

## La partie de Ribannah

(version anglaise)

Attention, vous l'aurez compris cette partie ne s'adresse pas à des joueurs débutants, il s'agit d'une performance qui demande une maîtrise parfaite du jeu. Si vous lisez ce qui suit c'est que vous êtes joueur confirmé, inutile donc d'entrer dans les détails, vous savez de quoi on vous parle si on vous dit « Temple Ultime de Baa »... Nous ne ferons donc que relater les faits à vous de trouver comment arriver à faire ces actions dans le temps imparti.

C'est parti !

### Création de l'équipe

**Ivanhoe** : Guerrier Humain - **Rowena** : Initiée Elfe - **Rebecca** : Initié Elfe – **Robin** : Guerrier Humain

Party Summary			
			
IVANHOE HUMAN FIGHTER	ROWENA ELF INITIATE	REBECCA ELF INITIATE	ROBIN HUMAN FIGHTER
MIGHT 15	MIGHT 10	MIGHT 10	MIGHT 13
MAGIC 7	MAGIC 7	MAGIC 7	MAGIC 7
ENDURANCE 10	ENDURANCE 7	ENDURANCE 7	ENDURANCE 10
ACCURACY 15	ACCURACY 25	ACCURACY 25	ACCURACY 21
SPEED 15	SPEED 25	SPEED 25	SPEED 15
LUCK 15	LUCK 13	LUCK 13	LUCK 11
H.P. 33/33	H.P. 22/22	H.P. 22/22	H.P. 33/33
S.P. 0/0	S.P. 17/17	S.P. 17/17	S.P. 0/0
BLADE	CUDGEL	CUDGEL	BLADE
BOW	BOW	BOW	BOW
ARMOR	ELEMENTAL	ELEMENTAL	ARMOR
MERCHANT	SPIRIT	SPIRIT	PERCEPTION



## 01 Janvier - Premier jour

Rowena and Rebecca learn Elemental Bolt

**06:00 - Grandfather**

"We'd like to start our training."



*Actually we did our training before, but feel free to explore the little settlement to get acquainted with the game controls. You can even battle the livestock if you wish. Just make sure you don't drown.*

**Grandfather**

"We're ready to leave."

Skillbooks Disarm Trap (Robin), Identify Item (Rowena)

*Talk to the Old Man a second time before you leave the island, and you get these important skills for free. Also don't forget to pick up the spell scrolls from the tables. Then get ready for the first real fight, it won't be the last one!*

Some lobberpods

**06:27 – Dock**

*Let the adventure begin ...*

*Shipwrecked ...*

*D'oh*



## 07 Janvier

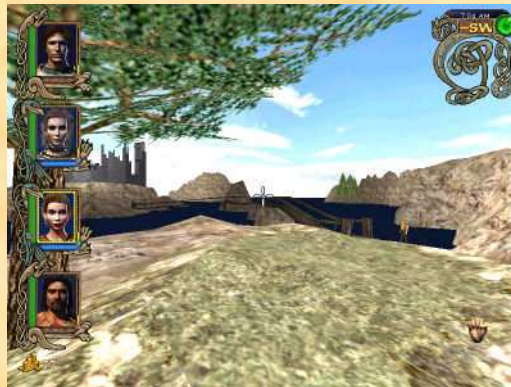
### 06:27 - Isle of Ashes

*No sign of civilization. This cannot be Mendossus! Check the shore to see if you can salvage something from the wreckage. As a rule, save the game before you open a chest, and use the character with the highest skill at Disarm Trap, because many treasure chests in this game have the nasty habit of exploding in your face.*

1 Chest

Some skullthrowers and a dragonfly mite  
Orb +10 Temporary Might

*Make your way to the Orb, you can need a little extra might. On the way, make good use of your bows. Note that monsters may drop a little package of gold - sometimes even holding items - when they die.  
At the Orb, use the spacebar for each character (press tab to make the next character active). Then follow the canyon until you come to a clearing where you find a man called Forad Darre. If you play your cards right, he will help you.*



### Forad Darre

"Out boat crashed on its way to Mendossus." 1,200 xp  
"Have you seen Yrsa the troll?"

Kettle: +10 Temporary Elemental Resistance

*The Kettles work just like the Orbs. Now check your questbook, The task to find Yrsa is right there, along with the obvious job to find a way to get off this island. To find Yrsa, follow the canyon a little further. It's not time yet to cross the bridge to the ruins you can see in the distance.*

### Yrsa the Troll

"There you are. 200 xp  
There is a group of dragonflies who have been pestering me."





*She has a job for you. If you are low on hitpoints, drink from the nearby well. When you're done, go through the tunnel into the open field. You should be able to deal with the dragonflies, just take them on one or two at a time. You don't need to clear the entire field, but there is a good reason to do it anyway:*

Dragonflies  
1 Chest

*Most treasure chests are randomly filled when you first set foot in an area. Only the level of the treasure is predetermined. Now go back to Yrsa and tell her you the dragonflies won't pester her again. Listen well to what she has to say, she has your destiny in her hand.*

**Yrsa the Troll**

"Who are you?"

"I am Yrsa the Troll

. I wil help you leave this island, but you must agree to do something for me at any time of my choosing." 1,000 xp

"Very well."

"Good. In my hand, I have your destiny.

There is a man, who calls himself Tamur Leng.

He and his hordes from Baldonia are sweeping across Rysh, conquering everything in their path.

Your fate, is to unite the six clans of the Chedian. Unite them, and lead them against Tamur Leng."

**Yrsa the Troll**

"How do we get off this island?"

"Perhaps you shoud speak to Forad Darre."

*Him again.*

**Forad Darre**

"Yrsa has charged us with a quest, and we need your help."

"I am at your disposal.

If we are to get off this island, we have to take care of the Bone Thrashers.

I bet there is something behind that locked door that will help us!"

*What d'ya know. Forad joins the party! He is a tough fellow, so put him in front. Press F to rearrange the formation, if necessary. If you want to speak with Forad while he is in your party, make him the active character and press 5 (his slot number). Actually, it is a good idea to talk with him right now.*



**Forad Darre**

"What was that you said about a locked door?"

"I bet that there's a way to beat the skeletoids behind it. Maybe we should ask Yrsa."

**Yrsa the Troll**

"How do we get through that locked door?"

"Here, try this."

*So what if she's a little forgetful. She still gave the key. If you forgot to heal up by drinking from the well the last time you visited Yrsa, do so now. There are some Bone Thrashers to deal with at the other side of the bridge. Now make your way to the Turret, and do not enter the ruins like we did!*

**08:54 - Verhoffin Ruins**

1 Chest east: Elemental Aura (-), Chain Lightning (-), Scroll of Beacons, Composite Bow of Being, The Chopper of Fear

Table SE: Key to Study



2 Zombies: Dodge (Robin), Sparks (-), Curse (-)

Verhoffin's Book

1 Chest: Scroll of Divine Intervention, Perception (Ivanhoe)

1 Chest near main corridor: Scroll of Dark Grasp

Set Beacon #1

**10:14 - Isle of Ashes**

Bone Thrashers emerge from the ground

Used Turret Key

1 Chest: Fear (-), Dark (Rowena), Town Portal (-)

**10:20 - Destroyed Mausoleum**

*Alright, there were a few surprises. The Turret Key was to open the door to the Turret down at the waterfront. You didn't venture into the Verhoffin Ruins, right? You have no business there! (We did, but that's another thing entirely.) Open the turret's manual and the turret will fire, destroying the Bone Threasher Mausoleum so no more will pop up. Make sure you do this in Real Time mode, or the video won't run and the game freezes. Off the island you go!*



**10:29 - Sturmford**

*Civilization! Towns have shops, trainers, perhaps even people with jobs so your party can earn some money gain the necessary experience. And it has a Jarl. You need to speak to all the Jarls of Chedian in order to unite the clans. Meanwhile, engage in conversation with the citizens, they can provide you with a lot of information. Later you might want to explore the area outdoors.*

**11 Janvier**

**10:38 - Sturmford City**

*It is always a good idea to check the tavern, and don't be afraid to enter the houses. Most people here are friendly.*

**Bjarni Herjolfssen (tavern)**

"Perhaps we can buy you a drink?"

"I believe Drangheim agents have penetrated our defenses and are planning an attack."

**"We will sniff out the spies for you."**

**Ludwig Van (house)**

"What happened to your manuscript?"

"It fell down the drain in my Beet Hoven."

**"We'll get your manuscript for you."**

*That's two quests already! There is an entrance to the Beet Hoven in Ludwig's house, but it sounds a bit dangerous to go in there right now, and it's urgent to find the Jarl.*

**Clover (Ivanhoe)**

*Pick up all the clovers you can find. They give one skillpoint to the character that eats it (double-click on the clover in the character's inventory).*

**Randver the Storm (scribe's office)**

"We'd like to ask you a few questions.

What do you know about Bjarni Thorvaldsen?"

"He's a pig! I don't know how a monkey like him could himself a Jarl."

"You would dare call your Jarl a pig?"

"He's not my Jarl."

"What do you mean?"

"Er, uh, nothing"

"Why do I think that you are lying to us? What do you know about sabotage?"

"I'm not the one who unlocked the town gates ... Uh-oh." **200 xp**

*You have exposed a spy! He quickly disappears, but the job is done. Return to the tavern to collect your award, then resume exploring the town.*

**Bjarni Herjolfssen (tavern)**

**"We've discovered who the saboteur is."**

**"I'll make certain he pays for this!" \$500 / 500 xp**

**Clover (Robin)**



**Town Hall**  
Cleansed Town Portal Altar

*It is necessary to cleanse the altars, or the Town Portal spell will not work. Each Jarl has one in the province, but some of the altars are not so easy to find.*

**Bjarni Thorvaldssen (Town Hall)**

"Is there anything we can do for you?"

**"I have composed a letter that will sweep Kira, the Jarla of Tronheim, from her feet and make her mine."**

"We need help to defeat Tamur Leng."

"I shall give you aid. But in order to do so, I need you to do two things.

