

Trouble in the Sword Lands: ***Spoiler Sheet***



FOREWORD:

This spoiler sheet provides "walk-through" information pertinent with playing and completing "Trouble in the Sword Lands". Since this scenario can be played and completed in many possible ways, and since there are also many side-stories which are not related to the main plot, this spoiler sheet will provide only the details for the most direct (and easiest) pathway of action to complete the story (including for those side-stories that ARE related to the main plot). Note that many locales and places will be mentioned without their coordinates, since these have already been outlined in the *Adventurer's Guide to the Sword Lands* previously made available.

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CHAPTER ONE: SOMETHING'S ROTTEN IN ARANYS

This first chapter is, obviously, the one where the whole story is being set up. Furthermore, you get to unravel important information about what is going on and who is behind it all. Finally, aside from acquiring important special characters and setting yourselves up to follow subsequent avenues (Chapters) of the story, you also get to clash head-on with the central coordinator for the Overlords and their Plans in the Heartlands. How's that for a beginning? <wink>

1) Upon arriving in Aranys, go to the Wildboar Inn. There are a few things that you must do there:

- A) go acquire **Jhalor Fireblade** as a companion (he's important for a good part of the story). You'll later find out that this noble knight used to be the second-in-command of the Order of the Knighthood of the Flame in Tanirith, but resigned when it was becoming clear to him that the current High Commander of the Order, Sardin Firestorm, was corrupted (see Chapter Six).
- B) acquire the dropped **deluxe brass keys** at the foot of the slobbering-eating barbarian at x78y53 (just answer YES to the question);
- C) take the time to walk around the main floor: bartenders may offer you many tidbits of info about the Sword Lands (for 5 gps a hit), or you may stumble about conversations which also give clues as to what is going on in the area;
- D) rent a regular room for the night (you need the **regular room key** to get to the floor of the **dark knights' room**);
- E) go to the brothel: the bodyguard will let you pass if you have the deluxe brass keys. On the brothel floor, walk all the way down to the room at x65y4: then just walk over the bed, and you'll recover a **castle gate pass** (one of the easy means to visit Akkar Dhun, the Lord of Aranys).
- F) then go to your room. Rest and cast protective spells; then go to the **dark knights' room** at x59y68 (the only way to enter is to successfully pick locks or cast open locks). Go up to the dark knights and fight them. After defeating them, you will find a **conspiracy letter** which consist of a message from "A.D." (the current Lord of Aranys, Akkar Dhun, of course) to mysterious Overlords, which are his bosses. The letter also gives an inkling to what is going on.

From there, you're all set to proceed to 2) and/or 3).

2) Go see Akkar Dhun. Personally, I recommend you go through 3) first, but you can do this part up to a point nonetheless.

- A) go through the castle gates and the castle door, with your recovered gate pass giving you walk-in access. Make sure you are rested and loaded with protective spells already active.
- B) in the castle, walk up to **Mordrek** (x83,y45), A.D.'s majordomo and co-conspirator. Choose to tell about a conspiracy going on about Aranys. Feeling exposed, Dhun and his large gang will fight you. You have to defeat Dhun. If you run, you will get captured and offered to kill Jarad Knoll of Tanirith in exchange of your life (see Chapter Six); this complicates things but you can still get through it all <wink>.

After defeating Dhun, take the time to rest and heal. Then I suggest strongly that you go undertake step 3) using the door at x79y51 and the stairs to the castle's dungeon at x83y53. From there, proceed through steps 3B-H (see below).

- C) get out of the throne room using the door at x70y45, and walk north to Mordrek's meeting room at x66,y42. Explore his bedroom at x62,y43; at x59y41, there is a secret door which leads to stairs (x61y40) that take you to **Mordrek's section of the 2nd floor**.
- D) go to Mordrek's **Magic Study** at x42y36. Defeat the master and apprentices at x43y37. Go to Mordrek's other bedroom at x42y38: you'll find a **secret door** at x40y40 which leads to a **room with treasure chests** (make sure you detect magic, then destroy magic, then remove trap, then pick lock, before opening these suckers!). You can after explore the rest of this section for more treasure tidbits lying around and about.
- E) get back to the throne room, use the door at x70y45 again and walk straight west to the stairs (x59y45) leading to **Dhun's section of the second floor**.
- F) defeat the remaining guards at x49y45: you are now in Dhun's quarters; explore around as you may find some few interesting items.
- G) as to A.D.'s bedroom at x42y47: you'll find a secret door at x40y45 which leads to a room filled

with chests (use the same tactics as for those of Mordrek's).

H) you'll also find a **hidden trap door** on the ceiling in A.D.'s bedroom (near his bed), if you have a detect secret spell on. This leads to **A.D.'s sanctum sanctorum** on the 3rd floor.

I) in the sanctum sanctorum, go to the **cubbard** at x30y46 with the search button active: you find a **bronze plaque** with the word "**mentys**" engraved on it (this is the activating word for the communication globe).

J) go to the **working desk** at x24y43: there, you'll find many papers which reveal a lot about the conspiracy, including other players ...

K) go to the lever at x27y43 and pull it. This transforms the mirror at x29y43 into a **communication globe** (yes, this is the "gift" mentioned in A.D.'s letter you found with the dark knights back in the Wildboar Inn!).

L) step in front of the communication globe (NOT ON IT!), hit the encounter button and speak the activating word ("mentys"). You'll be graced with the presence of a female Overlord (which later on you'll get to know as **General Qui** -see Chapter Ten), with which you'll have a pretty revealing conversation. Afterward, A.D.'s castle crumbles to rubble (but you get safely out).

And there you have it: you have completed Chapter One! (unless you have not gone through step 3 below; if you haven't, then go through it!). From there, you can go on either to Chapter Two (most recommended to do next) or Chapter Three.

3) Investigate Dhun's dungeon. Just outside of Arany's, at x1y28, you find a hidden trap door (you need a detect secret spell active for that) which leads directly to the dungeon of the castle. In the dungeon:

A) go through the secret door at x78y81 to enter (the exit back out from where you arrive is at x75y81).

B) deal with the guards at x79y84.

C) go to the torture room at x80y86 and fight the guardians there. You'll get a **jailer's key** from them. Go see the poor woman being tortured at x84y88 (this gives you an idea of how evil A.D. can be). Also, explore around the room to acquire interesting stuff.

D) proceed to the door at x84,y84. Use the jailer's key. You can now enter the cell-block (use also the jailer's key to open the cell doors).

E) cell at x83y79: free this merchant of Arany's, who had been kidnapped by A.D. because he refused to sell-out to the lord. Later on (after you have hooked up with **Braggan Stoneheart** -see Chapter Three), go to his house for a nice reward, along with the **Shield of Galduur** (see Chapter Five).

F) cell at x85y79: free the dwarven merchant. He'll give you a **ruby stone** (see Chapter Five) and tell you to visit him in the Dwarven Halls so that he can properly reward you (see Chapter Five).

G) cell at x83y75: free **Naryl Dragonstone** and accept her into your party (she's a major special character for the whole story!). As you'll find out gradually throughout the story, Naryl's true name is Naryl Thezzat; she is a psi-knight from the land of Keryndhorh (on the continent of Anarym) who is set out to defeat the Overlords, which are considered as terrorist rebels in her country. In the meantime, she will act mysterious and divulge info only a few tidbits at a time as the story develops ... She will also appear to be quite manipulative; but in truth she is quite well intentioned and needs simply to be sure she can fully trust you <wink>

H) from there, you can get back out from where you came in order to proceed with step 2), or dive right in the thick of things by taking the stairs (x79y79) to the main floor of the castle, and walk straight to the door at x79y51, where Dhun and his gang will attack you as intruders. After you have defeated him, then proceed through steps 2C-L. If you have already completed parts 2A and 2B, then simply go back to the throne room of the main floor and proceed with 2C-L.

CHAPTER TWO: THE TROUBLES OF WAILSROND

In this chapter, you get to solve the main problems of Wailsrond and end up being declared Heroes of the city, a crucial feat in order to complete the story. You also get deeper into the Overlord conspiracy as you deal with more players of their plans; at the same time, even more key players will be revealed. Finally, you get to meet a few interesting folks along as well.

(NOTE: if you ever get in trouble with the law twice in Wailsrond, you will be barred from entering the city. Although there is a secret door in the north-west in the battlements of the city, it may still be very difficult to complete this Chapter if you end up being barred)

1) Go to Wailsrond, and directly to the Town Hall. When speaking to the clerk, choose to ask to see Lord Pyre (the Lord of Wailsrond). You are given a **gate pass** which will allow you to visit the Lord.

2) Lord Nerellius Pyre offers you three quests. You can do them in any order. Note that you can do any one of these quests (in any order) without being asked by Lord Pyre; you can even see him any time between each quest you have "independently" completed in order to "get back" into the mainstream story. However, if you chose to do the three quests independently, you must go see him nonetheless afterward in order to be declared Heroes in any case <wink> Finally, Lord Pyre allows you to choose each quest; and so you may do them in any order (again, I'm providing the most logical and direct way to do this).

A) The Goblin Problem. You find the entrance of the goblins' lair under a **secret trap door** at x5y44 in the Heartlands. You end up in a narrow passage underground. Walk north: you meet goblins coming out at x84y83 and at x84y81; you'll meet more goblins at x84y80, but if you have a sentry spell on, then you'll evade more goblins at x84y78. On the west wall at x82y75, near the gates of the goblin village, you'll find a **secret door**. Use it to walk in secret passages in a general north direction; at x79y65, go east in order to get to a **secret door** at x83y64 (the backdoor to the village). The **goblin chief's hut** is right there at x84y65 ... and he won't be expecting you in these circumstances (as opposed to you barging in through the gates first). After defeating the chief and his loyal subjects, you'll find some papers from A.D. himself, thus confirming the Overlords' hand in the goblins' activities; then go back through the secret door at x83y64 and go to x83y63 with a detect secret spell on: this will take you to the **goblins' loot** which they have been accumulating from their raids. And voila! Just go back to see Lord Pyre for your reward (don't be afraid to say no right away to another quest; he'll wait patiently for you until you go and see him again to continue forward with this chapter).

