

Dragonriders: Chronicles of Pern DC FAQ/Move List

by pvannuys

Updated to v1.0 on Sep 4, 2001

This walkthrough was originally written for Dragonriders: Chronicles of Pern on the DC, but the walkthrough is still applicable to the PC version of the game.

DRAGONRIDERS - CHRONICLES OF PERN
Walkthrough by pvannuys@vipmail.com
Copyright (c) 2001 by pvannuys

Copyright notice:

This walkthrough may not be reprinted or distributed on any web site or printed media without my expressed written consent. This document is provided as a free resource to its intended audience. No other party may receive any monetary compensation for any portion of the material presented within this document. If permission is given by me to use this document, it must be presented in its original form unedited, with the exception of correcting any spelling or grammar errors contained in this document or any reformatting required to present this document on a given web site. The owner of this document reserves the right to rescind permission to use this document, if the owner feels that any of the conditions stated in the copyright notice have been violated. This copyright notice must accompany any reprinted version of this document.

REVISION HISTORY:

- 9/04/04 Version 1.00 - Fourth update - I finished writing the walkthrough! I still have some reformatting to do so this is a little more presentable, but I think I have the vast majority of the information. Thanks again to funkymushroom for telling me where the final artifact was and for telling me that the artifact type does not effect the weapon upgrade you receive. I haven't completely removed all the references to knife and sword upgrades yet. I'm sorry for the delay in posting this update. I have had a number of computer problems, which have prevented me from posting this update in a timely manner.

- 8/31/01 Version 0.60 - Third update - Well, I finally broke the 50-page mark with this update. Completed the walkthrough up to D'Kor entering the Smuggler's Cove. I forgot to mention the Gannell scroll in the Fort Weyr Library, so I added that to the previous section. For those of you following my walkthrough to the letter, you'll have to make an unscheduled trip to Fort Weyr to read this scroll, sorry about that. Other than that and the addition of the jump list, all that I added in this release is additional sections to the walkthrough. Thanks again to all of you that keep sending email especially funkymushroom for your update.

- 8/30/01 Version .45 - Second update - Completed the walkthrough up to about half way through the first night on Ista Island. Thanks to all of you that sent me email on the items I was missing in the last version. I hope to finish Chapter 4 and 5 tonight and the rest of the walkthrough over Labor Day.

- 8/27/01 Version 0.25 - First update - Completed Chapter 2 and part of Chapter 3. Corrected some minor errors as well and omissions as well. I modified the sections of the game covered by Chapters 2 and 3, because I thought there was more of a clean break in the action than there really was. I'll keep working on this walkthrough as much as I can.

-

8/24/01 Version 0.1 - Initial version. Completed the Prologue and Chapter 1. All of the quest information that starts or finishes in these chapters should be complete. (Except for the status on returning Hal's hammer. I forgot to do that at the end of Chapter 1.) The List section should be complete for all of the information I know. There are a couple of places where I don't remember the exact details from my first run through the game, and I haven't made it there on my second run through to give precise information. Enjoy.

**** CONTENTS ****

INTRODUCTION

- Purpose of the walkthrough
- The standard adventure game warning
- Layout of the rest of this walkthrough
- Background information
- Overview of the game
- Fighting Tips
- Movement keys and Sneak tips
- Interacting with your dragon, Zenth
- Known bugs and other issues
- Things I haven't figure out

PROLOGUE

- CHAPTER 1 - The Weyr Meeting
- CHAPTER 2 - The Ancient Caves
- CHAPTER 3 - Unknown title
- CHAPTER 4 - Going to sleep on Ista Island
- CHAPTER 5 - Getting into the hidden cove
- CHAPTER 6 - Smuggler's Cave
- CHAPTER 7 - The Ingredients
- CHAPTER 8 - Escape
- CHAPTER 9 - Tying up loose ends
- CHAPTER 10 - Finishing the game

WALKTHROUGH JUMPS

THE LISTS

- Attribute levels and points
- Skill providers and locations
- Weyrwomen locations
- Fire-lizard egg locations
- Trundle bug locations
- Roma's feast ingredients
- Answers to Emmara's questions
 - Ancient Artifacts

QUESTS

- Prologue Quests
- Chapter 1 Quests
- Chapter 2 Quests

- Chapter 3 Quests
- Chapter 4 Quests
- Chapter 5 Quests
- Chapter 6 Quests
- Chapter 7 Quests
- Chapter 8 Quests
- Chapter 9 Quests
- Chapter 10 Quests

ACKNOWLEDGEMENTS

NOTE: To make searching through this document a little easier, all section titles listed in the CONTENTS have four asterisks and space before and after the title. For example, if you want to find see CHAPTER 1, you would search for "**** CHAPTER 1 ****".

**** INTRODUCTION ****

**** Purpose of this walkthrough ****

I'm writing this walkthrough due to the lack of any other walkthroughs out there. I'm also writing this because some of the information I found on the message boards was either incomplete or misleading. I've also been a big fan of all of Anne McCaffrey's Dragonriders books and want to help others enjoy their experience in this world. Finally, I'm writing this for the selfish reason of wanting to finish all of the quests offered. (I figure if I'm going to post this, I better have the vast majority of the quests finished, or I'm going to have to go through a lot of email messages.) Please feel free to send me an email if you notice anything missing, incomplete or confusing at pvanuys@vipmail.com.

I am using the PC version of the game, so I'll mention keyboard keys in certain places. I know there are console versions of the game and I think the solutions I list in the walkthrough will work on any platform, but I'm not 100% certain.

**** The standard adventure game warning ****

As much as the DRAGONRIDERS - CHRONICLES OF PERN has been presented as an RPG and an action game, the vast majority of this game is an adventure game. As such, a good portion of the fun and satisfaction derived from this game come from self-discovery and solving the puzzles on your own. Since this document is a walkthrough, it contains the solutions to (hopefully) all of the quests and puzzles presented in this game. Reading past the particular problem that you are trying to solve could deprive you of some future sense of accomplishment. In other words, read this at your own risk.

As with all adventure games, read everything, take everything, talk to everybody. If someone says he / she thinks that there are so many of a particular item, guess what, there's that many of those items in the game. Also, if anyone gives you a task to do and you complete it, make sure you go back to that person to get your reward.

**** Layout of the rest of this walkthrough ****

The walkthrough portion of this document is divided into two sections. The main section is a walkthrough of all of the major and

minor quests in the DRAGON RIDERS - CHRONICLES OF PERN. Also include in the main section are hints and advice for getting past certain action sequences. The second section of this document is the lists and quests. The lists contain location of important items in the game as well as the location of all the items in a multi-item quest. (The location of the ever-popular Trundle bugs being one such multi-item quest.) The quests list all of the quests I've identified in the game. Some of these quests are not listed as quests in your journal.

In the main section of the walkthrough, I've broken the game into multiple chapters. The game itself does not actually call out chapters, but I found there are distinct sections of the game. Since the chapter titles could be spoilers, I've deliberately tried to make them vague for those who have not reached that part of the game. Hopefully, if you've made it to that part of the game, the titles will make some sense to you.

As you probably noticed, assuming you've gotten that far in the game, when you ride Zenth from place to place, you get a cool movie. At least it's a cool movie the first couple of times. After you've seen it once or twice, you've probably pressed the space bar and the escape key to skip the movie. Only the movie doesn't end. It keeps playing and playing and ... Well, you get the point. It gets very annoying when you have to travel back and forth multiple times trying to figure out what to do next. I ended up doing that a lot in Chapters 4 and 5. So to limit your exposure to this movie, I've tried to group things in such a way to minimize your travel.

I've also labeled all of the quests I could find in the game. I've labeled each quest like this: QUEST #-#, where the first number is the chapter the quest is given and the second number is the order in which I present the quests in a chapter. I've also listed every place I could find where your attributes increase and by how much they increase. I don't report strength increases after a certain point in the walkthrough, because you can pump your strength up as much as you like.

**** Background information ****

In the DRAGONRIDERS - CHRONICLES OF PERN, you play D'Kor, a dragon rider. His dragon is Zenth, who is a bronze dragon. Bronze dragons are the largest male dragons, smaller only to the gold queen female dragons.

A little background information for those of you not familiar with the Dragonrider series. The gold and green dragons are female and the bronze, brown and blue dragons are male. The sizes of the dragons from largest to smallest are gold, bronze, brown, green, and blue. The status of a dragon rider is determined by the size of his or her dragon. Gold Dragonriders are always female. The rider of the dominant gold dragon in a Weyr (a home of the dragons and their riders) is the Weyrwoman, a position of great power and responsibility. The rider of the dragon that mates with the gold dragon (always a bronze dragon) is the Weyrleader.

Green dragons can either have a male or a female rider, although in the later years of the Dragonrider series, most of the green riders were male. Green dragons are infertile because they chew firestone. (Firestone produces the dragons' flame when the dragons eat it.) If a green dragon was fertile and successfully mated, she would only produce green or blue dragon eggs. Since Bronze dragons are considered so highly in the Weyr society, a Bronze dragon is not allowed to mate with a green dragon.

The society on Pern is divided into three sections, the Holds, the Halls, and the dragon Weyrs. The Halls or Crafthalls contain all of the skilled workers of Pern. These include the Harpers (singers, storytellers, and information gathers) and the Healers as well as a

number of other trades. The Hold owns and controls all of the land that is not physically occupied by a Weyr or a Hall. The Hold Lord rules over all the people on his Hold's lands, who do not belong to a Weyr or a Hall. Finally, the Weyrs house the dragons and their riders. Together the dragons and their riders fight Thread, when it falls on Pern. Each Weyr is responsible for protecting the land of about three different Holds. In turn the Holds and the Halls are responsible for supplying the Weyrs with their supplies, in the form of tithes.

That should be enough background information for this game. If you would like more information about the Pern society and the dragons, I would highly recommend reading the Dragonrider series by Anne McCaffrey.

**** Overview of the game ****

The DRAGONRIDERS - CHRONICLES OF PERN is an adventure game with a few additional components taken from RPG games. It's RPG components are (drum roll please) that you (D'Kor) have four different statistics and you will learn eight different skills before you finish the game. I guess if you want to get technical, you can also upgrade two of your weapons, which gives the weapon a beautiful '*' character next to it.

D'Kor's four attributes are Health, Knowledge, Reputation, and Strength. All of these attributes, except for Health, will improve throughout the game as you accomplish different things. Your Health goes from 0 to 100%. It is lowered when you are injured or eat a poisonous herb and raised when you eat a healing herb or a medicinal potion.

The three attributes that rise through actions, Knowledge, Reputation, and Strength each have eight different levels. Each of these different levels has a name. Certain quests and plot events require you to achieve a certain attribute level. Usually the characters will tell you what attribute level you have to be before you can complete a particular task. For example, a character may say that moving a lever requires "FORMIDABLE strength". If you look at the various strength levels, you will see that FORMIDABLE strength is the highest strength level you can obtain.

Of these three attributes, you only have direct control over Strength. Your strength rises every time you fight something or climb on / jump to a rock ledge. You get five points every time you perform a climb / jump. You gain more points for killing various things. If you find a ledge that you can climb up and down, you can keep repeating this action, for five points a shot, until you get to FORMIDABLE strength. You can also reset the tunnel snakes and Wherries by going far enough away from their bodies and then returning. Usually going far enough away means going to another section you have to load and then returning to the original section. Killing these animals is more of a risk to you, since you can lose health and there is a limited number of healing plants available. You can only raise your Knowledge and Reputation through events and quests.

At some point early in the game, D'Kor will get a journal where every important event is recorded. You don't have to rush through the game looking for the journal, because you are afraid you'll lose track of something without it. All the information you receive before you get the journal will automatically be added to it when you get the journal. Also, some of the things you do are listed as quests in the journal and some of them are just entered as information. The journal will leave room for additional information, so you'll have an idea of how much you have left to do on a quest by the amount of space between that quest and the next entry. The quest information is not highlighted very well, so it can be a little challenging to figure out what you've done and what

you need to do.

Finally, at the halfway point of Chapter 2, you have three different sets of clothes, your riding gear, your Dragonrider clothes, and some civilian clothes. You have the ability to change clothes any time and anywhere you want. For the most part, you can leave your Dragonrider clothes on all the time. You never need to switch into your riding gear. This will happen automatically every time you ride Zenth to another location. You will only have to wear your civilian clothes a couple of times in the game. For each of these situations, one of the characters will tell you that you can't do something while you are dressed like a Dragonrider. Also, most of the characters seem to recognize you no matter how you are dressed.

IMPORTANT NOTE: After triggering a certain point in the main plot, you may not be able to finish certain sub-quests. I'll try to call out in the walkthrough where these events are, so you can be sure to complete these quests without having to revert to a saved game. While we're on the topic of saving your games, here's the next important note.

SECOND IMPORTANT NOTE: You only get five different save game slots in this game. You can't label the save games either. The saved games are named after the location that you made the save and the amount of time that you've been playing the game. You get four save game slots when you press the escape key and another save game slot when you press F9, for a quick save. The game automatically saves the game for you at certain points in a sixth slot, but you can't really rely on this too much. Since there are so few save game slots and it is possible to get in a position where it is impossible to solve a sub-quest, if you rotate your save game slots too much, you may not be able to get solve a particular sub-quest without restarting the game. You could back up save games to a different directory, outside of the game to help lessen the chance you'll have to restart the game.

FINAL IMPORTANT NOTE: There is a bug with sneak mode and picking items up. There are a couple of locations near the end of the game where you can activate sneak mode. In some of these locations there are also buttons to press or items to pick up. The problem is, the sneak mode icon is showing, not the pickup or activate icon. You can get the pickup or activate icon by pressing the 0 / Insert key (Ins) on your numeric keypad. This will toggle you between the two states.

MINOR ANNOYANCE: For those of you that have sleeping spouses or live in an apartment with paper thin walls, the music in this game can get really loud at certain points. The most notable times are when you are at the New Game menu and when you are taking Zenth to travel to a new location.

**** Fighting Tips ****

At various points in the game, D'Kor will have to fight different creatures or people. The fighting is pretty simply, but some of the later opponents can kill you in one or two shots, so you always have to be careful. It also helps to press F9 just before a fight, so you can restore your game if you get killed or take too much damage.

You will eventually get several different weapons, but all of the fighting falls into one or two different modes, melee fighting and crossbow sniping. The most common of these is the melee fighting. The most important thing to remember is always use the most powerful melee weapon you have. Even if the other opponent is attacking you with their fists, the game won't penalize you if you strike back with a sword. The

order of attack strength, from greatest to smallest is sword, knife, and fists.

Regardless of which weapon you are using, the fights will be identical. You will hold down the left or right key to get to the side of your opponent. When you get on their side, you swing by pressing the up arrow key. If you spin around your opponent and they spin around with you, take a quick swing and then move to the left or right quickly and attack again. Most of the time, if you stop to take a swing, your opponent will lunge after you a second later. If you've moved to the side when they attack, you'll have a clear shot at their side. If you don't kill them with this shot, start spinning again and repeat the whole process.

Note that the melee fighting can be very challenging sometimes because the camera doesn't follow you correctly. If this happens, try to maneuver yourself into an area where you can see. You may have to put away your weapon and run to a visible area, but this could lead to D'Kor's death.

The crossbow fighting is much easier. All you have to do is select the appropriate crossbow in your inventory and activate it. You will then go to a first person view with a small crosshair in the center. Position the crosshair on your target and press the space bar. If you hit your target, it will go down. You can only hit Trundle bugs, switches and targets with your first crossbow, so don't bother aiming it at anything living. You'll also get close to 90 arrows to hit 6 Trundle bugs and a couple of targets, so don't worry if you happen to miss a couple of shots.

**** Movement keys and tips ****

Here's a quick run down of the PC and Dreamcast keys used in the game. Most of this should be in your game's documentation, but it's here again for reference. I've also included a couple of hints about sneaking, since some people seem to have some problems with it.

Action / Item	Dreamcast key	PC Key
Action button	A (red button)	Space Bar
Use an Item	X (yellow button)	Enter Key
Select Item in Inventory	A (red button)	Space or Enter
Access Inventory	Y (green button)	F1 or I key
Cycle through available	B (blue button)	"Ins" on keypad
Actions		
Walk	Press analog controller half way up(DC)	
Run	Press analog controller all the way up(DC)	
Walk / Run Toggle	Shift Key (PC)	

The most important key, which isn't mention in the manual is the B (blue) button on the Dreamcast and the "Ins" button on the PC keypad. This key lets you toggle through the available options. If there are multiple people in a small area and you want to talk to one of them, you don't have to work and position D'Kor just right to talk to the person. If the person is within D'Kor's sight, you can use the B (blue) or "Ins" until you find the person you want. This becomes critical in Chapter 8 of this walkthrough, because there are some buttons you have to press, but the Sneak icon comes up by default. Without this key, you won't be able to finish the game.

I've had a couple of people ask me about sneaking. The action of sneaking as actually pretty simple, although avoiding detection while sneaking isn't always easy. To Sneak, you need to get to an area where the Sneak icon appears. When the Sneak icon appears, press the Action

button and walk wherever you want to go. The key is to make sure you are walking. In the PC version of the game, D'Kor runs by default in all outside settings. To Sneak when you are outside, you have to hold down the Shift key and press the Action button to enter Sneak mode. You have to keep the Shift key depressed to stay in Sneak mode.

Also, just because you are in Sneak mode, it doesn't mean that you are invisible. If you are supposed to be sneaking past someone, you have to make sure the person isn't looking at you. If you are trying to sneak past Lamrat in Chapter 2, you have to wait until Lamrat has his back to you. If Lamrat returns to his post before you sneak past him, he will catch you.

I've received an email from M. Holden that I haven't had a chance to confirm you. According to the email, you can control the camera angle on the PC. The "5" key on the keypad toggles you between manual and automatic camera modes. When you are in manual mode, the "Del" key toggles you between moving D'Kor and moving the camera. The left, right, up and down arrow keys on the keypad will move the camera. The "Home" and "End" keys move the camera vertically. The "+" plus key will supposedly lock up your machine, so don't use it. Like I said, I haven't confirmed this yet, but I'll add some more comments here when I do.

**** Interacting with your dragon, Zenth ****

Dealing with Zenth is pretty straight forward, but I'll include a section on it, just for completeness sake. You can ask Zenth about the area you are current in, but most of what he tells you is pretty obvious. ("You are in Fort Weyr - Your home." WOW!!! Really!!! I had no idea!!!)

You can travel to another one of the five possible locations by selecting the "I'm ready to leave" option. You have to be in a large enough location for Zenth to land before you can leave. What this really means is that each of the five locations has one area where Zenth can land. In Fort Weyr, it's the Fort Weyr bowl. In all other locations, it's the area where Zenth originally lands. The area is defined as any place that you can go in the landing area without having to load a new section. So, in Fort Weyr, any outdoors location in the Fort Weyr bowl is considered an acceptable place, even if you are by the outer doors and the land spot is near the Fort Weyr entrance.

**** Known bugs and other issues ****

There are a number of bugs and issues with this game that make your life a little difficult. The most obvious problem with the game is the camera angles. The camera angle for some areas is fixed. When you move to another area, the camera jumps to a new location. Only sometimes, the camera forgets to jump. Then D'Kor is in one area and your looking at the area where he used to be. If this happens, you have to try to move D'Kor blindly until he's either back where you are looking or he triggers another camera change.

This bug gets really annoying when you are melee fighting. The way the fighting system works, you have to circle your opponent and strike it / him from the side. Sometimes while you are spinning around, you will spin off screen and have no idea where you are. At other times, you can see yourself just fine, but you can't see your opponent. In either case, your fight has just gotten much harder. The only thing I can tell you is to try to stay in the area where you can see the most. Sometimes sliding left and right over a small area is easier than completely circling your opponent.

The other major issue happens when you have multiple actions to select in the same area. Some times your fire-lizard will give you one of the actions, but not the one that you want. There's an undocumented way to rotate through all of the available options. On the PC version of the game, pressing the 0 (Ins) key on the keypad will toggle between the available options. You have to do this to press the buttons in the Prison area, but this is helpful to know throughout the game. If you see a crowd of people and want to talk with a particular person, you can use the 0 (Ins) button to select the person instead of trying to position D'Kor so the correct person is selected.

There's an annoying issue where you can't select anything or talk to a person until when you first walk into a new area. Most of the time that you make a transition from one building or level to another, an image appears on the screen along with the name of the location. You won't be able to activate anything until this image completely fades away. This means you that is you want to talk to some character, you will have to stand next to the character and wait for the load image to disappear before you can initiate the conversation.

There are several situations in the game where a character will tell you that you need to talk to another person or give another person some item, but they will tell you the wrong character. For example, when you find your first ancient artifact, Zenth tells you that you should visit Klor in Mastersmith Hall. The correct character, however, to give the ancient artifacts to is Forn. In another situation, Fin tells you that there is a Trundle bug on the beach of Ista when the Trundle bug is on the beach of Ierne Island. Just be aware that some of the advice you receive in the game is inaccurate.

There are also other random places in the game where the sound for the voices will stop but the text will continue. Do not chose the voice only option or you will miss some important information when the game decides to make the characters mute.

There are other places in the game where D'Kor will suddenly disappear. I had this happen in one of the final fights. It's almost impossible to make it through one of the melee fighting scenes without being about to see D'Kor.

I get the feeling that some quests were added or modified during the development of this game, but the character's speeches were not. There seems to be a couple of places where the characters hint about a quest that does not exist in the game.

A minor thing, but it seems like N'eth's name was changed at the last moment. Every time a character says his name, it sounds a little off, almost like a different person said his name.

The last major issue in the game is that there is no way to skip any of the cut scenes. With the exception of the opening movie, you can not skip any of the movies or cut-scenes. So if you go back to a previous location in the game, you will have to listen to every conversation in full, even if you've heard it already. The most annoying instance of this is when you travel from location to location on Zenth. This little movie takes a long time to before it finish. You'll get to see this movie a lot before the game is over.

**** Things I haven't figure out ****

I think I have most of the information in the game. There are a few items that I think aren't complete. Most of these involve incomplete journal entries. If you come across any thing you think is inaccurate in this walkthrough, please tell me.