**Clear the Imps out of Anskram Keep.**

**Break Ivsar Forktooth out of Drangheim Prison."**

*Since there is no ship leaving today, and the Keep seems pretty dangerous, it seems a good idea to start looking for Ludwig's manuscript now. To prepare, visit the training grounds. Your characters should be able to train up to level 3, gaining 10 skill points, and if you have any fighters in the team they could perhaps become Expert at bow, armor or the weapon of their choice. Training also heals characters completely. Therefore, we went out the west gate to practice on the dragonfly population first.*

**11:35 – Sturmford**

Some dragonflies

Bones: Elemental Protection (-)

*Be very careful when searching bones. There is a chance they cause disease, so save the game.*

**11:50 - Sturmford City**

Some money in well

**Training grounds**

**Level 3**

Ivanhoe L2 Blade L4 Bow

Rowena L3 Cudgel L3 Identify Item

Rebecca L3 Cudgel, L3 Bow

Robin L2 Blade, L4 Bow

*There is an entry to the Beet Hoven at the end of the Training Grounds, but it's a good idea to find the local Bow teacher first. As she is closer to the Temple, that's where we'll enter the Hoven.*

Ivanhoe Expert Bow

Robin Expert Bow

**12:39 - Beet Hoven (first level)**

Lobbers: Wound (-), Torchlight (-), Town Portal (-), Faith (-), Shield (Robin), Curse, Elemental Bolt (-)

*Shoot the Lobbers, or they will continue to produce pods.*

**13:29 - Down the well to the second level**

3 Sarcophagi: Poison (Rowena), Dark (Rebecca)

*Kill the Rotters before they complete smashing their sarcophagus and they will give items.*



Bone Thrashers, Skeleton, Airborne Ickies  
1 Chest NE  
Bone Thrashers, Rotter  
Bones on ledge: Poison (Rebecca)  
Treasure in single Vase west: Armsmaster (Ivanhoe), Disease (-)  
5 Sarcophagi (2 are chests): Thrown (-), Fear (-), Resist Death (-), Wizard Eye (-), Curse (-)

#### 15:10 - Ladder further down

Lobbers: Feather Fall (-), Heal (-), Enchant Item (Rowena), Bodybuilding (Ivanhoe)  
Airborne Ickies  
Trash heaps: Armsmaster (Robin), Purify (-)  
Ludwig's Manuscript: "My evermore beloved"

#### 16:13 - Back up the ladder

Bone Thrashers, Rotter: Turn Undead (-)  
4 Sarcophagi (2 are chests): Bodybuilding (Robin), Armsmaster (-) Emerging from the well  
Lobbers: Elemental (-), Enchant Item (Rebecca), Transfusion (-)

#### 17:18 - Sturmford City

##### Training grounds

##### Level 4

Ivanhoe L3 Blade, L2 Armsmaster  
Rowena L3 Elemental  
Rebecca L3 Spirit  
Robin L3 Blade, L2 Armsmaster

##### Ludwig Van

"We've found your manuscript."

"Wonderful! Here's your reward." \$2,000 / 3,000 xp

*At this point we decided to finish the remaining part of the Beet Hoven, the maze. It is quite a dangerous place, so you might want to skip it for now and return later.*

#### 17:54 - Beet Hoven





Down the well  
Skeleton, Bone Thrashers  
Maze  
Skeletons, Bone Thrasher  
1 Chest: Purify (-), Magic Mine (-), Feather Fall (-)  
Well +5 permanent Speed  
2 Chests: Heal (-), Wizard Eye (-), Sparks (-)  
Bones: Bless (-)  
Up the well

### 20:34 - Sturmford City

#### Training grounds

Level 5

Ivanhoe L4 Blade  
Rowena L3 Dark  
Rebecca L3 Elemental  
Robin L4 Blade

Ivanhoe Expert Blade  
Robin Expert Blade

*There are no magic teachers in Sturmford.*

### 21:08 - Sturmford

Dragonflies: Heal (-)  
Bones: Wrath of the Bugs (-), Armor (Rebecca)  
Field Thralls  
Orb: +10 temporary Accuracy  
3 Chests: Merchant (Robin), Bodybuilding (-), Pain Reflection (-)  
Barrel: Ivanhoe +2 Speed  
Basilisks: Arms of Earth (-)  
1 Chest: Enrage (-), Resist Death (-)

*The gate to Anskram Keep is closed. However, at the back of the keep, there is a weak spot in the outer wall. Hit it and you have created an opening, crouch to get through.*

Basilisk: Light (Rebecca)  
Rebecca learns Bless, Curse, Elemental Protection, Feather Fall, Heal, Sparks, Turn Undead, Wizard Eye

*Now take the stairs in one of the towers to find the entrance on the roof.*

## 12 Janvier

### 00:18 - Anskram Keep

Nagate Hatchlings, Airborne Ickies: Fleet Foot (-), Haste (-)  
Imps  
2 Barrels: Ivanhoe +2 Accuracy, Robin +2 Speed



Nagate Hatchlings: Enchant Item (-), Curse (-), Spirit (-), Town Portal (-), Sparks (-)  
3 Fireplaces



*The fireplaces produce a series of imps. Kill them all, and the fire goes out. Forget one and the quest is not completed.*

Switch east  
1 Chest  
Trash: Spell Reaver (-)  
4 Chests: Purify (-), Bless (-)  
1 Fireplace  
Nagate Elder: Spear (Ivanhoe)  
1 Barrel: Ivanhoe +2 Endurance  
2 Fireplaces  
Switch west  
Nagate Hatchlings: Elemental Protection (-,-), Identify Monster (Robin)  
1 Chest  
Main switch: double doors  
2 Fireplaces  
Elevator comes down, guards appear and do a victory dance  
Chest at trapped floor: Paralyze (-)

**04:49 - Sturmford**

**05:57 - Sturmford City**

**Bjarni Thorvaldssen (Town Hall)**

"Anskram Keep is clear"

"Here is a reward for your trouble." \$3,000 / 5,000 xp

**Training grounds**

Level 7

Ivanhoe L2 Armor, L4 Armsmaster

Rowena L3 Spirit

Rebecca L3 Light

Robin L2 Shield, L4 Armsmaster



**General Store: Scroll of Fleet Foot**

**Library:** Shield (Ivanhoe,-), Meditation (Rowena,Rebecca,-), Light (Rebecca,-), Armor (Rowena), Perception (Rowena), Armsmaster (-)

Rowena learns Bless, Curse, Elemental Protection, Feather Fall, Heal, Sparks, Torchlight, Wizard Eye  
Rowena L3 Light  
Rebecca L3 Dark

**Ake the Righteous (Temple)**

"You wear the look of an ensemble on a mission."

"We must unite the clans against Tamur Leng and his hordes."

"That quest is worthy of a champion of good like myself."

If you would but donate 1000 gold per month to my temple, I would be happy to aid you in your quest."

"Welcome aboard."

**Magic Shop: Turn Undead (Rowena)**

**07:46 - Sturmford**

Gelatine Spore, 4 Nettle Spores

**12:00 - Dock**

*By waiting til noon, we can catch the fast ferry.*

**19:00 - Drangheim**

**19:09 - Drangheim City**

**Empty house**

2 Barrels: Ivanhoe +2 Speed, Robin +2 Luck

1 Clover (Rowena)

1 Barrel: Robin +2 Endurance

1 Clover (Rebecca) behind SE building

**Nicolai Ironfist**

"Who are you?"

"I am king of Enroth"

"What do you know about duty?"

**"I bet you could find me a job at the circus!"**

Well +10 temporary Physical Resistance

**Beagan A'Ghrie (Tavern)**

"Better clear off before trouble finds you."

"I'd say it's already found you."

Tell us, what is your occupation?"

"One might call me an Assassin."

"What do you charge?"

"1000 gold per month plus 5% of all the gold we find."

"You're hired."

**Keith Bloodaxe (Temple)**

"Some of us would like to become Crusaders."



"Go to the Yobboe Camp, defeat the bandits, and return the villagers' things to them."  
Robin is interested in promotion to Crusader."

**Sigmund the Stressed (Jarl's House)**

"Do you have any news?"

"I'm worried about the rumors.

Go find Greudach A'Dorad. Ask her where she got the rumor from, and keep asking until you find the source!"

"We have come to seek your aid. The Beldonian hordes are marching to Chedian."

"Perhaps if you would help me with Sturmford, I would be able to help you.

Go to Anskram Keep and disable all of its defenses."

"What else do you need done?"

"I would like you to visit Chasm of the Dead and retrieve the Crona Kiga.

Stick close to the walls if you value your life."

Cleansed Town Portal Altar

**19:57 - Kluso's House**

Sleeping Guard Captains

Two more from the stairs (bodies don't disappear, so don't loot!)

Two awake guards

Black Chest: **Black's Heart**

**21:47 - Drangheim City**

3 dead characters healed at Temple

**Greudach A'Dorad**

"Have you heard the news?"

"What about Sturmford?"

"I heard they are going to invade soon."

"We'd like to talk to you about your 'news'."

"Marsaili A'Lanth in Sturmford has been telling me all the news."

*It looks like there are two reasons to return to Sturmford soon ...*

**Training Hall**

**Level 8**

Ivanhoe L4 Armor

Rowena L4 Elemental, L2 Meditation

Rebecca L4 Light, L2 Meditation

Robin L4 Shield

Ivanhoe Expert Armor

Robin Expert Shield

**22:26 - Drangheim**

Thralls

2 Chests NW

Thrall Master

Cauldron near Chasm of the Dead: +5 permanent Elemental Resistance

Yobboe gang: Perception (Rebecca), Haste (-), Enrage (-)





Midwife's Bag of Herbs, Dolly, Farmer's Plow  
 1 Chest  
 Returned items to villagers 3 x 500 xp  
 1 Chest in house

Thralls  
 Cauldron: +10 Temporary Physical Resistance (chance of disease)  
 Dragonflies: Column of Fire (-), Turn Undead (-)

## 13 Janvier

### 01:07 - Drangheim Prison

Visitor's Pass  
 Black Chest: **Pendant of the Spheres**

### 01:35 - Drangheim Prison

Used Fleet Foot scroll

### 01:59 - Drangheim City

#### Keith Bloodaxe (Temple)

"We have completed the task."

"Congratulations! I hereby promote you to **Crusaders**." \$5,000 / 6,125 xp  
**Robin Crusader**

Robin learns Elemental, Spirit, Light, Meditation  
 Robin learns Elemental Bolt, Elemental Protection, Enchant Item, Heal, Sparks, Turn Undead

#### Training Hall

Level 9

Ivanhoe L3 Bodybuilding



Rowena L4 Dark  
Rebecca L4 Spirit  
Robin L3 Dodge

Robin Expert Armsmaster

### 02:27 - Drangheim

Well in village: rope down

*Always check the wells in this game. This one is a secret way to get into the prison, avoiding the guards!  
Hopefully you can also get out again ...*

### 02:45 - Drangheim Prison

Ladder up

Barrel: Rowena +2 Magic

Nagates: Elemental Blast (-), Wound (-), Enrage (-), Fleetfoot (-), Torchlight (Rebecca), Bless (Robin), Pain  
Reflection (-), Elemental Aura (-), Haste (-)

Thrashheaps: Paralyze (-), Bodybuilding (-), Regeneration (-)

3 Chests: Fear (-)

Nagates: Resist Death (-), Disease (-), Wizard Eye (Robin), Faith (-), Scroll of Fleet Foot, Shared Life (-)

Thrash: Power Draw (-)

### 03:54 - Ladder up to middle level

Guards, Guard Captian, Nagates

#### Aymril Banito

"I guess I could help you. All I want you to do is to find my brother and open his cell.  
I will show you a way to the top level where the most prominent prisoners are being held."

"Sounds like a deal."

"Inside the cow's cage is a secret door that I made."



Cow Cage, two ladders up

Dwarven Guard

Guards

Levers to open prison cells

#### Antoni Banito

"Are you the cook's brother? We're here to rescue you." 1,000 xp

#### Ivsar Forktooth

"We've come to take you back to Sturmford"

"If we get separated I'll meet you outside."