B) The Marauder Problem. On your way to Dagger Keep, you'll find an interesting **map** on the body at x45y46 in the Heartlands, which identifies a **tombstone** in Dagger Keep's cemetery as a **secret entrance to Doran Ghall's compound**. To activate this secret entrance, you must be in search mode; this gets you to the basement of the compound.

i) **basement:** there are **traps** at x16y44 and x21y45 (if you are in search mode, then you get a chance at inactivating them); at x23y46 and x30y44, you'll find thieves in **dormitories**; at x30y46, you stumble upon a **meeting of master thieves** (you'll find interesting info on the **meeting table** there); at x36y50, you have a door magically sealed (this leads to the **Guild's treasure room**: you need the **brass keys** found on the Guild Master); at x35y51, you have the **Guild Master's quarters**: there are papers and a map at x37y47, a secret door at x38y46, and a **little loot** under the bed if you are in search mode; at x32y42, you have **stairs** which go to a **secret room** on the **main floor**; at x34y42, you have **stairs** which lead to another **secret room** on the **main floor**; **Doran Ghall's working room** is at x38y44: on the desk at x36y42, you find important papers along with a weird poem (this is the clue to solve the riddle of the levers), you'll find a **secret door** if you search at x42y43 with detect secret spell on, leading to the corridor with the levers; the **levers** are at: x44y42 (no. 1), x45y42 (no. 2) and x45y43 (no 3): the proper sequence of lifting/lowering the levers in order to remove the pits in the corridor is Lift no.2, Lower no.1, Lower no.3, Lift no.1 back and Lift no.3 back; you can then go to the door at x44y49 (**Ghall's treasure room**), but you must use the **skeleton key** found on Doran to safely enter this room!

ii) **main floor** (not much there except for the means to reach Doran Ghall): in the secret room (from the stairs at x34y42 of the basement), you'll find a **concealed door** at x34y77 (if you have detect secret on) which will allow you to explore the rest of the main floor, and you'll find a **trap door** on the ceiling at x35y77 (with detect secret spell) that will lead you to the **2nd floor**. In the secret room (from the basement stairs at x32y42), use detect secret to find a **concealed door** at x28y77, allowing you to explore the rest of the main floor.

iii) **2nd floor:** walk straight south to **Doran's private quarters** at x74y66, and come face to face with Doran Ghall, his Guild Master accomplice, and numerous marauders. Defeat him, and you'll get the **skeleton key** and the **brass keys** (needed to open the treasure rooms in the basement). Explore the rest of

this place, and you'll find important info as well as some extra loot. And voila! Just go back to see Lord Pyre for your reward (don't be afraid to say no right away to another quest; he'll wait patiently for you until you go and see him again to continue forward with this chapter).

C) The Pirate Problem. This is the most straight forward path to complete this quest. Sail straight south to the **strait** at x8y70 (the only way to enter by boat inside the archipelago). Fight the pirate ships at x9y66 and x10y64, then disembark on one isle at x10y61. Then walk northwards along the shore up to the isle's tip at x10y58, then hop on the main isle at x9y57. Then go to the **Pirate Queen's mansion** at x9y55, and have a slug fest with Nurale Darkstrom and her loyal pirates! You'll have barely enough time to uncover more information, when the captain of your ship snags you away to escape from the turmoil which ensues Nurale's death (you'll be able to come back and explore further the archipelago, since you'll then be able to rent your own ship; but don't be surprised if you find what appears to be your "old ship" still anchored were you left it). And voila! Go get your reward if you've already done 2A and 2B, then you'll be declared **Heroes of Wailsrond** for completing the third and final quest (Lord Pyre will also direct you to Tanirith for a possible next chapter).

3) Visit the merchant's house who's daughter **Anaele** was kidnapped and accept to find his daughter. Then go to the **Mariner's Den**. Inside, go speak to **Strider**: this is important for later, but also you get a nice "wrap-up" of what you (and him) have found out so far. Don't bother to pick up **Runelore**, since he'll cast suspicion on everything, will have conveniently timed "claustrophobia attacks" (or needs to replenish his spell component supplies), and ultimately betray you, since he works for the Overlords and was sent to debunk you. Then ask the bartender for info; and then to hook you up with someone well connected: he'll direct you to **Harym**. Be sure one of your characters has 1000 gps in coins, then go speak to the man. Ask him anything info-wise, and he'll tell you to go to his house later, where he'll give you the info you seek. Go to his house, speak the password he gave you, and enter:

i) **main floor of Harym's house**: there, Harym asks for another 1000 gps; pay him or refuse to pay him and after refuse to leave: in any case, you'll get to fight him and his accomplices, since he works for A.D. and the Overlords. Be sure to get the **jailer's key** in the work desk on this floor (with the search button active).

ii) **basement of Harym's house**: at x70y43, you'll find Harym's **stash** (you must be in search mode); on the desk at x71y42, you'll find **important papers** related to the conspiracy; at x70y42, you'll find a **secret door** if you are in search mode; you'll need the **jailer's key** to open this door which leads to where **Anaele** is being kept; choose to free her and accept to bring her back her distraught parents (make sure she doesn't get killed!!!).

And there you have it! You've completed Chapter Two, and now you are set for Chapter Three (most recommended to do next), Chapter Four or Chapter Six.

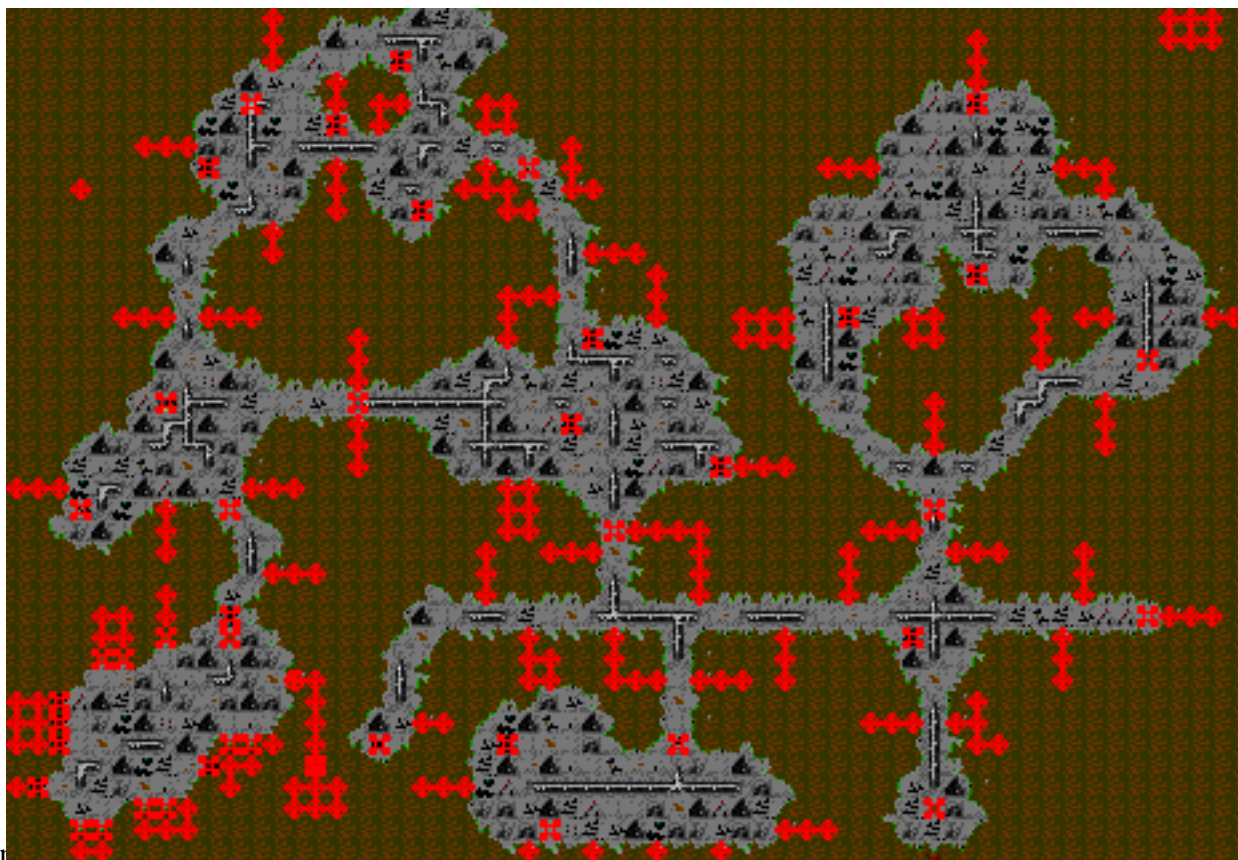
CHAPTER THREE: A SPARK OF EVIL IN SPARKLESTONE

In this chapter, you'll get to uncover more key players of the Overlords conspiracy, as well as help rid Sparklestone of a grave problem that they have with green dragons.

1) **Go see Cherond Ironseed**, one of the Lords of Sparklestone. He'll tell you that he doesn't like adventurers and would rather see you leave his town. Although lacking in diplomatic skills and somewhat thick-headed, he is the good guy here. Then go to the **Smelter's Den**, and fish for info (this will provide you with further clues as to what is going on either in the Sword Lands or in Sparklestone).

2) **Then go see Lharond Dragonspurr**, the second Lord of Sparklestone. If you have defeated A.D. (and his castle was destroyed) and/or if you have been declared Heroes of Wailsrond, he'll ask you to solve a problem that the town has with one of their mines being haunted. Accept to help and he'll take you there; of course, you are being suckered since he works for Golam Thrall (see Chapter Six) and therefore for the Overlords (but you need to be suckered, unfortunately, so that Lharond comes out in the open and then you can deal with him like he deserves). Once you are in the mine, Lharond's men make the entrance collapse

3) **In the Haunted Mine:**



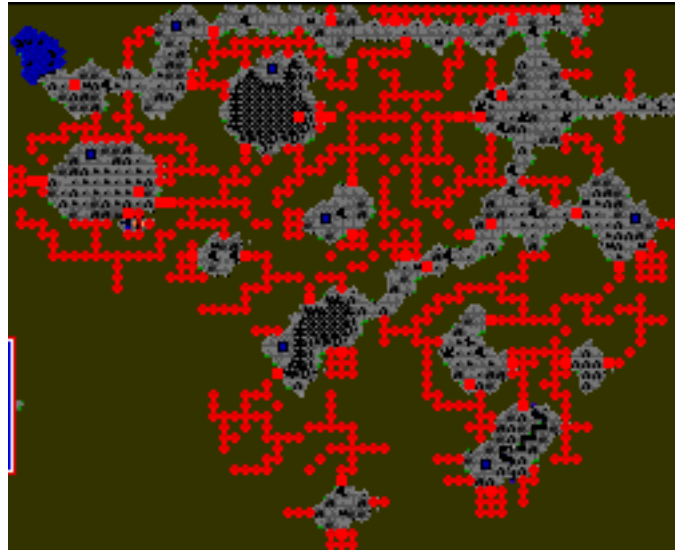
From the encounter button, and use either iron spikes or dig spell (or similar spell or item) ... and that takes you outside and free! Take the time to rest and heal.

4) **Go back to see Lharond** and defeat him. You'll also find important papers there linking to Golam Thrall and Sardin Firestorm (Chapter Six).

5) **Then go back to see Cheron** and choose to explain what Lharond tried to do and show him the papers that you found. He'll believe you, and ask you to help Sparklestone to get rid of the green dragon problem; accept.

6) **The Green Dragon Caves:** go straight to x70y10 (with detect secret spell on) and you'll find a **secret door**. From there, walk to x65y10, then side-step to x64y9, then keep walking to x61y8, then to x58y10, then side-step to x57y9 and on to x56y10: you get to the **first lair** of green dragons. After defeating them, while still inside the first lair, go to a secret door at x48y13: from there, side-step to x47y15 then walk to x41y18 and you get to the **second lair**. After defeating the last green dragons, go to the secret door at

x29y16: this takes you to the **hoard** of the green dragons. Then walk to x37y19 and free the prisoners there; among them is **Braggan Stoneheart**, a noble dwarf who is on a quest to recover the shield of Galduur for his distraught people, and who happens to be the son of the King of the Dwarven Halls (Braggan is important -although not vital- for Chapter Five; still, he's a darn good addition to your party!). Accept to help him to find the **Shield of Galduur**. From there, you can either wander around the caves for fun encounters and more loot, or proceed directly with step 7.



