

SHANNARA WALKTHROUGH

This walkthrough was created by Frodo for Abandonia.

Shady Vale

You are Jak Ohmsford - part elf, part human. You have had a fight with your father, and you are now trying to relax at the brook. Take **JOURNAL**, so you can record your adventures. Now turn the pages to read about the fight with your father. Now look at brook, to see something reflecting from the willow tree. Look at willow tree, and look at branches. Maybe if you could move the branches, you could see what was reflecting in the water. Take **FISHING POLE**, and use it to part the branches. Oh, what a cute wee bird. Look at bird to see it has a shiny golden **LOCKET**. Try to catch **LOCKET** with your **FISHING POLE**, but it is not long enough. Dang! Take **STICK** from the rock, and combine **STICK** with **FISHING POLE**. Now use your newly-extended **FISHING POLE** to catch **LOCKET**. A monster appears, taking you to a combat screen. Attack it, and keep attacking, until a mysterious stranger comes to your aid. Talk to him, and ask about everything. You learn that he is a druid named Allanon. He guided your father on his quest to find the Sword of Shannara. He tells you that an army of monsters will soon attack your home. He will go back to Shady Vale to warn your father, but you must travel to the town of Leah, and warn the king, Menion Leah, about the danger. Take note of the directions Allanon gives you - head East, cross the Rappahalladron River, then go up into the foothills. You write about your meeting with Allanon, then head off into the wilderness.

Wilderness

Start walking South and East (try to avoid monsters) until you reach a clearing. A young woman is trapped under a fallen tree, and you have to help get her free. Talk to her, and she identifies herself as Shella Leah, an old family friend, and princess to the town of Leah (where you are travelling to). Try to move log with your **FISHING POLE**, but you can't get any leverage. There is a large rock nearby, so push **ROCK** closer to Shella. Now again, use **FISHING POLE** to move the log. The large rock gives you leverage that you need, so you are able to free her this time. She suddenly draws her bow, and aims towards you. Oh oh! She fires an arrow, and it shoots right past you, killing the monster that was behind you. Phew, that was a close one. You quickly bring her up to speed with all that Allanon told you. Now talk to her, and ask about everything. Make sure you ask about her **LOCKET**. Now look at the **LOCKET** in your inventory. Seem familiar? Show **LOCKET** to Shella, and she confirms it is hers. Tell her you found it in a bird's nest, and she agrees to take you back to her home-town of Leah, as a 'thank you' for returning her locket.

Start walking South and East, avoiding monsters as much as possible, but attacking when necessary. You need to find a good place to cross the river, so take heed of Shella's advice, until you are able to cross over. Now continue heading East until you reach the town of Leah.

The Town Of Leah

As soon as you enter through the gates of Leah, a guard urges Shella to return to the Manor House immediately, as her father is gravely ill. Quickly talk to the guard, and warn him of the impending danger.

Walk North, and talk to the gardener. Not very friendly, is he. Walk North again, to enter the castle. Talk to Winston (the servant) to learn that King Menion is very ill. Head West, up the stairs, and Shella rushes to her father's bedside, but he is too ill to respond to her. Talk to Shella, and ask about everything. What a worrying time this is! Look at **TEACUP** on the nightstand to see some herbs left at bottom of the cup. Smell the **TEACUP** to get a strange odour. Take **TEACUP**, telling Shella that it might be useful. Notice the steaming pot behind Shella - it is helping her father to breathe.

Go back downstairs, and talk to Winston about everything. Winston was the one that found King Menion sick, so he can tell you exactly what happened. The only thing that King Menion had that no-one else had was a cup of tea! I wonder if that cup of tea is responsible for his getting sick? Take **POTPOURRI** from the table, and smell **POTPOURRI**. Also, read Book from the table, and flip through the pages to read all the entries. Now leave the castle.

Back in the garden, the gardener has gone, so you can look around the garden in peace. Look at hole next to the fountain, then search the hole to discover that whatever was growing here, it was not Sassafras (a herb used in tea), as the sign indicates. Very suspicious. Look around, and when you are ready, head South.

In the town, enter Herb Shop on the right. Talk to Jonas the herbalist about everything. Show **TEACUP** to herbalist, and he tells you that the cup contains traces of the Dreaddire plant. Dreaddire is closely related to the Sassafras plant, except that Dreaddire is extremely poisonous. Jonas can make an antidote, but he is out of a few ingredients. He needs you to find some Dogwood flowers, cloves, and charcoal for him. Talk to him again to learn that using the Dreaddire plant was unlikely to be an accident, So the King was poisoned on purpose! Look around if you want, and when you are ready, leave the shop.

Head North, and look at Dogwood tree in the garden. Unfortunately, it is out of season, and has no blossoms. But you **need** Dogwood flowers for

the antidote. What are you going to do? Enter the castle, and talk to Winston again. Ask him about everything, and tell him that the tea which King Menion drank was poisonous. Winston insists that he brewed the tea himself from plants in the garden, and he would never harm the King. But he goes on to reveal that he got the Sassafras from the new gardener. Very suspicious! Tell Winston about the antidote.

Head upstairs to the king's bedroom. Take **STEAM POT** from the far table to reveal some glowing hot **CHARCOAL** on the brazier underneath. You need charcoal for the antidote. Try to pick up the **CHARCOAL**, but you burn yourself. Pour water from **STEAM POT** onto the brazier to extinguish the fire, then take a piece of **CHARCOAL**. You have your first ingredient for the antidote. Nice work.

Make your way back to the Herb shop, only to find Jonas dead. Oh no! What happened to him? Take **PAPER** from Jonas's hands, then read it, to see that it is the antidote recipe for Dreddire poisoning. Take **GREEN POTION** from the counter, and look at it to learn that it enhances plant growth. That could be useful. When you are ready, leave the shop. You automatically tell the guard about Jonas being dead. Now talk to the guard about everything to learn that the new gardener had been here earlier. The plot thickens.

Go North, back to the castle gardens, and look at Dogwood tree on the left. Use **GREEN POTION** on Dogwood tree, and the tree quickly blossoms. Take Dogwood **FLOWERS** from the tree to get your second ingredient.

Now look at your **POTPOURRI** to see that it contains some cloves, amongst other things. That means you have all the ingredients you need now - **CHARCOAL**, **DOGWOOD FLOWERS** and **CLOVES** - so you are ready to make the antidote now.

Return to the Herb Shop, and use one of the ingredients with pestle on the desk to automatically make the antidote. You and Shella quickly return to the Castle, and give antidote to King Menion.