Down the stairs  
Guard Sergeant  
Levers to open prison cells  
Front door guards

#### 05:20 - Drangheim

##### Ivsar Forktooth

"I know the way from here. When you're ready to see Bjarni, you can find me in the Tavern in Sturmford."

#### 05:48 - Drangheim City

Enchanted Amulet of Meditation, Ring of Meditation

##### Training Hall

###### Level 10

Ivanhoe L2 Merchant, L4 Bodybuilding  
Rowena L4 Light, L3 Meditation  
Rebecca L4 Elemental, L3 Meditation  
Robin L4 Dodge, L2 Disarm Trap

Robin Expert Dodge  
Bought Poison Cloud (-) at Magic Shop  
Sold items at 41,2% of value

#### 06:18 - Drangheim

#### 06:41 - Chasm of Dead

Skeletons, Imp Elders

#### 07:44 - Chasm proper



6 Apparitions: Arms of Earth (-), Scroll of Divine Intervention



**10:07 - Drangheim**

**10:28 - Drangheim City**

**10:34 - Kluso's House**  
Count Kluso



Elite Dagger from wall: 7 Guard Captains

**11:19 - Drangheim City**

**Training Hall**

**Level 11**

Ivanhoe L3 Merchant

Rowena L4 Spirit

Rebecca L4 Dark

Robin L3 Disarm Trap, L2 Bodybuilding

Enchanted items

Sold at 42,2%

Enchanted Amulet of Practised Hands, Ring of Meditation, Gauntlets of +5 Item Lore

**11:39 - Drangheim**

Dock: fast 12:00 ferry

**19:00 - Sturmford**

**20:00 - At Anskram Keep**

Opened trapdoor on rooftop and went below



Raised the portcullis (switch beneath the chain)  
Lowered the drawbridge (shot its chains)

#### 21:05 - Sturmford City

##### Ivsar Forktooth (Tavern)

"Come on, general!"

##### Marsaili A'Lanth

"We understand you've been spreading gossip to Drangheim."

"What would you know about that? I have done nothing wrong."

"We've come to ask you to stop. Perhaps we will tell the Jarl."

"Bjarni? Go ahead. He'll give me a reward."

"Not Bjarni. Sigmund."

"The Jarl of Drangheim? Uh - what can he do? Go ahead."

"Alright. Should have kept your mouth shut."

##### Bjarni Thorvaldssen

"We've rescued Ivsar." \$3,500 / 10,500 xp

"We've done as you've asked. Will you join the coalition?"

"Yes! Yes of course. When shall we have the war council?"

"We have much work to do, yet."

"Then I shall await your summons. Farewell."

##### Training Grounds

###### Level 12

Ivanhoe L5 Blade, L4 Merchant  
Rowena L4 Cudgel, L4 Meditation  
Rebecca L4 Cudgel, L4 Bow  
Robin L4 Bodybuilding

#### 22:09 - Sturmford

##### 23:00 - Docks

Fast night ferry

### 14 Janvier

#### 07:00 - Drangheim

#### 07:08 - Drangheim City

##### Sigmund the Stressed (Town Hall)

"We've found out who's been spreading the gossip."

"I shall take care of it." \$5,000 / 1,250 xp

"We've disabled Anskram Keep's defenses."

"Oh, are those Sturmfordians going to pay now!" \$7,000 / 8,000 xp



**Training Hall**

**Level 13**

Ivanhoe L6 Blade  
Rowena L5 Elemental  
Rebecca L5 Spirit  
Robin L2 Spirit, L4 Disarm Trap

Used Fleet Foot scroll

**07:38 - Drangheim**

**07:55 - Chasm of the Dead**

**08:20 - Chasm proper**

Drippers, Zombies: Lloyd's Beacon (-), Item Repair (Rebecca), Wand of Poison Cloud, Chain Lightning (-)  
Small Castle  
Skeleton Masters / Warriors  
Mummies: Wand of Elemental Blast, Resist Death (-), Wrath of the Bugs (-)  
2 Chests  
Skeleton Masters / Warriors  
1 Chest  
7 Apparitions: Shared Life (-), Souldrinker (-), Eye of Leggie, Elemental Blast  
Used Fleet Foot scroll

**13:18 - Drangheim**

**13:35 - Drangheim City**

**Training Hall**

**Level 15**

Ivanhoe L7 Blade, L5 Armsmaster  
Rowena L7 Elemental  
Rebecca L4 Item Repair, L4 Meditation  
Robin L4 Spirit, L3 Meditation

**14:09 - Drangheim**

**14:30 - Chasm of the Dead**

**15:10 - High Castle**

Mummies: Wand of Poison Cloud, Scroll of Resurrection  
2 Chests: Column of Fire (-), Arms of Earth (-)  
Skeleton Masters / Warriors  
1 Chest: Merchant (Rebecca)  
Mummies: Eye of Leggie, Haste, Paralyze, 2 Scrolls of Resurrection  
Skeleton Masters / Warriors  
1 Chest: Torchlight (Robin)  
1 Chest: Disease (-), Phantom Fighter (-)  
Lich Instructions  
Zombies, Drippers



**17:45 - Main Castle**

Skeleton Masters / Warriors

2 Chests

Skeleton Masters / Warriors

2 Chests: Wand of Chain Lightning

Skeleton Masters / Warriors

1 Chest: Clover (-)

Mummies: Spell Reaver (-), Resurrection (-), Wound (-), Souldrinker (-)

2 Chests



Crona Kiga

Skeleton Masters / Skeletons: Merchant (Rowena)

Black Chest: **Integris**

Used 3 Scrolls of Resurrection

*This must be done in real-time mode, or the computer will hang.*

Used Divine Intervention scroll

Zombies, Dripper: Divine Intervention (-), Wand of Poison Cloud, Regeneration (-), Scroll of Fleet Foot

Used Scroll of Fleet Foot

**23:27 - Drangheim**

Night Ferry

**15 Janvier**

**07:52 - Guberland**

**08:12 - Guberland City**



Rowena, Rebecca Expert Elemental  
Rowena learns Elemental Aura, Fleet Foot, Magic Mine, Town Portal  
Rebecca learns Elemental Aura, Fleet Foot, Town Portal  
Rowena, Rebecca Expert Light  
Rowena learns Elemental Blast, Faith, Haste, Purify, Resist Death  
Rebecca learns Elemental Blast, Faith, Haste, Purify, Resist Death  
Well +5 Permanent Speed

### **Markel the Great (Town Hall)**

"Is there anything we could do for you?"  
"Markel the Great would reward you greatly if you would find a way to rid me of the Dook."  
"We need to unite the clans against Tamur Leng."  
"I shall be of aid to you, however there are two things you must do for me.  
First, if we are to do battle with Tamur Leng, we need the Book of Rules.  
It is kept in the Ta'sar Academy in Lindisfarne.  
Second, go to the Gathering and beat Ivan the Smart in a contest."

### **Tjolinir the Super-Neat (Temple)**

"We are seeking promotion from Initiate to Healer."  
"We have a man by the name of Nurtigan in our Idiot's Box. We need his strength to protect the town."  
"What do you want us to do?"  
"Speak to Skarphedinn Njalssen in the Apothecary."  
"Rebecca is interested in promotion to healer."

### **Beagan A'Ghrie**

"We no longer need your services."

### **Alberik Gusmundssen (near Weapons Shop)**

"What are you doing here?"  
"I'm a Merchant."  
"What do you charge?"  
"My fee is \$500 a month plus 2% of all the gold we find."  
"Sounds good. You're hired."

Weapons Shop: Sold at 46,55%  
1 Clover SW (Rowena)

### **Training Hall**

#### **Level 19**

Ivanhoe L7 Armsmaster, L6 Bodybuilding  
Rowena L4 Armor, L6 Light, L4 Identify Item  
Rebecca L4 Armor, L7 Spirit  
Robin L4 Elemental, L6 Armsmaster, L4 Meditation

1 Clover SE (Rebecca)

### **Skarphedinn Njalssen (Apothecary)**

Bought Belt of Bartering (+3 Merchant)  
Sold at 45%  
"We've come to speak to you about Nutty Nurtigan.  
We need a way to cure him."  
"I need a lock of the Old Hag's head.  
If you can bring me that, I'll give you the potion for free."

### **House (SE)**

Cleansed Town Portal Altar.

*It's being used as a common table!*



**09:24 - Guberland**

Took the Old Hag's hairbrush from her cave at the beach.

**09:37 - Guberland City**

**Skarphedinn Njalssen (Apothecary)**

"We've got a lock from the hag's hair."

"Come back in two hours, and I'll have the potion for you."

*At this point it is wise to save & reload to avoid a major bug. This allows you to get the potion immediately. Get it. If you don't, chances are that the entire healing quest has been cancelled and you'll have to start this quest all over again.*

*We gave ourselves a penalty of 25 minutes for doing this.*

**Skarphedinn Njalssen (Apothecary)**

"We've returned for the potion."

"Yes, here it is. Just go use it on Nutty Nurtigan, and he should be as good as new!"

**Nutty Nurtigan (Idiot's Box)**

"Here, drink this."

**Tjolinir the Super-Neat (Temple)**

"We've healed Nurtigan."

"I hereby promote you to **Healers**. Congratulations!" \$1,000 / 6,125 xp

**Rebecca Healer**

Rebecca learns Armsmaster, Bodybuilding, Shield

**Grey Slemnir (Temple)**

"We are seeking promotion."

"I can promote any worthy Healers in your party to Priests.

There are three things that need to be done before we can begin construction of our new temple.

**You must find a young new priest, perhaps even in Lindisfarne.**

**Find the Tree of Life in the ancient temple in Frosgard.**

**You must find Nath'l A'Mor. he is probably the only priest who remembers how to consecrate the ground."**

"Rebecca is interested in promotion to Priest."

Rebecca Expert Meditation

Rebecca Expert Spirit

Rebecca learns Arms of Earth, Enrage, Phantom Fighter, Spell Reaver

**Magic Shop**

Bought Poison Cloud (-)

Crouch-jumped on aquarium

Sea Monster Male

**10:56 - Guberland**

Dragonflies, Bandits: Feather Fall (Robin)

**11:27 - Temple of the Honk**

2 Honks and a Goose: Eagle Eye Sabation, Thjoradic Plate

2 Chests in secret compartment: Scroll of Beacons, Regal Belt of the Punjarb, Thjoradic Arbalest of Vital Force



**11:53 - Guberland**

Dragonflies, Bandits: Magic Mine (Rebecca)  
Orb +10 temporary Magic Resistance at Dook's Castle

**12:53 - Dook's Castle**

1 Barrel: Ivanhoe +2 Accuracy



**The Dook**

"We've been sent by Markel the Great. He wants you to leave."

"Well I ain't gonna."

"Well there's always the sword."

"You would use force against me?"

"Yes."

"Pleased on't hurt me!"