7) Collect your reward from Cheron. 'Nuff said <wink> If you have hooked up with Braggan, I suggest that you go through Chapter Four before going back to Arany's to see the grateful merchant that you freed from A.D.'s dungeon (see Chapter One); this is because this merchant will give you the **Shield of Galddur**, and you'll have to head straight to the Khanark Rockies with an excited (and darn insistent) Braggan to bring back the shield to his people ...

And voila! You've completed Chapter Three and are now set up to proceed to Chapters Four (most recommended to do next), Five and/or Six.

CHAPTER FOUR: THE IRON HAND OF CORAL TOWERS

In this Chapter, you get to depose a malevolent despot, the Regent Thorgal Ramoor, who's in league with the Overlords (and who happens to be the consort of Nurale Darkstrom, the Pirate Queen); you also get to reinstate the rightful ruler of Coral Towers, Queen Aquillae Ramoor (sister of Thorgal), as well as find the "missing" Princess Jorale (the Queen's daughter). All in a Hero's day's work, no? <wink>

(NOTE: As long as you have not defeated the Pirate Queen, it will be impossible to get to Coral Towers -and thus proceed with the present Chapter- because boat fares to this destination will be suspended and boat renting will remain unavailable, as long as the "pirate problem" persists -see Chapter Two)

1) Before going to Coral Towers, go speak to the fisherman Daleck in Azure Cove (just east of Wailsrond) and accept to bring the **money bag** to his brother Mareck in Coral Towers (his wife was unjustly put in prison and he needs the money to buy back her freedom).

2) Go to Coral Towers (either by paying a boat fare from Wailsrond or Tanirith, or by sailing there yourself with the boat you have rented, if you have rented one). Once in Coral Towers, immediately go the the Building of the Harbor Master and buy a **circulation permit** (*major rule on Coral Towers under the Regent's despotic reign: do not get in any trouble, or it's over ... really!*); you'll be stopped from time to time by mercenary soldiers of the regent to verify if you have that circulation permit or not (and you better have it!). Then go to Mareck's house to give him Daleck's money bag ...

3) Go to the Laughing Tempest. If you want to, accept **Sorceros** as an additional companion (he is not important to any part of the story, although he can still be useful in battle); he hangs out at x26y52 in the tavern. Then go to x36y42, where a **suspicious man** hangs around. If you have defeated A.D. (and spoke for the first time with General Qui), and if you have been declared Heroes of Wailsrond, the man will talk to you: he's part of the **resistance** against the evil regent, and enjoins you to go to the resistance's hideout and speak to their leader. Finally, walk around the place, as you'll overhear interesting conversations which give you a good idea about what is going on there.

4) Go to the resistance's hideout at x50y74. Having spoken to the resistance member in the tavern, their leader will open the door and let you in. The leader is none other than **Princess Jorale Ramoor**, who is supposed to have died accidentally at sea with her mother, the Queen. That is a bunch of orc's dung concocted by the Regent Thorgal, which he served to the people of Coral Towers in order for them to accept him as rightful ruler of the throne. Truth is, he made the Queen prisoner and attempted to kidnap Jorale as well, but the princess managed to escape. Jorale tells you that she is certain her mother is dead, and that her resistance group is now poised to storm the castle and depose her despotic uncle. Choose to convince her to try to find the Queen first. Jorale will accept and follow you (although not as a special character, so don't look her up in the allies menu).

5) Free the Queen Aquillae! Through the secret passage in the cliffs at x60y68, walk to x68y65: defeat the guards at the entrance of the cave there. Then go east into the cave area, and liberate Queen Aquillae by defeating her captors. As mother and daughter are reunited, the people of Coral Towers will most certainly rise up against Thorgal. Take the time to heal and rest, then go meet the Queen and the Princess at the gates of castle Ramoor: there, you'll be agreeably surprised to find not only the resistance fighters, but numerous uprising citizens as well! Together, defeat Thorgal Ramoor and his forces; afterwards, the Queen will give you some **important documents** that she found (along with a nice reward).

And voila! You have completed Chapter Four and you are now set to proceed to Chapter Five (strongly suggested to do next) or Chapter Six.

CHAPTER FIVE: OPERATION: KHANARK ROCKIES

In this chapter, you essentially ruin the Overlords' plans in the Khanark Rockies, where they aimed at choking the gnomes of Gnomilar and the dwarves of Stonegate (and the Dwarven Halls) with the help of orcs, ogres and hill giants, in order to effectively remove them from the gameboard. This is where you begin to realize how far-reaching are the goals of these Overlords ...

- 1) Go back to the Heartlands**, and go knock out the orcish compound at x52y3. The orcs have been raiding caravans from there, and are using this compound to close the pass which gives access to the Khanark Rockies from the Heartlands.
- 2) Go get the Shield of Galduur** from that merchant of Aranys you rescued back in Chapter One. An overjoyed Braggan Stoneheart will ask you to accompany him right there and then to **Stonegate**, in order to bring back the shield to his people. Accept, and he'll take you through short cuts and quickly enough near Stonegate. As you approach the dwarven trading post, you'll happen upon a big battle as the orc-ogre-giant Triple Axis <wink> have just unleashed another assault on the battered dwarves. After you rout the attackers, Braggan will enjoin you to follow him to go see his father, the Dwarven King. Just cross the gates of Stonegate, and walk straight north up to the rocky wall ... and Braggan will take it from there. Once inside the Dwarven halls, feel free to look around. But don't forget to go see the king at his castle.
- 3) The Dwarves need help.** After giving back the shield to the dwarven king, some hope is restored to the battle-weary dwarves. But that is not enough; they'll need the help of their kincousins the gnomes, of Gnomilar. The king will ask you to find a way to convince the gnomes to help them. So accept the king's hospitality, rest, then get back to the Rockies and straight to Gnomilar; there again, you'll stumble upon a battle where the gnomes are defending their village from the orc-ogre-giant Triple Axis. After helping the gnomes, go to the king's castle and go speak to him. He'll tell you that an emerald dragon stole their **magical lamp**, which provides protection to their village; without it, the king does not dare to spend any warriors to help his kincousins the dwarves. Accept to retrieve the lamp. A gnome priest will offer to join you; his name is **Helm Goldfinder** and he is very useful for this part of the story (you will have the chance later on to get rid of him, if you feel like it).
- 4) Recover Gnomilar's lamp.** To do that, go to the entrance of the **emerald dragon's** cave at x51y74. Enter and fight her troll servants, then her. After that, walk to x11y52 in the cave, where her hoard (and the lamp) is. An ecstatic Helm will bring you back to Gnomilar quickly and without any hassle; then give the lamp to the gnome king, and he'll pledge to help his kincousins whenever they'll need it. At that point, Helm will want to stay with your party for good; feel free to refuse him if you don't feel like it (since he is no more important to the story; however, he can still be useful in battle). Then, go back to the Dwarven Halls to give the news to the dwarven king.
- 5) The three missions of the dwarven king.** Note that, as in the case of Wailsrond (see Chapter Two), you can do the following without being asked, or anyone of them without being asked while having done others after being given the mission; however, you'll need to go see the dwarven king at one point or the other for the 3rd (and final) mission.

A) With the great news that you bring, the dwarven king tells you that first, you must find the **steading of the hill giants**, so that a gnomish-dwarven punitive task force can eradicate their threat and that of the hill giant king, thus weakening the Triple Axis at the same time. Go back to the Khanark Rockies, and walk to the cave at x82y62. Defeat the hill giant sentinels there, then from the cave walk into the secret passage there and up to x85y65; from there, walk to the battlements of the steading. Having found the steading's location, you get back quickly and safely to the dwarven king, who sounds the call to arms; you'll be joined by the gnome king and his best warriors, as the punitive task force gets back to the battlements in a flash, for the big slug fest! After the battle, the gnomes and dwarves leave; you can wander around or immediately walk back to the Dwarven Halls for your second mission. (NOTE: if you do this without being asked first, you get to enter the steading and fight the hill giants and their king all by your lonesome!)

B) With the hill giants gone, now it's the turn of the **ogres and their chief**. The king asks you to find their compound, so that he and the gnomes can do to them what they've just done to the hill giants. Go back to the Rockies, then to the secret door at x64y54; walk in the secret passage to x59y58, side-step to x58y59, walk to the secret door at x54y59, and then up to the ogre compound. Having found the compound's location, you get back quickly and safely to the dwarven king, who sounds the call to arms; you'll be joined by the gnome king and his best warriors, as the punitive task force gets back to the place in a flash, for

another slug fest! After the battle, the gnomes and dwarves leave; you can wander around or immediately walk back to the Dwarven Halls for your third (and final) mission. (NOTE: if you do this part without being asked first, then you get to enter the compound and fight the ogres and their chief all by your lonesome!).

C) And then, only the **orcs and their king** were left. The dwarven king gives you the same m.o.: find the orcs' village, so that the punitive gnomish-dwarven task force can go there and kick some serious orc behind! This is more important due to the fact that, at least on the surface, it is the orcs who are the major partners of the Triple Axis. So, as before, go back to the Rockies and head straight to the gate of the orcs' village at x26y77. Having found the village's location, you get back quickly and safely to the dwarven king, who sounds the call to arms; you'll be joined by the gnome king and his best warriors, as the punitive task force gets back to the battlements in a flash, for the Final Battle of the Khanark Rockies! After the battle, the gnomes and dwarves leave; you can go to the orc king's compound (where you'll find evidence that the Overlords -and especially one of their sub-commanders, see Chapter Seven- were behind all this), or immediately walk back to the Dwarven Halls and the king, so that your deeds be celebrated and you be declared Heroes of the Dwarven Halls. (NOTE: if you get to the orc village without having the mission to find it, you'll simply back away with the location of the place memorized: all you have to do is see the dwarven king and, if parts 5A and 5B are already completed, you all get to kick orc behinds as if you had been given the mission in the first place).

6) Visit the Holy Halls of the Dwarven Halls. Being genuine heroes to dwarves can have interesting perks, like being given access to their Holy Halls. In there, one of the buildings is their Secret Lore Halls. Enter this building and go speak to the Library Keeper: you will get startling information about the continent of Anarym, Galduur, a mysterious adventurer named Kith Khanaan, and other things, giving you more things to digest with potential clues as how all of that ties in with the Overlords. Finally, take the time to wander around the Dwarven Halls for the chance at extra encounters and loot (if you haven't already).

And there you have it! You have completed Chapter Five and you're all set to proceed with Chapter Six (recommended to do next) and/or Seven!

