a bit of luck and some fortuitous positioning, we were able to kill all of them, get their possessions and GP and even round up one of their horses. I was about to go on to Thunderstone when I remembered Mandar's Treasure map.

[The second time through, I had a different conversation with Valetto and we were hired on as caravan guards. That made the fight with the bandits an awful lot easier and got us more, better loot and rewards from Valetto.]

Fording up the stream, we found the bandits' encampment and were able to make short work of those left there. We sure needed a rest to recover after all that. We were pretty weak. We went North into the swamp and finally, after fighting off hordes of snakes, we encountered the Curst Ranger. No easy fight, he, but we prevailed. (I had learned by this time to let Godfroy and Jonas do the heavy fighting,) Got a bit of loot and some GP, then went back down the stream bed to the road, and on to Thunderstone.

## **Part II - Thunderstone**

While we were not welcomed with open arms when we arrived at The Stag Skull bridge, we were at least greeted courteously and given most of the information that we needed about the city. I expect that the guards were wary because they seem often more often than not to have had

to come to the rescue of venturers running out of the forest pursued by bandits.

## 1. Exploring the Town

I knew I had a lot of things to do in Thunderstone, but the first thing I wanted to do was to sell off the loot and fit myself and my henchmen out better. Which meant finding one of the merchants in town. We first ran across Wangle's Livery. He was a font of information about horses, but didn't have anything else he was buying or selling. Luckily, while talking to him, Lacinda Cormaeril was there and I was able to persuade her to offer me her horse to ride in the tournament. I also was able to talk the Smith at Wangle's into making me a Rapier out of the shards I found at the homestead. It was a good thing that I got a bunch of fairy dust on the treasure hunt in Hullack Forest. Even with a favourable, she still charged a steep price for a steel weapon. I couldn't begin to afford her price for a weapon made with adamantine.

I had to find the Six Coffers Trading Centre in order to sell off some of the loot to meet the Smith's price. Alice Broadhand, a shady merchant in there, took a bunch of the stuff that other merchants wouldn't handle. When I asked about a job, she offered me the task of finding the secrete entrance to the Hawklin castle.

On my first time through the game, I declined, given that I knew we were going there soon and would be looking for his help. On my second time through, however, I accepted the job, but then told Sir Gilbert about it. That led to a fight with spies in a secret hideout and discovery, but unfortunately not the capture, of a secret Thunderstone agent. Sir Gilbert was at least understanding about that, which later got me my adventurer's Charter and the right to bear - and use - arms in Cormyr.

From Wangle's I made my way to the cemetery and after some to-ing and fro-ing between there and the Crown Office arranged for my father's burial in the family plot. (I also found it was worthwhile keeping an eye out for GP on the ground.) Hurim Thiodor, in charge of the Crown office, also told me about the Adventurer's licence requirement (and the 1000GP cost!) and his comments about the local commander, Laheralson, made me think that I should perhaps visit Sir Gilbert Hawklin sooner rather than later.

But, I decided to explore the town further first. Going to the Furniture's Fate Inn, I met the Innkeeper's wife who was distraught about the disappearance of her daughter, Eleanor, and asked me to investigate. Which I did. I also went into the Sign of the Thunder Inn but did not get much more than a few rumours there. (Getting rumours from Commoners is a good way of getting a good idea of what is happening in and around town. But you have to have pretty good persuade, bluff or intimidate skills.) There are a bunch of Darts sharks in there too, if one wants to try to win or - more likely - lose a lot of money.

Virtually everything else was closed off, except for the Temple where I stopped to buy a couple of healing potions before heading of to Sir Gilbert's Castle. Unfortunately, in the castle grounds, everything was closed off so I decided to check out the tournament. I thought I might try the melee to see if I could earn a few GP and maybe enough XP to advance to my next level.



## **2. The Tournaments**

I found Sir Gilbert Hawklin and managed to persuade him to give us a chance to become his squires and clear out the bandits plaguing the region. In the Tournament area, I tried out the Melee first, though, and won a couple of times pocketing the GP toward my Adventurers Licence. I eschewed the bow & arrow tournament and the various games in the entertainment tent. I'm not much of a gambler and didn't have enough GP yet to be willing to waste it on frivolities.

Then I went on to the Jousting area. There, after learning the ropes from the training master, not to mention numerous very frustrating cut scene freeze ups which necessitated many, many game exits and re-starts, I finally ended up as Tournament Champion. That let me go back to both Lacinda and Hawklin. Lacinda was overjoyed at my having won the tournament as her favoured. Sir Gilbert took us into his service as sworn squires on the road to Knightdom.

## **3. Hullack Forest - The Battle of the Barrows**

Our first assignment was to meet with one Manthis, leader of the Forest folk in Hullack Forest, to try learn from whence the raids originate. Manthis told me that hobgoblins were coming out of Polter's Fort. On sending this intel back to Sir Gilbert (via pigeon), sent a return bird ordering us to join up with Edgar Truesilver, who is leading a party after a raid near Four Oaks Farm. (Oh yes, Manthis, sensing that I might be a Forest Folk friend, asked me to try to find out who in Thunderstone was hunting Forest Folk.)

So I went off to the barrows after Edgar, whom I found wounded but alive shortly after entering. He asked that I go off to where his men were still fighting, which I did, killing various and sundry assorted hobgoblin, ogre and skeleton warrior, soldiers, shamans, champions, chieftains and spitting cobras, not to mention disabling myriad traps. Lots of loot and GP picked up from corpses and from opening the barrows.

At the end of the central lower barrow chamber, we came to an Apparition that appealed to Jonas's thirst for revenge, took over his mind and drove him out of the party, killing Godfroy in his blind rage. I wished then that I had had a Rod of Resurrection so as to be able to revive him. But, alas, I had to make do with just picking up the barrow loot and the contents of Godfroy's possession bag. I found Edgar, recovered, not far from the exit from the Barrows. He joined me as a henchman, so I was able to go back and collect the excess weight good loot that I had left behind because it slowed me down. Coming out of the Barrows, I collected my horse and at the East end of the area found that our only option was to return to Thunderstone, Which we did.

