

(or delete unwanted items, like the Normal Sword, etc.), you can edit the .S00 file and remedy that. A list of helpful items will be listed in the suitably titled "HAX0RZ - HACKING-LITE FOR FUN AND PROFIT\$".

Just remember, whether or not you wish to mess around with the module is up to you, but I do recommend making a back-up of both your current BOR.SAV and BOR.S00 files before embarking on any quest or mission (because you never know if you chose the wrong character for that mission or quest ... and fail it horribly).

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=== WARNING FOR TWO PLAYERS MODE ===
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This module is exceptionally long (if you plan on doing all the sidequests with the main story quests). Personally, it took me about 8-12 hours to actually playthrough it (dabbled in some sidequests, missed others). If you intend to grind for gold (to buy spells you cannot find and other stuff), you can easily spend about 16 or more hours to finish the entire game.

THIS MEANS THAT IF YOU START A TWO PLAYER GAME AND SAVE IT, YOU WILL NEED TWO PLAYERS TO CONTINUE.

You can bind the controls of P2 to one controller (or keyboard) but it is not something I would recommend. Look at it this way, you start with 999 lives anyway, so I wouldn't worry too much about dying (except in certain missions where doing that fails you instantly).

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=== MAIN CAST ===
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When you start the game, you can select the initial 7 playable characters for your party (only a maximum of two players may participate - see warning above). As you complete certain sidequests in the main story, you will unlock 2 additional characters for the main quest, and then unlock (or get to select) 4 characters for a post-game series of quests. If you are unfamiliar with Capcom's Dungeons & Dragons: Tower of Doom and Dungeons & Dragons: Shadow Over Mystara games, the characters are chiefly pulled from those games' rosters.

-- STRONG HEART the Paladin --

Profession: Paladin
STR: 13 INT: 9
DEX: 9 WIS: 18
CON: 11 CHR: 17

- + Good Starting Character
- + Can Gather a Small Retinue of Hirelings (a.k.a., Sword Fodder)
- Slow Moving in That Full Plate Suit
- White Knight Jokes Abound With This Guy

Strong Heart (or 'Strongheart' in the game), is a paladin - basically Elliot Ness in chainmail. He fights fairly well, doing the same damage in single blows as the Fighter, but has the ability to cast some cleric spells and (most importantly) Turn Undead once he purchases the spell ability. Besides his above average survivability, Strong Heart's high charisma score attracts hirelings (e.g. 'pets') that fight with rudimentary A.I. His hirelings can be killed, but they simply 'retreat' and when their spawn limit expires, they can be summoned again.

The Paladin has three personal followers (or hirelings) whom you unlock as you go through the game: Elkhorn (a blue bearded dwarf in Chendl), Peralay (an Elf using Keel's sprite from Golden Axe: The Duel - you get him by speaking to him after certain story conditions are met), and Ringlerun (successfully complete the Castle Vitalia sidequest for Charmay late in the game).

The Paladin can use the Glove of Infinite Knives, crossbows, all throwable weapons in the armory, and swords (but not maces or axes) as well as guard himself. If you are unsure of which character to play, you can always stick with Strong Heart. Strong Heart's ATK+JUMP suicide move will hit nearby enemies with a small knockdown attack.

-- TEL'ELROND the Elf --

Profession: Elf (Adventurer)
STR: 7 INT: 15
DEX: 15 WIS: 13
CON: 8 CHR: 14

- + Has Magic-based Ranged Attack (Elven Bow)
- + Decent Selection of Magic Spells
- Cannot GUARD
- Weak Physical Offense
- Probably Shares Same Wardrobe Designer with Simon Belmont

Tel'Elrond (a play on the two Dark Elf brothers in Shadow Over Mystara) is the Elf, which in Basic D&D, is a mixture of fighter and magic-user. Tel'Elrond can use some magic-user spells, but not all. His physical attacks are considerably weaker than a dedicated frontline fighter, but his range is exceptional. Tel'Elrond is the only character who can buy and use the Elf Triple Bow (apart from the Druid, but that's post-game), and he can learn a special trick from the elves at Flameflower by completing the sidequest "Rescue the Last Unicorn" (the Triple Bow must be purchased).

The Elf is a handy character to play when you want to play the rangegame. Some dungeons (notably the Wind Dungeon) have bosses that you cannot quite reach and attack with melee weapons with consistency. However, the Elf's physical attacks are superbly weak; on the bright side, Tel'Elrond can equip any sword (so an upgraded magic sword offsets the damage penalty). Note that unlike the Paladin, Dwarf, or Fighter, the Elf cannot guard (he relies on spells instead).

His suicide attack has him teleport above multiple enemies and delivering a downstrike before teleporting back to his original position. I believe you can use this move to avoid certain 'unblockable' attacks ...

-- JARRED the Fighter --

Profession: Fighter

STR: 12 INT: 9

DEX: 10 WIS: 10

CON: 10 CHR: 14

- + Simple to Use with High Melee Offense
- + He's Really Good with That Sword (Very Long Reach)
- Perhaps Too Simple for Good Crowd Control
- Should Have Been Called 'Crassus'

Jarred (the second fighter from Dungeons & Dragons: Shadow Over Mystara) is a fighter. He is terrifyingly good with his sword and can do various tricks with is (QCT+ATK, DOWN-UP-ATK). His shield is missing from the original, but he can still block.

But apart from that, the Fighter needs items like potions and antidotes to survive (note that only the Cleric and Shaman can cast Cure Poison). While Jarred has very good hit points, he will eventually get worn down if you are not careful.

His inventory is simple, like his approach to everything else: you simply ram 3 feet of steel through something until it dies or you do. His suicide attack is similar to the cleric's and the dwarf's (using the Normal Axe) and let's him twirl around while moving.

-- D'RAVEN the Magic-User --

Profession: Magic-user

STR: 5 INT: 17

DEX: 12 WIS: 14

CON: 7 CHR: 14

- + Big Repertoire of Spells for Different Situations
- + Quick Enough to Dodge Sideways
- + Imp Familiar Is Very Powerful
- + Can Summon More Skeleton Soldiers With Animate Dead
- Cannot GUARD
- Big Book of British Spells That Take Forever to Page Through
- Not Really 'Presto', but Wears Same Hat

D'Raven the magic-user has possibly the most prolific ability menu (apart from the Necromancer) in the game. By the time you actually cycle to the spell you want to use, you may be dead already. Still, D'raven has some of the better crowd control attacks in the game. One in particular - Cloudkill - is almost a necessity for one sidequest if you are playing alone.

As magic-user, D'raven has the largest reservoir of magic points (originally D&D spells are cast and used as a single item, like in the pen & paper game) and he can use spells repeatedly to destroy enemies. Unfortunately, having the wrong spell, or conjuring something that misses the enemy will put him at a disadvantage. Sure, he is the only who can use wands, but some bosses shrug off magic attacks.

When used correctly though, D'raven players will find that they will breeze through certain missions where others will toil on; but the same goes for missions that are anti-magic (or have enemies who are resistant to magic). Just take note of who you are facing and you should be fine. Just don't plan on doing any damage if you find your magic-user riding on horseback in a quest ...

His suicide attack (ATK+JUMP) is Power Word: Stun - enough to knock back nearby enemies, but won't outright kill them unless they are near death. You may just want to try his FWD-BACK-ATK to warp past enemies instead.

-- GRELDON the Cleric --

Profession: Cleric

STR: 9 INT: 15

DEX: 6 WIS: 12

CON: 10 CHR: 17

- + Can Fight Well and Heal Himself
- + Very Potent Against Undead (unless they're Liches or Undead Bosses)
- Very Poor Anti-Air Attacks Unless Using D-U-ATK Combo
- Fights Alone Because He's a Moron with a Mission

Gredon is another Capcom D&D veteran. His primary strengths are to destroy undead (by using the ability Turn Undead) and healing himself and allies with his Cure Wounds spells. He is also one of the few characters who can cast Antidote. Spells like Shield of Justice make him nearly invulnerable (or take very little chip damage).

Naturally, a support character is not meant for fighting huge crowds, and if enemies number more than a few, the cleric will probably wind up taking a beating. Gredon is fairly slow, but he at least can block incoming damage. Perhaps the one sore point is that his magic weapon, the Mace of Saint Cuthbert, will alter some of his attacks (esp. in the air) making him unable to kill certain flying enemies (notably Harpies, but also Wyverns).

If you play Gredon, build up (or hack) a supply of poison or acid bombs to use against enemy crowds. Note also that his

Mace of Saint Cuthbert will have a different QCT+ATK than his Normal Mace. And don't lose the Normal Mace - you may need to switch to it to fight enemies who fly or hover.

-- DIMSDALE the Dwarf --

Profession: Dwarf (Adventurer)

STR: 11 INT: 8
DEX: 9 WIS: 10
CON: 12 CHR: 10

- + High Physical Offense (Multi-hits)
- + Unique Powerful Follower, the Iron Golem
- Moves Very Slow; Even Slower Than the Paladin
- Iron Golem Dies Instantly in Pits or on Spiked Traps

Dimsdale (from both of Capcom's D&D games) is the resident dwarf adventurer, which places him two or three spots above Willow the Peck. Dwarves are like fighters, with QCT+ATK and DOWN-UP-ATK moves with his axe.

He is also one of two characters who will have different weapon attack motions depending on the axe he uses. The Axe of Dwarvish Lords (found during a story mission) will give the Dwarf a temporary follower if the suicide attack (ATK+JUMP) is used with a full magic point bar. With either axe, Dimsdale can hit ATK rapidly to do a berserker barrage of axe blows that does great damage. Like Jarred, Dimsdale is a frontline fighter. His only downside is that he cannot use swords or maces, and must use an axe in the game.

Dimsdale also has a unique follower, if you manage to find all the parts in the game - he can create an Iron Golem (basically a Marvel Sentinel) that lets you tank through some dungeons with ease. The downside is that if the Iron Golem is destroyed, you need to spend 600 gold pieces to have the dwarven smith in Grabford repair it (or hack the .S00 file correctly - your choice). The dwarf is a great character to use, but keep in mind that he is very slow of foot and may run into problems if you need to move quickly ...

-- SHANNON the Thief --

Profession: Thief

STR: 9 INT: 12
DEX: 16 WIS: 8
CON: 9 CHR: 8

- + Very Quick - Can Avoid Most Enemies if There's Room to Maneuver
- + Free Range Attack by Default
- + Pickpockets Enemies with Each Attack
- + Backstabs (More Damage) Stunned Humanoid Enemies
- + Opens Locked Chests w/o Setting Off Traps or Using Lockpicks
- Cannot GUARD
- Lacks the Offensive Punch for Crowd Control
- Not Sure Who's Worse, Garret in 'Thief (2015)' or Shannon in 'D&D: Rise of Warduke'

Shannon the Thief is partly a distance fighter and a very quick support character if you are playing with a friend. If you are playing alone, the story differs. Of all the characters, the Thief probably got the least play on my end since I needed reliable fighters and crowd controllers. Then again, Shannon's sling is free to use and can hit enemies until they get close.

Her smoke bombs stun enemies, allowing you to increase the distance (to use the sling) or get close to backstab (a good idea most of the time). Her DOWN-FWD-ATK will let her cutpurse enemies for extra gold; personally, I found it easier to hack my money, white collar style. Shannon has a unique follower, a pet Wolf that you can find at Fort Belvor once you reclaim that strongpoint.

The few good things about Shannon (esp. If playing 2P cooperative), is that with each blow on an enemy, she will "pickpocket" them and occasionally generate item drops after attacking them, and that she can open locked treasure chests without lockpicks (or setting off their traps). Unlike other characters, Shannon's attacks will cause enemies to drop their items (sometimes multiple times), instead of randomly yielding a single item when the enemy is slain.

Note that I have no reliable idea if Shannon can open gold metal chests (the ones where you need a gold key for) with her default lockpicking skill. She can definitely open the silver metal chests, and all the other (breakable) chests with ease; note that like in CAPCOM's Magic Sword, the "trapped" chests will flash alternate color schemes to warn you of the danger within. Additionally, she will also cause snared floor tiles to flash, when they are on the screen.

Shannon's suicide attack (ATK+JUMP) is a ring of burning oil flasks; she can use any sword you find in the game.

=== ADDITIONAL MAIN CAST ===

By meeting certain conditions, 2 more professions are unlocked for you to play in the game (change characters through the inn menu). The Bard is unlocked by completing the Beginner tier in the Hippodrome Arena. The Cavalier is unlocked by completing the sidequest "War Griffons for Crockport".

-- LUCIA the Bard --

Profession: Bard (AD&D)

STR: 10 INT: 13
DEX: 12 WIS: 10
CON: 9 CHR: 15

- + Unique Spells for the Bard
- + Free Blink (Temporary Invulnerability)
- + Can Charm Enemies Into Being Temporary Allies
- Has Very Short Melee Range
- Cannot Use the Magic Swords of Corusk
- Weak-sauce Offensive Power, Girl-like Arms, Smells Like an Elephant's Butt
- Underage ... Fahrvergnügen

Lucia, originally the Elf in Capcom's D&D, is a Bard in this game. Her lyre lets her cast certain spells, and she can learn some "Druidic" spells (notably Polymorph Other - even though that's originally a magic-user spell folks). She can Blink (teleport) short distances freely, making her more useful than the Elf.

The downside is that her little stinger (short sword) lacks the range and hitting power. You might as well play the Elf and access the magic swords you pick up (the Bard cannot use anything except the Normal Sword they have, even if the inventory screen says otherwise). For collecting certain rare monster components (like the elusive Ectoballs) you need to play the Bard (or the Druid) but the Bard, like the magic-user, has a large spellbook you need to familiarize yourself with.

Her suicide attack (ATK+JUMP) is Leaf Swarm. Complete the Hippodrome's Beginner rank to unlock the Bard (you do not need to unlock her again if you already unlocked her ... provided the \Saves\bor\Unlock.dds file is working correctly.

 -- CAVALIER Who Isn't Named 'Eric' --

Profession: Cavalier (Griffon Rider)
 STR: 12 INT: 10
 DEX: 9 WIS: 10
 CON: 11 CHR: 11

- + Simple to Use with High Melee Offense
- + Rides a War Griffon That Can Fly and Bite Off Heads of Small Children
- + Multi-hits Enemies While Astride War Griffon
- Too Limited for Crowd Control
- Griffon Is Bigger Than a Barn for Throwing Knives & Enemy Projectiles

The Cavalier doesn't have a unique name since he's basically "on loan" from the War Griffon unit in Crockport. You unlock this character class by completing the "War Griffons for Crockport" sidequest. He is basically the Fighter (same QCT and DOWN-UP moves) but has the ability to call in a Griffon (or griffin or gryfen or gryphon). This thing is not a pet, or follower, but really a "fighting stance change".

When riding the war griffon, the Cavalier loses any elemental affinity with a magic sword (he can equip all swords, like the fighter) and defaults to his Normal Sword slash. The griffon can fly for a short time (double JUMP to hover) and ATK-ing pounces with your mount. While riding the griffin, the Cavalier does not count as a "Cavalier" or normal character, and may not have certain passives active and functional (like the Cloak of Displacer Beast, or the Ring of Regeneration) which can seriously mess up your playstyle.

Note that the griffon does make your character larger. Any attacks to the griffon will injure your Cavalier as well, and in instances where you ride a griffon in trap-filled tunnels or lava, or get Zerg'd by a pack of effing Kobolds throwing knives, you can expect to die (you cannot block while riding your griffon). Then again, spikes and pits are nothing (you fly over them). One jumping pounce by the griffon will also kill most weaker enemies, and does a ton of damage to enemies who remain standing.

Once you have the Cavalier, the Fighter becomes very much unemployed since they are essentially the same character but with a different look and one additional ability.

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 === KEY NPC'S (Main Quest Givers) ===
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Key (major) NPC's in the game will generally give you the main quests (red map pips) to advance the game. Most of the NPC's will not move around once you meet them; however, there are exceptions which will be noted in the individual entry.

 -- King Belvor of Furyondy --

Location(s): Chendl Throne Room

Hey, it's that merchant guy from Darokin City and he has Rasputin's body from World Heroes! King Belvor #4 will never move from his throne room in the right-most screen of Chendl. For the most part, you only talk to him once or twice at the beginning, then again towards the end of the 'good guys' quest to end things with Iuz. If you need to find Belvor, just head for Chendl.

 -- Ringlerun the Court Magist --

Location(s): Chendl Throne Room; Grabford Mayor's Manor

Ringlerun is that old guy in the white bathrobe and blond hair/beard. He will give some story quests early on, then be your main go-to guy for advancing Belvor's plans mid-game. You will speak to him occasionally, and if you are clever, you can recruit him as a hireling/follower for the Paladin by completing Castle Vitalia successfully.

 -- Mikinus the Commander of Fort Belvor --

Location(s): Fort Belvor

Mikinus is that dude in the blue armor at Fort Belvor at the right-most side of the screen boundary. He will be key to unlocking new areas (the cities of Grabford and Crockport, for example) but he won't be doing much else once you've stabilized the border of Furyondy.

-- Mayor of Grabford --

Location(s): Grabford Mayoral Manor (right-most screen door)

The ever popular Grabford mayor has one or two quests he gives you, as well as the very important sidequest "Search the Tower of Fangs" (nets you a magic sword). Note that Ringlerun will appear on his screen, as well as Charmay, around the middle of the game.

-- Charmay the Enchantress --

Location(s): Grabford Mayoral Manor; Greyhawk Castle

Charmay is Ringlerun's nerd-tastic loyal student of the arcane arts. She will activate the Castle Vitalia sidequest after certain conditions are met (probably after the 'Find Charmay' story mission) and she will also ask you to gather spell ingredients for a "new spell" she is working on (you cannot buy it, only unlock it from this sidequest).

After meeting her in the Slime Cave for the story mission, you can find her again in Greyhawk Castle (the player's castle) on the roof with Rynn the Dragon-Tamer.

-- Mercion the Healer --

Locations(s): Fort Belovor; Greyhawk Castle

Mercion is the twin sister of Mercius; she's essentially a white hooded version of Lucia the Elf/Bard and acts as a cleric in this module. Rescuing her is always possible, since she clues you in on where her friend Charmay is later. Once you unlock Greyhawk Castle, you will find her in the bedroom (all the way to the right).

-- Canon Hazen --

Locations(s): Littleberg College of Clerics

This armored dude is the head of the local church or order or something. He's used towards the end of the game once you have retrieved the Crook of Rao. Hazen's banishment ritual will help you acquire the Sword of Frost, provided you have explored either Kelek's Tower (secret map mission) or Dorakaa's dungeons (rescue Earl Holmer) and found the appropriate green pip on the map.

-- Caruso the Bard --

Locations(s): Chendl Tavern

Caruso is the gossip hub in Chendl, provided you find his lute from Foxfingers in the Chendl sewers (easy task). He will clue you in on Filaree the Druid - she's an important NPC you need to speak with later to continue your main game.

-- Filaree the Druid --

Locations(s): Druid's Grove (eastern forest)

Filaree's map pip will show once you are on the Soul Husks/Darkpool arc of the story-line. She will give you an easy fetch quest before moving on to the main quest to locate Skylla.

-- Valkeer the Barbarian Leader --

Locations(s): Barbarian Camp

This barbarian chieftain will give you a few fetch quests and continue your main quest. Find him at the barbarian campsite at Ringlerun's request.