CHAPTER SIX: THE TROUBLES OF TANIRITH

In this Chapter, you get to do many things. On the one hand, you derail more schemes undertaken by vassals of the Overlords and which are aimed to weaken and destabilize Tanirith specifically, while on the other, you expose (and help get rid the city of) major traitors which have sold their services to the same Overlords (namely, Golam Thrall, one of the High Councillors, and Sardin Firestorm, the High Commander of the Knighthood of the Flame).

(NOTE: in Tanirith, getting in trouble with the law will land you in the prison of Tarterys Island. See Chapter Seven for further details about that)

1) Once you arrive in Tanirith, go see the Lord Paladine. Since you are bona fide Heroes, knights of the Flame on guard at the Lord Paladine's castle will let you in; since these guys are genuine, goodly knights (the few that remain in the order), they'll greet you with relief and gladness at seeing you! The Lord Paladine will tell you of the major problems that Tanirith has; however, he does not assign you any quest or the likes (well, not just yet).

2) Go see High Councillor Jarad Noll. In the course of completing Chapters 1-4, you will have stumbled on one or two pieces of paper implicating a certain "G.T." in the Overlord conspiracy. This person is none other than Golam Thrall, a prominent merchant lord and a High Councillor of Tanirith to boot. On the other hand, Jarad Noll is essentially Thrall's nemesis, in the sense that Noll is not only his equal in power, but a good guy as well. If you have either the "**letter from G.T.**" or the "**letter to G.T.**", Noll will ask you find the other one since he would need the two to convince the Lord Paladine (and the High Council) of Thrall's treachery. This sets you up well for the rest of this chapter. (NOTE: if you had no choice but accept to kill Jarad Noll back in Chapter One, then just spill your guts and he'll understand; he'll give you the mission about Thrall, and then just go back to Aranys to dispatch A.D. for good and complete Chapter One, before returning to see good ole Jarad).

3) Drop by the Knighthood of the Flame. With Jhalor Fireblade in your party, you will have a strange greeting from the corrupted knights on watch at the gates which lead to their compounds. This will prompt Jhalor to reveal his story.

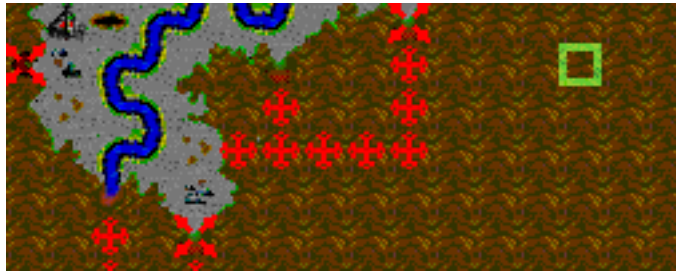
For parts 4 and 5 below, note that you can complete them in any order; I am providing a specific order here to give the most logical progression and the better experience of the story.

4) Solve the vineyards problem. Note that you can accept this job from Adventurers Inc., thus insuring extra money for your pockets <wink>

A) Wander in the **vineyard lands**. You'll get testimony of what is going on; also, you may stumble upon suspicious beings (trolls) dumping a most foul concoction in river waters, which could be (and actually is) the cause of the vineyards' mysterious disease ...

B) Go to the **secret door** at x22y1 in the Eastern lands (just north west of Tanirith, or just west of High Town if you prefer). This leads to a small **cave complex inhabited by trolls**.





C) In the **cave complex**, you find caves occupied by **trolls** at x0y78, x9y77, x3y75, and x10y67. At x4y69, you have the gates of battlements which surround a mansion that appears occupied by **Stygian trolls**. The **mansion** is at x2y72.

D) In the **mansion's main floor**: use the door at x77y56 and then use the **stairs** at x74y54 which lead to a portion of the **2nd floor**. There, go to the **study** at x49y55, and look to the **working desk** at x50y52: you will uncover an **unfinished letter** from a **Lhassa** to a certain **Herdalth** (ok ... he is the so-called Holy Master of the Cult of Lankharh -see part 5), along with many hints about the sewers, the mixture used to rot the grapevines, mind powers, and (not surprisingly) Overlords. Then go to the **bedroom** at x50y48, and through the **secret door** at x46y48 to access **Lhassa's secret stash**. Then go back to the main floor, and proceed directly to the **secret door** at x76y56 (next to the stairs you came down from). Then use the stairs at x73y57 that you found: they lead to the **basement**.

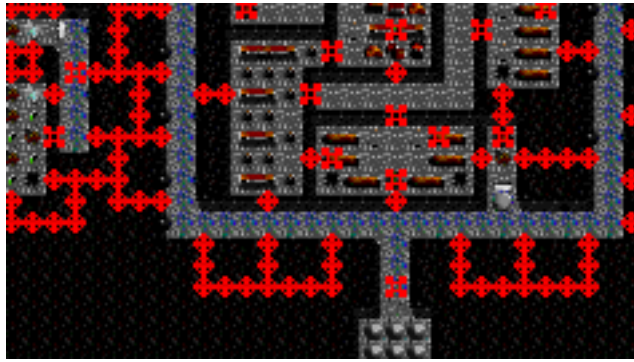
E) In the **basement**: go to the **large laboratory** at x67y81, and mix it out with the **Overlord agent Lhassa and her Stygian Troll** servants (hmmm ... is it me, or did that sounded just like one of them 60's pop bands?). After defeating them, go to x76y81, where you find a row of **weird machines** that are pumping out blood from hapless trolls while mixing chemicals with the blood, producing the foul mixture used to rot the vineyards. The machines appear to be powered up by two **lava pits**. Go to the **lever** at x71y84 and pull it down; then go to the **lever** at x71y78 and pull it down as well. This will empty the lava pits and turn off the abominable machines for good. Then go to the **storeroom** at x69y85 and destroy the jars already filled with the chemical concoction. Finally, go to the **troll pen** at x69y77: you can choose to let the trolls go or refuse and fight them. All that is left after that is to go back to Tanirith and proceed with step 5 (don't forget to collect your reward from Adv. Inc. first if you took the job from them).

5) Investigate the Cult of Lankharh. Note that you can accept this job from Adventurers Inc., thus insuring extra money for your pockets <wink> The cult is hiding in the **sewers** of Tanirith; lately, many folks have been disappearing, and the cult is being (rightfully) blamed for that. Again, I'm giving here the fastest and safest way to complete this part of the story.

There are three ways to enter the sewers: the first one is via a hidden mechanism underneath the **monument to Jasper Flameheart** (you need search to find the mechanism); the second is through a secret entrance in the **Sailor's Wharf**; and the third is through a secret entrance in **Maroon's Eating Halls**. The third one is the best, since it takes you right next to the heart of the Cult's hideout!

A) **Go to Maroon's Eating Halls** and find the **secret door** at x71y78. Go through the door, then back away and go speak to **Maroon** himself: he'll tell you that the Cult threatened him and his family if he'd refuse to let them use the secret entrance. Be understanding, and he'll give you a free meal (and believe me: Maroon's cuisine is excellent!). Then go back to the secret door, walk in the short secret passage, and you'll find **stairs** at x75y82 which lead to the **sewers**, right next to the portion of the sewers occupied by the Cult.





B) **In the sewers**, you arrive in a closed room at x86y61. Use the **secret door** at x85y60, then walk north and west to the **iron door** at x83y58 (which is guarded by cultists). After defeating them, go to the **jail** at x79y68: you'll find some of the folks that have been kidnapped by the cult. You can't free them yet, since you need a **skeleton key** for this door (which you'll find later on). Then go through the **locked door** at x81y68, and walk straight to the **dinning hall** at x74y77, then through the **kitchen** at x75y75 (you'll be crossing swords with cultists along the way), and then to the **trap door** at x71y73 which leads to the **undersewers** and the Cult's stronghold.

C) **In the Cult's stronghold**: you arrive at x46y45. Enter the corridor at x48y45 and go south to x48y55. Then go west to x40y55: there will be a **secret door** right to your south. Enter the door and into the **secret meeting room** at x40y57: you'll be saying "hello" to the **Holy master** of the Cult (sub-commander Herdalth) and his cabalists, along with more cultists and a couple of psi-warriors. You'll also find a **skeleton key**. Then go to the **door** at x40y60 and enter the **anteroom** there: you end up in the **Holy master's bedroom**. Look on the **desk** at x54y73 for **important papers**; there is also a **chest** at x54y76 (use the same tactics as for the chests in A.D.'s castle -see Chapter One). Finally, with the search button on, look at the **bookshelf** at x54y75, and pull on the loose book that you'll find: a **concealed door** will open at x53y75. Enter the room through that door and walk over the **communication globe** there (being already activated, there is no danger of damaging feedback nor any need for activating password): you'll have another interesting conversation with our dear General Qui ... Then, walk back and go to the **prayer hall** at x40y47. Take a look at the **altar** at x31y45 (with search button on): you'll get some **intriguing info** along with some loot. This also gives you access to the **secret door** at x29y45: fight the guardians of the **treasure room** at x26y45, and appropriate the cult's treasure (x23y45) for yourselves! Then, walk back to the sewers and go **free the prisoners** with the skeleton key... and voila! You are done with the cult of Lankharh (go collect your reward from Adv. Inc. if you took the job from them).

6) **Go see Jarad Noll again**, because you will have found the **missing piece of evidence** implicating Golam Thrall in the Holy Master's papers. He will be ecstatic and give you a **letter** for you to show to the Lord Paladine. Then go see the Lord Paladine to show him Jarad's letter: he will be shocked, but not really surprised. He will ask you to "quietly" apprehend naughty G.T. by all means necessary ...

7) **Bring down Golam Thrall**. Go to the gates of his estate and get rid of his guards there. Then walk up to his **mansion**: he'll be waiting for you. Then, you only have to defeat him and his minions. As knights of the Flame come in to secure the premises, go back to see the Lord Paladine so that he may give you a generous reward <wink>

8) **Bring down Sardin Firestorm**. Take a breather. Then go see the Lord Paladine again, but to show him this time the two **letters involving S.F.** that you have; he'll be beside himself, but again not really surprised. So he'll charge you to go to the compounds of the Knights of the Flame and apprehend Sardin Firestorm. Go there, and first take care of the corrupted knights at the gates; then go straight to the **High Commander's castle** at x47y33. He'll be waiting for you with his corrupted knights (if Jhalor is with you, an interesting bit of dialogue will ensue before the slug fest begins). Upon his death, Sardin will whisper something quite intriguing; as loyal knights barge in to tidy things up after the battle, go back to see the Lord Paladine. He'll not only give you a nice reward, but he'll accept Jhalor as the new high commander of the Order. You loose Jhalor, but don't worry: you'll get others later on. Finally, feel free to go back to the sewers (using any one of the entrances) and explore them: there's plenty of neat (and dangerous) stuff in there!