## **4. Back to Town**

Back at the Thunderstone gate, I was met by a very officious, but also very cowardly, Faril Laheralson, the Captain of the Purple Dragon Guard. Edgar was ordered back into the Guard service while Laheralson tried to muscle in on the loot I had amassed. I soon put him

straight on that. The twerp intimidates quite easily. He also tried to arrest me for adventuring without a Charter.

At which point, Valetto showed up carrying my Charter (paid for by Sir Gilbert). He asked a favour in return but when I asked what it was, he said Sir Gilbert would tell me later. Valetto asked what loot I had found and offered to buy it at good prices. But when I let him examine my packs, he saw nothing that interested him. When I told him about Jonas and the ring, he feigned indifference, but I got the sense that it meant more to him than he was letting on.

So I went to the Coffers to unload most of my loot before heading back to Sir Gilbert. Good thing I did. First, speaking to Adis Colebriar, I learned that Magnus was the one to go to in order to find out about Fort Polter. Second, speaking to one of the commoners, I learned that there was an old story about a ghost who tore down the walls almost as fast as they were built. [Get it? Fort Polter - geist. Of course you do. Even faster than I did!] Third, I engaged Alice Broadhand to find out more information about the fort for me. Now flush, I figured I could afford that. Particularly, and fourth, as I accepted a job from Alice to get a Unicorn's horn from Magnus and persuaded her to tell me it was for Lord Marvin Huntcrown. Learning that made me suspect he might be the one who was hunting the Forest Folk.

Heading over toward Magnus, I stopped in to the Sign of Thunder, met up with Edgar and Lacinda and took both of them on as henchmen. Nothing else seemed to be happening there so I went to the Furniture's Fate. There I met Godfroy, which put me in a quandary: I can only have two henchmen. Do I let one of Edgar or Lacinda go to get Godfroy back or do I tell Godfroy that I don't need him any more. In the end I let Edgar go for several reasons, first he was a paladin like me. One goody-two shoes in a group is already one too many. Second, he has obligations to the Purple Dragon Guard. He might not think them important but as a paladin he should take all his obligations seriously. Besides, someone there has to keep an eye on Laheralson. Third, with all the training I was able to put Godfroy through made him a pretty strong fighter with a lot (!!400+!!) HP.

I also spoke with Jenny Drabb who told me that my family grave had been desecrated and that the culprit was Sir Blakeney Hawklin, that goof I beat in the joust and who put on such supercilious airs back in the Sign of Thunder. I decided to get him, but thought I should check out the grave first. On the way to the cemetery, I stopped in to see Magnus for an all-round good visit. I found out all he knew about Polter's Fort and he gave me a vial of special Holy Water to sprinkle on the poltergeist to ease its pain and make it leave off on its scarifying. I was also able to get him to sell me the Unicorn's horn for exactly what I appraised its worth: 500GP. How nice it is to have some ready investment opportunity cash!

In the cemetery I verified the defacing of my father's tomb. I spoke to the gravedigger and arranged for him to make a new grave/tomb. I took the Unicorn's Horn back to Alice and got my 800 GP. Also bought some fairy dust so that I could get the smith at Wangle's to forge a magic weapon. At the Smith's again, I had the remnants of my father's sword plus the magic spear end I found in the Barrows, which with the fairies' dust and Adamantium from the Smith made a pretty good, if pricy Reforged Longsword.

With that in hand, I confronted Blakeney at the Sign of Thunder and got him to own up to defacing my father's grave, to paying for a new grave, to paying compensation of 100 GP, and finally also to doing a daily penance at the new grave. I could have turned the matter over to the authorities, but I had nil confidence in the judicial system where a noble's actions were concerned. Besides that would have require Jenny Drabb to give evidence, which I don't think she would do.

So, my next move was to check in with Sir Gilbert back at his Castle. He knighted me, subject to confirmation from the Crown, gave me his son's old chainmail, cloak and shield and gave me my marching orders to Polter's Fort. He also gave me a light war horse from his stables. This was particularly welcome because it came equipped with both saddle and packs so it can carry any loot we acquire as well as Lacinda. I have the heavy war horse Lacinda gave me and the other war horse for Godfroy so we should be able to move quite quickly.

Forgot to add that Sir Gilbert's daughter, Kathryn, asked to join me as a henchman. I decided that I would stick with both Godfroy and Lacinda for the moment. [*You stick with the one that brought you!* - I have always believed in two-way loyalty.]

### **Part III - Polter's Fort**

#### **1. Approaches**

At the approach to Polter's Fort, I met up again with Manthis and conveyed my suspicions of Lord Huntcrown. Mantis also gave us information about Polter's Fort and how best to attack it. We killed off all of the outer area scouts without them setting off the general alarm and entered through the East Postern Gate. We went up on the fort's outer ramparts first so that we could clear out all of the hobgoblins walls and then clear out those down in the areas surrounding the Keep.

#### **2. The Keep - Lower Levels**

Into the keep, there were myriads of hobgoblin fighters and chiefs on the main floor. They were a task to clear our, but not a very gruelling one. I decided to go down rather than up, I think this proved prescient because it allowed up to clear out a lot of the lesser monsters and, eventually, put a stop to more appearing. What I found, however, was that the monsters got harder and harder to beat the further forward we went Some, especially the Bodaks, have quite exceptional strike capabilities that can take an adventurer out before he/she knows it.

In the first lower level ('basement'), I found a Satyr in the Cells area who, while clearly discombobulated and the worse for wear, did rhyme out something like "Out they will creep until you destroy where they sleep". Later, encountering Vampires in the underground, it became clear what that meant. On my way down, I perceived the entrance to an Elven Ceremonial tomb, which contained a some good, useful stuff for a relatively poor, not tremendously well equipped, adventurer.