-- Earl Holmer, Lord of the Shield Lands --

Location(s): Chendl Throne Room (once unlocked)

Earl Holmer will give one story related quest (or at least additional dialogue cluing you where to go). He won't move once you've successfully got him. His spritework looks to be Arthur from Capcom's King Arthur game (the one with Arthur, Lancelot, and Percival as playable characters).

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=== OTHER NPC'S (Some Sidequest Givers) ===
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Other NPCs will give you information or start sidequests or continue mainquests. If you paid attention to the name, you can try to locate their whereabouts from this list.

-- Hawkler a Ranger of Quaalsten --

Location(s): Ranger Glade (western forest)

Hawkler is one of two rangers in this glade. He is handy for information that lets you start several quests.

-- Aurelia a Ranger of Quaalsten --

Location(s): Ranger Glade (western forest)

Aurelia is one of two rangers in this glade. She is handy for information that lets you start several quests.

-- Hendel the Dwarf --

Location(s): Chendl Inn, Greyhawk Castle

This dwarf with a skull helmet will unlock the Dwarf City of Greysmere later in the game, but gives hints about an 'Axe of Dwarvish Lords' to Dimsdale if you play as him.

-- Mayor of Crockport --

Location(s): Crockport (right-most screen)

The mayor of Crockport will give you a sidequest to unlock the Cavalier, once you've rid his town of all hostiles.

-- Spooky the Bard --

Location(s): Grabford Tavern

A bard by any other name, save Spooky. She gives just one sidequest (the Black Dragon) during one small window through the game (when the story quest 'Steal the Secret Map of Dorakaa' is active but not completed), and she does have good information (Recent News and Just Talk) if you're not busy hacking through the PNG files in the data subdirectory for her conversations.

-- Kayla the Elf --

Location(s): Grabford, then Flameflower

Kayla, the blonde ponytailed elf from D&D Shadow Over Mystara, will point players to her village of Flameflower, which unlocks another sidequest 'Search for Brion in Brookmere Castle'.

-- Bitz the Miner --

Location(s): Chendl (one of the middle screens)

This fat blue pants tub o' lard will unlock the 'Abandoned Mines' sidequest after certain conditions are met (possibly the completion of the White Plume Mountain Soul Husk story mission).

-- Thadeus at Fort Belvor --

Location(s): Fort Belvor

This black armored mercenary will clue you in on his friend Ravenblack's sidequest in the Necromantic Library (which becomes the Necromancy Trainer, a black pip). You have to access Grabford first, and speak to the two wizards in the Grabford Inn to know more about Thadeus and Ravenblack.

-- Princess Mirra of Nyronnd --

Location(s): Chendl Throne Room (if rescued)

She only appears if she is successfully rescued from Warduke in the side mission 'Rescue Princess Mirra'. If you fail, she never shows up again. If you are playing single-player, I would recommend using a Magic-User to spam-cast Cloudkill to kill the gnolls (using poison) and use the catapult on the escort wagon to damage Warduke. Otherwise, this mission is very difficult to complete. Mirra gives you a reward in the form of a 50% discount on all items you purchase (the price will not be shown as discounted in the shop).

-- Konan the Barbarian --

Location(s): See Konan's Travels Sidequest

Konan the Barbarian (you know who this is ...) will move from place to place. If you find him, he will give you a clue to where you can find him next. He will ultimately disappear if you find him in all his travels. He will reward you with some gold and innocuous gold keys.

-- Drex the Mercenary --

Location(s): Chendl Tavern

Drex the orc-looking mercenary will be someone who will give you a sidequest early on, then turn into a sidequest himself. Just be sure to speak to him while playing the Fighter, Paladin, Dwarf, or Cavalier after handling his first sidequest (Explore the Swamp for Treasure!) because you never know ...

-- Braden the Centaur --

Location(s): Druid's Glade

Filaree's beastie besty (if you know what I mean and I think you do) Braden will accompany you on one story quest for Filaree, then take a backseat.

-- Dark Wolf the Wanderer --

Location(s): Hippodrome Arena

Dark Wolf (from Ralph Bakshi's and Frank Frazetta's Fire and Ice movie) will ask for a green gem (the Loc'Nar) that was lost in a caravan. You can only find the Loc'Nar if you find the note in the captured caravan sidequest for the "Abandoned Caravan",

-- Littleberg Farmer's Daughter --

Location(s): Littleberg right-most screen

The unnamed farmer's daughter will give you a sidequest about finding her father mid-game. Do so, and you can earn the Mace of Saint Cuthbert for the Cleric.

-- Elkhorn the Dwarf Adventurer --

Location(s): Chendl

On the streets of Chendl a blue-bearded dwarf will join your party as a hireling for Strong Heart. He will likely be one of the first allies you have on hand.

-- Peralay the Elf Prince --

Location(s): Chendl

After the story mission where you sabotage the Riftcrag Mines, Peralay will join Strong Heart as a hireling. You can summon both Peralay and Elkhorn to fight with you.

-- Caravan Master of Grabford --

Location(s): Grabford

After freeing Grabford from Iuz's forces, you can find this guy near a caravan wagon on the town streets. Speaking to him triggers the clue(s) for the 'Stolen Caravan' sidequest, which can lead to the 'Abandoned Caravan' sidequest (if you find

the note before freeing all the caravan hostages).

-- Cedrus the Elf Lord of Brookmere --

Location(s): Flameflower

This guy only gives the sidequest for freeing Brookmere of the Wererat infestation. Other elves in his small village will teach Tel'Elrond abilities (well, just one) if he has the right upgrades.

-- Griffon Merchant of Leukish --

Location(s): Leukish

The one NPC in this town you can talk to will help you complete the sidequest to unlock the Cavalier. You just have to make a detour to find something called the 'Orb of Oblivion' first.

-- Rynn the Dragon Tamer of Greyhawk Castle --

Location(s): Greyhawk Castle (your player's castle)

Rynn (from Drakan) will give you a quest to train a young dragon to fight as an all-party hireling (all characters). Apart from the gold, you need to find a dragon egg for her first She will give you the sidequest to 'Steal the Dragon Egg'.

-- Pierwolf the Wares Trader of Willip --

Location(s): Willip

A small stand east of Littleberg has this odd character who only buys certain "high value items" (basically, gold-generating items) and will trade you rare items for unique items.

-- Lord Bloodbane of the Hippodrome --

Location(s): Hippodrome Arena Throne Room

Bloodbane gives you a sidequest once you've completed all three tiers of the arena (Beginner, Amateur, and Master). Defeating Death-Dealer will grant you a unique item usable for all characters (except for the characters in Wrath of Warduke). Note that this item does take up a precious item slot, so you need to decide if it is worth that cost ... unless you're into hacking it in and out of your inventory as needed.

-- Hippodrome Receptionist --

Location(s): Hippodrome Arena

This is the person you speak to in order to fight in the arena. Apart from that, he does little else.

-- Fizban the Wizard --

Location(s): Littleberg Magic Emporium

Fizban can create magical items; unfortunately, he is only consulted once to help you help Foxfingers create the Cloak of Displacement.

-- Figgen the Thief --

Location(s): Chendl alleyway to Sewers

Figgen in Chendl sells you lockpicks (maximum of 15; you can only buy them if you have 10 or fewer lockpicks). The lockpicks are the silver looking keys on your HUD.

-- Sharine the Thief --

Location(s): Littleberg Tavern

Sharine is one of the three 'good' thieves in the game. You need to know her location when locating Iuz's spy. If you speak to her as Shannon, you get free tips on thieving.

-- Molliver the Thief --

Location(s): Grabford Tavern

Molliver is in the tavern in Grabford (the one with the Sarken Mercenary Contract-Maker and Spooky the Bard). Apart from the Iuz's spy sidequest, you need to speak with her again when you've found an encrypted note to activate yet another sidequest.

-- Saber, Keeper of the Blades of Corusk --

Location(s): Barbarian Camp

When you have the five blades, trade them with Saber for the ultimate sword (note that the Dwarf, Cleric, Magic-User, and Bard cannot use it). If you wish, you can hack the other magic swords back into the game (or just not trade them in), as you wish. The five blades on their own are fairly powerful (the Holy Avenger is especially so, since it Turns Undead instantly, meaning the Cleric and Paladin are made moot) as are the Sword of Frost (freezes enemies) and Sword of Wind (a very good crowd control weapon).

-- Garn the Bombsmith of Grabford --

Location(s): Grabford Smithy (right screen)

This vendor sells you acid bombs and other wares. He can also assemble the Iron Golem for your Dwarf, provided you have all three vital components.

-- Bowmarc the Crusader --

Location(s): Greyhawk Castle

This cleric look-a-alike will be in Greyhawk Castle's main hall, telling you about the ghost town of Critwall and the Necklace of Flame.

-- Dwarf in Blue Cloak --

Location(s): Greysmere

This nameless dwarf in Greysmere is in the tunnel screen, and gives you the sidequest to 'Destroy the Doomgrinder'.

-- Dwarf in Green Pants --

Location(s): Greysmere

This nameless dwarf in Greysmere is in the screen with the two shopkeepers, and gives you the sidequest to 'Find the Ruby Eye From Temple'.

-- Sarken Mercenary Contract-Maker --

Location(s): Grabford Tavern

This character will offer to sell you Sarken mercenaries (soldiers) for 300 gold apiece. Once they are used in battle (like items), they will vanish when you load a new screen or if they are killed.

-- The Jousting Tournament Herald --

Location(s): Chendl Tourney Entrance (one screen left of the throne room)

This is the receptionist for the jousting mini-game. Remember that accuracy to the target is key (press the ATK button when your marker is at/near the white target circle on the right of the 'skill/power/strike meter'). Alternately, you can hack your gold (which is what I'd do ...). Note that any character can joust (including mages and elves). Hilarious.

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=== KEY ENEMY CHARACTERS ===

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There are a few villains in the game; all are very powerful and not to be trifled with. Wayne is by far the weakest villain, but he is suitably weak for his role in the game. All of the following characters are bosses, and may even appear multiple times throughout your adventure, because a memorable villain never dies ... they always come back for revenge!

-- Warduke --

Warduke is the main antagonist, although he works for Iuz. He will show up at different times, each fight being unique and requiring different tactics to beat him.

-- Iuz the Old --

Iuz is an artificial immortal, and a good candidate for the Glass Sword if you have one (or 9999 if you hack it in; at that point, you can Glass Sword a lot of the game until you run out of them). Iuz has an extremely long lifebar (lots of health) and will take some time to defeat.

-- Kelek of the Boneheart --

Kelek is one of Warduke's allies, although here, he is a servant of Iuz. Kelek is a sorcerer with lots of annoying and dangerous spells. If you fought Deimos from Capcom's D&D Tower of Doom, you know what I'm talking about.

-- Zarak, Iuz's Personal Assassin --

Zarak is an expert in poisons and will do his master's every bidding. Zarak will continually plague your party in various missions, but you will be able to deal with this pest at the very end.

-- Vayne of the Boneheart --

Vayne is one of Iuz's wizards, re-assigned to Admunheart for several failures. If you manage to negotiate with him correctly, you can have him appear as an ally in your fight against Kelek. Otherwise, you simply waste the mo'fo and move on.

-- Skylla a Dread Hierarch of the Horned Society --

Skylla is one of the council of hierarchs who worshipped the dread immortal Tharizdun and one of the few who escaped Iuz's slaughter. She has a small role to play in Warduke's schemes ...

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=== MAP PIP TYPES ===

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For the 'one try' missions and quests, I would suggest you make a back-up of your .S00 and .SAV files before entering the dungeon (preferably when you just reach a town inn or something). Because you never know what might happen.

BLACK - Town or enemy-free area; occasionally represents an Endless Dungeon

BLUE - Endless Dungeon (infinite tries)

RED - Story quest (one try)

GREEN - Optional or sidequest (one try)

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=== MAIN QUESTS / MAIN STORY QUESTS / STORY MAIN QUESTS ===

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Father, you can't be serious. If you want me to go on a quest, then let's start with something easy, like boiling a chicken or beating off in front of a Pegasus. Elementary things!

- Prince Thadeous of Mourne

Main story quests are RED colored pips on the map. Complete them and you unlock new events in the main game.

RED - Find the Missing Caravan

Prerequisites: Press the START button to start the game ...

Quest Giver: Ringlerun @Chendl

Treasure(s): n/a

After your introduction, the court magist Ringlerun will give you this mission. In any case, when you exit Chendl, you can see that there is a nearby red pip to the northeast of you. Simply head there, and you will briefly battle Warduke with the

help of a magician ally (Syous from D&D Shadow Over Mystara). Beat off Warduke (haha) and return to King Belvor to report the news, O' Knights Elite.

RED - Defend Fort Belvor

Prerequisites: Find the Missing Caravan completed

Quest Giver: King Belvor / Ringlerun @Chendl

Treasure(s): Mithril Gauntlets

Your first 'big battle' mission will be to defend Fort Belvor to the north and east of Chendl. It's a fairly straight forward battle against masses of greenskins (orcs - you skin to win) and you will get a Desert Scorpion about halfway through the battle (enemy drop). If you are having a tough time against the enemies, you can use this item to conjure a battle beast with infinite crossbow bolts and a nasty sting, but try to save the item for a later story mission.

RED - Rescue Mercion from the Orcs

Prerequisites: Defend Fort Belvor completed

Quest Giver: Mikinus @Fort Belvor

Treasure(s): Ring of Protection

This battle has you rescuing the fort's healer, Mercion, from a greenskin base of operations. The boss is the 'Orc King' from Capcom's King of Dragons, but he jump dodges a lot (you may want a distance or spellcaster to shoot him). Throwing knives are one option, but the throwing hammer can stun the boss just as well before slam his face repeatedly against the hard edges of your weapon.

RED - Protect the Supply Caravan

Prerequisites: Defend Fort Belvor completed

Quest Giver: Mikinus @Fort Belvor

Treasure(s): n/a

This is a difficult mission to complete successfully. The best method (without resorting to hacking) is to use the Desert Scorpion that was dropped in the 'Defend Fort Belvor' mission and use the crossbow and electric sting to kill the incoming orcs quickly. The wagon is vulnerable if orcs or kobolds are around to do damage (through oil flasks, projectiles and weapon strikes). I've used D'Raven to run this mission before (after buying all available spells) and the Frost Diver spell works fairly well (Summon Imp is good to create a pet). However, riding a Desert Scorpion is probably the best way to do this mission without farming for all the spells (they require a lot of gold to purchase).

RED - Rescue the High-Folk

Prerequisites: Rescue Mercion and Protect Supply Caravan completed

Quest Giver: Peralay @Chendl

Treasure(s): Mithril Helm

Before you start, consider buying 5-15 lockpicks from Figgen, if you can afford them. For this mission, pick a character who is good with a sword (or axe), because you will be riding on horseback initially. If you have a weak physical attack character (like D'Raven), expect to use up a lot of lives to move on. Once the horseback sequence is done, you can continue to fight normally on foot. The Ogre/Shaman boss combination is one of the characters from Wrath of Warduke, so you can see what it does. Naturally, before you rescue the hostages, loot the chests first. Remember if you find a steel chest, only a lockpick can open them. A gold chest requires a gold key (good luck finding those).

RED - Liberate Grabford

Prerequisites: Rescue the High-Folk completed

Quest Giver: Mikinus @Fort Belvor

Treasure(s): Gauntlets of Ogre Power, Cleric Hat

There will be multiple enemies here, the most annoying ones will be the Goblin chariots (or speed wagons) that will unerringly knock you down if you stand and fight. Poison globes (if you gathered a bunch fighting the poison spiders in the western forest) help if you are good with your timing; otherwise, you can jump straight up and hit the ATK button as you land to strike them once. Other allied soldiers will try to help, but they mostly die quickly and don't contribute much.

There are two bosses here - the first is the 'Goblin War Wagon' that can be killed quickly if you have a few poison globes (or acid bombs). Simply destroy it before it backs you to the left side of where you started and you'll win.

For the Iuz Priest, he can cast a Shield spell that lets him take a few hits before suffering injury. It will take some beating before you waste him, but try to kill the enemy Orog (ogre orc hybrid) that accompanies the priest; the Orog drops a Gauntlet of Ogre Power, and can permanently boost your damage slightly. Defeating the priest will make him drop the Cleric Hat as well.

Note that once you liberate Grabford, you should visit the town's smithy to upgrade your weapons and armor (pay gold). You can increase your weapon's damage and unlock Mithril Armor as well.

In the aftermath of Grabford's liberation, Foxfingers will also approach you with a proposition to create the Cloak of Displacement ... an interesting sidequest for you to follow up on later.

RED - Find the Chendl Spy

Prerequisites: Liberate Grabford completed

Quest Giver: Ringlerun @Grabford

Treasure(s): n/a

Ringlerun will be in Grabford from now on. He will ask you to locate and uncover the 'Chendl Spy' before he gives you more missions. Speak to the four friendly thieves - Molliver in Grabford's tavern, Sharine in Littleberg's tavern, Figgen in Chendl, and Foxfingers in Chendl's sewers. When you discover who the spy is, switch to a character who has a good attack on horseback (you may also want to turn on infinite health in the cheats if you are not feeling the fighting in this module).

Backing up your .S00 and .SAV is optional but recommended.

Find the spy in Chendl's tavern and attempt to take him down before he flees the map. The rocks hurt a lot, and should you die, the spy will escape automatically. Capturing the spy will result in a bigger reward later in the sidequest 'The Encrypted Note'.

Note that if you are having trouble stopping the spy, try using Jarred the Fighter (or anyone with a yard of steel they can swing without abandon) and turn on OpenBOR's integral cheat for infinite health. Remember to turn off the infinite health cheat after you complete this mission, as falling into pits or spikes with the cheat on will cause you to remain stuck (because you never die and cannot get back into land).

RED - Convince Vayne to Betray Iuz

Prerequisites: Find the Chendl Spy completed

Quest Giver: Ringlerun @Grabford

Treasure(s): Tenser Rod of Empowerment (with failed negotiations)

Ringlerun will be in Grabford from now on. Backing up your .S00 and .SAV is optional but recommended after you trigger this mission (because one error in your dialogue will cause a fight).

Simply go to Admunfort and speak with Vayne of the Boneheart. If you wish to fight him, simply ask him to surrender (or just pick the answers to piss him off). Fighting Vayne is optional, and considered a less successful outcome in the module.

To get Vayne to give you what you want, go with these answers:

1 -- 'DEMOTED'

2 -- 'BETRAY IUZ'

3 -- 'REVENGE'

4 -- 'OFFER MAGIC WAND'

5 -- 'TRUST HIM AND OFFER THE WAND'

If you do manage to get Vayne to 'betray' Iuz, he should appear and attack Kelek with you once you encounter the latter at Grunlend Keep. However, if you manage to bungle the negotiations (or just deliberately want to kill Vayne), fight the sorcerer and rip his carcass apart. You will earn his Tenser Rod of Empowerment for your trouble. Thanks to Lord Skiff (Count Monte) for this clarification.

RED - Sabotage Riftcrag Mines

Prerequisites: Convince Vayne to Betray Iuz completed

Quest Giver: Ringlerun @Grabford

Treasure(s): Assembly Clockwork Kit, Axe of Dwarvish Lords, 2 spells (requires Eye of Displacer Beast)

Before you start this story quest, it is suggested that you complete the sidequest to kill the Displacer Beast (which you unlock only if you find the note in the sidequest to kill the Manticore). The reason for this is so that you can find secret doors using the Eye of the Displacer Beast. If not, you may miss out on some treasures (and free spells).

