

—BLADES OF— **AVERNUM**

Book of Answers

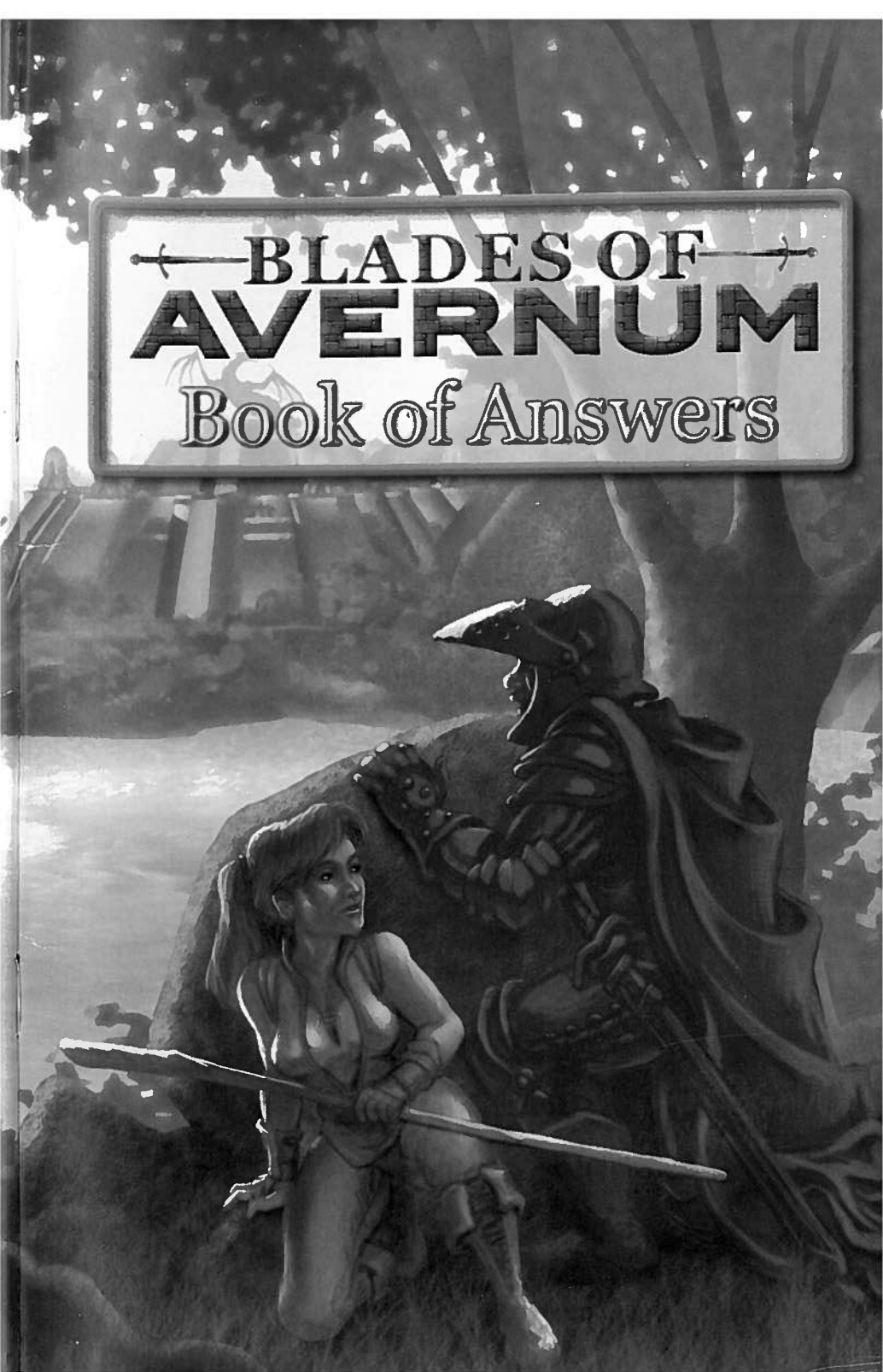


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Chapter 1: Introduction

Computer games are meant to be fun. They're meant to be relaxing diversions from regular life. Getting stuck in a computer game because you can't solve a puzzle is not fun. It's frustrating, and it keeps you from getting to enjoy all of the game you paid good money for.

Thus, this hint book. It will give detailed walkthroughs which can navigate you through *The Valley of Dying Things*, *A Small Rebellion*, *The Za-Khazi Run*, and *Diplomacy With the Dead*. There are also maps of the more important areas, tips for the side quests, locations of the spells and recipes, and advice on getting through combat.

How is this hint book used? When you get stuck in a scenario, go to the chapter about it. Each walkthrough is divided into sections, each of which describes a specific part of the scenario. These sections begin with several questions you might be asking about how to get through. Read these sample questions first. If one of them makes sense, you're at the right place.

After each walkthrough, there will be a list of side quests and other puzzles in the scenario. If the walkthrough doesn't help you, read those questions. Each will have a number after it. The list of answers to the questions is in the back of the book. Go there and look for the answer with your number.

The walkthroughs often reference maps (for example, "On the Swamp Pit map, go to A."). There is a chapter full of maps of the outdoors of the scenarios and the most important towns and dungeons. When a walkthrough references a map, go to that map, and the key locations will be marked with letters.

When you've found out what you need to know, go back to playing. Try not to read too far ahead ... too many hints can spoil your adventure!



Chapter 2: Where Are the Spells?

All of the mage spells, priest spells, and potion recipes can be learned in the scenarios that come with Blades of Avernum. Here are the spells, and some places where you can learn them.

Mage Spells:

Bolt of Fire, Light, Call Beast, Spray Acid, Haste, Slow, Ice Lances - Bought from Axel (in Sweetgrove, Valley of Dying Things)

Unlock Doors, Create Illusions, Far Sight, Lightning Spray, Capture Mind - Bought from Welde (in Willow, A Small Rebellion)

Simulacrum, Dispel Barrier, Summon Aid, Forcecage, Fireblast - Bought from Halgas (in Fort Goodling, Za-Khazi Run)

Arcane Summon, Arcane Shield, Arcane Blow - Bought from Onyx Berezan (in Upper Seleucia, Diplomacy With the Dead)

Priest Spells:

Healing, Curing, War Blessing, Terror, Repel Spirit, Smite, Summon Shade - Bought from Somreth (in Marralis, Valley of Dying Things)

Enduring Barrier, Unshackle Mind, Move Mountains, Mass Healing, Mass Curing, Radiant Shield, Divine Fire - Bought from Stephano (in Liam, A Small Rebellion)

Control Foes, Cloud of Blades, Return Life - Bought from Ocampo (in Fort Goodling, Za-Khazi Run)

Divine Retribution, Divine Restoration, Divine Host - Bought from Shepherd Holson (in Upper Seleucia, Diplomacy With the Dead)

Potion Recipes:

Healing Potion, Curing Potion - You start knowing these.

Hasting Potion, Energy Potion, Strength Potion, Graymold Salve, Balm of Life, Healing Elixir - Bought from Laserson (in Muck, A Small Rebellion)

Hasting Elixir, Energy Elixir, Rogue's Elixir, Strength Elixir, Bliss Elixir, Restoration Brew - Bought from Ocampo (in Fort Goodling, Za-Khazi Run)

Protection Brew, Heroic Brew, Invulnerability Potion - Bought from Onyx Berezan (in Upper Seleucia, Diplomacy With the Dead)



Chapter 3: Tips For Combat

Most of the encounters in *Blades of Avernum* are fairly straightforward and can be handled with a simple assault. Some fights, however, are much more complicated and require thought and tactics.

When you are stuck and can't get past a certain battle, first make sure you are using the resources available to you. Haste your warriors, and use War Blessing to make them stronger. Radiant Shield is a great spell to use before a big fight.

The Slow spell can be very helpful against enemies that do lots of melee damage.

Some special monsters (like the Platebug Queen in Valley of Dying Things) will make more enemies to help them during a fight. If numbers are overwhelming you, use the forceage and terror spells to temporarily take excess enemies out of battle.

Some powerful enemies (like Kimzahn in Za-Khazi run) can use special abilities which do damage to everyone nearby. If your party isn't strong enough to withstand these area of effect attacks, send one strong warrior (hasted and blessed, of course) close to engage the enemy and hold it away from everyone else, and have the rest of your group heal the main fighter and use ranged attacks.

When an enemy frequently charms your characters, have a priest with the Unshackle Mind spell stand far away from the foe to uncloud the minds of your characters.



Chapter 4: The Valley of Dying Things

The introductory scenario to *Blades of Avernum* presents you with an enormous underground school to explore. It's full of magical creatures, some friendly, most not. And there is a horrible secret within, slowly poisoning the unsuspecting valley above it.

Here are step by step instructions for getting through this scenario. After the walkthrough, there is a list of side quests and other puzzles (the answers to the questions there are in the

last chapter). If you want to see a map of the valley or of the more important towns, the maps chapter is near the end of the hint book.

Getting Into the School

Sample Questions: How do I start investigating the problem? Where should I look? What's this school people are talking about? How do I get into the school?

You begin the scenario in your room in Fort Talrus. Leave your room and walk down the corridor to the south. Commander Terrance is in his office in the southwest corner. Speak with him to learn what's happening in the valley. If you explore the fort, you can find some supplies.

Leave Fort Talrus to the north, and travel up to Sweetgrove. Once inside, talk to Mayor Crouch (she's in a building in the center of town) to find out about the valley's troubles, and then talk to Axel to find out about the old library. You can talk to other people for side quests and other information.

To enter the school, you need to find a black opening stone. There are three that can be found. North of the school (to the northeast), you can find a group of kobolds wandering around. If you speak with them, you can pay to get a stone.

There is a beggar named Kharl in the center of Sweetgrove. If you speak with him, you can pay for an opening stone.

Finally, Axel suggests you should speak with someone named Avizo. He is in Fort Talrus, in the room next to where you started. After Axel tells you about Avizo, Avizo will tell you where his opening stone is. Avizo's store is in the center of town. Break in and search the potted plant in the back room.

Now it's time to start investigating the School of Magery. It's north of Sweetgrove. There's a large mountain up there with four entrances, north, south, east, and west (to get to the west entrance, walk on the stepping stones over the river). Enter from one direction and approach the gate. When prompted, choose to insert the stone in the depression. Leave the school, enter it again from a different direction, and approach the gate again. This time, when you insert the stone, the gate will open for you.

When you enter, a wisp will float up and communicate with you, but not say anything interesting. There are monsters and treasure in the side rooms of the top floor. You can do some hunting before you head down.

The School of Magery - Upper Half

Sample Questions: What do I do in the upper levels of the school? What

do I do in the Holding Cells/Storage areas? How do I help the dragon? How do I pass the blocked wall at the south end of the Administration level? How do I pass the glowing gates?

The stairway down from the School Entry level is in the center of the level. Go down to the Visitor's Quarters (map is in Maps chapter). You will start at A. The west half of floor is infested with goblins. The east half contains the dangerous Altered Beast, which starts at B on the map and hunts you if you get too close to its lair. If the Altered Beast tracks you down and you aren't strong enough to beat it, flee. It won't chase you into the west half of the dungeon.

There are two stairways down on that level, one to the Holding Cells (at C on the map) and one to the Storage Areas (D on the map). To get to the east half of the level, there is a secret door at E. Go down to the Storage Level first.

There are several places on the levels to come that have closed, glowing gates. Ignore them for now. You'll get the item to open these much later.

Once on the Storage level, walk south down the central corridor until you feel the presence of Pythras in your mind. Enter the area to the west and find Pythras. Talk to her about her imprisonment until she asks you to free her. Go back up to the Visitor's Quarters and down to the Holding Cells.

The controls to Pythras' cell are at the east side of the Holding Cells level. Go climb the stairs to the platform at the east end of the level, and then enter the chamber there from the south. Sit at the control panel in the northwest corner and, when asked, enter "Quark."

Pythras escapes the school by going down to the Administrative level. Go back to where you met Pythras, and then climb down the stairs at the south end of the long central corridor.

Administration has been wrecked, but you can still make your way through it (map is in Maps chapter). For now, fight your way south to A on the map. You can either fight the queen platebug and her annoying insect spawn, or just flee the area to the south. There are other things to do here, but first you need to visit the lower half of the school.