Eventually, after running through various Hobgoblins, Ogres, Liches, wraiths, skeleton warriors, ghouls and Zombies (not necessarily in that order), I finally came face to face with the Witch Lord. [In all of these fights, it is usually wisest to let your henchmen do the bulk of the fighting before you join for the kill. Otherwise, you risk getting hit by a single lucky shot and being taken out permanently.]

The Witch Lord (aka the Poltergeist) was, literally, pleased and grateful when I finally subdued him and sprinkled on the special holy water. To listen to him, he did not enjoy his role at all. Instead of being the big cheese, it turns out he was a slave like all his minions all along. He gave a lot of good information about who the real power behind events was and where to find him/it: Wyvern vapor, an evil dragon who was searching for the Wyvern Crown, and who lived in a castle on a spit at the Eastern end of Lake Wyvernwater. That castle also had the power, from a magic Mythalar within, to disappear when there is no mist on the lake. He also blew the whistle on Valetto who, he revealed, was a willing servant of Wyvern vapor and behind the disappearing ships on the lake. He said that Valetto was buying up Sir Gilbert's farms with the ships he had pirated. Oh, yes: I also picked up the shards of a broken blade once the poltergeist had gone.

Once past the Witch Lord, I came upon Largabo Branx, a gnome who claimed to be the Witch Lord's secretary and general factotum, but a slave nonetheless. I was able to engage him a dialogue in which he gave me a quite valuable Cloak of Spell Mantle and then let him go off free. After which I proceeded to loot the library and all the other tables, chests and items around. Good thing too: I found a letter that clearly indicted Imelda in her own subterfuge and subversion of Sir Gilbert's position. Looking carefully, I also found the secret location of the Treasury which yielded all kinds of GP and other loot, including a very useful Magic Bag.

Through experimentation, I found that it was not always possible to get him to give me anything and that his attitude to the Witch Lord also was fungible: Either it was a monster or a veritable model of a good employer. I ended up letting Largabo go free. I was not sure whether or not that was a good idea, but did it nonetheless. Finally, I came upon another room with a portal which, I learned in a little bit, transported me to a location on the West outside the Fort walls.

### **3. The Keep - Upper Level**

Before I did that, though, I decided to go back up and see what was what on the upper floor of the Keep. There I found several very tough Bodaks and the a room with an altar and a globe on a pedestal. Touching that globe, I discovered, caused two monsters to appear and a zap of damage to me. The first were Bodaks, then Wraiths, then Spectres, then Shadow Fiends. After the last of these, the globe disintegrated. On the altar, I found an enchanting stone.

I can't help think I may have done something wrong up there. The map suggests there is a doorway behind the altar, but I was unable to gain any access to it. Maybe I should have come upstairs first, before heading underground? [To check this out, I went back to an earlier save and went upstairs first: No significant difference except that the monsters kept appearing until I decided to bash and destroy the crystal ball.]

Anyhow, after clearing the upper level, I went back down underground and went through the portal. That brought me to near an old farmhouse outside the walls where I found a set of Woodsman's clothing and a trinklet that used to belong to Jonas. Curious

#### **4. Back to Thunderstone**

On our way back to Thunderstone to report to Sir Gilbert, we ran into a powerful party of monsters who were evidently not aware that the Witch Lord was dead. We despatched the bunch, among whose remains we found the body of the agent who had escaped us back in Thunderstone earlier.

Back in Thunderstone, I sold off a bunch of our loot to Alice and the other merchant in the Coffers and then reported to Magnus our success in releasing the Poltergeist from its pain. Flush with GP, I also went over to the Smith at Wangle's and had the broken shards made into a magic Reforged Rapier. It always helps to be independently wealthy. Then, all the housekeeping tidied away, we reported our manifold successes and the information we picked up at Polter's Fort to Sir Gilbert.

### **Part IV - Wyvernwater**

Sir Gilbert was pleased to learn that the spy ring was not connected to the Semblians because he wanted to preserve the uneasy peace and trading relations with them. Disheartened, however, does not begin to describe his reaction to the treachery of both Valetto and Imelda. He tasked me with meting out justice to the pirates on Lake Wyvernwater and to arrest Imelda at the next tournament and deliver her to the crown office. He also charged us with dealing with Wyvern vapor.

#### **1. Wyvernwater Shores**

Arrived at Lake Wyvernwater, we found the hut of the fisherman Garth who regaled us with information about the White Stag (after a drink or two) and of the pirates and the castle on the lake. First things first, we explored the shores area and went directly after the White Stag in the Northern Glade. Good thing we had brought and were on our horses! There was a cave with a lot of Jelly Oozes to clear out.

And then we made our way down a steep cliff path and explored the lower shores. I had to fight a Wyvern and then use my rope to get up to a Wyvern nest, but it yielded a piece of good loot. There seemed to be a cave down in this part of the shores, but no way to enter it. Perhaps later? Eventually we made our way West and got to the peninsula on which stood the Castle.

#### **2. Castle Exterior**

Up another steep cliff path and we were shortly at the front gate of Castle Wyvernwater. Strange, but there was no opposition to our entry and we found a stable in which we were able to stand the horses. (Safely, I think.) Then we explored the Castle grounds and walls.

We came upon an obvious portal, but it was not working for some reason. Snooping about we were attacked by several wyverns, but eventually we managed to check out the ramparts and map out the area. In the Southeast, there was a Palisade out from the main castle and there I found another steep path down. I decided to follow it before doing anything else. When you are coming up to something unknown, I have found it is usually better to find a way in other than the most obvious. It worked out, in a way, this time because at the bottom we found a Cave entrance to what turned out to be the pirates lair.

### **3. Pirates' Hideout**

'In a way', I say because there were scores and scores of pirates in every nook and cranny of this area and they all came at us almost around every corner. I was grateful for Godfroy's sheer strength and Lacinda's ability to call down destruction on the bunch of them. Otherwise it would have been touch and go to get through the cave. We did, though, and highly profitable it was. I recovered literal tonnes of pirated ivory and lots of other loot. Also, I noticed lots of barrels of oil stored away down here. Lighting that up could cause one major conflagration. Good thing I had a couple of 100% magic bags. Plus, of course, Godfroy, who was able to carry up to 900 lb. Always good to have a strong man on your side!