This mission is relatively straight-forward if you remember one key thing - DO NOT SPEAK TO PERALAY (the elf with the ice

daggers and blond hair) until you are completely ready to end the level. You can destroy a percentage of the mines, but not explore the dungeon 100% completely and leave (which is a one way trip).

Prioritize going into the right cave in the 'non-combat' screen first (the one place in the mine where you cannot attack, but can call up your inventory using the cast spell button). The right cave has most of the treasures you want (the Assembly Clockwork Kit and the Axe of Dwarvish Lords). Simply clear the rooms one at a time; if you destroy a room with explosives and leave, the blue arrow will no longer appear and you cannot return.

To enter secret areas, kill all enemies on the screen; when the blue arrows / 'Enter!' signs appear, there should be flashing doorways or stairs to the secret rooms that you can enter.

For the most part, the orcs, hobgoblins, and ologs are straight forward beat-em-up fodder. The hobgoblins with the whips are hard only because they have such an incredible range on your melee characters. But apart from the greenskins, only the rock ogres/giants/cyclops will be the boss type enemies you face here. Kill the stuff opposing you, place the final bomb (from the party dialogue) and you will sprint from the mines before they collapse.

RED - Steal the Secret Map of Dorakaa

Prerequisites: Sabotage Riftcrag Mines completed

Quest Giver: Ringlerun @Grabford

Treasure(s): Wand of the Arch-magi, Bracers of Defence, Rune of Mana, Staff of Power, Encrypted Note, 2 spells (random?)

Sail to Grunlend Keep to steal the map of Dorakaa, but only if you have a good stock of lockpicks. Fight a mix of slimes (no black pudding), troglodytes and a troll on the ship, then battle a pack of tentacles of a Kraken you'll never see. On the enemy dock, fight Zarak the assassin. Defeat him to secure your beachhead.

Inside Grunlend Keep, enter the two doors presented in the courtyard. The first door has Bracers of Defence while the second door has a spellbook once you defeat the Ologs and Hobgoblins inside.

The roof of the keep will drop you into a dark dungeon; escape it (and the moving spiked wall) by traveling right and using the small lever on the wall to open the secret door (pretty much the Fortress of Fangs in the opposite direction).

Having escaped the moving spike trap, you will be in a dungeon hallway with doors on the top and bottom of the screen. The contents are:

1 - Top Door 1 - Locked, visit Top Door 3 to unlock. This small study has the Encrypted Note and a gold key.

2 - Top Door 2 - An armory with secret stairs (requires the Eye of Displacer Beast). A Rune of Mana, an Ice Wand, the Wand of the Arch-magi, and a gold key lies inside the dark trap filled basement.

3 - Top Door 3 - A locked magical lab; use the floor switch near this door to open it. Inside this room, one of the floor switches unlocks Top Door 1.

4 - Bottom Door 1 - Fireplace study. Pull the chain to open Bottom Door 3, which is required to finish this mission. You cannot leave until you pull that chain.

5 - Bottom Door 2 - A dark room with spiked traps falling from the ceiling. A spellbook and a gold key are inside.

6 - Bottom Door 3 - A room with a bed of spikes protecting another doorway. Use the throwing dagger provided in the wood box to bridge the spiked gap. The secret map can be found when you pull the chain that appears after defeating the Orog Elite.

Leave by going to rooftop and fight Kelek. He teleports a lot, but you can stun-lock him if you manage a knockdown (easily done with a Sword of Flames). If you managed to persuade Wayne to give you the prisoner list, he will also appear as an ally for this battle. Get Kelek's Staff of Power (an innate power-up) by killing his bony ass.

BLACK - Request an Alliance with Valkeer

Prerequisites: Steal the Secret Map to Dorakaa completed

Quest Giver: Ringlerun @Grabford

Treasure(s): n/a

This story mission is to let you catch your breath after a long ass story mission. Head to the north east on Ringlerun's instruction and locate the Barbarian Camp (you can also find Konan there, if you've been locating him all this time). Speak to Valkeer and don't forget to meet Saber (the naked guy on the tiger) to hear about the Blades of Corusk.

RED - Defend Against the Frost Giant

Prerequisites: Request an Alliance with Valkeer completed

Quest Giver: Valkeer @Barbarian Camp

Treasure(s): Ice Shield

Valkeer will give you this small task to take out a Frost Giant in Calbut (north of the camp - you cannot easily see it on

the map, but the mission title pop-up will appear as you get near the pip).

Rumblefist the Frost Giant is guarded by snow/frost versions of enemies (basically color-swapped white versions). Slog through the mess with whatever character suits your fancy (the Sword of Flames is great as an elemental counter-agent) and murder the sum'bitch. Once you're done, head back to speak with Valkeer, then go to Chendl to speak to King Belvor for a very, very tough mission (do not pick a slow mo'fo character like the Dwarf for the next story mission!).

RED - Rescue Earl Holmer

Prerequisites: Defend Against the Frost Giant completed; Valkeer allied

Quest Giver: King Belvor @Chendl

Treasure(s): Potion of Vitality (x2), Letter About the Hidden Treasure Vault (requires Eye of Displacer Beast), Protect Castle Endless Dungeon, Greyhawk Castle

This mission is rather long and complicated. It also needs a character that's somewhat fleet of foot (the Paladin, Fighter or Cavalier is the slowest you'll want to be) for one very important section. You can do the sneaking section with the Dwarf (I did it once), but you need to be much more skillful than with the other characters.

If you are doubting your skill sneaking in a beat-em-up type game, I'd make a back-up of the BOR.SAV and BOR.S00 just in case.

Start off in the forest and cut a path through the beasts and patrols to board a slave train. To board a passing train, JUMP and press DOWN and hope your character lands on the passing car. You should hit the exit arrow and move to the next screen.

On board the slave train, fight enemies and head to the front car; when you get there, just walk to the empty area (over the air) of the nose after defeating all enemies. You should transition to the sneaking part of the mission.

The sneaking part gives you 50 seconds to get to the exit of this section. Fail it (by being discovered) and you will likely never escape, as enemies continually pour in and prevent the exit arrow from appearing. For the most part, you can stay at the top edge of the sneaking section. You have to move ahead of the hobgoblin whipping the slaves and move around the torches that get in your way, but the way forward is surprisingly clear.

The only difficulty comes when an Orog is standing in your way (he will not move). You need to move around the Orog (by moving down and past him, then moving back to the top edge), but the added difficulty is that there is a Red Demon that moves around randomly in the area 'below' the Orog. Time moving past this most challenging part and you're pretty much clear to the exit (the well). The Dwarf has the problem of being so slow (you cannot run) that he cannot outpace the hobgoblin whipping the slaves forward. The Dwarf needs to stay behind the hobgoblin AND move around the Orog and avoid the Red Demon; the Dwarf has just enough time (about 45 seconds) to get to the exit. Naturally, no mistakes can be made (otherwise, just quit the game and reload it).

Once inside the well, fight to the jail cell and avoid the metal spike ball traps. You will soon find your party inside the Dorakaa dungeon proper. In the dungeon, fight gargoyles, orcs, and spiders as you try to get to where Earl Holmer is held. As for detours, do take all of the doorways you see -- enter the 'top door' after the orc sleeping quarters to find a cell with mad children. Kill them all for the gold chest with a Potion of Vitality (the gold key you can get from killing all the orcs in their sleeping quarters).

After the cell with the now-dead mad children, there is a secret door in the hallway you return to (kill the Orog where it first appears and the secret door appears when all enemies die and if you have the Eye of the Displacer Beast). The room with the inert skeletons (but holding two Death Knights who spawn in later) will have the 'Letter About the Hidden Treasure Vault'. If you cannot Turn Undead or lack the Holy Avenger, defeating the Death Knights three or four times will spawn the exit arrow from the room.

Continue down the hallway to the next cell block (the metal spike balls are an indication you are nearing Earl Holmer) and defeat the Orog Elite. Remember like the one in Grunlend Keep, jump after you knockdown the Orog Elite, so you avoid his cheap-as-hell pop-up sliding attack. Earl Holmer should be just a little further ahead. Kill the Iuz Priest and the Orog Elite to free your valuable prisoner.

When you are ready to leave, you need to protect Earl Holmer at all costs (even if you have to waste a few lives to reset your MP or whatever). If he dies, you have to start that last scene over again. If you bought Skulls and Sarken Mercenary Contracts, use them to horde the enemies while you kill the weakest foes. A weak foe may not do much damage, but if they gang up on Earl Holmer, he dies rather fast (and he cannot heal himself). Big enemies (like the single demons, etc.) you can knock down and buy some time for your allies to conduct their Zergling Rush. I personally used the Paladin (who has Elkhorn and Peralay at this point) to help me do crowd control. The Sword of Wind also helps (knocks enemies up so Earl Holmer and your homies can curbstomp the enemy), but depending on your character, you may have a harder/easier time than others (the Paladin is handy, but the Magic-User's Cloudkill / Summon Imp / Animate Dead also works).

If you clear a fight, remember there is no timer (unlike the Capcom D&D games) so wait until your hireling respawn timers or MP regenerates to a point where you can use your stuff again before moving the screen forward (to the right). If you are hard up on gold (for some reason), don't forget to reserve a slot for all the Demon Scales you're going to collect. You can also use the Skull item or Sarken Mercenaries to act as decoys or a screening force. Defeat the demon jailer and the accompanying Iuz Priest you should be done with this mission.

Speak to both Earl Holmer and King Belvor at Chendl for your next task(s) and reward (your new castle - Greyhawk).

In the aftermath, speak to King Belvor for the second Potion of Vitality. Next, head for Greyhawk and speak to Hendel (the dwarf in the skull helmet) to unlock Greysmere. You can visit the Dwarven smith in that city and seriously upgrade your weapons (final damage bonus) and unlock the Adamantine Armor for your armor wearing characters ... for a price (11,000 gold).

RED - Find Charmay

Prerequisites: Rescue Earl Holmer completed

Quest Giver: Ringlerun @Grabford

Treasure(s): n/a

After speaking to King Belvor and Earl Holmer about Iuz's crux in immortality (the Soul Husks), you are referred to Ringlerun for this matter. The court magist, in return, will direct you to Charmay, who is not in Grabford at the moment and have you speak to the mayor. The Mayor of Grabford will refer you to Mercion, the female cleric at Fort Belvor, but when you go there, Mercion will have left for Greyhawk Castle. To make a long story short, look for Mercion at Greyhawk Castle, and she will direct you to a cave where Charmay has gone to in search for some spell ingredients.

The mission has to rafting down the river twice. Fight the bullywugs, troglodytes, bugs, and other crap and locate Charmay outside the Slime Cave. Inside, you will fight a modified version of the Black Pudding monster from Cadash (the Master Slime). Simply use your attacks and kill all the slime droplets (red, blue and green are nothing special, but the black drops will split the first time and continue to do so until you use a Fire-based attack or get a lucky hit with the Vorpal Blade - so, fire sword away).

Once you're done, you will speak with Charmay about the whereabouts of Skylla at the campfire, and then she will do her best 'I Was Kidnapped By Lesbian Pirates From Outer Space' impression and head for Greyhawk Castle, where her 'buddy' (quote, unquote) Mercion is. Remember: Boys 'R Whatevah. Friends 'R Foreva.

Use the information about Skylla to plan your next move in the story quest. You may want to spend some time and try to assist Charmay in her sidequests ('Find Spell Ingredients for Charmay' and 'Search Castle Vitalia for Powder of Longevity') since the payoffs in terms of rewards are incredibly helpful, especially if you play the Paladin or Magic-user.

RED - Kill the Goblin King

Prerequisites: Find Charmay completed

Quest Giver: Filaree @Druid Grove

Treasure(s): Goblin King's Head, Polymorph Other spell

Charmay's clue about Darkpool will generate new text with the rangers in the western forest, with the bartenders, and with Caruso. The last will suggest that you speak with Filaree in the eastern forest about the Darkpool. However, Filaree is going to give you a fetch quest. Head to the red pip on the map and rip the head off the goblin warchief. Collect the boss' head and go back to Filaree to unlock the next part of your main quest.

Braden the centaur will help you in the battle, but you should be pretty powered up by now. Get back to Filaree with your prize and she'll unlock the Darkpool map pip. If you have Tel'Elrond around, you can have Filaree teach the Polymorph Other spell, which will be applied to the Elf, Bard, and Druid (the last character is from Wrath mode) characters. Note even if the Bard can use the spell, she is considered an optional character, so you need to use Tel'Elrond to access the spell.

Lastly, the Goblin King's Head will make goblins (and only goblins) flee in terror when used; it has no other effect (you may want to find a way to drop the item after you unlock Darkpool and get Filaree's goodies).

RED - Find Skylla in Darkpool

Prerequisites: Kill the Goblin King completed

Quest Giver: Filaree @Druid Grove

Treasure(s): Eye of the Beholder, Rune of Mana, Adamantine Gauntlets, Mordenkainen's Hat

Start off in the forest and fight some beasts and spiders. You will soon move to an underground river and cave complex with scorpions and undead. A mini-boss, the ManScorpion, will attack (he's the guy from Data East's Hippodrome - or Fighting Fantasy - and was called Daldnoa). The boss has an unblockable pop-up attack as well as a jumping smash. Horde him, or you can use some fancy footwork and do a dodge (if your character is quick enough).

Slaying the ManScorpion puts you on a temple causeway that has a single Minotaur. Cacking his beefy head will put you onto two more subterranean river/cave complexes. The first has scorpions, slimes, undead, Hook Horrors, and a single troll. The second will have another mini-boss, the Chimera. Like the Manticore and other 'heavy' beast bosses, it has a slam as well as a few other tricks. You're not going to have a problem if you Zergling rush it with your own hirelings or summoned creatures (Animate Dead, Skulls, Sarken Mercenaries, etc.).

The Darkpool ruins are similar to both Kelek's Tower and Dorakaa - there are secrets that need to be unlocked by operating the correct switches - you will face a slew of Black Knights, Crossbowmen, and Dark Mages (who will invariably cast Animate Dead to harass you).

The contents of each door or exit arrow in Darkpool are as follows:

'Front Hall'. Whether you know it or not, your party enters the so-called "front hallway" of Darkpool after you encounter the damn Chimera. There are six exits from this hallway, one of which leads to the boss (Skylla) and another which leads to the "Back Hallway" (see below).

1 - Top Door 1 - Locked from the outset. You need to reach the Back Hall's Bottom Door to find the correct pull chain switch to unlock this door. Inside this dark room (use a lantern) are spike traps in the ceiling laced around a metal chest

with Adamantine Gauntlets.

2 - Top Door 2 - Locked initially, but one of the floor-switches near this door opens it (the right switch). For such an easy puzzle, the only reward is gold.

3 - Top Door 3 - This is the passageway to "back hallway" of the ruins, but you need to visit the Front Hall's Bottom Door 1 first (or you may not be able to pass through the floor trap in this passageway). This passageway has a secret door near the left side (inside is a Beholder, and afterward, the Xorns have a gold key for a Rune of Mana). The passageway itself is populated by Dark Mages, Minotaur, Crossbowmen, Black Knights and lightning traps.

4 - Passageway to the Right - This is the blue arrow pointing to the right in the "front hallway". It leads to an armory room with two pull chains. One of them will release a trapdoor in the ceiling that drops two treasure chests.

5 - Bottom Door 1 - A small dining area with a Minotaur and a Dark Mage. There are two pull chains - you will need to yank the correct one to gain access to the 'back hall'.

6 - Bottom Door 2 - This door goes to Skylla's chamber but you need to visit the Back Hall's Bottom Door to lower the wooden barricade. Past the barricade are Minotaur, Dark Mages, Crossbowmen and Black Knights. Consider this door to be the exit from this level.

'Back Hall'. This is the other hallway in Darkpool, connected to the "front hallway" by the Front Hall's Top Door 3.

7 - Top Door - This is a dark room (use a lantern) and filled with flame and spike traps that guard chests with gold and a healing potion.

8 - Bottom Door - A laboratory with four pull chains. I believe you need to yank the upper right and lower left chains to unlock the Front Hall's Top Door 1 as well as lower the barricade in the Front Hall's Bottom Door 2. A Dark Mage and a Minotaur are in this room, but you should be able to make short work of them.

Once you've looted the Darkpool, you can retrace your steps to the Front Hall's Bottom Door 2 and go through to meet Skylla. Once in her chamber, she will initiate the fight by summoning gargoyles. She will escalate by going into the arena and start flinging spells (like Polymorph Other). She's tough chiefly because she uses a Shield spell (much like the Iuz Priests); spam/horde Skylla (here, Strong Heart has the advantage provided he has unlocked all three of his hirelings as well as Char the dragon) and try to kill Skylla in the middle of the arena (she drops Mordenkainen's Hat, which is for your Magic-User).

In the aftermath, Zarak will attack you one last time at your campsite. For interrupting your peaceful slumber (dreaming of Tyris Flare eating out Freya Edirne, with Thyra the Valkyrie lowering herself on her sword's hilt while watching, no doubt), murder his coward ass and leave his corpse rotting on the fire.

RED - Duel Zorgar the Barbarian

Prerequisites: Find Skylla in Darkpool completed

Quest Giver: various NPCs plus Valkeer @Barbarian Camp

Treasure(s): n/a

Talk to Caruso in Chendl, Spooky the Bard in Grabford, and the bartender in Littleberg for clues about the 'Soul Husk'. Eventually, you will piece together enough information about a mysterious dwarf in Greysmere.

Head to Greysmere and you will find the dwarf is really a gnome adventurer. The gnome will suggest you speak to Valkeer about the Snow Barbarians.

Valkeer knows that Zorgar is the one tribe leader who is not allied against Iuz. He suggests that you duel him (boss fight) and get the information about the location of the missing Soul Husk. The map pip for Zorgar, like the pip for the Frost Giant, is obscured by the map labels north of the barbarian camp. But like before, the descriptive pop-up will appear as you near the pip. Touch the Zorgar pip to start the mission.

Upon entering Zorgar's location, Warduke will immediately attempt to kill you with a green dragon. Run from the dragon (a counter-clockwise or clockwise pattern works to avoid the dragon breath) and eventually, you will successfully flee. Once you've escaped Warduke, you fight Zorgar proper - the barbarian boss is an easy opponent. Just avoid him after you do a knock-down, as the pop-up will always hit you.

RED - Soul Husk in Molag Crypt

Prerequisites: Find Skylla in Darkpool completed

Quest Giver: n/a

Treasure(s): n/a

There is a horse riding sequence at the start of this mission. Ride through the mist and battle wolves, skeleton horses, skeleton riders and wisps. The sequence ends when you defeat a headless horseman - the Dullahan.

Once on foot, fight off the undead. If you managed to (A) capture the Chendl spy, and (B) complete the sidequest 'Search the Spy's Hideout', you should have picked up the Holy Avenger sword (for Fighters, Thieves, Paladins, Elves, and Cavalier). Use that weapon to instantly turn undead. The Cleric's Mace of Saint Cuthbert will also have the same effect; this way, you can save your magic points for other spells.

