

# **SHARD OF SPRING™ HINT SHEETS**

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**Q. What do I do in Blackfort?**

**A.** A priest has been kidnapped in Blackfort. In Blackfort you must: get the key in the corner of the room; get the iron coin, go through the door; rescue the priest; see the map; kill Devir, and get the iron coin. Difficulty level is 1 to 2.

**Q. What do I do in Edrin's Keep?**

**A.** Edrin, the evil friend of Siriadne has built a keep. You must: get the Copper Key, Listen to a song; Go down to Level II; Go to the crypt and get the Silver Key, Go through the secret door and get the Gold Key; Kill the Giant; and Kill Edrin. Difficulty Level 4.

**Q. How do I get into the second level of Edrin's Keep?**

**A.** You must have the iron coin (royal seal). Check all "T" intersections on this level for secret doors.

**Q. How do I kill the Swamp King?**

**A.** Take the southern passage in the Swamp King's Lair. Go to the corner of the last cell to find the secret door. Kill the Swamp King and take his head. As an option, the healing pool holds ten healing doses per day. Difficulty Level 3 to 5.

**Q. How do I find the Rebel Hideout?**

**A.** The Rebel Hideout is not represented by an icon (symbol) on the map. You must cross the square which contains it to enter it. It is in the mountain range southwest of Terinor.

**Q. What do I do in the Rebel Hideout?**

**A.** Follow the secret doors to the final room. The magic word is DAZA.

**Q. What do I do on the Islanda Map?**

**A.** Find and kill the Evil Moonglow family. Go to Eldron Greyhair's Tomb. Level is 6 to 8.

**Q. What do I do at the Gate Keeper's?**

**A.** Move through the Keep as shown on the map. Note that only those rooms you have to move through are shown. Take the exit to the island to get to the Old Man In The Cave. Level is 5.

**Q. What do I do with the Old Man In The Cave?**

**A.** Use him to get to RALITH's Tower.

**Q. How do I get to RALITH?**

**A.** Follow the passage and take the North Gate.

**Q. What do I do in RALITH?**

**A.** Camp below the gate and cast "DAZA REVELI" spell (DAZA was gotten from the rebel hideout and REVELI was gotten from Town 7). Go to the libraries on Levels 1 and 5. Get the paper dove from the balcony (this can be used to teleport the party off the island). Kill Ralith on Level B2 and take his crystal rod. Go to the buttons room on level 11 and press BBRG. Kill Siriadne. Level is 8 to 10.