"Then leave. Make it quick."

"Okay, I will! I promise."

1 Chest behind throne

**13:14 - Guberland**

Bandits

Set Beacon #2 at Atli Sigmundssen

**Thorir Mouth (Gathering)**

"I happen to have here this wonderful Capstone of Order in my possession.

If you can give me the entire set of prizes, I will trade you for them."

"You're not looking for any help, are you?"

"Well, I'm looking for someone to star in the new trapeze act I'm starting."

"We may have just the person."

*A job for Nicolai! Tell him the good news sometime soon."*

**Ivan the Smart (Gathering)**

"I am the smartest man ever."

"Is that so? would you like a contest?"

"To the death?"

"If you wish."

"What two nations are most often at war with each other?"

"Sturmford and Drangheim."

"Who cause the Great Cataclysm?"

"Verhoffin."

"Where do dead warriors go?"

"Hallenhalt."



"who was the first Ursanian Emperor?"  
"Hubris."  
"What is Elemental Thjorad used for?"  
"Making Magic Items."  
"How did Emperor Trislan die?"  
"He was murdered by his personal guards."  
"Who is the smartest man ever?"  
"Ivan the Smart."  
"I will concede defeat to you!" 1,250 xp  
"As a token of good faith, we will let you live."

*If Ivan wasn't the smartest man ever, you could not beat him!*

Won a full set of six different prizes

### 13:59 - Guberland City

#### Markel the Great (Town Hall)

"We've beaten Ivan the Smart. He gave us this letter to prove it." \$3,000 / 6,500 xp  
"The Dook is finished." \$3,000 / 10,000 xp

#### Training Grounds

Level 21

Ivanhoe L8 Blade, L7 Bodybuilding  
Rowena L8 Elemental, L7 Light  
Rebecca L6 Elemental, L5 Light  
Robin L7 Armsmaster, L5 Bow

### 14:28 - Guberland

#### 15:03 - Dook's Castle

6 Half Orc Captains

1 Chest: Wand of Poison Cloud, Scroll of Divine Intervention, Natural Armor (-)

2 Captains, 4 Sleeping Soldiers





2 Captains  
1 Captain, 2 Chest  
4 Captains, Dook  
2 Captains, 1 Chest  
Shield opens cave entrance  
2 Trellborgs, Kin Trellborg, Ancient Trellborg  
5 Basilisks, 2 King Basilisks: Dark Grasp (-), Resurrection (-)  
2 Kin Trellborgs  
2 Ancient Trellborgs, 1 Kin Trellborg, 2 Trellborgs: 2 Thjoradic Arbalests

#### 17:36 - Guberland City

##### Training Grounds

Level 22

Ivanhoe -

Rowena -

Rebecca L7 Elemental

Robin L6 Bow

#### 18:03 - Guberland

##### 18:37 - Dook's Castle

2 Winged Oddities

2 Winged Mutants

2 Winged Aberrations

Black Chest: Everstrike

Black Chest in water west of north exit: Broderick's Amulet

### 16 Janvier

#### 08:03 - Guberland City

Healed 3 characters from dead at Temple

#### 20:35 - Guberland

Sea

3 Nettle Spores, 1 Jelly Spore

*Do not kill the guard at the dock, you will need him later!*

#### 21:53 - Guberland City

3 Town Guards

Rested at Tavern



**17 Janvier**

**06:22 - Guberland**

Dock: noon ferry

**18 Janvier**

**19:00 - Lindisfarne**

**Magic Store**

Bought Iron Ring of Health

Tower: Orb +10 Temporary Endurance

**General Store**

Bought Puzzle Ring of Health

Clover (Robin)

**Alberik Gusmundssen**

"We no longer need your help."

**Florie de Latharna A'Washadi (house across bridge)**

"Do you need healing?"

"Yes please."

"For 2000 gold to start, 1000 gold a month plus 20% of all the gold we find I will heal your party's injuries and conditions once per day!"

"Alright, you're hired."

Clover (Ivanhoe)

Well +5 Permanent Dark Resistance

Thrall Masters

Cookpot: +10 Temporary Elemental Resistance (chance of disease)

Thrall Masters

1 Chest

**20:35 - Ta'Sar Academy**

Guards, Half-Orc Captains, Guard Captain

Barrels: Robin +2 Might, Ivanhoe +2 Accuracy

Dagrell breaks out of crate

2 Chests

2 Chests in secret compartment

Scroll: "If you wish to see the Book of War Rules, put these books back where they belong."

"BLF XZM URMW GSV YLLP LU IPOVH YVSRMW GSV ILGZGRMT YLLPHSVOU RM GSV MVCG  
ILLN"





Bookswitch in rotating bookshelf  
Book of War Rules

#### 21:41 - Lindisfarne

Magreebs, Armored Magreebs: Phantom Fighter (-)  
Thrall Masters  
Cauldron: +10 Temporary Elemental Resistance

#### 23:20 - Monastery

##### Leffery Caid (Abbot)

"You aren't from around here are you? Would you be willing to do a task for me?"

"Actually we're looking for a priest to take to Guberland."

"Robert Aefgil is not taking well to monastic life. I believe he'll be returning from his penance tonight."

"Sounds great!"

"Come back tomorrow morning."

#### 23:40 - Lindisfarne

Evil Sorcerers /Apprentices: Wand of Chain Lightning  
Cookpot: +5 Permanent Spirit Resistance

### 19 Janvier

#### 00:53 - Dragon Cave

Bones: 3 Scrolls of Lloyd's Beacon  
2 Black Chests: Walking Boots, Kraftige Bage





**01:32 - Lindisfarne**  
Set Beacon #3 in town

**03:27 - Monastery**

**05:00 - Leffery Caid (Abbot)**  
"We've returned for the priest."  
"He is ready and waiting in the yard."



**Robert Aefgil**  
"I was told you would be taking me to my new congregation?  
Where exactly is it that I am to be going?"  
"To Guberland."  
"I know the way. I will see you there."



**Grehgknak the Right**

"Do you have any interesting tasks for a party of adventurers?"

"For those Crusaders who wish to become Paladins, they must face the trial of the three crusades.

**The first task is to save the life of the Jarl of Thjorgard.**

"How are we going to do that?"

"Take this letter.

**The other crusades are that you must damn a family, and then you must save them."**

"What family do I have to ruin?"

"Consult with the Clerks in the Town Halls of Chedian."

**05:12 - Verhoffin Ruins**

Fright

Skeleton Master / Warrior

2 Terrors, Study Key, 4 Zombies

3 Terrors: Wand of Chain Lightning

Dread, Scrap of Diary: "Red, Yellow, Green, Blue, Orange"

4 Frights, 1 Chest in water

3 Zombies

Pentagram, 3 Frights

Black Chest: **Swordsbane**

**08:05 - Isle of Ashes**

10 Jellyspores

Sea Monster Male: Scroll of Resurrection

**10:54 - Guberland**

Noon Ferry

**22 Janvier**

**19:00 - Thjorgard**

**19:13 - Thjorgard City**

**Snorri the Fist (Tavern)**

"If you complete a task for me, I shall tell you how to slay a dragon.

**Pass the Training Hall."**

Sold items at 53,3% (Black Market)

**Trainer (Black Market)**

**Level 24**

Ivanhoe L10 Blade

Rowena L10 Elemental

Rebecca L7 Light

Robin L8 Bow

**Florie de Latharna A'Washadi**

"We no longer need your services."



**Randver Headcrusher**

"I'm an out-of-work Gladiator. Maybe you've got a job for me?  
I charge 700 gold per month plus 10% of the gold we find."  
"Congratulations! You're hired!"

Well +5 Permanent Endurance  
Robin Expert Bodybuilding  
Robin Expert Disarm Trap  
Rowena Expert Identify Item  
2 Clovers (Rowena, Rebecca)

**Sven Forkbeard (Castle)**

"We have found a disturbing letter that you need to read."  
"I will send my stand-in to the Arena in my place.  
I will arrange to have you as the competitors.  
Do what you can to stop them, but do not kill them."  
"We've come to speak with you about Tanur Leng.  
We are trying to unite the Six Clans of the Chedian."  
"Only after you do two things for me."  
"There is an artifact that has been in the hands of the Lindisfarne Monastery that belongs to us.  
I want you to return it.  
Second, I would like you to go to the Thjorad mine and find out why they have stopped working."  
Cleansed Town Portal Altar

Ivanhoe Expert Merchant

**Tymon the Nord (Bembridge University)**

"We are seeking promotion to Scholar."  
"There is a rare creature in this region known as the Magreeb.  
You must find one and study it."  
"Rowena is interested in promotion to Scholar."

**20:32 - The Arena**

Volunteered to fight at Lord level

**Byri the Scarred**

"We're not going to allow you to murder Sven."  
"What? How could you know about that?"  
"This letter."  
"You'll have to kill me first!"  
"I'm sure we could come to an arrangement. Who put you up to this?"  
"Harris Willington."  
"Sven is going to find out about this. We suggest leaving town."

**20:44 - Thjorgard City**

**Harris Willington (General Store)**

"Seen this letter before? Unfortunately, Sven survived."  
"You stopped it? You pigs! He's going to tax us all into oblivion!"  
"Not you. You're going to jail."

**21:01 - Thjorgard**

Bandits: Dodge (Chani)  
1 Chest  
Astral Ickies



Studied Magreeb  
Magreeb Spawn  
Gezzamptlings  
Cauldron +5 permanent Elemental Resistance

1 Chest

### 22:19 - Thjorgard City

#### Sven Forkbeard (Castle)

"Harris Willington is the accountant at the General Store."

"I owe you my life." \$10,000 / 1,250 xp

#### Tymon the Nord (Bembridge University)

"We studied the Magreeb."

"What color was this creature?"

"Green." \$1,000 / 2,750 xp

#### Rowena Scholar

Rowena learns Bodybuilding, Armsmaster, Thrown

#### Johannes Bem (Bembridge University)

"We wish to become Mages."

"Inside the ruins of Verhoffin's Tower is his diary. Retrieve this for us."

"Alia is interested in promotion to Mage."

About that book you were looking for. We found a silver one."

"We better get to work on this right away!"

"So did that book work for you?"

"No! This is the wrong book! But it does say that the right one is locked somewhere in Drangheim Village."

Take this key. The book says something about being underneath a floor."

### 22:54 - Thjorgard

Night ferry

## 24 Janvier

### 07:04 - Thronheim

#### 07:09 - Tronheim City

Well +5 Permanent Might

Rowena Expert Meditation

#### Temple of Ratatosk

Cleansed Town Portal Altar

#### Kira the Cold

"We've been sent by Bjarni Thjorvaldssen. He gave us this letter to give to you." 3,000 xp

"If you break his heart abruptly, that could start a war. Tell him whatever you want, just be careful."

"There is an army marching to Tronheim as we speak."

"Perhaps you'd like to lend your swords to the battle?"

"Yrsa sent us to unite the Six Clans against them."



"Who's going to lead that army?"

"We will."

"You'd have to prove your worth, first."