- I couldn't get the QUEST COMPLETE journal entry for the Keriil and Hellion quest. (It's Quest 8-3 in the walkthrough.) I've found and

freed both Keriil and Hellion, I've got the cut scene of the two of them together after I rescued the slaves, but I didn't get the QUEST COMPLETE journal entry.

- After the journal entry about Govan in Mastersmith Hall, there's a bunch of room left for other entries. I never got any other information about him, so I ended up with about a page's worth of blank space after the Govan entry. My guess was that the game designers intended Govan and Rom to be the same character, since Rom isn't introduced to us until Chapter 9, the end of the game.

- There's a girl, Moria, in Ista Island who's parents, Keriil and Hellion, have disappeared. You rescue her parents in Chapter 8, but she's still crying for them at the end of the game. Is there any way to bring her parents back to Ista?

Any advice on anything that I've missed up in the walkthrough up to this point would be appreciated.

**** PROLOGUE ****

The prelude is designed to let you get use to the controls without much pressure. Zenth, your dragon will tell you what to do if you get stuck. If you do something Zenth does not like, such as try and leave your room, Zenth will fuss at you.

After the introductory movie and a fly-over of Fort Weyr, you awaken from a bad dream in you bed. You have a hangover from drinking too much the night before at Nalaya's wake. Zenth tells you that his hide itches. He needs you to brush oil on him.

Starting attributes: Health 10% Knowledge 0 (ABLE) Reputation 0
(HONEST) Strength 0 (WEAK)
Starting skills: none
Starting location: Upper Levels of Fort Weyr - your bedroom

QUEST P-1: Oil Zenth

The oil is on the shelf to the right of the fireplace. The brush is in the room to the right. I think it's a bathroom / shower. Just take right turn at the shelf and start walking to the wall. You'll probably notice the camera issues in the game with this action. You can't see the bathroom until you step on the right spot to trigger the camera change. Sometimes, the camera doesn't change when it should and you have to play with the controls until you see D'Kor again. This gets especially annoying when you're fighting.

Enough of this aside, pick up the brush and return to the bedroom and then go through the center door in the back of the room to Zenth weyr. Go to Zenth's head and activate the bottle of oil. D'Kor will pour the oil into the bucket. Activate the brush on Zenth head to start a cut scene.

In the cut scene, Zenth tells you that S'bor wants to have a meeting you. The cut scene marks the end of the Prologue.

None of your attributes change during the Prologue.

**** CHAPTER 1 - The Weyr meeting ****

Chapter 1 starts with the end of the Prologue's cut scene and ends with the start of the Weyr meeting.

Exit Zenth's weyr and grab the note on the table in your bedroom. The note tells you to get your knife back from K'tan.

QUEST 1-1: Get your knife from K'tan.

As you exit your bedroom, grab the note on the floor. It's from S'bor and tells you that he wants you to round up the other members of Alpha Wing for a meeting to discuss the search for a new Weyrwoman.

QUEST 1-2: Visit Lytah, S'lon, B'rak, K'tan, T'men, L'tul, F'ben, N'eth, and V'hul. Get each one of them to come to the meeting. (Finishing Quest 1-2 will end Chapter 1.)

As you leave your bedroom, Zenth tells you that Craftsmaster Dorn has finished repairing your riding gear, so you need to pick it up. Zenth also tells you to do something about your hangover. (The only reason to come back to your bedroom after this point is to hatch fire-lizard eggs, so there's no reason to keep checking here.)

QUEST 1-3: Pick up your riding gear from Craftsmaster Dorn.

QUEST 1-4: Find a cure for your hangover.

We're lacking two important things right now - a map of Fort Weyr and a journal to record our quests. Luckily, we can get both of these things doing the same quest. We'll start by getting the map. Follow the corridor down to the large room. This is the Meeting Room. Go to the Fort Weyr Library, which is across the Meeting Room, directly opposite the entrance to your bedroom.

In the Library, talk to Lockenn. Lockenn tells you that he is looking for his journal. Lockenn will also offer you a map of the Weyr. Well, here's our map

QUEST 1-5: Find Lockenn's journal and return it to him.

Now that you've got your map, I just tell you the name of the room instead of giving you detailed instructions to that location. Go down to the Middle Levels. Then go to Lytah's room and talk to her. She will tell you that N'eth got mixed up with one of the kitchen staff. She will also offer you Lockenn's diary. As you leave, Lytah reminds you that it is her nameday (birthday) and that you gave her a beautiful pearl last year. Lytah goes to the Weyr meeting after your conversation. (First Dragonrider for QUEST 1-2)

QUEST 1-6: Find a pearl for Lytah. (You won't be able to complete this quest until Chapter 2, at the earliest.)

Take the journal back to Lockenn in the library. He gives you a new journal. He tells you to write all of the important things you find, but you'll need the Scribing Skill first.

QUEST 1-5 COMPLETED: Reputation +20 (Total: 20)

To get the Scribing Skill, you need to go to the Scribing Room on the Lower Levels of Fort Weyr. Talk to Kevan in the Scribing Room and he will teach you the Scribing Skill. He gives you an ink stylus and tells you how to use your journal.

SKILL AWARDED: Scribing Skill (Your first skill. Mom would have been so proud!)

Now we've got our map and our journal, so let's start finding and solving quests. We'll start at the bottom of Fort Weyr and work our way up. You'll notice that Jillan is guarding the doors to the Fort Weyr bowl. You will not be able to get to Fort Weyr bowl until we've gotten most of the Dragonriders to the meeting.

You'll notice Dorn's Workshop is on this level. Since QUEST 1-3 wants us to pick up our riding gear from Craftmaster Dorn, let's pay him a visit. Talk to him and he'll give you your riding gear.

QUEST 1-3 COMPLETED: Riding gear acquired. (You'll need your riding gear before you can travel by Zenth to another location.)

That's all for the Lower Levels, so we'll go up to the Middle Levels and start recruiting Dragonriders. We you arrive on the Middle Levels, you'll hear crying coming from the unnamed rooms. Inside Gillian's crying. When you walk in the room, Gillian will approach you and tell you her son Jim is missing after playing last night in the Weyr Bowl. She says her husband Mullen is also looking for Jim.

QUEST 1-7: Find Gillian's son Jim. (We won't be able to complete this quest until we can visit the Fort Weyr Bowl.)

Now run across the main corridor to V'hul's room. V'hul will give you a ballad to give to F'ben.

QUEST 1-8: Deliver V'hul's ballad to F'ben.

Continuing on in the Middle Level's run down the hall until you see the woman, Emmara, in front of the tapestry. She will tell you she is making a tapestry of all of Pern in great detail. She will tell you she needs someone RELIABLE to give her information about Pern. Since RELIABLE is the second level of reputation, you will need to level up one level before she will take information from you.

QUEST 1-9: Help Emmara finish her tapestry of Pern.

Now it's off to the Dragonriders' rooms. Since B'rak's room is closed, we'll go to the next available room, N'eth's. Talk to N'eth and he'll tell you that he can't go to the meeting because he's too afraid to leave his room. He knows he insulted someone last night and drew a knife on that person, but he doesn't remember who it was. He's afraid that if he doesn't apologize to the mystery person, he's going to get a dagger in the back.

QUEST 1-10: Find out who N'eth insulted and apologize for him.
Reputation +20 (Total: 40) for accepting the quest.

S'lon's room is next to Lytah's, so we'll talk to him next. You see firsthand S'bor anger towards S'bor. After talking with S'lon, he agrees to go to the meeting. Knowledge +10 (Total: 10) for talking with S'lon.

Next stop, the Gambling Room. You'll find T'men and B'rak playing dice on one of the tables. Talk to both of them. They refuse to go to the meeting until they've finished their game.

QUEST 1-11: Stop T'men's and B'rak's game so they'll go to the Weyr

meeting.

Walk around to the side of the table and grab the dice when they are on the table.

QUEST 1-11 COMPLETED: T'men and B'rak will go to the meeting.

We've already taken care of T'men, so F'ben's room is next. Talk to F'ben and deliver V'hul's ballad to him. After venting his anger on you, he will go to the meeting.

QUEST 1-8 COMPLETED: F'ben goes to the Weyr Meeting. Knowledge +10 (Total: 20) Reputation +20 (Total: 60)

L'tul's room is closed, but we'll find him later. So, now it's up the stairs to the Kitchen area. We'll start with the Stores. When you climb the stairs, you should see a cut-scene of the Kitchens opening. If you don't see this cut-scene, come back later. Regardless of whether or not you see the cut-scene, you can talk to Kendrick in the Stores. Kendrick mentions that there is a great shortage of ores in the last shipment. He says he needs to ask the trader that brought the ores in what happened. Knowledge +50 (Total: 70)

QUEST 1-12: Investigate the ore shortage. (You won't be able to finish the Quest until Chapter 9.)

Skipping the Kitchens a moment, we'll go to the Dinning Area and talk to Horlas. Horlas tells you chef Tom is in a bad mood because a Green Dragonrider insulted his food. (A hint for the N'eth quest.) Horlas also gives you a jar, which you'll use to hold Trundle bugs. Dragonriders T'lor and H'ram are also in the Dinning Area. You can talk to them, but it's not necessary.

Now we'll visit the Kitchens. Rowarth is outside of the door to the Kitchens and he tells you that the Kitchens are open or closed. He also tells you that Tom Keating, the chef is upset because a green rider has insulted his food. So, we'll talk to Tom. You apologize to Tom for N'eth. Tom tells you he forgives N'eth. He also tells you that he has a favor that he wants to ask of you if you go to Fort Hold.

QUEST 1-10 COMPLETED: Apologized for N'eth. N'eth goes to the meeting. Reputation +20 (Total: 80), Knowledge +25 (Total: 95)

QUEST 1-13: Tom wants you to return his favor by doing something for him.

Next, talk to Roma in the Kitchen. Roma wants you to find some ingredients to help him with his Hatching Ceremony meal. For accepting the quest: Reputation +15 (Total: 95), Knowledge +25 (Total: 120, Knowledge level increases to CONVERSANT)

QUEST 1-14: Get the ingredients for Roma's Hatching Ceremony meal. (You won't be able to finish this Quest until Chapter 9.)

Lastly, talk to Urik in kitchen. He offers you one food item and a cure for your hangover. Drink the headache cure and your health will be restored to 90%.

QUEST 1-4 COMPLETE: Found a cure for you hangover. Health +80%

Since we've apologized to Tom for N'eth, we should tell N'eth the good news. Return to N'eth's room and talk to him. N'eth decides to apologize to Tom in person. As he leaves, he tells you that his dragon Azoth has identified Ramalla, Kendrick's daughter, as a potential Weyrwoman.

QUEST 1-10 COMPLETED: N'eth will go to the Weyr meeting. Reputation +40 (Total: 135, Reputation level increased to RELIABLE), Knowledge +50 (Total: 170)

QUEST 1-15: Get Ramalla, Kendrick daughter. She is a potential Weyrwoman.

Our Reputation level just increase, so we can now talk to Emmara about her tapestry quest. All this really does is activate official activate QUEST 1-9.

Let's tie up one more loose end by talking to Kendrick in the Stores about his daughter Ramalla. He's seems happy about the news. Knowledge +50 (Total: 220)

We've done all we can on the Middle Levels of Fort Weyr for the time being, so lets go upstairs to the Upper Levels. Head towards K'tan's room and you should see Fin. Talk to him.

Next, go to K'tan's room. Talk to K'tan. He mentions that N'eth did something to upsetting last night (old news). K'tan will give you your knife back and offer to teach you how to use it. After following K'tan's instructions, you will get the Knife skill. K'tan will offer to spar with you for practice. Take him up on it for an easy strength boast.

QUEST 1-1 COMPELETED: Strength +40 (40), K'tan goes to the Meeting Room and waits for the Weyr meeting (Another Dragonrider for QUEST 1-2.) SKILL AWARDED: Knife Skill (2nd skill)

Next we'll talk to V'Kai, in his room. V'Kai won't speak to you until you reach the knowledge level of CONVERSANT. V'Kai tells you to find 10 suitable Weyrwoman candidates in Pern. He tells you to see him again sometime, but he won't talk to you again until your reputation level is RESPECTABLE.

QUEST 1-16: Find ten Weyrwoman candidates (You won't be able to finish this Quest until Chapter 9.)

Now would be a good time to go to the Library and read all of the scrolls you can. The Queen's Hatching Ballad is needed for a Quest in Chapter 2. This scroll is in the first bookshelf to the left when you enter the library. Another scroll you need to read is the one titled "Gannell". It contains the epitaph you need for a later quest. The Gannel scroll is on the bookshelf just to the left of the entrance to the Weyrleader's Private Reading Room You can try to go to the Weyrleader's Private Reading Room, but Mishra won't let you enter until your reputation level is HIGHLY REGARDED. Your Knowledge will increase +25 (Total: 245) for attempting to enter the Private Reading Room.

You should now have all the Dragonriders except for L'tul. Talk to any of the riders in the Meeting Room and they will tell you that L'tul is looking for Jim. (Quest 1.7)

You have to go to the Fort Weyr Bowl to find Jim, but talking to the riders seated at the Meeting Room table will get Jillan to open the doors to the Bowl. Go down to the Lower Levels and out to the Fort Weyr Bowl.

Let's walk around the Bowl in a counterclockwise direction. You'll notice there's a ramp to your right almost immediately next to the exit to Fort Weyr. You can ignore this for now. You don't have the strength to move the boulder on top yet.

The first person you run into is J'cob. J'cob will tell you how to talk to Zenth, if you haven't figured that out already. Cross the bridge and notice the boarded up cave entrance. We'll be going back to this entrance in a few minutes. You may notice some green herbs growing in the Bowl and other places. These herbs are either healing or poisonous herbs. You can't tell the difference until you get the Healing Skill in Chapter 5. Eating them now will either randomly increase or decrease your health.

Continue moving in forward until you find Helan playing beside the water. Talk to her and ask her about Jim. She will tell you that Jim went to trap tunnel snakes in the Dark Caves. She tells you Jax knows where the Dark Caves are. Confront Jax and he will confirm Jim went to the Dark Caves and offers to give you a map of the caves. Accept the map.

Now talk to Jillan, who is by the main gates. If you have the jar from Horlas, he tells you his daughter Imogen wants six Trundle bugs. He gives you the crossbow and the crossbow skill. The crossbow with the darts you have can only be used to stun Trundle bugs and hit targets. The crossbow darts will be useless against any live opponents. Knowledge +50 (Total: 295, Knowledge levels up to Knowledgeable.)

SKILL AWARDED: Crossbow Skill. (3rd skill)

QUEST 1-17: Collect 6 Trundle bugs for Jillan's daughter Imogen.

Continue going counterclockwise around the bowl until you run into Perry on the cart. He will tell you that he is the head of the caravan and that the Masterminer did not give him enough ore. He speculates that the ore has gone to some other project. Knowledge +25 (Total: 320)

You can ignore Hal for the time being, except to note that he has a hammer. Cross the bridge to the next island and enter the house. (Not the stable) Ramalla is in the house. If you talk to her, she will become a potential Weyrwoman.

QUEST 1-15 COMPLETED: Ramalla becomes the first Weyrwoman Candidate. Reputation +100 (Total: 235), Knowledge + 50 (Total: 370)

Leave the house and cross the bridge to the windmill. Talk to the Miller and he will tell you that the lever to start the windmill is stuck and only a person with FORMIDABLE strength can move it.

QUEST 1-18: Move the lever on the Fort Weyr windmill.

Now cross the final bridge so you are almost back to where you started. Just before the entrance to Fort Weyr, there's a large entrance to the Hatching Grounds. Enter the Hatching Grounds and talk to Syllia. She will give you a fire-lizard egg (blue) and tell you that you can hatch it, if you have a Knowledge level of KNOWLEDGEABLE, which you have. Reputation +15 (Total: 250, Reputation levels up to LOYAL)

Go back to Fort Weyr Bowl and return to the boarded up entrance.

Mullen will be shouting at the entrance. Look at the boards and Mullen will tell you that he thinks the boards need to be smashed. Now we can go back to Hal and talk to him. D'Kor borrows Hal's hammer to break the boards. Return to the boarded up entrance and hit the boards with the hammer. Mullen runs into the cave. Follow him.

Mullen will stop in front of a wall and says that the wall is a recent cave-in. Smash the wall with the hammer. (Mullen requires you to have a knife before you can continue in the caves. See the K'tan if you don't have the knife already.) Follow Mullen through the new opening to the bridge and talk to him. (Now would be a good time to save your game, by the way.)

Run across the bridge and prepare your knife. We're going to fight Tunnel Snakes! The bridge will collapse behind you as you run across. Go down the tunnel and kill the Tunnel Snake on the left. Strength +20 (Total: 60). You can run down this tunnel and you see a cut scene where Jim tells you to take the other direction. He also tells you he dropped his trapping basket. There will be a set of 10 darts lying on the floor of this tunnel on the way back.

Go back and take the tunnel that you skipped. You'll come to another fork with a Tunnel Snake off to the right. Save your game and kill the Tunnel Snake. Strength +20 (Total: 80) Go down the tunnel the Tunnel snake was blocking. Be careful because there are two more Tunnel Snakes down here. Kill both of these Tunnel Snakes. Strength +20 for each (Total: 120, Strength level increases to STANDARD.)

After you have killed the two Tunnel Snakes, you will find a Tunnel Snake egg (part of QUEST 1-14) and a Trundle bug running around (part of QUEST 1-17). Collect both of these items. To catch the Trundle bug, shoot it with the crossbow and then pick it up. You can only collect one Trundle bug at a time, so make sure you visit Jillan after you capture each one. If you are having troubles using the crossbow, check out the Fighting Tips in the beginning of this walkthrough.

Now go back up the tunnel you came down and chose the passage that did not have the tunnel snake. You'll come to a series of rocks you can hop across. For every jump or climb you do, you gain 5 points of Strength. Since you can jump back and forth as much as you like, you can pump your Strength to whatever level you would like. Everyone's Strength will be different from now on, so I won't give any more Strength totals. I will recommend what Strength level you should have at different points and I will leave it up to you to get the required Strength.

Now back to the walkthrough, continue forward in the passageway you just jumped to and you should enter a room with another tunnel snake. Kill the snake and notice the basket on the upper platform. Climb up the rocks, get the basket, and climb back down. In the same room, you should see a rock blocking an opening between the last gap you jumped to get the basket. You need a Strength level of TOUGH to move the rock. Jump up and down on the rocks until you get to this Strength level. Once you've reached the Strength level of TOUGH, move the rock and enter the opening. You will find an ancient artifact that looks like a black rectangle with yellow, green, and red wires coming out of the side. This ancient artifact will get you a weapon upgrade, if you give it to Forn in Mastersmith Hall. (Zenth says you should take the artifact to Klor, but you really give it to Forn.)

To continue our rescue attempt, go down the passageway you haven't

entered yet. It should be to the left of the rock that you moved when looking at the rock from the direction that you entered the room. There's one more Tunnel Snake here, so save as necessary. Jax's map stops here. Kill the Tunnel Snake and notice the gray wall that looks like the wall you broke earlier. You can not do anything about this wall now, but we will come back here later.

Continue down the passage to Jim. A metal door will close just before you reach him. Back up to the pile of rocks just before the metal door. Hit the rocks with your hammer. A large stone will break. Push the stone and the stone will stop in the doorway. The stone will stop the door from closing. Now you can slide under the door. The door will slam shut behind you, breaking the rock. You can talk to Jim and he will tell you that there has to be another way out of the tunnel.

Look at the metal rod to the near side of the mining cart. Hit the bar with the hammer. The hammer will break, but the bar will move. Push the cart and it will run down the tracks and smash into the wall. This will lead you back to the Lower Levels of Fort Weyr.

QUEST 1-7 COMPLETED: Rescued Jim. Reputation +50 (Total: 300)

L'tul will be waiting for you after the cut-scene with Jim and his parents. Talk to him and he will go to the meeting.

We can go to the meeting now, but let's dump off our Trundle bug with Jillan in the Fort Weyr Bowl first, just to empty our jar.
Reputation +15 (Total: 315)

Give the hammer pieces to Hal and apologize to him. Reputation +20 (Total: 335) NOTE: This is the only time you can talk to Hal and give him back the hammer. If you wait until after the meeting, Hal will already have found a new hammer.

Go back to the Middle Levels and talk to Gillian. Reputation +50 (Total: 385)

Time to go to the Upper Levels and start the Weyr meeting. The meeting starts as soon as you walk towards the Meeting Room table in the Upper Levels.

QUEST 1-2 COMPLETED: After you have collected all of the Dragonriders, go to the Meeting Room on the Upper Level of Fort Weyr. The meeting will start automatically when you approach the meeting table.

A quick recap on the Dragonrider Quest

- Lytah - part of QUEST 1-5 - Talk to her and get Lockenn's diary.
- S'lon - Talk to S'lon in his room.
- B'rak - finishing QUEST 1-11 - Take the dice from B'rak and T'men.
- K'tan - finishing QUEST 1-1 - Talk to B'rak, get the Knife Skill and practice knife fighting.
- T'men - finishing QUEST 1-11 - Take the dice from B'rak and T'men.
- L'tul - after finishing QUEST 1-7 - Talk to him after finding Jim in the Dark Caves.
- F'ben - finishing QUEST 1-8 - Give him the ballad from V'hul.
- N'eth - finishing QUEST 1-10 - Smooth things over with Tom and N'eth.
- V'hul - He will come automatically when the meeting starts. You

need to talk to him and get the ballad for F'ben first.

The Weyr Meeting will be a cut scene advancing the plot. You and K'tan are to fly to Fort Hold to look for possible candidates. You are also called on to go to Mastersmith Hall to learn what is happening with the missing ore. The cut scene ends with you in your bedroom.

At the end of Chapter 1, my attribute statistics are:
Knowledge: 370 level - KNOWLEDGEABLE, Reputation: 385 Level - LOYAL,
Strength: 500 Level - TOUGH

We made 0 jumps on Zenth this chapter for a total of 0 jumps in the game so far.

**** CHAPTER 2 - The Fort Hold Gather ****

Chapter 2 starts with the end of the Weyr Meeting and ends when you see the cut scene of Branth making a jump Between.