**Q. How do I get past the force field in the basement of Ralith's Tower?**

**A.** You must visit the two libraries in the tower. You must have been blessed by the priest in Blackfort.

**Q. How do I get past the Force Fields in the upper level?**

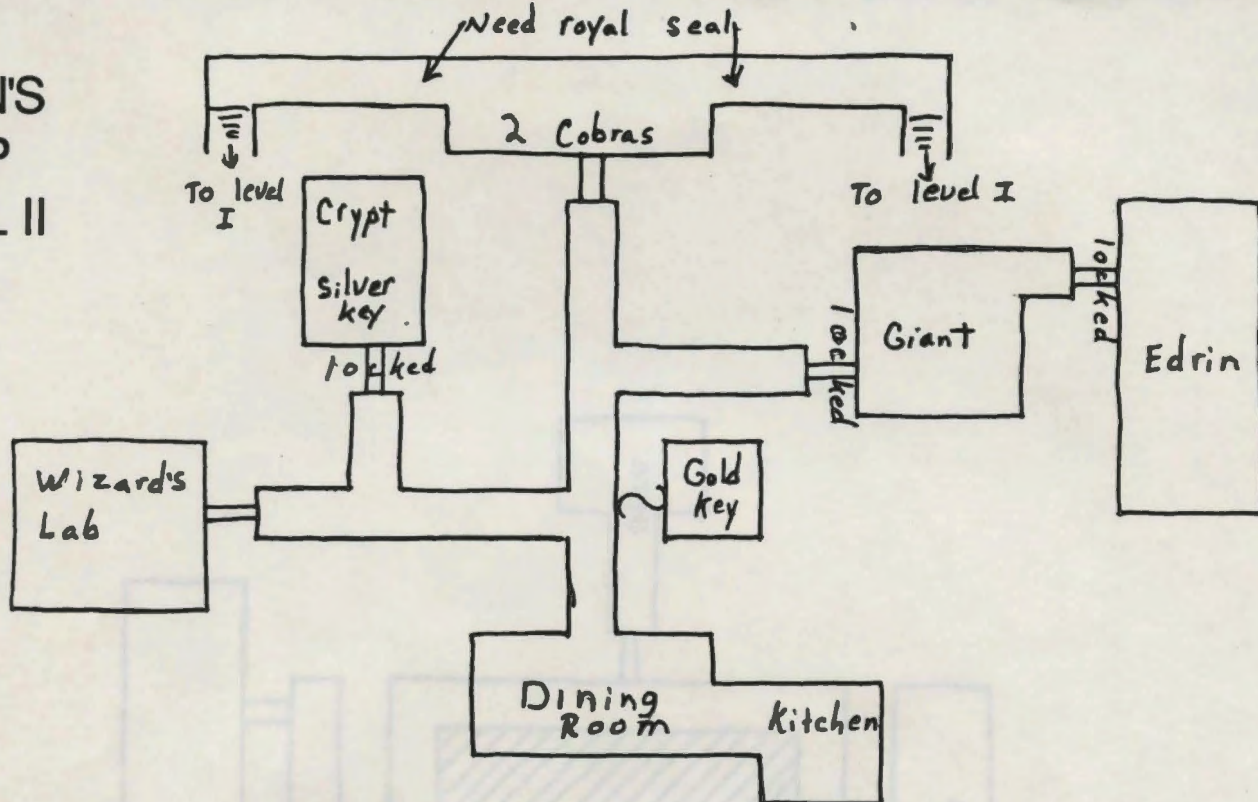
