

From Monastery to Ascension Peak 2013



Map copied from Flamestryke's Wiz8-page
http://www.zimlab.com/wizardry/recovered/flamestryke/wizardry8/flamestrykes_w8.html
which undoubtedly is the best guide to Wizardry 8 out there.

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Party and characters:

I've played through this game with six, four, three, two and one player characters (PC).

Using fewer than the standard six means PCs level up more quickly, and skill advancement is faster, since e.g. the number of sword swings to destroy an opponent will be the same irrespective of number of chars – hence fewer chars gain more skill in each battle than a larger party. (A level 4 fighter has greater skill in a three-char party than in a six-char.)

Strength of random encounter opponents is determined by average party level – hence a party with fewer chars, leveling up faster, will also meet stronger opponents (can be a challenge). But fixed encounters are – well fixed.

Contents of chests on a given map is partly dependent on average level of party when they first entered the map. Hence a high-level party will tend to find more goodies in the chests (but some contents are set).

Skills:

Some skills are essential.

Locks and Traps: Even a level 7 Knock-knock spell won't open most of the chests in the last half of the game. Hence a high level lock-picker is a must (Thief, Ninja, Bard). Lock-picking can be trained by "inspecting" traps repeatedly (boring, but fruitful). Use all available skill points on Locks and Traps in the beginning, then chests in Monastery can be "inspected" without blowing up, and the skill can be pretty far developed before leaving the Monastery.

Scouting: A ranger will find lots of goodies due to his "always search" ability. Any other class will fail to find goodies when searching even if standing less than a foot from the items. So even if you know where an item is it can be hard to detect without the ranger skill.

Not essential, but very useful:

Artifacts: A big advantage to have high skill here, saves a lot of uncertainty, and reduces backfires when using artifacts in battles

Throwing: Not only to throw weapons, but using bombs, thrown spells and the like in battles.

Music: The game contains lots of *very useful* instruments – a bard can many times be more powerful than a magic user, especially as he builds up the skill quickly and hence "casts" more powerful spells than similar-level magic users. In the first part of the game Bard sleep spells and shrill sound saved the day repeatedly.

Critical strike (including ranged and thrown criticals): Saved party many a time when all hope seemed lost, and the samurai or ranger suddenly succeeded with a critical hit.

Alchemy: In general lots of useful spells, but also the ability to mix potions, both to achieve powerful bombs and for selling – an easy way to earn much money fast. I'd regard the alchemy realm as the most general useful of the magic realms.

Portal spells: The game *can* be done without setting and using portals, but much more cumbersome. (Without a portal on Ascension Peak after it's been sealed off, this area can only be reached by going through the Rapax Castle after all Rapax have become fiends / hostile.)

In the later part of the game magic resistance is more important than AC, hence build up such resistance and/or find armor / items with resistance (Piety = 100 → Iron Will: excellent defense vs. spells – but do we want to spend so many stats points on piety?)

Note that Vi Domina joins the party in Arnika, and with a few exceptions stays with the party throughout. She's a good Valkyrie, and hence original party doesn't need a Lord or Valkyrie (actually a waste...)

Note also that profession change is different than in earlier Wizardry games. Now when a character changes profession he knows all skills and keeps all stats from previous professions, and just continues level-building from where he was. (A level 10 bard converting to fighter will fight as a level 1 fighter / level 10 bard, and next level-up will be at the needed experience for a level 11 fighter).

All musical instruments can be played by any profession as long as the user has the needed skill in music / bard level. Hence the converted fighter can continue to play music.

All said, profession change isn't that useful, and for most chars it's just as well to stick to original choice. Possible exception for Bard when he's learned all he can as Bard (*both* lock-picking and music), to gain the ability to use golden plate in the end game. (But at the same time then can't use some *very useful* Bard-only armor and items...)

Party Characters: (my choices)

Playing with one character: Ninja (Lock-pick, throw, Alchemy, Crit. strike)

Playing with two characters: Ninja and Bishop

Three characters: Samurai, Bard, Ranger.

Four characters: Samurai, Monk, Ranger, Bard

But apart from that all professions have their advantages so by all means...

(Didn't like Psionic – he has some useful spells, but there's almost nothing he can wear or use...)

Also didn't like the new Gadgeteer profession, so in this context it's non-existent...)

When deciding class, considered if there was a stat the profession didn't need at all, and chose a class with a low on that stats, such that the *needed* stats could be maximized. Note that Humans have no magic resistance, but receive a higher total in stats points. Hobbits get as many stats points, and has earth resistance, so hence appears the best class. (Faeries seem good, but their limited strength and carry capacity was just too much of a drawback.) All other classes get 10-15 less stats points but improved magic resistance, so there's no clear-cut winner. (Note that Lizardmen and Dracons get negative mental resistance, hence are more vulnerable to mental spells, and as they are also the strongest they can do lots of harm and damage when affected by a bind spell or similar (nothing beats having won a difficult fight, and then your Lizardman turns on party and succeeds with a critical hit...))

Having a Bard with minimum piety worked OK, but the decision to let the Samurai start out with 30 in piety was a bad one – he really doesn't get many spell points when gaining levels, so I regretted that one...

Lastly, the advanced skills are not learned by finding some item (like in Wiz7), but by reaching 100 in some stats.
(Senses=100 -> Eagle Eye, etc.)