You start this Chapter in your room, after being awoken by K'tan. He wants you to meet him in the Fort Weyr Bowl to fly to Fort Hold. We have a couple of little things to tidy up before we leave for Fort Hold, however.

First, we have a fire-lizard egg that we received from Syllia in the Hatching Grounds. You can hatch the fire-lizard egg by selecting the sand container next to the fireplace. You will see D'Kor place the egg in the sand and a blue fire-lizard will appear on the nearby rail. If you select the blue fire-lizard, it will replace your green fire-lizard. The only real change this has on the game is that your fire-lizard change color and the wings surrounding your selection action show the color of your current fire-lizard. Pick whichever fire-lizard you like best and exit your room.

When you reach the Meeting Room, V'hul gives you a message to give to Lamrat. He says the message officially informs Fort Hold of Nalaya's death.

QUEST 2-1: Deliver V'hul's message to Lamrat.

Go down to the Middle Levels and talk to Jim. He tells you that his mother has banned him from eating sweets and playing with his toys for two weeks.

Run and talk to Emmara on the Middle Level. She will ask you what type of animal lives down in the Dark Caves. Answer her with "Tunnel Snakes". Reputation +15 (Total: 400)

Now go to the Kitchens and talk with J'cob. J'cob tells you that he isn't feeling well and that Healer Hall is full.

Talk with Tom, since he asked you to do him a favor next time you go to Fort Hold. He asks you to deliver a letter to his brother Jak Keeting, who's the head chef at Fort Hold. (Second part of Quest 1-13) Reputation +20 (Total: 420)

Talk with Roma and give him your Tunnel Snake egg.

Talk to Kendrick in the Stores. He will tell you that there is a black Trundle bug running around. Look down and you should find it. Collect the stunned black Trundle bug, which is our second Trundle bug. (Quest 1-17)

Jax should be running around the kitchen level some place. Talk with Jax, he tells you someone wants Llama hair in the cow pens exchange

for Flax. Now go to the Fort Weyr Bowl.

Even though K'tan is waiting for you in Fort Weyr Bowl, let's do a couple of more things first. Take the ramp that lies to the right of the entrance to Fort Weyr. At the top of the ramp is a rock you can push. Behind the rock are another Ancient Artifact and 10 more crossbow darts. Now drop off the black Trundle bug with Jillan. Reputation +20 (Total: 440)

If you run into Helan, she will tell you that she found something very old, but she will only give it to somebody DEPENDABLE. Since you are not at this level yet, she tells you she can't trust you.

Now we can finally talk to K'tan. You can't miss him. He's next to that huge dragon. K'tan will tell you how to use Zenth to travel to different places. Take Zenth to Fort Hold.

After a long cinematic cut-scene, you will arrive at Fort Hold. (Since when did dragons open a wormhole when they jump Between? They're just supposed to just disappear. I guess that doesn't look as good in a movie, though.)

When you land, K'tan says that he will talk to Lord Galt and that you should look for search candidates. Knowledge +10 (Total: 380)

Your journal tells you that we should deliver the note to Lamrat first, so lets do just that. If you run straight ahead from where you landed, you will see a person in white standing in the middle of an archway. (He's directly opposite the man with the broken cart.) Walk up to Lamrat and watch a cut scene. Pleasant isn't he. He mentions that there is a thief in the market, so he won't let anyone into the Hold.

QUEST 2-1 COMPLETED: Note Delivered to Lamrat. Knowledge +50 (Total: 430)

QUEST 2-2: Get past Lamrat somehow to enter Fort Hold.

From Lamrat, we'll walk around the courtyard in a counterclockwise direction. The first person you will reach is in the stall just to the right of the main entrance (with the broken cart). Either Parlan or Archen will be at the both. Talk to whichever one is there. Parlan will give you new boots and Archen will give you a new set of clothes. You need both the clothes and the boots, so you can either wait for Parlan and Archen to switch or you can come back later and hope the correct one is there.

Next to the clothes stall, there's a man named Faran with a broken cart. The bracket on the wheel broke and the HerdBeast pulling the cart died. The cart is blocking the exit to Fort Hold, so you won't be able to leave Fort Hold until you help Faran. Knowledge +15 (Total: 455), Reputation +20 (Total: 460)

QUEST 2-3: Faran needs a new bracket and a new HerdBeast so he can fix this cart.

You should see a young girl name Keela playing around the broken cart. She asks if she can touch your Dragon.

QUEST 2-4: Keela wants to touch Zenth.

Agree to her request, and Keela will give you some sweets as a thank you gift.

QUEST 2-4 COMPLETED: Keela gives you sweets. Reputation +15 (Total: 475)

Now let's move on to the next vendor, Skarn. He asks you to deliver a tapestry to Salyn, headwoman of the Harpers. Knowledge +10 (Total: 465)

QUEST 2-5: Deliver a tapestry to Salyn for Skarn and return to him when you are done.

The next booth is empty, but the one perpendicular to it, manned by Borl is giving drinks. Accept all of the drinks he offers you. Don't worry, you won't get drunk. He gives you a bunch of advice. Knowledge +25 (Total: 490). You may see Parlan or Archen at the drink booths, but they don't tell you anything important.

Next we'll talk to Taolousien, on the benches next to the drink stand. He tells you that there are ancient caves below Fort Hold. Knowledge +25 (Total: 515, Knowledge level increases to INFORMED)

Now talk to Malorien, on the benches next to Taolousien. He confirms Taolousien's story and tells you the entrance is in the kitchen. He hands you a map of the Ancient Caves.

Arrie is selling pies next to the men on the benches. She tells you that there is a thief in the Gather and that the thief took a bunch of pies and her map of the Gather. You both agree that your Dragonrider uniform will scare off the thief.

QUEST 2-6: Capture the thief in the Fort Hold Gather.

Moving along past the doors, we come to the trinket stand of Derna. She has a mining bracelet and a wooden top available. Ask her for the top and then talk to her again and ask for the mining bracelet. She says the mining bracelet costs three marks. Knowledge +25 (Total: 540)

QUEST 2-7: Buy the mining bracelet from Derna.

The final man in the Fort Hold courtyard is Joliad on the noisy pottery wheel. If you talk to him, he tells you to go away. The journal says that D'Kor thinks the potter needs a new bracket for his wheel. Knowledge +20 (Total: 565)

Let's go into the Fountain Square before capturing the thief. The Fountain Square is through the doors between Arrie's and Derna's stands. We'll walk around Fountain Square clockwise.

The first important person we find is Harat. He sells HerdBeasts. He won't lend you his HerdBeast, but he'll give you one for a baby Tunnel Snake. Knowledge +30 (Total: 590)

QUEST 2-8: Harat wants a baby Tunnel Snake in exchange for a HerdBeast.

Next to a coach is Manwor. He tells you that one of his crew is sick, he has sick cattle, and bandits attacked him on the way to the Gather. He does tell you that he is good with a sword.

On a bench near the fountain is Skjald, playing a harp. D'Kor tells him to play his music in the main square so he will get a bigger audience. Reputation +15 (Total: 490)

Daize is crying on another bench, between her two parents Kastalla and Sanell. Daize is upset about losing her toy dragon. Reputation +15 (Total: 505, Reputation level increased to Trustworthy), Knowledge +10 (Total: 600)

QUEST 2-9: Find Daize's toy dragon, near the kitchens or storeroom of Fort Hold.

Neelet will tell you that the archery contest is for civilians only. Knowledge +25 (Total: 625)

The final group of people is next to the doors. They are complaining about the size of the Gather. Stephe can't find the Llama hair he's looking for.

QUEST 2-10: Stephe is looking for some Llama hair.

Take a look near the fountain. There should be another blue Trundle bug running around. Capture the blue Trundle bug. (Our third Trundle bug for Quest 1-17)

Time for a change of clothes. Change into your civilian clothes. (You may want to save your game first.) Go back and talk to Neelet. Agree to join the archery contest. Wait you turn and then try to hit the yellow part of the target. If you get a ring closer to the middle than any of the three other players attempt, you win. If one of the other players get closer to the center than you did, you lose. When you win, you get one mark.

Now it's back to the Fort Hold courtyard. You may again want to do a quick save before you enter the courtyard. You should see a cut scene of the harp player, Skjald arguing with the potter, Joliad. At the end of the cut scene, Joliad storms off.

When you are in the courtyard dressed as a civilian, at some point the thief will steal your knife. The thief's name is Natty. When you attempt to talk to Natty, he will run away. A cut scene will start where you chase Natty. He gives you your knife back and a map. You threaten to turn him in and he teaches you how to sneak past Lamrat.

SKILL AWARDED: Stealth Skill

Talk to Skjald and he will thank you then tell you that the potter ran off and left his wheel. Sounds like an invitation to pick up that wheel, if you ask me.

Return to Arrie. She thanks you, but lets you keep the map.

QUEST 2-6 COMPLETED: Thief captured and Arrie informed. Reputation +15 (Total: 520)

Run over and talk to Faran. He will tell you that the bracket on the potter's wheel is the right size for his cart, but you have to get a smith to remove it. Knowledge +25 (Total: 650)

Talk to the potter, Joliad, again and he complains that someone stole his wheel.

QUEST 2-11: Return the pottery wheel to Joliad.

Time to break into Fort Hold. Go behind the boxes, where you cornered Natty the Thief. Switch into Stealth mode, and sneak past Lamrat into the Hold. (You have to wait for Lamrat to move away before you can sneak past him.)

QUEST 2-2 COMPLETED: Got past Lamrat to enter Fort Hold Hall.

Walk past the pillars to the large Hall. Let's walk down the right side of the Hall. You can walk past the two men arguing in front of Lord Gralt's doorway. The first person after them you'll run into is Larin, in front of a statue. He will tell you he has to fix one of his statues and he doesn't have time to uncover the other five of them.

Knowledge +10 (Total: 660)

QUEST 2-12: Uncover the statues for Larin.

Directly across from the statues are some men working on a wooden stage. Janeth should be the first person you see. He has lost his bag of nails. Knowledge +10 (Total: 670)

QUEST 2-13: Find Janeth's bag of nails.

Walking around the stage, you should find Tolwin hammering. Talk to him and he drops his bag of nails and walks away. Pick up the bag of nails and return it to Janeth.

QUEST 2-13 COMPLETED: Janeth gives you one mark. Reputation +15 (Total: 535)

Move back to the second stage. You should find Tregard next to a bunch of boxes. He complains that the boxes are in the wrong locations. Knowledge +10 (Total: 680)

QUEST 2-14: Move the boxes from in front of the kitchen to where Tregard is standing.

On the stage is a man named Narak who complains that he can't get the acoustics right in the Hall. I don't know if there is anything to do to help him. If you know of anything to help him, please tell me.

Near the boxes blocking the kitchen, Ralliss is sweeping. She will give you a bronze key if you talk to her. The bronze key opens a door in Harper Hall.

Now, let's move the boxes to Tregard. All you have to do is select the box and D'Kor will move it automatically. You get +10 Strength for every box. Reputation +15 (Total: 550) after the last box is moved. Talk to Tregard after you move the boxes.

QUEST 2-14 COMPLETED: Tregard gives you one mark.

There's a carved wooden dragon toy under one of the boxes you moved. Go back and pick up the toy. This is the toy Daize lost for Quest 2-9.

Finish the statue quest (2-12) by walking around the Hall and selecting each covered statue. Return to Larin when you are done.

QUEST 2-12 COMPLETED: Larin gives you one mark. Reputation +15 (Total: 565)

We've finished all of the quests in the Fort Hold Grand Hall, so now we can go to the Kitchen.

Run straight back in the Stores and Kitchens. You should run into Jak, Tom's brother. Talk to him and deliver the Tom's message. He tells you if you need anything, come back to him.

QUEST 1-13 COMPLETED: Reputation +30 (Total: 595)

There's no one else in the Kitchens that helps to advance the story, but Anne is a tribute to Anne McCaffrey, the creator of the Dragonrider stories. Exit the Kitchens and go back to the Fort Hold Courtyard. As you approach the exit to the courtyard, Lamrat will accost you. (You may have talked to Lamrat if you waited in the entranceway too long.) Lamrat asks you to get the cure for the disease going around from the Ancient Caves below Fort Hold. Accept his quest and he will tell you that you need a light source to enter the caves.

QUEST 2-15: Lamrat wants you to retrieve the disease's cure from the Ancient Caves below Fort Hold. Knowledge +25 (Total: 705)

Now go outside and visit Derna again. Buy the miner's bracelet, since you now have enough money. We could go back, talk to Lamrat and enter the Ancient Caves, but let's do some other things first. Go back to the Fountain Square and give the toy dragon we found in the Grand Hall back to Daize.

QUEST 2-7 COMPLETED: Mining bracelet purchased.

QUEST 2-9 COMPLETED: Kastalla gives you carving of Fort Hold's Harper. Reputation +20 (Total: 615)

Go back to the Fort Hold courtyard and call Zenth. It's time for our second viewing of the travel movie. Tell Zenth to take you to Mastersmith Hall. You change back to your Dragonrider clothes when you land, but that's all right because we won't need the civilian's clothes again until Chapter 4.

In the pond next to where you landed, you will see some shells zipping around. These are oysters. If you shoot them with the crossbow, they will open. When you pick up an open oyster, you will either get an edible oyster or a pearl. I did not find a pearl in any of the oysters at Mastersmith Hall, but I think it is possible to find one here.

Run past the large building and the windmill until you see two men sitting on a mining cart. Talk to both of these men, Rellat and Nisan. Rellat will tell you that there has been an increase in the demand for ore and a decrease in the available supply. Rellat thinks that someone is taking the ore for a big project.

Nisan notices your mining bracelet and offers to teach you the mining skill. Accept his offer and he will tell you that you need to find a pickaxe to break open hidden seams.

SKILL AWARDED: Mining skill.

Now go back and talk to the Miller. He tells you that the lever on his windmill is stuck and the sails on the windmill are missing.

QUEST 2-16: Find new sails for the Mastersmith Hall Miller and get FORMIDABLE strength to move the lever.

Head back towards the main building we past earlier. In the standing rocks in front of that building, you will find Guy. Guy has lost his pickaxe. Knowledge +10 (Total: 715)

QUEST 2-17: Find Guy's pickaxe.

The pickaxe is lying on one of the large rocks near where you talk to Guy. You'll have to walk around the stones to find it. Give the pickaxe back to Guy. (We'll find another pickaxe to use for our mining skill soon.)

QUEST 2-17 COMPLETED: Guy gives you a sword. Knowledge +25 (Total: 740) Reputation +15 (Total: 630)

Guy tells you that you need to find someone to teach you how to use the sword. He recommends finding a trader to do this.

QUEST 2-18: Find someone to teach you how to use your new sword.

Now we will finally enter the large building. You will find Govan on entering the Workshops. Talk to him and he will tell you to go away. Knowledge +35 (Total: 765)

Next in the shop is Forn. He asks you if you have any artifacts. If you give him an artifact, he will upgrade a weapon for you. You have two ancient artifacts, so give both of them to Forn. He will give you two knife upgrades for your two artifacts. (You have to talk to him once for each artifact.) Knowledge +25 (Total: 790)

In the back of the Workshop, you will find Klor. Talk to him and he will remove the bracket from the pottery wheel and fix the pottery wheel (needed for QUEST 2-3). If you talk to Klor again, he will tell you that he dislikes Govan.

Leave the Workshops and go back to where you talked to Nisan. There should be a pickaxe next to the cart they were sitting on. Here's the pickaxe you needed. We're now done with Mastersmith Hall, for the time being, so call Zenth and go back to Fort Weyr. (You don't have to go back to the landing zone, you can call Zenth from right next to Nisan.) This is our third jump with Zenth.

Back at Fort Weyr, drop your blue Trundle bug off with Jillan. Reputation +25 (Total: 655).

Enter the Dark Caves from the entrance that used to be boarded up. Across from the entrance you smashed to get to the bridge is a rock seam. Hit the seam with your pickaxe to open it. Behind the wall, you'll find a medicinal brew.

Now go into Fort Weyr, the Lower Levels. Enter the Dark Caves from here. You should see Gethen looking at the metal door. Go through the metal door and up the passage way to the next seam. Break this seam and you will find a Tunnel Snake egg. Note: If you go too far up the passageway, you will have to fight a Tunnel Snake.

Go back to Fort Weyr and go to the Middle Levels. Talk to Jim, near the entrance to the Upper Levels. He will give you a baby Tunnel Snake if you give him the sweets and the wooden top. Reputation +30 (Total: 685) (Baby Tunnel Snake is part of Quest 2-8.)

While we're here, visit Roma and give him the Tunnel Snake egg we just found.

The important thing for us to get was the baby Tunnel Snake. Since we've gotten this, we can go back to Fort Hold. This will be our

fourth trip Between.

Back in Fort Hold, talk to Faran. You will give him the wheel bracket. Talk to Joliad again and give him his wheel back.

QUEST 2-11 COMPLETED: Reputation +20 (Total: 705) (Hey, 20 Reputation points for returning something you stole! We should steal more stuff and we'll be most trustworthy person around.)

Now head back to the Fountain Square and talk to Harat. You will give him your baby Tunnel Snake and automatically take the HerdBeast back to Faran. Reputation +80 (Total: 785)

QUEST 2-3 COMPLETED: Faran moves his cart out of the way so you can visit Harper Hall. Reputation +80.

QUEST 2-8 COMPLETED: Harat gives you a HerdBeast for Faran.

Before going through the opened gate, go back to Fountain Square. The pen where the HerdBeast use to be is now empty, so we can enter it. Near an isolated gate, is a pile of Llama hair. Pick this up and give it to Stephe. He will offer you a bundle of Flax for it. Since we need Flax for Roma's feast, accept his offer.

QUEST 2-10 COMPLETED: Stephe gives you some Flax. Knowledge +10 (Total: 800, Knowledge level increases to Intelligent.)

Now we can go through the gates cleared by Faran and enter Harper Hall. As you leave Fort Hold, Zenth tell you that K'tan wants you to go to Harper Hall and get the ballad of Moreta's Ride from Hered. Zenth tells you that K'tan is very ill. Knowledge +25 (Total: 825)

QUEST 2-19: Get the ballad of Moreta's Ride from Hered.

In the courtyard of Harper Hall, you will find Malan sitting on a bench. She tells you that Nayala made peace with Belan in Ista before she died. Nayala and Belan use to be lovers. Knowledge +25 (Total: 850)

The door that is closest to where Malan was sitting has a bronze lock. Select the bronze key you got from Ralliss and open the door. On the table in the room, you will find ancient artifact.

Exit the room with the ancient artifact, and enter the main Harper hall. Go in the open door on the left wall. You will be in the dinning room. You'll find Brona and Salyn near the fireplace. Talk to Salyn and give her the tapestry. Salyn will tell you to come back to her if you travel someplace new. (Half of Quest 2-5 finished: Tapestry given to Salyn.) Knowledge +50 (Total: 900), Reputation +20 (Total: 805)

Leave the dinning room and go up the ramp on the left side of Harper Hall. You will come across a door on the left. Enter it and you will find Lockenn and Mianna. Mianna tells you that she is looking for something that Lockenn lost. (Lockenn is searching for something different.)

QUEST 2-20: Find whatever Mianna is looking for. (You won't be able to complete this quest until Chapter 9.)

Read all of the scrolls you find in the library. Behind one of the bookshelves, you will see a secret chamber.

QUEST 2-21: Get in the secret chamber in the Harper Hall library.

You can try to continue up the passageway, but Boralen will not let you enter Healer Hall. Go back and climb the stairs of Harper Hall. Go in the first door on you left. You will find Kilimi singing.
Knowledge +25 (Total: 925)

QUEST 2-22: Kilimi can't remember the second verse to the song she is singing.

You should have already read this ballad in the Fort Weyr Library, so talk to her again and you will sing to her the missing verse.

QUEST 2-22 COMPLETE: Kilimi becomes a Weyrwoman candidate. Knowledge +75 (Total: 1000), Reputation +25 (Total: 925)

Run across the hallway to the run where Seph and Tinossi are sitting. Talk to Seph and he will tell you that he likes the drum better than the harp. Talk to Tinossi about Hered. She tells you that Hered, her husband, is in Fort Hold. You have to summon him through a drum pattern. Knowledge +50 (Total: 1050)

QUEST 2-23: Summon Hered to Harper Hall.

You'll find the scribe you need in the room to the left of Tinossi's. Yallin the scribe will give you the drum pattern when you talk to him. He tells you that you need to find a Harper to use the drum pattern in the drum tower. Go back to Tinossi's room and talk to Seph. He will play the drum pattern for you. Reputation +15 (Total: 940)

Talk to Seph again when he comes back. Tinossi will tell you that Hered is on his way. Then she complains that one of her students, Kurn, is late again. Knowledge +10 (Total: 1060)

QUEST 2-24: Find Kurn

If you wait a few moments, Hered shows up and a cut scene starts. It ends with K'tan in Healer Hall.

QUEST 2-23 COMPLETED: Knowledge +50 (Total: 1100)

Talk with everyone in Healer Hall. Siral will ask you to give his wife, Maria, a pearl. Knowledge +20 (Total 1120)

QUEST 2-25: Give Siral's pearl to Maria on Ista Island. (You won't be able to finish this quest until Chapter 4.)

Merrick tells you to fetch some hot food for all of the patients, so they may gain strength. Knowledge +10 (Total: 1130)

QUEST 2-26: Get some hot food for Healer Hall.

Leave Healer Hall and go back upstairs in Harper Hall. Take the passageway to the left of Kilimi's room. You will end up in some sort of barracks. At the back of the room, you'll see a man sleeping. When he roll over, you can take a key from underneath him. Use the key on the chest at the foot of his bed. You will find a flute with Kurn engraved on it. Use the flute to on Kurn to wake him up.

QUEST 2-24 COMPLETED: Reputation +15 (Total: 955)

Our good deed done, we can return to the Fort Hold courtyard. (If you see Fin in the courtyard, you can talk to him and he will give you information on the location of Trundle Bugs or Tunnel Snake Eggs.) When you get back to Fort Hold, talk to Skarn. He gives you a small tapestry in return.