**A.** Get the Crystal Rod from Ralith.

**Q. What happens if I reset the dungeons?**

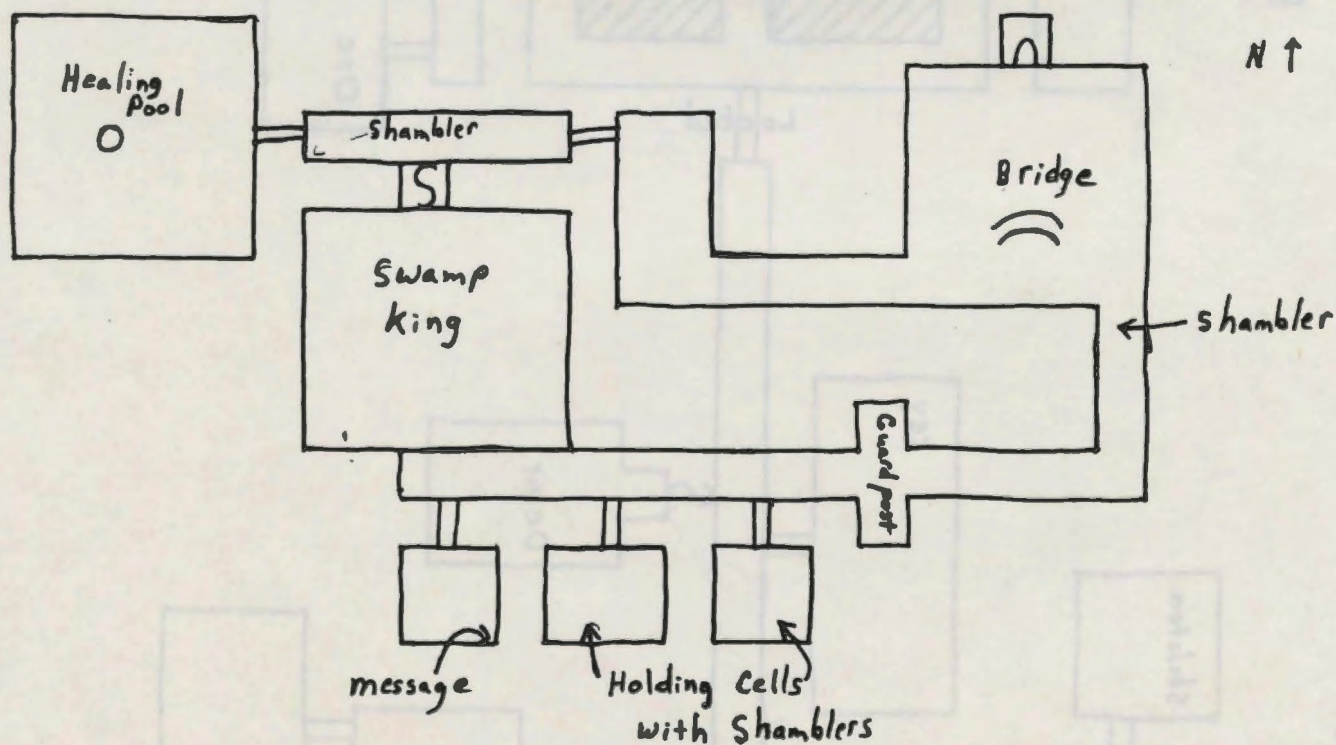
**A.** The game will ignore all special items you have. You must then go back and get anything you need. This includes the Bless.