At the North end of the caves we came to a flooded basement area and explored as much of it as we could. It was clear after a bit that any further progress would have to be under water that was well over our heads. I had found a helmet that would let me breath under water, but both my henchmen quickly started to drown, so we retreated from the deep water. There were just too many sharks and Sauguin for me to be able to try doing it myself. Besides, I figured if there was one of the underwater breathing helmets, there probably had to be others to be found in other areas of the castle. Then, the three of us could come back later.

### **4. The Keystones**

So we went back out to the pirates' cave, found another door in the Northeast, went through it and took a set of stairs up. This appeared to be a basement level and, apart from some Troglodytes to fight, I couldn't make heads nor tails of it. Added to which, there were a couple of magic beams that made movement beyond impossible. Totally frustrated, we decided to leave it and come back later.

That turned out to be a wise move because on the next floor up (the lower level, or ground level, of the Keep as it turned out), I encountered a rather bewildered old fellow who called himself "The Keeper". He proved to be extremely helpful in giving a raft of information about the Mythalar and the workings of the castle and on how to use the portal in the castle courtyard.

That latter turned out to be to find three keystones, the possession of which was, naturally, key to being able to enter the portal to the island where the control of the rising and sinking of the castle was controlled. Getting two of these was relatively easy. The third was a little more complicated.

The first keystone was in what the keeper called a “Weird” room off the chapel on the upper floor of the Keep. The main challenge in getting that stone was to get by the numerous pirates in the area: Not an easy fight alone, but with strong Godfroy on my side, it was a piece of cake. Up in this area, I also came upon Valetto who tried negotiate his way out of the corner he then found himself. I had none of his blandishments and despatched him with all due dispatch. That put paid to him and his pirate enterprise.

The second keystone was in a Wyvern nest up on the high tower of the keep. Getting it was basically a slog fest with numerous juvenile, immature and adult Wyverns.

## **5. The Crystal**

xxx

## **6. Wyvervapor**

xxx

## **7. Return to Thunderstone**

xxx

## **Part V - Finale**

### **1. The Battlefield**

Sir

### **2. The Crown Barrow**

## Annex 1 – Maps

### Part I - Prelude

#### 1. Arrival

S. Starting Point

1. To The Farm/Farmstead
2. To Morfen



#### 2. Morfen

1. From the Farmstead
2. Smithy
3. Matron's House
4. Alehouse
5. Brondar's House
6. Valetto & Caravan
7. Gate



#### 3. The Road East

1. From Morfen (No Return)
2. To/From Encampment
3. To Thunderstone (No Return)





## Annex 1 – Maps

### Part I - Prelude

#### 4. Encampment & Swamp - Treasure Map

1. To/From Main Road
- c. Bandits' Camp
2. To/From Swamp
3. To/From Encampment
4. Curst Ranger
5. Treasure Stone



### Part II - Thunderstone

#### 1. Thunderstone - Plan

1. Entry/Exit area
2. Stag Skull Bridge
3. Gravedigger
4. Crown Office
5. Six Coffers Trading Centre
6. One Armed Magurk's
7. Furniture's Fate Inn
8. The Sign of Thunder Inn
9. Wangle's Livery & Smith
10. Shrine of Tempus
11. To/From Hawklin Castle  
& Thunderstone South
12. To/From Tournament Grounds
13. Cemetery
14. Lord Huntcrown's House
15. Bear's Den
16. Postern Gate
17. Thunderstone



#### 2. Thunderstone - Hawklin Castle Grounds

1. To/From Thunderstone Town
2. Hawklin Castle
3. To/From Tournament Grounds
4. Barracks
5. Dragon's Den
6. Front Entrance to Castle



## Annex 1 – Maps

### Part II - Thunderstone

#### 3. Tournaments Area

1. To/From Thunderstone Town
2. Sir Gilbert Hawklin & Imelda
3. Other Tourney Area
4. Melee Area
5. Entertainment Tent
6. To/From Jousting Area



#### 4. Jousting Area

1. To/From Tournaments Area
2. Jousting Master
3. Equipment Master
4. Training Master
5. To/From Hawklin Castle



#### 5. Hawklin Castle - Interior

1. To/From Castle Grounds
2. Sir Gilbert
3. Kitchen
4. Stairs Up/Down
5. To/From Balcony
6. To/From Ramparts
7. Stairs Up/Down
8. To/From Rampart Tower
9. Inaccessible stairway up



## Annex 1 – Maps

### Part II - Thunderstone

#### 6. Hullack Forest

1. From Thunderstone Town
2. Manthis
- 3a. To Barrows Area
- 3b. Back to Thunderstone
4. Barrows Entrance



#### 7. Hullack Forest - Barrows

1. To/From Forest
2. Edgar Truesilver
3. To/From Lower Chamber 1
4. To/From Barrow Chamber 2
5. Evil Apparition
- B. Barrow



#### 8. Thunderstone - Damsel Forest

1. To/From Thunderstone 16
2. Abandoned House



## Annex 1 – Maps

### Part III - Polter's Fort

#### 1. Polter's Fort - Outside

1. To/From Thunderstone
2. Scout barrack
3. To/From Polter's Fort
4. To/From Approach
5. Fort Entrance
6. Postern Gate
7. To/From Keep
8. Farmhouse
- a. From Portal



#### 2. Polter's Fort Keep - Upper Levels

1. To/From Fort
2. Great Hall
3. Quarters
4. Kitchen
5. Armoury
6. Stairs Up/Down
7. Altar



## Annex 1 – Maps

### Part III - Polter's Fort

#### 3. Polter's Fort Keep - Lower Levels

1. Stairs Up/Down
2. Cells
3. Collapsed Passage
4. Elven Tomb
5. Witch King
6. Largabo Branx
7. Treasury
8. Portal



### Part IV - Wyvernwater

#### 1. Lake Wyvernwater Shores

1. From/To Thunderstone
2. Garth's Hut
3. Horse jump To/From Glade
4. To/From North Forest
5. Cave Entrance
6. Rope Cross To/From Glade
7. Path down Cliff Rope to Wyvern Nest
8. Rope to Wyvern Nest
10. To/From West