On foot, Fight mostly undead creatures. The Holy Avenger or Mace of Saint Cuthbert helps immensely in this level. Other

enemies like wolves and bugs will probably die with one or two hits (remember your weapon upgrades from the smithies in Grabford and Greysmere helps). The undead swarm will menace you, but it should all be pretty easy (the Paladin's or Cleric's Turn Undead ability will probably kill off about 75% of the enemies if you're swarmed).

Enter the cemetery gate and battle more undead through the graveyard. The boss here is a 'Grave Guardian' which behaves more or less like the Specter in Critwall, except it will adopt a "monstrous visage" and try to bullrush you instead of turning invisible. Banish it back to hell and head for the next section.

After you defeat the Grave Guardian, you will find stairs leading to a crypt. Numerous spike and fire traps, along with ghosts, Nighwalkers, and Dark Mages will insure that you have plenty of undead. Deeper into the crypt, you will have the option to take either the left door or the right door. Both lead to the same conclusion, it only matters what you face behind each door.

The left door contains several coffins at the outset. There are Death Knights along with ghosts and wraiths. There are poison gas traps and metal spike balls as well.

The right door only differs with a green coffin and a different assortment of enemies and trap layout. Both doors eventually lead to floor switch to boss room (so pick your poison).

The boss calls itself one of the deposed Dread Hierarchs of the Horned Society (but a lot less pretty than Skylla). The lich animates lots of undead (including energy draining wraiths) and casts spells like Deimos (from Capcom's D&D Tower of Doom). Remember that the lich teleports at will, so after each knockdown, unless you can stun-lock the little bitch, you will have to go chasing it after each potent blow.

Once you've defeated the lich, you will find yourself in the chamber with the Soul Husk. Unlike the others you'll find elsewhere, this unholy treasure is not guarded by traps, and there is a good reason for that.

Shattering this particular Soul Husk will awaken something far nastier than a ring of traps. A freakin' Dracolich (basically a dragon that has become a lich of immense power) will freaking stomp onto the screen and proceed to wipe the floor with your soon-to-be dead corpse. Since the dracolich has almost an infinite (or very high number) of ghosts, you will have your hands full trying to avoid (or attack) ghosts while doing damage to the boss.

Killing the dracolich should be your first priority, and if you have poison globes or acid bombs, they work surprisingly well in draining the dracolich's life (particularly since you can normally stack 20 globes or acid bombs into their respective slots). Once you defeat the monstrosity, you will be treated to a rare cut-scene of Iuz getting more and more pissed off (I usually complete the Molag Soul Husk quest last, so I may see a different cut-scene than you).

RED - Soul Husk in White Plume Mountains

Prerequisites: Find Skylla in Darkpool completed

Quest Giver: n/a

Treasure(s): Fire Shield; Fiery Cave Endless Dungeon

This mission will test your patience, since almost everything inside will cause you to be set on fire and knocked down (or knocked back). Fight through the waves of lizardmen, baby dragons (red color swapped wyverns), dragonborn, and falling boulders to get to the 'Draconian Lord' mini-boss (the Great Dragonian from Capcom's King of Dragons ... or as I used call him, 'Goldar' from the Power Rangers, because I was a mischievous sibling to little brothers).

Note that any fire based attacks you have should be stowed away (meaning don't use burning oil or the Sword of Flames), as any fire attack will start healing some of the creatures inside. Enter the mountain and you will fight more fire-based enemies, like fire slimes, more baby dragons, and draconians. There are also fire elementals, which when slain, drop Burning Hearts (which can be sold to Pierwolf for gold).

Deeper into the cave, there are crevasses that spurt fire and more of the same slew of enemies from before (now with more Hellhounds). The faces lining the walls of the dungeon will also shoot fire, so you will want to avoid those as well, if you are interested in preserving your stock of lives.

There are several bosses here - the first is a Fire Giant. His prime offense is really the big pit of fire in the middle (which damages you, limiting where you can go). Killing the Fire Giant will cause him to drop the Fire Shield (try to murder his ass in the middle of the room to get the enemy drop).

The giant will do you in with a death-summon. He conjures a Fire Salamander, which is much more dangerous (its fiery tail sets you on fire instantly). Shooting it is one way to go, but whether or not you have enough arrows or magic points to fuel your ranged weapons is in doubt.

The third boss is Asharadalon, an Ancient Red Wyrn who attacks pretty much like Flamewing from Capcom's two D&D games (in Shadow Over Mystara, Flamewing is used twice - once for Flamewing and once again for Synn the Nightdragon). Avoid the dragon's breath, the claw attacks and head butting (some you can block ... the dragon's breath is unblockable), and attack Asharadalon's head.

Once all the bosses are slain, enter the Soul Husk chamber. Avoid the blazing fire traps and break the crystal. You can use ranged weapons, if you don't feel like taking a fire attack to the face.

After the Soul Husk is broken, you will be treated to a rare cut-scene of Iuz getting more and more pissed off (I usually complete the White Plume Soul Husk quest out of order, so I may see a different cut-scene than you).

RED - Soul Husk in Cairn Hills

Prerequisites: Duel Zorgar the Barbarian completed

Quest Giver: n/a

Treasure(s): Dragon Shield

To get this map pip, you will have needed to follow the clues to locate the third Soul Husk. There is a riding sequence at the start of this quest, and you will have to battle gnoll riders, gnoll archers (note that the Cloak of Displacement won't work when you ride), and falling boulders. Defeat the enemies and ride to the end of this section to dismount.

Once on foot, you battle kobolds and gnolls until you get to a wooden bridge. You will fight a mini-boss at the bridge, the Harpy Queen. Either block and counterattack after it dive attacks you, or you can attempt to jump and strike it in mid-air (note that the Cleric will have a very bad time against this enemy - or any airborne enemy due to the way he attacks).

Slay the harpy queen and head into the cave. Owlbears, kobolds, gnolls, bugs, araneas, and Hook Horrors await. Deeper inside, you will have poisonous spiders, wolves, hellhounds and falling rocks to deal with. Try to save your hirelings or allies to horde rush the boss.

Tiamat (five headed dragon, purportedly immortal) is the guardian of this Soul Husk. She has a blue head, white head, black head, green head, and her main (red) head. Kill the five-headed beast and a Dragon Shield will drop (take it).

The Soul Husk is guarded by a lightning field. Use ranged weapons or just walk in and smash it. You will be treated to a rare cut-scene of Iuz getting more and more pissed off (I usually complete the Cairn Hills Soul Husk quest first, so I may see a different cut-scene than you).

CAMP & TOWN - Aftermath of Soul Husk Destruction

Prerequisites: All Soul Husks Destroyed

Quest Giver: n/a

Treasure(s): n/a

You will be at the campsite after all three Soul Husks are destroyed. Iuz will send a small troop of demons to attack you, led by an Iuz Priest. Have fun surviving the night!

Whack the cutthroats then fight your other-worldly assassins. Afterward, you will go into a village to try and save it. Defeat the demon leader and Charmay will teleport in and give you a debrief on where to go next.

RED - Retrieve the Crook of Rao

Prerequisites: All Soul Husks Destroyed

Quest Giver: Canon Hazen @Littleberg

Treasure(s): n/a (unique shop purchases only)

Before you embark on this mission, I would recommend making a back-up of your BOR.S00 and BOR.SAV from a nearby town. The reason is unknown, but the magic shop in the Underdark will occasionally crash OpenBOR (it could be my machine being a low RAM laptop, but do you want to take a chance of not having a back-up game at this point)?

Save some gold (maybe 10,000 - 20,000) for some spells or items you may have missed; for example, the magic-user's Power Word Kill spell is only available for purchase here, as are some other items (like Full Health Elixirs, Poison Arrows, Acid Wands). So buy everything if you have obsessive-compulsive disorder in collecting 100% of everything.

Start on the trail to the Underdark's entrance, and slaughter enemies along the way. The toughest enemy being the lone troll, you're not going to have much of a problem. Board the raft and head downriver.

On the raft, you will be alone (no allies except the other player). Deal with the killer fish the jump out of the water (and the bugs) as well as the bullywugs and trogoldytes. The Sword of Wind for sword characters is a good bet. The raft will soon go to a section of the underground river with a current. Avoid rockfalls and keep dropping over the rapids. You'll get back on solid ground and your hirelings will join you.

Proceed forward and know that the Dark Elf enemies will always teleport behind and above you to attack if they are sword-wielders (not archers or spellcasters). Any other enemies are ones you've likely met before in other sidequests (trolls, slimes, araneas, etc.); the new enemies are GenbuCarts (pretty indestructible).

The first boss is Dantrag (the Dark Elf from Capcom's D&D). He's actually pretty tame compared to what comes later. Waste him and move on.

Go to a bridge section where you fight more Dark Elves (archers, warriors, spellcasters). Soon after passing several more dark elf encounters, your party will use Bigsby's Wand of Disguise automatically and turn into a 'Dark Elf iblith'. During this short segment, you can interact with other dark elves like in a town (but your inventory will not appear when you press the cast spell button). Use this time in the Dark Elf town well, and buy what supplies or unique spells you can (because you ain't coming back).

The spell automatically expires once you speak to all the dark elves in the town and learn about the whereabouts of the Crook of Rao (at their college of magic). Fight onward to the campus, encountering driders and the like.

You will encounter a fork in the road - the city route or the bridge route. Both are equally challenging, and both lead to the entrance to the college of magic, which is guarded by Tel'Arin, another Dark Elf champion.

Defeat Tel'Arin and head inside. The college halls are filled with the same riff-raff until you meet the twin Dark Elf lords, Pharaun Mizzyrm and Ryld Argith. The latter is the bulky warrior. The former is a mage and will wreak havoc with Hold Person (cast multiple times) and some sort of devastating pop-up (similar to the Blood Gargoyle) when you knock him down.

Defeat these two and you will embark on an escape on a wyvern, pursued by a third boss, Eclavdra. On wyvern-back, your ability / cast spell button will cause the wyvern to breathe fire (long range). The attack button will let you attack with your sword (remarkably ineffective unless you lure someone up close). Use both attacks as you need to and avoid Eclavdra's insect plague spell (going from top to bottom works most of the time).

Take the Crook of Rao back to Canon Hazen and you can rid the whole game of demon encounters (forever).

RED - Slay Iuz the Old

Prerequisites: Retrieve the Crook of Rao completed; Canon Hazen does exorcism

Quest Giver: King Belvor @Chendl

Treasure(s): Wrath of Warduke post-game questline

This is the final story mission of the main game. There is only the post-game questline after this (although you can still wander around into towns and Endless Dungeons and random encounters). No more quests will be generated (apart from sidequests, if you did not complete them). I would recommend completing all sidequests (or those you haven't failed) before attempting this final mission, since it's better to have a choice of good gear/party members before go off and storm Iuz's castle.

Whom you pick for your battle is important - some characters will have different assists than others at the start of the invasion (for example, the Dwarf will not have the Iron Golem but a generic artillery barrage instead). Fight on horseback (this is not a riding sequence, but a beat-em-up sequence while on a horse) and gain entry to Dorakaa. Note that the number and type of soldiers you get depend on what you did in some sidequests (like the griffon acquisition stuff for the Mayor of Crockport). By the way, some of music in this section is from Krull. And no, you don't need to watch Krull to understand why it's pretty freakin' hilarious.

Cut a path through the orcs and other greenskins (the new race-bait), enemy Iron Golems, and get to the perimeter gates. The barbarians you recruited will join (more allies) and you will fight into the outer wall. Engage General Sindol in a battle to the death.

Approach Iuz's tower, then methodically go through each of the floors (a room by room clear and secure will be the standard op). Outside, the Orog and Iron Golem are your toughest foes, but you should have more than enough firepower to waste them all.

First floor - Fight the Orog Elite, then the Iuz Priest and hellhounds. There is a side door (background door) that you can enter after clearing the immediate area of enemies; do so! The left chain releases scorpions, but pull the center and right chains then leave. There is a second door past the spike traps. Enter that too. If you pulled the previous room's chains, you will find two chests with full health potions here. Exit and continue. In front of the closed third door, fight another Iuz Priest, some hellhounds and an Ogre. Battle the Orc Berserkers and keep fighting to the right. Iuz will attack you through various means (magical). For the slowly advancing fire-wall, just step past it (go left) when you have a break in the flame jets. Battle an Ogre Guard and an Orog to clear the first floor.

Second floor - Run from the invulnerable golem. If it catches you, you will eventually be forced to start this floor again. Hit the top floor switch to open the gate. Batter down the wood doors (on the bottom of the screen) to move forward. The wood spikes requires a level switch (on the wall, which means moving to the top of the screen) to lower. Wait for the spikes to teleport (or just pick a path) and flee onrushing doom. Flee past the sleeping orcs, avoid the spike traps. You should be able to run/sprint to the end of this hallway and leave (don't stick around using the catapult).

Third floor - Fight the two gargoyles, Iuz Priest, two Orog, Orog Elite and Ogre to get entry to the first door. You will find a petrification trap as well as a djinn bottle and other goodies.

Fourth floor - Fight the gargoyles, Iuz Priest, and two Orog Elites. Enter the optional door for some potions.

Fifth floor - Fight two Ogres then enter Iuz's chambers to fight Iuz himself.

Iuz is a teleporting sorcerer with a lot of killer attacks. The hard part is really whittling down his life (the Glass Sword is an option here, unless you're saving it for Warduke later). Initially, he will just use some spell to send you to hell. Fight through the crap and use the portal to get back into the throne room. Fight Iuz as best you can (the Death Dealer Helm is handy to use here, if you opt to save the Glass Sword). You won't really 'kill' Iuz ... but stuff happens once you get his life down very low.

After the cutscene, you need to go back to Chendl and rescue King Belvor. Fight through the Crossbowmen, Orcs, Black Knights, Dark Mages, and stuff. Avoid the incoming catapult explosives as best you can (any hirelings will likely get knocked out, just bring them back later). Fight to the end of this section and battle Grimsword.

You'll go automatically to Belvor's castle. Fight through the enemies to reach the throne room and fight Warduke. Like Iuz, this man is cheap. He will also have a all-screen shake attack when he stomps (jump to avoid it). When Warduke lands, he is vulnerable only after he unleashes some lightning storm spell. You can either Glass Sword him or just play the jump in and hack game for a little while. Either way, you win, he does not.

Defeat Warduke and he will flee, taunting you that he will come back and kick your ass ... in the Wrath of Warduke (post-game quest).

=====
=== SIDE QUESTS AND EXTRA TASKS ===

=====
I'm afraid our life must seem very dull and quiet compared to yours. We are but eight score young blondes and brunettes, all between the ages of sixteen and nineteen-and-a-half, cut off in this castle with no one to protect us.

It is a lonely life. Bathing, dressing, undressing, knitting exciting underwear.

- Zoot of Castle Anthrax

Side story quests are GREEN colored pips on the map but some are also BLUE (endless dungeon) or even a plain location in BLACK. While completing them is optional, many times they unlock new an exciting new ability, item or power. Note that areas that are BLUE and BLACK pips may be re-visited (although they will differ slightly on subsequent visits) for anything you may have missed.

BLACK - Retrieve Caruso's Lute

Prerequisites: Defend Fort Belvor completed

Quest Giver: Caruso @Chendl

Treasure(s): n/a

Speak to Caruso in the tavern and select the 'MUSIC' option to get this quest. Completing it will likely be necessary, as he will clue you in on the whereabouts of Filaree later. The lute can be found in the sewers; speak to the boy in the tavern about the sewers, then again to Figgen at the gate to open the sewer gate. At the end of the sewers, enter the door in the background to meet Foxfingers and retrieve Caruso's lute.

Note - if you are playing Shannon the thief, you may attempt to speak to Foxfingers again (either during this sidequest, or when ever you go through the Chendl sewers again to Foxfingers' room) and get the Hide In Shadows skill (it is a thief only ability).

RANDOM - Konan's Travels Sidequest

Prerequisites: Locate Konan; also requires area/story unlocks

Quest Giver: Konan the Barbarian

Treasure(s): Gold keys, gold, etc.

Konan the Barbarian is first seen in Chendl's Inn when you try to switch characters. Chances will be that you will speak to him and he will disappear when you revisit the inn. Konan will always give you a hint about where he will go next. Finding him is half the fun (and unlocks an endless dungeon for you) as well as reward you with some gold and gold keys.

Konan's locations are:

- (1) - Chendl inn
- (2) - Fort Belvor ('At a nearby fort')
- (3) - Littleberg, rightmost screen - ('A farm')
- (4) - Ranger's Glade - ('Not a town')
- (5) - Grabford tavern - ('In a tavern')
- (6) - Crockport - ('In front of a giant skull')
- (7) - Necromancer Trainer - ('In a secret library')
- (8) - Willip - ('Sell some Dark Skulls')
- (9) - Flameflower - ('Burning village')
- (10) - Leukish - ('Place close to the sea')
- (11) - Littleberg Magic Emporium - ('Place with only old men')
- (12) - Maze Cave - ('Must be a cartographer')
- (13) - Barbarian Camp - ('Strong wild men')
- (14) - Hippodrome - ('Place where you fear no challenge')
- (15) - Chendl jousting tournament - ('Join another competition')
- (16) - ??? - ('Leave noisy town life and go for peaceful forest life')

Konan seems to disappear after you locate him at the jousting tournament entrance. I searched for him at the Druid's Grove (where Filaree is) but he does not show up.

GREEN - Find Evil Magic in the Defiled Glades

Prerequisites: Rescue Mercion completed

Quest Giver: Mercion @Fort Belvor

Treasure(s): n/a

Speak to Mercion after rescuing her and you can run this small sidequest. There's undead (ghouls and skeletons) but the

most dangerous enemies are the bugs and spiders.

GREEN - Search Swamp for Treasures

Prerequisites: Rescue the High-Folk completed

Quest Giver: Drex @Chendl

Treasure(s): Treasure Map

Speak to Drex in the Chendl tavern and he'll hint that you can find valuables in the swamp in the western forest. The enemies are numerous undead and poisonous slimes, and the boss, a Poison Serpent, will make sure you die quickly if you expose yourself to the deadly vapors. A treasure map is hidden in one of the item containers here (chest, dead body, etc.). Find it and you can locate another sidequest area after you 'Liberate Grabford'.

GREEN - Find the Missing Father

Prerequisites: Rescue the High-Folk completed

Quest Giver: Farm Girl @Littleberg

Treasure(s): Mace of Saint Cuthbert; Forest Graveyard Endless Dungeon

The little girl in the Littleberg farmland screen (the right-most screen of the town) will ask you to locate her missing father, who is in the western forest. Ask Hawkler and Aurelia in the Ranger Glade about the missing man and they will unlock the map pip.

Fight through the undead, bugs, and spiders and you will find the man at the end of the area. Find him back at Littleberg for your Cleric's new magic weapon.

GREEN - Island of Dread

Prerequisites: Treasure Map acquired in 'Search Swamp for Treasures'

Quest Giver: n/a

Treasure(s): Gauntlet of Infinite Daggers

You can reach this island by flying carpet (if you purchased the carpet and found the treasure map), otherwise, you have to pay the ship captain in Grabford's inn 5000 gold to move your marker on the Lake Whyestit (you still need the treasure map). Note that the way by boat is probably better (assuming you found the Sword of Flames in the 'Fortress of Fangs' first), since if you go by Flying Carpet, you have to fight pterodactyls on a smaller platform than the boat deck. The way by boat will let you fight a few trolls, and with the Sword of Flames, you can earn Troll Fat from defeating those creatures with a fiery blade.

