

## Section 2: Nastier Puzzles

The hint book for Exile contains piles of hints. It's over 20 pages of densely packed text. It's a good buy.

However, some puzzles are icky above and beyond the call of duty. Here's some hints to get you unstuck...

2.0: How do I pass the gremlins in the glade?

They're unhappy. Find some wine for them.

2.1: Where is the stone key?

Motrax saw it once. Ask him about 'bribe.' Then search the caves southeast of his lair. The key is at a special you probably visited already.

2.2 How do I get into the tower where Grah-Hoth is imprisoned?

The buttons are a red herring. Use a magic map. Look for secret things in the southwest corner of the dungeon. Then search for secret doors in the north wall of the tower.

2.3 On the third floor of the Crypt of Drath, how do I get past the teleporters?

(This is my favorite puzzle. You have to play it to find out how obnoxious it is.)

Walk into the east teleporter three times. Search for secret doors.

2.4 Where is the graymold?

Start in a boat by Fort Dranlon. Take the river east to the large lake. Follow the shore north, and follow the river heading away to the north. The graymold is at the source of that river.

2.5 Where can I store my items?

In version 1.1 or later. Leave items in the room in the inn with one crate in it in Silvar, or in the 3x3 room off the storeroom in the Castle.

2.6 Where is the fifth piece of mold?

On the other side of the river. To get across, see 2.7, or go mess around in the Giant Castle way to the north. You're looking for the giant's boats...

2.7 How do I get over chasms?

Get the Orb of Thralni. It's hidden in the Waterfall Warren, 2 sections west of Fort Dranlon.

2.8 How do I get past the goblins in Erika's tower?

(This is my second favorite puzzle)

"Pierce them both to get the prize."

2.9 How do I pass the double barrier in the Vahnatai cave to the far west?  
Play Exile II.