Next morning, you are summoned to the king's bedroom. King Menion has made a full recovery! But you are surprised to find Allanon (the druid) here. Allanon tells you that your adventure is not yet over, as the danger is still present. You must now travel to Tyrsis to get Sword of Shannara, and also warn King Balinor of the danger. Shella wants to go with you, but King Menion forbids it. When Shella has left the room, talk to King Menion about everything. Now talk to Allanon about everything to learn more about your foe, the evil Warlock Lord Brona. You also learn that you must claim your elvish birthright as heir to the Sword of Shannara. When you are ready, leave the room.

Leave the castle, so you are in the gardens. Shella will come out from her

hiding place behind the fountain. She insists that she is coming with you. Head down to the town gates with Shella, but the guard won't let you leave. Seems like you have to find another way out of the town. Talk to Shella about everything. Head North, back towards the castle. Shella tells you that she will get some supplies, then she gives you her **LOCKET**, telling you to show it to Winston (the servant). She also tells you to find the secret passage. Ooh, exciting!

When conversation with Shella is over, enter the castle again. Show **LOCKET** to Winston (as instructed), and tell him that Shella wants to see him in the library. When he has gone, look at both panels on the wall. Knock on panel on the right - it seems hollow. You just need to find a way to open it. Look carefully at Crest on the wall, and also look at Dragon Design above the Crest. Use **LOCKET** with Dragon Design, and the panel below opens up. Success! Shella returns from getting supplies, and you both enter through the secret panel. Follow the path, until you find yourselves back in the wilderness.

Wilderness

Shella recognises where you are, and tells you that the road to Tyrsis is West. So head West, back to the river (but don't cross the river), then North until you reach the Ferry.

Ferry

As you reach the ferry to cross the river North, you are surprised to find the gardener standing here. Talk to him about everything, and he reveals that he is in league with Brona. Eep! The gardener summons two monsters to destroy you and Shella. Order Shella to attack the leader, and then keep attacking, until both monsters and the gardener are defeated. It was a tough fight, and you (Jak) are badly injured. Talk to Shella, and make sure she is okay. Now look at mechanism near you to see that the ferry is broken. The rope and pulley are not attached on this side of the river. Seems like you need to repair the Ferry, before continuing on your journey. Look at rope in the river, and try to pull it, but it's too far away. Use **FISHING POLE** with the rope to pull it, and re-attach it to the pulley. Now try to pull the Ferry rope again, but something is holding it in place, preventing you from moving it. What a nuisance! Okay, look at brake on the far side of the river. Gah, the brake is on, so THAT'S why the Ferry won't move. Dang! Now click on small bag icon next to Shella's portrait at bottom of screen, to get access to her inventory. Ask her to shoot **ARROWS** at the brake to release it. You and Shella can now cross the Ferry. On the other side, you cut the Ferry rope, so that monsters cannot follow you.

Wilderness

Continue North (avoiding monsters), until you reach Tyrsis.

Tyrsis

At the gates of Tyrsis, you see some walking corpses trying to break in. You need to get rid of them somehow, before you can enter Tyrsis. Head North East. and follow path round until you reach the hut. Knock on door of the hut, but a voice tells you to 'Go Away'. Knock again, and this time, you are allowed in. Talk to Brendel about everything. Warn him about the monsters, but it seems you are a little bit late, as he is already aware of them (as if he didn't notice them, hee hee). Ask about a safe place to stay for the night, but he won't let you stay with him, as his hut is too small. Maybe you can persuade him to help you. Look at pot hanging from the cooking support, to see that it is empty. When was the last time that Brendel ate? Give some **FOOD** to Brendel, and he uses it to make a tasty stew. Ask him all about the Laurel wood, and he tells you that there is a laurel bush on the other side of the castle. If you could get some laurel wood, maybe you could drive away the walking corpses at gates of Tyrsis. Brendel also tells you that he was sent here to get back Hendel's Mace.

Leave the hut, and follow path all the way round, until you can't go any further. Look at Laurel tree, then take **BRANCH** from the laurel tree. Now make your way back to Brendel's hut.

Enter the hut, and give **BRANCH** to Brendel. He makes it into a **TORCH** for you, to ward off all evil. You, Shella, and Brendel all return to the city gates. Your **TORCH** has scared away the walking zombies, and the guard appears at window in the wall. Talk to guard about everything. He refuses to let Brendel (a dwarf) into the City. Poor Brendel. When conversation is over, talk to Brendel about everything, and agree to part company for the night (well, the poor dwarf doesn't have any choice. Brendel goes back to his hut, and you and Shella enter the city.

Next morning, you are taken to see the king's Seneschal - he's the one that he decides who can and who cannot see the king. Talk to Seneschal about everything. He doesn't believe you are who you say you are, and he doesn't believe your warnings about Brona, the warlock lord, so you need to try and convince him. Click on the small sack icon next to Shella's portrait to get access to her inventory, then ask her to show her **LOCKET** to Seneschal. Finally, he believes what you tell him, and takes you to see King Balinor.

In the Throne Room, the king tells you more about the walking corpses, and also tells you that the vault which contains Sword of Shannara is surrounded

by a magical barrier, and no-one can pass that barrier. So it's up to you to do what you think is necessary, in order to get the sword.

After your meeting with the king, talk with Seneschal again, and ask about everything. Look around the hall, and look at **MACE** on the wall. Look at plaque under the mace, to see that it once belonged to the dwarf Hendel. So this is what Brendel has been looking for. Unfortunately, Seneschal won't let you take it. Go through door on the left, so you find yourself in the Library. Look at map on the left wall, and look at book on the bookstand. Flip through pages of the book, and read all the entries. Now look at cabinet at back of the room to see that it contains a **BOOK** bound in dark leather. Unfortunately, the cabinet is locked, so you can't get to the **BOOK**. Look around the room if you want, and when you are ready, leave the room.

Ask Seneschal about the locked cabinet, and he tells you that the book belonged to the former advisor of the king's brother. Talk to Seneschal again, about everything. Make sure to ask if you can look at **BOOK** from the locked cabinet. Keep pressing him, until he finally agrees to open the cabinet for you. He takes you back to the Library, unlocks the cabinet, and then leaves. Take the **BOOK**, then read **BOOK**. You notice something strange about the back cover, so cut **BOOK** with your **KNIFE** to find a sheet of **PARCHMENT (PACT)**. Read the **PACT** to discover a sinister connection between Stenmin and Brona. Stenmin has promised his soul to Brona. Oh dear, that can't be good! Let's ask Seneschal about this.

Leave the Library, and return to Seneschal. Ask him about everything to learn about secret passages in the Throne Room. He allows you to examine the Throne Room, since the king is conducting business elsewhere..