# ELDRIN'S KEEP LEVEL II

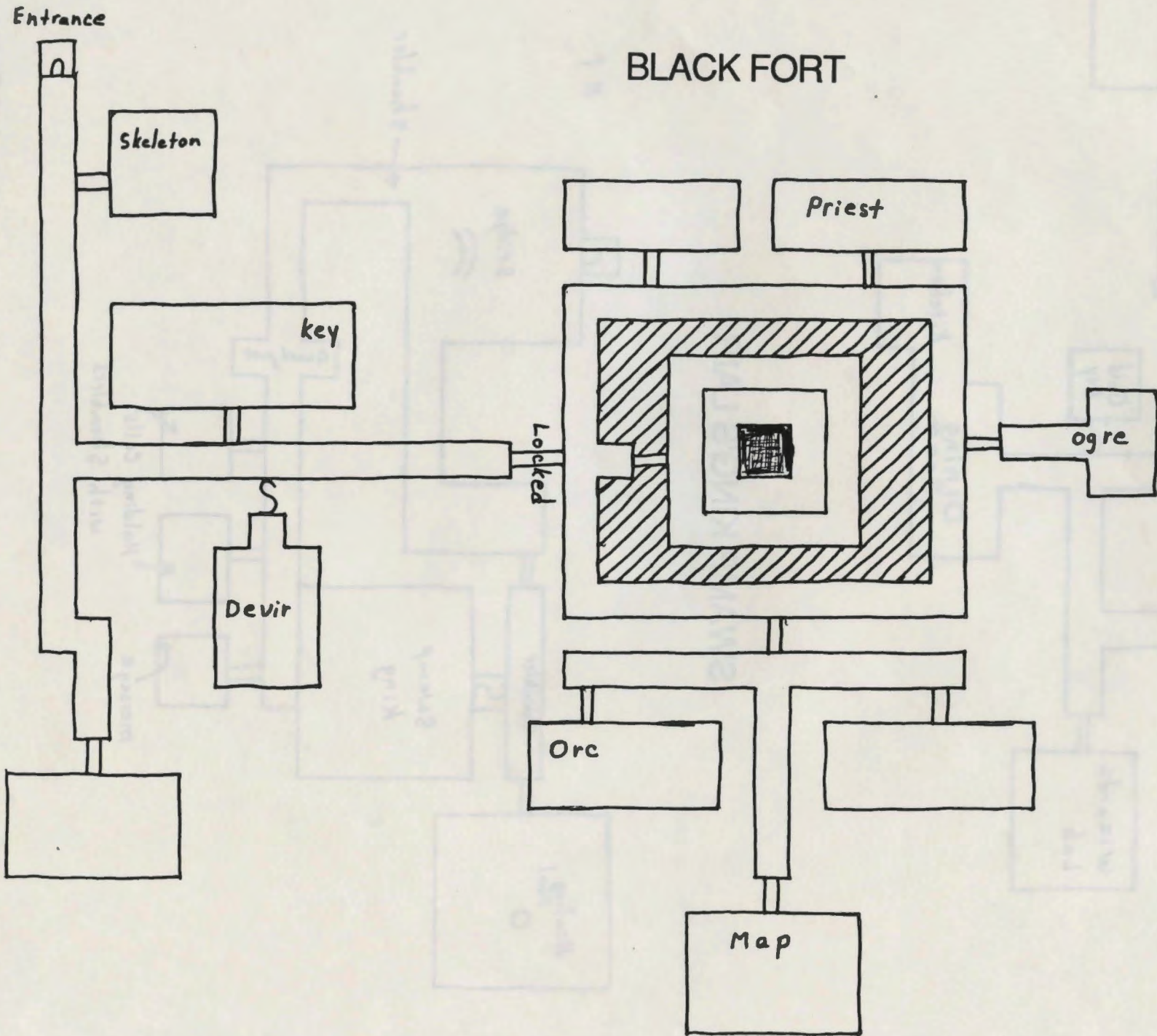


## SWAMP KING'S LAIR



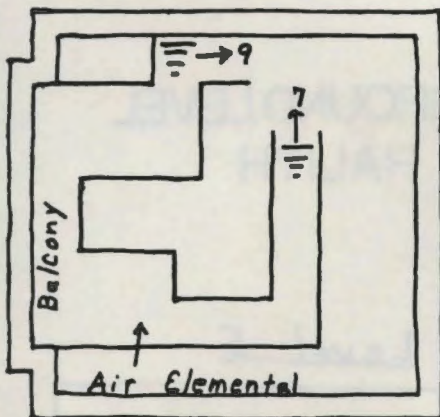


# BLACK FORT

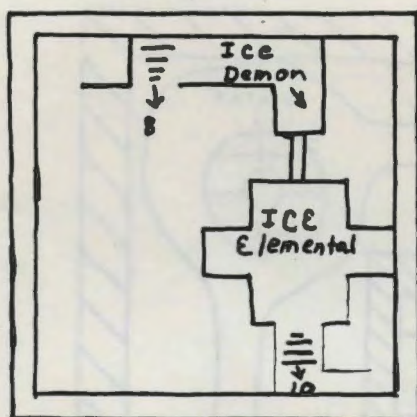