Lately the Honkies have been getting more forceful in their attempts to convert people. I want you to get rid of them.

Just don't kill them.

Second, I want you to find the Mountain Pass to Thjorgard and reopen it for trade."

#### 07:42 - Trondheim

##### Moenach A'Tryht (Dock)

"We'd like to ask you a favor. We need to send some people away."

"And might these people worship a certain temple devoted to geese?"

"Perhaps."

"And where would you like to send these "passengers?"

"Mendossus."

"Send all the Honkies over to the docks. I'll take care of the rest."

#### 07:43 - Trondheim City

Desert Terror

Barrel: Robin +2 Speed

1 Clover (Robin)

##### Ealusaid A'Norta a'thrakan

"Hello! Did you need some healing?"

"Yes."

"I'm afraid I can't do that right now. My mentor passed on before I could complete my training."

"What can we do to help?"

"Get a Black Orb of Knowledge. I think the Mad Wizard Robinssen in Yorwick has one."

##### Thorfinn Skulsplitter (Tavern)

"I can promote any worthy fighters you have to Mercenaries."

"Help Atli Sigmundssen in Guberland to move to Thronheim. He'll tell you what to do."

##### Dagvari the Peevish (Tavern)

"Have you heard of the Temple of Honk? I've been asked by them to deliver a message to the Temple of Ratatosk.

I will pay you to go into the Temple of Ratatosk and deliver this message to them."

##### Brynhildr the Money-wise (Bank)

"You look like you would be handy!"

"What can we help you with?"

"I need someone to find the six devices known as the Orbs of Linking in the Inventa Storca."

"Just remember that you have to install them in all the banks, also!"

Sent 3 Honkies to the docks

1 Clover (Ivanhoe)

Rowena Expert Dark

< Rowena learns Disease, Fear, Pain Reflection, Paralyze

##### Trainer (Black Market)

Level 25

Ivanhoe L6 Armor

Rowena L4 Thrown

Rebecca L4 Armsmaster

Robin L9 Bow



**Erlend the Nay-sayer (Temple of Ratatosk)**  
"We've come to deliver this message."

**Kira the Cold**  
"The Honkies have left." \$ 7,000 / 10,000 xp

**Dagvari the Peevish (Tavern)**  
"We've delivered the message." \$ 5,000 / 1,250 xp

**09:09 - Trondheim**  
Basilisks, King Basilisk

**01 Février**

**09:39 - Frosgard**  
Black Wolf, Red Wolf: Scroll of Divine Intervention

**09:48 - Ruined Temple**  
Jumped through glass  
Skeleton  
Genie (lamp): **Fre's Smooth Mace**  
Skeleton Master / Warrior  
Bones  
Elevator: west=star, east=diamond (match the symbols on the pillar)  
Button on door opens coffin  
Shooting at floors  
Barrel: Rowena +2 Luck



Button, Tree of Life  
Ladder  
Skeleton / Master / Warrior



Barrel: Ivanhoe +2 Speed  
3 Chests  
Skeletons, Dagrells

**11:00 - Frosgard**  
Wolves

**11:29 - Frosgard City**

**Fenja Treefind**

"We've heard you can promote Crusaders to Rangers"

"There is a bow known as Everstrike. It is the greatest bow ever made.

Someone named the Dook had been looking for it also.

You must go from one end of the Dungeon of Secrets to the other, If you survive, you pass."

**Nath'i A'Mor**

"We're looking for a priest. We need to learn the Ritual of Consecration."

"Let me write it down."

**Magic Shop**

Cleansed Town Portal Altar  
Bought Lloyd's Beacon scroll  
Sold stuff at 42%  
Used LB scroll

**11:44 - Guberland**

**Alti Sigmundssen**

"We've come to guard your boat."

"Show up at the dock at 3am and relieve the late guard.

I'll come and relieve you myself around 6 am."

**11:44 - Guberland City**

**Markel the Great**

"We've got the Book of Rules." \$3,000 / 2,500 xp

"Now that we've done these things for you, will you join us?"

"Markel the Great would be happy to lead your armies."

"The leader has yet to be decided."

**Grey Slemnir (Temple)**

"We've completed all your tasks." \$5,000 / 15,750 xp

**Rebecca Priest**

Rebecca Master Elemental  
Rebecca learns Chain Lightning, Column of Fire, Lloyd's Beacon, Wrath of the Bugs  
Rebecca Expert Dark  
Rebecca learns Disease, Eye of Leggib, Fear, Pain Reflection, Paralyze, Poison Cloud, Wound  
Rebecca Master Spirit  
Rebecca learns Natural Armor, Power Draw, Shared Life  
Rebecca Master Light  
Rebecca learns Regeneration, Resurrection



**12:20 - Drangheim City**

**Sigmund the Stressed (Town Hall)**

"We've got the Crona Kiga."

"Noone will dispute my claim to the Jarlship now!"

"Now that we've done both tasks for you, will you join us?"

"Of course I do. When is the war council?"

"We have much to do, yet. We'll let you know." \$10,000 / 13,000 xp

**Nicolai Ironfist**

"We've found you a job at the Gathering in Guberland."

**12:31 - Drangheim**

1 Chest

Key opens house, hole in floor

Verhoffin's Book, Eye of the Storm (-)

**12:44 - Thjorgard City**

Rebecca Expert Item Repair

**Johannes Bem (Bembridge University)**

"About that book you were looking for. We found a gold one."

"This is it! This is the book!"

\$5,000 / 15,750 xp

**Rowena Mage**

**13:06 - Guberland City**

Rowena Expert Spirit

Rowena learns Arms of Earth, Enrage, Eye of Leggib, Phantom Fighter, Spell Reaper, Wound

Rowena Master Light

Rowena learns Regeneration, Resurrection

Rowena Master Elemental

Rowena learns Chain Lightning, Column of Fire, Wrath of the Bugs

**13:17 - Frosgard City**

Apothecary: Bought 1 Clover (Rowena)

**Menja Ketildotir**

"Our Healers are looking for promotion."

"Not all Healers are worthy of becoming Druids."

If you can find the Green Man and gain his approval, you will not need me to promote you."

"How do we find the Green Man?"

"There is a tracker around Frosgard City who might be able to help you."

Mage: Bought Lloyd's Beacon (Rowena), Poison Cloud (Rowena)

**Training Hall**

**Level 27**

Ivanhoe L7 Armor

Rowena L4 Armsmaster

Rebecca L4 Shield, L3 Bodybuilding

Robin L10 Bow, L5 Bodybuilding



**13:30 - Lindisfarne**

Rowena Grandmaster Elemental  
Rowena learns Eye of the Storm

**13:34 - Frosgard City**

Apothecary: Bought 1 Clover (Rebecca)

**Skullkill the Dark**

"In a place known as Chasm of the Dead lies a parchment that contains the instructions of how to become a Lich.  
Here, I have the first half of the document."

Well +5 Permanent Might

**Brewmaster Smith (Tavern)**

"My apprentices have created a new brew that doesn't seem to be popular here.  
I want you to go to the tavern in Guberland and convince them to purchase this brew."

**Tryygva Ravenlocks (Town Hall)**

"Without your help, the Chedian will perish!"

"We are already perishing here."

"Perhaps we could help?"

"Find a way into Yanmir's Sky Fort and slay the Frost Giant.  
I'm sure there is a way you could trick him into killing himself.  
Find a way to break up the ice, so the boats could travel again."  
Set Beacon #4

Robin Expert Disarm Trap

**Bodvar Ervissen**

"I make sunflowers! They're barrels of magical powder that explode when you shoot them!"  
"Say, you wouldn't mind making a delivery would you? On the ice just outside the dock."  
"If you're planning a special show, the sunflowers shine the brightest at night."

**Dock**

Shot barrel of sunflowers



Broke the ice



**Tryygva Ravenlocks (Town Hall)**

"The ice has been cleared from the docks." \$ 3,000 / 10,625 xp

**Training Hall**

Level 28

Ivanhoe L8 Armsmaster

Rowena L4 Armsmaster

Rebecca L5 Bow, L4 Bodybuilding

Robin L6 Bodybuilding

**14:29 - Frosgard**

**Fland de Allasan A'Lanth a'ryshar**

"We need your help. We've been charged with finding the Green Man."

"Ah, and you need a tracker. Very well, I think I can help you.

Follow the path you had been going, always go left, and don't enter the tunnel."

Yeti

**14:43 - Dungeon of Secrets**

**Chadwick Boorsley**

"The Dungeon of Secrets is divided into 9 sections, each starts with a lever, and ends with a door. You must throw the lever, and make it to the door without setting of any traps, and before the time expires."



Passed all the tests

**Chadwick Boorsley**

"We'd like our reward." 2,500 xp

"Congratulations!"



**15:27 - Frosgard City**

**Fenja Tree-friend**

"We've completed the Rangers trial." \$5,000 / 15,750 xp

"I hereby promote you to Rangers."

**15:34 - Sturmford City**

**Bjarni Thorvaldssen (Jarls' house)**

We have come with a response from Kira the Cold.

She called you a great warrior. You just ain't her type." \$2,000 / 3,800 xp

Rowena Expert Thrown

Rebecca Expert Bow

Robin Master Bow

Rowena, Rebecca Expert Cudgel

**Hatlati Oord**

"We're going to have to arrest you."

Rebecca Expert Shield

Rowena, Rebecca Expert Armor

**Guard (Town Hall)**

"We have a criminal here."

Rowena, Rebecca Expert Armsmaster

Robin Master Armsmaster

**Yoltzin Oord (Oord's house)**

"where's pappa?"

"Your pappa is in jail for stealing."

"We'll find a way for you to take care for yourselves."



**Itlor Oord (Oord's house)**

"My father is a great man."

"Why don't you get a job? Maybe we can help you."

**Injor Gostat (Magic Shop)**

"Are you looking for any help? Itlor Oord is looking for work."

"Send him over. I would be happy to help him out."



**Itlor Oord (Oord's house)**  
"We've found you a job at the Magic Shop."

**16:16 - Frosgard City**

**16:22 - Frosgard**  
Wolves, Yeti's  
Gezzampts, Gezzampt Elders  
Cookpot: +15 Temporary Physical Resistance (chance of disease)  
Set Beacon #5



**The Green Man**  
"We think the Frosgardians are eager for your return."  
"First, if I am to return, the Maypole needs to be repaired.  
I also need promises from six townsfolk that they won't forget the festivals.  
Finally, the Frosgard leader has to carve and place a Runestone near the Maypole."

**17:18 - Frosgard City**

**Trygva Ravenlocks (Town Hall)**  
"The Green Man asked us to fix the maypole."  
"You should talk to Soxolf Trygvassen."  
"The Green Man asked you to carve a promise on a runestone."

Received 2 promises from citizens (one refused)

**Soxolf Trygvassen**  
"We'd like you to fix the maypole."  
"I'd be happy to! I'll have to charge you 500 gold for materials."

