

ANDREW'S NEEDS AS OF 10 - 21 - 91

- Thad (Yew) needs the trigger to make him seek out and attack the party if they are Fellowship members.
- Every character in Skara Brae needs the have the flag set by the seance spell.
- The Ferryman needs to take the party to and from Skara Brae. Jim knows about this (he has it written down).
- Trent's(Skara Brae) Makecage routine is -- according to Jim -- already completed.
- Forsythe's (Skara Brae) Destroy well routine is -- according to Jim -- already completed.
- The sextant coordinates for Serpent's Hold are mentioned in Denton's conversation. Once the map is official, I will need to insert these.
- Brion and Nelson need the appropriate items that are mentioned in their conversations placed, and also the function that checks if they're near needs to be implemented.
- The ~~~IsTypeNear~~ ^{ISININV} needs to be implemented so the Emps (Yew) can check the party for honey.