Leo Songwriter, Hobbit Bard (→19). Fighter (20→) Kindly

Note: Effect of items / common spells included in stats

Samji Turtleslayer, Mook Samurai. Eccentric

Note: Effect of items / common spells included in stats

Event (end)	Start <i>Novice</i>	Mon. Cellar <i>Shugenja</i>	Monastery <i>Hatamoto</i>	Chapter 2	Chapter 3	Chapter 5 <i>Daisho Master</i>	Chapter 7	RFS-81 <i>Daimyo</i>	Chapter 10	Chapter 13 <i>Warlord</i>	Chapter 15	Chapter 16	Chapter 19	Battle Plains, AP	Chapter 20 <i>Shogun</i>		
Stat\Lv	1	4	7	9	10	11	15	18	20	22	23	25	26	27	29		
Str	55	62	68	73	75	78	88	96	100	105			100				
Int	55	57	60			65				86			66		67		
Pie	30		34	36	38		40	52	53	47		51					
Vit	55		56			61	62	66	71	73	74	76		77			
Dxt	55	60	62	64	65	67	70	73	75	76	78	82	84	87	93		
Spd	55	59	61	64	75	76	80	74	75	76	78	81	93	96	99		
Sens	55									50					51		
HP	15	36	59	73	81	88	122	146	166	188	199	217	228	237	255		
Stam	98	118	142	160	169	178	221	266	292	312	323	345	348	356	372		
SP	0		39	70	157	214	457	693	833	970	1052	1259	1366	1454	1595		
AC	1	2	6	9	10	12	15	17	18	22		24	27				
CC	198	214	230	242	247	254	284	304	319	337	339	340	331		332		
Sword	10	16	23	43	55	71	85	92	98	105	108	113	116	117	118		
Shield																	
Bow	4	5	16	24	31	40	50										
Thr&S		4				7	22	39	52	61	65	67	71	77	80		
Crit. strike	12	24	29	40	45	55	66	73	77	82	85	88	90	92			
Close comb	10	16	19	30	37	47	57	63	66	70	74	79	82	83			
Rang comb	3	13	19	22	29	36	50	59	65	69	70	71	72	76	78		
Dual wpn	8	17	21	33	39	51	61	66	69	71			74	76	78		
Artifacts		3	6	13	19	25	38	40	42	47	49	52	56	58	60		
Myth.		2	4	7	14	27	66	78	84	91	93	96	98	99			
Comm.			2	8	12	15	19	22	24	28		29	34	35			
Power strike									3	17	27		48	53	63		
Snake speed													20				
Wizardry			15	23	31	40	66	76	79	82	84	87	88	90			
Fire				10	12	17	25	37	49	56	65	70	76	79	81	82	
Air					3	6	11	19	35	43	47	51	54	66	74	77	79
Mental					7	8	10	12	29	37	43	49	53	59	62	65	70
Water						3	9	26	42	47	52	53	59	65	71	76	
Earth						5	8	9	13	21	27	32	35	43	48	52	62
Divine						6	11	21	33	43	54	64	71	77	80	82	84
Resistance																	
Fire	25		26			50	55	60	85	96	97	100					
Air	25				26	49	55	60	74	80		81	100				
Mental	40				41	64	69	74	89	97	98		100				
Water	40			70	60	83	99	100									
Earth	25					68	53	58	72	83		84		85	86		
Divine	35				36	60	100										
Power cast										15							

Spells Samji (wizardry) (in order learnt, (.) = level learnt, B=learnt from spell book)											
Fire		Air		Mental		Water		Earth		Divine	
Energy blast (5)											
Light (5B)	8										
	11		Terror (6)	10							
	16	Sleep (7)	10		13						
	19		13		15		Web (8)	13	Ench. blade (7B) Mag msl (7B)	14	
	23	Msl shield (9)	18		18			16		18	
Fireball (10B)	34	Shrill sound (10)	29	Det. secret (9B)	26	Frost (10B)	19		22		27
	43		38		31	Freeze flesh (11)	26		26		36
	51	Nox. fumes (12)	52	X-ray (12B)	38	Iceball (12B)	35		32	Rm. curse (12B)	49
	74		73		60		57	Whip. rocks (14)	55		64
	82	Set Portal / Return (15B)	93		73		70		61	Sum. Elem (15)	82
	95		107		87	Freeze All (16)	89		77		95
	110		120		97	Dehydrate (17)	109		87		107
Firestorm (18)	127		129		105		122		92		118
	142		141		116		131		104	Banish (19)	139
	150		156		125	Blizzard (20)	147		111		153
	166		166	Turncoat (21)	144		157		124		169
	175		169	Hex (22)	155		165		126		180
Nuclear blast(24)	208	Asphyxiation(24)	199		178		184		147		212
	227		228	Concussion (25)	202		202	Crush (24B)	171		229
[Level 26]	241	ShadHound(25B)	260		215		220		187		243
[Level 27]	253		275		228		241		202		255
[Level 29]	271		295		253		266		235		275