The School of Magery - Lower Half

Sample Questions: What can I do about the pollution in the cave below the upper half of the school? What do I do at the Major Waste Depository? How do I get into the lower half of the school? How do I reach the stairway down from the Student Quarters? How do I get into the school library? What can I learn from the Vahnatai? How do I exit the Experiment Halls to the south? The people of Marralis want a scepter - where is it?

When you leave the Administration level, you will find yourself

in a huge cavern filled with pollution and filth. This is the cause of the Valley's problem. This huge cavern has several interesting things in it. There is a tunnel up to the surface to the west, which will provide a useful shortcut. To the southeast is the Major Waste Repository. You can explore it a little if you want, but you can't do anything there yet.

Instead, enter the lower half of the school. You will be in the Student Quarters (map is in Maps chapter). The entrance is at the southwest corner of the large cave. You will meet many hostile gremlins. Kill them. Search the bookshelf at A to get a key. Return back around to B to unlock the door. There is a nasty undead creature at C. Kill it, but beware the friends it will summon when it's weak.

There is a scepter hidden at D on this level, which some people on the surface want. It can also cure your disease. You might want to keep it - this is very useful later on.

When you're through on this floor, go down the stairs at E. (The other stairway goes to the Lecture Halls. There are monsters and treasure there, but you don't have to visit to win the scenario.)

You will be in the School Library. The library is closed off by another glowing portcullis. You can't enter it yet. Instead, walk across to the east side of the level, find the room full of rubble, and go down the cave slope to the east (there are stairs down to the south, don't go down them yet).

You will be in the Vahnatai Caverns. Go east until you meet the vahnatai. Talk to them. In particular, talk to Baia-Tel until he tells you that Zereen has the stone of power and that some spiders have a useful artifact. Talk to Zereen and ask him to give you the stone of power. Finally, Baia-Tel will tell you that a bitter person on the surface has a copy of the instructions to the school controls.

Now that you know that the spiders have something you need, go back up to the Administration level. The spider caves start at B on the map. Talk to different spiders until you meet their chief, and ask him where you can find the pretty rock. It will offer it to you in return for some eggs and give you a password. Talk to the spider at C, tell it the password, and go north.

The eggs you need are at D on the map. Get several and go back to talk to the chief spider. Give him the eggs and he will tell you where the Opening Stone is. Walk to the rubble at E to get it. When you use this stone, all glowing portcullises near you will open. This will be very useful. Go back down to the Library level.

Use the Opening Stone to open the front gate of the library. Wander around inside searching. The most interesting room is the one in the northeast corner. There are strong hints that the golem there wants a textbook.

There are several textbooks in the school. To find one, go back to the Student Quarters level, enter the meditation cells area, and go

through the secret door at F. There is a textbook in the box. Return to the library, have the character with the book stand on the rug with no books on it, and drop the book. (There are also textbooks at A and B on the Experiment halls map.) You will be rewarded with a key.

You now are ready to start ending the Valley's Curse. First, you need to return to the surface. Return to the Library level and go down the stairs at the southeast corner of the level. You will be at C on the Experiment Halls map. There is a shortcut up to the surface at D.

Ending the Curse

Sample Questions: What do I do at Pangle's Hut? How do I talk to Pangle? How do I get to (and through) the School's control chambers? What do I do at the Major Waste Depository?

Once on the surface, you need to get the instructions scroll from Pangle. However, he won't want to talk to you. Tell him that you want to learn about the School of Magery, and then that it is occupied by monsters. Question him to learn that he scavenged some papers from the school. He will sell them to you for 500 coins. Alternately, he will give them to you if you kill some hydras for him. You can find these hydras by stepping on the swamp at A on the outdoor map.

When Pangle has what he wants, he will tell you to search the box in his supply shed. Get the instructions to operate the school control. You're now ready to solve the valley's problem. Go back down to the Experiment Halls level.

Go to E. You can use the key from the library golem to unlock the doors. Then leave the level to the south. You will be in the caves under the school. Fight your way through them to the southeast corner, where you find a tower. Enter it.

You will be inside the Control Chamber. Use the Opening Stone to open the glowing gates and get inside. Find your way through to the control chambers on the east side (there are several mines on the way, but you can find ways around them). A wisp will approach, speak with you, and tell you a lot about the situation in the school. There will be three control rooms. Enter the north one and sit in the chair. The controls to clean up the waste will be activated. Unfortunately, entering this chamber activated some guards at the entry to the tower. You will need to fight your way out.

Finally, travel back up to the giant cavern between the Upper and Lower halves of the school and enter the Major Waste Depository (at the southeast corner of the cave, there is a map of it in the Maps chapter). Walk through the gates at A, then B, then C, then D, then E, then F. There are lots of things to fight along the way. Kill the Controls Defenders and sit in the chair at G. Choose to push the switch and insert the crystal. Run out of the control room towards the exit, and the vahnatai will

teleport you to safety. Enjoy your victory!

Side Quests and Puzzles

To see the answers matching the numbers, skip ahead to the chapter The Answers.

Fort Talrus - Where do I find the rats Terrance wants dead? 8

Sweetgrove - Karen wants me to search a sage's house. 20

Lillian wants me to hunt down a suspicious patrol. 29

Somreth wants entry stones for the school. 9

Where is Elram? 31

Blinlock - Littleford wants me to bring mining information. 21

Brown wants me to clear shades out of the mines. 10

Marralis - Where do I find the healing rod for Mayor Broder? 30

School of Magery - I keep finding glowing green gates in the school.

How do I open them? 22

Outdoors (B on outdoor map) - A hidden drake named Zorvas asked me to find a fang. 11

Chapter 5: A Small Rebellion



A Small Rebellion is an unusual scenario. As you progress through it, you will eventually be forced to pick sides. You can fight on the side of the Empire, the Hill Runners, or, in the end, nobody at all. When the scenario begins, however, you have very simple directions to

follow.

The First Mission - The Abandoned Fort

Sample Questions: How do I get started? Who do I go see? Where do I find my first mission? Where is the abandoned fort? Where are the papers? How do I get through the icy caverns?

When you arrive at the island, you are on the docks in Selathni (map is in Maps chapter). You are supposed to see Vonnegut, who is at A (in the inn by the docks). Talk to him and learn about the conflict on the island. You are here to infiltrate a group of rebels (led by Stalker) for the Empire agents (led by Jaen). The contact is under the town of Willow, to the east.

When you leave Selathni, head east. As you travel down the road, you will be given contact information for the rebels. First, go to Willow. Enter Willow from the west. You will be on the road into town, and there will be a building just to the south of you. Search for secret doors in the southwest corner of that building, and you will find yourself in a hidden back room with a trapdoor. Go downstairs. Proceed through the tunnel under Willow (there is only one route) until you find a throne on a platform. Sit in it to get your first directions from Jaen.

Follow the directions on the note you found when leaving Selathni, and go east to Liam. The alchemist Canizares is in a building in the southwest corner of town. Talk to him until he gives you your instructions: enter an abandoned fort and recover some old papers. Return to the tunnels under Willow and sit in the throne again. Jaen will give you permission to go ahead with this mission.

Go to the Abandoned Fort (its location is marked on the Small Rebellion map). It's at the mountains north of Selathni, in the south side (there's a short stretch of road by it). Enter it. There are many ogres inside, but they aren't very important or challenging. The papers are in the lower level. Go down the stairway in the northwest. Before you go, be sure to be fully healed and stocked up with as many potions as you can make or buy. This is a one-way trip, and you won't be able to rest.

When you go downstairs, you will be in the Icy Tunnels (map is in Maps chapter). You need to fight your way through. Jump off the ledge at A. Search the chest in the secret cave at B for an item which gives some resistance to cold. Go through the secret passage at C to bypass several lizards, and fight through to the west. From there, it's a fairly simple, linear march through the dungeon. You will reach Vykta, a giant drake, at D. To get through peacefully, when he asks what you want, choose to say that you are looking for something, and then demand the papers. You will get the papers and be kicked out of the dungeon. (If you kill the drake, search the box at E for the papers.)

Go to the throne under Willow to get permission to return the papers, and go to the docks in Selathni. Walk onto the crack in the floor at B on the map. Go back to Liam and talk to Canizares. He will tell you about the next part of your quest - delivering a box to Zaskiva.

The Second Mission - Taking a Box to Zaskiva

Sample Questions: Where is O'Grady, and what do I ask him about? How do I get to Zaskiva? How do I talk to Lord Volpe? How do I get to the crack where I place the box? How do I escape the sewers? How do I get back to safety?

Go to Muck (a ways north of Selathni) and find O'Grady. His office is in the buildings at the west side of town. He will tell you you need to get a box in Selathni and take it to Zaskiva. Go to the throne

under Willow to get permission to do this mission. Otherwise, the Empire will be very angry with you.

Go to Selathni and find Elinor. She's at C on the Selathni map. Learn from her where the box is. Go to D on the map and collect the box.

Leave Selathni and take the road north. There is a bridge over the river to the northwest (it's north of the mountains which contain the abandoned Empire fort). Cross it and go northwest. There will be a ferry to Zaskiva. Take it, and, once on the island, enter Zaskiva.

In Zaskiva, find the smithy (it's northwest of where you enter town) and speak with Eric until you learn to ask Kenny about the statues. Go to the Hall of Statues, which is northeast of the central courtyard. Talk to Kenny, the guard standing by the door, and ask if you can see the statues. He will let you in.

Make sure you are healed up and well equipped with potions and scrolls, walk onto the crack in the floor in the northwest corner of the Hall of Statues, and choose to place the box. You will end up in the sewers under Zaskiva. You can't ever talk to Lord Volpe.

The Zaskiva Sewers are a long, difficult, disease-ridden dungeon (map is in Maps chapter). You start at A on the map. First, go north to B and get the boat. Take the boat east to C and search the box at D for a key.

Use the key to pass the door at E. Walk through the corridor at F and fight your way east until you reach the small secret tunnel at G. Search inside and get another key. Use the key to unlock the door at H, enter, sit at the control panel, and choose to use the controls.

Go north to I. The swamp monsters here won't attack you if you don't get too close to them. Search the desk at J for another key, and use it to unlock the door at K. Approach the body at L and a ghost will appear. Talk to it, and it will ask you to kill a specter. Kill the specter at M, and talk to the ghost again. It will make a bridge appear at N. Cross it, kill the slime pool, and climb the stairs at O.

You will be in an abandoned rebel outpost. Enter the storeroom and step into the alcove in the northeast corner. You will get instructions for where to go next, and a passage will open. Walk out and Empire guards will attack. Kill them and leave the outpost to the east. Proceed straight to the ferry off of the island. When you approach it, rebels will contact you, go with them. Go back to the throne under Willow to get a message from Jaen about what just happened.

The Third Mission - What Should You Do?

Sample Questions: Where do I go from here? Who should I obey? Should I just leave?

Go to Buzzard, in the mountains northeast of Selathni. Luna is a fletcher, and her shop is in the middle of town. Speak with her, and she will unlock a secret door in the back wall of her shop. Walk through and

descend through the trapdoor. Search the caves below Buzzard until you find the throne on the platform. Stalker will contact you and tell you to assassinate some Empire soldiers.

Go back to the throne under Willow. They will tell you to refuse this mission, instead insisting on being taken to Stalker.

At this point, you have to choose what to do. Should you obey the rebels or the Empire? This is up to your own personal taste (you can always save the game and play through choosing the other side later). If you don't want to work for either side, you can just leave the island by going to the dock at E on the Selathni map.

Make your choice. If you want to work for the rebels, keep reading. If you want to work for the Empire, skip ahead to "The Third Mission - Fighting For the Empire".

The Third Mission - Joining the Rebels

Sample Questions: How do I join the Rebels? Where are the soldiers I'm supposed to kill? How do I kill them? What do I do then?

Suppose you want to join the rebels. Go to the Empire Outpost (marked on the Small Rebellion map). There is a map of the outpost in the Maps chapter. Enter and walk through the secret door at A. Try to pass through the door at B. The soldiers will turn hostile. From this point on, no Empire controlled city is safe for you. You will have to do all of your business at Buzzard and other rebel towns.