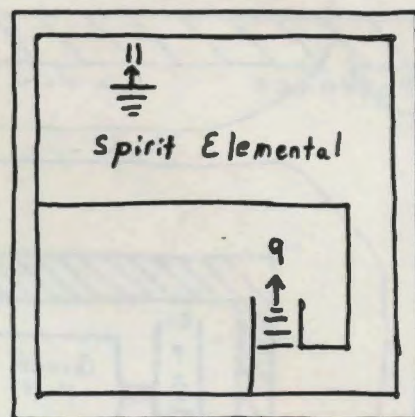
Level 8



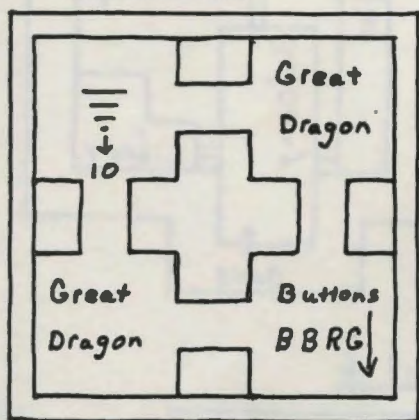
Level 9



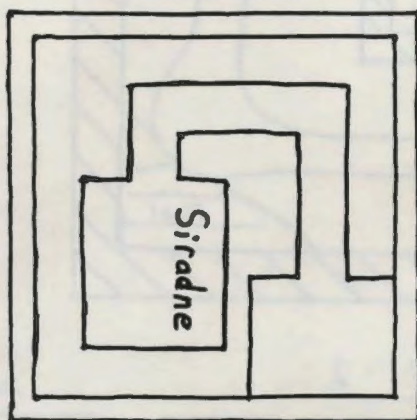
Level 10



Level 11