Robin Treefriend, Rawulf Ranger. Laidback

Note: Effect of items / common spells included in stats

Event (end)	Start <i>Novice</i>	Mon. Cellar <i>Scout</i>	Monastery OK <i>Archer</i>	Chapter 2	Chapter 3	Chapter 5 <i>Pathfinder</i>	Chapter 7	RFS-81 <i>Weaponizer</i>	Chapter 10	Chapter 13 <i>Outrider</i>	Chapter 15	Chapter 16 <i>Marauder</i>	Chapter 19	Battle Plains, AP	Chapter 20 <i>Ranger Lord</i>				
Stat Lv	1	4	7	9	10	11	15	18	20	22	23	25	26	27	29				
Str	52	56	57	58		60	65	73	79	85	88	93	96	99	100				
Int	51	55	57	58		63								73					
Pie	55							57	58	59		60			63				
Vit	54	55	57	58		59	60	61	63	64	65	83	84	70	74				
Dxt	55			57	58		60	62			63	65	66	67	69				
Spd	40		43	55	57	47	51	66	69	73	64	65	76	77	79				
Sens	58	67	76	82	85	98	110						100						
HP	16	34	55	69	76	84	112	134	151	166	175	214	223	211	232				
Stam	113	133	152	165	171	180	210	242	267	291	304	354	368	359	387				
SP	0		59	120	163	241	508	705	853	997	1077	1234	1311	1395	1507				
AC	2		3	8	9	13		18	17	18	20		22						
CC	189	200	205	208		214	228	248	265	280	289	322	331	321	328				
Sword	5	10	13	18	22	26													
Pole						14	38	63	77	87	94	102	84						
Mace&Flail													25	37	52				
Shield				2	3	6							20	12					
Mod. w										10									
Bow	7	15	24	33	43	55	65	74	74	77	78	80	81	82	84				
Thr&S																			
Scout	13	25	29	34	36	53	69	75	78	80	81	84	81	82	83				
Close comb	3	8	11	16	21	28	46	58	67	75	80	85	87	88	89				
Rang comb	8	22	37	51	63	81	93	101	105	108	110	111	112		115				
Dual wpn																			
Artifacts	2	6	11	21	27	32	44	47	49	53	55	58	63	77	78				
Myth.	8	13	17	24	33	45	83	90	94	97	98		99		100				
Comm.			2	12	17	20	24	29	30	37		38	44	45					
Eagle Eye						3	17	25	31	37	41	43	48	58					
Snake speed												20							
Power strike													8						
Alchemy		16	24	34	45	70	79	82	85	87	88	90	93	94					
Fire			5	10	15	25	42	52	59	69		75	78	81	82				
Air			5	10	19	33	56	74	78	81	84	86	89	93	94				
Mental																			
Water			2	5	9	17	35	43	50	54	59	68	72	75					
Earth			3	4	6	7	20	29	44	53	59	69	74	79	83				
Divine			7	12	18	29	38	49	57	64	68	75	76	77	79				
Resistance																			
Fire	25			26		50	66	71	75	86	100			93					
Air	25			26		71	97	83	87	98			100						
Mental	25			30		48	52	56	60	70			75	95					
Water	35					59	95	100											
Earth	30					83	89	93	99	100									
Divine	40			41		65	70	100											

Vi Domina, Human Valkyrie

Note: Effect of items / common spells included in stats

Spells Vi (divine) (in order learnt, (.) = level learnt, B=learnt from spell book)											
Fire		Air		Mental		Water		Earth		Divine	
										Bless (6)	
										Heal Wounds (6)	24
					Paralyze (7)	17				Guard. Angel (7B)	33
				Divine Trap (8B) Charm (8B) ID Item (8B)	18	Stamina (8)	24	Web (8B)	23	Make wounds (8B)	38
					31	Holy water (9)	32				52
		Cure poison (10B)	24		38	Cure ls cond (10) Cure paral. (10B) Rest All (10B)	48	Armorplate (10B)	31	Magic screen (10B)	62
		Silence (11)	32		43		58		36		74
Light (12B)	36	Whirlwind (12B)	48		55	Cure disease (12B)	76		49	Soul shield (12B)	97
	42		58		64	Superman (13)	91		59	Rm. curse (13)	115
	54		79	Sane mind (15)	89		121		79	Heal all (15)	144
	55	Purify air (16)	80		90		126		82		147
	65		108		107		151		100	Instant death (17)	175
	77	Set portal / Ret. portal (18B)	135		120		167		115	Lifesteal (18) Banish (18B)	207
Lightning (20)	103		163		133		182		130		242
	116		179		143		190		142	Resurrection (21)	256
[Level 22]	130		194		166		198		159		270
	156		224		180		216		179	Death wish / Restoration (24)	312
[Level 25]	171		236		187		224		193		326
	186		251		197		239	Falling stars (26)	212		342
[Level 27]	200		264		204		251		228		361

Equipment Leo C

Where	Start	Monastery	Arniaka	Umpani	Swamp	M. Bluff	Mt. Gigas	M. Bluff 2	→Fighter
Prim. weapon	Short swd	Bastard swd	Diamond Epee	Ench brdswd			Mercucio's		Ench brdswd
Sec. weapon			Round shld	Thieves bckl					
Range wpn	Sling	Light X-bow	Long bow		Demonsting				
Head			Steel helm			Brilliant helm			
Torso	Cloth	Suede dbl	Stud hauberk	Flak jacket					Plate mail+2
Legs	Cloth	Leath greaves		Chain mail+1					Plate mail+2
Feet		Leath boots	Ariel's slippers						Silv sollerets
Hands			Chamois glv					Mail mittens	Steel gauntl
Cloak		Hunter's cape						Many colors	
Misc1		Ring of prot.					Ring of road		Amul healing
Misc2			Amul stillness		Granite ring		Bracers def.		Ankh Might
Where	Bayjinn	Mtn Wildern	Shallows	R. Castle	AP				
Prim. weapon	Ench brdswd	Vorpal blade	Fang						
Sec. weapon		Diamond Eyes			Rainbow shid				
Range wpn		Strong bow							
Head	Ebony heaume			Infinity helm					
Torso	Plate mail+2		Plate mail+3	Golden br.pl					
Legs	Plate mail+3			Platin. greaves	Ebony plate				
Feet	Silv sollerets			Snakeskin boots					
Hands	Mantis glvs								
Cloak									
Misc1	Amul healing								
Misc2	Ankh Might								