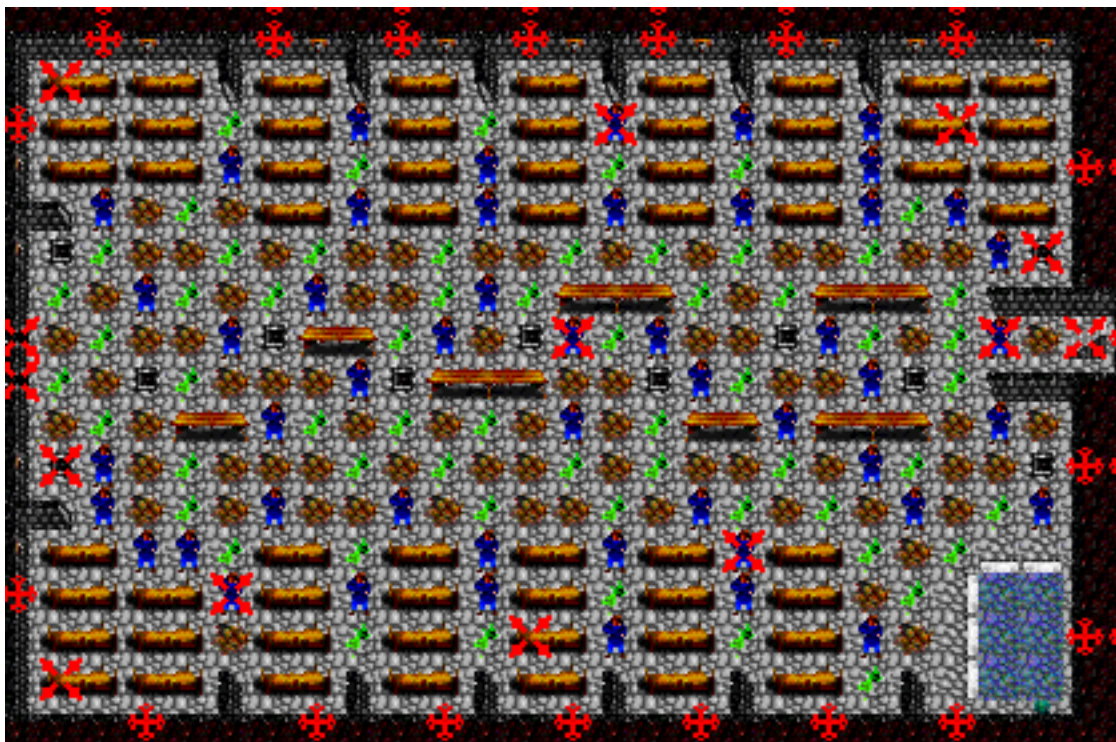
There you have it: you have completed Chapter Six, and you are now ready to proceed with Chapter Seven (most recommended to do next) and/or Eight.

CHAPTER SEVEN: BUT IN THE MEANTIME ...

In this chapter, you get to proceed with side-stories that are directly related to the Overlord conspiracy, and yet stand apart on their own. These can be completed at any time while you are proceeding through Chapters 1-6; all they do is provide more clues, direct you to new potential directions, or provide you with some of the answers (or more clues) about the Overlords, who or what they are, where they come from, and what it is they are truly planning behind their disruptions of the Sword Lands.

1) **Arvoranaan.** The small furfoot community is beginning to suffer from the inattentive and corrupted knights of the Flame; lately, marauders and trolls often make raid on the community. There is not much to do there except witness what is going on as a result of the knights' corruption. However, you can also hook up with **Daneel Nimblehands**, a "street-wise" rogue with a strange mix of Brooklyn and medieval accents (as a little tongue-in-cheek humor). Like a bitter-sweet necklace, Daneel is both a boon and a burden: in many places, having him will open doors and chests without you to sweat over the locks and traps; on the other hand, having him in your party will bar you from entering places (like Tanirith's Hightown, Wailsrond, or the castle grounds of the king of Lantharond, for example) because of Daneel's "tortuous" past and reputation. In any event, you may choose to have him in your party or not (he's not crucial to the story); if you do take him in, then there is a chance that he'll eventually split up and go his own way out of boredom: once he does that, you may find him again in **Tarterys Island** (see item 2 below) where he can really facilitate things for you there.

2) **Tarterys Island.** As mentioned in Chapter Six, getting in trouble with Tanirith's law can (and will) land you in Tarterys Island. If this happens, your are stripped of all your gear (and money) and spellcasting is not possible; once in the jail, you have two choices: A) wait out your 7-30 days sentence, or B) deal with the prison's "boss".



A) **Wait out your sentence.** Then, there is not much for you to do, other than search (i.e with the search button on) the main floor of the prison for **useful items**. Regularly, there are **food drives** (every five days), where you'll have to fight with the other **inmates** (who'll be fighting each other as well) to get scraps of food (you will be given a choice about that; however, bear in mind that you need food to heal normally). In addition, **bullies** under the **prison boss's** leadership will come down from the second floor (see 2B) to take away food from the inmates for themselves; there's a good chance that they'll come for you as well if you have food with you. In any event, once your sentence is over, you are given your gear back (and spellcasting is restored) and brought back to Tanirith.

B) Deal with the prison boss. If you had **Daneel Nimblehands** in your party and he bailed out on you, then you'll meet him again in the prison at x19y44. He knows the easiest way to get to the prison boss, **Halem El-Yessef**, who happens to be the Pirate King that was deposed by Nurale Darkstrom (with the help of the Overlords, of course). Accept Daneel again in your party and he'll give you a **password** to say to the bullies who guard the **stairs** to the 2nd floor at x31y44. Alternatively, you can i) beat up bullies who come and steal your food, then go see those guarding the stairs and tell'em you want to join their gang; or ii) beat the bullies guarding the stairs, then go on the 2nd floor and tell'em you want to join their gang; or iii) just plow through all the bullies in your way (but in this case, you'll have to fight Halem also right there and then). Whether with Daneel's help or by impressing the bullies by beating some of them up and then asking to join them, you'll be brought to speak with Halem at x46y40 on the 2nd floor: a) if you have already defeated Nurale Darkstrom, he'll ask for your help to break out forcibly of the prison; b) if you haven't dealt yet with the Pirate Queen, he'll make you a deal by you accepting to help him defeat N.D. and him helping you escape unseen from the prison. If you accept to forcibly break out, you get to fight alongside inmates and bullies against prison guards all the way out to the gates of Tarterys Island, where you have a chance to change your mind and switch sides in the final battle (if you do that, and Halem is killed, you will be pardoned by the Commander of Tarterys Island, with your gear fully restored and set free!). If you accept to escape unseen with Halem, you will manage to escape but without your gear, with Halem as an NPC (once you defeat N.D., he'll leave in order to try to reclaim his title). If you refuse to help Halem to break out or escape unseen, you get to fight him (and if you defeat him, then you'll be fully pardoned by the Commander). However, if you break out with Halem all the way (i.e. you don't switch sides), you will be able to escape by winning the final battle (and get back your gear), but don't ever get caught breaking the law again in Tanirith or it will be truly game over!

3) The Mind-Mage of the Tlaran Caves. You came across the mention of that guy (**sub-commander Marath**) as the seeming coordinator of the Triple Axis (see Chapter Five) on behalf of the Overlords. To get a good clue of where he could be hiding is by going to see the farming family just north-east of Wailsrond at x44y58. They have been terrorized by a "mind-mage" which held dogres in his thrall; this man wanted the **Writ of the Ancients** which had been entrusted to the farmer (through his grand-father). Accept to find and retrieve the Writ and you'll be told that this mind-mage resides somewhere in the **Tlaran Caves**.

A) In the Tlaran Caves: go through the **secret door** at x12y26 and walk west to the **secret door** at x7y26. Then go south to the **dogre village**.

B) At the dogre village, fight the dogres at the gates, then walk straight to the **chief's hut** at x9y40. The chief will offer a you a deal: defeat the mind-mage that is holding his tribe in thrall. Accept, then go straight to the **mind-mage's building** at x6y39 (alternatively, just have it out right there and then with the dogre chief, then go to the mind-mage's building).

C) First floor of the building: go to the **statue** at x83y41, walk over it again and use destroy magic or bash the statue (this eliminates some of the mind blasts that you feel when you walk inside the house). Then go through door at x83y45, use the **secret door** at x84y47 and go east. Pull the **lever** at x88y45, and go through door at x80y43. Disable the other statue at x72y44 (as for the first one), then go through the **secret door** at x72y42 and take the **stairs** at x75y41 which lead to the **second floor**.

D) Second floor of the building: go to the study at x52y41. You will surprise an interesting conversation between **sub-commander Merath** and a certain lady Overlord acquaintance of yours. Deal first with Merath and his dogre mind-slaves, then go to the **communication globe** at x57y41 for another fun talk with General Qui. Look around the study for interesting items and important papers (don't forget to use detect secret and the search button!). Go through the **secret door** at x57y44 and help yourselves to **Merath's stash of goods!** In one of the chests, you will find the **Writ of the Ancients**. Get back out to the dogre village, deal with the dogre chief (if you did not before), then get out of the Tlaran caves.

E) Go back to see the farmer near Wailsrond and hand him the Writ. Not surprisingly, his "muse" tells him that the Writ is destined for your party ... so you get to keep it (see Chapter Eleven).

4) The Buried Temple of Erond. This lost temple is in the Tlaran caves. Go back to the caves, and deal with the trolls lairing in the small cave at x13y11. From the cave, walk straight west to x8y11, then north to x8y7, and west to x4y7. Walk through the **secret door** at x4y5, and then enter the temple. Inside the temple, go to the **secret door** at x27y19. Walk west then north to the **secret door** at x25y15, and take the **stash** at x25y13. Then walk to x24y13 with the search button on: you'll find **important items** there, which will allow you to pass the **energy barrier** at x32y15-x33y15. Then go in front of the **altar** and hit the encounter button: choose to pray to Erond AND to place the icons on the altar. Once you do that, the

well behind the altar will lit up, awakening the **Oracle** which will give you some interesting revelations about the Overlords. Then walk back to the surface or deal with step 5 below.

5) The Shadow elves of the Tlaran caves. In TiSL, the shadow elves play the role of interested observers, not sure if they should join with the Overlords or whether they represent a threat to them. They do cause some trouble to the dwarves of the Dwarven Halls (see Chapter Five), but that is "business as usual" as far as the shadow elves are concerned.

A) Help the dwarves again. From where you arrive in the Tlaran caves (about x45y45), go to x68y15 where you'll find dead bodies of dwarves. Use the **secret door** at x73y14, and stumble north-eastward in the secret tunnels (these lead near Dwarven Halls). Fight the shadow elves in the **outpost** you find and go up the mine to let the dwarves know. Then get down again and back to the Tlaran caves.

B) Deal with the shadow elves. In the Tlaran caves, go to the **secret door** at x29y71 and then to the spider cave at x29y80. Fight your way through spiders and walk to the **secret door** at x41y82, and to the corridor at x49y82. In the corridor, walk to the **secret door** at x82y84 and then to the gates of the **drow outpost** at x77y87; deal with the drow there, then get it on with those at the outpost proper at x74y87. There, you'll find **interesting clues** as to where the Overlords are hiding! Finally, go check out the larger drow outpost at x66y85: there is nothing to do there in TiSL, except remember where it is for WiSL <wink>

6) The Western Lands. There is not much to do there in TiSL. Sometimes after you have defeated A.D. and his castle is destroyed, soldiers from Sharranth will take over Aranys and refuse any adventurers in. Furthermore, the pass at x0y1 north of Aranys will be open, allowing you to access the easiest way to the Western lands. Try to enter Sharranth by any means you see fit ... you'll just be ousted. Essentially, everything in the Western Lands (including the mansion protected by a magical barrier and the minotaur community) are there only for you to look at in TiSL (as a wink and a nod to you for getting this far) and to give you a taste of what the **Warlord of Sharranth** is about; however, there'll be plenty to do there in WiSL (including dealing with ole Anthraxus Storm himself!) ...

