

Quest for Glory 3: Wages of War - Point List

Items in **bold** are acquired by the action listed. Items in *italics* are required to perform the action listed. Actions that give a notable bonus to Honor have a “+” on the Paladin category. Actions that decrease Honor have a “-”. Actions that only effect one class but that do not give Puzzle Points are marked with an “o”.

All characters start with 50 Experience Points, 1 **Waterskin**, 20 **Rations**, a **Sapphire Pin**, a **Note from Shema**, and 200 **Dinars**. Imported characters begin with all the pills you had from Shapeir (except Stamina Pills). Fighters and Paladins begin with **Chainmail**, and a **Magic Shield**. Fighters start with a **Sword**. Paladins starts with a **Magic Sword**. Magic Users and Thieves are given a **Fine Dagger** and all other daggers become **Throwing Daggers** (this applies to all players). Magic Users starts with a **Gift** from Keapon Laffin. Thieves starts with a **Magic Grapnel**, and a **Thieves’ Toolkit** (but no Lock Pick). Only Fighters and Paladins start with **Chainmail** (even if it carried over from Spielburg into Shapeir for Magic Users and Thieves, it doesn’t carry into Tarna). There are no Stamina Pills in Tarna, so those don’t transfer from Shapeir either.

F	P	M	T	Action and Notes
Day 1				
		4		Open the <i>Gift</i> from Keapon Laffin, read the Wrapping Paper and learn the Juggling Lights spell
8	8	8	8	Chase Harami (the thief) OR
		7		Use magic on Harami and succeed
		4		Use magic on Harami and fail
			5	Throw a <i>Dagger</i> at Harami or use <i>Fruit</i> to stop Harami
	2			Talk to Rajah without offending him
	2			Defend Rakeesh to Rajah
2	2			Gain the Flaming Sword ability (10 Paladin Points required)
		o		Talk to Kreesha about a Staff
4	4	4	4	Exchange <i>Dinars</i> for Royals
2	2	2	2	Buy a Zebra Skin from the Leather Merchant (You’ll need 5.)
3	3	3	3	Buy a Waterskin from the Leather Merchant
			o	Buy some Fruit Samra bin Balah
2	2	2	2	Buy a Fine Dagger from Fanaka Kisu
2	2	2	2	Buy a Fine Spear from Fanaka
			o	Buy Throwing Daggers from Fanaka
2	2	2	2	Buy Honey from Ta'me al 'Asal
3	3	3	3	Buy a Tinderbox from An Forda and Son
			5	Buy a Blackbird from An Forda and Son
			5	Buy Oil from Zaituni bin Duhn
			8	Buy a Rope from Rashid
			o	Show the Thieves' Sign to Rashid (Learn Acrobatics [+30 Agility] for 50R)
2	2	2	2	Buy Beads from Anna Bibi (95c and you can’t bargain, so don’t try)

F	P	M	T	Action and Notes
3	3	3	3	Tell Shallah about Shapeir
5	5	5	5	Give the <i>Note</i> to Shallah
2	2	2	2	Attempt to buy a Wooden Leopard and Shallah will give it to you
2	2	2	2	Buy a Fine Robe from Imal
			o	Buy some Meat from Kalb (can bargain to <i>1 common</i>)
3	3	3	3	Give some <i>Commons</i> to Orpheus (the Drummer) OR a Thief can steal from him
3	3	3	3	Read the Bulletin Board at the Inn
				Eat at the Inn and talk to Janna about Survivor and Mission
				Talk to Salim Nafs about Honey Bird
10	10	10	10	Tell Salim about Julianar
				Buy Healing Pills from Salim
				Buy Poison Cure Pills from Salim
		o		Buy Mana Pills from Salim
				Offer to buy a Dispel Potion or ask about it and learn about Ingredients
				Enter the Temple of Sekhmet and learn about the Gem of the Guardian
3	3	3	3	Leave Tarna for the first time
8	8			Save the Meerbat and get a Fire Opal
8	8	8	8	Get some Venomous Vine Fruit
Day 2				
				Eat at the Inn again and talk to Janna again
2	2			Kill a Croc
2	2			Kill a Dinosaur
3	3			Get a Dinosaur Horn
2	2			Kill a Giant Ant
Day 3 Rakeesh takes you to Simbani Village				
	5			Swear the oath at the Hall of Judgment
2	2			Gain the Healing ability (25 Paladin Points required)
3	3	3	3	Reach the savanna near the Simbani Village for the first time
Day 4				
2	2	2	2	Ask Chief Laibon Mkubwa about the Spear (Getting kicked out of Laibon's Hut is -5)

F	P	M	T	Action and Notes
2	2	2	2	Ask Uhura about the Spear
Day 5				
3	3	3	3	Play Awari with Yesufu
3	3	3	3	Become friends with Yesufu (Ask about Friendship on the 3 rd time playing Awari)
Day 6 The Storyteller appears in the Simbani Village				
				Talk to the Storyteller
3	3			Practice spear throwing with Uhura
3	3			Practice on the wrestling bridge with Uhura
3	3	3	3	Get Water from Pool of Peace
2	2	2	2	Listen to Storyteller's story at sunset
Day 7				
2	2	2	2	Ask Laibon about the Drum
3	3	3	3	Reach the jungle for the first time
5	5	5	5	Get a Gem of the Guardian
5	5	5	5	Give the Guardian <i>Water from the Pool of Peace</i> and get a Gift of the Heart
2	2			Kill a Flying Cobra
2	2			Kill a Leopardman
Day 8				
		3		Find a Blue Orchid in the jungle
8	8	8	8	Reach Waterfall Map (first time)
8	8	8	8	Free Manu from the Pygmy Goblin's trap
Day 9				
		6		Dip the <i>Blue Orchid</i> in the Pool of Peace
		5		Give the <i>Blue Orchid</i> to the Guardian and get some Magic Wood
Day 10				
8	8	8	8	Find a Honey Bird, follow it, drop some Honey and get a Honey Bird Feather
3	3	3	3	Give <i>Water from the Pool of Peace</i> to Salim
3	3	3	3	Give the <i>Venomous Vine Fruit</i> to Salim
3	3	3	3	Give the <i>Gift of the Heart</i> to Salim
3	3	3	3	Give the <i>Honey Bird Feather</i> to Salim