Fight your way through the Empire soldiers in the dining hall at C and then through the laboratory at D. Go west to E. When you reach the west door, it will lock and the room will fill with quickfire. Run south through the secret passage at F and pull the lever. The quickfire will disappear. Leave to the west.

There is a secret door at G. Go through it and kill the soldiers at H. You will get a key, which unlocks the doors to the east. Turn the wheel at I, and you can leave the outpost.

Go back to the throne under Buzzard to report your victory, and you will be told to go to Stalker's Fortress.

The Fourth Mission - Working for the Rebels

Sample Questions: What do I do at Stalker's Fortress? How do I find Jaen's lair? How do I kill him and get out alive? How do I leave the island?

Leave Buzzard and go northeast to Stalker's fortress (marked on the Small Rebellion map). Enter it. On the way in, you will be ambushed by O'Grady, who demands that you surrender. Giving up means death, so fight him.

Once at Stalker's Fortress (map is in Maps chapter), Stalker is in

the northwest corner at A. Go speak with him.

Now that you've made enemies of the Empire soldiers, you have no choice but to work for the rebels (they control the only escape route from Morrow's Isle). Stalker will give you your final task: kill Jaen.

You can now locate Jaen's Headquarters (map is in Maps chapter), which is hidden on the river shore north of Liam. Enter, speak with Marv, and descend through the trapdoor.

Once you have been spotted by the guards here, soldiers will enter from the east at an alarming rate. You'll have to move as quickly as possible. You will start in a trash pit at A. Go north to the open gate at B. Jaen is at C. The runes at the entrance to his hall will slow, dumbfound, and enfeeble you if you step on them. It might make things easier to send one character in and then run out to lure Jaen out of his room. Kill him.

Once Jaen is dead, go to the exit at D as quickly as possible. Fight the guards, and leave Jaen's fortress to the east.

Go back to Stalker's fortress. Stalker will be concerned that your popularity may soon equal his own and be determined to get you off the island. Speak with him and report your success. Search the chest at B on the map and descend the stairs at C. You will be in the Concealed Docks. Search for more useful items, and then leave this area to the north. Approach the docks outdoors and you can leave Morrow's Isle. Mission accomplished.

The Third Mission ~ Fighting For the Empire

Sample Questions: How do I keep fighting for the Empire? How to I get to Stalker's Fortress? How do I get through the Pit of Plentiful Goo?

Suppose instead that you want to continue working for the Empire. After you get the mission under Buzzard, if you sit in the throne under Willow you will be told to insist on meeting Stalker personally. Return to the throne under Buzzard and, when asked, say that you want to meet Stalker. You will be given directions to get to him.

Travel to the east coast of Morrow's Isle and follow the water north to the Pit of Plentiful Goo (it's marked on the outdoor map). Enter the pit (map is in Maps chapter). You'll start at A on the map. Drop off the ledge at B. Be warned, from here on, there is no going back to the rest of Morrow's Isle.

Once inside, walk north to the gate at C. Go through and explore the abandoned laboratories. Go through the secret door at D and pull the left 3 levers. You will now be able to enter all of the caverns.

Go back to the south hall with the 4 gates. Go through the second gate from the left, find the body at E and search it for a key. Go through the second gate from the right, and search the body at F for another key. Return to the laboratory, go through the locked doors, and get the explosive box at G. Go to H, kill the big slime, and approach the

gate. When asked, use the explosive box to blow up the gate. After doing this, go back to G to get the second explosive box. Leave the pit to the north.

Once outside, head north. You will be stopped by rebels, who, unfortunately, know you're working for the Empire. When they tell you to, go into Stalker's fortress. You will find yourself in a cell.

The Fourth Mission - Fighting For the Empire

Sample Questions: How do I get out of the cell? How do I reach and kill Stalker? How do I escape Morrow's Isle?

You are now in a cell at D on the Stalker's Fortress map. Hit pause repeatedly until Pogue lets you out. Speak with him to find out what you need to do. Leave the prison to the west. When you do, a timer will begin to count down. You have to kill Stalker within a short time, or you will die. No time to delay.

After leaving the prison area walk across the cavern to the door at E. Kill the guards and walk north, going through the door at F (if you care to spend the time, you can also rob the supply rooms).

To the north, you will find a sabotaged magical laboratory. Kill the mages and use the portal at G. You will be at H on the map. Staying in the barracks, go north to the secret door at I. Fight your way around to J, and you will be right outside Stalker's throne room.

Stalker is at A. Enter his hall and, when prompted, choose to throw the explosive box. This is a difficult fight. One tip is to, when Stalker charges, step back into the dining hall and let your foes come to you.

Once Stalker is dead, you will have a key. Go to the stairway at C and climb down it. You will be at Stalker's hidden docks and can, at last, talk to Jaen face-to-face.

Talk to Jaen, don't forget to search his chest, and leave this area to the north, and step onto the docks outdoors to the north. You can now leave Morrow's Isle. Mission accomplished.

Side Quests and Puzzles

Selathni - A drunk guy named Bearden wants some papers. 12

Outdoors, Near Liam - Some farmers asked me to kill some hill giants. 1

Outdoors, southwest corner of isle - A band of soldiers asked me to kill an ogre named Akashii. 23

Willow - How do I deliver Madeleine's letter? 13

How do I get Donnaud to join me? 2

Liam - Where do I find the geodes for Kim? 32

Muck - How do I find the hydras Jenette wants killed? 24

How do I get Crouch to join me? 14

Zaskiva - Where are Eric's tongs? 3

Buzzard - Machrone wants to know where an Empire outpost is. 25

Ogre Farms - I fought a demon, and its spirit hid inside its altar. How do I kill it? 15



Chapter 6: The Za-Khazi Run

The key to the Za-Khazi Run is speed. You have only a certain amount of time to get to Fort Cavalier before the sliths overrun it. The time limit is actually not that restrictive. As long as you budget your time and don't need to rest too often, you will be able to explore most of the scenario.

At some point while traveling through the Run, you must find one of three major artifacts. (Someone at the end of the Run won't let you through unless you give him a big bribe). The walkthrough explains how to get all of them. You only need one, but the three quests are difficult in different ways. You may find one of them easier than the others.

A map of the entire Za-Khazi Run outdoors is in the Maps chapter.

Starting the Run - Fort Goodling to the Unicorns

Sample Questions: What do I need to get in Fort Goodling? How to I get into the Cunning Crypt? Is there anything useful there? How do I pass the river with the jagged rocks? What do I do in Assikvas? Should I help the unicorns? Where is the unicorn horn?

You start your adventure in your room at Fort Goodling. Speak with Commander Yale to find out about the mission (his office is a little northeast of the south gate). There are also supply rooms worth exploring at the southeast corner of the fort. Finally, talk to Seletine (who is sitting at a table in the central courtyard) and ask him for the wands you need to deliver. You can start your journey by going to the docks at the north end of the fort, boarding a boat, and sailing out to the north.

Cunning Crypt

The river will curve around to the north and drop you down a waterfall. You will eventually end up in a large lake. At the west side of the lake is the Cunning Crypt. This is mainly a distraction, although there is a small statue hidden inside which can be useful when you reach Assikvas. To enter the crypt, there is a secret door in the southwest

corner, next to the gate.

Once past the crypt, you will find a huge lake. Five rivers lead away from it to the north. The center one is the correct river. The rest lead to dead ends.

The central river leads to another lake. Another river leads out of the lake at the northwest corner, but it's blocked by sharp rocks. To get past it, you need to deal with the slithzerikai in Assikvas. Assikvas is on an island to the south of the river blockage. Find it and go inside.

Assikvas

To pass the river blockage, you need to get instructions from the sliths here. There are two ways to do that. The first way is to talk to Masskriss (inside the building at the entrance). He will accept as payment either as money or the statue from the Cunning Crypt.

The second way to get the instructions is to search the chief's chambers. These are at the west side of Assikvas. Reading a book in his bedroom will teach you how to pass the barrier. One way to get there is to attack the sliths. You can also go through a secret passage in the wall just west of the entrance and sneak there. Also, there is a library in the northwest corner of town that can be reached through that secret door. If you read the book in the library, you will learn the Ritual of Sanctification.

Once past Assikvas, row north. Eventually, you will be told that you have to continue on foot. Land the boat and walk north. This area has two sorts of creatures living in it: giants and unicorns. Go to the north, where you will find a lovely cave filled with glittering trees. The unicorns live in the Citadel of Unicorns (in the southwest corner of the pretty cave). Enter and speak with Aetherius (in the northwest dome). He tries to give you a quest to go to the giant's cavern to the south to find a unicorn horn. If you complete the quest, the unicorns will give you advice and a key which will make the journey to the north a lot faster.

If you accept the quest, you will be given a charm which will help you find the unicorn horn. Go south to the Blood Glee Clan caves (which are marked on the map). To reach their caves, you either need to cross a bridge (which involves a big fight), or go back to your boat and sail around the long way to the south.

Blood Glee Clan

The easiest way to find the unicorn horn is to enter the giant caves from the west. Go north to the northwest corner of their lair and go downstairs. You will be in the northwest corner of the Worm Caves. Walk south to the southwest corner of the area. In one of the corridors, you will be told that you spot a secret passage in the west wall. Go through it to find a trophy room with four boxes. The horn is in the eastern most box.

There are other treasures and trials to be found in this dungeon. These are described in the Side Quests section.

Return the horn to Aetherius. He will give you a key to pass a fort to the north. Talk to the other unicorns. They will tell you lots of useful things about the denizens of the Za-Khazi Run. When you're finally done here, leave the unicorn cave to the north.

The Central Run - The Dark Maze to Morog's Citadel

Sample Questions: How do I get through the dark maze? How do I get through the Unicorn Gate? How do I get the Malachite Statue out of the Wurm Pit? What is it for? What do I do at Morog's Citadel? How do I complete Morog's mission? Should I go into the Opal Citadel? How do I get the Melora Opal?

When you leave the unicorn's cave (to the north), you will have to choose between two paths. If you did the mission for the unicorns, you can pass through the Unicorn Gate. Otherwise, you will have to find your way through the Dark Maze. This involves finding several secret passages, fighting your way through the Chasm of Fire (marked on the Za-Khazi Run outdoor map), and finding your way out of the maze to the west. This takes a lot more time, but saves you from having to fight the giants.

Once past the Dark Maze, you will reach the realm of Morog the lich. This is a large, grim, cavern inhabited with undead. At the entrance, several specters ask you for a password. You can find out in a secret cave in the maze that the password is "calamity" (though, for the password to work, you have to have actually found it).

Wurm Pit

Halfway up Morog's realm at the east side is a dungeon called the Wurm Pit. This is mainly a waste of time. You can find the Malachite Statue, a special item which gives you extra gold when you finish the scenario (Veronica will buy it). The statue is in a side room just north of the central cave. However, once you take it, you won't be able to leave by the normal exits. There are two ways to get out. First, you can use the Ritual of Sanctification where you get the statue. Then you can leave through the passage with the totems at the southeast corner of the pit. There is a secret door in the east wall past the totems.

Second, there is a pool hidden in the southwest corner of the pit. If you drink from it then, for a short time, you will be able to leave through the tunnel with the totems at the southeast corner. You need to get there quickly. Otherwise, the effects of the pool will wear off before you reach the totems.

Morog's Castle

At the north end of Morog's cavern is Morog's Castle (map is in Maps chapter). This is a good place to rest and buy and sell supplies (Morog is an entrepreneur). Morog is at A on the map. If you enter the

portal at B, you will visit Morog's mini-town, where you can trade and rest. When you're done there, use the portal at C to return to the throne room and talk to Morog.

Morog will reveal that she wants several valuable mushrooms. As a reward, she will give you one of the three items which can buy your way out of the north end of the Za-Khazi run.

To get her mushrooms, go into the portal at D and then the portal at E. Enter it and you will find yourself in the Deep Caverns (map is in Maps chapter). You start at A on the map.

The mushrooms you seek are at B on the map, in the northeast corner of the dungeon. The monsters here are unusually dangerous, so you may want to grab the mushrooms and get out. You should avoid the central hall with the Haakai, who is very dangerous. Instead go north to C and then east to the secret door at D. Go due east from there to find the mushrooms. If you would like a challenge and the chance for some treasure, fight the Haakai at E. Then return to A and teleport back up.