**Training Hall**  
**Level 29**  
Ivanhoe L9 Armsmaster  
Rowena L7 Meditation  
Rebecca L6 Bow  
Robin L7 Bodybuilding

Received 4 more promises from citizens (another refused)  
Rebecca Expert Bodybuilding  
< Robin Master Bodybuilding



**17:52 - Frosgard**

**The Green Man**

"We've completed your tasks." \$5,000 / 18,000 xp

**Druid**

"I have a gift for you."

Amulet **The Green Man**

**17:53 - Guberland City**

Robin Expert Spirit

Robin learns Enrage

Robin Expert Meditation

Rowena Master Meditation

Robin Expert Elemental

Robin learns Arms of Earth, Elemental Aura, Fleet Foot, Town Portal

**Aklai Dorka (Tavern)**

"We have some beer we'd like to sell. It's a special brew from Frosgard."

"I would be happy to purchase it from you. Say 500 gold?" \$500 / 1,250 xp

**18:16 - Frosgard City**

Bought 1 clover (Robin)

**Brewmaster Smith (Tavern)**

"We sold the beer." 5,000 xp

"That's great news! How much did you get for it?"

"500 gold."

"Tell you what, why don't you keep that. I'm sure they'll want to order more."

**Training Hall**

**Level 30**

Ivanhoe L10 Armsmaster

Rowena L8 Light

Rebecca L7 Bow

Robin L6 Dodge

**18:30 - Sturmford City**

Rebecca Master Bow

**18:35 - Thjorgard City**

Set Beacon #5 at Armor Shop

Robin Grandmaster Bow

**19:00 - Thjorgard**

**19:23 - Training Hall (rooftop)**

Wheel drops

Ghouls, Lizard-Orcs

Black Chest in crate: **Blackpowder**



Barrel: Rebecca +2 Endurance  
Trellborgs



Wooden Horse crashes wall: unmapped area  
Ghouls, 2 Chests  
Lizard-Orcs  
Target Range \$15,000  
Warrior Lizard Orcs

#### 20:20 - Thjorgard

#### 20:41 - Thjorad Mine Set Beacon #4

#### Njal Bjarnissen

"Have you come to fix the machine?"

"Sven Forkbeard sent us to find out why you've stopped working."

**"The refinery machine is broken!"**

The last time the machine was fixed by Hjarrand Fixer, but he's long since retired."

"Where can we find Hjarrand Fixer?"

"He's got a small apartment inside Thjorgard City."

#### Gudrek the Miner

"Sven Svensson sent us to inspect the mines. He wants to know why you're not working."

**"If we dig any more, there's likely to be a cave-in. Follow me."**

Cave-in!

Troglodytes, Troglodyte Gnolls / Wrens  
Set Beacon #4

#### 21:21 - Thjorgard City

#### Hjarrand Fixer

"One of the machines in the Refinery is broken.  
They say you're the only one who could fix it."



"Is there money involved?"  
"We'll pay you 1,000 gold."

**21:29 - Thjorad Mine**

2 Barrels: Rowena +2 Endurance, Robin +2 Accuracy  
Removed nails from door

**Hjarrand Fixer**

"Is the machine fixed yet?"  
"Fixing it's your job. That mark I made where it is broken. Get to work!"



Broken Slag Extractor

**22:02 - Thjorgard City**

**Gunnar Thjorsmith (Armor Shop)**

"We need a replacement Slag Extractor."  
"Why don't I trade that broken one you have for a fresh clean one?"

**22:05 - Thjorad Mine**

Removed nails from door  
Barrel: Rebecca +2 Might  
Opened huge door

Placed Slag Extractor

**Njal Bjarnissen**

"We've fixed the Slag Extractor."

**Gudrek the Miner**

"We've found your cave-in."

**Ketil Strongpick**

"Sven Forkbeard sent us to find out why you are not working."



"We started a new vein a while back, and we've reached a section of rock that's too strong for our picks."  
"I don't think he'll accept that answer."  
"Maybe you can try to break through."

Troglodytes  
Barrel: Rebecca +2 Luck  
Freed Ebor and here kittens  
Barrels: Rebecca +2 Endurance, Rebecca +2 Might  
Troglodytes: Phantom Fighter (Robin), Meteor Shower (Rowena)  
Shooting Cart, crashes through boards  
Shot lamp  
2 Chests: lots of Elemental Thjorad

**Ketil Strongpick**  
"We cleared out your rock."

## 02 Février

### 00:24 - Thjorgard City

**Sven Forkbeard (Castle)**  
"Your mine is once again producing Thjorad." \$3,000 / 17,000 xp  
"And the Refinery?"  
"That is working also."

Sold Elemental Thjorad

**Snorri the Fist (Tavern)**  
"Well done. But the dragon is an even greater task."  
"We're ready for the challenge."  
"Go see Abbot Leffery Caid in Lindisfarne. He will instruct you on how to summon the dragon."

### 00:37 - Frosgard City

**Training Hall**  
Level 31  
Ivanhoe L8 Bodybuilding  
Rowena L9 Light  
Rebecca L5 Cudgel  
Robin L7 Dodge

### 00:44 - Thronheim City

**00:45 - Thronheim**  
Orb +20 Temporary Speed  
Set Beacon #4  
Gezzamptlings, Gezzampts  
1 Chest  
Cookpot +10 Temporary Dark Resistance (chance of disease)



**01:15 - Inventa Storca**

Bandits, Airborne Ickies  
Liches, Skeleton, Basilisks

5 Barrels: Ivanhoe +2 Accuracy, +4 Speed, Rowena +2 Endurance, +2 Might  
5 Orbs of Linking  
Trapdoor, ladder down  
Bookswitch behind ladder  
Bookcase safe: Clover



Lich Kings  
2 Orbs of Linking  
Bookswitch  
Bookcase safe  
Bookswitch  
Chest  
Black Chest: **Gungnir**

**02:18 - Thronheim City**

Installed Orb of Linking (Bank)

**02:22 - Sturmford City**

Installed Orb of Linking (Bank)

**02:28 - Guberland City**

Installed Orb of Linking (Bank)

**02:35 - Thronheim**

Basilisks, King Basilisk



## 05 Février

### 02:54 - Mountain Pass

Set Beacon #4

### 02:54 - Guberland

Relieved Guard at Docks

### 03:01 - Mountain Pass

Imps, Winged Mutant, Winged Aberration: Clover  
Winged Oddities, Wolves, Imps

### 03:40 - Guberland

Bandits

### Thorir Mouth

"Did Nicolai take the job?"

"Yeah. I think he's going to work out fine." \$5,000 / 10,000 xp

### 03:45 - Mountain Pass



Imps, Wolves, Winged Oddities, Gezzampts, Bigfoot  
3 Barrels: Ivanhoe +4 Endurance, Rowena +2 Endurance  
Winged Oddities / Mutant, Wolves, Winged Oddity / Aberrations, Imps, Wolves

### 04:49 - Frosgard City

### Training Hall

Level 32

Ivanhoe L9 Bodybuilding



Rowena L10 Light  
Rebecca L7 Cudgel  
Robin L8 Dodge

Installed Orb of Linking (Bank)

**04:59 - Lindisfarne**

Rowena Grandmaster Light  
Rowena learns Divine Intervention

**05:02 - Mountain Pass**

Wolves, Winged creatures, Imps

**05:27 - Trondheim City**

**Kira the Cold (Jarl's house)**

"We have found the Mountain Pass. \$12,000 / 30,000 xp

We have done as you asked. Now will you join us?"

"I will join you."

"We will be having a war council soon."

"When you are ready, bring all the Jarls here."

Set Beacon #5

**05:49 - Thjorgard City**

Set Beacon #4

**06:00 - Guberland**

**Alti Sigmundssen** "Good luck on your journey."

"I guess this makes you a mercenary now?" \$1,000 / 6,000 xp

**Ivanhoe Mercenary**

**06:01 - Drangheim City**

**Atli the Quick (Tavern)**

"We have come seeking promotions."

"The Assassin's Trial consists of two tasks.

Mr. Kluso would like to test his security devices.

**Find his house, and steal whatever it is he holds valuable enough to guard.**

Someone has paid me for the life of Guaire A'Velsi.

**Find this man, and in broad daylight, kill him."**

Well +10 Temporary Physical Resistance

Installed Orb of Linking (Bank)

Killed Bandit Guaire A'Velsi near well.

*It might need some reloading to get Guaire to appear.*



**Atli the Quick (Tavern)**

"We have completed your tasks."

"You are hereby promoted to **Assassins**." \$5,000 / 15,750 xp

**06:17 - Sturmford City**

**Friedleif Gjukissen (Town Hall)**

"We have heard that you can promote Mercenaries."

"There are three Gladiatorial Labors."

The first labor is to find a basilisk, and kill it. Bring its skin to me.

Second, I want you to go to Kira's Palace in Thronheim, and steal her shield.

Third, you must go to the Arena in Thjorgard, fight at Lord, and win."

Ivanhoe is interested in promotion to Gladiator

Set Beacon #2

**06:25 - Thronheim City**

Stole Kira's Shield

**06:27 - Thjorgard City**

Installed Orb of Linking (Bank) \$15,000 / 5,000 xp

**06:43 - Arena**



Power Lich, Lizard-Orc Warrior, Vampir, Fright, Skeleton Master

**06:56 - Sturmford City**

**Friedleif Gjukissen(Town Hall)**

"We have the Basilisk skin."

We have Kira's shield.

We have won in the Arena."

"You are hereby promoted to **Gladiators**." \$5,000 / 15,750 xp

**Ivanhoe Gladiator**

**06:58 - Frogsgard City**



### **Training Hall**

Level 35

Ivanhoe L10 Bodybuilding, L11 Armsmaster

Rowena L9 Meditation

Rebecca L7 Armor, L5 Meditation

Robin L10 Dodge

### **07:05 - Sturmford City**

Ivanhoe Master Armor

Rebecca Master Armor

Ivanhoe Expert Armsmaster

Ivanhoe Master Armsmaster

Robin Master Dodge

Rebecca Master Cudgel

Ivanhoe Master Blade

### **07:25 - Thjorgard City**

Ivanhoe Expert Bodybuilding

Ivanhoe Master Bodybuilding

Ivanhoe Grandmaster Blade

Robin Grandmaster Dodge

Ivanhoe Grandmaster Armsmaster

### **07:43 - Froggard City**

### **07:43 - Froggard**

Ice Lobbers, Yetis, Wolves

Orb +20 Temporary Endurance

2 Chests

Ice Lobbers, Wolf

### **08:39 - Yanmir's Fort**

Yetis, 1 Chest

Yeti, 1 Chest: Sage's Diary

Yetis, 2 Chests

Thralls, 4 Yetis: Potion of **Pure Endurance** (Ivanhoe)

Black Chest: **Igdrasine**

Yetis, Thralls

Yanmir's Key on chair

Ice Lobbercicle, Yetis, Thralls, released 3 children

Yeti: Potion of **Pure Might** (Ivanhoe)

Thralls, Yetis, released 4 children

Yetis, Ice Lobbers, Yetis, 1 Chest

Yetis, 5 Chests

Thralls

Secret Door

Destroyed floor struts under hallway

Ice Lobbers

Fetches Yanmir





Yanmir drops through the floor

### 11:21 - Frosgard City

Bought 1 Clover

#### Training Hall

Level 36

Ivanhoe L12 Armsmaster

Rowena L10 Meditation

Rebecca L7 Armor, L6 Meditation

Robin L11 Bow

#### Tryggva Ravenlocks (Town Hall)

"Yanmir the Frost Giant is dead. \$10,000 / 14,500 xp

Now that we have done as you asked, will you join us?"