CHAPTER EIGHT: A DRAGON THRONE IN JEOPARDY

In this chapter, you get to save Lantharond and its Dragon throne by restoring peace and diplomatic relations between Lantharond and Tanirith, as well as with the amazons of Artemisia forest. You uncover more traitors sold or turned to the Overlords' side, but in the end you defeat the last of their known schemes to undermine and destabilize the Sword Lands. This sets you up for the penultimate chapter of the story.

- 1) Go to Adv. Inc. in Tanirirth** and choose to take the job of restoring relations between Tanirith and Lantharond (thus insuring additional revenues). Then go to the north-eastern lands, passing through Arvoranan.
- 2) On the road to Lantharond**, there is a chance that you'll see Lantharond troopers riding your way: choose to stand your ground and wait for them. When they get to you, their commander will warn you that the area is dangerous because of amazons ... when suddenly, a second group of troopers rides in and clashes with the first group. Choose to help the first group. After the battle, it will be revealed that the second group are impostors. This sets things up nicely. (*note: along the way, you may stumble upon knights of the Flame being attacked by "troopers", so help the knights; also, some troopers may stop you saying that Lantharond is at war with Tanirith: this is not true and these are impostors*). Then stop by the trade caravan waystation of **Creek Dale**. Inside, you'll overhear a conversation about an abandoned compound which would be not-so abandoned anymore ...
- 3) Go to the compound** at x51y75. You'll clash with "troopers" along the way. At the compound proper, you'll fight it out with another mind-mage (**sub-commander Zaroth**). There, you'll get **important proof** about what is going on exactly (i.e. Zaroth is drilling false troopers to attack knights of the Flame and the amazons, therefore arranging things so that Lantharond passes for the bad guy). Then go to Lantharond.
- 4) Upon arriving in Lantharond**, you come upon a big offensive that the **amazons** are serving up on the battered city. Help the Lantharond soldiers and troopers. After the battle, go see **King Vallar Dragonheart** and show him the proof of the false troopers' activities. He will be beside himself, and demand of his royal mage, **Kaylor**, about how or why he was not made aware of this. Kaylor will reveal himself to be sold to the Overlords, and he will attack you in order to rid the Overlords of you and take the crown forcibly. After you defeat Kaylor, the king bids you to go to the amazons and show your proof to their Queen.
- 5) Go to Artemisia forest** and wander around there until you stumble upon amazons being attacked by troopers: choose to help the amazons. After the clash, the amazon princess **Scyrella Silverspear** will bid you to go with her to her village in order to show your proof to her mother, **Queen Moreta**. Cross the village's gates, then walk up to the **Queen's hut** at x45y87. Of course, the queen will declare her daughter to be a traitor, what with being under the mental control of the Overlords and all. If Naryl is with you, she will encourage the Queen to fight their hold on her mind, but to no avail. If you spoke with Strider in Wailsrond, he will burst on the scene, enjoining also the queen to fight the influence of the Overlords. But alas, their hold is too strong and it all results in a big slug fest with the Queen and those confused amazons who still side with her, while the rest of the amazons just wait the fight out to see who'll come up on top. After the battle, both **Scyrella and Strider** offer to join your party (and it is highly recommended that you accept them). Scyrella tells you that she will take rulership of the amazons only after peace is restored with Lantharond, and after the Overlords have been dealt with. Strider will give you a **map** indicating the location of a **portal** leading to the **lost temple of Graaz'z**, the place where the shadow elves suspect the Overlords are hiding (see Chapter Seven).
- 6) Go back to see King Dragonheart** to conclude this chapter. Peace between the amazons and Lantharond will be restored, and the king will send representatives to Tanirith (with the proof you found) to restore diplomatic relations with the great city. Finally, go back to Tanirith to get your reward from Adv. Inc. for a job well done.

And there yo have it! You are now ready to proceed with Chapter Nine!

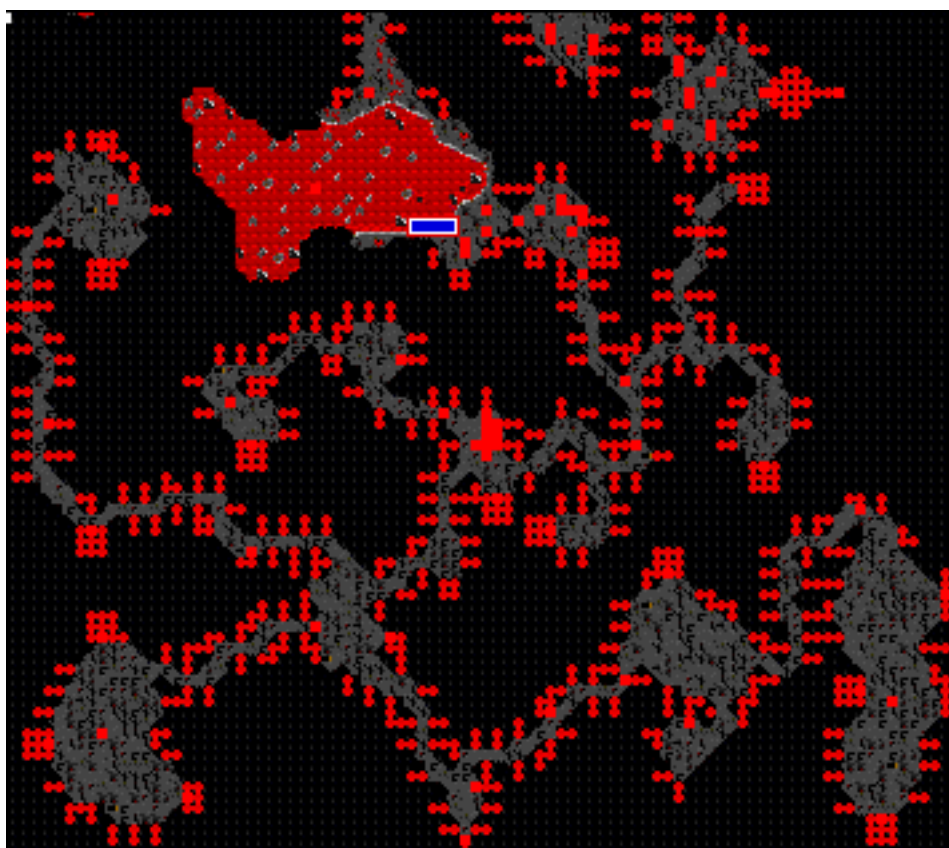
CHAPTER NINE: KITH KHANAAN'S LEGACY

In this penultimate chapter, you get many revelations about the Overlords, and their true plans which consist of bringing about a second Lankharh empire and revive the dreaded Mind Lords which used to rule the first Lankharh empire. You also get to retrieve potent magic items to help you face the Overlords, along with a very powerful ally, thus setting you up for the final Chapter of the story.

1) In Tanirith, accept the job to kill **Pyrostorm**, from Adventurers Inc. (thus insuring yet more extra revenues!).

2) Go to **Lantharond**, and enter the **Great Wyrms** tavern. As you enter, a man will try to sell you maps: buy them (or not). Then go speak to the **old druid** at x82y36 and accept to help him retrieve some mistletoe for him (the huge oak tree he speaks about is located at x88y19 on the easternmost island from Lantharond). Bring him back the mistletoe and he'll give you **info and maps** useful for the rest of the story (some of these maps you may have already found, bought, or were given to).

3) Go to the **Volcanic rockies** using the **great tunnel** at x43y3 northwest of Lantharond.



In the rockies, go to **Pyrostorm's lair** at x51y58 and fight it out with his family. One of the **red dragon** will still live after the battle and offer you to fly the lot of you to where the Overlords have forced her sire (Pyrostorm) to remain. Accept, and she'll take you right in front of the **entrance to Kith Khanaan's tomb!** Alternatively, refuse and finish her off, then walk all the way to the lava crater. There, hit the encounter button and cast phase/teleport (or use item with similar powers) to get you to the other side of the crater. Then walk all the way to the cave which leads to Kith's tomb (the cave is flanked by two crumbling columns of marble). Enter the cave and fight it out with ole **Pyrostorm** himself (who's being mentally compelled by the Overlords to prevent any intruders from entering), and then walk through the **bronze portal** at x78y17 to enter Kith's tomb.

4) **Inside Kith's tomb:** after dealing with the guarding statues in the lobby, walk to the **door** at x35y9, which has a side-panel with a handprint on it. If you have Naryl with you, she'll put her hand on the handprint and the door will open; this will coax her to allow you to play "Thousand Questions to Naryl" for all the info you ever wanted to know on Keryndorh, the Overlords, Lankharh, the Mind Lords, etc. If Naryl is not there, then cast destroy magic until it works, and the door will open. Then walk to x37y9 with a

detect secret spell on: this will reveal a **secret door**. Pull the **lever** at x37y6 (thus getting rid of the lava which is barring your way further east). Enter the **tomb proper** at x43y9, and open the sarcophagus at x46y9. Psi-warriors will appear as a last-ditch attempt to prevent you from discovering what lies in the place. Deal with them and take all the **items** found on Kith's remains. If Naryl is with you, then walk to the **column** at x47y9 and retrieve **Kith's talisman**: this talisman holds Kith Khanaan's essence (if you don't have Naryl, then don't bother: you can't get Kith's talisman). Once you have it, just click on it to activate the thing: you'll have an interesting encounter with Kith (who is a Mind Lord, but a good one) and he will accept Naryl's offer to "possess" her in order to help you defeat the Overlords. At that, Naryl Dragonstone will be replaced by **Naryl Thezzat** (Naryl's true name, but quite empowered by Kith's essence). Then get out of the tomb, and walk all the way back to the lava crater. There, hit the encounter button and cast phase/teleport (or use item with similar powers) to get you to the other side of the crater. Then get out of the Volcanic Rockies and return to Tanirith to collect your reward for killing Pyrostorm (if you took the job from Adv. Inc.).

Voila! You are now prime and ready for the final confrontation of Chapter Ten!

CHAPTER TEN: THE END GAME ... (or is it?)

Well, here we are finally. The end-game with the Overlords. But don't expect these guys to make it easy for you to get to them: as they are hiding safely and securely in the lost temple of Graaz'z, you will have to pass tests (which were laid down thousands of years ago by priests of Graaz'z to weed out the unworthy would-be priests) on your way to get to the temple, and to them, for the day of reckoning!