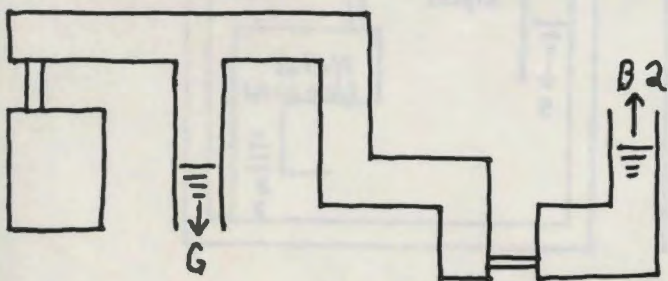


Level 12

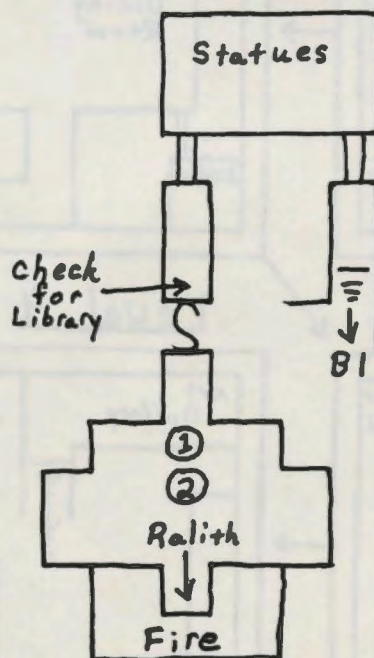


RALITH

Level B1 (Basement)



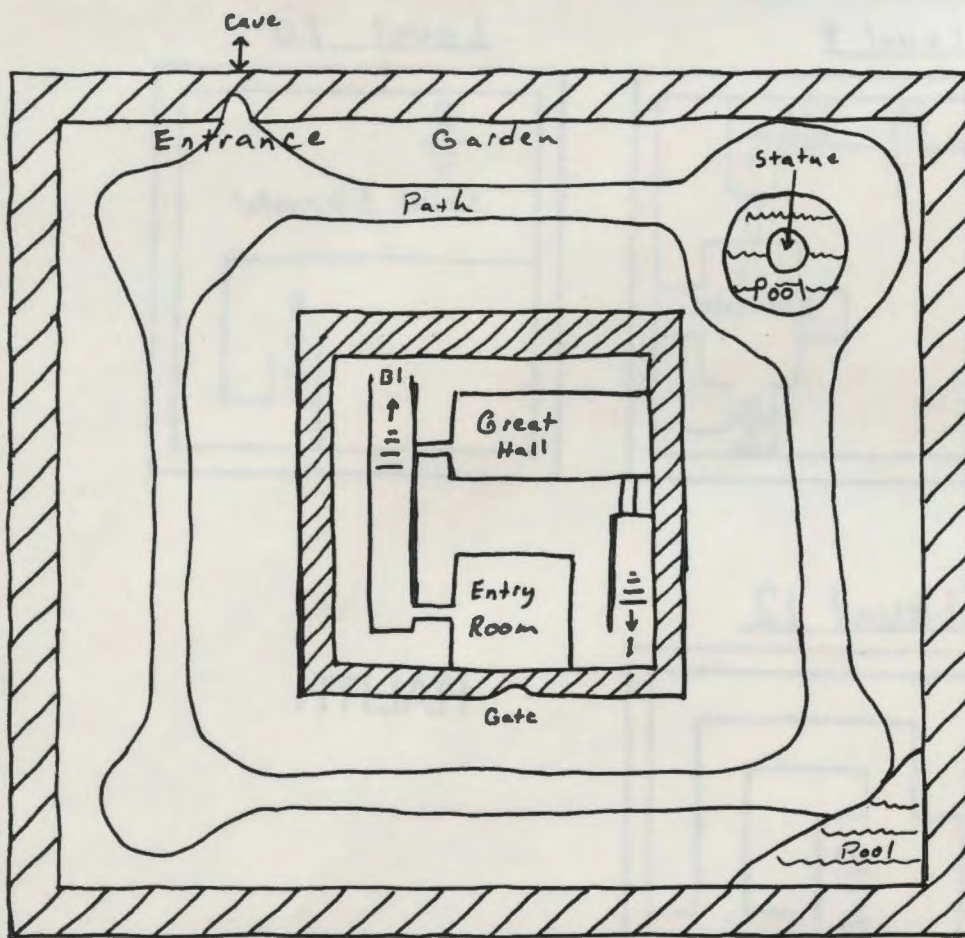
Level B2 (Basement)