Speak with Morog and offer her the mushrooms. She will try not to give you the scroll she promised you. Instead, she will offer instructions on how to find a huge opal (which isn't useful). If you refuse, she will offer a charm which will get you past the Poppy Shrooms to the north. This is an extremely useful item, but you will lose the scroll.

If you don't mind angering Morog, you can try to steal the scroll. Use the portal at F. Go south, turn the wheel at G, and go through the secret door at H. Step on the rune in the secret room at I, and walk up to use the portal at J. The scroll will be in the case at K. There are some nasty monsters in the way.

Opal Citadel

If you don't get the scroll from Morog, you may want instead to get the Melora Opal, another of the three items that will buy your way out of the Za-Khazi Run. To go on the quest for the Opal, head east from Morog's Castle. The passage south to the Opal Citadel begins east of Morog's Castle (at A on the outdoor map).

You will have to drop down a cliff. Do so and go south. Eventually, after threading your way through the mess of trees and stalagmites, you will reach the Opal Citadel (map is in Maps chapter). Go through the secret door at A. Fight your way through the gates at B. A lot of guards will attack you. Once they are dispatched, go down the stairs at C.

You will be at A on the Opal Mines map. Go south and fight an awful lot of guards. Turn the wheel at B and pass through the gate at C. Go north and through the secret door at D. Then go through the secret door at E. The statues will turn to monsters when you pass them. Finally, pull the lever at F (in yet another secret room). The opal is in the box at G. It will buy your way out of the north end of the Za-Khazi run. Leave the Opal Citadel and go southwest until you find a camp. Approach it and you will be able to climb out of this area.

When you are through with Morog and the Opal Citadel, go outside and continue moving north.

The Final Third - Poppy Shrooms to Fort Cavalier

Sample Questions: How can I get past the poppy shrooms? What do I do at Kimzahn's Caldera? How do I get a boat to keep going north? How do I get through the Spiraling Crypt? What do I do at the Lair of Casser-Bok? How do I complete Casser-Bok's mission? How do I get the Crystal of Purity and get out alive? How do I get my boat past the troglodyte castle? How do I get through Khoth's Palace? What do I do at Fort Cavalier?

Once you pass Morog's realm, you immediately run into a cavern filled with poppy shrooms. If you completed the mission for Morog and got the mushroom talisman, you can move around in here freely. Otherwise, you'll need to waste several days slogging your way through. Stick to the southeast. There are less poppy shrooms there. If you do have the talisman, you can stop by Kimzahn's Caldera, which is in the northwest corner of the poppy shroom cave. He sells high-quality gear.

Spiraling Crypt

After the Poppy Shroom cave, you will find that your path has ended. You won't be able to travel farther on foot. Instead, you'll need to find a boat. Fortunately, the Spiraling Crypt is handy. There are two boats hidden inside.

The crypt also contains a lot of traps. Runes explode into damaging magical fields when you get close to them, and corpses and skeletons jump to life when you approach. These traps magically reappear when you leave a level and return.

Enter the tower and dispel or walk through the barriers. There are four stairways up from the first floor, one in each corner. Go up the stairs in the northeast room.

There is a passage going around the second floor, and four rooms in the corners. Each room has a crystal on a pedestal. If you have one very strong character, enter the northeast room, search the crystal, and choose to smash it. Repeat this process in the southeast and then southwest rooms.

Once this is done (or if you don't have a strong enough character), go to the northwest room and kill the Vahnnavoi Keybearer. If you destroyed the crystals, he will die. If you didn't, you will need to kill him again in the other corner rooms (the last time is in the northeast room). When he is dead. You will get a key. This will get you into the docks at the north end of the ground floor. Go there, get a boat, and sail out to the north.

Lair of Casser-Bok

After you sail out of the crypt, take your new boat north. Before long, a bit of river will fork off to a large lake to the west. The Lair of Casser-Bok is on an island in this lake (it's marked on the Za-Khazi Run outdoor map). Visiting the lair will lead you to a quest to get the Crystal of Purity, the last of the three items which you can use to get out of the north end of the Za-Khazi Run. To get it, enter the lair (map is in Maps chapter) and send a character through the portal at A. Walk west and talk to Casser-Bok at B. Ask him about his mission. He sends you to speak with some Vahnatai in a hidden outpost to the north. Leave his lair and take your boat north.

The Vahnatai Outpost you're looking for is in the Wormy Hollow (marked on the outdoors map). You'll need to dock your boat at a narrow tunnel leading north from a large lake (if you reach a castle with troglodytes laughing at you, you went the wrong way). Once inside, fight your way west until you find the cave with several giant slugs. There is a secret door in the southeast corner. Walk through it and go down the tunnel and approach the stone wall. It will open up.

Once inside the vahnatai outpost, find and speak with Zoat-Ihrno, the Vahnatai Commander. When you tell him about Casser-Bok, he will open up the gate which leads to the Crystal Soul Presso-Bok (at the east end of the outpost). Talk to Presso-Bok and tell it about Casser-Bok. You will receive an answer to take back.

Leave the outpost and return to Casser-Bok's lair. Send a strong character in to speak with it and give it Presso-Bok's response. It will not be pleased and will force you to fight your way through a nasty maze to reach the Crystal of Purity. To enter the maze, step into the portal at C.

You will be in a small maze. Walk east to D, never stepping off the walkways. Go through the door. Go south and step on the rune in the secret room at E. Go east to F and north to G. Walk through the gate. Go south and step on the runes at H and then I (only step on each rune one time). The barriers blocking the path to the south will disappear. Take the crystal out of the box at J and leave through the portal at K. You're free. Time to continue north.

Whether or not you do the mission for Casser-Bok, eventually your progress north will be stopped by the troglodyte's castle, which is built over the river. To get past it, you will need to enter it on foot and open the gates to let your boat through.

Broken Fang Clan

Now you will need to pass through the Broken Fang Clan castle. First, enter it on foot from the west (you can see the route on the map of the outdoors). You will be at A on the Broken Fang Clan map. Go east and pull the levers at B and C (of course, fighting many troglodytes along the way). Leave the castle, return to your boat, and row into the castle from the south. You will be able to pass through.

Palace of Khoth

At last, the Palace of Khoth (map is in Maps chapter) is a short trip to the north of the Broken Fang Clan castle. Assuming you have the Crystal of Purity, the Melora Opal, or the Scroll of Dragons, it's all right to enter.

Khoth has trapped his courtyard with a maze of magical beams. Most beams turn on and off. They will be on for 10 turns and then off for 5 turns. If you wait next to a beam long enough, it will disappear and you can slip through.

You want to get to the gate at A. Alas, the beams just in front of that gate don't turn off on their own. There are several ways past them. You can use the Move Mountains spell to destroy the rock at B on the map and slip through to fight the efreeti. Alternately, there are two mirrors that you can push around, at C and D on the map. You can push them to the gate and use them to deflect the blocking beams. There is a secret door at E which will help you reach the pushable mirrors faster.

Get to the hall at F. The golems in this room will come to life one by one. Kill all of them, and then kill the demon golem (the demon golem heals itself if you don't kill all the smaller golems first). You will be able to leave through the gate to the east.

Proceed directly to Khoth, who is at G. Speak with him and offer him one of the artifacts you have found for safe passage. You can also give him the other artifacts to get rewards. Finally, leave his fort through the gate at H.

You're finally out of the Za-Khazi Run. It's a short walk north to Fort Cavalier. Go ahead and enter. Whether you're there on time or not, you can leave the scenario through an escape tunnel. It is in the back of the storeroom at the east side of the fort. If you did get to Fort Cavalier on time, talk to people. Some of them will help you out. Also, there's a nice reward in the chest in Commander Malak's office.

Side Quests and Puzzles

Blood Glee Clan - How do I pass the trial that starts in the southwest corner of the Blood Glee Clan caves? 4

How do I reach the eastern half of the Worm Caves under the Blood Glee Clan? 16

Outdoors (at B on the outdoor map) - A drake named Aleel wants some stones. Where are they? 26

Spiraling Crypt - How do I reach the top floor? 33



Chapter 7: Diplomacy With the Dead

This scenario begins with a fairly straightforward mission: find who is creating the undead attackers, and kill it. However, if you do some investigating, you may find that the situation is much more complicated than it at first appears.

Beginning the Investigation

Sample Questions: Where do I go when I arrive? How do I get in to see Lord Maynard? Who should I talk to in town? How do I contact the rebels? Can I sneak into the rest of Lord Maynard's castle?

You start out in your room in Fort Landsman. Leave your room and speak with Silverberg. You can also talk to other people to get rumors and other information.

When you're ready, go outside (there's a map of the outdoors in the Maps chapter). You want to head northwest to Seleucia. There are undead wandering the roads along the way. You can fight them or travel offroad to avoid them.

When you enter Seleucia (map is in Maps chapter), go north to A and talk to Stewart. He will give you permission to enter the upper city. Climb the stairs and go through the gate at B.

You're now in Upper Seleucia (map is in Maps chapter). Enter Lord Maynard's castle at A and speak with him at B. You'll learn about his mission and the undead assaults. You will also get a key. You can learn new spells in the temple and the magic school. If you go back down to Seleucia, you can now buy high quality gear in Colbert's shop.

When you are prepared, you can begin the hunt.

Before you start, however, you might also want to make contact with and aid the rebels. This can be interesting, but it isn't necessary to win the scenario. Talk to Ellison, who is in a shop back in Fort Landsman. When he asks, tell him you agree with his views on the Empire. Now visit Carrell, at C on the Upper Seleucia map. He'll tell you how to reach the rebel commander. Go back down to Seleucia and go through the secret doors at C and then D on that map. Go down through the trapdoor and you can meet Brigid, the rebel leader. She has several missions for you.

Finally, your mission can be much easier if you learn a few secrets about Lord Maynard. Either speak with Brigid or Helms (who is at F on the Seleucia map) and you can learn that there is a secret back door into Lord Maynard's castle. Go to D on the Upper Seleucia map and

you'll find a secret passage. Go north to E and talk to Lady Pentisle. You'll learn some interesting things that are useful later.

Finding the Bad Guy

Sample Questions: How do I find the creature responsible for the undead attacks? What do I do in the little dungeons around Seleucia? How do I get through the sewers?

To find the creator of the undead hordes, you have to go underground. There are four dungeons in the lands around Seleucia, all marked on the outdoors map. The Spectral Tunnels and the Spawning Pit are dead ends, although they do contain monsters and some interesting items.

There are three ways to enter the underworld, described below.

Route 1 - Seleucia Sewers: There are three trapdoors leading to the Seleucia Sewers, all marked E on the Seleucia map. Wandering the sewers is fairly simple, though you will be attacked by groups of undead. Locate the control room just east of the center of the area and pull both levers inside.

You can now enter the southeast corner of the sewers. There are two ways in. One leads to some dangerous traps, and the other leads to an undead ambush. Get through one of the obstacles and take the stairs down to the south.

Route 2 - Cavern of Bones: This dungeon has a series of tiers, each populated by undead. Fight your way up to the west, climbing each tier in turn. You can enter the underworld using the passage in the southwest corner.

Route 3 - Quarry Tunnels: Where the Cavern of Bones tests your ability to fight, this dungeon requires you to be able to disarm difficult traps. Each cave contains a bunch of mines and two or three triggers. Walk up to a trigger and search it to try to disarm it. The mines in the first cave aren't that dangerous, but later mines are. If you can't disarm the mine in the first room, you may want to find a different route.

Pass through each cave, disarming mines as you go, and exit this area to the northeast.

You will be outdoors again, in the Enormous Cavern (on the outdoors map page). Cross the bridge over the river to the south (killing the undead guards). When you cross the bridge, a horde of specters will appear behind you. Run straight south to the Castle of Vahkohs and enter.

Meeting Vahkohs

Sample Questions: How do I enter Vahkohs's Castle? How do I catch up with Vahkohs? How do I get past the large magical barrier he eventually

hides behind?

You are now in the Castle of Vahkohs (map is in Maps chapter). The key you got from Lord Maynard will unlock the doors at A. Go south to B and kill Vahkohs for the first time. Go west to C and fight the Vampire's Maestro. She has the nasty habit of charming your characters. Using spells to improve your resistance to mental effects will help you to defeat her.