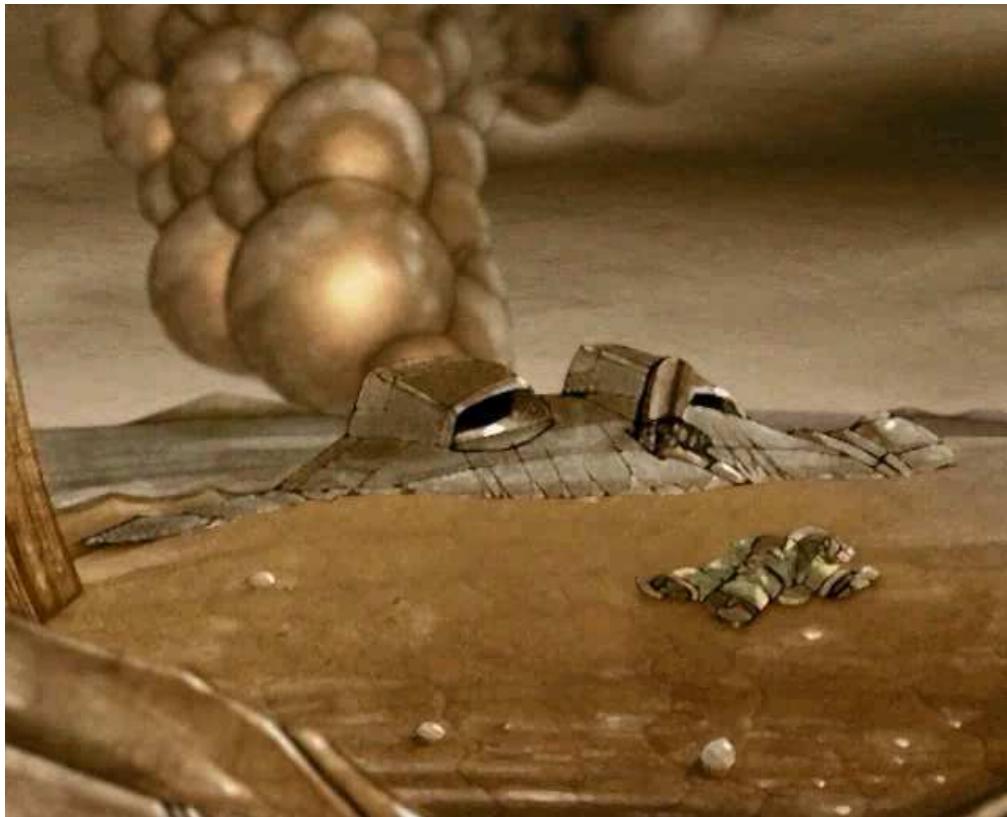
Equipment Samji

Where	Start	Monastery	Arnika	Umpani	Swamp	Mtn Wildern	Bayjinn	Mtn. Wildern	R. Rift
Prim. weapon	Katana		Ench katana	Demonsbane				Giant's sword	
Sec. weapon	Wakizashi					Ench Wakiz.		X	
Range wpn	Throw knife	Short bow	Long bow	Heavy X-bow	Wristrocket				
Head		Feathered hat	Mail coif		Kabuto		Brilliant helm		
Torso	Robes	Tosei-Do				Steelhide		Featherweight	
Legs	Robes	Quilt pants	Stud chaus		Tosei-Do				Hi-Kane-Do
Feet	Sandals	Leath boots		Chain hosen					
Hands			Chamois glv				Mail mittens		
Cloak			Oilskin cloak			Many colors			
Misc1		Ring prot.			Granite ring	Ankh sanctity			
Misc2				Ankh speed	Amul healing				
Where	R. Castle								
Prim. weapon	Ivory blade								
Sec. weapon	Ench. Wakiz.								
Range wpn									
Head	Infinity helm								
Torso	Hi-Kane-Do								
Legs	Chamail+2								
Feet	Snakeskin boots								
Hands									
Cloak									
Misc1									
Misc2									

Equipment Robin

Where	Start	Monastery	Arnika	Umpani	Swamp	M Bluff	Bayjinn	S.E. Wildern	R. Rift
Prim. weapon	Tarnished swd	Rapier	Gleaming swd	Diamond Epee	Spiked spear		Dread spear		
Sec. weapon			Thieves bckl		X				
Range wpn	Short bow		Heavy X-bow	Demonsting	Greenwd bow		Eagle Eye bow		
Head		Leath helm	Steel helm		Flynn's cap				
Torso	Suede		Flak vest	Stud hauberlk		Chamail dbl+2			
Legs	Suede	Leath boots	Leath greaves	Stud chaus		Chainmail+1			Gown of Divinemail
Feet	Buskins				Chain hosen				
Hands		Chamois glv					Mail mittens		
Cloak					Forest cape		Many colors		
Misc1			Ring prot.				Ankh of speed	Golden med.	
Misc2			Amul static		Ring breezes		Amul. healing		
Where	R. Castle	AP							
Prim. weapon	Vamp. chain								
Sec. weapon	Brimst. shld	Philosoph. shld							
Range wpn									
Head	Infinity helm								
Torso									
Legs									
Feet	Snakeskin boots								
Hands									
Cloak									
Misc1	Granite ring								
Misc2									

Chapter 1. The Monastery



After an intro-sequence; while preparing to land on the new world, were discovered and shot down by the Dark Savant's space ship.