QUEST 2-5 COMPLETED: Skarn gives you a small tapestry. Reputation +20 (Total: 975)

Next, talk to Arrie at the food stand. She gives you a basket of cold pies. Go inside Fort Hold. You will meet Lamrat and he will take you to the entrance of the Ancient Caves. He will give you the key to the caves. Run down the corridor and take the first tunnel on the left. You will get a cut scene of a giant Tunnel Snake. D'Kor will say he needs a bigger weapon. We already have the weapon, we just need the skill to use it. Go to Manwor in the Fountain Square to get this skill. (If you don't want to see the cut scene, get this skill right after you pick up the pies.)

Manwor will teach you the sword skill if you agree to make the Lord Holder pay him the decided amount even though the HerdBeast have died. Accept Manwor's proposition and he will teach you the sword skill. Knowledge +50 (Total: 1180)

QUEST 2-18 COMPLETED: SKILL AWARDED: Sword Skill

QUEST 2-27: Make Lord Galt pay the traders the agreed amount even though the traders lost most of their HerdBeasts.

Now go back to the Stores and Kitchens and use Lamrat's key to enter the Ancient Caves. Select the mining bracelet and activate it. This will give you some extra green light. (Save your game here.) Again go down the tunnel and take a left. Kill the Tunnel Snake. You get +20 to Strength for killing the Tunnel Snake.

Continue down the tunnel guarded by the now dead Tunnel Snake. You will come to a room with a shaky looking rock bridge. Run across it, but the bridge will collapse and you will be dropped to the bottom. You will end up in a pool of water. There's another Tunnel Snake in the water, so be prepared. Near the dead Tunnel Snake, there's a rock you can climb up.

Jump to the second rock and you will see a Wherry. The Wherry will attack you, so kill it with your sword. You get +50 for killing the Wherry. (If the Wherry hits you, you will lose a significant portion of your health.) Climb up to the tunnel and enter it. You will find another Tunnel Snake in the corridor. Kill it and continue on. You will come to another bridge, which you can safely cross. Guess what, you'll meet another Tunnel Snake on the other side of the bridge.

At the fork, take the tunnel to the left, kill the next Tunnel Snake and you will eventually get to another rock landing. (The tunnel to the right will take you back to the collapsed bridge and another Tunnel Snake.) A Wherry will fly over and attack you. Kill it and start jumping rocks. (Watch out, there's an herb on the platform that D'Kor would rather pick up than fight the Wherry.)

Enter the next tunnel and kill the next Tunnel Snake. Keep going and at the fork, take the right and kill the next Tunnel Snake. You can't go any further down this passage, so go back to the tunnel on the left. You will go down a ramp and be at a stream. There are two paths to the left and right each of which takes you up to stone. You have to

push the stones into the water and then hop across the stones to get to the next tunnel. You get +10 Strength for pushing each stone. (By the way, this is not a bad place to hop rocks and get the next Strength level or even FORMIDABLE Strength.)

After your rock jumping fun, climb up to the next tunnel. Follow the tunnel to the Wherry. Kill the Wherry, and the door behind the Wherry will open. Enter the door and you are now in the Metal Cave.

When you enter the cave, the door behind you will slam shut. Turn to your left and follow walk behind the boxes. You should see a metal pipe resting against the crates. Take the pipe and move to the next door on you right. When you approach the door, the door should open slightly. Use the pipe on the half open door to open it completely. You may have to move around to get the action to trigger. Enter the door and you'll be in some kind of computer room. Between the third and fourth computer console, you will find a strangely textured skin. Take the skin and read it. It gives you the safe entry code. Now walk to the top of the ramp near the door. Facing the door, turn to your left. You should see a grate on the floor. Select the grate, and D'Kor should open it. Enter the grate, and you will be in some kind of storage room. There will be another skin on the floor. This skin will have the door entry code. Once you have read the skin, D'Kor should be able to use the keypad next to the door. Open the door to the storage room to get back to the first room in the Metal Cave. Go to the only door you haven't entered you and activate the keypad. Then walk to the door and the door should open.

In this new room, there will be a safe on the left. If you've looked at the safe skin, D'Kor will open the safe. Inside the safe are another an ancient artifact and the skin for Lamrat. Now walk to the table and move it. Activate it again and D'Kor will climb on the table and open the vent. D'Kor will automatically climb out of the vent and end up back in the Ancient Caves.

There will be a nice Tunnel Snake waiting for you when you arrive. Kill it and go down the tunnel it was guarding. You will arrive at a rock bridge. You can safely run across the bridge. Across this bridge, you will climb another tunnel to a ledge you can walk across. There will be a new tunnel across the ledge. Part way up this tunnel, there will be a rock seam you can break with your pickaxe. Behind this wall is a Wherry egg, medicinal brew, and a drum pattern. D'Kor says that the drum pattern looks similar to the one the scribe gave to him. Knowledge +10 (Total: 1190)

QUEST 2-28: Take the ancient drum pattern to Tinossi.

Back in the tunnel, there will be another Tunnel Snake around the bend. After dispatching the snake, follow the tunnel to the top. You will find a boulder at the top. Push the boulder and jump down. You should be almost at FORMIDABLE Strength by now, if you aren't already there. Do some rock climbing until you get FORMIDABLE Strength.

Next to the tunnel in the lower chamber is another rock seam. Behind this seam are a Tunnel Snake egg, 10 more bug darts, an herb, and the ballad the Kilimi is trying to remember. (You can find the ballad here or in the Fort Weyr Library.) Walk straight down the tunnel and you'll be at the door back to Fort Hold. Open the door and in a cut scene, Lamrat will take the cure from you.

QUEST 2-15 COMPLETED: Gave the cure to the disease to Lamrat.

Talk to Jak in the kitchen and he will heat the pies up for you. Head back to Healer Hall with the warm pies. As you run down the Great

Hall, Zenth tells you that K'tan is dying. You are brought back to Healer Hall. Give the pies to Merrick. Merrick will pull you into the back of Healer Hall and he gives you a warning about the sickness. He tells you that you need to go to Ista Island.

QUEST 2-26 COMPLETED: Get food for the sick in Healer Hall. Knowledge +25 (Total: 1215) Reputation +50 (Total: 1005, Reputation level increased to OF GOOD STANDING)

There's a medicinal brew in the back room of Healer Hall. You can only get the brew if the woman, <name> is not in the room. Talk to K'tan then exit Healer Hall and go to see Tinossi. Tinossi will take the drum pattern so she can show it to Hered.

QUEST 2-28 COMPLETED: Tinossi takes the drum pattern says she will give it to Hered. Reputation +30 (Total: 1035) (Tinossi will never tell you anything more about the pattern.)

Exit Harper Hall and go back to Fort Hold. You will see a cut scene of Branth, K'tan's dragon, committing suicide. (This means that K'tan has died.) This also means that Chapter 2 is complete.

At the end of Chapter 2, my attribute statistics are:
Knowledge: 1215 level - INTELLIGENT, Reputation: 1035 Level - OF GOOD STANDING, Strength: 1400 Level - FORMIDABLE

We made 4 jumps on Zenth this chapter for a total of 4 jumps in the game so far.

**** CHAPTER 3 - Healer Hall ****

Chapter 3 starts after the cut scene of the Branth jumping Between and ends when D'Kor leaves for Ista Island.

After Branth jumps, Zenth tells you that Lord Galt wants to see you and that S'lon in Fort Weyr wants to know what happened. Since Lord Galt is in Fort Hold, let's visit him first.

Go to Lord Galt's Room off of the Grand Hall of Fort Hold. He will tell you more of the disease and of a conspiracy against your Weyr. D'Kor asks Lord Galt to help Manwor and the rest of the traders. Knowledge +50 (Total: 1265, Knowledge levels up to CLEVER)

Go back outside and talk with Manwor. He is happy that he is going to be paid.

QUEST 2-27 COMPLETED: Reputation +40 (Total: 1075)

Now go back to the Fort Hold Courtyard. We're going back to Fort Weyr. WARNING - Once you leave Fort Hold, all the traders will leave. If you still need to talk with one of them, now is your last chance. END OF WARNING.

As you leave, Lamrat stops you and tells you that he overheard a conversation that between S'lon and another person. He said that he thinks S'lon is trying to poison S'bor. Lamrat gives you a letter to give to V'hul.

QUEST 3-1: Give Lamrat's letter to V'hul.

Ride on Zenth to the Fort Weyr. Before advancing talking to S'bor and advancing the plot, we need to work on some of the side quests. First, go up the ramp in the Fort Weyr Bowl where we pushed the rock and found the ancient artifact. When you reach the top, you should see a cut scene of Jim and Helan talking. Listen to Helan when she asks if she can tell you something. At the end of the conversation, Helan will give you a Wherry egg. Reputation +30 (Total: 1105)

Now go back down the ramp and to the house we found Ramalla. Behind this house is a well. Activate the well and you will get a fire-lizard egg. (Thank you to everybody who told me about this!) If you activate the wheel again, you will get 10 darts. If you activate the wheel again, you will get an amusing conversation between Zenth and D'Kor.

Since we now have FORMIDABLE strength, run across the bridge to the windmill. Pull the lever and the gate in the back of the windmill will open. There are 10 more darts inside.

QUEST 1-18 COMPLETE: 10 darts available.

Go now to the Middle Levels of Fort Weyr and talk with Emmara. She will ask you what the dominant animal in the Ancient Caves is. The correct answer is "Wherries". Reputation +20 (Total: 1125)

Go up to the Kitchens and talk with Roma. You will give him the two Wherry eggs, one Tunnel Snake egg, and the bundle of Flax you've collected.

Now it's up to the Upper Levels. There's a meeting about to start on the Upper Levels. When you approach the table, a cut scene begins.

After the cut scene, you learn that you are supposed to travel to Fort Hold and then to Ista Island. The cut scene ends with you in your room. Knowledge +100 (Total: 1415).

You can hatch the fire-lizard egg before you leave. You will get a brown fire-lizard on the perch next to the fireplace. We need to go to Fort Hold, so make your way to the Fort Weyr Bowl. When you reach the Middle Levels, you will give Lamrat's letter to V'hul.

QUEST 3-1 COMPLETED: Reputation +25 (Total: 1155)

Take Zenth to Fort Hold. (Yeah! The wormhole section of the video is gone!) When you land a cut scene discussion between you and Lamrat will start. At the end of the scene, Levitt appears, but all he will tell you if you talk to him is that all the traders have returned to Ista.

Next we should go to Harper Hall. When you arrive there, you will see a cut scene of Lord Galt entering the Harper Hall Kitchens. Take that as a cue to follow him. In the kitchen, a cut scene will start with Lord Galt. He tells you that the Master Healer is back in Healer Hall and wants to see you. Knowledge +25 (Total: 1440)

Talk to Salyn, who is also in the kitchen. She will tell you that the Harper at Ista Island will not talk to you until you have proven yourself worthy. Knowledge +25 (Total: 1460)

Now run to Healer Hall and enter the new door. Talk to Jazon inside. He tells you that he is looking for the cure you gave Lamrat. Knowledge +15 (Total: 1475)

QUEST 3-2: Find the cure and give it to Jazon.

Now we can go back to the Fort Hold Courtyard and hitch a ride on Zenth to Ista Island. Landing at Ista Island ends this chapter.

At the end of Chapter 3, my attribute statistics are:
Knowledge: 1475 level - CLEVER, Reputation: 1155 Level - OF GOOD
STANDING, Strength: 1400 Level - FORMIDABLE

We made 3 jumps on Zenth this chapter for a total of 7 jumps in the game so far.

**** CHAPTER 4 - Going to sleep on Ista Island ****

Chapter 4 starts after the dragon jump cut scene and ends when you finally go to sleep on Ista Island.

You will see N'eth and S'lon standing on the beach when you land. Talk to both of them to advance the plot a little. You are supposed to find a place for the three of you to sleep.

QUEST 4-1: Find a place to sleep on Ista Island.

Walk to the ocean, between the two rocky projections. You should see a bunch of shells zipping around. If you shoot them, they will open. When you collect them, you will get either a pearl or an edible oyster. Keep shooting oysters until you get one with a pearl. I've always gotten the pearl on the first oyster I shot here. You can try to activate the dolphin nearby, but Zenth will tell you that you need to be a GENIUS to understand what the dolphin is saying.

Sitting on the left rock wall is a man fishing. Talk to the man, Hammit, and he will give you a map of Ista Hold. Now walk of the rock wall and continue straight until you hit the side of the semi-circular building. To your right should be a break in the rocks with a reddish herb. When you pick it, you will find the Featherfern that Roma requested. There are also three other unknown green herbs, so make sure you get the Featherfern.

On the other side of the semi-circular building is a grave with some flowers on it. When you pick of the flowers, you will get a cut scene with Kiristi. She will tell you that her grandfather Gannell's tomb has been worn away by the weather. She asks you to get a new headstone and figure out what the inscription said. Knowledge +25 (Total: 1500), Reputation +25 (Total: 1175)

QUEST 4-2: Get a new headstone and the find inscription for Kiristi.

You can walk up the ramp and enter the semi-circular building, but all that is in there are 10 bug catching darts and a medicinal brew.

Now walk down the beach on the same side as Kiristi and the grave. You should see two men on the beach to the left of the main path. You can talk to H'tem and K'larn, if you wish.

It's time to enter Ista Hold. In Ista Hold, there are a number of houses we can or will be able to enter. The doors to these houses have a white doorframe. The houses that we are unable to enter have a brown doorframe. You should be able to distinguish the two door types easily, once you know to look for them.

From the beach go up the path to the right of the Ista Dragonriders. Follow the path until the ground flattens out. There should be a man to the right next to some stables. Talk to the man, Drakk. He tells you that the diseased cattle do not come from Ista. Knowledge +50 (Total: 1550)

QUEST 4-3: Find out where the diseased cattle come from.

On the opposite side of the rode from Drakk are some cottages. Enter the first one from the road. You will find Moria and Laria in the house. Laria will tell you that Moria's parents, Keriil and Hellion, have disappeared. Reputation +20 (Total: 1195)

QUEST 4-4: Find Keriil and Hellion (You won't be able to complete this Quest until Chapter 8.)

Back outside, you may see a woman, Loretta walking around. She will tell you that her husband Joseph went to investigate some noises from the other side of the mountain and never came back.

QUEST 4-5: Find Joseph. (You won't be able to complete this quest until Chapter 8.)

Follow the trail around the bend to the Dawn Sisters. You will see Sam and Ralf outside. Talk to Ralf and he will tell you that his brothers have gone missing. Knowledge +50 (Total: 1600)

Talk to Sam and he will tell you that dragon riders are not allowed into the Dawn Sisters. Change into your civilian clothes and Sam will let you enter. Talk to Gamut inside and buy the drink he offers. He tells you that the herd shipments come to Ista Beach first thing in the morning. Knowledge +10 (Total: 1610) No one else in the bar has anything useful to tell you.

Exit the Dawn Sisters and change back to your dragon rider costume. Continue down the street and you will see a villager pushing at a door. Talk to the villager and he will tell you that the door to his house is stuck. Push the door open for him and he will let you take an item from his house. You'll find a medicinal brew on the bookshelf.

Leaving the house, continue up the road to the Rising Star Inn. Watch the road though. It can some times be a little tricky to follow the turn of the road just before the inn. Talk to Foral on the roof of the inn. He will tell you to enter, so take his advice.

Enter the Rising Star Inn. Inside, talk to Matrice, the owner. She will tell you to come back later and she'll see what rooms are available.

Go back outside again and continue walking up the road. The first house you come across will have a villager sitting behind a box. Talk to him and he will ask you a riddle. The answer is "Between". Inside of his house, there are 10 darts.

Go back on the road and continue until you reach the next upward curve. Enter the house just before the curve and talk to Roem's father. He will tell you his daughter is very sick and ask you to help her.

QUEST 4-6: Cure Roem. (Even though Zenth said the situation is urgent, you can't help Roem until Chapter 5, so there's no need for a trip to Healer Hall right now.)

Exit the house and continue up the road. Enter the last house before you reach the Harper Drumming Platform. Inside, you should find Maria, Siral's wife. Talk to her and give her the pearl Siral gave you.

QUEST 2-25 COMPLETED: Maria becomes a Weyrwoman candidate. Knowledge +50 (Total: 1660), Reputation +100 (Total: 1295)

Return back to the Rising Star Inn and watch a cut scene with Matrice. She will tell you that a man named Holin just left without paying his bill. Knowledge +25 (Total: 1685)

QUEST 4-7: Find Holin and get him to pay his bill.

Exit the Rising Star Inn and enter the Dawn Sisters (changing to your civilian clothes, if necessary.) Talk to Gamut to get some more information on Holin. Exit the Dawn Sisters and head back up the hill, past the Rising Star Inn. When you get to the alley between two houses, you'll see a cut scene of Holin and two of his lackeys harassing a man. Walk towards Holin and you will get another cut scene. Select the "teach you some manners" option and you'll start a fight. I think you're supposed to use your fist in the fight, but if you hit him with the sword, he'll go down in one swing. After the fight, he will hand you some money and all four of the people will run off.

Return with the money to Matrice in the Rising Star Inn.

QUEST 4-7 COMPLETED: Matrice gives you a free room to sleep in. Reputation +50 (Total: 1345)

Exit the Inn and head down the hill. You will find Sorian, the man who was getting beaten up, next to the Ista Supply house. Talk to him and he will ask you to restore his reputation. If you agree to help him, he will tell you that you need to get Holin's dice and show them to Gamut in the Dawn Sisters. Knowledge +10 (Total: 1695), Reputation +50 (Total: 1375)

QUEST 4-8: Restore Sorian's reputation by exposing Holin.

Now run back up to the hill to where you answered the villager's riddle. Just past his house will be a pile of rocks and some barrels. Pick up the rock and move towards the barrels until you see the Sneak icon. Enter sneak mode to see a cut scene of Holin and his friends. Knowledge +25 (Total: 1720)

You might want to save now, because the next part is a little tricky. (Or at least it was for me. It took me a couple of times to get it right the first time.) Anyway, standing where you are with the Sneak icon, ready the rock you picked up and use it. You should see a cut scene of Holin telling his friends to investigate it. After the cut scene, you have to sneak towards Holin. Keep sneaking until you are right on top of him. Only then can you use the grab icon to grab his dice off of him. (Remember that you are outside, so the default movement action is to run. You will need to hold down the run / walk

toggle, the insert key on the PC, and simultaneously press the action key, the space bar on the PC, to enter stealth mode.)

Once you have the dice, run down the hill and enter the Dawn Sisters. You'll have to be wearing your civilian clothes to enter the pub. Talk to Gamut behind the counter to clear Sorian's name and get some plot information.

QUEST 4-8 COMPLETED: You get Holin's loaded dice. Knowledge +10 (Total: 1730), Reputation +50 (Total: 1425)

It's time to go to sleep and end this chapter. Go back to your room in the Rising Star and select the bed to go to sleep (leaving the door wide open.)

At the end of Chapter 4, my attribute statistics are:
Knowledge: 1730 level - CLEVER, Reputation: 1425 Level - OF GOOD STANDING, Strength: 1400 Level - FORMIDABLE

We made 0 jumps on Zenth this chapter for a total of 7 jumps in the game so far.

**** CHAPTER 5 - Getting into the hidden cove ****

Chapter 5 starts when you wake up after your night on Ista Island and ends when you get in the Smuggler's Cove.

You start this chapter in your room at the Rising Star Inn. Go upstairs and talk to Matrice. She will tell you that Belan, Nalaya's old lover, is staying in the room next to yours. Knowledge +25 (Total: 1755)

Go down and enter his room to start an interesting cut scene. Knowledge +50 (Total: 1805, Knowledge increases level to Sharp)

Exit the Inn and go up to the Harper Drumming Platform. Talk to N'eth and Terrol. Give Terrol the Harper statue, when he asks for it. He will let you take anything from the Ista Supplies shop in exchange. Reputation +20 (Total: 1445)

Run down to the Supplies shop and pick up the citron fruit lying on the counter. Search all of the bookshelves. You should find a medicinal brew, 10 darts and a Sweatroot herb. The Sweatroot herb will be listed as an unknown herb for the time being.

Leave the shop and talk to the Drudge standing in the house across the street. He will thank you for getting rid of Holin and complain that he can't open his door. Reputation +15 (Total: 1460)
Push on the door to open it for the Drudge. He will let you take anything you want in return. You will find 10 darts on a table.

Now head down the street and enter the Ista Tapestries store. Talk to Hela inside. She will ask to look at your tapestry (from Skarn). Let her look at it and she will tell you that Nalaya's family lives at the bottom of the hill. She also tells you to come back later.

Take this cue to run down the hill. You will see a wagon near Drakk and his animals. There will also be two more men near Drakk.

Approach the men to see a cut scene. The two men are Faran and Manwor from the Gather. They will head to the Dawn Sisters after the cut scene.

Run back to the road and keep running straight past the first house. At the second house, you will see Doorin outside. Talk to him and he will bring you inside to meet his wife Mantrel and his daughter Janifer. (Mantrel is Nalaya's sister, in case you were wondering.) At the end of the conversation, Zenth will tell you that he thinks Janifer would make a good Weyrwoman. Talk to Janifer and she will become a Weyrwoman candidate. (You ask her to be a Weyrwoman candidate even though you just swore to Doorin that you wouldn't take his daughter. Your reputation even goes up for your lie to Doorin!) Knowledge +50 (Total: 1855), Reputation +100 (Total: 1560)

Now go back and enter the Rising Star. (Make sure you are wearing you civilian clothes before you try to enter.) You'll find Manwor and Faran at a table opposite the bar. Talk to them and they will tell you that they have something from Lamrat that they are supposed to deliver to the Green dragon rider. It does not matter how you answer them when they ask if you are the dragon rider they are to deliver the message to. Knowledge +50 (Total: 1905)

QUEST 5-1: Get the cure from Manwor.

Exit the Dawn Sisters and head up the hill. You should run into N'eth coming down the hill. Talk to him and he will agree to get the cure from Manwor and Faran. You have to talk to him again in front of the Dawn Sisters before he will go in and get the cure. N'eth will take a while to get the cure, so we can move on the other things.