Enter Throne Room (big double doors) at top of the screen. Look around the room if you want. Now look at candleholder on the pillar, and push candle holder to reveal a keyhole. Ooh, isn't this exciting. You just need to find a key to fit this keyhole. Look at throne, and look at lion's head on the throne. Now look at lion's jaw to see that it is hinged, but the hinges are rusty. Use your **OIL** on the lion's jaw, then use **KNIFE** with the lion's jaw to prise it open. You find a **SKELETON KEY** inside, and automatically take it. Use **KEY** with keyhole in the candleholder. You hear an audible 'Click', and then you hear something sliding near you. Look at dragon tapestry on the right, and push (or take) the tapestry to reveal a secret door.

Head up through the secret door. It's very dark in here, so light your **LANTERN**. You still need more light, however, so use **LANTERN** with candles on the wall. There, that's better! Hang on, what's happening? What's wrong with the mirror? EEK! That must be the evil Brona. Use your **KNIFE** on mirror to break it. You go into a trance, and start having visions. In your vision, follow the tunnel, then go through either door. Eventually, Shella will bring you out of your trance (thanks Shella), and you

find yourself back in front of the mirror. You have automatically taken two sticks of **INCENSE** that were hidden behind the mirror. Look at skull on the left wall, and then open skull drawer to see a **SCROLL**. Take **SCROLL** from skull drawer, then look at **SCROLL** to see that is is a '*Spell of Revealing*'. When you are ready, leave the room.

Return to Seneschal, and talk to him about everything. He is not very helpful though. Invoke **SCROLL** on the **BOOK**, then look at book, and flip through pages to read all the entries. Now look at **BOOK** again, then talk to Shella about everything.

You are taken to see King Balinor again. Talk to him about everything, and he discovers that Brendel (and all dwarves) are not permitted in the city. He is furious about this, and immediately puts that wrong to rights. Brendel agrees to join you at the castle. Seneschal and the gate guard get a good telling off, and Seneschal is ordered to help you with whatever you wish (hee hee).

Talk to Shella about everything. Now look again at **MACE** on the wall. Take the **MACE**, and this time, Seneschal doesn't stop you (although he is clearly not happy). Brendel agrees to let you use the **MACE** until Brona is defeated, but he will keep hold of it. Now go through lower-right door, and you will see fire surrounding a vault. This fire is the magical barrier guarding Sword of Shannara. You can't get past it, so leave the room and return to Seneschal.

Talk to Seneschal, and ask about everything. he tells you that unless the barrier is banished, you will never get the Sword. Oh dear, it seems like you HAVE to find a way through this barrier.

Enter upper-right door to find yourself in a Wine Cellar. Look at plaque on wine-rack on the left. This is the place where Stenmin died at the hands of Shella's father. Now look around the Wine Cellar if you want. Look at large wine cask on the right, and look at note saying that the wine has soured, and is only suitable to use as vinegar. Fair enough. Take **BOTTLE** from the ground on the left, then use **BOTTLE** with the large wine cask to get a **BOTTLE OF VINEGAR**. Since Stenmin died in this room, it is here that you must summon him again. Put **PACT** and **INCENSE** on the floor. Now click sack icon next to Brendel's portrait, and ask him to put **MACE** on the floor. Use your own inventory now, and use **TINDER BOX** on the **INCENSE** to light it. Read Stenman's **BOOK** (make sure it is Stenman's book, not your journal), then invoke **BOOK** on the **MACE**. You have now summoned Stenman! Talk to the Shade (Stenman) about everything, but he is not very helpful. Let's do something about that. Invoke **BOOK** on the Shade (Stenman) to perform the *Soul Shattering Ritual*. Stenman finally agrees to help, so Brendel snatches the book away to prevent you from competing the ritual. Now talk to the Shade again, and ask about everything. Stenman tells you about a formula to disrupt the fire barrier

guarding Sword of Shannara. But the formula is a riddle that you must solve:

That which feeds upon the living
That which drives away the dead
That which died when first it blossomed
Within one good gone bad

To make things simple, the riddle just means that you need to find some mistletoe, laurel leaves, rose petals, and some vinegar. Okay, let's go get them then.

Leave the Wine Cellar, and make your way back to the castle gates. Walk North West three times, until you reach the laurel tree. Take the tree to get some laurel **LEAVES**. Well that was easy, wasn't it. Now follow the path all the way East, until you reach Brendel's hut. Look at oak tree, and notice the mistletoe hanging on the branch. Try to take **MISTLETOE**, but you are too heavy to climb the tree. Ask Shella to get the **MISTLETOE** for you (click on Shella, then click on **MISTLETOE**, then click on TAKE). She succeeds, and she gives you the **MISTLETOE**. So you now have two ingredients, but you still need some **ROSE PETALS**. That's no problem - simply look at your **POTPOURRI** to see that it contains dried **ROSE PETALS**. Yippee, you have all the ingredients now. That potpourri has proved very useful!

Return to the castle, and enter lower-right door near the Seneschal, so you are back at the vault with magical barrier. Put **MISTLETOE**, laurel **LEAVES**, and **POTPOURRI** (rose petals) into your **BOTTLE** of vinegar. Pour **BOTTLE** on the flame barrier, then recite the chant to destroy the barrier. But this spell has taken it's toll on you, and you pass out with the pain. When you regain consciousness, you see that Allanon has returned. The Sword of Shannara is retrieved from the vault, but it is broken, and must be re-forged. However, it's not quite so straightforward. It needs magic from the Four Lands in order to re-forged it. You must find an elf who can wield the elfstones. You must locate a troll who can bear the Black Irix. You must search for a dwarf to use the Hammer of Power. And you must seek out a gnome who wields the Magic Torc. So you, Jak Ohmsford, have become the Bearer of the Sword of Shannara. Phew, a hero's life is not easy! So after one last night in Tyrsis, you, Shella, and Brendel set out to complete this mighty task.

Wilderness

Head North and West (making sure you stick to the roads), until Shella suggests resting at Kern for the night. Your bed in Kern is very comfy, but

your sleep is disturbed by a strange dream.

Next morning, continue North and West (still sticking to the roads) until you reach Arborlon. You are greeted by Lessa, the elf guard. Talk to her about everything, and she tells you that since the king is away, you will need to speak with Prince Arion instead.

Arborlon

Talk to Lessa about everything. When you have finished talking, look at carved stone on the left. It has a diamond shape carved out of it, and you can see traces of ancient runic carvings. This stone must be important! Look around the area, and when you are ready, head North into Arborlon.