In case you forgot what the map looks like (from the 'Explore the Swamp' sidequest), here's the image file from the BORpak's data directory:



Once you land on the island proper, you battle mostly dinosaurs and 'ape men'. The final enemy is a 'Mad Ape' that will multi-hit you if you are not careful. It's best to use the new Gauntlet of Infinite Daggers to take the enemy down from afar. Once all enemies are dead, you leave the map (so loot, then kill). You cannot return to this place, even if the mission completion statement says otherwise.

GREEN - Wind Dungeon

Prerequisites: Retrieve Caruso's Lute completed; flying carpet acquired

Quest Giver: Caruso @Chendl

Treasure(s): Sword of Wind, Adamantine Helm

The floating castle (green pip) above the eastern lake near Admunfort is the 'Wind Dungeon'. You need to find a way to earn

the Flying Carpet, then fly to the Wind Dungeon, which can take a while if you are playing the game normally.

You first need to find a reliable source of wyverns to get wyvern scales (to trade them with Pierwolf at Willip for the flying carpet). I use the mountains near where the Maze Cave Endless Dungeon is (it is the mountain range west of a stone henge that lies north of the Ranger's Glade). You then need to buy or collect poison globes or acid bombs to kill wyverns with poison damage (killing wyverns normally will yield nothing).

Poison globes hit only once, but they are free from the poison spiders that roam the western forest. You can also buy them from the Grabford bombsmith Garn. When you fight wyverns, make sure that you hit them with one square hit from a poison globe, and they should die and drop a scale. Accumulate 20 and you can trade them (when you have them selected) with Pierwolf for the carpet.

Make a back-up of your .S00 and .SAV, then buy 5 lockpicks (or so) from Figgen in Chendl before starting.

The Wind Dungeon is best completed by the Thief or Elf (or someone fast with ranged weapons) since you need to move quickly to avoid the traps. Watch the falling leaves and jump with the wind (like in Mortal Kombat Mythologies: Sub-Zero) otherwise, you fall to your death.

The boss will be the Storm Dragon, who will use the winds and lightning against you. Since you can barely get close to hit him with melee, use your ranged weapons and whittle down the dragon to death. The Sword of Wind and the Adamantine Helm are in the chests after the Storm Dragon (and they can be blown into the chasm by the wind). Deftly retrieve your treasures before leaving.

BLACK - Fortress of Fangs

Prerequisites: Liberate Grabford completed

Quest Giver: Mayor of Grabford

Treasure(s): Sword of Flame, Eye of the Beholder, Power Core, Rune of Mana

Speak to the mayor, then to Hawkler and Aurelia in the Ranger Glade about this location.

This is probably the first 'endless dungeon' that you will encounter, and it is a square, solid dungeon designed to entice you with a worthy magical weapon (the Sword of Flame). Any character can finish it, although a magic-user character may have it somewhat easier to go through the dungeons (fighters can easily cack the true boss, a Mindflayer). There is also a Beholder mini-boss that you find (and fight) the first time you attempt the dungeon, so watch for that.

Note that on subsequent trips, you will start at the base of the Fortress of Fangs (instead of fighting the Beholder again).

Some spots within the Fortress of Fangs will prove troublesome - like the first hallway being a total trap-fest. To escape, trigger the spikes on the right, then run back left to find a switch on the wall (press UP + ATK in front of the lever switch to use it). Go through the secret door and remember this spot (because if you fall from the upper floor, you come back to this hallway past the spikes).

Go through all the doors and when confronted by a moving spike wall, just run away from it (the exit, or switch to an exit, will be at the end of that hall). For the golden treasure chests that move around when you approach, use Frost Diver or a low-hitting ranged attack (I've only found Frost Diver to work consistently; other ranged attacks are not as effective) and you will hit the chest enough until it spills its treasures.

Take out the Mindflayer (the first time in the dungeon only), take the loot from the treasure room (the most important treasure being the Sword of Flame) and leave after defeating the Xorn. On subsequent visits, you can leave after you escape the first moving spike wall (by running back and using the hidden lever switch).

GREEN - Rid Port of Trolls

Prerequisites: Fortress of Fangs completed; Sword of Flame acquired

Quest Giver: Mayor of Grabford

Treasure(s): n/a

This sidequest unlocks another sidequest 'Escort Princess Mirra to Safety', but you need the Sword of Flame to have the mayor of Grabford give you the task to kill the six trolls at Grabford's port. While you don't need a fiery sword to defeat the trolls (this module's trolls will flee even if defeated by mundane means and will not regenerate, resuscitate and attack), you still need the Sword of Flame for this mission's starting criteria.

If you are hard up on Troll Fat (for the Potion of Vitality in Pierwolf's shop), you can earn six units here if you kill all the trolls with fire attacks.

GREEN - Escort Princess Mirra to Safety

Prerequisites: Rid Port of Trolls completed

Quest Giver: Mayor of Grabford

Treasure(s): Crown of Rulership

Before attempting this mission (especially if you are playing alone), I recommend completing the sidequest to find the Necromancy Trainer first (so you can buy the Cloudkill spell for your magic-user). I would also try to get as many Rune of Mana items as well (to increase your MP meter).

I would also make a back-up of the .S00 and .SAV before trying this mission.

The toughest challenge is that the gnolls who board your war wagon will be rendered invincible when they ride up and jump on; during this time, your catapult weapon will stupidly auto-aim at them while Warduke will be free to attack Princess Mirra's carriage. I used D'Raven and Cloudkill (no other spells will work as well), and simply use the poison effects to hit the enemies riding horses (and Warduke) and the gnoll boarders once they clamber aboard.

One dose of Cloudkill will be sufficient to kill a gnoll at full life (make sure to cast the spell once they land on your wagon, not while they are still airborne from their jump). As the enemy starts dying from their lifedrain, you can sit D'Raven's ass on the catapult and hit Warduke until you drive him off. Doing so will reward you with a small token in rewards, but it's satisfying nonetheless.

GREEN - Find Ravenblack the Necromancer

Prerequisites: Liberate Grabford completed

Quest Giver: Thadeus @Fort Belvor

Treasure(s): Necromantic Grimoire

After liberating Grabford, you can talk to the two midget wizards in the inn about Necromancy. They will point you to Thadeus at Fort Belvor. Thadeus will speak of Ravenblack, who went to look for necromantic secrets to revive his relative.

Seek out the necromancy library pip (in the upper right of the overworld map) and run through the hordes of undead (Cleric or Paladin). Defeat the boss and you will unlock the Necromancy Trainer through the Necromantic Grimoire. The spells here are used by the magic-user and necromancer; the skulls are expendable items that spawn a skeleton servitor (like the spell Animate Dead).

GREEN - Visit Flameflower

Prerequisites: Liberate Grabford completed

Quest Giver: Kayla the Elf @Grabford

Treasure(s): n/a

Kayla, the blonde haired pony-tail wearing elf in blue, will give the BLACK pip for her village. Visit her family there for a set of sidequests.

GREEN - Search for Brion at Brookmere Keep

Prerequisites: Visit Flameflower complete

Quest Giver: Cedrus the Elf Lord of Brookmere @Flameflower

Treasure(s): Rune of Mana; spell (requires Eye of Displacer Beast)

Brookmere castle has a ton of gnolls and undead. Slog through the trash and find the Wererat on the castle rooftop. Kill it and return to Cedrus for the quest reward. Note there is an extra spell scroll in the main hall (behind a secret door) if you have the Eye of the Displacer Beast with you (from the sidequest 'Hunt the Displacer Beast').

GREEN - Rescue the Last Unicorn

Prerequisites: Search for Brion at Brookmere complete

Quest Giver: Some elf @Flameflower

Treasure(s): Earrings of Poison, Elven Aerial Shot Upgrade

There will be an elf dressed in red after you reclaim Brookmere (exit Flameflower and refresh the village screen). Speak to him and you can get this mission where you defend a unicorn from a pack of orcs and Iuz's personal assassin, Zarak.

The unicorn is a tough bastard, and unlike most other defense targets, it can heal itself with Cure Critical Wounds. However, it will seldom heal itself past 50% life, so you still need to protect it. A magic-user with Cloudkill or a few hirelings (buy some Sarken Mercenaries if you like) can wade through the mess easily.

Note that the reward for the earrings can be claimed by anyone, but only Tel'Elrond the Elf can learn the Aerial Shot ability from the elf woman on the very right, and only if Tel'Elrond bought the Elf Triple Bow.

GREEN - Find Stolen Caravan

Prerequisites: Liberate Grabford completed

Quest Giver: Caravan Master @Grabford

Treasure(s): Golem Gears, Ring of Protection, Note to Abandoned Caravan sidequest

For this sidequest, it's recommended that you use a character who doesn't have a hireling (follower) or make sure that the follower is killed/defeated during the battle with the bandit leader on the first map. Otherwise, your follower will dutifully release all the hostages in the missing caravan and the quest will end before you can claim all the treasures/loot.

Also, try to have the maximum (or near maximum) number of lockpicks for this mission; this way, you can open the chests without risk freeing a hostage when you try to break apart wooden chests.

After my Paladin's helpful meat-shield (Elkhorn) ruined this sidequest, I came back with another character after having backed up my .S00 and .SAV file before starting the mission. The treasures at the end of the sidequest are mixed with the hostages, so leave one of the hostages captured / tied up while you open the other chests.

The 'Note to Abandoned Caravan' acquired in this sidequest is required to start another sidequest; do not kill all the enemies on the screen (or rescue all the hostages by freeing them) before you get this important quest item!

GREEN - Find Abandoned Caravan

Prerequisites: Note to Abandoned Caravan acquired

Quest Giver: n/a

Treasure(s): Mithral Helm, Dark Wolf's Green Jewel, 1 spell (random?)

Only by acquiring the 'Note to Abandoned Caravan' in the Stolen Caravan sidequest can this pip appear. You can bring hirelings to this sidequest as they tend to perform badly against the Xorn; the mission ends once you defeat the Xorns and claim Dark Wolf's Green Jewel (e.g., the Loc-Nar) from the first Xorn slain. While the remaining Xorn tries to attack you, you can just claim the remaining treasures before clearing the area of enemies (an exiting).

BLACK - Hippodrome Arena

Prerequisites: Liberate Grabford completed; Steal the Secret Map to Dorakaa completed; Rescue Earl Holmer completed

Quest Giver: n/a

Treasure(s): Bard unlock; Ring of Fire Protection; Vorpall Crossbow; Storm Blade; Death Dealer's Helmet

The Hippodrome arena in Radigast will unlock different tiers as you progress through the game. Spoony the Bard in Grabford's tavern will tell you when a new tier is unlocked (ask her for 'Recent News'). The Hippodrome is a different sort of fight. You cannot use items in the fight, only abilities. Your HP and MP will be refilled after each battle within the tier, but note that some tiers will have nearly unstoppable bosses (the final fight).

If you are having an extremely tough time with the Hippodrome arena, you can use OpenBOR's integral cheat mode to give yourself infinite health; just remember to turn off infinite health or you may get stuck in some later dungeons or random battles.

Fighting through the tiers again will result in the same item/gold drops at the end, but the unique treasure(s) in each tier will no longer appear. Note that for the Death Dealer battle, you need to speak with Lord Bloodbane in the arena's throne room first, then talk to the receptionist. Otherwise, you only get the standard three tiers to fight in.

(1) - Beginner Rank Award - Ring of Fire Protection, Bard Unlock (1st play)

(2) - Amateur Rank Award - Vorpall Crossbow

(3) - Master Rank Award - Storm Blade

(4) - Special Fight Award - Death Dealer's Helmet

I suppose I can give pointers, but most players will likely turn on the in-module cheats and just claim the rewards (with ease, I must say).

GREEN - Liberate Crockport

Prerequisites: Liberate Grabford completed

Quest Giver: Mikinus @Fort Belvor

Treasure(s): 1 spell (random); Foxfingers' sidequests

Speak to Mikinus at Fort Belvor and you can attack this last town on the border between Furyondy and the Empire of Iuz. The fight is fairly simple, if a little tedious. If you've been knocking out the different story and side missions, you should have some good magical weapons and some upgrades. Waste the Ogre Mage and his shitty ice spells (which stun lock your ass) and take the spellbook.

GREEN - Acquire Griffons in Leukish

Prerequisites: Liberate Crockport completed

Quest Giver: Mayor of Crockport

Treasure(s): Cavalier unlock

After liberating Crockport, head back into town and locate the mayor at the very right edge of town. Speak to him and get the next in the series of sidequests.

Complete 'Retrieve the Orb of Oblivion', speak to the Griffon merchant, then return here and speak to the mayor for the character unlock. Note that if you did unlock the cavalier already, you may want to do the sidequest again on subsequent plays, as it increases the allies you have available in story mission 'Fight Iuz the Old'.

GREEN - Explore the Maze Cave

Prerequisites: Acquire Griffons in Leukish and Konan's Travels Sidequests in progress

Quest Giver: Konan the Barbarian

Treasure(s): Ring of Regeneration

Konan's travels will bring you to this cave (his sidequest unlocks the map pip, meaning you have to find a way to unlock Leukish to meet Konan there prior to the Maze Cave). Konan will comment on this Maze Cave Endless Dungeon, but not much more (he's off somewhere else and you never see him fight).

The key to finishing this maze is from the sign posted at the door, which reads: '3 o'clock to 15 o'clock, counter-clockwise.' This means the path in the 4-way room is right, up, left, down, right. You should meet progressively more dangerous enemies as you successfully navigate the cave (araneas, then trolls, a slime fall with Black Pudding, then Hook Horrors).

If, for some odd reason, you do not have the Sword of Flames already (from the 'Fortress of Fangs' sidequest), you may find it difficult (if not impossible) to complete one of the correct rooms in the Maze Cave's "true" path, as it has a Black Pudding that multiplies rapidly if you continually attack it. Only the Sword of Flames (or fire based spells, wands, or attacks) will properly keep the Black Pudding from splitting after the first few times.

When you find the treasure room, there will be some Xorns and the ever lovable Neo-Ortyg that munches on your life and gold. The Ring of Regeneration is inside one of the chests there. Note that the Ring of Regeneration will only restore life if there is NO INPUT from your controller or keyboard, and that your character cannot be in a "modified" form (i.e., the Cavalier cannot be mounted, but dismounted and not doing anything).

GREEN - Retrieve the Orb of Oblivion

Prerequisites: Acquire Griffons in progress

Quest Giver: Griffon Merchant @Leukish

Treasure(s): Potion of Vitality (requires Eye of Displacer Beast)

The trader in Leukish will only trade war griffons for an artifact called the Orb of Oblivion. Sounds fun. Before you start this mission, make a back-up of the .S00 and .SAV files (exit Leukish and re-enter to make an auto-save that keeps your conversation with the trader intact).

I would do this 'back-up' because the dungeon has an issue with one of its exit portals in the spiked hallway (like the exit not appearing) since the gamma is turned down waaaaay the hell too much for you to see the floor switch(es) you need to hit.

Head into the crypt and fight through the Sarken mercenaries and undead. Take their torches if you need to (lanterns are more economical), and head into the spiked corridor with the wisps. The exit should appear at the very end of the hallway (as a blue arrow going up or right); if it doesn't appear, you either missed a switch or something. Try stepping on the various dark spots on the ground at the very end of the spiked hallway to trigger the hidden door. If the switch emits green poison gas, it is likely the wrong switch.

Once you manage to leave the spiked filled hallway, you take the Orb and then fight a vengeful spirit. You will then go through the Sarken Rival. Kill him and get a Girdle of Giant Strength which allows you to one-hit most enemies with a single blow. Don't worry - Warduke does appear, and you won't like it. Make your way back to Leukish and you will pretty much clear this set of sidequests. If you have the Eye of the Displacer Beast, don't miss the secret door after the Sarken Rival fight (when the game puts your heroes on the hallway going back out). There's potion of vitality in that room.

Unlike some other items, you cannot hack the Girdle of Giant Strength back into your inventory. Some variable flags are used to gauge how far you are in the game). The Cloak of Displacement could be an exception, since you can finish the game without it ... the Girdle of Giant Strength however is removed completely after the Orb of Oblivion quest.

GREEN - Hunt the Manticore

Prerequisites: Convince Vayne to Betray Iuz completed; Stolen Caravan completed; Find the Missing Father completed

Quest Giver: Deeth @Littleberg tavern

Treasure(s): Manticore Skin, 'Note About Displacer Beast'

This sidequest is given by the 'female knight' the bartender talks so frequently about. She will be standing at the table where the four adventurers are. Speak with her and she will ask you to slay a Manticore. Note that if you do not see Deeth standing near the table with the four sitting adventurers (from D&D: Tower of Doom), you likely did not complete the 'Stolen Caravan' sidequest.

The stage is dimly lit (even if you bring a lantern), and is filled with mostly wild cats, spiders, snakes, and bugs. Fight everything to the end and engage the Manticore. The beast will have a slam attack, so learn to jump up/down to avoid it. Killing it is chiefly a given (it will always leave its hide in a spot you can reach it).

Note that the 'Note About Displacer Beast' will be in one of the bash-able skeleton corpses on the ground (quite near the boss, unfortunately). Be sure to grab it and read it (since it will tell you where the location of the pip is).

Deeth will give you a measly 2000 gold for the pelt; the note however, unlocks a treasure far more valuable.

GREEN - Slay the Black Dragon

Prerequisites: Steal the Secret Map of Dorakaa in progress (do not complete until pip is unlocked)

Quest Giver: Spooky the Bard @Grabford

Treasure(s): Horn of the Dragon

Thanks to Bloodbane (who looked over his code) to clarify this matter. This sidequest has a very narrow window of opportunity (which may be patched). To unlock this sidequest, you must speak to Ringlerun to activate the 'Steal the Secret Map of Dorakaa' story mission (the red pip will appear on the map), but do not start the mission (or you will finish it due to straight attrition).

During this stage of the game (where the story mission appears but isn't completed), you need to find Spooky the Bard in Grabford's tavern and speak with her to unlock this map pip (select 'Recent News'). Once you do, head outside of town to locate the nearby green pip. I believe that once you have the green pip unlocked on your map, you can go ahead and finish Kelek's Tower without losing access to the pip the Black Dragon is in.

For the bog, you basically wade through the enemies, locate the Black Dragon at the end, and kill it. No fuss, no muss. The acid element simply translates to poison damage (damage over time). The rare spell component is for Charmay's sidequest (the new spell she's working on).

GREEN - Hunt the Displacer Beast

Prerequisites: Note About Displacer Beast acquired

Quest Giver: n/a

Treasure(s): Eye of Displacer Beast; Skin of Displacer Beast

This pip is harder to locate (the manticore pip was literally just outside Littleberg ...). Go to the Riftcrag Canyon on the east of the overworld to find this marker. Fight the enemies outside, then engage the Displacer Beast (same monster from the Capcom games) in the ruins.

Remember that the Displacer Beast will have a phantom (its the one without a ball shadow), but unlike the original D&D game, both enemies will do damage. Attack the enemy with AoE (are of effect) attacks or be quick with your weapon swings. Since the boss is so quick, you may not even be able to put explosives on it before it jumps away.

In the aftermath, remember this - if you choose to help Foxfingers with his missions, you will lose out; however, you can also "hack" the .S00 file to reclaim a very valuable magical item; I'll talk more about that in the sidequest 'Steal the Owlbear Egg'.