"I would be proud to call you allies."

### 11:37 - Lindisfarne

Rowena Grandmaster Meditation

### 12:27 - Monastery

#### Grehgknak the Right

"We have completed our crusades." "It gives me great pleasure to promote you to **Paladins!**" \$5,000 / 15,750 xp

Set Beacon #4

#### Leffery Caid

"We're here to summon the dragon."

"You need the Saint's Relic to summon the dragon."

"Where do you think the relic is?"

"We think that a scholar, Ramnivar, stole it from us and took it back to his laboratory in Yorwick."





### **Anton Saleri (Organist)**

"What are you doing all the way up here?"  
 "I'm writing music! Would you like to hear it?"  
 "Sure! We'd love to!"

Played bells in real-time mode in same ascending order (1-5-2-4-3)

Monks go for meal

Thjorad

### **13:01 - Thjorgard City**

#### **Sven Forkbeard (Castle)**

"We've got the Thjorad. \$6,000 / 3,000 xp

We've completed both your quests. Will you join us now?"

"I shall be glad to join your coalition of clans."

"The clans are united. It is time for the war council."

Tell the Jarls we will be meeting in Tronheim in two weeks." \$6,000 / 6,625 xp

### **13:02 - Thronheim City**

#### **Thorolf Ratatoskssen**

"I've been sent by Kira the Cold. It's about Sturmford and Drangheim. They've gone to war with each other."

"Tell Kira we'll find a way to stop the war!"

### **13:03 - Sturmford City**

#### **Bjarni Thorvaldssen**

"What is the meaning of this? Kira has told us you have gone to war with Drangheim."

You must stop this war immediately!"

"They sent one of their agents inside Anskram Keep and disabled all of its defenses!"

"They didn't do that, we did! Sigmund wouldn't join the coalition unless we did."

What would convince you to withdraw your army?"

"I suppose if I had a treaty signed by Sigmund himself, I could withdraw my troops."



**13:05 - Drangheim City**

**Sigmund the Stressed**

"Why have you gone to war with Sturmford?"

"Because some filthy agents from Sturmford broke into my prison and stole away with Ivsar Forktooth, that's why!"

"Sturmford didn't do it, we did. Bjarni said he needed his general."

"Sturmford wouldn't stop now anyway."

"What if we got him to sign a treaty?"

"Yes, I suppose that would work."

**13:06 - Thronheim City**

**Kira the Cold**

"We need someone to write a peace treaty."

"That's pretty crafty of you! Have me compose it so you will be assured that Bjarni will sign it."

Very well, I shall write the peace treaty.

Come back tomorrow, and I shall have the treaty for you."

**13:08 - Thronheim**

Annelids, Bloodsuckers, 1 Chest

Annelids, Bloodsuckers, 1 Chest

Cauldron: +10 Permanent Light Resistance

**06 Février**

**13:45 - Connecting Tunnels**

Dagrells, Skeleton Warriors / Masters

1 Chest: Wand of Poison Cloud

Vampirs, Skeletons: Wand of Poison Cloud





Black Chest: **Spencer's Obedience**  
Dagrells, Skeletons, Annelids  
Set Beacon #2

**15:07 - Thronheim City**

**Kira the Cold**

"We've returned for the peace treaty." 3,000 xp

"As promised, here it is. All the other Jarls are here awaiting the start of the war council.

**As soon as Bjarni and Sigmund have signed it, we shall convene.**

If you wish, they may come here to sign it before all the Jarls."

*If the peace treaty option is not there, save and reload*

**15:08 - Sturmford City**

**Bjarni Thorvaldssen**

"We have a peace treaty written by Kira herself.  
You and Sigmund will sign it together in Thronheim."

**15:10 - Drangheim City**

**Sigmund the Stressed**

"We have a peace treaty written by Kira the Cold.  
You and Bjarni will both sign it in Thronheim."

**15:11 - Thronheim City**

**War Council (cutscene)**

Treaty signed 6,625 xp

Kira the Cold kills Markel the Great





**Yrsa the Troll**

"Yrsa, what do you want?"

"There is something you must do for me immediately.

Leave your friend Forad behind and get busy!

You must travel to the Thing in Thjorgard.

Once there, you must win the Dragon Prize by winning in all the games, and take it to my daughter Bikki in Thronheim."

**16:43 - Thjorgard City**

**17:01 - Thjorgard**



Won six games at The Thing: Stuffed Dragon

**18:01 - Thronheim City**

**18:02 - Thronheim**

**Bikki Yrsadotir**

"We've got all the stuff you asked for." 13,250 xp

**18:04 - Thronheim City**

**Dain Swordstrong (Kira's guard)**

"Where have they gone?"

"Why your man Forad claimed to know where the Beldonian army was camped!"

"Which way were they headed?"

"Take the Connecting Tunnels west of here. It's dangerous, but it's the fastest way to Yorwick."

**18:06 - Connecting Tunnels**

**Defeated Jarls (battlefield cutscene upon exit)**

"Forad Darre led us into an ambush. 30,000?? xp

You must get our army back.

You must kill Forad Darre."



**18:42 - Yorwick**

Apparitions, Shadows, Evil Sorcerer / Apprentices  
Cauldron: +15 Permanent Dark Resistance  
Set Beacon #2

**19:07 - Froggard City**

**Training Hall**

Level 39

Ivanhoe L11 Blade, L13 Armsmaster  
Rowena L12 Elemental  
Rebecca L10 Spirit  
Robin L13 Bow

**19:13 - Lindisfarne**

Rebecca Grandmaster Spirit

**19:15 - Yorwick**

**19:22 - Wizard's Lab**

Eyes: Meteor Shower (Rebecca)  
Yellow Portal  
Eyes: Enchant Item (Chani)  
2 Chests: Wand of Poison Cloud  
Teleport in closet  
Saint's Relic on table (very small bone)  
1 Chest  
Blue Teleport  
Winged Aberrations



**Robinssen**

"Who are you? How did you get in here?"  
"We won't go away until you help us!"



"We've heard you have a Black Orb of knowledge. If you do, we'd like to buy it from you."  
"2000 gold."

Green Teleporter  
Skeletons, Evil Apprentices, Evil Grand Sorcerer, Sea Monsters  
Purple Teleporter

*Cutscene: Evil Sorcerers cast Greater Daemon*  
Greater Demon, Evil Apprentices, Evil Grand Sorcerer

Red Teleporter  
Eyes, Evil Grand Sorcerers, Oculus: Scroll of Divine Intervention, Potion of **Pure Accuracy (Ivanhoe)**, Wand of  
Poison Cloud  
Barrel: Rebecca +2 Magic

#### 21:00 - Thronheim City

**Ealusaid A'Norta a'thrakam**  
"We've got the Black Orb." \$10,000 / 12,500 xp

#### 21:06 - Monastery

**Leffery Caid**  
"We've found your relic." \$3,000 / 20,000 xp

#### 21:17 - Lindisfarne

#### 21:46 - Dragon's Lair



Dragon King, 2 Winged Mutants  
Super Guber



**22:34 - Yorwick**

Specters, Apparitions, Shadows, Evil Grand Sorcerers / Sorcerers: Scroll of Divine Intervention, Potion of **Pure Might (Rebecca)**

Orb +50 Temporary Magic

Vampirs

Set Beacon #2 at Lich Lab

Evil Apprentences

Cauldron +15 Permanent Elemental Resistance

Vampirs, Bloodsuckers, Evil (Grand) Sorcerers, 1 Chest

Cauldron +10 Permanent Physical Resistance

1 Chest, Apparitions

Ivanhoe Grandmaster Bodybuilding

**Mary Sheepherder**

"I can't find my sheep! What will my mother say?

I took him to the east side of town where no one ever goes, and the greass is fresh and not trampled on."

**"We will try to find your sheep."**

Found Ewe, touched him, he follows.

**Mary Sheepherder**

**"Here's your sheep."** \$2 / 5,000 xp

**17 Février**

**00:33 - Frosgard City**

**Training Hall**

**Level 42**

Ivanhoe L12 Blade, L14 Armsmaster

Rowena L14 Elemental, L5 Dark

Rebecca L10 Light

Robin L15 Bow

**00:39 - Lindisfarne**

Rebecca Grandmaster Light

Jumped into the water and drowned .....

**00:56 - Arslegard**

**Handdl (Gatekeeper) (cutscene)**

"Let us in! We must have our army!"

**"You need to get a Writ of Fate from the Wyrdes.**

I will transport you to the entrance of the Dark Passage."



### 01:35 - Dark Passage

Scrap of Book: "Skeleton - Banshee - Lich - Zombie - Banshee - Lich - Zombie - Skeleton"



Touched statues in this order: bridge aligned  
Specters: 1 Clover  
Chasm: gone round and touched skeleton  
Reptilian Terror, doors  
Forest: Collodial Warrior, 3 Chests, door  
Specters, Terrors: Potion of **Pure Endurance (Robin)**  
Crouch  
Male Sea Monster, Female Sea Monster in next basin  
Terrors  
Njam the Meddler appears  
Turned mirrors 33 / 1 / 34 / 5 steps  
Terrors: Potion of **Pure Speed (Ivanhoe)**  
4 Chests  
Specters  
Platforms 3,1,2,4 rises to ledge  
Specters: Scroll of Divine Intervention

### Igrid

"We've come seeking a Writ of Fate" 25,000 xp

"First, there is something you will do for me.

Go to The Gathering in Guberland, retrieve the Capstone of Order, and take it to the Island of Ashes."

"Why the Isle of Ashes?"

"Take it to Verhoffin's Ruins, and place it on the Pedestal in the Lab Room."

Teleporter

### 04:26 - Guberland

#### Thorir Mouth

"We've got your set of prizes." 34,500 xp

Capstone of Order

### 04:36 - Verhoffin Ruins

Placed Capstone of Order 38,500 xp

Writ of Fate 40,500 xp

Drowned



**05:12 - Arslegard City**

**Hanndl**

"We've come for our army." 42,500 xp

**Hanndl**

"You don't seem to like us very much."

"Well what do you expect of me? I sit here day after day after day."

"You must have really upset Krohn."

"The wrath he has shown me in the past isn't going to match what happens if he finds out I lost Gungnir!"

"What's the Great Reckoning?"

"There will come a day when Njam will lead a revolt against the gods. Krohn demanded that we gods fashion weapons for ourselves."

"Maybe we could help?"

"I think you may want to ask Fre."