## Annex 1 – Maps

### Part IV - Wyvernwater

#### 2. North Forest & Jelly Cave

1. From/To Wyvernwater Shores
2. Bandits' Encampment



#### 3. Castle Wyvernwater

1. From/To Lake Wyvernwater
2. Castle Gate
3. Stables
4. Portal
5. Stairs
6. Tower Entrance
7. Keep Entrance
8. Sea Cave
- a. Wyverns' Aerie



## Annex 1 – Maps

### Part IV - Wyvernwater

#### 4. Castle Wyvernwater - Pirate Caves

1. From/To Lake East Entrance
2. Pirate Ship
3. To/From Up
4. To/From Flooded Basement
  - a. Treasure room
  - b. Commodity Store room



#### 5. Castle Wyvernwater - Flooded Basement & Underwater

1. To/From Pirate Caves
2. To/From Flooded Basement/Underwater
3. To/From Underwater



#### 6. Castle Wyvernwater - Basement Puzzle

1. To/From Flooded Basement
2. Bridge over Flooded Area
3. Exit
4. Skeleton Doors
- S. Secret Door



## Annex 1 – Maps

### Part IV - Wyvernwater

#### 7. Castle Wyvernwater - Lower Level

1. Stairs Down
  2. Keeper's Quarters
  3. Stairs Up
  4. Exit
  5. Mythalar
- S - Secret Door



#### 8. Castle Wyvernwater - Upper Level

1. Stairs Down
- 2a. Stairs Up (to Tower)/Down
- 2b. Stairs Up (to Tower)
3. To/From Ramparts
4. Dining room
5. Kitchen
6. Quarters
7. Store room
8. Chapel
9. Valetto's Quarters
10. Entrance to Weird room
- a. Treasure



#### 9. Castle Wyvernwater - Towers

1. To/From ramparts
2. To/From Store room
3. To/From Keep Upper level
- a. Barrel of Acid





## Annex 1 – Maps

### Part IV - Wyvernwater

#### 10. Wyvernwater Island

1. Portal To/From Castle
2. Crystal Ball
3. Portal To/From Wyvernwater(?)
  - a. Blades Trap
  - b. Boulders



### Part V - Finale

#### 1. The Battlefield

1. From Thunderstone
  2. To/From Barrow
  3. From Battlefield
  4. To/From Crown Barrow
- A. Army left Flank  
 B. Army Right Flank  
 C. Army Centre  
 D. Hill Position



#### 2. The Crown Barrow

1. Entrance
2. Jonas
3. Crown Island



## Annex 2 – Summary of Quests

### Part I

#### *A New Life in Cormyr*

This appears to be the main quest. You've returned to Cormyr after adventuring to help your family farm, but shortly after arrival, all except your brother are killed in a raid on the farmstead. With the farmstead destroyed, you decide to head off to find Sir Gilbert Hawklin, your father's old Master, in Thunderstone.

By proving your prowess in the jousting tournament, you get taken on as Squire and enlisted in the fight against the bandits. Your first assignment is to go to Hullack Forest and meet with Manthis to learn more about the bandits. Just getting the assignment earns 500XP. With that information, using messenger pigeons, you report to Sir Gilbert and get further instructions to assist Edgar Truesilver in the Barrows (*Raids*, below). That done and returned to Thunderstone, Sir Gilbert makes you a Knight, provisional upon Crown confirmation (=2000XP) and gives you a light warhorse from his stables.

Your second assignment from Sir Gilbert is to deal with the raiders at Polter's Fort. When you interrogate the Poltergeist and get information on Wyvern vapor and Valetto, you earn 1500XP. That done and returned, reporting back to Sir Gilbert earns another 1000XP. It also generates the orders from him to additional quests *Piracy* and *Imelda's Revenge*.

In Garth's hut, if you ask he will tell you about the castle (=100XP). On your way to the peninsula on which the castle is located, you have a chance to clear out a Wyvern's nest. The Wyvern is worth 51XP and in the nest I found an enhanced bastard sword named 'The Watcher, but decided to stick with my own enhanced longsword.

#### *Weapon of a True Knight*

Within the burning farmstead, you find the remains of your father's old magic sword. Clearly, you have to find some way to repair it if you plan on using it. The Matron in Morfen tells you about a smith in Thunderstone who is able to do that. In Thunderstone, you find the smith in Wangle's Livery. She is able to forge a usable magic weapon from your father's shard if you have the necessary additional component(s) and the GP. You earn 100XP for determining that she can do the work and another 350XP when your weapon is crafted.

If you can wait until you find the magic spearhead in the Barrows so you have two magic elements, you can have an even more powerful weapon made and made with adamantium if you have collected and sold off enough loot to be able to afford it. The cost of that is 4750GP, but you also earn 800XP.

Later after you deal with the Poltergeist, you can have the shards of the broken sword left behind made into another weapon of choice, if you have the requisite bottle of naphtha. At comparable costs and reward.

### ***Family Grave***

Inside your father's chest, you find his will asking that his remains be buried in the family tomb in Thunderstone. Luckily, you are able to pick up his head and can carry it with you. In Thunderstone, you find the Gravedigger, but also find you have to buy a licence from Hurim Theoder in the Crown Office. There you have to persuade him of your right to bury your father (30XP) and then pay for the licence (1GP) which then earns you another 100XP. You can also learn you have to pay 1000GP for an adventurer's licence. His comments will point you in the direction of Sir Gilbert Hawklin if you want redress for your farm and family loss.

When you take the licence back to the Gravedigger and set up the burial. That costs another 10GP, but you lose your father's head and gain 25+25+250XP. The gravedigger tells you to check back in a few days to make sure you are happy with the grave.