① = Check for Blessing

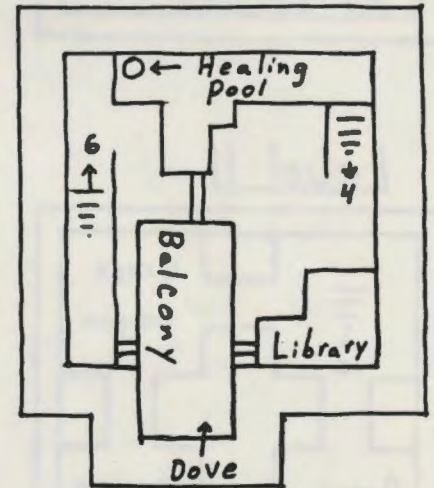
② = Wraith and Spectres



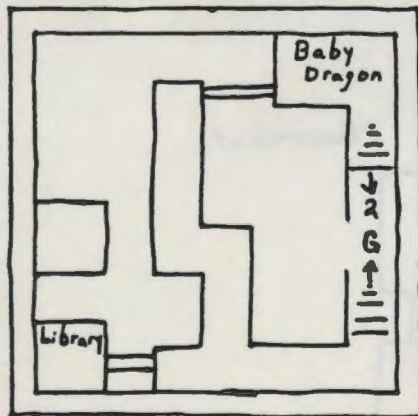


## GROUND LEVEL RALITH

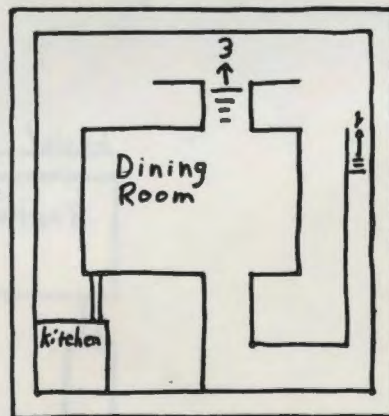
### Level 5



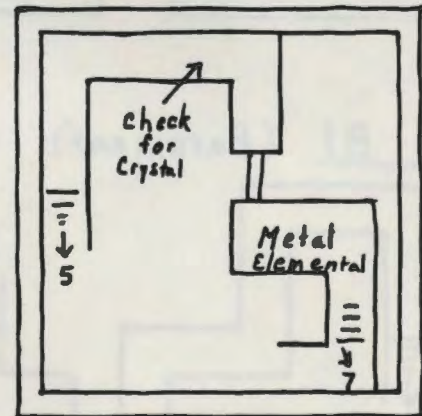
### Level 1



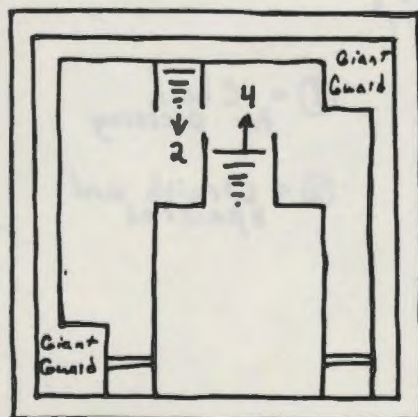
### Level 2



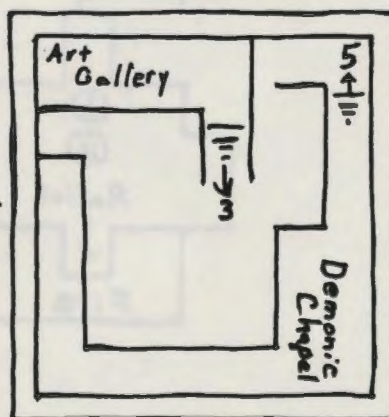
### Level 6



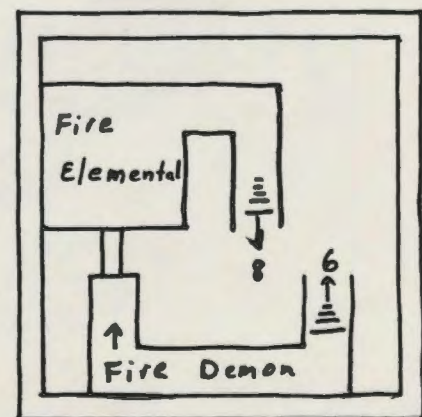