Fortunately survived the crash (no game else, right?), which our guide didn't, and found ourselves on a beach, first impression of the alien world shown below.



Examined chest, equipped as best we could, stirred up the crabs in the back and won our first victory.
Then started exploring the nearby areas.



Map 1.
Starting area outside Monastery Cellar

1. ● Chest (not trapped) contained
Throwing knife (7)
Pot. Lt. heal (2)
Long sword (?) [Later identified as Tarnished sword]
Bullet stones (19)
2. 3 crabs (softshell crabs)
3. 20 + 22 bullet stones (One bunch visible the other hidden. I don't differ between visible and hidden items in this description)
4. 6 softshell crabs
5. Blue potion (?) [Later id: Mod heal], Red potion [id: Cherry bomb], Battle axe, sling
6. Entrance to Monastery.





Map 2. Monastery Cellar

On the way up the creepy corridor to the cellar met 3 green slimes at (A) (easy fight), which dropped Main Gauche and Smelling salts.

(B) is not a junction, but we're at a lower level, ascending up to arrive at (C) where we get to fight another bunch of slimes.

1. Arrows (75)
2. Locked (or barred) door
3. Quarrels (54), Sneeze powder (3), Arrows (60)
4. Buskins
5. Pot. Lt. Heal (2)
6. Stix (?) (3) {Items not identified noted by (?)} [magic missiles]
7. Noxious slime (poison)
8. Untrapped chest: Arrows (66), Bullet stones (17)
9. Feather darts (14), Short bow
10. Blue potion (?) (3)
11. Book of Stamina, Poseur's Cap
12. Feather darts (12), Pot. Cure poison (2)
13. Sign: "Do not feed the Rapax".
In the cell: Scroll, Ring of protection, Leather Boots
14. Locked door (2 tumblers). In cell: 3 roaches
Pot. Cure poison (2), Bullet stones (22)
15. Knock picks (3)
16. Locked door (2 tumblers)
{Went back for now. Know what waits behind the door...}
17. Noxious slime. Dropped Gloves (?). [AC3. Chamois?]
18. Book of Light. Book on table. Pot. Cure poison (2), Scroll haste
19. King Crab (tough). Room full of goodies:
Stink bomb, Short bow, Pot. Cure Lt. cond., Light X-bow, Arrows (54).
Remove plank barring door (2) to open it.
20. Sling
21. Button to lift bridge. Note button on top is broken. (No going back, except by jump (damage) or fighting Gregor...)
22. Bullet stones
23. Pot. Mod. stamina (2), Blue potion (?) [Tincture of Shadow], Ale.
Chest: Inspected lock until everybody was at full health (lockpick skill increased from 17 to 28): Cloth pants, Stink bomb, Quarterstaff, Short bow
24. 4 Tanika fish
25. Jump/slide (careful!) down to Resurrection powder

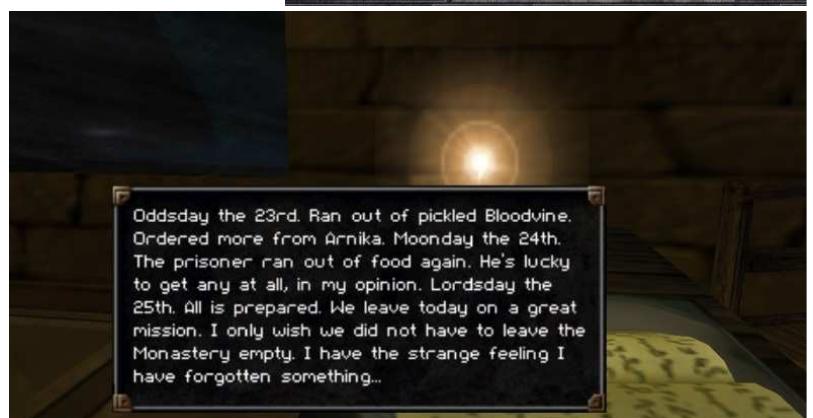
Re-enter monastery and prepare for main level.

Random encounters:
Bats, Roaches, Swarming roaches, Noxious slime



Scroll found in cell (13):
"I have failed. The tomb is locked, and they caught me before I could find the key. To make matters worse, the damn Higardi only feed me once a day! At this rate I will starve to death in a matter of days. Tell the Templars that the weapons are still a threat to Al-Sedexus."