1) Go to the Portal of Graaz'z. You should already have a map (gotten along the way) which marks out this portal in the rockies of the Northeastern lands. To get there, go to the Eastern lands, get to the far north-west of them, and cross back into the North-eastern lands: you end up in a small valley surrounded by the rockies, and with a lone river running through it. The river enters into a cave at x3y68, where there's a **secret door** as well. Cross the door and march into the rockies in a north-northwest direction to x0y55. Side-step to x1y54, then to x2y53, and then to x1y52. The **Portal** is at x1y51: if you haven't gone through the Chapters 1-9 (with the exception of Chapter Eight), the Portal will declare you unworthy and turn you away (that is how this works in TiSL v6.1.6; thanks to a brilliant suggestion by Realmz Cabalist Dan Ilut). Otherwise, you just walk through it.

2) Journey to the lost Temple of Graaz'z. From the Portal, walk to x1y48, where you have to pass the **First Test**. Inside the small place, go to the **column** at x85y73 for the **riddle**: the answer is **soul** (ie. take the 2nd door from your left). Back in the rockies, walk north to x1y35, side-step to x2y34, then to x3y33, and then go to x3y30 for the **Second Test**: the answer to that riddle is **wisdom** (ie take the bridge to your left). Out in the rockies again, walk further north to x3y23, side-step to x2y22, then go to x1y19 for the **Third Test**: inside the small place, walk to x33y70 to get the riddle (the answer is "**mind**", which you have to speak in the encounter offered to you). Out again, walk to x1y16, side-step to x2y15, then to x3y14, then to x4y13, and go to x4y12 for the **Fourth (and final) Test**: the answer to that riddle is **will** (ie. take the 2nd bridge from your left). Back in the rockies, walk to x4y7 and then to the **secret door** at x7y5: you enter a small clearing. Use the cave-tunnel at x1y3, which takes you to the Snowy Rockies and the pass which leads to Graaz'z lost temple.

3) Inside Graaz'z temple: don't bother with the upper floors of the tower (unless you want to have fun with ghostly priests and crumbling floors). Don't bother with the **prism-altar** of the main floor either (it's a red herring). However, go over the empty **weapons-rack** just north of the altar (at x69y3) with the search button on. If you haven't gone through the Chapters 1-9 (with the exception of Chapter Eight), nothing will happen (that is how this used to work in TiSL prior to v6.1.6). If you have (or if you are playing v6.1.6+), then you'll find under the snow a **lever**: pull it, and a **secret door** will open up right north of you. Go to the **trap door** at x68y1, open it and go downstairs in the temple's dungeon.

4) In the temple's dungeon: again, I'm giving here the fastest and easiest way to do this. Go through the **door** at x71y80, where you'll have to deal with psi-warrior guards. Then go to the corridor at x66y80; go north, then all the way east to the **door** at x84y74: in this meeting room, you will surprise **General Qui** with many of her lieutenants. You get to fight the lieutenants first as she storms into the eastern room adjacent to the meeting room you've entered. After the clash, go first to the **desk** at x83y71 where you'll find some **disturbing info** about Sharranth), and then through the **secret door** at x84y70: in this room, go to the **statue** at x83y68 and disable it (the same way you did those in the mind-mage's mansion in the Tlaran caves -see Chapter Eight). Retrace your steps to the meeting room, and go through the **door** at x85y73: the three **Overlords** are waiting for you with more of their minions and allies. Before anything happens, General Qui introduces herself and her two peers formally, and tells you that despite all your travails, the Sword Lands will fall under the power of the **Inner Council of Overlords** either through deceit or direct conquest. If you have **Naryl/Kith** with you, an interesting dialogue will then ensue before Kith unleashes a powerful mind blast which disables all the Overlords' minions and even weakens them: this is your cue to have it at the Overlords once and for all! If you don't have Naryl/Kith, then you and your jolly band get to face the Overlords fully-gearred and with all their minions (but not before they offer you a last chance to save yourselves and accept to join them)! After the battle, take the **goodies** located in the room at x88y71, x87y76, x86y75 and x88y76. Then go through the **secret door** at x86y77, where another **communication globe** is on: walk to x87y81, where you'll chat with a **fourth Overlord**, who promises you that war will come to the Sword Lands in six months hence, despite what you have accomplished. From there, you can wander some more around the place to clean up any and all psi-warriors or psi-stalkers you run into, or just get out of Graaz'z temple: as you make your way into the pass to get back to the Northeastern lands, you be treated with the **final credits**, along with goodbyes from Naryl, Strider and Scyrella (if they tagged along with you).

So, there it is! You have completed the main story of "Trouble in the Sword Lands" ... but is it truly over? After all, there are six other Overlords left. Will they come back to the Sword Lands? Will they seek to conquer them through military might? Will there be, as the fourth Overlord promised, *War in the Sword Lands*? Stay tuned to the same Realmz-channel, same Realmz-day, and same Realmz-time!

(and how's that for your run-of-the-mill unabashed, shameful plug? <wink>)

THE REST OF TiSL : FAQs

This section is a small FAQ concerning some of those side-stories and side-quests which are not related to the main story (Chapters 1-10). Only FAQs about the most important of those (numerous) side-stories/quests are listed here, along with truly recurrent FAQs (even one or two related to the main story).

1) *How do I find (insert whatever you want to find)?*

Folks ... use detect secret and/or the search button. But above all, use your brains, pay attention, persevere, and you'll find "it" soon enough! <wink>

2) *How do I get into Chlorapyroshydragosuur's lair?*

Again ... use that detect secret spell and/or that search button. The same principle applies to get into Icingbreath's lair.

3) *I'm in a secret tunnel ... but I just can't get to (insert whatever place you want to go to)!*

As you may have guessed from the spoilers given in Chapters 1-10, secret tunnels/passages do not always go straight North, or East, or West, or South. Sometimes, you have to step diagonally to continue in the tunnel (or at least remain in the right direction you need to go to get to that other place). Again, folks, use your brains and think things through! Above all, be patient and persevere! <wink>

4) *How do I get the Gem of Ptaraz?*

As with almost everything in TiSL, there are many ways (or pathways of action) to acquire the gem. The easiest way is to agree to Tanira's deal. She'll get you where you need to be to free Ptaraz, without any hassle, and ole Ptaraz himself will give you his gem as thanks for bringing him and Tanira back together (well, at least in "spirit")!

5) *Help! I'm trapped in (insert wherever you are trapped) and I can't get out!*

First, hit the encounter button and attempt to use rope, or cast phase/teleport/fantastic wings/hover (or use items with similar powers). If all else fails, hit the encounter button and speak the word "home" ... this will teleport you back near Arany's. Never underestimate the power of the encounter button! <wink>

6) *I have the Writ of the Ancients ... what do I need it for?*

The Writ allows you to enter a buried temple of Codan under the sewers of Tanirith ... in there, you'll meet the Oracle of Vaanya (again, explore, detect secret and search the sewers to get there!) <wink>

7) *Where is the Crown of Power I need to retrieve for the Oracle of Vaanya?*

It lies somewhere in the dungeon under the ruined castle buried in the sewers of Tanirith (yet again: detect, search, explore, detect, search, explore ... <wink>).

8) *I accepted to kill Night Blossom for A.D. ... where do I find her?*

Night Blossom has rented a suite in the Wildboar Inn. You would need to rent a suite there as well to have access to this area of the inn. Btw: you can deal with her any time you want, and however you want, even after you have defeated A.D.

9) *I accepted to kill Jarad Noll for A.D. ... how do I get to him?*

First, go to the house in Tanirith where it is rumored that an Assassins' Guild is operating. The assassins will then speak to you and tell you to go see their "sponsor" ... who is (not surprisingly) Golam Thrall. Go see Golam, who will give you the instructions on how to get to Jarad Noll. Otherwise, the assassins never reveal their presence (but they will do so aplenty in WiSL ... <wink>)

10) *I accepted to find Nessar's monocle for Zaran and Areyne ... I found Nessar's body in the Tlaran area, but no monocle! What now?*

In this case, you have Bane's orb (which Nessar had stolen from Druroxx Bane). Just go find the archlich (who is residing in seclusion in the Tlaran caves) ... and either accept the exchange of the orb for the monocle, or fight him for the whole kit-n-kaboodle! Alternatively, speak first with Bane, then find Nessar's body, then go back to see Bane ...

11) *I've been thrown in jail for life in (insert city name)! What do I do now?*

In TiSL, one has to live with the consequences of one's actions and (criminal) behavior. This is an example of such consequences ... and in this example, the game is over. Either you start a fresh new game, or go back to a saved game where you had not yet committed the act which lands you in jail for life later on ... Similarly, if you end up in a small jail for lesser crimes, you only have to wait out your sentence ...

12) *I accepted to kill Icingbreath ... but how do I get to the Snowy Rockies?*

The easiest way is to find the lake in the Rockies Proper (just south of Gnomilar) where an old mariner lives in seclusion. If you have a keg of Dwarven Hall mead, he'll let you use his boat to sail west to the Snowy Rockies ... (to find the lake and the old mariner, again use detect secret and explore! <wink>).

13) *I fought Zaran and Areyna, and defeated them. But now the Wildboar Inn is closed to me! What now?*

The Wildboar Inn will remain closed because you offed it's rightful owners. See point 11) above concerning living with the consequences of one's actions. If there were things you would still need to do or find in the Inn, then ... you'll have no choice but start over.

14) *I'm tired of wandering around the sewers, battling the monsters there, and having to get out to heal, and then to go back to retrace my steps over and over again!*

Near where you land in the sewers, when you use the secret entrance under the Park Monument, you'll find Robbard (a priest of Lharishar) who'll provide healing services as if you were in a temple ... Furthermore, the first time you visit him, he'll tell you about a band of marauders who possess a sewer key, which allows you to open steel-shut and locked grid-doors in the sewers. Btw: some trap doors in the sewers just cannot be opened in TiSL ... but you will be able to open them in WiSL <wink>

15) *I can't cross to (insert land level where you want to cross to)! Is this a bug?*

Nope. As mentioned in the opening credits of TiSL, one must use the arrow keys to cross from one land level to another one adjacent to it; same thing applies if you are in a boat. If this doesn't work, then either a) there is no adjacent level to cross to, or b) there is an obstacle directly in front of you but on the adjacent level you are trying to cross to (just move one step aside either way, then try crossing again; try this until it works).

16) *Well, I've defeated the Overlords and completed the main story of TiSL. What now?*

There are plenty of places to explore and nasties to encounter throughout the Sword Lands (for example, the pyrohydra or the fire giants of the Volcanic Rockies, the ice trolls of the Snowy Rockies, the numerous nasties in the Tlaran caves, etc.). Alternatively, start a new game, but make different choices or do things in different order than those suggested in this spoiler sheet: you'll see that there are many ways to go through TiSL, with some of them being dead-ends (or outright killers)! You could even get different dialogues and results ... so, try these "alternate possibilities" if you feel like it! <wink>

The Good Guys:

Naryl Thezzat (a.k.a. Naryl Dragonstone) - Selfless psi-knight of the Order of Thesserack; citizen of Keryndorh.

Strider - Mysterious ranger-adventurer-all around goody-two-shoes.

Whitefang (silverback wolf) - Loyal companion of Strider.

Braggan Stoneheart - Kingson of the Dwarven Halls and true dwarven hero.

Helm Goldfinder - Wise and brave gnomish priest of Gnomilar.