Back in Thunderstone after the battle of the Barrows, Jenny Drabb in the Furniture's Fate will tell you that Sir Blakeney Hawklin desecrated your father's grave. (100XP) If you go to the cemetery to verify what Jenny told you and speak to the gravedigger, you can earn 25+50XP for playing within your alignment and another 100XP for paying him the 5GP to make your father's corpse rest easier, i.e., in a new tomb. You also earn another 100XP by asking the old man in the cemetery about what happened.

At the Sign of Thunder, you get to confront Blakeney. Do this properly: (1) Get him to agree to pay for a new grave (=200XP); (2) Demand 100GP in compensation for his acts and get it either by persuasion or intimidation (=100GP+50XP) and (3) require that he do penance at your father's grave every day. This ends the quest with you getting 500XP and the new title "The Devout".

You have the option of turning everything over to the authorities, but Blakeney denies, denies and denies and you net nothing for pursuing that course.

### ***The Apprentice Slave***

Londro Hardhelm has been virtually enslaved by a person called "The Matron", Eladora Palmer. If you decide to help him by giving him money, it costs you 5GP, but you get 50XP plus an alignment shift of Good+1. He will also offer to rework your father's magic sword if you can get the Matron to pay him properly so he can be a free dwarf. If you are able to persuade her to pay him, that nets 50XP for using your skill and another 100XP for getting the written promise.

Getting her note back to him, witnessed, nets another 150XP. He won't (can't) fix your sword, so you have several choices of dealing with him. Demanding completion of your deal doesn't accomplish anything other than an alignment of +1Evil and another 150XP. Persuading him to give up drinking doesn't do anything for your alignment, but it does net the same 150XP. Plus another 150XP.

Another way is to persuade the Matron to pay him more if he stops drinking. If you can do that, then going to Londro in the Alehouse and persuading him to give up drinking nets you the same 300XP, but no alignment shift.

***Rumours in Morfen***

Speaking to the Commoners in the Morfen Alehouse, you pick up a lot of information if you use our persuade and social skills appropriately. This earns you 50XP initially and after that 20XP for every different bit of news or rumour you pick up. The Commoners tell you:

- There is a good smith in Thunderstone;
- Alice Broadhand is a shady merchant operating out of the Six coffers trading centre in Thunderstone;
- Gilbert Hawklin doesn't let his daughter out much;
- Gilbert Hawklin is bankrupt and may have to sell his castle;
- Londro is a drunk;
- Valetto is the only merchant whose caravans do not get robbed..

***Treasure Map***

Having survived the bandits on the road in the forest and remembering you bought that treasure map from Mander, you decide to go after it, which takes you North on the stream bed. You have to fight a few bandits (@56XP) left at their encampment before you can proceed to the swamp. There, you encounter myriads of Cormyrian Cobras (@64XP) before you can get to the Curst Ranger. If you are able to kill him, that is worth 860XP and his Katana+1. A final Cormyrian Cobra is worth 89XP. Underneath the Rock, there is a Fearsome Wand, a couple of potions and a couple of gemstones, as well as 40GP. (These may vary another time.)

***Caravan Duty***

When you speak to Valetto, you can persuade him to help you by giving you employment as guards on his caravan going to Thunderstone. He offers it only as a means of safe travel, but if you are persuasive, you can get him to pay you 5GP. That gains 50XP.

In the Hullack Forest, the caravan is attacked by bandits. It is a hard fight, but not as hard as if you had tried going through on your own. You get to pick up all of the loot from all the dead bandits and caravan crew after the fighting is over. And when you speak to Valetto, you get your pay and, if persuasive, can get him to pay you extra and to give you the bandit's horse that survived the fight. When Valetto tells you that you can head to Thunderstone on your own, you earn 200XP for successfully guarding the caravan.

**Part II*****To Be A Spy***

Alice Broadhand in Thunderstone offers you a job (but won't tell you who commissioned it): To find the secret entrance to the Hawklin Castle. You have two, actually three, ways to play this. First is to refuse the job outright. This nets you 100XP and an alignment shift of +1Good. Second is to accept and follow through. I'm not sure what this nets because I did not do it.

The third is to accept, but then tell Sir Gilbert about the job. He will then tell you about the secret entrance, which in fact is only a secret exit. He encourages you to report back to Alice so that he can have her followed and find out who commissioned the job. After you tell Alice and report back to him, he sends you off to kill the next of spies and the Thunderstonian Agent.

There, if you are good enough, you kill the spies, but cannot stop the Thunderstonian secret agent from escaping. This nets you the loot on their corpses, which is not to be sneezed at.

On your way back from Polter's Fort, you encounter a bunch of brigands, including the spy agent that escaped previously. On his corpse, you find evidence that he was an agent of the Witch Lord, not of the Semblians. Relating this to Sir Gilbert nets 350XP.

### ***Ride for a Lady***

Lacinda Cormaeril offers you her horse as your steed for the jousting tournament if you can persuade her you are worthy. (50XP) If you become Joust Champion, she thanks you by giving you her Family Ring (Universal+1) and the horse she loaned to you. The quest is worth 250XP. And, if you play within alignment in your final dialogue with her, that is worth another 50GP.

### ***Abduction***

Margery Fullston in the Furniture's Fate Inn is beside herself with worry of her daughter Eleanor, whom she believes has been abducted by Semblians. Reporting this to Hurim Thiordor only elicits the suggestion that you look at the docks. There you find a sailor who tells you a girl is in the cabin of the ship with Latim Bey, the shipowner's son.

In the cabin you have several dialogue options. If you are successful in persuading the couple to go and speak to Eleanor's parents, you earn 175XP and the title "the Wise". If you are not successful and let them be, you get 100XP. If you end up fighting Latim, you get no XP and the title "the Weak".

### ***Sir Hawklin's Offer***

Sir Gilbert Hawklin requires that you prove you are worthy of being taken on as Squires by beating two opponents consecutively in the Jousting Tournament. If you manage that, he is convinced takes you on and tells you to come to the castle when you are ready. That is worth 500XP. Of course, it is even better to try to become the Jousting Champion.