F	P	M	T	Action and Notes
			8	Make the Thieves' Sign to Harami
4	4	4	4	Agree to meet Harami
10	10	10	10	Enter the Temple of Sekhmet and give the <i>Gem of the Guardian</i> to the Priestess of Sekhmet
10	10	10	10	"Choose thine own path" in the Temple of Sekhmet
5	5	5	5	Be judged "one with yourself" in the Temple of Sekhmet
<u>Day 11</u>				
		10		Create a Wizard's Staff and get the Summon Staff spell
6	6	6	6	Pick up 3 Dispel Potions from Salim
<u>Day 12</u>				
15	15	15	15	Use a <i>Dispel Potion</i> on the "Leopardman" prisoner
2	2	2	2	Tell Rakeesh and Kreesha about the Dispelled Leopardwoman (Johari)
7	7	7	7	Ask Khatib about the Peace Mission
8	8	8	8	Tell Harami about Rakeesh
<u>Day 13</u>				
2	2	2	2	Ask Uhura about Marriage
<u>Day 14</u>				
3	3			Give a <i>Dinosaur Horn</i> to Laibon and start the Simbani Initiation
5	5			Win or lose the Twisted Tree Challenge
5	5			Win the Ring of Thorns Challenge with your <i>Tinderbox</i>
8	8			Help Yesufu after he falls
5	5			Lose the race to Yesufu
5	5			Win the Spear Throwing Challenge
5	5			Win the Wrestling Challenge
0	0			Win or lose the Initiation
9	9	9	9	Ask Laibon about Marriage and give him a <i>Fine Spear</i> , a <i>Fine Robe</i> , and 5 <i>Zebra Skins</i>
0	0			Ask Laibon for the Drum of Magic OR have Yesufu give you the Drum
2	2			Gain the Sense Danger ability (50 Paladin Points Required)
3	3	3	3	Give the <i>Wooden Leopard</i> to Johari
3	3	3	3	Give a <i>Fine Dagger</i> to Johari
3	3	3	3	Give some <i>Beads</i> to Johari
			8	Break into Laibon's Hut

F	P	M	T	Action and Notes
			8	Steal the Drum of Magic
Day 15				
2	2			Kill an Apeman (Must be killed before the Lost City.)
2	2			Kill a Demon Worm
3	3	3	3	Call out to Johari for the first time
		4		Learn the Lightning Ball spell from Johari (on the 2 nd meeting)
8	8	8	8	Show the <i>Drum of Magic</i> to Johari OR tell Johari about Peace
Day 16 Johari takes you to the Leopardman Village				
3	3	3	3	Kiss Johari
		4		Cast <i>Summon Staff</i> in the duel with the Leopardman Chief
		4		Cast <i>Reversal</i> in the duel
		4		Cast <i>Calm</i> in the duel
		4		Cast <i>Open</i> in the duel
		4		Cast <i>Juggling Lights</i> in the duel
		4		Cast <i>Force Bolt</i> on the snake in the duel
		4		Cast <i>Levitate</i> in the duel
		8		Use a <i>Dispel Potion</i> on the possessed Shaman OR
		5		Kill the possessed Shaman
		10		Win the duel with the Leopardman Shaman
			5	Use your <i>Grapnel</i> on the Leopardman Chief's hut
			5	Feed <i>Meat</i> to the panther
			8	Cross your <i>Rope</i> into the Chief's hut
			5	Feed <i>Fruit</i> to the monkey in the hut
			5	Free the monkey in the hut
			10	Steal the Spear of Death
20	20	20	20	Give the <i>Drum of Magic</i> to the Leopardman Chief
20	20	20	20	Give the <i>Spear of Death</i> to Laibon
20	20	20	20	Attend the peace conference
25				Become a Paladin
2	2			Gain the Honor Shield ability (80 Paladin Points required)

F	P	M	T	Action and Notes
Day 19				
3	3	3	3	Follow Manu to the Monkey Village
Day 20				
8	8	8	8	Enter the Monkey Village
3	3	3	3	Convince Manu to take you to the Lost City
3	3			Create a bridge at the waterfall
10	10	10	10	Cross the waterfall
		5	5	Get the Fire Opal from the eye of the Anubis statue
8	8	8	8	Use the <i>Fire Opal</i> on the door
7	7			Defeat the Demon Guard
		6		Cast <i>Calm</i> on the Demons
		4		Cast <i>Open</i> on the guarded door
			5	Use <i>Oil</i> on the guarded door
			5	Sneak passed the Demons
3	3	3	3	Find Reeshaka
10	10	10	10	Use a <i>Dispel Potion</i> on Reeshaka
3	3	3	3	Reach the mirror room
3	3			Defeat the Demon Gargoyle
10	10	10	10	Defeat the Demon Wizard
20	20	20	20	Push the Gate Orb through the World Gate
25	25	25	25	Become the hero of Tarna
513	497	493	495	Final Totals