Go south and east to D. Stick to the south wall when going through the torture chamber and the guards won't attack you. Fight Vahkohs again at E. To avoid his area of effect attack, you might want to send one strong character to engage him up close while everyone else uses missile and spell attacks from a distance.

When Vahkohs is dead again, go south and around to the east. He is at F now. Approach him and he will speak with you.

If you have learned that he attacked Lady Pentisle, tell him. If you question him, you will learn that Lord Maynard has been controlling him. Vahkohs offers to leave the area if you free a piece of his spirit. If you accept the mission, skip ahead to the section entitled Freeing Vahkohs.

Otherwise, kill Vahkohs again. He will flee downstairs, leaving a key behind. Use it to pass through the door at G and go downstairs.

You will be at A on the Spectral Warrens map. Monsters will continuously spawn behind you when you enter, so you will have to move fast. Either go west to B and kill the hydras or go to C or D and disarm the trap that activates when you cross the rune.

Vahkohs is waiting for you at E. He will speak with you again when you get close. If you question him, even if you didn't visit Lady Pentisle, you can learn that Lord Maynard was commanding him and, if you help him, he will leave. If you accept the mission, skip ahead to the section entitled Freeing Vahkohs.

Otherwise, kill him again and walk south to F. A barrier blocks your way. You will need Lord Maynard's help. Read the next section.

Killing Vahkohs For Good

Sample Questions: How do I get past the large magical barrier Vahkohs hides behind? How do I kill him for good?

Go back to Upper Seleucia and tell Lord Maynard about the barrier. He will give you permission to explore his castle. Go up the stairs at F on the Upper Seleucia map.

Upstairs, you will find a room with four guards and a crystal on a pedestal. Approach the crystal and, when prompted, use the ritual Lord Maynard gives you. Undead will appear. Help the guards to kill

them. Approach the crystal and try the ritual again. The barrier is now down.

Return to the Spectral Warrens and go down the stairs past F. You are now in Vahkohs's Lair.

First, if your Tool use skill is adequate, enter the cell at A. Damage the griffin enough and it will offer to join you.

Fight your way through the dungeon, battling Vahkohs's wives at B, C, and D. Fight Vahkohs for the last time at E. Kill the two golems behind him first. Otherwise, they will heal him. Vahkohs will teleport your characters into the lava. However, he can't teleport anyone if you stand someone on the rune at F.

Once Vahkohs is dead, return to Lord Maynard for your reward, and leave the scenario by walking out of the woods at A or B on the outdoor map.

Freeing Vahkohs

Sample Questions: What do I do to free Vahkohs?

When you agree to help Vahkohs, he hides in the lowest part of his caves, and he tells you to tell Lord Maynard that you are blocked by a barrier. Do so. Lord Maynard will give you permission to go upstairs. Go up the stairs at F on the Upper Seleucia map.

You will find a room with four guards and a crystal on a pedestal. Approach the crystal and you will be asked what you want do with it.

You can turn on Vahkohs now, and use Lord Maynard's ritual to assault him. If you choose this option, go back to the previous section to learn how to hunt Vahkohs.

If you try to destroy the crystal, it will magically float up and flee. You are now marked as a criminal everywhere in the scenario. Chase the crystal up the stairs to the west. Guards will flow into the area from the north stairs, so you will have to move quickly.

Circle around the west side of the level until you find the stairs at the south side. Go up to the north into the center of the tower. Run up to the crystal and choose to destroy it.

Now, there are two ways to escape. To use the portal out, you will need to kill Lord Maynard. Otherwise, you will need to fight all the way out of Seleucia.

Side Quests and Puzzles

Lower Seleucia - Captain Corddry asked me to kill a goblin chief. 17

Captain Corddry wants me to hunt down a bunch of undead. 19

How do I get the information Machrone wants? 27

How do I rescue Sanger? 5

Helms asked me to find a secret passage. 34

How can I get Betty to join me? 18

Upper Seleucia - Onyx Berezan asked for help. Where is Pearmun? 6

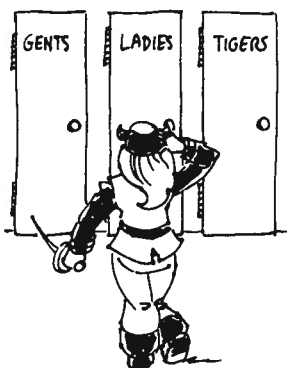
Seleucia Sewers - Brigid wants to know where Desirea is. 35

General - How can I survive jumping down a big cliff? 28

Outdoors (F on outdoor map) - Some vampires want to send a message to another vampire. 36

Outdoors (G on outdoor map) - Where can I get the ember flowers for the pixies? 7

Outdoors - How do I get the farms to sell to me? 19



Chapter 8: The Answers

1. Go north to A on the outdoors map. If you have this mission, you will be able to get through the rubble to reach the shore. The giants are at the nearby camp.
2. She will join you after you have recovered the papers from the Abandoned Fort and delivered them.
3. They were stolen. They are in the hideout of some rogues at the west edge of town.
4. Enter the trial and pull the lever. Three

wisps will appear. Focus your attacks and kill one of them very quickly to open the gate to the second room. In the second room, just enter combat mode and run past the skeletons. In the third cave, approach the mine triggers and search them to disarm them (your Tool Use skill needs to be adequate).

In the final cave, walk onto the platform and choose your strongest character to move the pot. If that character is strong enough, you can leave the test and a reward will appear on the pedestal. If you can't pass any of the stages, go back to the first cave and step onto the rune.

5. Sanger is at H on the Castle of Vahkohs map. Kill everything between him and the exit, talk to him, tell him to escape, and escort him to the castle exit.
6. Pearmun is at C on the scenario outdoors map.
7. First, go west and approach the lumberyard. They will tell you how to recognize ember flowers. The three locations of the flowers are marked D on the outdoor map.
8. Walk one space north of the north gate of the fort and head west. There

is a secret door. Go through it to find the rats.

9. Read the "Getting Into the School" section of the walkthrough to learn how to get all 3 stones.

10. When you get this quest, the mines in the northeast corner of town become unlocked. Enter, go all the way in, and kill the wight.

11. The fang is in a secret valley at C on the outdoor map.

12. The papers are hidden in a desk in a ruined office in the southwest corner of Fahl.

13. Zulli is wandering around in the middle of Zaskiva. The walkthrough tells you how to get there.

14. Crouch will join you if you have completed the mission to find the Empire papers and left them in Selathni.

15. Use the Ritual of Sanctification next to the altar. You can learn it from Laserson in Muck.

16. Find your way into the banquet hall (a little southeast of the center of the level), kill the Blood Glee Chief, and go through the east door. There is a path down.

To enter the banquet hall, pass through the test in the south end of the fort, or find the secret passage heading east from the entry cave.

17. The chief lives at E on the outdoor map.

18. She will join you if you have met Vahkohs.

19. There are 20 wandering groups of undead hidden throughout the woods. Some wander the roads, some roam around the dungeon entrances, and some are hiding in clearings around the edges.

When you destroy enough of these groups, Corrdry (in Seleucia) will start giving you rewards, and the farms and hidden shops in the woods will start to sell to you.

20. There are four houses in the northwest corner of Sweetgrove. Break into the northeast one. There are magical barriers by the east wall, and you can walk through one of them. Search the bookshelf.

21. Enter the library in the school (it explains how in the walkthrough). Approach the control panel in the room in the northwest corner. Choose, when prompted, to get the scroll on mining.

22. You need the Opening Stone. It explains where to get it in the walkthrough, in the section "The School of Magery - Lower Half."

23. Akashii is in the Ogre Farms (marked on the outdoor map). The ogre mage Akashii is in the dining hall to the southeast.

24. There are four groups of hydras. They are wandering around in the swamps to the northwest of Muck.

25. You find out how to enter the Empire Outpost when you get the mission to attack it in the caves under Buzzard. You can enter the outpost and look around a little even if you decide not to attack it. Its location is marked on the outdoor map.

26. The stones are at C on the outdoor map.

27. You can give Machrone the information he wants after you meet

Vahkohs for the first time.

28. Go to Colbert in Seleucia and buy a Lamp of Lightness. When you use it, for a short time, you can survive long falls.

29. Go to D on the outdoor map and wander along the roads near there. Eventually, you will meet the brigands.

30. The scepter is at D on the Student Quarters map.

31. Walk due south from Marralis and you will enter the Vale Infestation. You will start in a small valley. There is a secret door into the bandit lair in the south wall.

Elram is hiding by a pool in the far northwest corner of the bandit lair. Talk to him and say you know what his name is. He will attack.

32. The geodes are scattered around the Marshy Pit, in the swamps in the southeast corner of the island.

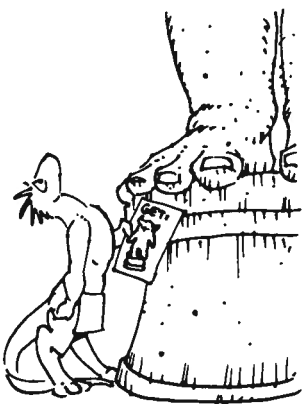
33. Read the walkthrough for the Spiraling Crypt to learn how to kill the Vahnavoi Keybearer. The key you get unlocks a door leading into the middle of the second floor. The stairs up are behind it.

The Crypt Master is upstairs. The skeletons around him will constantly regenerate themselves, so ignore them as much as you can and focus on him.

34. Once you have the mission, walk to D on the Upper Seleucia Map.

35. You will meet Desirea at D on the Vahkohs's Lair map.

36. When you meet Vahkohs and he talks to you, you will be given the option to mention the visiting vampires. Then take his response back to them.



Chapter 9: Scenario Maps

These are the maps of the outdoors and most important towns for the four scenarios that come with Blades of Avernum. The key to the numbers on the outdoor maps is below. The letters on the town and dungeon maps mark locations mentioned in the walkthroughs.

Valley of Dying Things Towns/Dungeons:

1. Fort Talrus
2. Sweetgrove
3. Blinlock
4. Marralis
5. Upper half of school.
6. Lower half of school.
7. Major Waste Repository.
8. Control Chamber.
9. Pangle's Hut.
10. Vale Infestation.
11. Fungal Cavern.
12. Steamy Tunnel. (Leads to lower half of school.)
13. Small Cave.

A Small Rebellion Towns/Dungeons:

1. Selathni.
2. Willow.
3. Liam.
4. Marshy Pit.
5. Muck.
6. Zaskiva.
7. Abandoned Fort.
8. Fahl.
9. Buzzard.
10. Ogre Farms.
11. Empire Outpost.
12. Pit of Plentiful Goo.
13. Stalker's Fortress.
14. Jaen's Headquarters.

The Za-Khazi Run Towns/Dungeons:

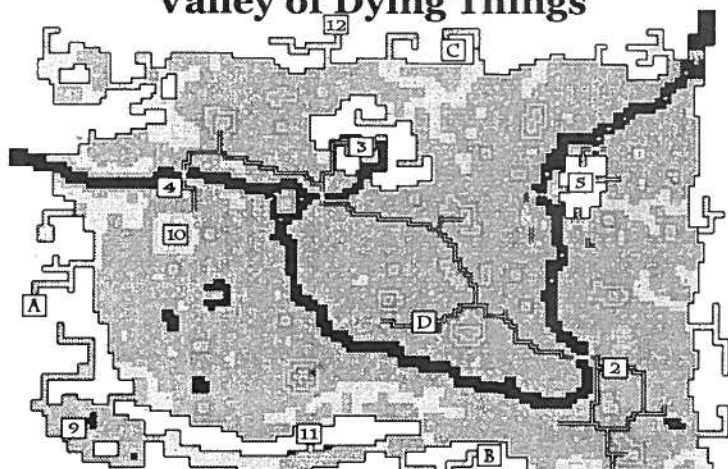
1. Fort Goodling.
2. Abandoned Crypt.
3. Assikvas.
4. Blood Glee Clan.
5. Citadel of Unicorns.
6. Chasm of Fire.
7. Unicorn Gate.