Go back and talk to Hela in the Ista Tapestries shop. Since we are OF GOOD STANDING, she will give us some heavy canvas.

Run back down to the beach and talk the Hammit, fishing on the rock wall. He will ask you to push his fishing boat into the water. D'Kor is strong enough for the task, so go to the boat closest to the rock wall and give it a push. (Strength +10) Return to Hammit and he will give you a bottle of wine. Reputation +20 (Total: 1580)

It seems that going to Ista Beach is the trigger needed for N'eth to get the cure. Run back up to the Rising Star Inn. You will find N'eth in front of the Inn. Talk to him and he will give you the cure.

QUEST 5-1 COMPLETED: You have the cure, again.

Head back down towards Ista Beach. Zenth should tell you that Salyn at Harper Hall wishes to speak with you. Knowledge +10 (Total: 1915) Go to Ista Beach. Time to leave Ista Island. Call Zenth and jump to Fort Hold for our eighth jump.

It's nighttime again when you land at Fort Hold. Head over to Harper Hall and go downstairs to the kitchen. You should find Salyn there. Talk to her and she will tell you that Ista Island's Harper is ready to meet with you, but you have to summon the Harper with a drum pattern. She gives you the drum pattern and tells you to talk with the instrument maker to get a drum.

QUEST 5-2: Find a Harper drum.

Leave the kitchen and go to the second floor of Harper Hall. Run to the barracks and you will find Limoriad sleeping. Talk to him and he will tell you that the only drum he has needs a new skin. Run back to the kitchen and talk with Kelli. She will tell you that all of her drum skins will take a few days to cure. Go back to the barracks and you should find a sleeping man across from Limoriad. Wake him (his name is Yallen) and he will give you the skin. Go back and talk to Limoriad. After some grumbling, he will give you a drum.

QUEST 5-2 COMPLETED: You have a working drum.

Now go down to the Healer Hall and talk with Jazon. Give him the cure. He will teach you the Healing Skill. Jazon will then run off.

QUEST 3-2 COMPLETED: Healing Skill Acquired. Reputation +100 (Total: 1680, Reputation increases level to DEPENDABLE)

It's time for our ninth jump back to Ista Island. Run back to Fort Hold and take Zenth to Ista. At Ista, run up the hill and enter Roem's house. Talk to Roem's father. With your new Healing skill and the Sweatroot you picked up from Ista Supplies, you should be able to help Roem. Roem's Father tells you to come back later. Knowledge +50 (Total: 1965), Reputation +20 (Total: 1700)

Exit the house and go to the Harper Drumming Platform at the top of the hill. Use the drum when you are on the Platform, and Fin will appear. He will tell you that the Harper will meet you on the beach in one hour. Knowledge +25 (Total: 1990)

Go back to Roem's house and Roem will be healed. Talk to her and she will become a Weyrwoman candidate.

QUEST 4-6 COMPLETED: Roem becomes a Weyrwoman candidate. Knowledge +50 (Total: 2040), Reputation +100 (Total: 1800)

Now go back to the Rising Star Inn and check on Belan. Foral will now be guarding the room. Talk to him and he will tell you that Belan left fifteen minutes earlier with another dragon rider. Knowledge +50 (Total: 2090)

Enter Belan's room and search the trunk near his bed. You will find a map to the Smuggler's Cove and some heavy crossbow bolts. Leave the Rising Star Inn. Outside of the Inn, you will find S'lon. He will tell you that N'eth is missing. You accuse him of being a traitor. Knowledge +25 (Total: 2115)

QUEST 5-3: Find N'eth

Head down the hill and towards the beach. Save your game before you enter the canyon. When you get to the end of the canyon, Holin and his thugs will ambush you. After a brief cut scene, you will have to face both of the thugs before you can get Holin. This fight can be a little challenging because you have to reset your fighting stance after killing each person. When you reset your stance, you leave yourself vulnerable for a couple of seconds. The camera angle for this fight also seems particular bad. If you successfully attack Holin, you will get a cut scene and you can continue on your way to the beach. (When I say reset your fighting stance, I mean you have to release select key, the space bar on the PC, and then press the select key again.)

On Ista Beach, if you run to the landing area, you will see a

familiar character. This is the Harper. The Harper will show you a group of three men you should talk to. The men are Jurinor, Fillian, and Jorak. Talk to Jurinor first. He will tell you that the cattle are not from Ista and that there is a strange ship called the Clear Endeavor sailing the seas. He recommends that you find this ship. Knowledge +50 (Total: 2165) Jorak will tell you that there are some strange people around Ista recently, mostly up in the village. Knowledge +10 (Total: 2175) Finally, Fillian won't give you any information unless you know how to play dice.

To learn how to play dice, we need to talk with a gambling expert. The only expert we know is B'rak who's back in Fort Hold. Call Zenth for our tenth jump. Talk to B'rak when you land. He will tell you that to roll a high number, keep your palm up. To roll a low number, keep your palm down. Never win a 3 mark bet more than twice, never win a 2 mark bet more than 3 times, and never win any bet more than 4 times. He also lets you sell him items for marks. I always sell the two plus film items from the Ancient Caves for 2 marks each. Knowledge +25 (Total: 2200)

There's nothing else to do at Fort Hold, so we can call Zenth and take our eleventh trip back to Ista Hold. Back on Ista, talk to Fillian again. You will sit down to play a game of Blind Man Shards. You may want to save your game before you begin the game. Use the knowledge you got from B'rak to beat Fillian. NOTE: Just because you set yourself up to roll a high number, doesn't mean that you will win the three mark bet every time. Also, just because you set the dice to roll a low number doesn't mean that you will lose a one mark bet every time.

After you win somewhere between 10 and 12 marks, Fillian will tell you that N'eth is probably in the deserted cove behind Ista Hold. He says you will have to find the back entrance into the cove to sneak in undetected. (If you are caught cheating, you will give Fillian his money back and he will refuse to talk to you.) Knowledge +50 (Total: 2250)

Talk to the Harper and you will tell the Harper what you learned. The Harper tells you that there are secret tunnels leading to the cove from the village, but the Harper doesn't know where they are. The Harper says that you should ask someone else farther up the hill about suspicious characters. Knowledge +10 (Total: 2260)

QUEST 5-4: Find and enter the Smuggler's Cove

We could go into the Smuggler's Cove right now, but let's take a little detour. We have to visit the Mastersmith Hall two more times to get Kiristi's tomb stone, so let's make one of those visits now. This will let us get a sword upgrade as well. Call Zenth and take him for our twelfth trip to Mastersmith Hall.

Talk to Guy first. He said he was a stone mason, so he should be able to make Kiristi's Cairn stone. The epitaph you need for Gannell is located in the Fort Weyr Library. (I hope you read this scroll earlier.) He will ask you for 5 marks to do the job. If you agree to his price, he will tell you to come back for the headstone later. Knowledge +25 (Total: 2285)

Now go and talk to the Miller near the broken windmill. You will give him the heavy canvas that you hold. Once you do, pull the lever to start the windmill. A side panel of the windmill will open to reveal another fire-lizard egg. I think this is the bronze fire-lizard.

QUEST 2-16 COMPLETED: Reward is the fire-lizard egg.

Go into the workshops and talk to Forn twice. He should upgrade your knife and sword with the two artifacts that you carry. After this,

we can call Zenth and go back to Ista Island. This will be our lucky thirteenth jump.

On Ista Island, run up to the where Sorian's house is shown on the map. Right across the street from his house is another house. If you knock on the door of that house, a man tells you to go away. After he does this, Sorian opens the door to his house and motions you to come in. He agrees to distract the men while you break into the house. After the cut scene with Sorian ends, you should probably do a quick save. Then exit his house and Sorian will walk to the side of the target house. Talk to him and then enter the dark opening where the boxes use to be.

Always sneak around while you inside this house. If you get caught here, a man will beat you up and throw you outside. Anyway, when you are inside, wait for Sorian to knock on the door. When he does, sneak up behind the men at the door. One of them has the key to the trap door. Steal the key and use it on the trap door. This will open the trap door and lead you to the Smuggler's Cove and the end of this chapter.

QUEST 5-4 COMPLETED: Entered the Smuggler's Cove

At the end of Chapter 5, my attribute statistics are:

Knowledge: 2285 level - SHARP, Reputation: 1800 Level DEPENDABLE,
Strength: 1410 Level - FORMIDABLE

We made 6 jumps on Zenth this chapter for a total of 13 jumps in the game so far.

**** CHAPTER 6 - Smuggler's Cove ****

Chapter 6 starts with the Smuggler's Cave and ends when you get sent back to Ierne Island.

When you enter Smuggler's Cove, you will get a long cut scene of D'Kor and Zenth talking. Watch the cut scene because it will show you the location of all the smugglers and the layout of the cave. The cut scene will tell you that N'eth is staked down on the sand and the tide is coming in.

QUEST 6-1: Rescue N'eth. (This Quest is on a timer, so you can't take too long to rescue N'eth or he will die.)

I think you are supposed to be able to sneak through this area undetected, but I've never been able to successfully do that. I've also had to fight every person in the Smuggler's Cove from the entrance until you reach N'eth. On the plus side, you do get +80 Strength for each man you kill, not that you really need it at this point. Most of Smuggler's Cove is pretty straightforward. There's only really one path with a couple of parallel branches. That being said, I'll still guide you through this area.

From the entrance, run straight out and follow the path to the right. One of the smugglers will probably see you and attack. There's nothing in the room he came from, so you don't have to look. Stay on the walkway and then follow it in to the stone tunnel. At the end of the tunnel you should be on a downward stone ramp. Go down the ramp until it ends at an inaccessible house, and then take the lower road

back to a big complex. Enter the complex and take the first right you can. Follow the walkway you are on and don't take any left turns unless there is no other option. There are three men in the complex and you may still be forced to fight them. There's nothing in the complex, so you don't have to double back and check.

Anyway, follow the walkway until it brings you back into the complex. You should be able to take a left or a right. Take the right and you should end up on a dock area where you can take a right onto the pier and a left into another building. Somewhere around here Zenth should tell you to hurry because N'eth doesn't have much time left. Enter the building and follow the passageway to the end. There should be tunnels leading off to the right and the left from here. Take the right hand tunnel and you should be at the top of a series of ledges with an egg on a lower ledge. Jump down all of the ledges past the egg. You're on a timer here to save N'eth, so don't pick up the egg yet. At the bottom of the ledges, you should see N'eth lying on the sand. When you select him, you will get a cut scene of you rescuing N'eth.

QUEST 6-1 COMPLETED: N'eth freed

After rescuing N'eth, climb back up the first ledge and take the egg. We now have Roma's fourth Tunnel Snake egg. Climb back up all of the ledges until you reach the original passageway. Take the tunnel we skipped and you should be in a room with dying cattle and a dead man. The dead man is Belan. Select him and you should get the brooch that he showed you earlier. Now make your way back to the dock. At the end of the pier is the ship, the Clear Endeavor. The captain is guarding the entrance to the ship. You have a couple of options on how to sneak onto the ship. You can walk up to the boxes on the dock, enter sneak mode, and walk around the captain. (Make sure you walk behind the captain, not in front of him.) Alternately, you can switch to your civilian clothes, select and activate the brooch, then talk your way past the captain. If the captain sees you and you are not in civilian clothes and wearing the brooch, the captain will try to attack you. Don't try to fight him, because he will kill you before you get a chance to defend yourself. You can run back to the dock and the captain will reset himself. I've heard that after the captain has chased you once, he will completely ignore you on your second attempt.

Either path you chose, you will be on the Clear Endeavor. You will get a cut scene of the ship leaving the harbor. When you regain control of D'Kor, you will be in the cargo hold. The only thing you have to do while on the Clear Endeavor is to catch the green Trundle bug that's running around. There should also be another 10 bug catching darts near where you started. After a few moments, a cabin boy will appear and wander around the ship's hold. If you hide from him, he will eventually leave and the ship will dock. If he sees you, you will either have to kill him or bribe him so he won't raise an alarm. If you bribe him, you will lose 3 marks and gain Reputation +20 (Total: 1820)

After the cabin boy incident, you will get a cut scene of the Clear Endeavor docking. At the end of the scene, D'Kor will be standing on a dock.

QUEST 4-3 COMPLETED: You now know where the diseased cattle come from.

Welcome to Ierne Island. You can either get through the next section with a lot of fighting or with none. I personally don't feel like doing a bunch of unnecessary fighting. If you call Zenth now, he will tell you he can not land while the Clear Endeavor is still docked. The ship will leave when you climb the ramp to the plateau. The only

thing on Ierne Beach to collect is another Trundle bug, which you can't do right now because you already have a green Trundle bug. So, all you have to do right now is run past the captain and then keep close to the rock wall on the left. If you hug the left wall, you should get to the ramp without having to fight anyone. Climb the ramp and you will see a cut scene of the ship leaving. There's not much else we can do here, so call Zenth and head back to Fort Weyr.

When you call Zenth to leave, you will get a cut scene about the island before arriving at Fort Weyr. After our fourteenth jump, we get to do the Fort Weyr run again. Go across to bridge towards Ramalla's cottage. You should see Helan playing around here. (If you don't she should be somewhere in the Bowl.) Talk to her and she will give you an ancient artifact. Reputation +30 (Total: 1850)

Now run to the Fort Weyr doors and talk to Jillan. Give him the fourth Trundle bug. Reputation +30 (Total: 1880).

Go to the Middle Levels of Fort Weyr and talk with Emmara. She will ask you who served at the Food Stall during the Gather. The answer is "Arrie". Reputation +25 (Total: 1905)

Talk to Emmara again and she will tell you that she is weaving the fruits of Ista Island into the tapestry. She asks you if you have a citron fruit. You give her yours from the Ista Supplies shop. Reputation +25 (Total: 1930) Talk to Emmara a third time and she will ask you what is the fishermen's favorite catch in Ista Island. The answer is "fingerfish". Reputation +40 (Total: 1970)

Now that we've caught Emmara up on all her quests, it's time to give Lytah her pearl. Walk to her room and talk to her. Take the conversation option, "Lytah, I must go" if you don't feel like being scolded by Zenth.

QUEST 1-6 COMPLETED: Gave pearl to Lytah. Reputation +30 (Total: 2000)

Next go to the Kitchens and pay Roma a visit. You will give Roma a Tunnel Snake egg, a bunch of Featherfern, and a bottle of rare wine. Time to advance the plot, so run up to the Upper Levels and talk to S'bor. S'bor will tell you to go and find V'hul and S'lon. Knowledge +10 (Total: 2295)

QUEST 6-2: Find V'hul and S'lon.

Before looking for these two, run into your room and hatch your fire-lizard egg. You should get a new bronze fire-lizard on your bathroom rail. (I think the room next to your bedroom is a bathroom or wash room of some sort.) Pick your favorite color and go to V'hul's room on the Middle Levels. Rowarth will be outside of V'hul's room. If you talk to him, he will tell you that S'lon is in V'hul's room. Enter the room and you will find S'lon looking for some incriminating evidence. If you attempt to leave, S'lon will tell you to help him look. Look at the table to find a note and a vial of liquid. This will start a cut scene which will end with you having to go to Ierne Island to find the cure to the disease and prove your innocence in the poisoning attempt on S'bor.

QUEST 6-2 COMPLETED: Our reward is being branded a traitor.

QUEST 6-3: Find the three herbs required for the cure to the disease.

Call Zenth and take our fifteenth trip back to Ierne Island.

Landing on Ierne Island the second time ends Chapter 6. You can talk to Helan before you leave and she will tell you that she has a Tunnel Snake egg, but she won't give it to you yet.

At the end of Chapter 6, my attribute statistics are:

Knowledge: 2295 level - SHARP, Reputation: 2000 Level DEPENDABLE,
Strength: 1760 Level - FORMIDABLE

We made 2 jumps on Zenth this chapter for a total of 15 jumps in the game so far.

**** CHAPTER 7 - The Ingredients ****

Chapter 7 starts when you visit Ierne Island for the second time and ends when you get ambushed.

When you arrive on Ierne Island, run down the ramp to the beach. On the left side of the beach between the water and the standing rock formations, you should find a sand colored Trundle bug. The Trundle bug looks like a funny glint on the sand from the distance. The bug travels between the water and the stone formations, so you may have to hunt a little to find it. Once you have the Trundle bug, call Zenth and take a ride to Fort Weyr.

At Fort Weyr, give the Trundle bug to Jillan and call Zenth to take you back to Ierne Island. You can also buy a Tunnel Snake egg from Helan before you leave for 2 marks, although you don't need the extra egg. (Sorry about this long round trip jump, but you have to drop the Trundle bug off before the end of the chapter or you won't be able to get the last Trundle bug. You can wait a little longer to make this trip, but don't wait too long.) Reputation +35 (Total: 2035) for giving the Trundle bug to Jillan.

Back on Ierne Island, in the area where you landed, there's a rock-enclosed section to the left. A boulder blocks the entrance. Instead of being intelligent and climb over the rock, D'Kor can push it out of the way. In the enclosed area, there are 10 darts, 2 healing herbs and one poisonous herb.

Going back to the spot where you landed, if you look around you should see some type of feline guarding an entrance. There should be an open entrance to the left of the feline. Go through that entrance and you should be in the Hunter's Lodge. As you enter this area, you should see a cut scene of a plant up ahead. Walk until forward a cut scene should start.

During the cut scene, you meet Lear. Lear will tell you how to sneak undetected using the shadows. You have to sneak up to Lear before you can continue. Sneaking to Lear is pretty easy, once you know the path. Activate Stealth mode and turn left. Follow the rock you are near until it ends. Continue straight until you hit the rock wall that makes the left side of the canyon. Walk to the wall keep as close to the edge as possible. You will eventually reach a 'U' shaped dead end. Sneak to the outer edge of the dead end wall and follow that wall until you are just below Lear. You really have to stay close to the wall or Lear will see you. Keep going forward. Every time you reach a point where you can't go forward any more, turn a little to the right until you can walk again. Continue doing this, turning a little to the right every time you get stuck. Once you reach the bottom of the ramp, you've successfully made it to Lear. Lear will tell you that you can now get the herb that is on the bottom of an extinct volcano.

QUEST 7-1: Find the herb at the bottom of the volcano.

This is a good time to remind you about one of the bugs in this game. There are some herbs scattered around the Hunter's Lodge, but you can't pick them up because the Stealth icon shows up instead of the Pickup icon. If you press the O / "Ins" key on the PC or B (Blue) button on the Dreamcast, you can toggle between the Stealth icon and the Pickup Icon.

Grab whatever herbs you want, then go out to the landing area of Ierne Island. The entrance that used to have the feline is now open to you. Go through that entrance and you will be in the Ierne Volcano.

You are supposed to sneak around the volcano avoiding the felines, but I was never able to do that successfully. What's more, if I was sneaking, when I did get caught, I was immediately surrounded by several felines. So, I usually just walk down the middle of the pathway, killing the felines with my sword. Be careful fighting the felines, because they can kill you in one or two hits. (I think it's too difficult to sneak around because you can't always see far enough ahead. If the camera angle would let you see where the felines are you should easily be able to avoid them.)

Anyway, just walk down the path. There's only one direction to go, so it shouldn't be too hard to follow. There's one feline patrolling just after the first niche. (The niches are where you can switch to into sneaky mode.) After you get by the first feline, you will arrive at a gap in the path that you have to jump over. There are two felines that can see you immediately after you cross the gap. There is another feline patrolling the back part of this area. If you keep taking rights, you should get to an area where you have to hop rocks. Hop the rocks to the next landing. There is another feline here that may be waiting for you to land. After you get past this feline, grab the herb on the raised rock. This should start a cut scene that leaves you back in the Hunter's Lodge. Lear will then automatically give you the large crossbow skill. You also pick up the Silverthorn herb.

QUEST 7-1 COMPLETED: Receive Silverthorn herb. Reputation +40 (Total: 2075)

SKILL AWARDED: Large Crossbow Skill.

In the Hunter's Lodge, go to the spot where Lear was standing when you were trying to sneak up on him. Take the green bottle near where he was standing. Find the metal contraption consisting of three cylindrical containers near the back of the Hunter's Lodge. Look at the contraption and then use your bottle on it. This will give you a vial of acid.

Exit the Hunter's Lodge to the main landing area of Ierne Island. Take the only exit off this area where we haven't gone. (It should be directly across from the Hunter's Lodge.) If you haven't emptied your Trundle bug jar yet, you better do it now.

The new area you are in is called the Ierne Temple. To the left is a big mass of green vines. Look at the vines, and then use your bottle of acid on them. This should open a pathway to the temple itself.

Enter the temple (there's nothing important outside the temple.) Go upstairs and walk towards the center of the room. You should see a cut scene of D'Kor puzzling over the pattern on the floor. The stairs to go up are to the right of the main gate in front of you. The pattern on the floor represents the solution needed to open the door on the floor below. There are four rooms closed off by gates. Each room has a

different color, matching the color of the pattern. Inside of each room is a lever. You have to move the lever to the position marked on the pattern. I think that once you've looked at the pattern, D'Kor will automatically push the levers to the correct spot.

QUEST 7-2: Open the gate on the ground floor of the Ierne Temple

Come down the stairs so we can open up the gates protecting the levers. You will see four different stone heads on the ground. You open up the gates to the lever by moving each stone head to pad on the floor. The scrap marks from each head lead to the pad that you need to push the head onto. You have to push each head twice to get it onto the pad. Be careful, because you can push the head the wrong direction and be unable to move it again. You should see a cut scene the second time you push a head.

The head near the stairs going up needs to be pushed to the opposite side to the temple. This head will open the green room. The head on one side of the yellow room (which is across from the green room) needs to be pushed to the corner to open the yellow room gate. On the other side of the middle gate, there is a stone on the same wall as the red room. You have to push this stone towards the middle gate. (D'Kor will automatically push the stone in the second direction.) The final stone head is on the wall between the blue and red rooms. Push this head towards the blue room to open the final gate. When you pull all four of the levers, the middle gate should open.