Also remember - the ability to see secret doors (with the Eye of the Displacer Beast) is worth far more than 4000 gold pieces.

GREEN - Help Foxfingers the Thief / Steal the Owlbear Egg

Prerequisites: Skin of Displacer Beast acquired

Quest Giver: Foxfingers @Chendl sewers

Treasure(s): Cloak of Displacement or Boots of Levitation, 1 spell (random; requires Eye of Displacer Beast)

The following sidequest will be a series of sidequests: Foxfingers will ask you to find Fizban in Littleberg to craft a Cloak of Displacement (a powerful magical item). Since you have the Eye of the Displacer Beast, you should be able to see the secret door in the Chendl sewers as well (unless you foolishly sold it).

Fizban is in the Littleberg Magic Emporium. Speak to him and you will need to leave town to 'Steal the Owlbear Egg'. The mission is so short, you can complete it after a brief fight with several owlbeats and bugs. Take the spell component back to Fizban and load a few screens of the town (to pass time). You should be able to go and get your Cloak of Displacement.

At this point, you need to ask yourself if you need the ability to double jump versus the power of ignoring all mundane ranged attacks (arrows, fire arrows, throwing daggers, but not warhammers, giant boulders, or spells). If you like the Cloak of Displacement's power, you can ignore Foxfingers and continue with your story missions. However, if you want to find out what Foxfingers is up to (story-wise, although if the Princess Mirra sidequest is any indication, you should be immediately wary), head back to Chendl.

Find Foxfingers in Chendl and talk to him about his mission, if you do not care about the Cloak of Displacement's powers (or if you plan on hacking that item back into your inventory later). Trading the Cloak of Displacement for the Boots of Levitation will trigger the final sidequest involving Foxfingers. Find the map pip in the western forest afterward.

GREEN - Steal the Eye of Vecna

Prerequisites: Help Foxfingers completed; Cloak of Displacement surrendered

Quest Giver: Foxfingers @Chendl

Treasure(s): n/a

Fight through the bugs and Lyrannikin in the mushroom forest, and meet Foxfingers. He will explain his mission to you; of course, the Eye of Vecna behaves exactly like the Eye of Displacer Beast (but you won't keep it). You will never see the Hand of Vecna either (Foxfingers will be the one to grab it). Battle the undead in the tower, locate the Nagpa boss at the top and rip its ugly head off (note that the boss' phantoms will hurt you).

In the aftermath of the mission, meet Foxfingers once more at the campfire and be assured that your suspicions about the man are correct.

Now, if you wish to reclaim the Cloak of Displacement by illicit means, you can do so by entering any new screen (Willip is probably the easiest, but you can also enter any map pip or random battle) to create a new auto-save.

Exit the module (quit the game). Then edit the BOR.S00 file in your /Saves/ directory with a text editor and locate the line:

```
setglobalvar("Cloak",0);
```

The value should be set to '0' since you don't have it anymore. You can change that by changing the '0' to '1':

```
setglobalvar("Cloak",1);
```

By doing so (and saving the BOR.S00 file) you will regain the Cloak of Displacement you were tricked out of. Note that by doing so, you will also trigger Foxfingers to give you the Vecna mission again; however, since you already cleared it, only his dialogue will reset. You cannot re-enter the dungeon and steal the Eye of Vecna again.

Lastly, note that having the Cloak of Displacement doesn't mean you are 100% invulnerable to ranged attacks. Large boulders, spikes, gas traps, burning oil, poison globes, and spells are not warded, nor are warhammers (the arcing weapon that causes stun). And if you are riding on a horse, ranged attacks will affect you normally. Additionally, if you jump, the cloak will not protect you from projectiles you are normally immune to whilst moving on the ground.

GREEN - Search the Spy's Hideout

Prerequisites: Encrypted Note acquired

Quest Giver: Molliver @Grabford tavern

Treasure(s): variable (may include Holy Avenger)

This mission depends on your performance in the story mission 'Find the Chendl Spy'; if you allowed the spy to escape, the treasures will differ in quality than if you prevent the spy from escaping (and captured him).

The 'Encrypted Note' is found in the story mission 'Steal the Secret Map of Dorakaa'. Once you have the Encrypted Note, you should head to Molliver in Grabford's tavern to have her decipher it for you. Once you do, you should be able to find and enter the map pip west of Riftcrag.

The enemies are varied, but easy. Kill them all, and open the gate to the hideout using one of the floor switches underneath one of the barricades.

BLACK - The Blades of Corusk

Prerequisites: Request an Alliance with Valkeer completed; Normal Sword required

Quest Giver: Saber @Barbarian Camp

Treasure(s): Vorpall Blade

Saber will tell you about the five blades of Corusk - magic swords that have tremendous power. Unfortunately, only your Fighter, Paladin, Thief, Elf, and Cavalier can use these weapons. Other character classes have their own weapons (Dwarf and Cleric), while the Magic-User and Bard use their own weapons (the Bard is especially confusing, since she uses the Capcom Elf template, which has a sword and a shield).

As you go through the adventure module, you will encounter the magic blades and keep them in your inventory (note that your Normal Sword will fill in one of the magic blade slots; losing the Normal Sword will prevent you from completing this side mission). Some of the weapons, like the Sword of Flame, are easy to find (in the Fortress of Fangs) while others take some exploring. I'd like to thank Bloodbane for cluing me in on some of the stuff I was missing (because some of the puzzles were hard, thanks to me hacking the .S00 file and messing up global value flags).

(1) - Sword of Flame - Find this weapon in the Fortress of Fangs Endless Dungeon. It's the route where you encounter the Mindflayer. This weapon does more damage and when used to kill trolls, generates the Troll Fat item for Pierwolf's Potion of Vitality. Attacking a Black Pudding with this weapon will negate the pudding's ability to split apart and continue living (but only after the initial blow, so the Black Pudding will always split at least once).

(2) - Sword of Wind - This is in the flying castle above the Nyrdivv Sea (the sea south of Admunfort). You need to purchase the flying carpet from Pierwolf in Willip to get there, and to get the flying carpet requires some farming (or hacking) of Wyvern Scales. Wyvern scales are only dropped by wyverns if you use a Poison Globe or Acid Bomb to kill them. The Sword of Wind is good to range opponents and to impose stun lock on them (because they are knocked up into the air). Wyverns can be found in random encounters in the mountains north of the Ranger's Glade (but south of the areas where you start fighting Demons and undead).

(3) - Holy Avenger - This weapon requires you to successfully complete 'Find the Chendl Spy' and locate the 'Encrypted Note' in the story mission 'Steal the Secret Map of Dorakaa'. The spy's hideout has this weapon, provided that you captured him. I've never tried completing this quest without the capture The Holy Avenger is a potent weapon against undead, since it automatically 'turns' them (generating Dark Skulls from Death Knights).

(4) - Storm Blade - This sword is easy to find, but not easy to get. Defeat the Master Rank of the Hippodrome and you will find this electrifying weapon as a reward. If you have problems in the Hippodrome, use OpenBOR's in-game cheat menu in the System Options and set Cheats to "ON". Exit the options menu, then re-enter the System Options to find Infinite Lives, Infinite Health, etc. available. Infinite Health will make you invulnerable to damage in the Hippodrome, and is pretty much all you need.

WARNING - I will warn you that using cheats outside of the Hippodrome battles (with very few exceptions) are a bad idea, since many traps and deathpits will cause you to get a dead game if you have cheats active. Remember to turn off cheats (by quitting to the menu) before you continue questing after the Hippodrome.

(5) - Sword of Frost - This sword is the last you'll likely find, since you need to do several things. You need to find the 'Letter About the Hidden Treasure Vault' in the story mission 'Save Earl Holmer', then complete the 'Retrieve the Crook of Rao' story mission and speak to Canon Hazen in Littleberg to perform the demonic exorcism. The first criteria allows you to locate the map pip; the second criteria allows you to bypass the eternal guardian at the mysterious vault so you can enter it. The weapon is inside.

The Sword of Frost would have been helpful earlier in the game (by freezing enemies), but since you get it so late in the game, you may wind up being content to trade it away. Note that if you hacked the weapon into your inventory early in the game (like right after you start it and save the game by going past Chuckles the jester), you will find that it is very handy against enemies in the hands of the Fighter or Cavalier, who does massive amounts of damage. The Paladin, Thief, and Elf can use it as well, but will not hit as hard (the Paladin will also not do a sword strike on his third hit in his combo).

(6) The Vorpall Blade is the weapon Saber gives you if you decide to give up the five blades of Corusk (note you need to equip your Normal Sword to do this trade). The 'ultimate weapon' has a chance to kill any enemy (even major bosses) with one blow. However, enemies like the Death Knights and other special creatures are immune to its effects (and the lack of elemental damage means some enemies may prove more dangerous to you). Depending on your style of gameplay, you may want to keep the blades or trade them away. The Vorpall Blade is handy in some, but not all, battles.

You can also hack your BOR.S00 file to customize your weapons.

Personally, I deleted my Normal Sword after earning the Vorpall Blade, then hacked in the Holy Avenger and Sword of Frost, which are the most handy weapons to use (the Vorpall Blade has a chance to kill Black Puddings instantly, so fire isn't necessary, and I can also hack in Troll Fat if I need to).

I do not use the Sword of Wind since I have other ranged attacks (Vorpall Crossbow, Gauntlet of Infinite Daggers, etc.) but the whirlwinds are fairly cheap (and handy) in cases where you need to stun-lock enemies so they cannot damage a defence objective.

The Holy Avenger however, is handy to switch to when I need a weapon to destroy Death Knights and other undead that will re-animate until turned. The Sword of Frost is a good weapon for normal crowd control (even against Undead) since it will simply freeze them in place, and give your sword-wielding character time to retreat or set them up for a more deadly combo.

BLUE - Protect Castle

Prerequisites: Rescue Earl Holmer completed

Quest Giver: n/a

Treasure(s): Gold/money

This Endless Dungeon (east of Fort Belvor) allows you to attack a wave of orcs who are trying to breach your defences with a siege tower. It's doubtful you can fail it (since you have nearly infinite lives). If you need gold or a place to test-fire some new toy, you can use this simple, easy to complete area to do it in. To properly damage the tower, kill the orcs pushing the tower in the back (to stop the tower from moving), then attack the tower once it is immobile to destroy it.

GREEN - Destroy the Doomgrinder

Prerequisites: Greyhawk Castle acquired; Eye of the Displacer Beast required

Quest Giver: Dwarf in Blue Cloak @Greysmere

Treasure(s): Rune of Mana (gold key required); Adamantine Helm, Adamantine Gauntlets

Only with the Eye of the Displacer Beast can you enter this dungeon properly. Hendel the dwarf will assist you partly in the battle, but chances are that he will die from all the Derro mages. I used the Paladin (with Elkhorn, Peralay, Ringlerun, and Char the Dragon as extra help) and its much more easier than taking anyone else (except a second player who uses a Magic-user with Cloudkill or the Elf or Bard using Polymorph Other).

Since you only have 8 minutes to complete this side mission successfully, I would try and make a back-up of your .S00 and .SAV files before touching the map pip.

The toughest enemies here are the Derro magicians - they warp once you do a knock-away blow and they will spell-spam you until you die; their A.I. is a little too aggressive, so you will have to make do with what you have. Acid Bombs are handy (once you sic one on them, they will start losing life and get stun locked so they cannot heal themselves with Cure spells). That, coupled with the Derro bombers, spike traps, lighting fields, and poison vents, make this mission very difficult.

There is a Rune of Mana in a gold chest in the lighting field area, if you have a gold key, get it. For the most part, you're muscling through this dungeon due to the time constraints.

A monster called the Egg of Coot will attack you when you find the Doom Engine. You can ignore that creature and the now-infinitely spawning Derro. Focus on destroying the Doom Engine before time runs out and you will win. A djinn will appear and attack enemies once the Doom Engine is destroyed, giving you some measure of relief.

Speak to the dwarf who gave you the mission back in Greysmere, and you will receive a set of Adamantine body armor (if you also purchase the armor upgrade in Greysmere for 6000 gold).

GREEN - Find the Ruby Eye From Temple

Prerequisites: Rescue Earl Holmer completed; Greyhawk Castle acquired

Quest Giver: Dwarf in Green Pants @Greysmere

Treasure(s): Gold/money

Fight Sarken Mercenaries and a Sarken Commander at the entrance. The inside of the temple has traps (spikes from ceiling) and hirelings will die quickly (especially the Iron Golem). Fight lizardmen, dragonborn, and naga inside and head to the idol room.

Knock the Ruby Eye out of the idol's socket with a jumping strike, then fight the temple's Tharizdun Guardian. The boss is tough (blocking helps somewhat) and the arena is very small (and the boss pretty damn large). Acid Bombs can't stun lock the boss, but it will trick it into trying to attack (and thus, it won't move).

The reward for something like this you'd think would be immense, but it's only 5000 gold - enough for a spell or a weapons upgrade in Greysmere.

GREEN - Steal the Dragon Egg

Prerequisites: Greyhawk Castle acquired

Quest Giver: Rynn the Dragon Trainer @Greyhawk Castle

Treasure(s): Dragon Servitor

Rynn the Dragon Trainer atop Greyhawk Castle (remember, Drakan: The Ancient's Gate?) will offer to train your dragon (insert crude sexual joke here) while she's riding Arohk. She'll clue you in on where to find a dragon egg that is near hatching so you can steal it from its mother.

'Mother' is a blue dragon (lighting) which will exhibit the same attack pattern as Gildess from Capcom's King of Dragons. Fry the head, take the egg and chuck up 7500 gold pieces for a dragon servitor that anyone in the party can summon in addition to the normal hirelings they have (Elkhorn, Peralay, and Ringlerun for the Paladin; the Wolf for the Thief; the Imp for the Mage; and the Iron Golem for the Dwarf).

GREEN - Find the Necklace of Flame

Prerequisites: Greyhawk Castle acquired

Quest Giver: Bowmarc the Crusader @Greyhawk Castle

Treasure(s): Necklace of Flame, Critwall Endless Dungeon

This sidequest can be failed if you do not do it correctly, If you doubt your power of deduction, make a back-up of the BOR.SAV and BOR.S00 files before entering Critwall.

The templar in Greyhawk Castle will unlock this map pip - an Endless Dungeon of sorts. You can only replay the town, not

the actual dungeon where the necklace will be. When you enter town, do not summon hirelings or attack anything (yet).

Peacefully speak to all the 'townfolk' (actually ghosts) and get the following clues:

- (1) -- Six torches burn true but false torches must fall.
- (2) -- Spare the number of fingers on a hand and the toes on both feet.
- (3) -- Spare the amount of moons in a single years and seasons as well.
- (4) -- Spare what you find in the middle of "HONEY".
- (5) -- Spare the odd number that turns "EVEN" after you remove its head.

Here are the answers (the last two courtesy of Bloodbane back in Summer of '15):

Spare torches 5 (fingers), 10 (toes), 12 (months), 4 (seasons), 1 (hONEY), and 7 (sEVEN).

Destroy torches 9, 3, 11, 2, 8, and 6. The order seems odd, but it will make sense in a moment.

After you get the clues, KILL ALL THE WISPs and WRAITHs in the town's streets. You MUST STOP ATTACKING after you enter the red square portal on the right side of the town. This is so you won't 'accidentally' kill some monster and bork up your torch riddle.

The portal leads to the necklace's dungeon. Here, you will find a hallway where a black wraith taunts you saying that if you kill it, you will fail the quest or something. The hallway with the black wraith has the torches you need to spare or destroy, but they are laid out in the most effed up order. In fact, I found the order of torches by hitting all of them and noting the number on the enemy lifebar.

The torches you need to destroy are in parentheses:

```

           wraith
           starts
           talking
Player   here
Spawns   |
Here     |
|        |
V        V
```

```
(9)      7      (2)     12      4      1
(3)    (11)     5      (8)     10     (6)
```

Do not kill the black wraith that taunts you (and definitely do not use Turn Undead) until you destroy the correct torches and unlock the left door. Take the Necklace of Flames and other loot in the treasure room, then go back out to the torch hallway and kill the black wraith that taunted you. Now you can deal with the invisible Sinister Spectre past the door on the right-side.

The invisible spectre will really be invisible. You cannot see it, but it will spawn spouts of fire from itself, so track where the chain of explosions originate from and attack it there. AoE spells help in this regard (Magic Missile helps) but you can get away with simply hacking the boss apart. Defeat the specter and you will exit the dungeon forever, whether you have the necklace or not.

GREEN - Abandoned Mines

Prerequisites: Find Charmay completed

Quest Giver: Bitz @Chendl

Treasure(s): Potion of Vitality, Heart of the Stone Golem

Bitz, the fat blue pants miner in Chendl you rescued from Riftcrag, will give you a map to something he was looking for after you locate Charmay at the slime cave.

The mines are rather mundane, but the fights are brutal - Carrion Crawlers, bugs, Hook Horrors, Araneas, and rockfalls. Either of the doors will lead to the treasure room and its guardian.

The left tunnel has petrification gas traps and rolling boulders. The right tunnel has Hook Horrors, Araneas, and Carrion Crawlers.

Pick your poison as both lead to the Stone Golem. The boss can multi-hit, and even if you guard, it can grab your character and execute a piledriver. At least it won't ask you if you can smell what the Rock was cookin'.

The treasure room is guarded; kill the Xorn and take the Potion of Vitality in the gold chest.

GREEN - Find Spell Ingredients for Charmay

Prerequisites: Find Charmay completed

Quest Giver: Charmay @Greyhawk Castle

Treasure(s): Meteor Storm spell

You need to find 3 rare spell components for Charmay so she can 'create' her new spell, Meteor Storm (even though it's called 'Meteor Swarm' in the D&D Basic Core Rules, 3rd Edition - yes, I have it in hardcover). Some of the spell components you may already have (like the Eye of the Beholder) while others requires some work.

(1) - Eye of the Beholder - There's a beholder in the Fortress of Fangs (the first time you go through) and a second one in Darkpool later in the game (requires the Eye of the Displacer Beast to locate the secret door). There is possibly a third Beholder in the Blackmoor Ruins. You only need the one eye, not two, not three, just one for this spell to be unlocked.

(2) - Horn of the Dragon - There will be a small Black Dragon terrorizing one of the nearby swamps near Grabford. Spooky the Bard will unlock the map pip, but you have a very narrow window of time to do so -- you must speak to Ringlerun to activate the 'Steal the Secret Map of Dorakaa' story mission (the red pip will appear on the map), but do not start the mission (or you will finish it due to straight attrition). While this story mission is available, speak to Spooky the Bard for the sidequest's map node to be active.

(3) - Heart of the Golem - There is a Stone Golem in the 'Abandoned Mines' sidequest, which is available from Bitz in Chendl.

Once you have all three components (you can check which ones you have by using the Cast Spell button in a non-combat screen, like a town), return to Charmay at Greyhawk Castle and speak with her to unlock the spell. Note that the Necromancer in Wrath of Warduke will already have this spell unlocked, but D'Raven the Magic-user needs to undergo this quest to cast Meteor Storm.

GREEN - Search Castle Vitalia for Powder of Longevity

Prerequisites: Find Charmay completed

Quest Giver: Charmay @Greyhawk Castle

Treasure(s): Ringlerun (as hireling)

For this mission, you need to speak to Charmay as the Paladin (Strong Heart). No other character may start this sidequest. Charmay will ask you to find some powder of longevity for Ringlerun. Doing so will allow the court magist to join the Paladin as a hireling (the final one for Strong Heart). However, the puzzles in the Castle Vitalia are fairly unforgiving. One mistake and you will fail the entire sidequest.