Look at fountain, and you realise that it is not working properly. Look at hole in the fountain, to see that this is the cause of the problem. You need to patch it up somehow. Look at Shella's inventory, and ask her to use her **KERCHIEF** in the hole, to use as a temporary solution, until something more permanent can be found. The broken piece of fountain (a **WATER RUNE**) shoots out, and you automatically pick it up. Now look at **CLAY** on the ground, and try to pick up the **CLAY**, but you don't have anything to carry it with. Look at Brendel's inventory, and use his **COOKING POT** with the **CLAY**.

Go North again, so you are in the Manor House. Talk to Davio (Advisor of Arborlon) about everything. Make sure you discuss the Elfstones, to learn about their different colours. Apparently, most elves don't believe of their existence, but Davio would dearly love to see the Elfstones. You quickly learn that you must find rune stones - Fire Rune, Air Rune, Life Rune, Earth Rune, Elf Rune, Water Rune - in order to find the Elfstones, and Davio agrees to help you. When conversation is over, look around the library. Look at parchment on the wall to see 'The Rhyme Of Runes'. This gives you a clue for later on. Now look at fireplace, and try to light the fireplace. But Davio tells you about the stork nest on top of the chimney. When you are ready, leave the room, and return to the fountain.

At the fountain, look at chimney on the Manor House (any chimney will do). You should climb up there and remove the stork nest. Try to lasso the chimney with your **ROPE**, but it is not long enough, dang! You need something longer.

Head South, back to the road where Lessa stands guard. Try to take her **LADDER**, but she needs it to get up to her guard post. Give your **ROPE** to Lessa, and ask if you can borrow the **LADDER** for a while. She agrees, as long as you return it when you are finished.

You automatically take **LADDER** back to the Manor, and set it up. Climb **LADDER**, then remove bird's nest. There, the chimney is clear now. Wasn't that easy? Davio will be pleased. While you are up here, look at weather vane. Turn weather vane to see an image, but the image disappears as the weather vane slows down. Use your **OIL** on weather vane, then turn vane again, and you automatically sketch the image in your journal. Now exit the close-up. Take **SHINGLES** from near the left, then climb back down the ladder.

Enter Manor House. You are now allowed to see Prince Arion, so enter Throne Room on the left. Prince Arion is rather condescending, and believes your mission will fail. He tells you to return home, and that his army will deal with Brona. He's obviously not a great fan of magic, that's for sure. Talk to him about everything, and he grants you permission to search for the Elfstones anyway. Look around the Throne Room, and when you're ready, leave the room. Talk to Davio about everything to learn more about Runes and Rune Diamonds. Look at fireplace, and light the fireplace, to create a nice warm fire. The stork's nest is gone, so Davio won't object this time. Now leave the Manor, so you are back outside.

Climb up the ladder again, and notice the fire burning through the chimney. Use **SHINGLES** on chimney, and a rune image is burned into the shingle. You have your Fire Rune now, so climb back down the ladder.

Now you need Brendel's help to get the Air Rune. Give the remaining **SHINGLE** to Brendel, and he will carve anything you want from it, if you give him a picture. Show your **JOURNAL** (make sure it's your journal, not Stenman's book) to Brendel, and he carves an Air Rune for you.

Now head West to the 'Garden Of Life'. Look at vines on the gate, then remove vines. Now close the gate, and look at rune on the gate. Take **LIFE RUNE**, then open the gate again. Look at rune stone, and notice the diamond shaped depression. When you are ready, leave the Garden.

Head back to the road where you met Lessa. Look carefully at road to see that one of the flagstones is discoloured. Now look at flagstone on the road (near the top), and pour **WATER** onto the flagstone. Now it is clean, you can see that is really a rune stone. Take the **FLAGSTONE**, then look again at large carved stone. Put **FLAGSTONE** into the carved stone, but it is still missing something. Okay, look at Brendel's inventory, and ask him to fill the carved stone with his **CLAY**. Now look at your own inventory again, and put **FLAGSTONE** into the **CLAY** (in the carved stone) to create **EARTH RUNE**. My, aren't you clever! Take **EARTH RUNE** from the carved stone. So you now have 4 runes, but you are still missing the Elf Rune. Where could it be? Walk North twice, so you are back in the manor. Talk to Davio about everything, and when conversation is over, leave the manor.

Now take **LADDER**, and return it to Lessa. Agree to do her a favour, and she gives you a silver **RING** to give to Prince Arion. Make your way back to the Manor, and give silver **RING** to Davio. He seems startled for a moment, but then he realises that the ring is intended for Prince Arion. He takes the ring to the prince for you, and when he returns, he tells you that the prince wishes to speak with you.

In the Throne Room, Prince Arion gives you a **GOLD RING**, and asks you to give it to Lessa. Talk to the prince about everything, and when conversation is over, try to leave the room. Shella will comment on how the prince's pendant resembles a rune. Talk to him about everything again, but he refuses to lend you his pendant\rune stone. He dismisses you from the room.

Talk to Davio about everything. When conversation is over, leave the room, and return to Lessa. Give gold **RING** to Lessa, and she thanks you for your kindness. This exchange of rings means that Lessa and Prince Arion are now courting. Talk to her, and ask about everything. Tell her about the elf rune that Prince Arion wears, and she will try to convince him to lend it to you. She goes to speak with him, and quickly returns with the **ELF RUNE**, and gives it to you. Yay!

Return to Garden Of Life, and look at the large rune stone. Insert all your **RUNES** into the rune stone in the following order (remember Rhyme Of Runes in Davio's office): Elf Rune, Earth Rune, Air Rune, Fire Rune, Water Rune, finally Life Rune. A secret compartment opens up, revealing some precious Elfstones. This is what you have been looking for. Take **ELF-STONES**, then leave Garden Of Life.

Return to Davio, and tell him that you have the Elfstones. He takes you to see Prince Arion again.

In the Throne Room, talk to the prince, and tell him you need an elf to join your party. Talk to him about everything, and he tells you to travel East, to the Streleheim Plains. He gives you 'Free Passage' to travel through Streleheim Plains, then dismisses you.

Talk to Davio about everything. When conversation is finished, show **ELF-STONES** to Davio. He is awestruck by the stones, and can't bear to part with them again. So Davio is the elf you are seeking. He is the one that can wield the Elfstones, so he agrees to join you on your quest to defeat Brona.

Wilderness

You leave Arbolon, and find yourself back in the wilderness. Head East, (avoiding monsters)until you decide to make camp for the night. Again, you

have a strange dream.

Next morning, continue East, until you see a man (Panamon) getting attacked by monsters. Go to his aid, and attack the monsters. Keep attacking, and after a short while, a troll called Telsek joins you. Continue attacking monsters, and you soon come out victorious. After the fight, talk to Panamon, and ask about everything. Tell him that Brona is back, and that you are seeking the Black Irix needed to re-forged Sword of Shannara. However, it seems that Panamon and Telsek are also seeking the Black Irix, but for a different reason. Watch the cutscene, as you are led to Streleheim Plains.