Once the middle gate opens, run down stairs. You might want to turn on your mining bracelet for some more light. You should find a door with a plaque on the left side and some plant on the right side. Pick up the plant to get the roseleaf, the second herb needed for the cure. Then look at the plaque. If D'Kor has enough intelligence, he will realize the plaque is actually a lock for the door. To open the door, shoot the colored circles in the order in which D'Kor says they should be shot. For all of my games, the order has always been red, red, blue, and yellow. When you shot the last target, the door will open. Inside the room on a pedestal is a fire-lizard egg. This is the white fire-lizard.

QUEST 7-2 COMPLETED: Roseleaf acquired.

After you get the egg climb up the stairs and exit the temple. You will get a cut scene of Lamrat watching you. Continue on to the landing area, and Lamrat will ambush you. When you wake up, you are in the Prison. This ambush ends this chapter.

At the end of Chapter 7, my attribute statistics are:
Knowledge: 2295 level - SHARP, Reputation: 2075 Level DEPENDABLE,
Strength: 2270 Level - FORMIDABLE

We made 2 jumps on Zenth this chapter for a total of 17 jumps in the game so far.

**** CHAPTER 8 - Escape ****

Chapter 8 starts when you wake up in the prison and ends after your encounter with the Hold Lord.

When you wake up in Prison, you met Flick. Flick says that he has the key to your cell, but you have to agree to help him and find a

weapon. If you check your inventory, you will realize that you have lost all of your items. Don't worry, this is only a temporary setback.

QUEST 8-1: Help the prisoners to escape.

QUEST 8-2: Escape from your prison cell.

In your cell, there is a plant growing. Pick it. It is the elusive Nettleweed, the last ingredient for Roma's feast. Then grab the bedpost from the corner of the bed. When you pick up the bed leg, Flick will tell you that you need to get the guard's attention. He tells you that you need something other than the bed leg to do that. There's a chamber pot laying on the floor near the bed pick that up. When you pick up the chamber pot, a cut scene starts. At the end of the cut scene, you are free!

QUEST 8-2: You're free!

Press the button to your left to open the gate that lets you out of the prison cell area. Talk to all five of the prisoners on your way to the exit. Yuse is in the cell next to Flick's. Talk to him and agree to help him escape. Reputation +20 (Total: 2095) Joseph is next to your old cell. Tell him that his wife sent you to help him. (This is part of Quest 4-5.) Reputation + 20 (Total: 2115) In the cell next to Yuse is Keriil. She asks you to find her husband Hellion. She asks you to return to her if you find anything about him. (Hellion and Keriil are the missing parents from Quest 4-5) Reputation +20 (Total: 2135) Daeril is in the final cell. Reassure him. Reputation +20 (Total: 2155)

QUEST 8-3: Find Hellion

Leave the prison area and you'll be in a hallway with closed gates on either end. If you take a right, there will be an area to the left where there are two buttons and a torch. Pressing one button will open the far gate and pressing the other will extinguish the torch. Remember to press the "Ins" key on the PC or the B (Blue) button on the Dreamcast to toggle between the Stealth Mode icon and the Action Icon.

Go through the gate you just opened. On the table are all of your weapons and a bell hammer. Picking these items up will give you a cut scene of all the guards on this level. What you are supposed to do is sneak to the bell and strike it with the hammer. This will cause some of the guards to move to some other area of the prison. I personally find sneaking past all of the guards to be too difficult and unreliable. You shouldn't attack the guards with your sword either, because you don't have any healing items with you and you won't get any for a while. The best approach I've found is to kill all the guards with the large crossbow. The crossbow will kill a guard in one shot, no matter where you hit the guard. Also, the guards are really stupid. If you kill are the person standing right next to a live guard, the live guard will not react, assuming the guard does not see you. So, you can sneak around, picking off each guard as soon as you seen them. Your 20 crossbow bolts should take you through the prison, as long as you only use one or two bolts per guard. You should still sneak around as much as you can, so you don't activate any guards unknowingly.

Back to the walkthrough, there's a button near the gate you entered this current room. Press the button and the other gate in the room will open. This will get you out into the area with all the guards. Walkthrough the gate and you'll see another gate to your left. Behind this gate are keys to the prison cells, but we can't open the

gate yet. Continue down the passageway until just before you reach the next corner. There are some guards on the connecting hallway, so be careful. Just around the corner is another switch, which will extinguish the torch nearby. There are two guards that patrol nearby, so be very careful. They leave a room to the right of the new hallway at different times, so wait for both of them. (As in, save your game before you turn the corner.) After you dispatch these guards, sneak down the new hallway.

Sneak into the opening on the left side of the hallway. (If you go into the right entrance, three or four guards will surround you.) There will be an alcove on either side of the new entrance. Dive into the alcove on the left and press both buttons. One button should extinguish the torch and the other will open three gates. Sneak to the other alcove and press the button there to extinguish that torch. Then you can sneak up the stairs to the brightly-lit room. Sneak up the right side of the stairs. Ready the hammer and hit the bell. D'Kor should automatically dive into the second alcove. The three men in the far room should hear the bell and run past D'Kor and the bell, then up the stairs. The gate to the upper area will remain closed. If you can't get the guards to leave, you can snipe them from the alcoves with the crossbow.

When the guards are gone, run down to the room they occupied. Press both buttons to extinguish a torch and open another gate. Take the keys to cells 2, 3, and 4 off the key rack near the table. Now leave this room and take a right into the corridor. At the end of the corridor is another button to extinguish another torch. Push this button then go down the new hallway to the right. Be careful when you cross the next entranceway, because there are two guards waiting there. You'll have to eliminate the guards somehow. After the guards are gone, go through that entrance and push all three buttons on the wall. You will extinguish two torches and open another gate.

Leave this area and go back to the hallway where we just were. Continue down the hallway through the gate until it ends. Take a right then an immediate left. You should be in a room with a chest. Open the chest and you will get the rest of your inventory. There is also a button in this room that will open the gate where we just eliminated the two guards.

Exit the room with your inventory, go down the hallway, and take a left. Keep going until you reach the room where you picked up your weapons. Take a right into the next passageway and then the first left you can take. You should be next to another key board where you can take the key to cell 5. Turn around and continue down the hallway and take a right into the next corridor. You should be in the same hallway that the room that had the three guards intersects. Go past the now empty guardroom to the next opening on the left. There should be another board with the key to cell 1.

Head back to the prison and release all of the prisoners. Keriil will make the same comment regardless of whether you've released her husband or not. She will also refuse your request to become a Weyrwoman candidate. For releasing Daeril you get Reputation +50 (Total: 2205). For releasing Yuse you get Reputation +50 (Total: 2255). For releasing Joseph, you get Reputation +50 (Total: 2305, Reputation level increases to RESPECTABLE.) For releasing Flick, you get some Southern Star and Reputation +50 (Total: 2355) Southern Star is the last ingredient you need for the cure. The prisoners will take care of themselves once you finish most of the Prison area.

QUEST 8-1 COMPLETED: You get a sprig of Southern Star. Reputation +250 for releasing all prisoners

QUEST 6-3 COMPLETED: You found the three ingredients for the cure.

Go back to the area where you killed the two guards, save your game, and go through the last gate you opened. At the top of the stairs, you will meet your old friend, Lamrat. At the end of the cut scene, you'll fight him. The fight will end in a cut scene. After the cut scene you will fight him again and kill him. Pickup the key next to his body. Reputation +100 (Total: 2455)

Go enter the room to the left of the staircase. The final Trundle bug is in this room. (Make sure you get the Trundle bug with the correct crossbow!) When you approach the window, you will get a cut scene with Zenth.

Return to the room that has Lamrat's body and walk towards the next room. As you enter the room, you will see a cut scene. After the V'hul leaves to entertain your fire-lizard, you will regain control. Go in and kill Druse either with your sword or with your crossbow. Don't be afraid to use your collection of herbs. You won't need them after this chapter. After you defeat Druse, the slaves will gather in the middle. Talk to Harrow and he will give you some plot information. Take the slaves to the Window room.

Leave the Window room you're in, and go into the Kitchen on the right. When you get to the far edge of the kitchen, you will see two guards. You should be able to take them down with your large crossbow. (Make sure you've switched to the large crossbow from your bug one.)

In a hallway parallel to the guard's body is a table. On the table is a skin with the bell signals. Go on through the next room, which has a bell in it. You can play around with ringing the bell three times or you can just kill the three guards in the next room. These are the last remaining guards on the level, so it's your choice. You should be able to hit all of the guards from the bell room with the crossbow without activating them.

After you've removed the guards, enter the room that they were in. You should see a familiar stone head next to a trap door. Push the stone head on the door to break it open. This will release Gladeril, who Zenth says will be a good Weyrwoman candidate.

Go into the next room, where you will see a man working. This man is Hellion, who is working on the next batch of the disease. He tells you that he was working out of fear for his wife and his life. He gives you a rusty key as thanks for helping him. Knowledge +25 (Total: 2320), Reputation +30 (Total: 2485)

QUEST 8-3 COMPLETED?: This is all I'm able to do for Hellion and Keriil, but I don't get the QUEST COMPLETED line in the journal.

Take the key and use it on one of the two closed doors in the room where we rescued Gladeril. One of the doors will open with the key. Inside, we find V'hul who attacks us after a long cut scene. Defeat him and he will give D'Kor an ornate key. Reputation +100 (Total: 2585)

Go through the opposite door from the one we came in from and take a right. You should be in the room with the slaves. Move the slaves to

the Courtyard. You will see a cut scene of Keriil and Hellion reuniting.

Go back to the room that originally held Druse and the slaves. If you rang the bell three times, the men from Gladeril's room will be here. Move them again with the bell or snipe them with the crossbow. The ornate key that V'hul gave you will open one of the two doors in here. The door may already be opened, but if it is not, ready the ornate key and walk into the door. Behind the door will be a small room and some stairs leading up.

Take the stairs then save your game. There are three exits of the stairwell room. You have to enter the doors to you left and right before you enter the one behind you. The one behind you looks like a bedroom. Start with the room to the left. It looks like a room blocked by a boulder. Have D'Kor push the boulder then take the disc piece from the pedestal. Now go to the entrance on the right side of the staircase. A metal door should block this entrance. You can open this door by using the brooch you took off of Belan's body. Behind the door is another pedestal with another disc piece. Take this piece. Enter the bedroom and watch the log cut scene. You'll have to fight the occupant of the room after the cut scene. After fighting the man in the room for a while, another cut scene will start, which will end with you very weak, in your bedroom. This cut scene marks the end of Chapter 8. Upon waking up, you statistics are boasted. Knowledge +25 (Total: 2345), Reputation +100 (Total: 2685)

At the end of Chapter 8, my attribute statistics are: HEALTH 10%, Knowledge: 2345 level - SHARP, Reputation: 2685 Level RESPECTABLE, Strength: 2990 Level - FORMIDABLE

We made 0 jumps on Zenth this chapter for a total of 17 jumps in the game so far.

(OK, I have to say this. Wasn't that speech by Roth incredible stupid? After you're lying on the ground fainting from the sickness, Roth tells you that he likes you the most of all the dragonriders, but thought you were too pure to be turned. He liked us the most! He's mad at Fort Weyr because he didn't impress Zenth, our dragon. Yet the person who took Zenth from him, D'Kor, he likes to most. D'Kor, should be the one person that he hates the most and wants to suffer the most! I just don't get it! Thanks for listening to my little rant. I feel better now. On with the walkthrough.)

**** CHAPTER 9 - Tying up loose ends ****

Chapter 9 starts when you wake up weak in your bedroom and finishes when you start the sequence to end the game in Fort Weyr. This chapter is called "Tying up loose ends" because we will be solving a bunch of quests started in other chapters.

During the cut scene that starts this chapter, B'rak told us that V'Kai, the Weyrleader wants to talk to us. Before we go there, we have a fire-lizard egg to hatch. This egg will release the white fire-lizard, which will appear on the bathroom perch. Choose your favorite fire-lizard and leave your room. If you check your inventory here, you will realize that you've lost all of your healing items.

Talk to V'Kai. He will tell you that he will not contest the next Queen's mating flight and he thinks that Zenth is the strongest dragon in Fort Weyr. He thinks Zenth will probably mate with the new queen. (For those of you, who aren't familiar with the Dragonrider series, the dragon that mates with the dominant Gold queen, becomes the next Weyrleader. In other words, V'Kai is tell D'Kor that he thinks D'Kor will be the next Weyrleader.) At the end of the conversation, V'Kai will tell you that he is looking for someone HIGHLY REGARDED to make FlightLeader. We haven't quite reached that level yet so we'll have to come back later. Reputation +100 (Total: 2785)

Now go into the library and walk into the Private Reading Room. You will be allowed to enter this room now, because you have a reputation level of RESPECTABLE. The shelves in the Reading Room contain artwork from the game. On the desk in the Reading Room is an iron key with the Harper's symbol etched on it. This is the key that Lockenn is looking for.

Now head done to the Middle Levels. You will find B'rak standing next to Emmara's platform. Talk to him and he will tell you that you are the new Wingleader.

Talk to Emmara, who's at her normal spot. She will ask you what are the main features of Ierne Temple? Answer her with "Statues and Fungi". She will then ask you how many statues are in Ierne Temple. The correct answer is "Four" statues. After you answer these questions, Emmara becomes a Weyrwoman candidate.

QUEST 1-8 COMPLETED: Emmara becomes a Weyrwoman candidate. Knowledge +50 (Total: 2395), Reputation +100 (Total: 2885)

We have the final ingredients for Roma's feast, so let's pay him a visit in the Kitchens. He'll even take our extra Tunnel Snake egg!

QUEST 1-14 COMPLETED: Delivered all of the ingredients to Roma. Knowledge +25 (Total: 2420), Reputation +60 (Total: 2945)

Now talk to Tom, who's also in the Kitchens. He will offer you two different types of food items. Tom tells you that Rowarth is missing and so is another drudge. This is part of Chapter 10, so we'll deal with this later. Urik is in the Dining Area, but talking to him is also part of Chapter 10.

Now leave the Kitchens and go to the Fort Weyr Bowl. Talk to Jillan for the last time. When you give him the sixth Trundle bug, he will summon his daughter Imogen. Imogen will then become a Weyrwoman candidate.

QUEST 1-17 COMPLETED: Imogen will become a Weyrwoman Candidate. Knowledge +50 (Total: 2470), Reputation +100 (Total: 3045)

We're not going to make our final levels in Knowledge and Reputation at Fort Weyr, so call Zenth and hitch a ride to Fort Hold, our eighteenth jump.

Go to the Harper Library and talk to Lockenn. D'Kor will give him the iron key he found in the Private Reading Room. Lockenn will then ask where the secret area of the library is. If you've already found the secret area, D'Kor will tell Lockenn where it is. If you haven't found the secret area yet, look at the bookshelf directly opposite the

entrance to the library. D'Kor should comment that there is a hidden room behind the bookshelf. After you see this message, you can tell Lockenn where the area is. Lockenn will open up the bookshelf to reveal a hidden desk. There's a piece of paper on the desk that you can pick up. Examine the piece of paper. You need to search the bookshelf that is on the far right wall, when entering the library. The bookshelf is closest one to on the right wall to the newly opened secret area. When D'Kor searches the bookshelf, he will find a small rusty, Ancient Key. After a cut scene, Mianna becomes a Weyrwoman candidate.

QUEST 2-20 COMPLETED: Mianna becomes a Weyrwoman candidate. Knowledge +50 (Total: 2530, Knowledge level increases to GENIUS), Reputation +100 (Total: 3145, Reputation level increases to HIGHLY REGARDED) (Jackpot! We just reached the highest levels for both Knowledge and Reputation.)

Use the small rusty key on the same bookshelf where you found the key. The bookshelf should open revealing a small room. Enter the room and you should find an ancient artifact on the table. The artifact looks like some type of electronic gauge.

There's nothing else to do in Fort Hold, so it's time to take Zenth on a joyride to Mastersmith Hall. This will be our nineteenth jump.

When you arrive at Mastersmith Hall, go into the Workshops and talk to Forn three times. He will give you a fire-lizard egg for the two disc pieces and two sword upgrades for the other two artifacts you hold. This should be all of the ancient artifacts.

After you've talked to Forn, go outside and talk with Guy. He will give you the tombstone for Kiristi. Knowledge +25 (Total: 2555), Reputation +20 (Total: 3165)

Now it's time for some plot fun. Take the miner hall key that you got from Lamrat's body and open the door to the Masterminer Hall building. Some people have reported a bug if you read the following reports in the wrong order, so you might want to follow this carefully. If you get interrupted by Rom before you complete each of the task, chose the "I'm sorry" line. You will be thrown out of the building. You can reenter the building immediately and pickup where you left off. When you enter the building, there should be a skin on the second table to the right of the door. Take and read that message. There should be a second skin in the second of bookshelf past the table with the last skin. Take and read that message. Once you have read both messages, go behind boxes near the fireplace. Move around until the stealth mode icon is displayed and activate stealth mode. Wait there until Rom enters the building. You will see a cut scene of Rom entering the building and opening the box on the table. Once Rom leaves the building, go to the box and read the message inside. After reading all three messages, wait until Rom returns. Now use the "confront Rom" option. You should get a cut scene with Rom and one of the other dragonriders. At the end of the cut scene, you should be outside.

QUEST 1-12 COMPLETED: Now we know what happened with the missing ore.

There are no more tasks to do at the Mastersmith Hall, so we can jump to Ista Beach, for our twentieth ride. At Ista Beach, talk to Kiristi. She will thank you for getting a new tombstone and will become the final Weyrwoman Candidate.

QUEST 4-2 COMPLETED: Kiristi becomes a Weyrwoman Candidate. Knowledge +50 (Total: 2605), Reputation +100 (Total: 3265)

Now walk to the ocean and select the dolphin. You can either go into the water or walk on the right rocky wall to talk with the dolphin. Since we are now a GENIUS, we can understand what the dolphin is saying. There's going to be a sequel, how touching.

There's nothing left to do on Ista and there's nothing to do and no one left on Ierne Island, so we can go back to Fort Weyr now. Call Zenth for our twenty-first and final jump.

When you arrive back in Fort Weyr, you can check out all of the Weyrwoman candidates you've collected. They are all standing above the Hatching Grounds. You can talk to them if you wish to learn more about them, but you won't get any recognition from the game for doing so.

We really only have a couple of tasks left to end this chapter. First, go up to your room on the Upper Levels. There you can hatch your final fire-lizard egg. This egg will produce the gold fire-lizard, which you can find hanging out in your bathroom.

From there, go talk to V'Kai for the last time. He will promote you to Flightleader. This promotion ends chapter 9. You can now do the final few items to finish the game.

At the end of Chapter 9, my attribute statistics are: Knowledge: 2605 level - GENIUS, Reputation: 3265 Level HIGHLY REGARDED, Strength: 2990 Level - FORMIDABLE

We made 4 jumps on Zenth this chapter for a total of 21 jumps in the game so far.

**** CHAPTER 10 - Finishing the game ****

Chapter 10 starts when you start the final sequence in Fort Weyr and ends with the final movie.

Go to the Dining Area in the Kitchens level and talk to Urik. He will mention the Rowarth is missing. He was last seen with an unfamiliar drudge. Urik is concerned about Rowarth's safety. Knowledge +50 (Total: 2655)

QUEST 10-1: Find Rowarth.

Now return to the Fort Weyr Bowl. Head off to the right and you should find Jax and Jim behind the ramp up to the previously retrieved artifact. Talk to them and they will tell you that they saw Rowarth and a stranger enter the Dark Caves. Knowledge +50 (Total: 2705)

Enter the Dark Caves and you will see a cut scene with Rowarth. When you exit the caves, Zenth will tell you that you need to round up four other riders and bring them to the Hatching Grounds.

QUEST 10-1 COMPLETED: Rowarth Found. Reputation +50 (Total: 3315)
QUEST 10-2: Round up four dragonriders then go to the Hatching Grounds.

Run back to Fort Weyr and go to the Middle Levels. B'rak should be where we left him in the main area. Talk to him to get the first rider. You will find T'men by himself in the Gambling Room. Talk to

him to get the second rider. L'tul will be in his room at the end of the long corridor starting in the Gambling Room. He is your third rider. Your final rider is Lytah who is in the Library on the Upper Levels. After you talk to all four of the riders, head down to the Hatching Grounds.

When you reach the Hatching Grounds, you will get a brief cut scene where you are told to go to the viewing area. Go up to the area where our ten Weyrwoman candidates are hanging out. Make sure your sword is still readied. Wait there or talk to the candidates if you chose. After a while you will start getting messages from Zenth. Stay up in the viewing area until Zenth tells you that one of the riders sees something. When you hear that message, run down and talk to that rider. Soon after you talk to the rider, a cut scene will start. When the cut scene ends, you will have one more easy fight. Once you win this fight, the final cut scene will play.

QUEST 10-2: Roth is caught

Congratulations! You've just completed the game! And the future Weyrwoman is... well it's random. The game will chose one of the available women to impress the new gold queen. If you are attached to one of the women, you can keep replaying the ending until your favorite gets chosen, I suppose. When I finished the game I was playing to write this walkthrough, Kilimi was chosen. (I've seen three other candidates chosen when I finished the game before, so you don't have to write me telling me whom got chosen in your game.)

At the end of game, my attribute statistics are: Health 100%, Knowledge: 2705 level - GENIUS, Reputation: 3315 Level HIGHLY REGARDED, Strength: 2990 Level - FORMIDABLE

(I saved the medicinal brew in Healer Hall to get my health back up for the end of the game.)

**** WALKTHROUGH JUMPS ****

This section lists all the jumps you take on Zenth in the walkthrough. I'm not sure how useful this is, but helps me try and cut down the number of jumps I make.

- 1) Fort Weyr to Fort Hold - Chapter 2 - The start of the search.
- 2) Fort Hold to Mastersmith Hall - Chapter 2 - Getting the mining skill and removing the pottery wheel bracket.
- 3) Mastersmith Hall to Fort Weyr - Chapter 2 - Get the baby Tunnel Snake from Jim.
- 4) Fort Weyr to Fort Hold - Chapter 2 - Advance the plot.
- 5) Fort Hold to Fort Weyr - Chapter 3 - Plot requirement to discuss the events of Chapter 2.
- 6) Fort Weyr to Fort Hold - Chapter 3 - Plot requirement to drop off B'rak.
- 7) Fort Hold to Ista Island - Chapter 3 - Plot requirement to track the tainted meat.
- 8) Ista Island to Fort Hold - Chapter 5 - Respond to Salyn's summons
- 9) Fort Hold to Ista Island - Chapter 5 - Summon the Ista Island Harper.
- 10) Ista Island to Fort Hold - Chapter 5 - Learn how to gamble from B'rak.
- 11) Fort Hold to Ista Island - Chapter 5 - Get more information from the

Fillian to by gambling.