8. Morog's Castle.
9. Wurm Pit.
10. Opal Citadel.
11. Kimzahn's Caldera.
12. Spiraling Crypt.
13. Broken Fang Clan.
14. Lair of Casser-Bok.
15. Wormy Hollow.
16. Palace of Khoth.
17. Fort Cavalier.

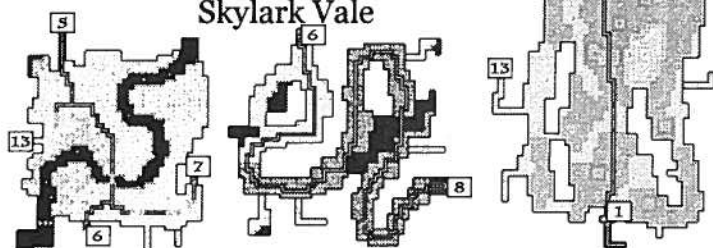
Diplomacy With the Dead Towns/Dungeons:

1. Fort Landsman.
2. Seleucia.
3. Spectral Tunnels.
4. Spawning Pit.
5. Seleucia Sewers.
6. Cavern of Bones.
7. Quarry Tunnels.
8. Castle of Vahkohs.

Valley of Dying Things



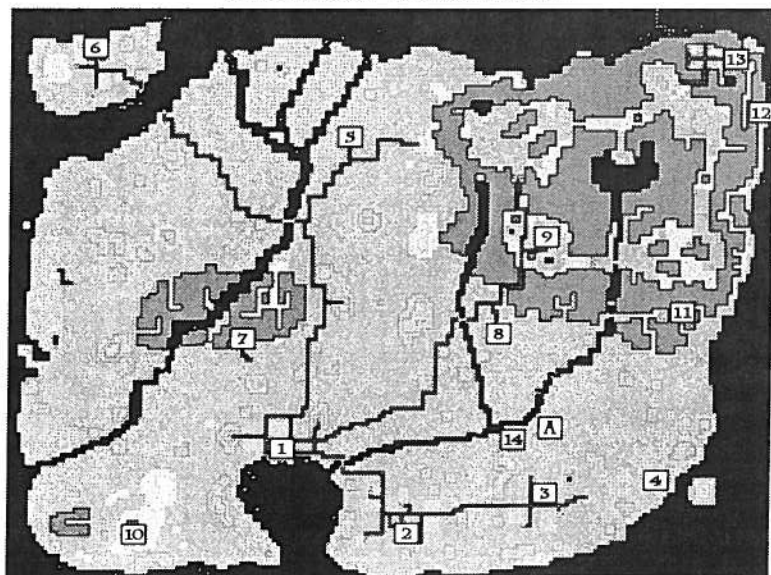
Skylark Vale



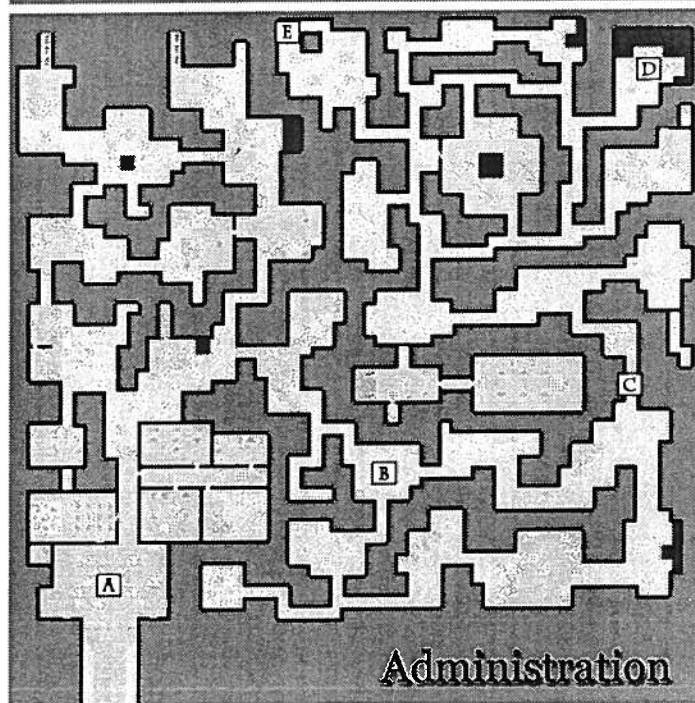
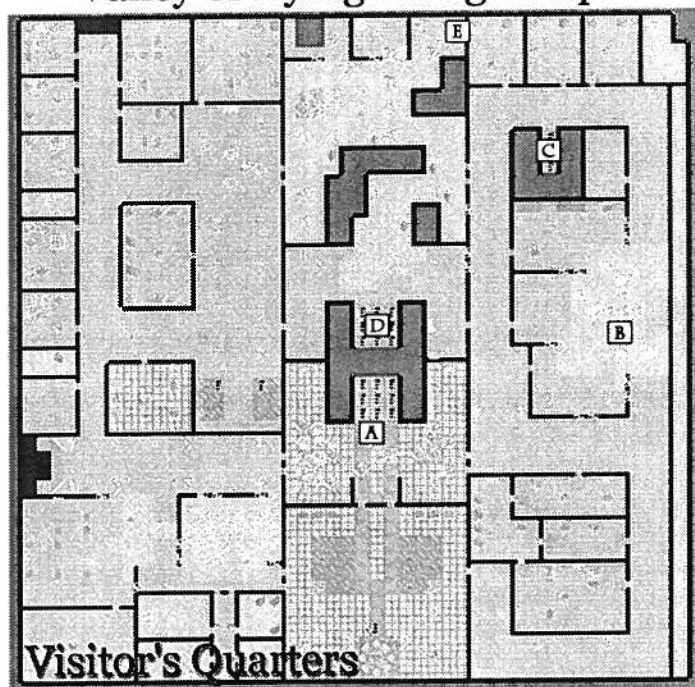
Huge cavern

Under School

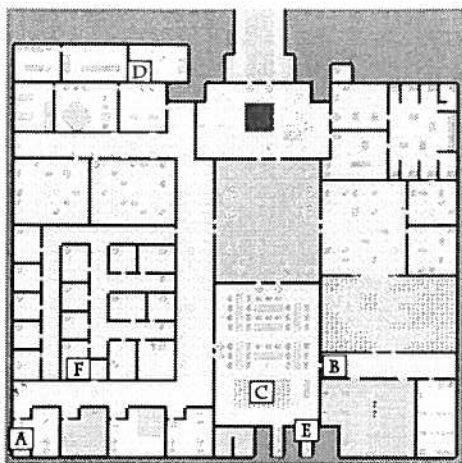
A Small Rebellion



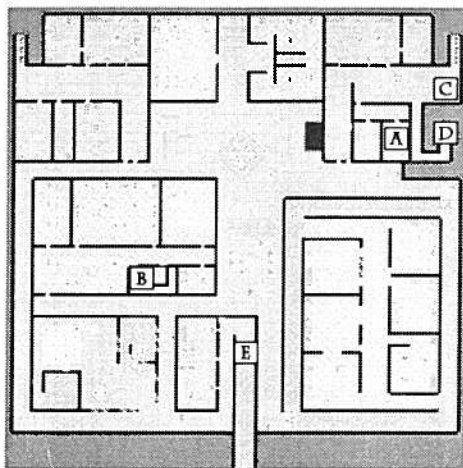
Valley of Dying Things Maps



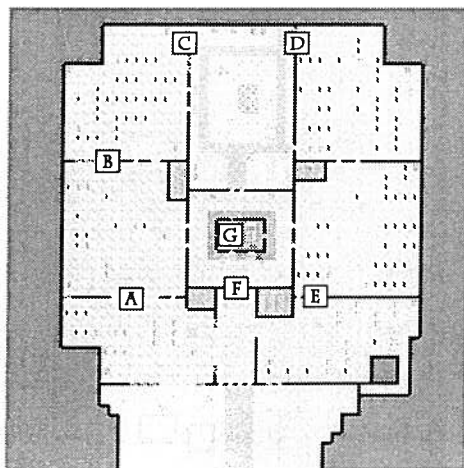
Student
Quarters



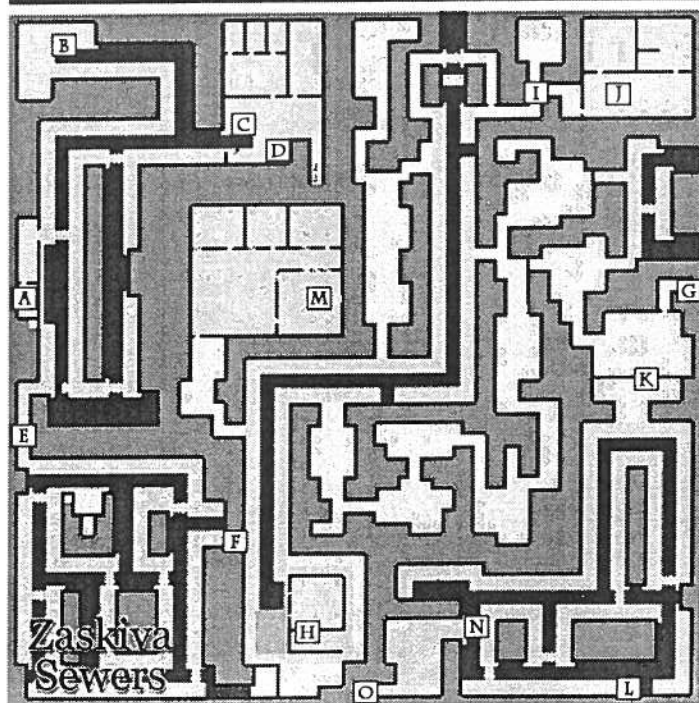
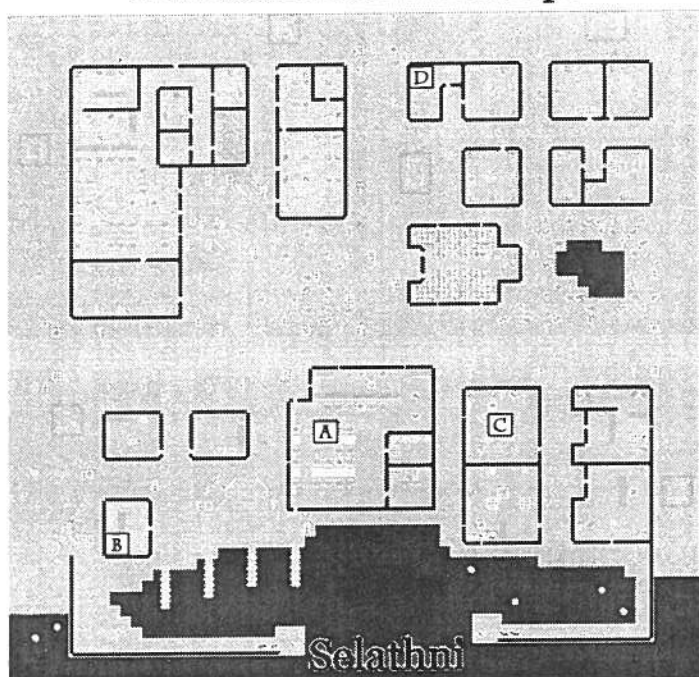
Experiment
Halls