Streleheim Plains

You are in a narrow canyon, with rocks everywhere. **SAVE YOUR GAME HERE.** Start walking North, but the Archway collapses, knocking Brendel unconscious. Oh dear. Suddenly you are ambushed by a group of elves and trolls, but you soon realise that they are really monsters disguised as elves and trolls. Order Davio to use the Elfstones, and order him to defend himself. This prevents any more monsters from appearing. Now order everyone else to attack the leader. This will be a hard fight, but keep attacking until all monsters are defeated. After the fight, talk to everyone to make sure they are okay. Telsek tells you that the Black Irix is somewhere nearby.

Now head North, only to get caught in a rock slide. You have been separated from your companions, so you are completely on your own now. It's very dark here, so light your **LANTERN**. You appear to be in a cave. There is a frightened young boy here (who is really Aine, youngest son of the elven King Eventine from Arborlon), so talk to him about everything. He thinks you are one of the monsters, so he throws rocks to keep you away. Give **LETTER** to Aine, to prove that you have safe passage through the elf-lands. Now talk to Aine about everything. Tell him you will take him back to his father. Now look at dark object above the support beam. Could that really be the Black Irix that Panamon and Telsek are searching for? Talk to Aine again, and ask about everything. He tells you that leader of the monsters put the Irix up there then cast a spell on it. It is not safe for you to take the Irix yet, as the whole cave would collapse, so you need to find another way to get it down from there. Tie your **ROPE** to the Black Irix, then leave the cave, with Aine in tow.

You are re-united with your companions, and quickly bring them up to speed of what happened in the cave. Telsek takes the rope from you, and gives it a sharp 'yank', pulling the Black Irix free. Telsek is honour-bound to take Black Irix back to the trolls, but you need it to defeat Brona. The only way to settle this is to go to the troll camp, and convince the troll king to let you

borrow it. Watch cutscene as Telsek takes you back to the camp area.

There are two camps here - trolls to the East, elves to the West. Davio heads West, taking Aine back to his father. You must head East, to enter the Troll camp. As soon as you enter, you are confronted by trolls, eager to fight you. Whatever you do, DON'T fight them. You need to keep the peace, if you are to stand any chance of winning the Black Irix, so simply retreat from the fight. You are taken to face the Troll King. Things are looking very grim indeed, until Telsek produces the Black Irix. Talk to Troll King about everything, and explain all about Brona tricking both parties (elves and trolls) into starting a war. Convince him to make peace with the elves by proposing '*Challenge of Champions*'. The only problem now is convincing the elves to accept this challenge. You have until sunset to convince them, or Telsek will die. Head West to leave troll camp, then West again to enter elf camp.

In the elf camp, talk to the guard elf about everything. He is not very co-operative, so give him **LETTER**, and he will take you to King Eventine. The king introduces you to his son, Prince Ander - you already met his other son, Prince Arion, back in Arborlon. Talk about everything, and persuade the elves to accept the '*Challenge of Champion*'. Since it is the elves that are being challenged, the elves get to choose the weapon. Their weapon of choice will be wit. So they will have a riddle contest.

You automatically return to the troll camp, and tell the king troll that the elves accept their challenge, which will take place at dawn tomorrow. You spend the night at the troll camp.

Next morning, trolls and elves meet, to discuss the challenge. Then both sides return to their respective camps to choose their champion. Telsek is chosen to be the troll champion, with you being his assistant. Now the challenge begins. Elves will announce a riddle, and the troll champion (Telsek) must find the solution within one hour. Then it's the trolls turn to tell a riddle.

Riddle 1

Question: 'On the wind, sail, giving flight to the wing'

Answer: A feather

Solution: Head West to the Promontory (the bit in between troll camp and elf camp), and search eagle's nest on the rocks, to get a feather. Since Telsek is the troll champion, he must be the one to present the answer, so give **FEATHER** to Telsek. You automatically return to the rest of the group, and Telsek hands over the feather.

Riddle 2

Question: 'Skull crusher'

Answer: A rock

Solution: Prince Ander (the elf champion) presents a rock.

Riddle 3

Question: 'Silver armour, shining bright'

Answer: A fish

Solution: First of all, you need bait to catch a fish. Talk to troll cook, and ask about everything. You learn that the stew is made from worms - and worms are excellent bait. The cook will not give you any stew, but he *will* trade for something good. Head West twice, so you are in the elf camp, then North into the tent.. Shella and Brendel are here. Look at Brendel's inventory, and look at his **SPOILED WINE** to see that it has turned to vinegar. Just the thing to give to a cook! Ask Brendel to give you the **SPOILED WINE**, then leave the elf camp. Return to troll camp, and give **SPOILED WINE** (vinegar) to troll cook. He gives you some worm stew in return. Use **WORMS** on your **FISHING POLE**, then make your way back to the elf camp. Use **FISHING POLE** (with worms) in the stream next to elf guard, and you catch a large fish. Telsek quickly grabs the fish, then automatically goes to present this as the answer.

Riddle 4

Question: 'Sightless eyes'

Answer: A skull

Solution: Prince Ander leaves, and returns with a deer skull.

Riddle 5

Question: 'In spring, I am born'

Answer: A leaf

Solution: Make your way to the elf camp, and look at the elf guard's shield. Talk to the guard about everything. Keep talking to him, until a trade is mentioned. You automatically show him the broken pieces on Sword of Shannara, and offer him this as security, so you can borrow his shield. The guard believes your story, and gives you his shield. Telsek takes the shield, and you both return to the party to present your answer.

Riddle 6

Question: The trolls ask you to choose a riddle for them, so pick any riddle you like. The riddle about Elfstones ends the

challenge, so you may want to choose this one last.

Riddle 7

Question: 'Wingless, flies, aimless strays'

Answer: An arrow

Solution: Go to the elf camp (so you can return shield to the elf guard), then up into the tent. Talk to Shella about everything. Look at Shella's inventory, and ask her to give you one of her **ARROWS**. Leave the tent, and give **ARROW** to Telsek. Return to the party, and present your answer.

Riddle 8

Question: Choose a riddle for the trolls.

Riddle 9

Question: 'I am the bark without the dog'

Answer: Cinnamon

Solution: This is an easy one. Look at your **POTPOURRI** to see that there is cinnamon mixed in with some aromatic herbs. Simply give **POTPOURRI** to Telsek, so he can present it as the answer.

Riddle 10

Question: Choose a riddle for the trolls.