IMPORTANT - I suggest making a back-up of both your BOR.S00 and BOR.SAV files before attempting the sidequest at all. Remember the two files "auto-save" as soon as you make a screen transition into a non-map side-scrolling level (use a small town screen like Willip or one of the rooms in your castle).

If you know what the riddle answers are, you will complete this sidequest in about a minute. If you don't, it will be nerve wracking. Here are the puzzles, in the order they appear (and the solution under each one):

=== The Door Puzzle ===

Door of the Bat. Door of the Owl.
Only one leads true, the door of the fowl.
Both are creatures of the night;
Both possess the wings of flight.
One is a mammal, the other a bird.
Has the answer yet occurred?

:::::::::::::::::::::::::::::::::::::
:: Solution - Open the Owl door. ::
:::::::::::::::::::::::::::::::::::

=== Monster Doors Puzzle ===

Simple things can seem complex.
Keep this in mind to miss the hex.
Unambiguous it is.
Lizards, lobsters, what a quiz.
Look for the key at the top of the spine.
Seek the head of every line.

:::::::::::::::::::::::::::::::::::::
:: Solution - 'SKULLS' Attack the Skeletons, enter their door. ::
:::::::::::::::::::::::::::::::::::

=== Treasure Chest Puzzle ===

The chest you seek was in the middle.
Now follow if you can the riddle.
Right moved left and left moved right.
The new left to the middle did alight.
Is the chest right, left or middle?
Concentrate to solve the riddle.

:::::::::::::::::::::::::::::::::::::
:: Solution - Open the left chest. ::
:::::::::::::::::::::::::::::::::::

Take the contents back to Charmay at Greyhawk Castle, then pass some time (by loading several screens). Speak to Charmay about Ringlerun again and she will give you some potion to take to the court mage at Grabford. Once you speak to Ringlerun with this potion on hand, he will join the Paladin's retinue as a hireling.

GREEN - Corrupted Elder Tree

Prerequisites: Find Skylla in Darkpool completed

Quest Giver: Elf @Druid Grove

Treasure(s): Robilar's Robes of the Arch-magi

A new elf in Filaree's Druid Grove will ask you to check in on an Elder Tree (treant) that has been corrupted. Head in and be ready to fight off Lyrannikin and other unsavory creatures. The first boss is the treant itself. Use fire and blast all the treemen into kindling. Enter the Elder Tree for the second part.

A few treemen, poison spiders and bugs are in the tree, but nothing you can't handle. The second boss is a 'vampire-lord' who can spam attack various stuff (just watch). Try the Magic-User's Cloudkill (or Acid Bombs) if you can to stun-lock the bastard, otherwise, you will be here a while.

The vampire boss drops the treasure; the elf quest-giver only gives you verbal thanks.

BLUE - Blackmoor Ruins

Prerequisites: All Soul Husks Destroyed

Quest Giver: Fighter @Littleberg Tavern

Treasure(s): n/a - Endless Dungeon, I guess

This Endless Dungeon will be 'discovered' by the adventuring party in Littleberg's tavern (the four around the table near Deeth, the female knight). The fighter will speak about locating the ruins of Blackmoor (which, by the way, is NOWHERE NEAR THE BROKEN LANDS in this world). The enemies here are endless in that they always respawn when you load a screen; even bosses like the enemy lich (another Dread Hierarchy of the Horned Society) will respawn.

I believe there is a Beholder in here (but not 100% sure anymore). Basically, you can go through the ruins for fun and explore. I've not found anything uniquely mentionable that I haven't found elsewhere already.

What you may find interesting is that the module's development team coded a random ally (Fighter, Cleric, Magic-user, Bard, Thief, etc.) to fight alongside you on certain screens. You can fight with them up to a certain distance from where they originally spawn (at which they vanish and a new ally or set of enemies spawns in).

If you're looking to show off this module to a friend and need an Endless Dungeon with many enemies, opt for Blackmoor.

BLUE - Cave of the Phoenix in White Plume Mountains

Prerequisites: Soul Husk in White Plume Mountains completed

Quest Giver: Bartender @Littleberg Tavern

Treasure(s): Necklace of Lightning

After you destroy the Soul Husk near Riftcrag, you can talk to the bartender in the Littleberg tavern and he will mention that the cave has turned into some ruinous playground for adventurers. It's another Maze Cave, but the puzzle this time is different.

Before you start this dungeon (again), I would recommend you not only make a quick back-up of your BOR.S00 and BOR.SAV files (this way, you can quit the dungeon without fear of getting stuck in it forever if you cannot solve the puzzle) but also try to finish the 'Retrieve the Crook of Rao' story mission so you can help Canon Hazen do the exorcism. Once that's done, you can locate the Sword of Frost in the 'Hidden Treasure Vault' and be able to kill most of the enemies in this area with one or two hits.

Naturally, do not employ any weapons or instruments based off of fire here. Doing so will likely heal (instead of injure) the various entities that are living flame (fire slime, baby dragons, fire elementals, etc.).

When you first enter the fiery cave, you will be able to read a signpost with this story:

'Two phoenixes were born in this fiery cave. They could only become a "phoenix" if they can find the way out.'

'The 2 phoenixes different in size, traveled this cave to find the way out. It was not an easy task and doubt crept into their mind.'

'The biggest one is less confident. It walked back inside in doubt just before the last cave and got lost in the deeper caves.'

'The smallest one is more confident. It moved on ignoring its doubt and managed to find its way out. It became the great Phoenix.'

There will be a clue from a skeleton corpse that says the hint to "solving this fiery cave puzzle is in the story at the start of the cave"; the note spawns in a cave that is one loading screen before the second sign. Keep going right until you read the second sign at the start of a cave section:

'Only those who won't go back to the past will never step into the future.'

The room with the second sign with the above clue is the key to the exit. The trick here is to go back left AFTER having the option to go right or left (by defeating all the enemies on the screen). When you opt to go left (back to where you found the second sign) there should be a new door (going up) that reads ENTER instead of LEAVE.

Going through the correct doorway will yield another familiar looking cave section (but there should be three fire-trap faces in a row, right from the outset). Go through this section and extinguish enemies (and maintain going right at this point - do not go back left at all). Fight the boss at the end of the section, Pyron.

Note that Pyron is living fire, so touching him is bad news. If you located the Sword of Frost, it would be handy to have against the enemies in this sidequest (or if you plan to visit it since it's an Endless Dungeon). The Necklace of Lightning is one of the items in the treasure room.

GREEN - Search the Hidden Treasure Vault

Prerequisites: Save Earl Holmer completed; Letter About the Hidden Treasure Vault required

Quest Giver: n/a

Treasure(s): Sword of Frost, Potion of Vitality, Adamantine Armor, Robilar's Robes of the Arch-magi

Chances are this is the second to last sidequest that can be completed, as you need to advance so far into the game, only one story mission will be left available to you (the last sidequest would be 'The Blades of Corusk' for reasons that will be obvious soon). Once you return the Crook of Rao to Canon Hazen in Littleberg, he will exorcise all the demons in the land (meaning no more Demon Scales ...). What this means though, is that you can finally investigate that hidden treasure vault guarded by that immortal demon way up in the north.

If you fought through this sidequest before, you will have battled the numerous gargoyles and aranea in the catacombs; a Blood Gargoyle (red gargoyle) will have been the boss before the immortal demon. The vault is a veritable boon of treasure, provided you followed through, and you will also find the elusive Sword of Frost within.

=====
=== WRATH OF WARDUKE MAIN CAST ===
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Upon completing the Rise of Warduke, you will unlock the map pip 'Sea of Dust' whereby you start a post-game adventure called 'Wrath of Warduke'. In this post-game adventure, you can select 4 new character classes that are a mix of the hero classes, with new abilities, spells (purchased from vendors while you were playing the heroes), and such. You will lose access to your horse, your flying carpet, and none of the 4 "villain characters" can use any of the items in your inventory, except the most basic stuff (lanterns, torches, potions, bombs, throwing weapons, oil, etc.). So if you have a large amount of items from your first adventure (magic swords, Death Dealer's Helm, Goblin King's head, etc.), those items will be considered dead weight in this second quest.

Also note -- you cannot buy any lockpicks in this quest. To replenish your lockpicks (without hacking), you need to go back to Furyondy and locate Figgen in Chendl to replenish your lockpick stock. The most helpful items are actually the poison globes (from the poison spiders) and acid bombs (from Pierwolf's shop), since you cannot buy/find most of the items available for the good guys in the Wrath of Warduke campaign. Note also that your good guys' other power ups (Gauntlets of Ogre Power, Ring of Fire Resistance, Boots of Levitation, Flying Carpet, Horse, etc.) will not be available to the evil characters, making the game harder than what you've grown accustomed to.

-- The Assassin, a Dark Champion of Tharizdun --

- + Quick Enough to Dodge Sideways
- + Can Create Poison Arrows by Expending Magic Points
- Weak in Physical Offense
- Looks Cool; Sucks IRL

In Short: Plays like Tel'Elrond the Elf with arrows instead of spells, and he can block. The assassin's sword can inflict flame and shock elemental damage depending on what actions are used before you hit ATK.

The assassin's greatest strength is using his magic points to create poison arrows and then shooting enemies to death. Never buy arrows for this guy unless you are so trigger happy you tend to hose your foes in every battle. His poison gas attack is good for limited cloud control, assuming you have the magic points to spare.

The suicide attack is summoning a bigger version of the dark demon the assassin has in his ability inventory. The attack immobilizes the assassin, but renders him temporarily invincible as the demon's roar knocks away enemies (and does damage).

-- The Shaman, a Dark Champion of Tharizdun --

- + Turns Undead, Accesses All Cleric Abilities
- + Exceptional Physical Melee Attack Range
- Slow As Hell
- And a Big Target

In Short: Plays like Strong Heart the Paladin, but a lot slower (like the Dwarf). Useful if you are fighting undead, but not very good against large crowds. If surrounded, the Shaman/Ogre can die quickly if you do not block.

The Shaman/Ogre's greatest strength is the melee power and reach. So long as you can zone an enemy or crowd control them, you can beat them to death while you laugh maniacally and stroke your own filthy murder-boner.

The suicide attack is a ring of ever expanding flaming oil spouts. Handy, but not terribly damaging. You may want to save the magic points for other spells instead.

-- The Necromancer, a Dark Champion of Tharizdun --

- + Has a Big Book of Evil Spells
- + Skull Staff Has Good Reach
- Skull Staff Has a Big Blind Spot
- Floating Off the Ground Makes Positioning Difficult

In Short: Plays like a version of D'Raven if he was more bad-ass (and levitating off the floor). Most of the spells D'Raven uses are duplicated here, including Curse (which seems like none of the good spellcasters can use and looks to be substituted for Bigsby's Hand). Be wary that summoning all your pets costs magic points ... lots and lots of magic points.

The necromancer's greatest strength is the Curse spell, which can only randomly target a single non-boss enemy, but once it does, you can strike it with your staff and kill it/him/her instantly. Apart from that, the necromancer has fewer pets (no Summon Imp) and is pretty limited in crowd control in certain instances (not enough magic points to fuel his repertoire).

The suicide attack causes the necromancer to teleport (much like dodging up and down). This is handy if you need to do an instant evasion (much like the Druid's or the Bard's Blink spell).

-- The Druid, a Dark Champion of Tharizdun --

- + 'Polymorph Other' Insta-Kills Most Enemies
- + Summon Treants and Eagle as Pets
- Most Potent Physical Attack is 'Form of Bear'
- Dragon Form. LOL

In Short: A mix of the Bard's Druidic spells and hits about as hard as the Thief (without backstab, smoke bombs, slings, or thieving). If you don't mind dying over and over again, you can spam-cast Polymorph Other and get through most scenes quickly (until you reach the boss). Wrath of Warduke quests are multi-dimensional in terms of enemies, and some of the specialized character classes have a hard time clearing them. Note that only the Druid and Shaman can block; the other 'Wrath' character classes cannot.

The druid's greatest strength is the Polymorph Other spell, which acts to mass-kill every non-boss enemy on the screen. Pair the druid with another character (in co-op) and you have a very potent fighting pair (easy crowd control from the druid, mixed with something else from the partner character ...).

The suicide attack has the druid summon Leaf Swarm. It's not a great attack, but it does hit almost everyone on the screen.

PURPLE - The Sea of Dust

Prerequisites: Slay Iuz the Old completed

Quest Giver: n/a

Treasure(s): n/a

The post-game quest has you playing some servants of Warduke. You can only locate this map pip on the main game map (and get started) after you complete Slay Iuz the Old. The map pip is in the southwest corner of the map (west of Littleberg and southwest of the compass on the map). When you enter it, you can pick one of the four character classes above and start your 'evil quest'.

Note that if you decide to go back to playing the 'good guys' in the main game, locate the purple map pip in the Wrath of Warduke map (the pip is in the northeast) and you can 'Return to Furyondy'.

BLACK - Loftwick

Prerequisites: n/a

Quest Giver: n/a

Treasure(s): n/a

Once you start the Wrath of Warduke campaign, you should probably visit the first town you see, Loftwick. This will be your main town for your first main quest - Fetching the Gjallerhorn. Note that the sprites used here for the NPCs are a little different, but the functions are the same. Some notable NPCs are here in Loftwick:

Laird Zargash -- This gentleman in the black armor is in the Loftwick Inn, and he has the information you need to retrieve the three artefacts of Tharizdun. To get him to betray humanity, you need to get him the Gjallerhorn, which is rumored to be lost in the mountains west of the town.

Old Man Hermit -- This old beggar dude is on the right-most screen of the town (a dead end). Talk to him once you have

retrieved the Awakener and the Initiator, and he will tell you how to reach the Sea of Dust proper so you can claim the final artefact.

Chin -- This Oriental is in the Loftwick Inn, and clues you in on where to find a ship once you've got the information from Laird Zargash on where to look for the three artefacts of Tharizdun.

RED - Find the Gjallerhorn

Prerequisites: Locate Loftwick's inn

Quest Giver: Laird Zargash @Loftwick Inn

Treasure(s): n/a

A warning - you may need to hack the BOR.S00 file if Bloodbane didn't patch your game (either player). I found that you can keep playing the Gjallerhorn mission over and over again (at least as 2P) if you complete the 'false route' first, then the 'true route' (retrieving the weapon), and then playing the stage again (ad nauseum). Hacking is needed SHOULD YOU PICK UP TWO GJALLERHORNS from the 'true route'. The mission's parameters will remain in a logic loop if you somehow set your Gjallerhorn variable to '2' or more (by picking up more than one weapon on a replay).

A subsequent play with Bloodbane's hack seems to have solved this (also, I played the 'true route' first) and the stage promptly disappeared (closing the logic loop). However, going through the 'false route' is an optional part of the story!

If you want to beat the stage quickly, buy some burning oil (you only need 2, but you may want a few to range your throw). Otherwise, you can try to solve the puzzle (which is pretty fucking neat).

Begin by riding the lift up to the top of the mountain. You will fight wisps and ghouls. If you have the Druid, the Polymorph Other spell will let you earn Ecto Balls and Skulls (for skeleton servitors if you like). Otherwise, just weather the storm and head up.

At the top, you fight some undead, snakes, and scorpions. Note the bodies do drop clues on what you may need to find the 'true route'. If you don't zone in on the clue and start fighting undead on the second stone causeway (the bridge leading to the wooden gate), you're already on the 'false route' (because you cannot go back left).

-- The False Route --

The false route is through the wooden gates on the second stone causeway. Once inside, you fight plenty of undead while trying to scarf up all the loot (gold mostly, and nothing rare). You fight something called the 'Eternal Guardian' (King Zananstaff from Taito's 'Rastan 3: Warrior's Blade'). Defeating him will allow you to leave, but you will not have found the fabled Gjallerhorn; did the Eternal Guardian's hint give you more clues about what to do next?

-- The True Route --

To actually find the Gjallerhorn and not repeat this stage over and over again, you need to cross the first stone bridge and locate wooden slats covering the stone floor. Break the slats with burning oil (I don't know if the throwing hammer or large burning oil works). One or two oil flasks on the wood will destroy it, and reveal the secret crypt.

Inside the secret crypt, hit the first lever to slow the fire trap. Avoid the undead, spiders, and other crap flying your way until you locate the spair of floor lever switches. Operate the lower lever to turn off lighting traps to treasure chests (but leave the upper one alone, or you will have a tougher time of things). Locate the Gjallerhorn near the crypt's exit, then kill the Death Knight (turning undead or polymorph other helps immensely) so you can spawn the EXIT arrow and go back to Loftwick.

Speak to Laird Zargash and ask about all three artefacts (to fulfill the prerequisites now, instead of later).

BLACK - Horkar Docks

Prerequisites: Find the Gjallerhorn completed

Quest Giver: Chin @Loftwick Inn

Treasure(s): n/a

This black pip unlocked once you give the Gjallerhorn to Laird Zargash, and speak to Chin. Head there and 'hire' a pirate captain who will sail you to the first two Tharizdun artifacts.

On board the ship, you can speak to the captain to change characters, or to travel (you rest automatically by changing characters, so just pick the same character). The ship's interior has three shops - the weapon/smith shop (so you can sell items), a potioner, and a bowyer.

Travel to the Suss Forest and to Kro Telep (there are no enemies on the sea) and complete the next two story missions at your leisure. I personally picked the Druid (after hacking my magic point maximum) so I can fly through the stages with Polymorph Other (the Druid does have a problem with single tough bosses though).

RED - Locate the Awakener in Suss Forest

Prerequisites: Horkar Docks completed

Quest Giver: Laird Zargash @Loftwick Inn

Treasure(s): The Awakener

This stage is relatively easy, in terms of the peon enemies you meet. There are several areas, a mixture of forest and ruins, and enemies consist primarily of bugs and pests (scorpions and spiders), lizardmen, bullywugs, troglodytes, and others. There's nothing special about this level (or even tricky). The artefact you seek is literally in the open. Take it, slay all the remaining enemies, and you will fight a boss.

The boss is "Guardian" - and is one of the heads of the Tetra-Hydra from Rastan 3: Warrior's Blade. This boss is devastating in terms of its attack, as it breathes a very large fireball that tracks where you are. The area of effect (AoE) is very large indeed and the head will go 'almost everywhere' on the screen. Without the firepower afforded to you by the magic blades of Corusk (and other power-ups), you may need to resort to gadgets to drain the boss' life (Acid Bombs or Poison Globes).

RED - Locate the Initiator in Kro Trelep

Prerequisites: Horkar Docks completed

Quest Giver: Laird Zargash @Loftwick Inn

Treasure(s): The Initiator

This stage is fairly simple with a straight-forward layout. You fight mostly Scarlet Brotherhood henchmen in the form of crossbowmen, bandits, cutpurses, and 'assassins' (Sarken Mercenary color swaps). For crowd control, poison globes and acid bombs are great.

The enemies in the stronghold upgrade to Kongoh (club wielding strongmen) but not much will change. The boss is the Father of Obedience. He will go berserk with sword moves (he will be invulnerable during that time). He can also teleport (similar to Warduke and Iuz, but without the cheap all-screen attacks).