When you report to Hawklin Castle, Sir Gilbert swears you in as squires, gives you 150GP (a month's pay in advance). And you earn another 500XP. [Receiving your first assignment, to Hullack Forest, is part of the *New Life in Cormyr* quest, above.]

### ***The Jousting Tournament***

No XP appear to be awarded for beating each opponent in the Jousting tournament. However, becoming Joust Champion by beating all of them, you are awarded 500GP, 500XP and a Greater Ring of Protection (Armour+2, Universal Saving+1).

### ***Raids***

On meeting with Manthis in the Hullack Forest, you learn that hobgoblins raids originate at Polter's Fort, deeper in the forest. When you send this intel off to Sir Gilbert, you receive 100XP and a return message instructing you to go to find Edgar Truesilver leading a group of Purple Dragons at some barrows near Four Oaks farm.

On the way you run into some Hobgoblin riders (@107XP) and a Boar (@52XP). You find Edgar in the barrows, as well as Hobgoblin soldiers (@67-88XP), Shamans (@197XP), Leaders (@197XP) and Champions (@236XP) as well as Ogres (@236XP), an Ogre Chieftain (@448XP) and a Skeleton Warrior (@268XP). When you find him and ask about the raiders, you earn 500XP. As you fight your way through the barrow passages, you may run across Purple Dragon Archers who you can try to persuade to come along with you. Success earns 20XP for each who accompanies you. You can earn 100XP for each you send back to Edgar. You will find as you search barrows and corpses, there is more loot and resalable items than you or your companions can possibly carry. If you are lucky, you will find a bag of holding in one barrow which should help a bit.

After clearing out the enemy and rescuing Edgar, you receive 500 XP. Edgar becomes a henchman and can be used to distribute loot weight so you are not slowed. Unfortunately, as soon as you arrive in Thunderstone with him, he is returned to the Guard and any loot he carries goes with him.

### ***The Fall of Jonas***

In the central lower level area of the Barrows, Jonas puts on a ring which takes over his revenge impulses. He will not kill you, but he will kill whichever non-family henchman is accompanying you. [If you want to avoid this, you must part ways with the other henchman before you enter the last barrow room in the area. He/She will return to the Furniture's Fate Inn and wait for you there if you want to take him/her back on.] Jonas will then storm out of the barrow. After this, you find variable loot in the chest in the room. Edgar will later tell you he saw a madman running away from the area.

### ***Ride Like a Centaur***

Manthis in the Hullack forest enlists your help in finding out who in Thunderstone is hunting the Forest Folk. If you accept, this nets 50XP and an alignment shift of +1Good. Later, in Thunderstone, if you learn from Alice Broadhand that the Unicorn Horn she wants you to get was previously Lord Marvin Huntcrown's, that earns another 100XP. When you meet up with Manthis again in the approaches to Polter's Fort, and tell him of your suspicions of Lord Huntcrown, that nets another 100XP. If you lay within alignment (tell him hunting Huntcrown make him just as bad) earns 50XP. At some point after this, your riding skills increase.

### ***Theft to Order***

In Thunderstone, if you ask after returning from Hullack Forest and the Battle of the Barrows, Alice may offer you another commission: To get a Unicorn's Horn from Magnus in the Shrine of Tempus. Accepting this job earns 100XP. Alice suggests that you try to intimidate Magnus, but I chose instead to use my powers of persuasion first to get him to sell it to me (50XP), then appraised it at 500GP (@100XP) and then offered him that, which he accepted (@100XP). Returning it to Alice gets you the 800GP she promised, plus 300XP.

### ***For the Love of a Lord***

Jenny Drabb, in return for telling you who defaced your family grave, asks you to get her an undamaged hide of a White Stag so that she can impress an unnamed Lord with whom she is

in love. When you speak to Lord Huntcrow in his library, he will tell you that you cannot use a magic weapon on the White Stag because that damages the hide. When you speak to Garth and get him to tell you about the stag, that earns another 100XP. If you get to the glade to the North of Wyvernwater Shores and are suitably mounted, You will be able to catch up to the stag, kill it and get its hide. Wereboars in the Glade are worth 212XP each. The Bandits in their hideout are worth less, but there is some loot and, in any case, you have to kill them off before you can get access to the peninsula to pursue the main quest. (The jellies in the cave only 12 XP.)

## **Part III**

### ***The Poltergeist of Polter's Fort***

If you get Magnus to tell you the history of the poltergeist of Polter's Fort, that earns 150XP. If you get him to give you the special holy water to exorcise the spirit, that earns another 150XP. Sir Gilbert assigns you to go off to the fort and deal with the raiders. On the approach to the fort, you meet Manthis. Hell tells you the layout of the fort and warns you to kill all of the hobgoblin, etc. scouts you come across quickly so they cannot sound the alarm.

In Polter's Fort you come across myriad monsters, many of who are quite difficult to vanquish and some, if you are not careful, can despatch you with an unexpected, single strike. Your rewards are commensurate.

On the first level, there are Ogres @88XP; Hobgoblin soldiers @30XP; Hobgoblin Champions @60XP; Hobgoblin Shamans @120XP; Ghouls @30XP; Bone Skeletons @44XP and Zombie Warriors @60XP. In the basement, the Jailor is worth 268XP and using his key is another 70.

Underground, in the hidden Elven Tomb you can find a bit of useful armour for what follows: Skeletons @14XP, Skeleton Priests @50XP; Skeleton Warriors @98XP; Ghoul Lords @ 66XP and Ghosts @50XP. Around the corner from these are a couple of Liches @1600XP and farther ahead Allips @34XP and Zombie Warriors & Ghosts @50XP. All of these are a figurative walk in the park compared to the Bodaks @296XP next. These guys (and there can be up to six or more of them) can take you out with one glance of their death gaze. Best to hide in some protected corner and let your henchmen do all the damage they can before venturing out. Otherwise you will have to respawn. Best rest up before heading on, because you will find out what the jailed Satyr meant by his rhyme. Vampire @98XP plus 400XP for each coffin destroyed.