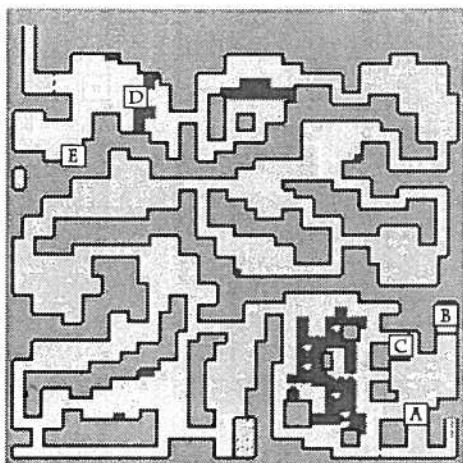
Major Waste
Repository



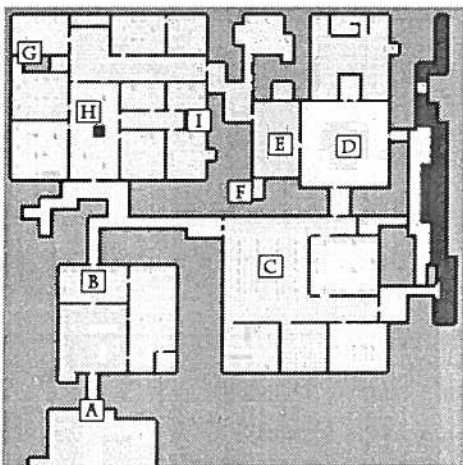
A Small Rebellion Maps



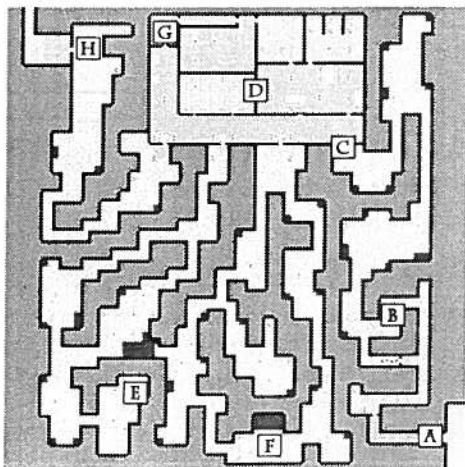
Icy Tunnels

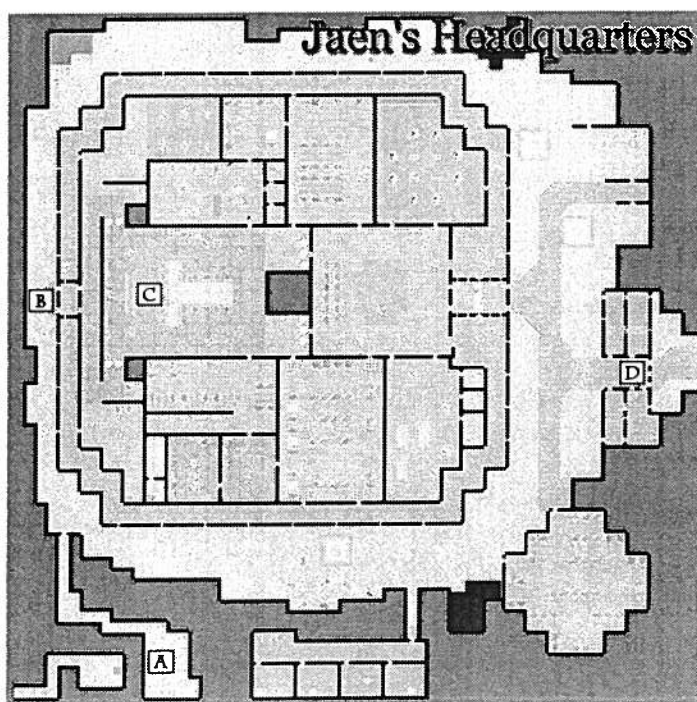
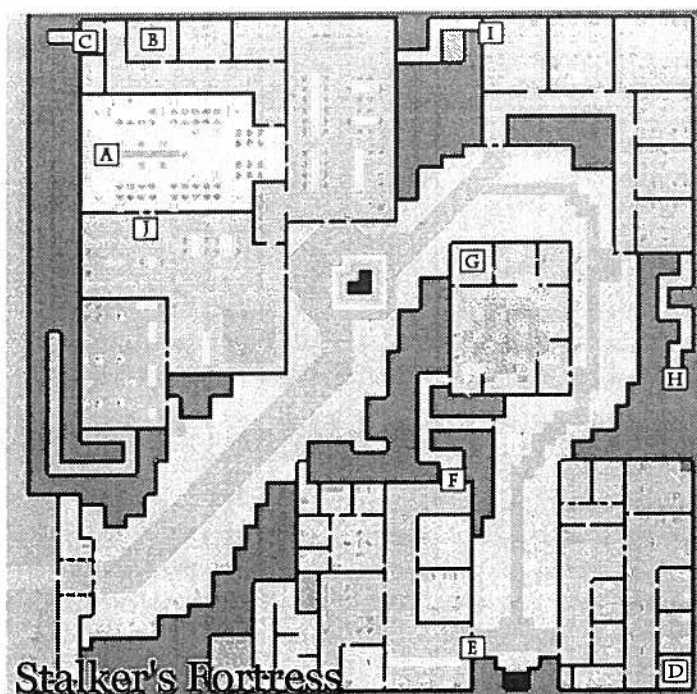


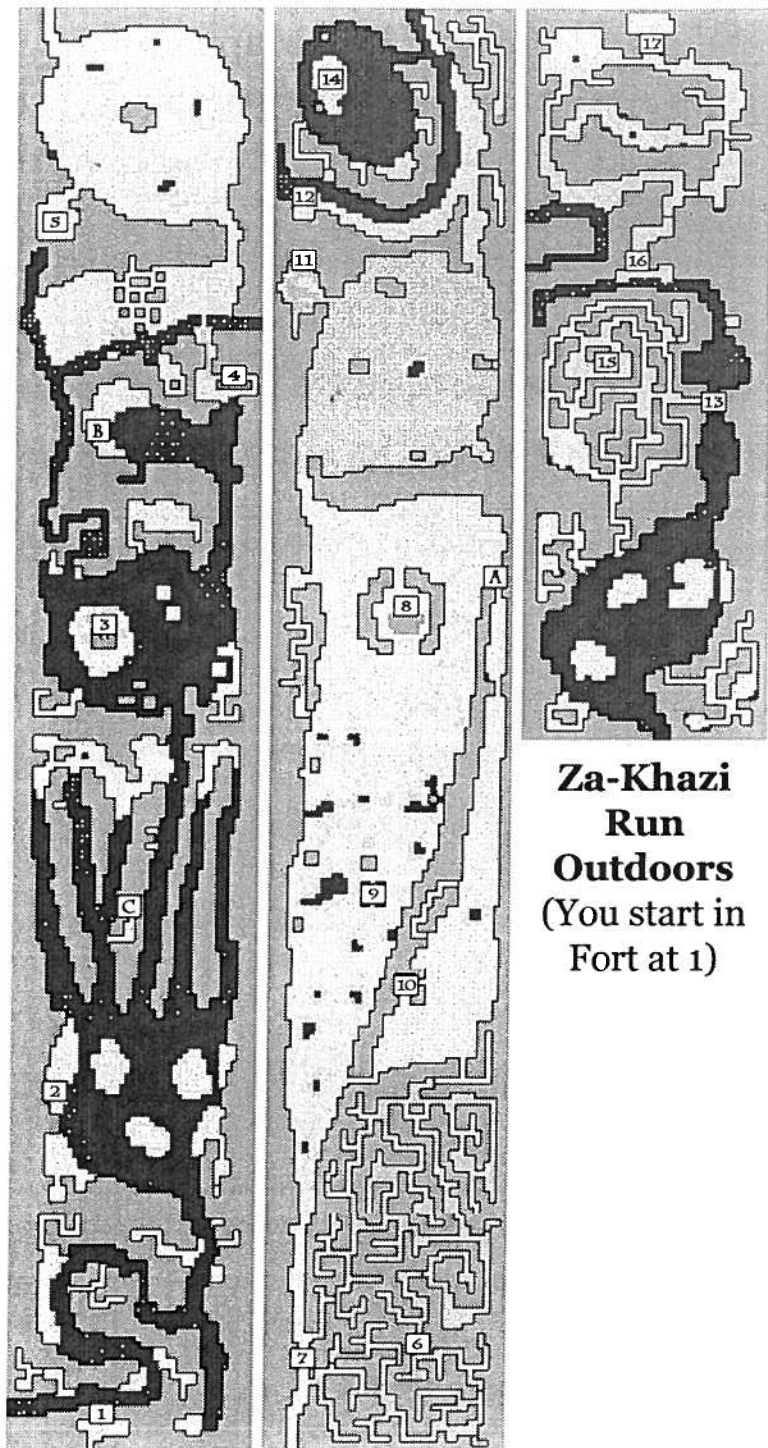
Empire
Outpost



Pit of
Plentiful Goo

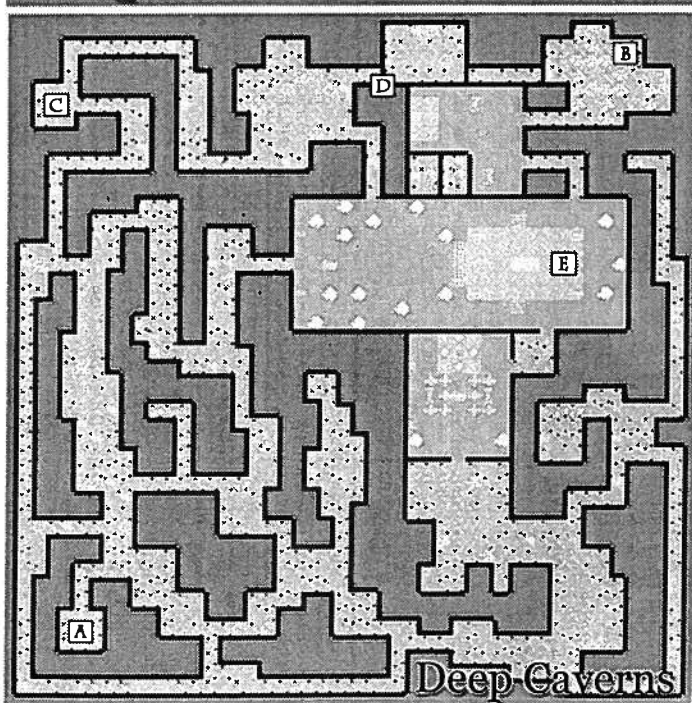
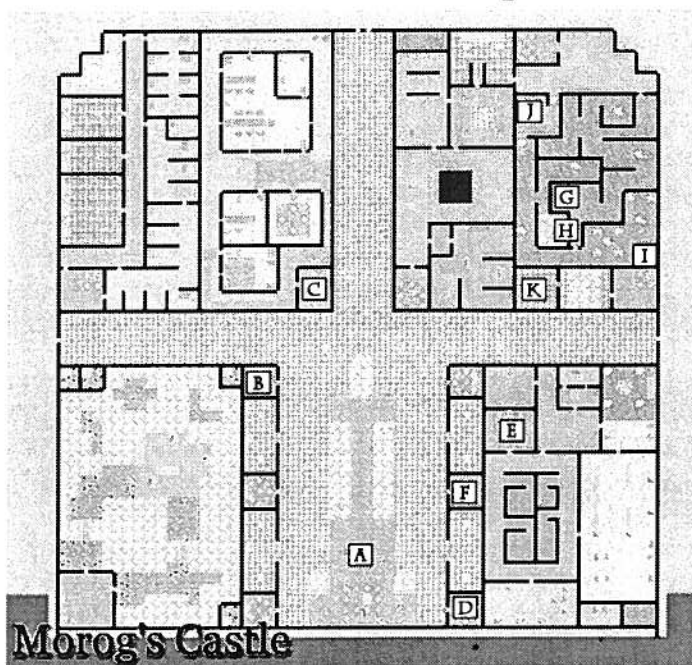




