**k9eltanSharteelDiscovery** = Value of 1 means you talked with Eltan and learned that there may have been collaborators of Sarevok that were captured. A value of 2 means you know where Shar-teel is being held.

**k9KnowsNarlen =** A value of 1 means you have met Narlen

**k9narlenletter**= A value of 1 means you’ve gotten the quest to gather the letter paper. A value of 2 means you’ve acquired the paper and given it to Narlen. A value of 3 means you have seen the cutscene fade in narlens script. A value of 4 means the letter has been forged.

**k9NarlenLoop =** A value of 1 prevents Narlen’s intro dialog from starting again. This allows the party to interact with him for his dialog concerning making the forgery.

**k9NarlenTalk =** A value of 1 here establishes that you have talked to Shar-Teel at least once and know that she can’t be released by the guard.You are going to have to find a way to get her released. That or convince the guard to do so.

**k9Sharteel\_Item\_GIVE =** value of 1 means she has gotten some items to use

**k9Sharteel\_Talk\_ELTAN** = values of 1 means you talked with Eltan and gotten his thoughts about working with Sharteel

**k9Sharteel\_Guard**= A value of 1 prevents you from speaking to the guard for her cell.

**k9Sharteel\_Guard\_FREE** = A value of 1 means that Shar-Teel is released

**k9Sharteel\_Talk** = A value of 1 here causes the dialog script to fire so that Shar-Teel will talk to you behind her cell. This gets reset if you talk to her and don’t release her.

**k9Sharteel\_Talk\_Talk** = A value of 1 here prevents shar-teels dialog from looping.

**k9shar\_unlock\_door**= A value of 1 means that the cell door is unlocked

**NarlenMove =** This is an original game variable. Its use here is for determining if you have worked with Narlen before.