Map 3. Lower Monastery Main Level



1. Corridor from cellar area
2. Encounter with **Gregor** – toughest so far (used Stink Bomb which rendered it unconscious, hence no problem..., 2700XP)
3. **Feather darts** (10)
4. **Pot Lt. Heal** (2) in niche
5. Gangway to bridge and **Burz** (doesn't look like that on map...)
6. Bridge when in upper position
7. Locked door, hexagonal keyhole?
8. **Burz** (NPC) (sold unneeded items, had no goodies).
Bullet stones nearby
9. **Cleaver**, **Pot. Lt. Heal** (4), **Pot. Cure Poison** (2), **Smelling salt** (3)
Locked Safe w. sign "For emergency use only"
10. On entry room, 3 x 3 **roaches** drop from ceiling.
11. Room with six sarcophagi.
 - a. **55 gold**, **Battle axe**
 - b. **69 gold**, **Quarrels** (50), **Pot. Lt. Heal** (2)
 - c. **1 Apparition** (1137XP, 10 gold)
 - d. **37 gold**, **Leather greaves**, **Sling**
 - e. Green fumes (noxious gas) – 3 hit for ave 9 dam.
 - f. **60 gold**, **Leather Boots**
12. Drink from pool for full health all chars (works only once)
13. **Concussion powder**
14. Touching skull in statue's hand opens trap door and secret door in wall. (I.e., don't stand in front of statue when touching skull.) In secret niche: **Safe key**.
Returning to safe (9), and opening w. key: **Resurrect powder** (2)
15. On entry, 6 **small spiders** fall from ceiling (Easy fight by keeping them asleep, but got 4760XP, so apparently were lucky. Can web/paralyze)
Button on wall opens gate next to (16) – route to next level.
16. Button operates gate
17. **Bullet stones**.



"Was that you? That ship crash? Wow! I thought you were goners for sure. You ask me, something real bad's going on... 'cause your ship wasn't the first to fall out of the sky..."

Burz (8)



Monastery?

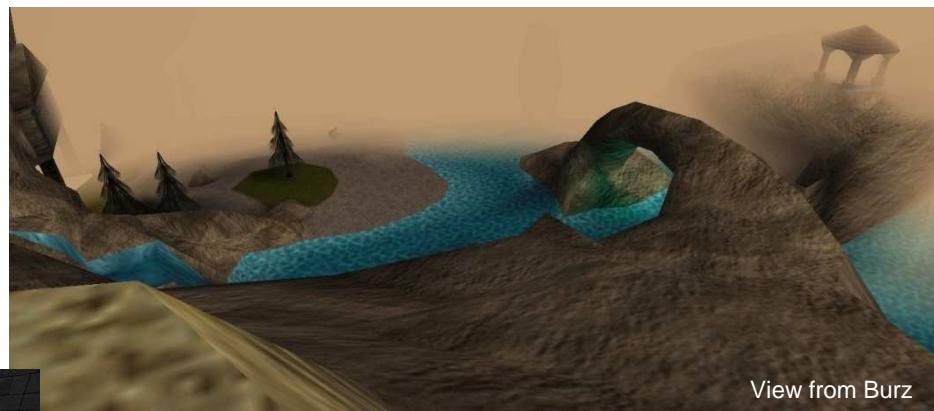
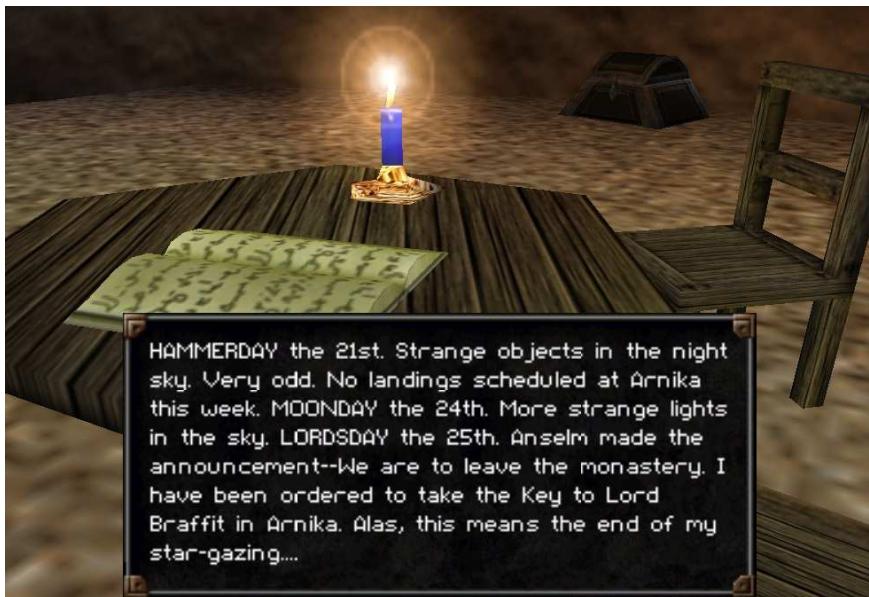
The Monastery? It's Higardi, the Brotherhood. Their temple, I guess. No one's in there now. They took off a while ago. They've got another temple in Arnika, though. A guy named Braffit runs it. – Have you been to Arnika yet?

(No)

Well, if you haven't got plans, that's a good place to go. There's all kinds of stuff happening there right now. It's just south of here.

Rumors?

Well, there is a rumor that you might be the third messenger...