- 12) Ista Island to Mastersmith Hall - Chapter 5 - First of two trips required to get Kiristi's headstone.
- 13) Mastersmith Hall to Ista Island - Chapter 5 - Advance the plot by entering the Smuggler's Cove.
- 14) Ierne Island to Fort Weyr - Chapter 6 - Report your findings to advance the plot.
- 15) Fort Weyr to Ierne Island - Chapter 6 - Look for the cure.
- 16) Ierne Island to Fort Weyr - Chapter 7 - Drop off the sand colored Trundle bug.
- 17) Fort Weyr to Ierne Island - Chapter 7 - Continue ingredient search.
- 18) Fort Weyr to Fort Hold - Chapter 9 - Getting the ninth Weyrwoman candidate.
- 19) Fort Hold to Mastersmith Hall - Chapter 9 - Getting Kiristi's headstone and more plot information.
- 20) Mastersmith Hall to Ista Beach - Chapter 9 - Collect Kiristi, the tenth and final Weyrwoman.
- 21) Ista Beach to Fort Weyr - Chapter 9 - The final jump to start to the end sequence.

**** THE LISTS ****

The following lists tell you where the important items are in the game. These are MAJOR SPOILERS, but use them if you are having trouble finding that last Trundle bug.

**** Attribute levels ****

Below is the list of the four different attributes and how you can raise them.

Health - This is the only attribute that does not naturally increase as you proceed in the game. You start the game with 10% health. You can increase your health by eating healing herbs, oysters, food, and healing potions. You can decrease your health by eating poisonous herbs and by getting hit by an opponent. If your health goes to 0%, D'Kor dies and the game ends. You can tell the difference between a healing and a poisonous herb once you get the Healing Skill.

A partial list of the items that modify your health statistic is shown below. I finish filling out this list on my next update.

- Oysters - 10 Health
- Healing Herbs - 15 health
- Meat rolls - ? health
- Meat pie - ? health
- Fruit - ? health
- Medicinal Brews - 80 Health
- Poisonous Herb - -? Health

The following is a list of the different attribute levels and the minimum point total needed for a particular level. Once you get to level 8 of a skill, you will keep collecting attribute points, but they will not have any effect on the game itself.

Knowledge -	Level 1:	Able	(starting skill)
	Level 2:	Conversant	(100 points)
	Level 3:	Knowledgeable	(250 points)

	Level 4:	Informed	(500 points)
	Level 5:	Intelligent	(800 points)
	Level 6:	Clever	(1250 points)
	Level 7:	Sharp	(1800 points)
	Level 8:	Genius	(2500 points)
Reputation -	Level 1:	Honest	(starting skill)
	Level 2:	Reliable	(100 points)
	Level 3:	Loyal	(250 points)
	Level 4:	Trustworthy	(500 points)
	Level 5:	Of good standing	(1000 points)
	Level 6:	Dependable	(1600 points)
	Level 7:	Respectable	(2300 points)
	Level 8:	Highly regarded	(3100 points)
Strength -	Level 1:	Weak	(starting skill)
	Level 2:	Standard	(100 points)
	Level 3:	Strong	(250 points)
	Level 4:	Tough	(450 points)
	Level 5:	Fierce	(650 points)
	Level 6:	Powerful	(900 points)
	Level 7:	Mighty	(1150 points)
	Level 8:	Formidable	(1400 points)

**** Skill providers and locations ****

To finish various quests, you will need to have different skills. You will get the skills from various characters in the game. For most of the skills, you will need to have a certain item or finish a certain quest first.

1) Scribing skill - Kevan, on the bottom level of Fort Weyr - You will need to get a journal first. You can get a journal by returning Lockenn's journal to him. Lockenn will give his journal and then Kevan will teach you the Scribing skill. This Skill is obtained by completing QUEST 1-5.

2) Knife skill - K'tan, Upper Level of Fort Weyr - When you get your knife back from K'tan, he will ask you if you would like to know how to use it correctly. If you answer yes, he will give you the Knife skill. This Skill is obtained by completing QUEST 1-1.

3) Crossbow skill - Jillan, near the gates of Fort Weyr Bowl - When Jillan gives you the Trundle bug quest, he will give you the crossbow and the crossbow skill.

4) Sword skill - Manwor, in the Fort Hold Courtyard - You need to get a sword before you can get the sword skill. Guy outside of the Smith Hall will give you a sword if you find his pickaxe.

5) Mining skill - Nisan outside in the Mastersmith Hall area - If you talk to him and you have the mining bracelet, Nisan will teach you this skill.

6) Stealth skill - Natty the thief, Fort Hold courtyard - After you corner Natty for stealing your knife, he will offer to teach you the Stealth skill in return for not reporting him to the local authorities.

7) Healing skill - Jazon, Healer Hall side room - Jazon will teach you

the Healing skill in Chapter 5, once you give him the cure. The Healing skill will let you identify herbs and heal Roem, the 4th Weyrwoman candidate.

8) Large Crossbow Skill - Lear, in the Hunter's Loge, Ierne Island - Lear will upgrade your Sneak skill and give you Large Crossbow skill, if you can successfully approach him unseen.

**** Weyrwomen locations ****

You are tasked with finding ten Weyrwoman candidates at the beginning of the game by V'Kai. Almost every non-married woman that you come across that and looks like they are in their twenties or thirties will turn out to be a Weyrwoman candidate. You will know that you have found a Weyrwoman when you receive the "Potential Weyrwoman found" message. All found Weyrwoman will appear in the Hatching Grounds.

1) Ramalla - In the cottage in Fort Weyr Bowl - You need to talk with her father Kendrick in the Fort Weyr Storage room first. (COMPLETE QUEST 1-15)

2) Kilimi - Harper Hall, second floor, on the door to the left of the stairs - Kilimi is singing a song and can not remember the second verse. You can find the second verse either behind a wall in the Ancient Caves or in the Fort Weyr Library. (COMPLETE QUEST 2-22)

3) Kiristi - On Ista Beach, beside the grave - Once you complete the quest to replace the headstone, Kiristi will become a Weyrwoman candidate. (COMPLETE QUEST 4-2)

4) Roem - In a house near the top of Ista Hold - Roem is lying on the bed very ill and her father asks for your help. You must get the healer skill and find the Sweatroot to heal her before she will become a candidate. You won't get the Healer skill until Chapter 5. (COMPLETE QUEST 4-6)

5) Maria - In a house at the top of Ista Hold - Siral on a bed in Healer Hall gives you a pearl to give to his wife Maria. When you give her the pearl, she becomes a Weyrwoman candidate. (COMPLETE QUEST 2-25)

6) Janifer - In a house at the bottom of Ista Hold - Janifer is available to be a Weyrwoman candidate in Chapter 5. Doorin will be waving to you outside of their house. (In case you missed the connection, Janifer's mother is Nalaya's sister.)

7) Gladeril - In the prison on the second floor - On the second floor of the prison, just before the room where you find Hellion, there is a trap door on the floor and a stonehead next to it. If you push the stone head onto the trap door, the door will open and Gladeril will be freed.

8) Mianna - In Harper Hall Library - Once you find the ornate key, Mianna will be a Weyrwoman candidate. To find the ornate key, you will first have to have a RESPECTABLE reputation and get the key from the Weyrleader's private reading room off of the Fort Weyr Library. Give this key to Lockenn, show him where the secret room in the library is, and collect the piece of paper when he opens the door. After you read the piece of paper, look at the bookshelf to the right of the secret room. You'll find the ornate key, which frees Mianna to be a Weyrwoman. (COMPLETE QUEST 2-20)

9) Emmara - Middle Level of Fort Weyr - Emmara is weaving the tapestry in the main room. Once you answer all of her questions, Emmara will go to the Hatching Grounds. (COMPLETE QUEST 1-9)

10) Imogen - Fort Weyr Bowl - Once you give all six Trundle bugs to Jillan, he will call his daughter Imogen. If you talk to her, she will become a Weyrwoman candidate. (COMPLETE QUEST 1-16)

**** Fire-lizard egg locations ****

There are six different fire-lizards you can use on your journey. When you get a fire-lizard egg, take it back to your room and place it in the sand tray near the fireplace. The egg will hatch immediately and the fire-lizard will take its spot on the perch near the fireplace. You must have a Knowledge level of KNOWLEDGEABLE before you can hatch fire-lizard eggs. (The Green, Blue, and Brown fire-lizards will rest on the perch near the fireplace, when you are not using them. The bronze, crystal and gold fire-lizards will take their spot on the perch in your bathroom.)

- 1) Green fire-lizard - You start the game with the green fire-lizard.
- 2) Blue fire-lizard - Syllia in the Fort Weyr Hatching Grounds will give you the fire-lizard egg.
- 3) Brown fire-lizard - In the well at the Fort Weyr Bowl - You have to activate the wheel near Ramalla's house to get this egg.
- 4) Bronze fire-lizard - In the windmill in the Mastersmith Hall - Solve the windmill Quest 2-16 in the Mastersmith Hall to get this egg.
- 5) Gold fire-lizard - Forn in Smith Hall gives you this fire-lizard egg if you give him both halves of the disc you find in the upper levels of the prison, before you confront Roth. WARNING - If you confront Roth before you get these two pieces, you will not be able to get the final fire-lizard egg.
- 6) White fire-lizard - In the bottom level of the Ierne Temple. You have to open the closed door by hitting the colored targets on the panel. You need a certain level of knowledge to do this, but I'm not sure what that level is. I've always had at least a SHARP Knowledge level when I got to this point.

**** Trundle bug locations ****

Jillan, located at the main gates of the Fort Weyr bowl, will tell you that his daughter Imogen is looking for six Trundle bugs before she will start doing her Hatching Ceremony duties. Jillan will give you a crossbow, the crossbow skill and a few darts to catch the bugs. See the section on fighting tips for more information about using the crossbow. You will also need a glass jar to hold the bugs, which you can get from Horlas in the Dining Area. You can only hold one Trundle bug at a time, so you will have to return to Jillan after you catch each one.

- 1) Fort Weyr Stores - In the room to the right of the kitchen, where Kendrick is originally located, there's a black Trundle bug.
- 2) The Dark Caves - In the room below the stones you have to jump across, there's a brown Trundle bug. Watch out for the two tunnel snakes down there.
- 3) Fort Hold Fountain Square - There's a blue Trundle bug running around near the fountain in Fort Hold's Fountain Square.
- 4) Clear Endeavor - In the hold of the Clear Endeavor, there's a green Trundle bug. WARNING - You have to grab this Trundle bug quickly, because once the ship leaves Ierne Island, you will not be able to get the bug again.
- 5) Ierne Island - On the far side of the beach where you land, there is a sand colored Trundle bug wandering around. WARNING - You must return this Trundle bug to Jillan before finishing the Ierne Temple area, otherwise you will not be able to capture the Prison bug.

6) Prison - There is a crystal colored Trundle bug on the middle floor of the prison. This bug is in the same location where you confront Lamrat.

**** Roma's feast ingredients ****

In Chapter 1, Roma in the Fort Weyr kitchen is talking about the feast he's preparing for the Hatching Ceremony. He needs you to collect a number of ingredients.

1) 2 Wherry Eggs

1a) The Ancient Caves - There's one Wherry Egg behind a wall in the tunnels on your way out of the Metal Caves. You need the pickaxe and the Mining skill to get this egg.

1b) Jim -After Chapter 2, if you go up the ramp outside of where the ancient artifact 2 is located, you will find Jim and Jax talking. If you confront them, Jim will give you a Wherry egg.

2) 4 Tunnel Snake Eggs -

2a) The Dark Caves - There's one Tunnel Snake egg lying on the ground protected by two Tunnel Snakes. This egg is in the room below where you jump from rock to rock to get to the room with Jim's Tunnel Snake basket.

2b) The Dark Caves - There's one Tunnel Snake egg behind the wall in the same tunnel as the slamming metal door. You need the pickaxe and the Mining skill to get this egg.

2c) The Ancient Caves - There's one Tunnel Snake egg behind a wall in the tunnels on your way out of the Metal Caves. You need the pickaxe and the Mining skill to get this egg.

2d) The Smugglers Cave, Ista Island - Just before you rescue N'eth, there's a tunnel snake egg. WARNING - Since the N'eth quest is on a time, rescue N'eth first, then get the Tunnel Snake egg.

2e) There is an extra Tunnel Snake egg available. You can purchase a Tunnel Snake egg from Helan for two marks after she has given you an ancient artifact.

3) Flax - Fort Hold Fountain Yard - Go into the stalls, near the back fence. There's a pile of Llama hair. Pick the hair up and give it to the three men standing just to the left of the doors to the main courtyard, if you are facing the doors. One of the men (Stephe) will give you Flax in return from the Llama hair.

4) Bottle of Rare Wine - Fisherman on Ista Beach will give you this at daybreak on Ista Isle, Chapter 5, after you push his boat into the water.

5) Featherfern - On Ista Beach - Featherfern is the reddish herb that is located at the right end of the semi-circular house. It is in the indentation in the rock near the three green herbs.

6) Nettleweed - Prison - There's some Nettleweed growing in your prison cell.

**** Answers to Emmara's questions ****

Emmara will ask you seven questions about Pern so she can finish her tapestry. She will start asking you questions when you talk to her after getting you first Reputation level increase. After that, she will ask you questions about each new area you visit. Note that there's no penalty for giving the wrong answer. Emmara will just keep asking you the question every time you talk to her, until you give her the correct answer.

- 1) Paraphrased question - "What creature lives in the Dark Caves under Fort Weyr?" Answer - "Tunnel Snakes" Question asked in Chapter 2 after visiting the Dark Caves to rescue Jim. (Quest 1-7)
- 2) Paraphrased question - "What is the dominant creature in the Ancient Caves under Fort Hold?" Answer - "Wherries" Question asked in Chapter 3 after visiting the Ancient Caves. (Quest 2-15)
- 3) Paraphrased question - "Who served food at the food stall" Answer - "Arrie" Question asked after visiting the Fort Hold Gather.
- 4) Paraphrased question - "Do you have a citron fruit from Ista Island?" Answer - Hand the citron fruit to Emmara. Question asked after you got the citron fruit from the Ista Island Supplies store.
- 5) Paraphrased question - "What is the favorite fish of the Ista Island fisherman?" Answer - "Fingerfish" Question asked after visiting the fisherman on Ista Island
- 6) Paraphrased question - "What features are there in the Ierne Temple?" Answer - "Statues and fungi" Question asked after visiting Ierne Temple.
- 7) Paraphrased question - "How many statues where there at Ierne Temple?" Answer - "Four" Question asked after visiting Ierne Temple.

**** Ancient Artifacts ****

There are three different types of artifacts you can find in the game. The first three artifacts you give to Forn will upgrade your knife. The next three artifacts will upgrade your sword. There are two addition artifacts that, when given to Forn at the same time, will get you the final fire-lizard egg.

The first and most common artifact look like a black rectangle with three wires (yellow, green, and red) coming out of the side. There are three of these artifacts (numbers 1, 2, and 3). The second artifact look like a white rectangle with two 'L' shaped black lines on it and a black line on the bottom. There are two of these artifacts (numbers 4 and 5). The third artifact looks like some type of electronic meter. There is one of these types of artifacts (number 6). The final artifact is a half of a disc. There are two of these artifacts (numbers 7 and 8). You will need both of these artifacts to get the reward from Forn.

- 1) The Dark Caves - You have to move a rock to get to it. The rock is below the tunnel snake basket in the final room before you locate Jim. You will need a Strength level of at least TOUGH to move the rock.
- 2) Fort Weyr Bowl, above the Dark Caves - You have to move another rock to get this one. There is a ramp up to this rock just before the bridge to the Dark Caves. You will need a Strength level of at least TOUGH to move the rock.
- 3) The Metal Cave, in the Ancient Caves of Fort Hold - This artifact is in the safe with the cure for Lamrat.
- 4) In the courtyard of Harper Hall, there's a door that has a bronze lock. You can open this lock with the key you get from Ralliss in Fort Hold Grand Hall.
- 5) Helan gives you an ancient artifact if you have the reputation level of Dependable.
- 6) In the library of Harper Hall, there is a secret passageway that leads to the last weapon upgrade artifact. You must complete Quest 2-20 to get the key needed to open this passageway. To open this passageway, you need to use the Ancient Key or the small, rusty key on the same bookshelf that you found the key. (Mianna calls the key the ANCIENT KEY, but it is called the small, rusty key in your inventory.)
- 7) In the top level of the Prison, there is one half of the disc on a

pedestal in a room blocked by a boulder.

8) In the top level of the Prison, directly opposite the room that holds artifact 7, there is a room blocked by a metal door. If you use the brooch you found from Belan, you can open this room. There is one half of the disc on a pedestal in this room.

**** QUESTS ****

I've listed all of the quest that I could find in the game. The quests are listed by the chapter in which they are given. For each question, I've included a description of the quest, a synopsis on how to solve the quest, the rewards for completing the quest and the first chapter that you can finish the quest. Not all of the quests I've listed are listed as quests in your journal. There are some things that you can do for rewards that are only mentioned in passing in the journal or are not mentioned at all.

**** Prologue Quests ****

QUEST P-1: Oil Zenth

QUEST P-1 COMPLETED: in Prologue

SOLUTION TO QUEST P-1: Use the oil and brush on Zenth.

REWARD FOR QUEST P-1: A cut-scene and advancement to Chapter 1

**** Chapter 1 Quests ****

QUEST 1-1: Get your knife from K'tan

QUEST 1-1 COMPLETED: in Chapter 1

SOLUTION TO QUEST 1-1: Talk to K'tan in his room.

REWARD FOR QUEST 1-1: Knife Skill Awarded, Strength +40

QUEST 1-2: Visit Lytah, S'lon, B'rak, K'tan, T'men, L'tul, F'ben, N'eth, and V'hul. Get each one of them to come to the meeting.

QUEST 1-2 COMPLETED: in Chapter 1

SOLUTION TO QUEST 1-2: Complete Quests 1-1 (K'tan), talk to Lytah, finish Quest 1-10 (N'eth), talk to S'lon, finish Quest 1-11 (T'men and B'rak), deliver ballad to complete Quest 1-8 (F'ben), and finish Quest 1-7 then talk to L'tul.

REWARD FOR QUEST 1-2: A cut-scene and advancement to Chapter 2

QUEST 1-3: Pick up your riding gear from Craftsmaster Dorn.

QUEST 1-3 COMPLETED: in Chapter 1

SOLUTION TO QUEST 1-3: Talk to Craftsmaster Dorn located in Dorn's Workshop on the Lower Levels.

REWARD FOR QUEST 1-3: You will be able to travel to different locations on Zenth in later chapters.

QUEST 1-4: Find a cure for your hangover.

QUEST 1-4 COMPLETED: in Chapter 1

SOLUTION TO QUEST 1-4: Talk to Urik and get the Headache Cure.

REWARD FOR QUEST 1-4: Health + 80%.

QUEST 1-5: Find Lockenn's journal and return it to him

QUEST 1-5 COMPLETED: in Chapter 1

SOLUTION TO QUEST 1-5: Get Lockenn's journal from Lytah. Return journal to Lockenn.

REWARD FOR QUEST 1-5: You very own journal. Reputation +20

QUEST 1-6: Find a pearl for Lytah.

QUEST 1-6 COMPLETED: in Chapter 2 or 4 (Chapter 6 in the walkthrough.)

SOLUTION TO QUEST 1-6: Shoot oyster in the pond at Mastersmith Hall or in the ocean at Ista beach to get a pearl. There seems to be only one oyster with a pearl in the game. The oyster can be in either Ista Beach or Mastersmith Hall. Give pearl to Lytah.

REWARD FOR QUEST 1-6: Reputation +30

QUEST 1-7: Find Gillian's son Jim

QUEST 1-7 COMPLETED: in Chapter 1

SOLUTION TO QUEST 1-7: Travel through the Dark Caves to find Jim at the end. Open another entrance to the Dark Caves by ramming the mining cart into the wall.

REWARD FOR QUEST 1-7: Reputation +50 plus an addition Reputation +50 if you talk to Gillian in her room.

QUEST 1-8: Deliver V'hul's ballad to F'ben.

QUEST 1-8 COMPLETED: in Chapter 1

SOLUTION TO QUEST 1-8: Deliver the ballad to F'ben in his room.

REWARD FOR QUEST 1-8: F'ben goes to the Weyr Meeting. Knowledge +10, Reputation +20

QUEST 1-9: Help Emmara finish her tapestry of Pern

QUEST 1-9 COMPLETED: in Chapter 9

SOLUTION TO QUEST 1-9: After visiting new places go back to Emmara and give her whatever information she asks for. The Quest is complete when you give her the last piece of information she wants.

REWARD FOR QUEST 1-9: Emmara becomes a Weyrwoman candidate. Knowledge +50, Reputation +100 (part of Quest 1-16.)

QUEST 1-10: Find out who N'eth insulted and apologize to him.

QUEST 1-10 COMPLETED: in Chapter 1

SOLUTION TO QUEST 1-10: N'eth insulted Tom, the chef. Apologize to Tom for N'eth, then return to N'eth and tell him what happened. N'eth will then apologize to Tom in person.

REWARD FOR QUEST 1-10: N'eth will go to the Weyr meeting. Reputation +20, Knowledge +25

QUEST 1-11: Stop T'men's and B'rak's game so they'll go to the Weyr meeting.

QUEST 1-11 COMPLETED: in Chapter 1

SOLUTION TO QUEST 1-11: Grab the dice when they are on the table.

REWARD FOR QUEST 1-11: T'men and B'rak go to the meeting.

QUEST 1-12: Investigate the ore shortage.

QUEST 1-12 COMPLETED: in Chapter 9.