As you fight the boss, monitor the boss' life bar and be sure to kill him on the screen. The boss drops the artefact so if you kill him off-screen, you may run into trouble (and hack the Initiator into your BOR.S00 file). Once you pick up the artefact, you will leave Kro Trelep.

RED - Locate Slerotin's Manifesto in the Hool Marshes

Prerequisites: Initiator and Awakener acquired

Quest Giver: Old Man Hermit @Loftwick

Treasure(s): n/a

Speak to the old man hermit in Loftwick once you have the Awakener and the Initiator artefacts. He will tell you about Slerotin, his magic tunnel, and some history, as well as reveal some fetch quest you need to complete in the Hool Marsh to get to your next objective, the Sea of Dust.

Exit town and locate Hool Marsh to the west of the purple pip that brings you back to Furyondy. The forest will have wolves, bugs, and slimes. Kongoh, cutpurses, bandits, and crossbowmen. The boss is the Scarlet Captain (Guan Yu from Capcom's Dynasty Warriors game). Defeat the boss and he will drop Slerotin's Manifesto. Take it and depart.

BLACK - Traverse Slerotin's Tunnel

Prerequisites: Locate Slerotin's Manifesto in the Hool Marshes completed

Quest Giver: n/a

Treasure(s): n/a

The red map pip to Slerotin's Tunnel will appear south of Loftwick once you have the manifesto. At this point, you need not head back to Loftwick or Horkor to finish your journey.

The tunnel is represented by two pips - one black and one one red - the black pip is in the Sea of Dust while the red pip is south of Loftwick. You can go back and forth between the Sea of Dust and the area near Horkar and Loftwick using the tunnel (which is an Endless Dungeon).

Note that the first time you fight through the tunnel will be different from the Endless Dungeon you will go through (endlessly); wolves and aranea will greet you in the forest area initially, as well as a boss, the 'Stone Golem' (it will not give you a golem's heart). This golem may be slightly different from what you've fought before, as it will regenerate its life as it lands damage on you.

Go through the tunnel and fight Derro (going into the Sea of Dust) or Dark Elves (leaving the Sea of Dust). At the end of your tunnel journey, you will find a cavern with two possible exits - 'Back to Loftwick' and 'To the Sea of Dust'. Unless you want to fight through the tunnel again, go to the Sea of Dust.

Upon your arrival in the desert, visit the 'Sea Camp' for a place to rest. A bowyer and a trader selling dungeon supplies will also be at the camp, but you cannot sell items there.

RED - Locate the Unbinder in Sea of Dust

Prerequisites: Traverse Slerotin's Tunnel completed

Quest Giver: Laird Zargash @Loftwick Inn

Treasure(s): n/a

Now that you've made it to the Sea of Dust, you can resume your quest to revive Tharizdun by finding the last artefact. Begin by visiting the three small ruins in the desert - to the northeast (near the tunnel where you exited), in the northwest, and in the southeast.

Fight pygmies (Big Man / Neanderthal from Magic Sword), Batue, bugs, Thri'Kreen, Sandworms (from Dune), Snakoids (from Tremors), and Carrion Crawlers. Once you visit the three small ruins, you can find the Forgotten City southwest of the Sea Camp.

At the Forgotten City, you battle undead - skeletons, ghouls, wights, phantoms, nightwalkers, zombies, and other non-living crap. Occasionally, you will fight a Wrath mini-boss (an energy drainer who will recover life if it damages you). The top of the city has a tomb holding the mummy boss.

The tomb of the mummy, Xodast, is rather small, lending to a furious fight. It doesn't help that Xodast will do a cheap sliding kick like an Orog Elite after each knockdown, Do your best and kill his ass (surprisingly, poison works and acid bombs can stun lock him). Xodast drops the Unbinder when defeated.

RED - Chase After the Heroes

Prerequisites: Locate the Unbinder in the Sea of Dust completed

Quest Giver: Warduke via telepathy, because he's more bad-ass than Darth Vader

Treasure(s): n/a

Once you have the three artefacts, attempt to leave the Forbidden City and you will fight Strong Heart the Paladin and Tel'Elrondd the Elf. Defeat them both and obey Warduke's command to pursue.

Note that before you 'chase after the heroes', you may want to consider picking your character(s) carefully, as some have an easier time against some heroes than others. You can visit the Sea Camp between fights and change characters (and heal there while you're at it).

Of course, you can elect to pick a different villain for each fight; use your own discretion.

RED - Clash Point (North)

Prerequisites: Chase After the Heroes completed

Quest Giver: n/a

Treasure(s): Unbinder recovered

Fight Gredon and Dimsdale at this clash point. Gredon has the artefact, but you will need to defeat both heroes to leave. Both heroes are good at blocking, but you can play the range game or simply try to pound them both to death using brute force.

RED - Clash Point (Middle)

Prerequisites: Chase After the Heroes completed

Quest Giver: n/a

Treasure(s): Awakener recovered

This fight is unique since you fight D'Raven who is alone (he has the artefact). The wily mage however, will constantly summon skeletons to do his bidding. You can ignore the skeletons (if you can) and just attack D'raven. Note that he will cast a Shield spell to mitigate damage on himself.

RED - Clash Point (South)

Prerequisites: Chase After the Heroes completed

Quest Giver: n/a

Treasure(s): Initiator recovered

Shannon has the artefact but you will have to deal with her and Jarred. Note that while Jarred can block, Shannon will try to zone you with leaping attacks and sling-stones. After each knockdown, Shannon is more aggressive and will do a pop-up attack as well. Defeat both of them and reclaim the artefact.

RED - Awaken Tharizdun

Prerequisites: All Clash Points completed; Initiator, Unbinder, Awakener re-acquired

Quest Giver: n/a

Treasure(s): n/a

Head back to the Forbidden City after reclaiming all your artefacts. Avoid the incoming spells from the good guys. Simply outlast the attacks. When Tel'Elrond teleports to your dragon and starts a suicide countdown, you have about 1 minute 20 seconds (80 seconds) to defeat him.

Should you defeat Tel'Elrond before the timer runs out, you get the 'bad' ending (where the good guys lose). However, if you let Tel'Elrond kill your 'Wrath' party (just let the timer run out), you get the 'good' ending (where the good guys win - remember, you are playing the bad guys at this point).

Once you're done with this final 'Wrath of Warduke' mission, you are free to roam the Sea of Dust area (the endless dungeon is really just Slerotin's Tunnel, followed by random battles).

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== HAX0RZ - HACKING-LITE FOR FUN AND PROFITS ==
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Perhaps keeping you in this tower has left you ignorant. You are so easily deceived. For example, I have heard that your Prince Fabious has made his bed recklessly with many maidens, and I heard that he has fungi on his genitalia as a result.

Also, he organizes orgies with wenches and barbarians alike, and he takes sperm on him and gives it to women freely, spilling his seed willy-nilly as he makes his way through that orgy.

He is not the dashing young man you believe him to be. So, these are the harsh realities of the outside world. Welcome home!

- Leezar the Wizard

The BOR.S00 file in your /Saves/ OpenBOR subdirectory keeps track of your quests, items, and other conditions related to your quests. This file can be edited using a simple Text Editor (I use Textpad but Notepad.EXE from your /WINDOWS/SYSTEM32/ directory also works). Note that you can only change certain things - some values (like your maximum HPs and MPs) cannot be altered, as there's something else that keeps track of it. That's completely fine, as only certain things require your attention.

Note that I will be giving examples of the global values for BOTH 1P AND 2P. If you are playing the game by yourself, note which slot (left side is 1P and the right side is 2P) you are playing and only find/use that value. For 1P, the '0' valuenamename is used; for 2P, the '1' valuenamename is used. Simply locate the 'setglobalvar' valuenamename and you can start fucking around with the integer values.

Lastly - besides making a back-up of the file before editing it - you should ideally quit the game before editing the BOR.S00 file, as you don't want to have the game "using" the file while you make changes. Just end the game (you can leave the module on the title screen) while you make your changes, then save the .S00 file.

:::::::::::
:: Gold, Because Wealth Is Meaningless ::
:::::::::::

Changing this variable will allow you to set the amount of gold your respective character will possess. I set mine at "Ein Million Dollar" and it was pretty much more than enough gold to buy anything available in this mortal realm. You can probably set it lower to give yourself a head start, but you will probably never have want for money again by editing this value.

```
setglobalvar("0Gold",#####);  
setglobalvar("1Gold",#####);
```

is the amount of gold for 1P and 2P (0Gold and 1Gold) without commas or other punctuation. Seven digits will make the gold counter intrude out of the HUD's boundaries; 900000 (900K) is plenty of dough.

:::::::::::
:: Gold Keys, 'Cause You Don't Want Fezzick Tearing Your Arms Off ::
:::::::::::

Changing this variable will set how many Gold Keys (to open gold metal chests) you have. The normal maximum is 9; should you set a higher number, the maximum will reset to 9 when you load a new screen.

```
setglobalvar("0Keys",#);  
setglobalvar("1Keys",#);
```

is the number of Gold Keys you have, from a minimum of 0 to a maximum of 9 to the respective player.

```
.....  
:: Lockpicks. Garrett Is So Poor, He Only Has Two ::  
.....
```

The silver keys are actually lockpicks. They allow you to open wooden and silver metal chests without triggering traps (for the latter, it's also the only way to open the chest). You can buy them in quantities of 5 from Figgen in Chendl ... or hack the hell out of them.

```
setglobalvar("0Lpicks",##);  
setglobalvar("1Lpicks",##);
```

is the number of lockpicks you have from 0 to 99 to the respective player. Sometimes, the game will reset any totals greater than 15 to its natural maximum. Note that Figgen will not sell you lockpicks if you have a total of 11 or more.

```
.....  
:: Inventory. Because You Have More Than Just Wits ::  
.....
```

With your personal inventory (not your spells or abilities, but items you buy or pick up), it gets a little more tricky. Each player has fifteen item slots, and each slot has its corresponding value. Setting the wrong amount of items (or using the wrong item name for an item slot) won't result in a crashed game, but the item slot will be unusable by your character until you delete the line or change the item amount you have (for example, you probably don't want 99 Normal Swords).

And note - this only edits the items you can pick from your inventory (not the item that your character is using, like swords, maces, and axes). I haven't been able to locate that variable in the .S00 file, but if your character can use an item from the inventory, you can simply hack the item into the inventory and "use" the item during normal gameplay. Some power-ups (like the Cloak of Displacement) do not exist in the inventory as a "selectable item" and should not be put there (or else).

For 1P, the data array is ...

```
setglobalvar("031","??????");  
setglobalvar("032","??????");  
setglobalvar("033","??????");  
...  
setglobalvar("0314","??????");  
setglobalvar("0315","??????");
```

For 2P, the data array is ...

```
setglobalvar("131","??????");  
setglobalvar("132","??????");  
setglobalvar("133","??????");  
...  
setglobalvar("1314","??????");  
setglobalvar("1315","??????");
```

... where the ?????? is the name of the item you wish to add to your inventory (between the quotations) for the respective player. Here are some of the items you can have in the inventory's valuname field (listed alphabetically by valuname):

```
Antidote      / Antidote potion to cure poison affliction (max 9)  
BottleA      / Jar to unleash an Air Elemental (max 9)  
BottleE      / Jar to unleash an Earth Elemental (max 9)  
BottleF      / Jar to unleash a Fire Elemental (max 9)  
BottleJ      / A djinn bottle to unleash a djinni (max 9)  
BottleW      / Jar to unleash a Water Elemental (max 9)  
BurnHeart    / A monster part that can be sold for money (max 99)  
CuthbertMc   / Mace of Saint Cuthbert, a weapon for the Cleric (max 1)  
DarkSkull    / A monster part that can be sold or traded (max 99)  
DeathHelm    / Death Dealer's Helmet, an arena award (max 1)  
DemScale     / A monster part that can be sold for money (max 99)  
DwarvishAx   / Axe of Dwarvish Lords, a weapon for the Dwarf (max 1)  
EctoBall     / A monster part that can be sold or traded (max 99)  
ElecSw       / The Storm Blade, one of the Blades of Corusk (max 1)  
FlameSw      / Sword of Flame, one of the Blades of Corusk (max 1)  
FrostSw      / Sword of Frost, one of the Blades of Corusk (max 1)  
GlassSw      / The Glass Sword, breaks on use (max 1 to 9999)  
GoblinKHead  / Goblin King's Head, a quest item (max 1)  
Hammer       / Throwing hammer, a projectile weapon (max 9)  
HolySw       / Holy Avenger, one of the Blades of Corusk (max 1)  
IAcid        / Acid Bottle, a projectile weapon (max 9)  
IASam        / Pierwolf's Acid Bombs, a projectile weapon (max 99)  
IBomb        / Explosive bomb, a projectile weapon (max 9)  
IBoomerang   / Iron Boomerang, a projectile weapon (max 9)  
IDagger      / Throwing dagger, a projectile weapon (max 9)  
IDisc        / Iron Disc, a projectile weapon (max 9)  
IFrost       / Frost bomb, a projectile weapon (max 9)  
IHoly        / Holy water, a projectile weapon (max 9)  
ILilly       / Iron Lily, a projectile weapon (max 9)  
IMiniSk      / Desert Scorpion, a handy battle mount (max 9)  
IPoison      / Poison Globe, a projectile weapon (max 99)  
IRipper      / Iron Ripper, a projectile weapon (max 9)  
ISkull       / Magic Skull, summons a skeleton servitor (max 9)  
ISpear       / Throwing Spear, a projectile weapon (max 9)
```



```

ITorch      / Torch which temporarily illuminates the dark (max 9)
Lantern     / Lantern which brightly illuminates the dark (max 9)
Mace        / Throwing Mace, a projectile weapon (max 9)
Mana        / Magic Potion which restores magic points (max 9)
NormalAx    / Dimsdale's starting axe (max 1)
NormalMc    / Gredon's starting mace (max 1)
NormalSw    / Your party's starting sword (max 1)
Oil1        / Burning Oil, a projectile weapon (max 9)
Oil2        / Large Burning Oil, a projectile weapon (max 9)
Potion      / Restorative Potion that recovers hit-points (max 9)
RaryWand    / Wand of the Arch-mage, a unique item for Magic-users (max 1)
SupPotion   / Invincibility Potion, makes you invulnerable (max 9)
TrFat       / A monster part that can be sold or traded (max 99)
Vorpalsw    / Vorpals Blade, the ultimate weapon (max 1)
WindSw      / Sword of Wind, one of the Blades of Corusk (max 1)
WPotion     / Large potion recovers more life (max 9)
WyScale     / A monster part that can be sold or traded (max 99)

```

So, now that you've put in your "shopping list" of items, but you still don't know how many you have. For that, you need to input a second set of data that determines how much of an item in each corresponding slot you have. This is the tricky part; if you misjudge where an item is, you may wind up giving another item an adjusted amount of stock (and screw yourself).

Basically, the last 2 digits of the globalvariable (for example: the 14 and 15 in 0314 and 0315 correspond to the 14th and 15th item for 1P) is the item slot you have an item in. You need to adjust the amount of stock in this second array:

For 1P, the data array for the item stock is ...

```

setglobalvar("041","##");
setglobalvar("042","##");
setglobalvar("043","##");
...
setglobalvar("0414","##");
setglobalvar("0415","##");

```

For 2P, the data array for the item stock is ...

```

setglobalvar("141","##");
setglobalvar("142","##");
setglobalvar("143","##");
...
setglobalvar("1414","##");
setglobalvar("1415","##");

```

... where the ## (between the quotations) is the number of items in the corresponding "03" or "13" item slot, which can range from 1 to 9999 (technically, almost limitless in some instances). So for example, if you are playing the left player (1P) and you needed six Burning Oils in your ninth item slot, you would put/edit the following lines in your BOR.S00 file:

```

setglobalvar("039","Oil1");
setglobalvar("049","6");

```

As a second example, if you are playing the right side (2P) and you have need of two djinn to help you, and want the jars to be in your third item slot, you would put in or edit these lines in your BOR.S00 file:

```

setglobalvar("133","BottleJ");
setglobalvar("143","2");

```

Note that some items (like the different magic weapons) should not have more than a value of "1" assigned to it (otherwise, you may start to litter multiple copies of the weapon in your inventory). If you do not want an item occupying a slot in your inventory, delete its respective 03/13 line and its corresponding 04/14 line (slots which have no items are not listed in the BOR.S00 file).

For the most part, all the above items can be "hacked in" to play before you even encounter them normally (which can ruin the fun). However, there are instances when you do want to cheat in this manner (notably the Cloak of Displacement, should you finish Foxfinger's series of quests).

```

:
: Non-Inventory / Special Quest Items :
:

```

The following are some quest-related items you may attempt to hack to try to give yourself an air of success. Note that some items (like the Powder of Longevity) are tied to certain other values (some are not necessarily 0 or 1). Screw around with these values at your own risk, because they may start affecting the dialogue and areas where you may need to go.

```

Boots of Levitation      / setglobalvar("DobJump",1);
Bracers of Protection    / setglobalvar("1Bracers",1);
Cloak of Displacement    / setglobalvar("Cloak",1);
Crown of Rulership       / setglobalvar("CrownR",1);
Dragon Shield            / setglobalvar("ShieldDr",1);
Dragon's Egg             / setglobalvar("DrEgg",1);
Eye of the Beholder      / setglobalvar("BEye",3);
Eye of the Displacer Beast / setglobalvar("DBEye",1);
Flame Shield            / setglobalvar("ShieldF",1);
Gauntlets of Ogre Strength / setglobalvar("1Ogre",1);
Girdle of Giant Strength / setglobalvar("Girdle",1);

```


For 20 poison globes, you get 10 acid bombs, which are functionally the same as the Acid Bombs sold by Grabford's bombsmith, but stacks in a different slot (meaning you can accumulate a total of 19 such gas bombs but in two separate item slots).

► TROLL FAT (item name "TrFat") - 20 required for the Potion of Vitality. Requires you to kill a troll (last hit that kills it) with a fire attack, such as a fiery bolt (from the crossbow), burning oil, fire spell, or Sword of Flames (the last item is definitely the easiest way to do this, apart from hacking). Trolls appear in limited areas (apart from the Grabford Docks sidequest) - randomly on Lake Whyestit's random battles (after you buy the boat from the pirate captain in Grabford's Inn) and consistently in one of the rooms of the Maze Cave.

► WYVERN SCALE (item name "WyScale") - 20 required for the Flying Carpet. Requires you to use Poison Globes, Pierwolf's Acid Bombs, or regular Acid Bombs to kill a Wyvern (the poison damage has to kill the Wyvern for the item to drop). Wyverns are a given in the Wind Dungeon, but in order to reach it, you have to have the Flying Carpet, which is the sole reason you are hunting for Wyvern Scales. Wyverns, luckily, are found in random battles in the mountainous regions of Furyondy; you do however, have to keep a supply of acid / poison bombs ready when you fight them, as Wyverns spawn with other enemies who interfere with your hunting.

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== ABOUT THE AUTHOR ==
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Welcome to the Tumescant Necropolis ...

Hey, remember back when we didn't just resolve everything with murderfucking?

Don't romanticise the past - those times were horrible.

- <http://oglaf.com/battledress/>

SNG-IGN used to play games for a living, then decided that life was worth living. Now, he only plays games that are truly works of art, instead of the interactive garbage that is annually defecated out by large scale publishers as a "new, and truly innovative experience unlike you've never seen before!"

You may try and implore him for assistance, but finding him is another matter entirely.