Riddle 11

Question: 'Against the skull, the warrior's guard'

Answer: Helmet

Solution: Head East, further into the troll camp. Talk to Panamon about everything. Now look carefully on the ground, behind the troll guard, and take **HELMET**. Give **HELMET** to Telsek, then present your answer to the party.

Riddle 12

Question: Choose the last riddle (Elfstones) for the trolls

Answer: Prince Andor is convinced that there are no 'Magic Rocks' in the area, and thinks that the elves should win by default. But Davio shows him the Elfstones, meaning that the trolls win the challenge.

So the contest is over, and trolls have won. The trolls are not gracious winners, however, and they still want to fight the elves. While everyone is arguing, monster creep up behind the Troll King. So elves and trolls must band together to defeat the monsters. Just keep attacking until the fight is

over. Fighting a common enemy has brought about a truce for trolls and elves. Everyone agrees that Brona is behind this attack, and he must be stopped. Since the Troll King showed no honour in wanting to fight the elves, another argument breaks out between the trolls, as to who has earned the Black Irix - Telsek or Troll King. Telsek wins that honour in the end. Panamon decides to stay with the trolls, and you return to the Elf camp for the night. Next morning, you and your companions begin your journey to the dwarf lands of Calhaven.

Wilderness

SAVE YOUR GAME HERE. Follow Davio's directions, and head East, until you reach the Jannison Pass. Start walking through Jannison Pass. However, you are ambushed by monsters. Just keep attacking until they are defeated. But Davio is severely injured, and his wound is poisoned. You **MUST** find a healer, and quickly! Brendel tells you that Storlock gnomes are healers, but you are still quite a distance away. You must get there as soon as possible. Time is of the essence now, as if you don't get there in time, Davio will die.

Leave Jannison pass, and head South (avoiding all monsters), until Shella tells you she is exhausted. You rest for a while, and start to doze off. Shella awakens you, telling you that Davio is getting weaker, and you must continue your journey.

Head South East, crossing over Rabb River. Brendel informs you when you are getting close to Storlock, so cross the river again, and continue South East. Storlock is at bottom right of the map. Davio is getting weaker by the minute, and he may not make it. You have to hurry, or he will die.

Storlock

As you finally reach Storlock (lower-right of the map), Davio is deathly pale and barely breathing. He is taken to the gnome healer, and the rest of you are given rooms for the night.

Next morning, the gnome healer tells you that he has done all he can for Davio, but it is not enough. The source of their healing comes from waters of the Blue Pond, but the Pond has been fouled. Without clean water from the Pond, nothing more can be done to help poor Davio. Talk to the Healer about everything. You learn that the stream that feeds the Blue Pool has become fouled. Unless the Blue Pool is restored, then they cannot help Davio. Further more, they will be forced to leave Storlock. That's a very good reason for you to find the source of the pollution, and stop it. Look around the area, and when you are ready, head North East.

You automatically follow the stream, and find a nasty-looking spider (EEP) standing at mouth of a cave. It is injured, and its deadly poison is leaking into the stream. You recognise this beast as the monster that almost killed your father. You **MUST** destroy it, once and for all, so it can't attack anyone else. Look at Shella's inventory, and ask her to tie her **KERCHIEF** to one of her **ARROWS**. Now look at your own inventory, and give your can of **OIL** to Shella. She gets the idea, and soaks her **ARROW** and **KERCHIEF** with the oil. Now give your **TINDERBOX** to Shella. Look at Shella's inventory, and light **ARROW** with the **TINDERBOX**. Shella shoots the arrow, and hits the giant spider. Telsek takes this opportunity to use his Black Irix to gain strength, then climbs up the cliff. He pushes a boulder down onto the spider's head. This monster is weakened, giving you and your friends a decent shot at fighting it. Keep attacking until the spider is defeated. You clean up poisonous mess from the stream, then return to the Gnome Camp.

Thanks to your actions, the Blue Pond has been restored. Davio has survived, and the gnomes don't have to leave Storlock now. They are very grateful to you. Talk to the Healer about everything. Tell him you need a gnome to help restore the Sword of Shannara. Unfortunately, they are pacifists, and cannot help you. But the Healer tells you of their 'less civilized brethren' that may be able to help. He also mentions two items of Gnome magic - the Magical Torc, and the Helm of Command. Keep talking to him, until conversation is over. When you are ready, head South West.

Wilderness

Go South West (you'll have to fight lots of monsters in this area) until you reach the Silver River. Now follow the River East, until the monsters surround you, forcing you to the edge of the river. You appear to be outnumbered, and are prepared to fight to the death, taking some monsters with you. You're whole team is injured, and you all fall unconscious. When you awaken, Davio thinks that you were rescued by King of the Silver River. You are close to Culhaven now. This is Brendel's hometown, so he leads the way.

Culhaven

In Culhaven, you are led to the Great Hall. Brendel introduces everyone, and tells the council that he has Hendel's Mace (he originally set out to find Hendel's Mace). He tells the council that the Warlock Lord is back, and they need Hammer of Power to restore the Sword of Shannara, so that Jak can defeat Brona. However, his request is denied. Talk to council leader about everything, but nothing you say will convince him to let you borrow the Hammer. You are given food and a bed for the night, and ordered to leave town the next day.

However, next morning, you are escorted back to the Great Hall, and accused of stealing the Hammer of Power. The council won't believe your innocence, and tells you that if the Hammer is not found by sundown, you will all be sent to the Dwarven Mines. Everyone (including Brendel) is locked up in the stockards, but you are allowed to stay in the Great Hall, and look for the Hammer. Talk to the leader about everything, then talk to Kili about everything. Kili was the one who discovered that the Hammer was missing. When you are ready, head East to the Main Hall.

In the Main Hall, talk to Kili about everything. Look at **SHARDS OF BROKEN POTTERY** on the ground (next to the guard), but there is no sign of the broken object that they came from. How strange.

Look through door to the East. This is where your friends are being held. Talk to Davio, Brendel, Shella, and Telsek about everything. You can't do anything more here, so return to the Main Hall.

Now head North to the Weapons Room. This is where Hammer of Power was kept. Talk to Kili about everything. Now look around the room. Look at chair to see a grey dust streak on the seat. Also, look at drag marks on the floor, and notice that they lead straight from the chair. Push chair to realise that someone who is short must have stood on the chair in order to steal the Hammer. Now look at lumps of chimney soot in the fireplace. They seem to have fallen from the chimney recently, but Kili said that no-one could have got through the chimney, since the flue was closed. Don't forget to look at hole in the chimney. When you have finished looking around, go South, back to the Main Hall.

Look through door to the East again, and talk to Brendel about everything. He gives you a **STEIN**, but notice its broken handle. Look at **STEIN** - it seems heavier than it should, so open **STEIN** to find a soot-stained red **SASH**. Now look at **SASH**. Only the guards wear these sashes - this could be a valuable clue.