Sign:

Though we may forget in times of strife / DEATH is the doorway to a new LIFE. (14)



Map 4. Upper Monastery



1. Arrive from level below into large hall, and soon met by camouflaged creatures (not seen at first), which turn out to be **Gnawer rats** (easy), **Rabid rats** (tougher, but only ~20HP), and **Pestilent Rats** (extremely tough, ~80HP, does much damage, rarely misses, and occasionally disease). (No cure at this time means reload...) How many times we fought this battle, some times almost there when someone got diseased and had to reload. In the end, two pestilent rats went away, never to reappear (where did they go?)
2. Crates, some containing goodies: One locked (3 tumblers): **Suede doublet**, next locked (2 tumblers): **Leather boots**, one unlocked: **Leather helm**
3. This room is above entry hall (which is hidden below on map), reached by stairs in eastern part. 3 **seekers**. **Feather darts** (10), **Pot. Cure poison** (2). Many computers ("Access denied"). Large window overlooking entry hall.
4. Prepared to meet the rats not counted for, we started exploring the nearest area. **Pot. Cure poison** (2).
5. **Smelling salts**
6. **Sandals**
7. **Pot. Cure Lt. Cond.**
8. 2 **Higardi Bandits**, 1 **Higardi Raider** (Used Sleep, terror, no problem)
Pot. Mod. Heal (3), **Pot. Razor Cloak**, **Quarterstaff**, **Flash powder** (4)
9. Sign "Hall of Meditation – absolutely no magic allowed". **6 Gnawer rats**, **1 rabid rat**. Made stand by entry outside hall, sleep, terror, no problem.
10. **Spellbook** (?) [Divine Trap]
11. Magnifying glass (all gadgets are useless with no Gadgeteer, but can be sold)
12. **Book of Blessings**
13. **Pot. Mod. Stamina** (3)
14. Throwing knife (6), Main gauche, Cleaver. Microwave oven (Sign: "Do not overheat"). Turn control to max and press button → **Microwave chip**
15. Locked door
16. 6 **Higardi bandits** [dropped powder (?) (5)]
17. **Angel's Tongue**, Piece of armor in glass case – for now inaccessible
18. Chest (std. skill increase exercise):
Short bow, **Bastard sword**, **Cloth pants**, **Throwing knife** (6).
19. Upstairs room. Take corridor from below up. **4 Stalker Seekers** (poison)
20. **Smelling salts** (3)
21. Chest (not trapped): **Crude Iron key**, **Lightning rod** (gadget), **Ring of protection**. Key opens door (15).
22. On open door, quickly advance to get out of no-magic area before fight.
2 **Dusk bats**, 4 **bats**.



22. (cont'd) Device with dial. Turn to max and press button: Extremely loud ding-dong, making the whole building shake, and breaks all glass on the level.
23. Chest (Std procedure, lock-pick → 43). **Stink bomb**, Pot. Lt. Heal (3)
- ** First back to upper room (3), where window is shattered. Jump down to crates (try landing on a crate to avoid damage), and down to central area in between crates. Gives access to last crate and **Hunter's Cape**.
 - ** Next to glass case (17), which now is gone, so the **Upper Toseido (?) [Tosei-Do (U)]** can be taken (good Samurai-armor)
 - ** Last to room (19) where the glass wall has shattered, giving access to
24. Fellowship pass, Shillelah
25. 6 seekers
26. Bullet stones (19)
27. Meeting with **Aletheides** and Savant henchman
28. Pot. Mod. Heal (2)
29. Magic nectar
30. Smelling salts
31. Cherry bomb



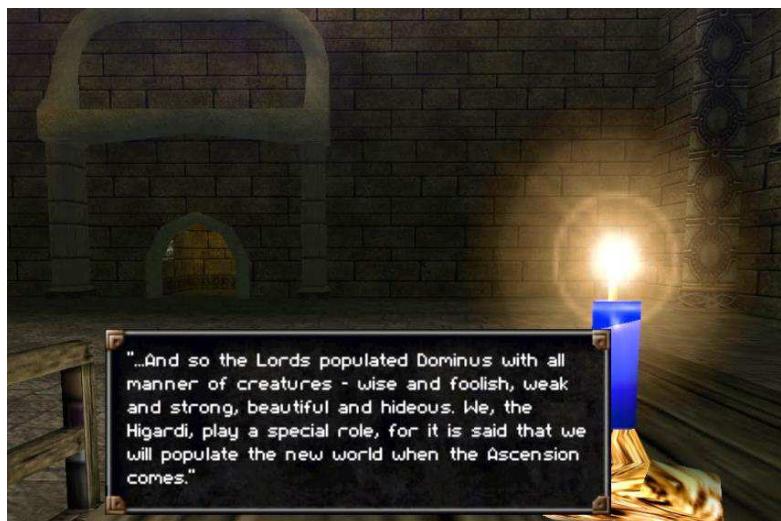
Window (3) overlooking hall



(8)



(9)

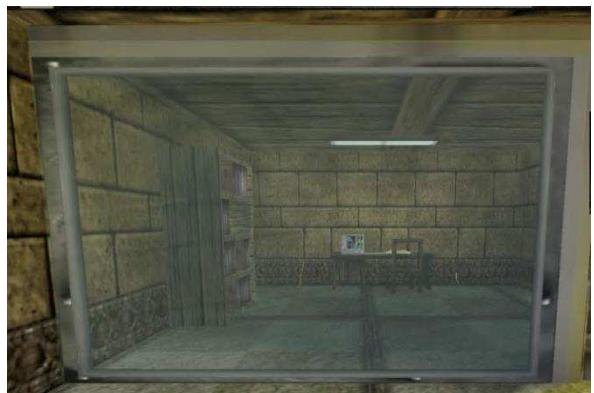
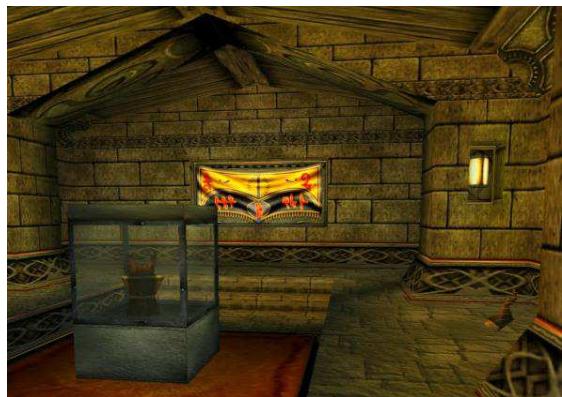


(9)

(14)



(Main hall 14)



LORDSDAY the 25th. The time has come at last. Yet something is terribly wrong. This 'Dark Savant' is not mentioned in any of the prophecies. Could it be that not even the Cosmic Lords foresaw his arrival? We must investigate further. I have sent the Brotherhood off to gather what news they can. I will join them shortly...