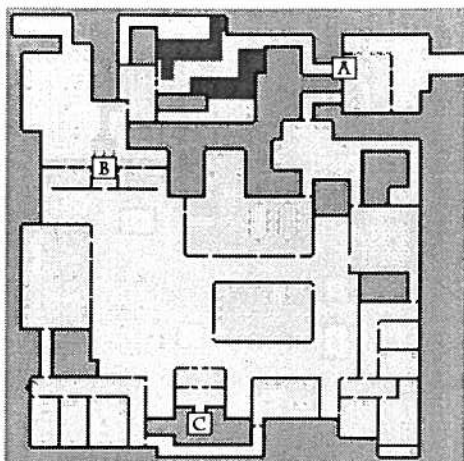


**Za-Khazi
Run
Outdoors**
(You start in
Fort at 1)

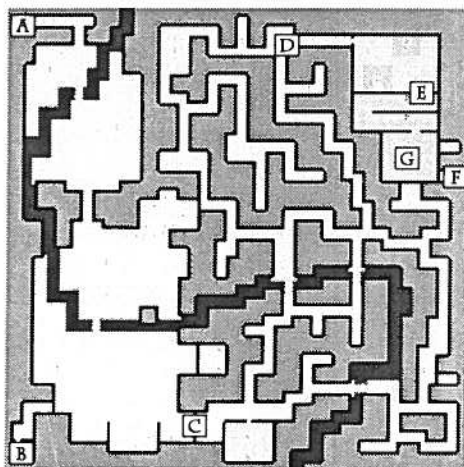
Za-Khazi Run Maps



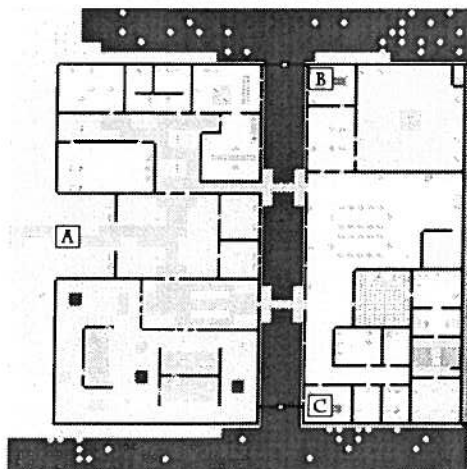
Opal
Citadel

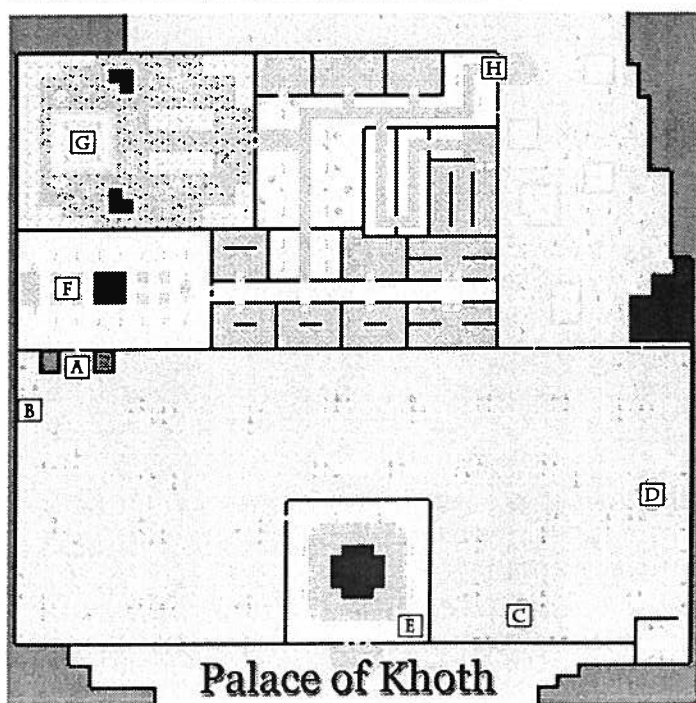
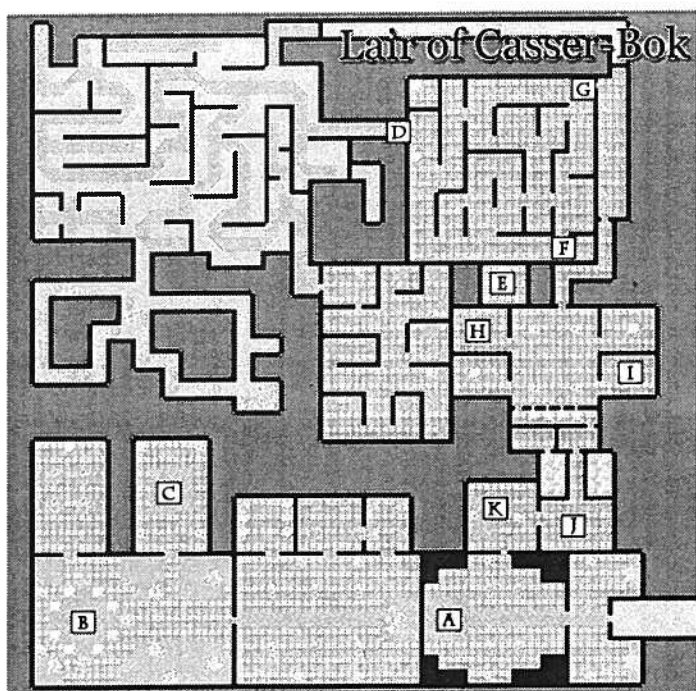


Opal Mines

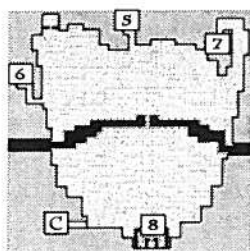
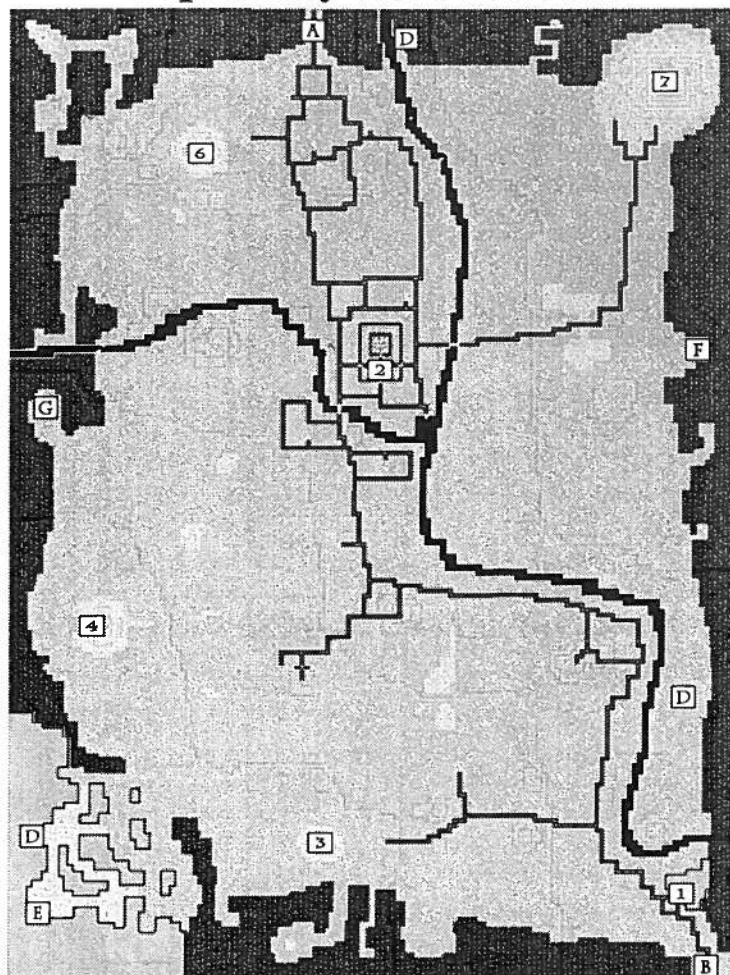


Broken Fang
Clan



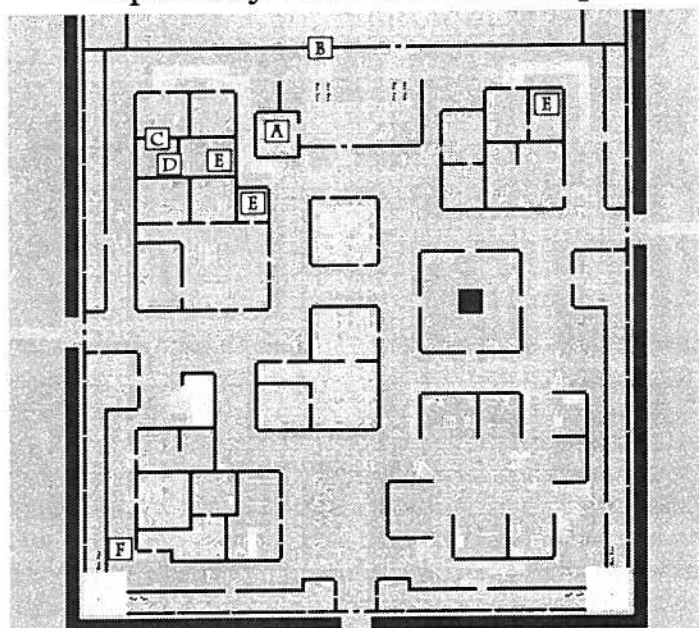


Diplomacy With the Dead

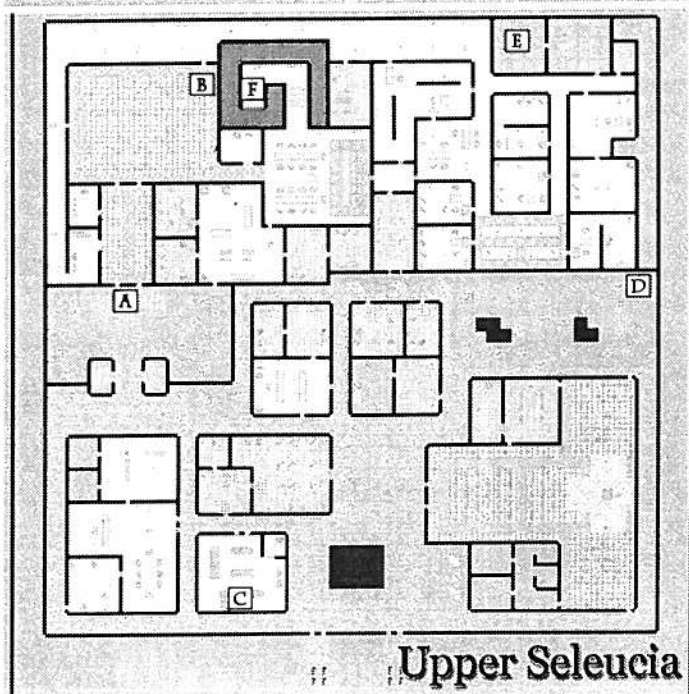


Enormous
Cavern

Diplomacy With the Dead Maps

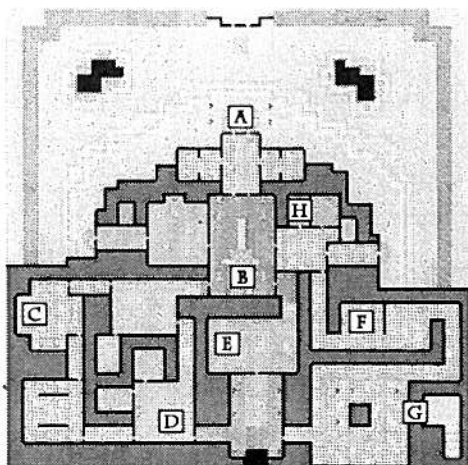


Seleucia

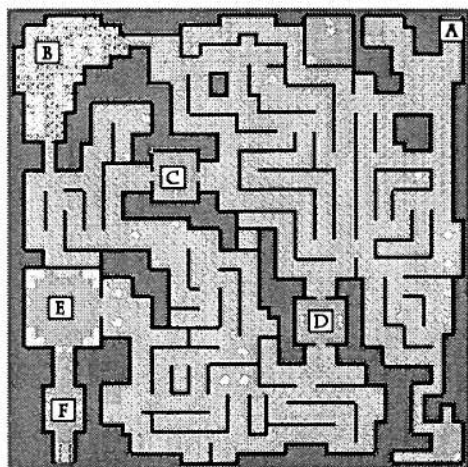


Upper Seleucia

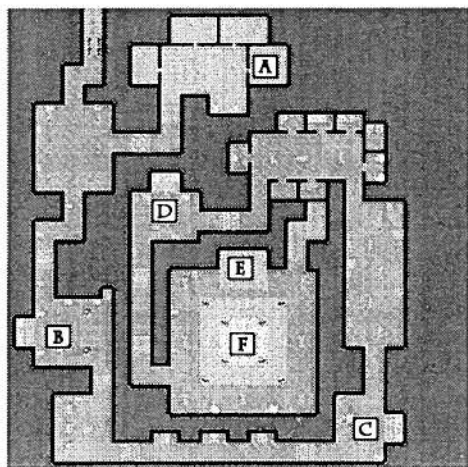
Castle of
Vahkohs



Spectral
Warrens



Vahkohs's
Lair





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—BLADES OF— **AVERNUM**

Book of Answers