### Level 3



### Level 4

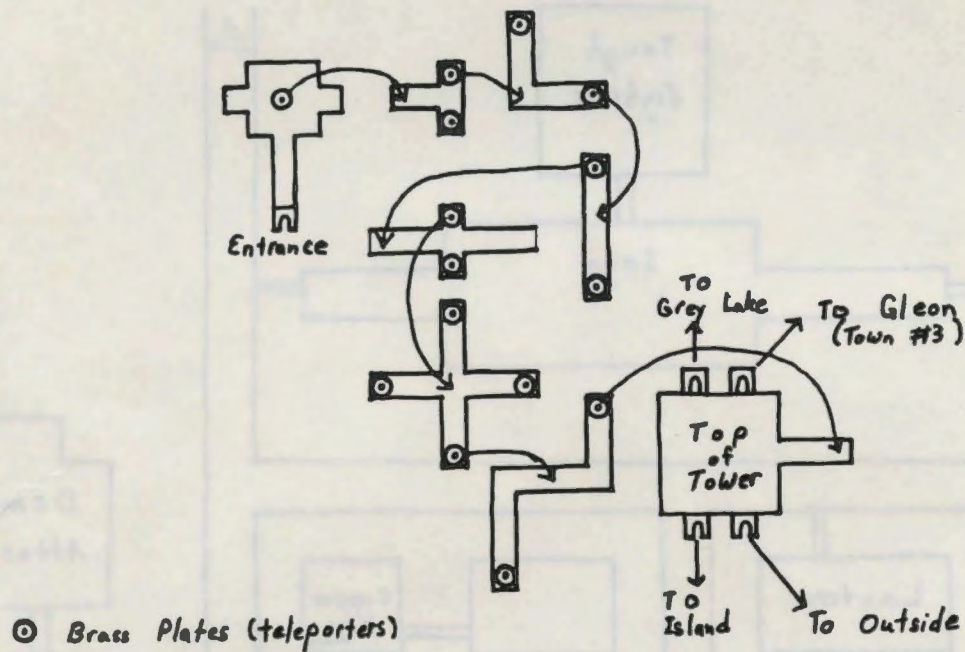


### Level 7



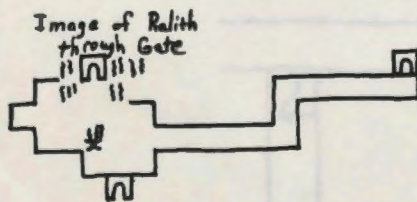


## GATE KEEPER

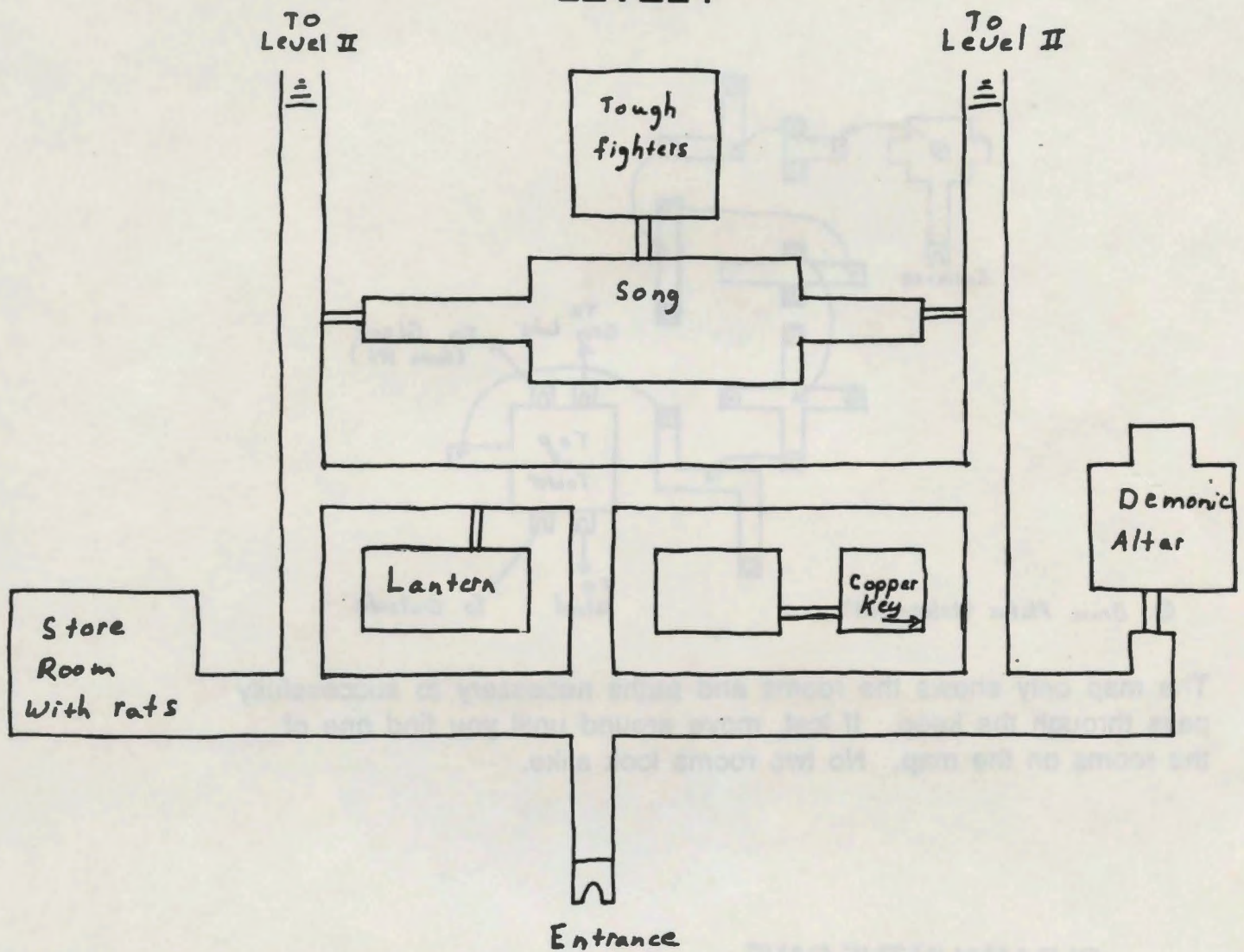


**Note:** The map only shows the rooms and paths necessary to successfully pass through the keep. If lost, move around until you find one of the rooms on the map. No two rooms look alike.

## OLD MAN IN THE CAVE



# ELDRIN'S KEEP LEVEL I



## REBEL HIDEOUT