At long last, you come to the Witch Lord, which you may find a bit of a let down in XP or loot after all you have been through to get to him. Not to worry, your big XP come from the other related quests and, more important, the information he gives you. In any case, you get the shattered sword which Wangle's Smith can reforge into something useful if you have kept one of the bottles of naphtha, not to mention all the loot from the library, Branx's room and the Treasury, including a 100% magic bag. So it's not shabby. Note that how you deal with the poltergeist can affect your alignment +/-.

The Hell Hounds in a room to the east of where you find the Witch Lord are worth 50XP each. Different numbers of these generate and the loot on the corpse and the number of remains always varies by luck of the draw. Finally, if you dialogue carefully with Branx, you may be able to get yourself a Cloak of Spell Mantle. You need high persuasion ability and a lot of luck to get him to believe that his Master directed that he give you an magic item.

### ***Damsel in Distress***

Back in Thunderstone after clearing Polter's Fort, you may be accosted by the old man in the cemetery, claiming to have seen brigands carry off a Damsel in Distress. If you decide to go to the rescue, you find it is an ambush. The first Thief killed is worth 34XP and each one after that is 14XP. The 'Damsel' turns out to be the Ambusher-in-Chief and killing her brings 67XP and lots of good loot, including a Robes of the Moon. She also has a key that gets you access to their hideout and the chest there with 1000+GP. There is lots of minor loot and a bit of GP on each of the gang.

### ***Payment for Charter***

Sir Gilbert tells you that Valetto paid for your Adventurer's Charter and added the cost to his cumulative debt and tells you he cannot afford to pay it back. If you give him the 1000GP the Charter cost, then you get 50XP for playing within alignment as well as an alignment shift of Lawful+1. You also get 100XP for completing this quest.

### ***Piracy***

The poltergeist reveals to you that Valetto is responsible for the piracy on lake Wyvernwater. When you relay this to Sir Gilbert (=60XP), he directs you to deal with Valetto at the Lake. (=250XP) Garth the fisherman will tell you that the pirates hide out in the castle that, by magic, disappears in clear weather and rises only in the mist. Underneath the castle there is a cave, the pirates' hangout. Pirates (lots of them!) are worth 12XP each, pirate conjurers and clerics are 49XP each and pirate captains 66XP captains. Plus lots of loot, including tonnes of ivory and many barrels of oil.

A couple of levels up, you will find more pirates as well as Valetto, who will try to talk you into doing a deal. Dealing him his just reward for treachery (and toadyism to Wyvern vapor!) nets you 449XP, plus lots of loot and access to the rest of the quest. Getting to this point nets 250XP for the quest and 2x100XP for following your alignment.

### ***Imelda's Revenge***

In Branx's workshop, you find a note from Imelda proving that she is the one causing the raids on the farms Valetto bought from Sir Gilbert. Hawklin directs that you arrest her when she returns to Thunderstone. (=350XP)

## **Part IV - Wyvernwater**

Weird Room

Wyvern's Nest



Puzzle

**Part V - The Witch Lord & The Crown**

## **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.

### **Thunderstone - The Jousting Tournament**

There is no universally applicable trick to this. Different combinations of offensive and defensive tactics make the difference between knocking you opponent off his/her horse, you getting knocked off yours, and his/her/your lances breaking or a failure to contact at all. Learn all you can about your opponents by picking up all the rumours you can from commoners and pay close attention to the advice of the Joust Training Master when you train yourself up.

The real trick is to avoid having the jousting cut screen hang up on you given that the game is so buggy at this point. The only way to complete the tournament is to save at every point you can between the jousting bouts and, when the cut scene is frozen, exit the game and start over again at the last starting point. There may be specific combinations of offensive and defensive actions that cause the cut scene to freeze, but I never had the patience to note down the ones that caused the problems.

### **Wyvernwater Shores - The White Stag**

You need to be mounted on a horse when you enter the North Forest. Otherwise you cannot catch up to the White Stag.

### **The Castle: The Infernal Puzzle**

You have to get to the other side of the puzzle in the Basement, via the underwater route in the Pirates' Caves area. [The underwater route is something which you will not want to do without first finding the helmets that let you and your henchmen breath under water. These helmets are found in chests in the caves and on other levels of the keep.]

Once you get to the North side of the puzzle area, you will find a couple of mirrors in a corner cubbyhole. You have to drop one at the centre spot of the beams that were blocking your way into the area. Once the mirrors are properly placed, the beams shift and open the two previously unopenable skeleton doors. Inside those doors is one of the keystones.

### **The Island: Blades and Boulders**

There are four sets of whirling blades blocking the way forward in this area. You will quickly discern that on a pillar in the area in which you arrive, there is a lever that stops the blades from whirling. Easy, you think. Not so: Behind the first set of blades are a bunch of boulders blocking the bridge. You have to use main force and cooperate to move one of them. What's so hard about that? Well, you soon discover that the blades only stop for a limited time. Luckily, you can go back through them toward the pillar to pull the lever again.

Get the boulders moved aside and you discover another set of blades at the end of the bridge. If you are on foot, and have managed to move a boulder, you soon discover that, even if you have gone back and reset the timer and are fast enough to get past the second set of blades, there is a nasty Stone Guardian waiting for you before you get too far along. And beyond the Guardian is a Fire Elemental on the next bridge. You may be able to get past all these obstacles, but even if you do, there is not enough time to get past the third set of blades in the middle of the next bridge.

The answer: What moves faster than a man on foot? A man on a horse! Go back to the castle and get yours if you did not think to get them out of the stable before entering the portal. On horseback, you can move fast enough to get past all the blades, as long as you have removed all the obstacles placed in your way. Doing that may take another return to the pillar and reset or two. Thank the gods for horses! There is a reason there are horses in this game.....