**Hanndl**

"We found your spear." \$40,000 / 1,250 xp

Set Beacon #5

**05:18 - Monastery**

Initiates, Monks, Reverend Monks

**05:55 - Frosgard City**

**Training Hall**

Level 48

Ivanhoe L13 Blade, L16 Armsmaster

Rowena L15 Elemental, L13 Light

Rebecca L11 Spirit, L10 Meditation

Robin L18 Bow

All take 1 CLover

**06:02 - Guberland City**

Rebecca Master Meditation

**06:14 - Guberland**

**06:28 - Temple of the Honk**

Set Beacon #4

**06:30 - Lindisfarne**

Rebecca Grandmaster Meditation

**06:32 - Arslegard**

**Jokull the Ugly (Tavern)**

"Do you have any news?"

"Well, I've got this Bathhouse I bought, which seems to have a little problem."



Some creature called Ebora has taken up residence there. Krohn says it's my problem.  
I don't suppose you'd want to go in there and show those monsters who owns that place would you?"

Set Beacon #1

**06:44 - Bathhouse**

Collodial Warrior, Jellyspores  
Collodial Soldiers  
Breakable Vases with treasure: 1 Clover (-)  
Down the drain, switching off the pump  
Concubines (last blow in real-time mode!)



Ebora: "You have spoiled my bath!"  
Lesser Demon, Collodial Warrior  
3 Chests  
Greater Deamon: Potons of Pure Endurance (Rebecca), Pure Might (Robin)  
Collodial Warrior  
Black Chest: Hubris

**07:55 - Arslegard**

**Jokull the Ugly (Tavern)**  
"We cleaned out your bathhouse." no reward or recognition

**08:03 - Hall of the Gods**

**Fre**  
"I have a task for you. If you can complete the task, I will answer three questions for you.  
There is a new religious group called Honkies. They have begun to worship Philip, our pet goose.  
I wish to teach them a lesson.





Get into the Temple of the Honk, and bring back to me the Golden Honk."

### 08:09 - Temple of Honk



Honks, 1 Chest  
Key on desk, 1 Chest: Wand of Poison Cloud  
The Golden Honk  
Elder Honk, Goose, Honks  
1 Chest

### 08:35 - Hall of the Gods

**Fre**

"We have retrieved the Golden Honk." \$10,000 / 20,000 xp

"Wonderful. As a reward, I shall answer three questions."

"Who is behind Tamur Leng?"

"I cannot answer that. Besides, what makes you think he is not acting of his own accord?"

"Will we succeed in stopping Tamur Leng?"

"If you persevere? Yes."

"What does the future hold for Chedian?"

"Should you succeed, I see the clans united. A leader shall emerge, born of two Jarls. She shall draw the sword and become Queen of all Chedian."



"What sword? What two Jarls?"  
"Those are questions I cannot answer."

**Skraelos**

"We've come to ask for the return of our warriors.

Our Writ of Fate says it is our destiny to defeat Tamur Leng!"

"Well, I could do as you ask, but are you prepared to do what is required?"

If a soul wishes to progress in the Afterworld and ascend to Hallenhalt, they may try to light the Six Fires of Penance.

These are Guilt, Confession, Suffering, Retribution, Absolution and Rebirth.

Are you willing to light these in their stead?"

"Yes."

"Very well, let us travel to the Afterworld.

**08:37 - Afterworld**



**Skraelos**

"What do we do now?"

"Behold, your guilt."

"How were we to know that Forad Darre was a traitor?"

"Do not defend your actions, mortals. Are you responsible for what we have just seen?"

"Yes."

"Then find those who you have failed. Confess to them your guilt."

Confessed to the six Jarls.

**Skraelos**

"We have confessed our guilt." 13,000 xp

"So you have. Now go, and suffer."

Party becomes diseased.

**The Questioner**

"Whom do you serve?"

"You, my lord."

"For what purpose do you quest?"



"To serve you, my lord."  
"What is the nature of your failure?"  
"We encouraged others to trust our misjudgment."  
"Whom do you owe?"  
"We owe those we betrayed."  
"How must you make amends?"  
"We must pay the price of our failure."  
"What price must you pay?"  
"The ultimate price, my lord. Our lives."  
"Shall you pay?"  
"Yes, my lord."  
"Very well. Proceed." 13,000 xp  
"Thank you."

Party is well again.

**Skraelos**

"We have known suffering."  
"Scattered here are the soldiers who helped in your betrayal. Retribution demands that you slay them."

Forad Darre  
Horde Leaders / Warriors

**Skraelos**

"We have slain the soldiers." 13,000 xp  
"Retribution is yours. Beware, these were just ghosts, Forad Darre still exists.  
Your next task is to face your absolution. Find the weapons of the fallen Jarls."

Zombie, Frights  
Five swords

**Skraelos**

"We have collected the swords." 13,000 xp  
"You have been absolved.  
Out there is a blazing inferno. Step through to be reborn."

Ghasts, Frights  
Inferno

**09:53 - Hall of the Gods**

**Skraelos**

"We have lit the Six Fires of Penance." 26,000 xp  
"Very well, I shall let you take your soldiers back to your world.  
You will find their leader, Sven Forkbeard, waiting for you outside the gates to Hallenhalt."

**09:55 - Arslegard City**

**Sven Forkbeard**

"We have no time to waste.  
Tamur Leng's army turned north and is attacking Frosgard!"  
"Gather the army. We shall make for Frosgard immediately!"



**09:57 - Frosgard City**

Horde Leaders / Warriors / Grunts, Forad Darre

**Tamur Leng (Jarl's house)**



"We've come to end this, Tamur Leng." 103,000 xp

"Forad had instructions to kill you! How is it that you are still alive?"

"The traitor is finished. You are beaten! What makes you think you will escape?"

"I have been to the place you call Arslegard.

It was there Igrid gave me my Writ of Fate. It told of how I am fated to conquer the world!"

"That cannot be! We are destined to stop you! WE have a Writ of Fate!"

"That is impossible. We must get to the bottom of this!"

Tamur Leng joins party.

**Thorolf Ratatoskssen**

"Your group and Tamur Leng have been summoned to stand before Krohn."

**10:31 - Hall of the Gods**

**Krohn**

"Who stands before Krohn?"

"As you have summoned us, so we have come." 54,500 xp

"Are you trying to make Hallenhalt burts at the seams?"

"We have a Writ of Fate! It says we're supposed to stop him!"

"And I see he has a Writ of Fate also. Let me see those!"

"Yes sir."

"Hmmm, these are obviously not real. They look like the work of Njam the Meddler. He is the god of mischief. It is high time he has paid for the problems he has caused.

You are to get Njam to follow you into the Tomb of Thousand Terrors.

Once there, lead him to the heart of the tomb and imprison him in it."

**10:32 - Frosgard City**

**Training Hall**

Level 55



Ivanhoe L16 Blade, L18 Armsmaster  
Rowena L16 Elemental, L7 Dark, L16 Light  
Rebecca L12 Light, L15 Spirit  
Robin L20 Bow, L10 Armsmaster

### 10:39 - Yorwick

#### 10:40 - Lich Lab

Skeletons, Power Liches  
Store Room B: Jars and Elixir Ingredients  
Upstairs  
Skeleton Masters, Liches, 1 Chest  
Skeleton Masters, Liches, 1 Chest  
Skeleton Masters, Eyes, Skeleton Masters  
Kitchen: Lich, 1 Chest, Instructions on wall  
Cookpot makes Elixir Fluids  
Burner (4x) makes Elixirs of Defecation  
Ground Floor  
Skeleton Masters, Dagrells, Oculi, Power Lich  
Basement West  
Skeleton Masters, Dagrells, Lich King, Ghast, Revenant, Power Liches  
Black Chest: **Fre's Heart**  
Large room with many monsters: 1 Clover  
Ground Floor  
Dagrells, Oculus, Skeleton Masters, Power Liches, Eyes: 1 Clover  
Basement East  
Dagrells, Specters, Skeleton Masters, Power Lich, Oculi  
2 Chests: Divine Intervention (Rebecca)  
Burner Room



(Lich Chamber: nothing happens)

### 14:44 - Frogard City

**Training Hall**  
Level 58



Ivanhoe L6 Bow, L19 Armsmaster  
Rowena L6 Thrown, L17 Elemental  
Rebecca L9 Bow, L13 Light  
Robin L5 Blade, L21 Bow, L11 Armsmaster

**14:50 - Arslegard City**

Njam's house  
Scroll: the Struggle of Njam



Njam locks on

**15:06 - Tomb of Thousand Terrors**

Desert Terror, Eyes, Orbus, Oculus  
Middle part of largest slab sinks after a few minutes  
Button (west side) opens secret room  
Lesser Demon, Oculi, Eye  
Black Chest: **Fre's Gloves**, 1 Chest  
Rooms East: 2 Chests  
Terrors, Eyes  
NJAM doors: 1 Chest, 1 Black Chest: **Soul Band** Room SW: Njam appears  
Lesser Deamons: Potions of **Pure Endurance (Rowena)**, **Pure Luck (Rowena)**  
3 Black Chests: **Tillhygge**, **The Green Man**, Scrap of Paper: "JNAN / NAMU / AMJM / MJNA", Stairs Key  
Puzzle Door (real-time!!)  
2 Side Rooms: Njam appears  
2 Chests: Potion of **Pure Luck (Rebecca)**

**16:59 - Stairs**

Eyes, Lesser Demons: **Pure Luck (Robin)**  
Chessboard  
2 Black Chests: Maze Key, **Sturkabygel**





Njam appears

#### 18:36 - Maze

Oculi, Orbi, Black Chest: Fre's Smooth Mace

#### 19:35 - Elevator

Oculus: Potion of Pure Magic (Rowena)

Njam: "I will never allow you to pull the lever!

You will not encase me in the Frost Shell!"

Chessboard: Lesser / Greater Deamons: Potions of Pure Luck (Ivanhoe), Pure Might (Rowena), 1 Clover

#### 20:23 - Touched the Lion

**VICTORY**  
**1 MONTH 6 DAYS**  
**227051**



# Might and Magic IX

## ~ Congratulations! ~

IVANHOE THE LEVEL 58 HUMAN GLADIATOR

ROWENA THE LEVEL 58 ELF MAGE

REBECCA THE LEVEL 58 ELF PRIEST

ROBIN THE LEVEL 58 HUMAN RANGER

BY IMPRISONING NJAM IN THE TOMB OF A THOUSAND TERRORS, YOU HAVE FINALLY FULFILLED YOUR DESTINY! FOR YEARS TO COME SKALDS AND POETS WILL SING SONGS OF YOUR HEROISM AND GLORY. BY UNITING THE SIX CLANS OF CHEDIAN AGAINST A COMMON FOE, YOU'VE ENCOURAGED THEM TO STOP FIGHTING AMONGST THEMSELVES AND RISE TO BECOME A SINGLE PROSPEROUS NATION.

TOTAL TIME: 0 YEARS, 1 MONTHS, 6 DAYS

YOUR SCORE: 227051