Scyrella Silverspear - Proud princess of the amazons of Artemisia Forest.

Jhalor Fireblade - Noble ex-knight of the Order of the Flame.

Daneel Nimblehands - Scruffy, "street-wise" furfoot from Arvoranan (well, not really a good guy, but not evil either ... he's really misunderstood, don'tcha know?).

Anaele - Kidnapped girl of a merchant of Wailsrond.

Sorceros - All around friendly sorcerer.

Kith Khanaan - One of the (very) rare good Mind Lords that ever existed some nine thousand years ago; now exists only in "essence".

Nerellius Pyre - Good and wise Merchant Lord of Wailsrond.

Belrion - Noble Captain of the Guards and trusted lieutenant of Lord Pyre.

Aquillae Ramoor - Wise and beloved Queen of Corale Towers.

Jorale Ramoor - Brave daughter of Queen Aquillae and Princess of Coral Towers.

Cheron Ironseed - Responsible and dedicated Lord of Sparklestone; owner of the Sparklestone Mining and Smelting Company.

Vallar Dragonheart - Noble King of Lantharond, of the Dragonheart Dynasty.

Daleck - Fisherman in Azure Cove; brother of Mareck.

Mareck - Fisherman in Coral Towers; brother of Daleck.

Jarad Noll - Merchant Lord and High Councillor of Tanirith.

Essain Helmfire (unnamed) - Exemplary knight, wise Lord Paladine, and head of the High Council of Tanirith.

Braman Stoneheart (unnamed) - Proud and wise King of the Dwarven Halls; father of Braggan Stoneheart.

Gromph Rubyglow (unnamed) - Wise and caring King of Gnomilar.

The Bad Guys:

Runelore Magius - Pretends to be a friend, but works for the Overlords; sent out to join and debunk your adventuring party.

Night Blossom - Sworn enemy of A.D. and Mordrek; will help to defeat them only to turn on you after that.

Akkar Dhun (ak.a. "A.D.") - Scheming and greedy Merchant Lord of Aranys; in league with the Overlords.

Mordrek - Viceroy (and accomplice) of Akkar Dhun; in league with the Overlords.

Doran Ghall - Rogue Lord of Dagger Keep and sponsor of the Thieves' Guild of Dagger Keep; in league with the Overlords.

Nurale Darkstrome - Tempestuous and ruthless Pirate Queen; in league with the Overlords.

Lharond Dragonspurr - Second Lord of Sparklestone and owner of the Bloodstone Heights Mining Company and Traders; sponsored by Golam Thrall and in league with the Overlords.

Golam Thrall - Greedy Merchant Lord and traitorous High Councillor of Tanirith; sponsor of the (rarely seen) Assassins' Guild in Tanirith; in league with the Overlords.

Thorgal Ramoor - Despotic Regent of Coral Towers and evil brother of Queen Aquillae; consort of Nurale Darkstrom; in league with the Overlords.

Moreta Silverspear - Amazon Queen "turned" by the Overlords; mother of Scyrella.

Sardin Firestorm - Corrupted High Commander of the Knighthood of the Flame; "turned" by the Overlords.

Halem El-Yessef - Ex-Pirate King; hates Nurale Darkstrom with a vengeance; doing hard time on Tarterys Island.

Anthraxus Storm - Infamous Warlord of Sharranth; in league with the Overlords.

Harym - Blackmarketeer of Wailsrond and spy for A.D. (and the Overlords).

Sub-commander Marath - The "mind-mage" of the Tlaran Caves; coordinator of the orc-ogre-hill giant Triple Axis in the Khanark Rockies; subordinate of the Overlords.

Sub-commander Lhassa - The "agent saboteur" in charge of destroying the grapevine yards of Tanirith; subordinate of the Overlords.

Sub-commander Zaroth - The "mind-mage" in charge of the false troopers of Lantharond; subordinate of the Overlords.

Sub-commander Herdalth (a.k.a. "Holy Master") - Leader and organizer of the Cult of Lankharh which is headquartered in the sewers of Tanirith; subordinate of the Overlords.

Graoyn Boneshatter (unnamed) - Goblin king; in league with the Overlords.

Kaylor - Traitorous Royal mage of the Dragonheart court of Lantharond; in league with the Overlords.

Drahl Ghuul - King of the orc tribe of the Khanark Rockies and apparent leader of the orc-ogre-hill giant Triple Axis; in league with the Overlords.

Graowl Ironhammer (unnamed) - The King of the hill ... giants of the Khanark Rockies; in league with the Overlords.

Vroack Spyrr (unnamed) - Bullish chief of the ogres of the Khanark Rockies; in league with the Overlords.

Pyrostorm - Ancient red dragon wurm guarding the tomb of Kith Khanaan; "turned" by the

Overlords.

Commander Zaar Enol (Overlord) - Sixth Speaker of the Inner Council of Overlords.

Commander Berl Vezzir (Overlord) - Fifth Speaker of the Inner Council of Overlords.

General Arla Qui (Overlord) - Third Speaker of the Inner Council of Overlords.

With Special Guest Appearances by:

Zaran - Co-owner and innkeeper of the Wildboar Inn of Aranys; husband of Areyna.

Areyna - Co-owner and innkeeper of the Wildboar Inn of Aranys; wife of Zaran.

Ptaraz (spectre) - Ruthless Warlord, founder and first King of Tanirith; consort of Tanira (after which the city was named); now not resting in peace in his crypt.

Tanira (guardian soul) - Evil incantatrix; consort of Ptaraz and first Queen of Tanirith; now guarding the crypt of her beloved Ptaraz.

Icingbreath - Ice dragon lairing in the Snowy Rockies.

Robbard - A goodly priest of Lharishar, Goddess of Life; runs a small clinic in the sewers of Tanirith to provide help to the homeless sheltering in the sewers (and foolish adventurers who have taken upon themselves to wander around in the sewers).

Zhrull (unnamed) - Brutish troglodyte tribe chief of the abandoned mine of Sparklestone.

Druroxx Bane - Archlich from the continent of Anarym; now quietly and peacefully residing secluded in the Tlaran caves.

Chlorapyroshyndragosuur - Brown dragon lairing near Aranys.

Bharck Fistface (unnamed) - Bullish chief of the dogres of the Tlaran caves.

Wolph Banghead (unnamed) - Brutish gnat chief.

Emerystorandrallasuur (unnamed) - Emerald dragon lairing in the Khanark Rockies.

York Bloodhound (unnamed) - Brutish chief of the dogres of the Western lands.

Pyrostorm's family - Red dragons lairing in the Volcanic Rockies.

The electric family - Blue dragons lairing in the Khanark Rockies.

Carn Vallos (unnamed) - Old mariner who lives in seclusion in the Khanark Rockies; he's a fine connoisseur of Dwarven Halls mead.

Kheh'Drackh (Demon Prince) - Lord of the 222nd layer of the Abyss; imprisoned in the buried temple of Codan, in the sewers of Tanirith; passes himself off as the "Oracle of Vaanya" while imprisoned.

Maroon the half-ogre - Owner of Maroon's Eating Halls in Tanirith; Masterchef of haute cuisine and all-around Hostmaster.

Horol Oaktree (unnamed) - The old druid who hangs out at the Great Wurm of Lantharond; although old, he only wants to be of usefulness to his city.

NEW SUPPLY/MAGICAL ITEMS IN TiSL

In addition to those numerous "regular" supply/magical items found in Realmz scenarios, here are the new items designed for TiSL and available as you progress through the scenario (*note: other TiSL scenario-specific items such as letters, gatepasses, etc. are not listed here*):

Animal Fur (robe)
Armor of Rhan (+12 leather armor)
Bag of Mistletoe
Bane's Orb
Bloodletter (+2 sword)
Cap of Confusion
Cap of Defense (+4 leather cap)
Cloak of Willingness
Crown of Power
Druidic Hand Scythe
Dwarven Chain Mail (+10 chain mail)
Dwarven Cutter (+2 axe)
Dwarven Hall Mead (keg)
Dwarven Ruby Stone
Dwarven Wrath (+2 sword)
Fang (+4 dagger)
Firestorm (+2 axe)
Gem of Ptaraz
Gnomilar's Lamp
Helm of Duncea
Helm of Id (+5 helm)
Helm of Kith (+5 helm)
Icon of Knowledge
Icon of Logic
Icon of Thought
Ironwill (+8 shield)
Mace of Erond (+4 mace)
Medusa Armor
Money Bag
Moradin's Wall (+2 shield)
Nessar's Monocle
Orb of Erond
Psi-Armor (+10 banded armor)
Psi-Bracers (+20 gauntlets)
Robe of the Psion (+4 robe)
Rod of Teleportation
Scalesbreaker (+2 sword)
Sewer Key
Shield of Galduur (+8 shield)
Silverback Fur (+2 robe)
Slaver's Bracers
Sword of Kith (+4 sword)
Sword of Kowart (+5 sword)
Talerak (+3 sword)
Tanirith Wine (bottle)
Throwing Daggers +3
Traveler's Boots (+2 soft boots)
Wailsrond Rhum (bottle)

NEW MONSTERS IN TiSL

In addition to those "regular" monsters you already know and love from Realmz, here is a list of the new monsters introduced in TiSL:

Adventurer
Adventuress
Amazon Queen
Amazon Warrior
Ancient Red Dragon
Assassin
Bodyguard
Brawling Sailor
Bully
Cabalist
Caravan Escort
Caravan Master
Cavalry Officer
Cavalry Trooper
Cleric
Cultist
Dark Knight
Demon
Demon Lord
Dogre Chief
Dwarven Adventurer
Dwarven Hero
Dwarven King
Dwarven Priest
Dragonet (Red, Green)
Earth Worm
Enchanter
First Rider
Furfoot Adventurer
Furfoot Champion
Furfoot Priest
Furfoot Warrior
Giant Boar
Giant Bee
Giant Wurm
Gnath Leader
Gnath Chief
Gnome Adventurer
Gnome Champion
Gnome King
Gnome Priest
Gnome Warrior
Great Mage
Great Wizard
Guild Master
Ice Troll
Ice Worm
Incantatrix
Knight
Knight Commander
Lich
Lesser Mummy
Master Assassin
Master Enchanter
Master Thief
Mercenary Captain
Mercenary Corporal

Mercenary Guard
Mercenary Lieutenant
Mercenary Sergeant
Mercenary Soldier
Merchant Master
Mind-Mage
Mountain Giant
Ogre Leader
Ogre Chief
Orc King
Orc Warlord
Overlord
Pirate
Pirate Captain
Pirate Lord
Poisonous Frog
Psi-Stalker
Psi-Warrior
Pyrohydra
Resistance Warrior
Revolting Citizen
Rider
Sailor
Sea Dragon
Sea Drake
Shadow Elf Archer
Shadow Elf Priestess
Shadow Elf Sorcerer
Shadow Elf Warrior
Shadow Spirit
Shadow Wraith
Ship Captain
Stingray
Swordswoman
Tarterys Inmate
Tarterys Prisoner
Troglodyte Leader
Troglodyte Tribe Chief
Wolf -Pack Leader