Go West to the Main Hall, and show **SASH** to Kili. Talk to him about everything, and he admits that the **SASH** that you found is his. Tell him you think he hid the Hammer, and framed you and your friends for it. Kili turns nasty now, and tries to kill you. Attack him, and he morphs into one of Brona's monsters. Telsek breaks out of his cell, and comes to your aid. Both of you keep attacking Kili until he is defeated. After the fight, the dwarf king apologises for accusing you. Talk to him about everything, and tell him that Kili is a shifter working for Brona. There's just one problem remaining - the Hammer is still missing.

In the Main Hall, look at backpack on the floor, and you find a **FLUE HANDLE**. Head North to Weapons Room, and look at hole in the fireplace.

Now use **HANDLE** in the hole, then push **HANDLE** to open the flue. Lo and behold, the Hammer of Power was hidden in the chimney.

Now go and return Hammer to the dwarf king. But the king has some bad news. Brona's armies are approaching, and will reach Culhaven in a few hours.

You are taken to the river where Brona's monsters are building a bridge, so they can cross the river and attack Culhaven. Talk to Davio about everything to learn that it would be easy to destroy the bridge, and prevent the enemy from approaching. Look around the area, and when you are ready, head North East up the stream.

You reach a large pond. Talk to Davio about everything. You have a plan to use logs to smash the bridge, but chances of success are not good. Apart from anything else, there is a beaver dam that is blocking the stream. But you still have to try! You give everyone their orders, and a few hours later, you have enough logs to carry out your plan. Look around the area, then pour your **MAGIC DUST** onto the pond. This causes the water to rise, but it's still not enough to break the dam. Look at Davio's inventory, and put his Elfstones on the beaver dam. The dam breaks, and logs rush down the stream, destroying the bridge. Yay! However, some monsters managed to cross the river before the bridge was destroyed, and the dwarves down there are out-numbered. Further more, mooring lines holding the bridge are still intact, so the monsters can easily repair any damage to the bridge. Talk to Telsek about everything, then head down to the bridge. Attack monsters, and keep attacking, until they are all defeated. Watch cut-scene, as your party take an unexpected sailing trip. The raft slowly falls apart, and you all end up in the freezing waters. Eventually, you make it to the safety of the shore, before passing out from exhaustion.

Next morning, you begin searching for your friends, and are soon reunited with them.

Wilderness

Follow Brendels directions, and head North to the Dragons Teeth Mountains. Climb up the mountain, and eventually you come to a chasm with a bridge. The bridge doesn't look very safe, and you are wary about crossing, but Allanon suddenly re-appears, and persuades you to cross the bridge.

SAVE YOUR GAME HERE. Cross the bridge, as instructed, but when it's Davio's turn to cross, he is afraid. Talk to him about everything, and tell him to tie rope around his waist. He is reassured by this advice, and starts to cross. But Allanon cuts the ropes, and Davio falls! Luckily, the rope held him. Allanon is acting very strangely - not at all like himself. Shella fires an arrow

at Allanon to prevent him from killing Jak, but then he reveals himself to be a Shifter disguised as Allanon. Davio destroys the Shifter, but Shella is seriously injured. Talk to her about everything. She is dying **sniff**, and she is terrified that Brona will steal her soul, and use her for his army. Poor Shella! Davio wants to use the Elfstones to heal her. Make sure your game is saved, then let him use the Elfstones. Shella is healed, but your quest is doomed. Now restore your game. Shella wants you to use Ritual of Release on her, so that she won't come back from the dead. Kiss Shella, and she tells you she has been waiting a long time for that kiss. What a bitter-sweet moment! **sniff sniff** Now you must carry out her dying wish. Talk to Shella, and agree to perform the Ritual of Release. Now tell Davio that you will use Ritual of Release on Shella. Attack Shella with your **SWORD** (your own sword, not Sword of Shannara) to kill her **howl** then perform the Ritual. Shella is at peace now, but you are captured by the gnomes.

Gnome Camp

In the gnome camp, you are tied up and blindfolded, and you cannot see anything. Move cursor around until you find your boot. Touch boot to realise that the heel seems to be loose. Now move cursor around to find **BOOT-HEEL**. Push **BOOTHEEL**, and it pulls away from your boot, exposing the sharp nails that held it in place. Move cursor around again, and cut **ROPE** with **BOOTHEEL**. You have cut the rope from your hands now, so you can remove the blindfold and untie bindings from your feet. Take **COARSE ROPE** from the ground. Look at both metal chests, and try to open them, but they are both locked. Look around the room if you want. There are guards right outside the tent, so you must be as quiet as possible. Cut left side of the tent with **BOOTHEEL**, then climb through the slit.

You find yourself in-between tents. Look at metal hatch, and look at hole next to the hatch. Unfortunately, you can't open the hatch yet. Now use **BOOTHEEL** again to cut hole in tent on the left, then enter the tent.

This is the Shaman's tent. He is sleeping, so try to be silent, so you don't wake him. Look around the tent if you want. Now take **RITUAL DAGGER** from the table, then use your **BLINDFOLD** with the Shaman to gag him. He reaches for his magical torc, so quickly, take **TORC** from around his neck. Now tie him up with **COARSE ROPE**. He is bound and gagged now, so he poses no threat to you. You automatically search him, and take his **KEYRING**. Go East twice, so you are back in the first tent. Use **KEYRING** to unlock both metal chests, then open both metal chests. One chest contains all your inventory items. The other chest contains all the equipment your party was carrying before they were captured, but it is too heavy for you to move.

Head West twice, back to Shaman's tent. You find another gnome here (Geeka), and he has murdered the Shaman. Not very nice! He demands you give him the Torc or he will call the guards. Talk to Geeka about everything, and he tells you that your friends are being held prisoner in a pit, just outside the tent (remember the metal hatch). Geeka is very power-hungry, and he eventually agrees to help you rescue your friends if you take him to find the Helm of Command, which is in Hall of Kings.

Go East, so you are in-between tents. Look at Geeka's inventory, and use **HANDLE** in the hole next to metal hatch. The hatch opens,, but you can't go down there without your equipment.

Head East, back to the first tent. Order Geeka to take metal chest on the left. Back outside the tent, tie your **COARSE ROPE** to the chest, and lower chest into the pit. Now don't enter the pit yet. Geeka cannot be trusted, and will take the first opportunity to raise the alarm. So Geeka must enter the pit first. Click on Geeka, then click on pit, then click on Enter. Finally, you can enter the pit.