SOLUTION TO QUEST 1-12: Take the key you get from Lamrat in Chapter 8. Use it on the door of the Masterminer Hall. Read the three notes in the building, including the one locked in the box. Confront Rom.

REWARD FOR QUEST 1-12: You find out what happened to the ore.

QUEST 1-13: Tom wants you to return his favor by doing something for him.

QUEST 1-13 COMPLETED: in Chapter 2

SOLUTION TO QUEST 1-13: Get the letter from Tom. Deliver it to his brother Jak in Fort Hold.

REWARD FOR QUEST 1-13: Jak will let you heat the meat pies in his

oven, Reputation +30.

QUEST 1-14: Get the ingredients for Roma's Hatching Ceremony meal.

QUEST 1-4 COMPLETED: in Chapter 9.

SOLUTION TO QUEST 1-14: The ingredients and their locations are listed in the "Roma's feast ingredients" section of the Lists.

REWARD FOR QUEST 1-14: Knowledge +25, Reputation +60 (Total: 2945)

QUEST 1-15: Get Ramalla, Kendrick daughter. She is a potential Weyrwoman Candidate.

QUEST 1-15 COMPLETED: in Chapter 1

SOLUTION TO QUEST 1-15: Talk to Kendrick in the Stores and the Ramalla in Kendrick's house located in the Fort Weyr Bowl.

REWARD FOR QUEST 1-15: Ramalla becomes your first potential Weyrwoman (part of Quest 1-16.) Reputation +100, Knowledge + 50.

QUEST 1-16: Find 10 Weyrwoman candidates.

QUEST 1-16 COMPLETED: in Chapter 9

SOLUTION TO QUEST 1-16: Complete Quest 1-15 (Ramalla), Quest 1-9 (Emmara), Quest 1-17 (Imogen), Quest 2-20 (Mianna), Quest 2-22 (Kilimi), Quest 4-2 (Kiristi), Quest 4-6 (Roem), Quest 2-25 (Maria), Talk to Janifer in Chapter 5, and release Gladril from her prison in Chapter 8.

REWARD FOR QUEST 1-16: I don't think you get anything special for finding all of the 10 Weyrwoman in the PC version.

QUEST 1-17: Collect 6 Trundle bugs for Jillan's daughter Imogen.

QUEST 1-17 COMPLETED: in Chapter 9.

SOLUTION TO QUEST 1-17: The Trundle bugs and their locations are listed in the "Trundle bug locations" section of the Lists.

REWARD FOR QUEST 1-17: Imogen because a potential Weyrwoman (part of Quest 1-16.) Knowledge +50, Reputation +100

QUEST 1-18: Move the lever on the Fort Weyr windmill.

QUEST 1-18 COMPLETED: in Chapter 1, if you get Formidable strength in this chapter. Chapter 3, if you follow this walkthrough.

SOLUTION TO QUEST 1-18: When you have formidable strength, pull the lever on the windmill.

REWARD FOR QUEST 1-18: 10 bug catching darts.

**** Chapter 2 Quests ****

QUEST 2-1: Give V'hul's note to Lamrat

QUEST 2-1 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-1: Talk to Lamrat in Fort Hold.

REWARD FOR QUEST 2-1: Knowledge +50

QUEST 2-2: Get past Lamrat somehow to enter Fort Hold.

QUEST 2-2 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-2: Learn the Stealth Skill from Natty, the thief, and use the skill to sneak past Lamrat.

REWARD FOR QUEST 2-2: Access to Fort Hold Hall.

QUEST 2-3: Faran needs a new bracket and a new Herdbeast so he can fix this cart.

QUEST 2-3 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-3: Take the pottery wheel when the harpist, Skjald, drives him away. Get Klor in Mastersmith Hall to remove the bracket for you. Give the bracket back to Faran. Also, you have to complete Quest 2-8.

REWARD FOR QUEST 2-3: Faran moves his cart out of the way so you

can visit Harper Hall. Reputation +80

QUEST 2-4: Keela wants to touch Zenth.

QUEST 2-4 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-4: Agree to Keela's request.

REWARD FOR QUEST 2-4: Keela gives you sweets. Reputation +15

QUEST 2-5: Deliver a tapestry to Salyn for Skarn and return to him when you are done.

QUEST 2-5 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-5: Give the tapestry to Salyn in Harper Hall.

REWARD FOR QUEST 2-5: Skarn gives you a small tapestry. Reputation +20

QUEST 2-6: Capture the thief in the Fort Hold Gather.

QUEST 2-6 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-6: Talk to Natty after he steals your knife and talk to Arrie after you get the Stealth skill.

REWARD FOR QUEST 2-6: Map of Fort Hold, Reputation +15, Stealth Skill.

QUEST 2-7: Buy the mining bracelet from Derna.

QUEST 2-7 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-7: Win Archery Contest and complete Quests 2-12, 2-13, and 2-14. Each of these gives you one mark. You need three marks to buy the bracelet.

REWARD FOR QUEST 2-7: Get the mining bracelet needed to enter the Ancient Caves.

QUEST 2-8: Harat wants a baby Tunnel Snake in exchange for a Herdbeast.

QUEST 2-8 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-8: Get the Baby Tunnel Snake from Jim. Jim will give the Tunnel Snake to you if you give Jim some sweets (Quest 2-4 and a wooden top from Derna.

REWARD FOR QUEST 2-8: Harat gives you a Herdbeast for Faran.

QUEST 2-9: Find Daize's toy dragon, near the kitchens or storeroom of Fort Hold.

QUEST 2-9 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-9: The toy dragon is under the boxes near the kitchen in Fort Hold Hall. Return the dragon to Daize.

REWARD FOR QUEST 2-9: Kastalla gives you carving of Fort Hold's Harper. Reputation +20

QUEST 2-10: Stephe is looking for some Llama hair.

QUEST 2-10 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-10: After you complete Quest 2-8, return to the HerdBeast pen and pick up the Llama hair. Give the hair to Stephe.

REWARD FOR QUEST 2-10: Stephe gives you some Flax. Knowledge +10

QUEST 2-11: Return the pottery wheel to Joliad.

QUEST 2-11 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-11: Return the wheel you took after Klor removes the bracket.

REWARD FOR QUEST 2-11: Reputation +20

QUEST 2-12: Uncover the statues for Larin.

QUEST 2-12 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-12: Select each of the five covered statues in Fort Hold Hall.

REWARD FOR QUEST 2-12: Larin gives you one mark. Reputation +15

QUEST 2-13: Find Janeth's bag of nails.

QUEST 2-13 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-13: Talk to Tolwin. Tolwin will drop a bag of nails. Give those nails to Janeth.

REWARD FOR QUEST 2-13: Janeth gives you one mark. Reputation +15

QUEST 2-14: Move the boxes from in front of the kitchen to where Tregard is standing.

QUEST 2-14 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-14: Select each of the boxes in front of the kitchen and then talk to Tregard.

REWARD FOR QUEST 2-14: Tregard gives you one mark. Reputation +15

QUEST 2-15: Lamrat wants you to retrieve the disease's cure from the Ancient Caves below Fort Hold.

QUEST 2-15 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-15: Get the cure to the disease in the Ancient Caves. You will automatically give the cure to Lamrat upon exiting the caves.

REWARD FOR QUEST 2-15: Nothing except that warm, fuzzy feeling you get from doing a good deed.

QUEST 2-16: Find new sails for the Mastersmith Hall Miller and get FORMIDABLE strength to move the lever.

QUEST 2-16 COMPLETED: in Chapter 5

SOLUTION TO QUEST 2-16: Show the Skarn's second tapestry to Hela in the Ista Tapestry Shop. She will later give you some heavy canvas to use for the new sails. Talk to the miller to give him the sails and pull the lever to start the windmill moving.

REWARD FOR QUEST 2-16: The Bronze fire-lizard egg.

QUEST 2-17: Find Guy's pickaxe.

QUEST 2-17 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-17: Guy's pickaxe is just on a rock nearby.

REWARD FOR QUEST 2-17: Guy gives you a sword. Knowledge +25, Reputation +15

QUEST 2-18: Find someone to teach you how to use your new sword.

QUEST 2-18 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-18: Get the sword by completing Quest 2-17. Talk to Manwor and agree to his proposition.

REWARD FOR QUEST 2-18: Knowledge +50

QUEST 2-19: Get the ballad of Moreta's Ride from Hered.

QUEST 2-19 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-19: You never really complete this quest. Once you summon Hered, you get a cut scene that effectively ends this quest.

REWARD FOR QUEST 2-19: Quest 2-19 becomes Quest 2-22.

QUEST 2-20: Find whatever Mianna is looking for

QUEST 2-20 COMPLETED: in Chapter 9

SOLUTION TO QUEST 2-20: Complete Quest 2-21. Take and read the piece of paper from the secret chamber. Search the bookshelf that is on the right wall closest to the secret chamber, when facing the secret chamber to find the ornate key. Give the ornate key to Mianna.

REWARD FOR QUEST 2-20: Mianna becomes a Weyrwoman candidate. Knowledge +50, Reputation +100

QUEST 2-21: Get in the secret chamber in the Harper Hall library.

QUEST 2-21 COMPLETED: in Chapter 9

SOLUTION TO QUEST 2-21: You need you a reputation level of HIGHLY REGARDED. Enter the Weyrleader's private Reading Room and get the key on the table. Give the key to Lockenn in the Harper Hall Library. Lockenn will then open the secret chamber.

REWARD FOR QUEST 2-21: You get the map needed to find the key Mianna is looking for.

QUEST 2-22: Kilimi can't remember the second verse to the song she is singing.

QUEST 2-22 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-22: The ballad Kilimi is singing can be found in both the Fort Weyr Library and hidden behind a rock seam in the Ancient Caves.

REWARD FOR QUEST 2-22: Kilimi becomes a Weyrwoman candidate. Knowledge +75, Reputation +25

QUEST 2-23: Summon Hered to Harper Hall.

QUEST 2-23 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-23: Talk to Yallin the scribe to get the drum pattern. Talk to Step, playing the harp to get him to play the drums.

REWARD FOR QUEST 2-23: Knowledge +50

QUEST 2-24: Find Kurn.

QUEST 2-24 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-24: Kurn is in the Harper Hall barracks. When Kurn rolls on his side, get the key from the bed. Open the safe with the key and get the flute. Play the flute on Kurn and he will wake up and go to his lesson.

REWARD FOR QUEST 2-24: Reputation +15

QUEST 2-25: Give Siral's pearl to Maria on Ista Island.

QUEST 2-25 COMPLETED: in Chapter 4

SOLUTION TO QUEST 2-25: Enter the last house in Ista before the Harper Drumming Platform and talk to Maria.

REWARD FOR QUEST 2-25: Maria becomes a Weyrwoman candidate. Knowledge +50, Reputation +100

QUEST 2-26: Get some hot food for Healer Hall.

QUEST 2-26 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-26: Get some food from Arrie to get the meat pies. Talk to Jak in the kitchen to heat the pies. Give the heated pies to Merrick in Healer Hall.

REWARD FOR QUEST 2-26: Get food for the sick in Healer Hall. Knowledge +25, Reputation +50

QUEST 2-27: Make Lord Galt pay the traders the agreed amount even though the traders lost most of their HerdBeasts.

QUEST 2-27 COMPLETED: in Chapter 3

SOLUTION TO QUEST 2-27: Talk to Lord Galt, then talk to Manwor.

REWARD FOR QUEST 2-27: Reputation +40

QUEST 2-28: Take the ancient drum pattern to Tinossi.

QUEST 2-28 COMPLETED: in Chapter 2

SOLUTION TO QUEST 2-28: Give the drum pattern to Tinossi. She will tell you that she will give the pattern to Hered, but she won't tell you any more about the pattern.

REWARD FOR QUEST 2-28: Reputation +30

**** Chapter 3 Quests ****

QUEST 3-1: Give Lamrat's letter to V'hul.

QUEST 3- COMPLETED: in Chapter 3

SOLUTION TO QUEST 3-1: Talk to V'hul after the meeting in the Upper Levels.

REWARD FOR QUEST 3-1: Reputation +25 (Total: 1155)

QUEST 3-2: Find the cure and give it to Jazon.

QUEST 3-2 COMPLETED: in Chapter 5

SOLUTION TO QUEST 3-2: Get the cure from Manwor and Faran. Deliver the cure back to Jazon.

REWARD FOR QUEST 3-2: Healing Skill Acquired. Reputation +100

**** Chapter 4 Quests ****

QUEST 4-1: Find a place to sleep on Ista Island.

QUEST 4-1 COMPLETED: in Chapter 4

SOLUTION TO QUEST 4-1: Complete Quest 4-8 and then use the bed.

REWARD FOR QUEST 4-1: Solving this Quest will end Chapter 4.

QUEST 4-2: Get a new headstone and the find inscription for Kiristi.

QUEST 4-2 COMPLETED: in Chapter 5

SOLUTION TO QUEST 4-2: The inscription for the headstone is found in the Fort Weyr Library under the "Gannell" scroll. Talk to Guy in Mastersmith Hall and he will make you a new headstone for 5 marks.

REWARD FOR QUEST 4-2: Kiristi becomes a Weyrwoman Candidate. Knowledge +50, Reputation +100

QUEST 4-3: Find out where the diseased cattle come from.

QUEST 4-3 COMPLETED: in Chapter 6

SOLUTION TO QUEST 4-3: Talk to the various townspeople to discover the cattle come from Ista Beach, summon the Harper on Day 5, talk to the men on the beach, enter the Smuggler's Cove in Chapter 6 and board the Clear Endeavor.

REWARD FOR QUEST 4-3: You find the origin of the diseased cattle.

QUEST 4-4: Find Keriil and Hellion

QUEST 4-4 COMPLETED: in Chapter 8

SOLUTION TO QUEST 4-4: Both Hellion and Keriil are in the Prison of Chapter 8. They never appear back at their house in Ista, so you can only free them from jail. Completing Quest 8-1 and 8-3 will finish this quest.

REWARD FOR QUEST 4-4: You don't get any additional reward above that of completing Quest 8-1 and 8-3.

QUEST 4-5: Find Joseph.

QUEST 4-5 COMPLETED: in Chapter 8

SOLUTION TO QUEST 4-5: Joseph is in a cell in the Prison of Chapter 8. Releasing him finishes the quest, since you can't talk to anyone in Ista about this. Complete Quest 8-1 to free Joseph.

REWARD FOR QUEST 4-5: You don't get any additional reward other than the standard prisoner release reward that is already included in the Quest 8-1 reward listing.

QUEST 4-6: Find a cure Roem

QUEST 4-6 COMPLETED: in Chapter 5

SOLUTION TO QUEST 4-6: Get the Healing Skill from Jazon after you complete Quest 3-2. Get the Sweatroot from the Ista Supplies Shop.

Talk to Roem's father, then talk to Roem on a later visit.

REWARD FOR QUEST 4-6: Roem becomes a Weyrwoman candidate.

Knowledge +50, Reputation +100

QUEST 4-7: Find Holin and get him to pay his bill.

QUEST 4-7 COMPLETED: in Chapter 4

SOLUTION TO QUEST 4-7: Beat up Holin and he will give you a moneybag to pay Matrice.

REWARD FOR QUEST 4-7: Matrice gives you a free room to sleep in.
Reputation +50

QUEST 4-8: Restore Sorian's reputation by exposing Holin.

QUEST 4-8 COMPLETED: in Chapter 4

SOLUTION TO QUEST 4-8: Sneak up to Holin and grab his dice. Show the dice to Gamut in the Dawn Sisters.

REWARD FOR QUEST 4-8: You get Holin's loaded dice. Knowledge +10,
Reputation +50

**** Chapter 5 Quests ****

QUEST 5-1: Get the cure from Manwor.

QUEST 5-1 COMPLETED: in Chapter

SOLUTION TO QUEST 5-1: Talk to N'eth outside twice. Once N'eth enters the Dawn Sisters, go to Ista Beach. When you return to the Rising Star Inn, N'eth give you the cure.

REWARD FOR QUEST 5-1: You have the cure, again.

QUEST 5-2: Find a Harper drum

QUEST 5-2 COMPLETED: in Chapter 5

SOLUTION TO QUEST 5-2: Talk to the sleeping men in the barracks to find someone to fix the drum and provide a drum skin.

REWARD FOR QUEST 5-2: You get a drum to summon the Ista Island Harper.

QUEST 5-3: Find N'eth

QUEST 5-3 COMPLETED: in Chapter 6

SOLUTION TO QUEST 5-3: Complete Quest 5-4 then complete Quest 6-1.

REWARD FOR QUEST 5-3: N'eth is safe.

QUEST 5-4: Find and enter the Smuggler's Cove

QUEST 5-4 COMPLETED: in Chapter 5

SOLUTION TO QUEST 5-4: Try to enter the Smuggler's house across from Sorian's house. Sorian will offer the help you sneak into the house. Enter the house and wait for Sorian to knock on the door. While Sorian's distracting the men, steal the key from one of men. Use the key to open the trap door.

REWARD FOR QUEST 5-4: Solving this Quest ends Chapter 5

**** Chapter 6 Quests ****

QUEST 6-1: Rescue N'eth. (This Quest is on a timer, so you can't take too long to rescue N'eth or he will die.)

QUEST 6-1 COMPLETED: in Chapter 6

SOLUTION TO QUEST 6-1: Run through the Smuggler's Cove and into the building off of the dock. At the bottom of the right hand tunnel is N'eth.

REWARD FOR QUEST 6-1: N'eth freed

QUEST 6-2: Find V'hul and S'lon.

QUEST 6- COMPLETED: in Chapter 6

SOLUTION TO QUEST 6-2: You'll find S'lon in V'hul's room. Grab the note on the table in V'hul's room to finish this Quest.

REWARD FOR QUEST 6-2: Our reward is being branded a traitor.

QUEST 6-3: Find the three herbs required for the cure to the disease.

QUEST 6-3 COMPLETED: in Chapter 9

SOLUTION TO QUEST 6-3: You get the Silverthorn by completing Quest 7-1, the Roseleaf by completing Quest 7-2, and the Southern Star by completing Quest 8-1.

REWARD FOR QUEST 6-3: No reward other than that given by Quest 8-1.

**** Chapter 7 Quests ****

QUEST 7-1: Find the herb at the bottom of the volcano

QUEST 7-1 COMPLETED: in Chapter 7

SOLUTION TO QUEST 7-1: Sneak past all of the felines or kill them until you reach the herb at the bottom.

REWARD FOR QUEST 7-1: Receive Silverthorn herb. Reputation +40

QUEST 7-2: Open the gate on the ground floor of the Ierne Temple

QUEST 7-2 COMPLETED: in Chapter 7

SOLUTION TO QUEST 7-2: Move all of the stone heads on the triggers. View the pattern on the floor upstairs. Move the levers in the four rooms.

REWARD FOR QUEST 7-2: Roseleaf herb acquired.

**** Chapter 8 Quests ****

QUEST 8-1: Help the prisoners to escape.

QUEST 8-1 COMPLETED: in Chapter 8

SOLUTION TO QUEST 8-1: Explore the bottom level of the prison to get the five keys to the five prison cells.

REWARD FOR QUEST 8-1: You get a sprig of Southern Star. Reputation +250

QUEST 8-2: Escape from your prison cell.

QUEST 8-2 COMPLETED: in Chapter 8

SOLUTION TO QUEST 8-2: Grab the bedpost and the chamber pot and after a cut scene, you will be free.

REWARD FOR QUEST 8-2: You're free!

QUEST 8-3: Find Hellion

QUEST 8-3 COMPLETED: in Chapter 8

SOLUTION TO QUEST 8-3: Hellion is in the last room to the left.

REWARD FOR QUEST 8-3: ? I've never gotten any credit for this quest in the journal. I get Knowledge +25 and Reputation +30 for what I do complete.

**** Chapter 9 Quests ****

There are no new Quests given in Chapter 9. All you do in this chapter is finish the remaining Quests given in other chapters. The only thing close to a Quest given in this chapter is that V'Kai wants you to talk to him after you get the Reputation Level of HIGHLY REGARDED.

**** Chapter 10 Quests ****

QUEST 10-1: Find Rowarth

QUEST 10-1 COMPLETED: in Chapter 10
SOLUTION TO QUEST 10-1: Rowarth is in the Dark Caves.
REWARD FOR QUEST 10-1: Reputation +50

QUEST 10-2: Gather four dragonriders and go to the Hatching Grounds.

QUEST 10-2 COMPLETED: in Chapter 10

SOLUTION TO QUEST 10-2: Talk to Lytah in the Library, B'rak in the large area of the Middle Levels, T'men in the Gambling Room, and L'tul in his bedroom.

REWARD FOR QUEST 10-2: You get the final movie.

**** ACKNOWLEDGEMENTS ****

Dragonriders of Pern and Dragonriders: Chronicles of Pern are all trademarks of Anne McCaffrey. Thank you Anne McCaffrey for giving us the world of Pern and its dragons.
The game Dragonriders: Chronicles of Pern was developed and marketed by Ubi Soft, Inc and its subsidiaries.

I want to give a special thank you to FunkyMushroom for giving me all kinds of information for this walkthrough. He gave me all Dreamcast related information. Thank you FunkyMushroom for pointing out that the type of ancient artifact does not have any effect on the weapon upgrade you will receive. Thank for the numerous other pointers and information you've given me!)

I also want to give a special thank you to M. Holden for discovering that you can control the camera on the PC.

I got hints from reading several posts on the www.gamesfaq.com message board. I would thank the following people for pointing out a few things that I didn't catch on my passes through this game. I hope I've acknowledged all of the people whose posts help me. (I'm not putting anyone's full name in here unless they give me permission to use it.)

DexmanC (For many of posts.)
ZeketheHairyDog (For many posts)
Cileng (For help on confronting ROM)
Iceburgh (For the prison / "0" (Ins) key bug)
Fyrehawk (For a various posts)

Thanks to all the people who told me where the brown and bronze fire-lizard eggs are located. (The reddish looking lizard is the brown fire-lizard. It's the same color as the brown dragon in the final cut scene.) They are: (listed in the order I got the email.)

RubyDragonV
Jaclyn
Superferalalpha
Linzi
FunkyMushroom
BEVILAJ
Edana,
Rosalie