You unlock your friends chains to free them, then you explore the surroundings. The gnome guards are approaching, so you must prevent them from entering the pit and capturing you. Head East (or West) twice, so you are facing the ladder again. Now look at Geeka's inventory, and use **HANDLE** in hole next to the ladder to close the pit.

Head East, and look at grating on the wall. There is something behind the grating. Look at Brendel's inventory, and ask him to throw his **WAR-HAMMER** at grating to break it. Now try and enter the grating, but it is too small for you. Brendel is the only one small enough to get through the grating, so click on Brendel, then click on grating, then click on Enter. Brendel will enter the grating, and retrieve a box for you.

Look at your own inventory, and look at **BOX** to see that it is filled with odd-shaped cubes. Now head East, and look at metal wheel. Try to turn wheel, but it won't budge. Look at metal plate to the left of the wheel, and open metal plate. Look at metal plate again to see that some of the cubes in it are damaged. It just so happens that you (or rather, Brendel) have found some cubes. So fix plate with the cubes, and then the panel hums to life. Now turn wheel (it turns freely this time), and try to open metal door. You are still not strong enough, so look at Telsel's inventory, and ask him to use his Black Irix. He is filled with the power of the Irix now, so ask him to open metal door.

Enter North through the newly-revealed tunnel. It is a very long tunnel, and you have to stop to rest occasionally. Eventually you see light at the end of the tunnel. You step into daylight, leaving the gnome camp far behind. You continue your journey towards Valley of Shale.

Valley of Shale

You are in a jagged rock area, with a misty lake in the North. Allanon tells you that the Hall of Kings lies beyond the ridge, but it now belongs to the Warlock Lord Brona. After your last encounter with Allanon, at the bridge, (where Shella died), you are slightly suspicious of him. Talk to him about everything, and he manages to convince you that he is the real Allanon, and not the Shifter.

Head North to the lake, and Allanon summons the Shade of Bremen to re-forged the Sword of Shannara. You and your companions represent the Four lands, and you each have to show your power. Now you must rest for a while, before continuing to Hall Of Kings.

Allanon warns you not to draw the Sword until you face Brona directly. He also tells you that you will have to face your own weaknesses. You are suddenly attacked by a horde of monsters. Just keep attacking, until they are all defeated. But that is not the end of things. More monsters are heading your way. Allanon will hold them off, while you and your friends enter the Hall of Kings.

Hall of Kings

SAVE YOUR GAME HERE. You have finally reached the Hall of Kings,. Your subconscious tells you to go through the middle (double) doors. Davio and Geeka sense danger from the left and the right doors, so don't go through them. You need to block those doors, so no-one can get through. Look at tall statues in the room, and ask Telsek to push statues over. He uses Irix to gain strength, then he pushes both statues over, blocking the side doors.

Go North through the main (double) doors, and follow the passageways until you reach more doors which block your path. Brendel tells you there is something behind the door. You now come face-to-face with the Shifter in his true form. The Shifter is a powerful enemy. Ask Davio to use the Elfstones, then start attacking the Shifter. However, the Shifter can hear his wounds. Keep attacking, but Telsek and Brendel are seriously injured in the process. Eventually, Davio wants to use Elfstones again, even though he knows it will destroy him (as well as the Shifter). It doesn't matter what you say to him, he will use the Elfstones anyway, sacrificing himself to save everyone else. What a hero! When the fight is over, and the Shifter is destroyed, take Magical Diadem that is left behind on the floor. You feel the magic flowing through you, healing your wounds. When everyone is fully healed, the Diadem disintegrates.

Continue North through the doors, and you reach a deep chasm. It's too far to jump, so how will you get across? Backtrack South to the broken door (where Davio died), and ask Telsek to take the broken door. He does so, then he places it over the chasm, allowing you to cross. Head North over the chasm, but Telsek chooses to stay behind, and fight off any monsters.

You and your companions sadly go on without Telsek, and you finally reach the Treasure Room. Geeka's greed gets the better of him, and he accidentally sets off some traps, trapping you all in a cage. Try to lift the cage bar, but you are not strong enough to lift it all by yourself. Ask Brendel to help you lift the cage, and you both lift it up, just enough, so that Geeka can get out. Talk to Geeka about everything. He taunts you for still being trapped, while he is now free. Then he gets greedy again. He grabs the Helm of Command, setting off another trap. Poor Geeka gets zapped, and the falling Helm sets off yet another trap, opening a trapdoor in the floor. But this trapdoor could be your means of escape! Push the cage bars (with Brendel helping you) over to the hole in the floor. Now tie **ROPE** to the cage bar, then drop down through the hole.

SAVE YOUR GAME HERE. You and Brendel find yourself at the base of a giant idol. A voice in your head tells you to go through the idol's eye. Look at top of idol to see the eye. Now look at Brendel's inventory, and ask him to throw his Warhammer at the eye. You are suddenly attacked by monsters again. Just keep attacking until they are defeated. Unfortunately, Brendel has broken his arm, and cannot climb up to the idol's eye. Talk to him, and he tells you that he will stay behind to keep any remaining monsters at bay. So you're all alone now!!!

Climb platform up to the eye, then follow passage through the eye until you meet Brona in his chamber. You hear a voice in your head, telling you to destroy the Warlock Lord. If you did not perform Ritual of Release on Shella when she died, then Brona will bring her back now, and use her against you. You are forced to attack your beloved Shella, all the while listening to her taunts of how you let her die before, and you are killing her now. Talk about a guilt trip! After she is defeated, you have to face Brona again. If you did use the Ritual to release Shella's soul, then Brona can't bring her back, so she won't appear now. Draw the **SWORD OF SHANNARA**, but before you can attack, a voice tells you to 'face yourself'. You begin having visions, with Allanon standing before you. Click on Allanon, and answer his questions as you see fit. Continue up through the passage, then enter either door. Now you are confronted by Brendel's image, so again, answer his questions as best you can. Keep following the passage, going through either door, and answering questions from your friends, until Allanon confronts you again. The visions finally end, and you are back at the Hall of Kings, with Brona standing before you.

SAVE YOUR GAME HERE. This is where you must defeat Brona once and for all. But think carefully. If you attack Brona, then you will take his place as the new Warlock Lord, and the game will end. Notice book on the table. Take your **SWORD OF SHANNARA**, and attack the book. This is the source of Brona's power, so by attacking the book, you have destroyed Brona.

But this has taken its toll on you, and you find yourself drained of energy. Click through the sequences, to be re-united with your friends (hurrah!). Talk to them about everything, and you are brought up to speed of recent events. Continue clicking through the scenes until the game ends.

Congratulations. You have defeated the evil Warlock Lord Brona, and brought peace to the land. May the Sword of Shannara never be needed again.

The End.