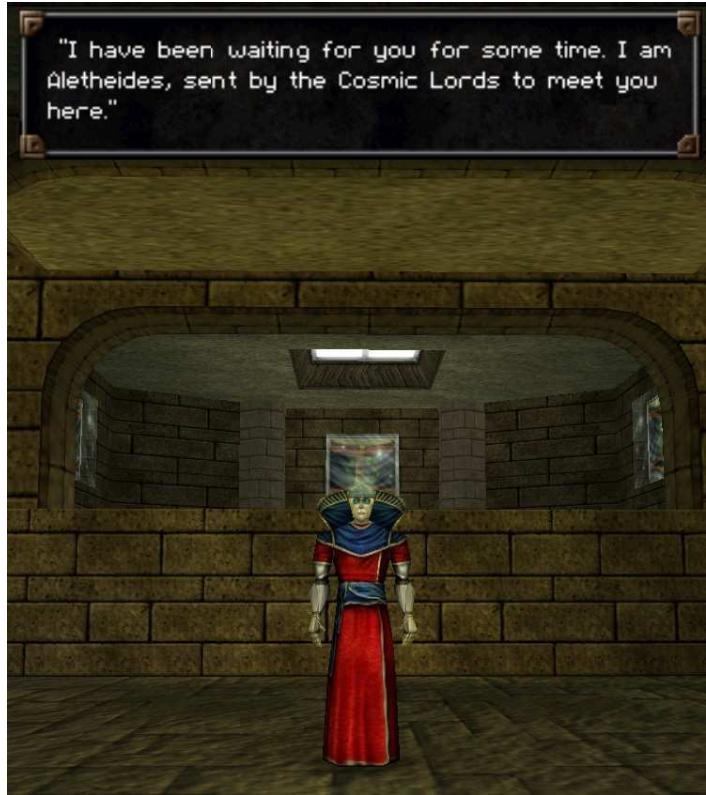
Fellowship Pass

Type	Other
Weight	0.1

Description: The pass reads: "LET IT BE KNOWN that the bearer represents the Brotherhood of the Ascension. Accord him all the honors and assistance due a member of our Order."

Meeting Aletheides (27)



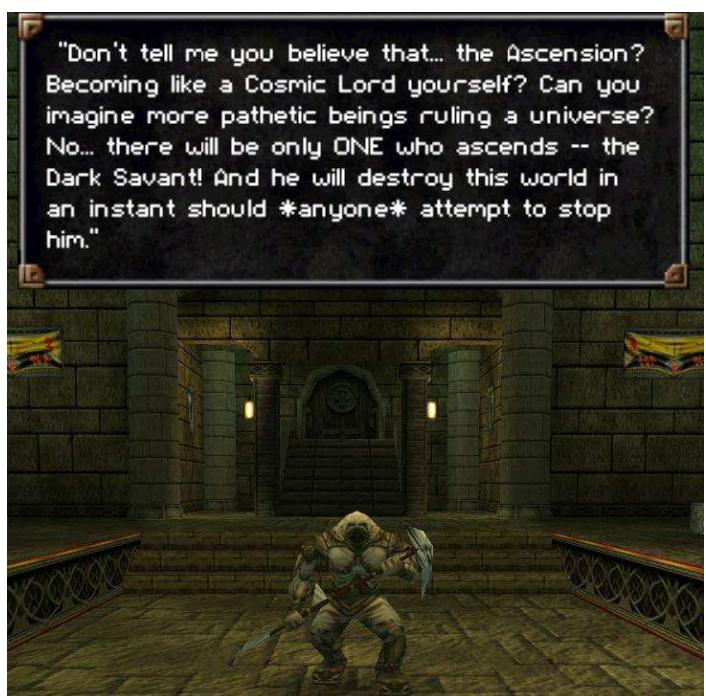


"I have been waiting for you for some time. I am Aletheides, sent by the Cosmic Lords to meet you here."

"You are not the first to come here, to the planet Dominus, but you are the last. The T'Rang, the Umpani, the Mook and the dread Dark Savant have already arrived. All of you are here for a single purpose, to Ascend to the Cosmic Circle."

"To Ascend, you must learn all that a Cosmic Lord knows. These tasks will not be easy. You must learn of life, of knowledge and of change. Who will learn these things first? Who will we then see at Ascension Peak? Will it be you? The Savant? Or perhaps none at all?"

"I cannot say, but will bring word to the old Lords that at last, the final contenders have arrived."



"Don't tell me you believe that... the Ascension? Becoming like a Cosmic Lord yourself? Can you imagine more pathetic beings ruling a universe? No... there will be only ONE who ascends -- the Dark Savant! And he will destroy this world in an instant should *anyone* attempt to stop him."

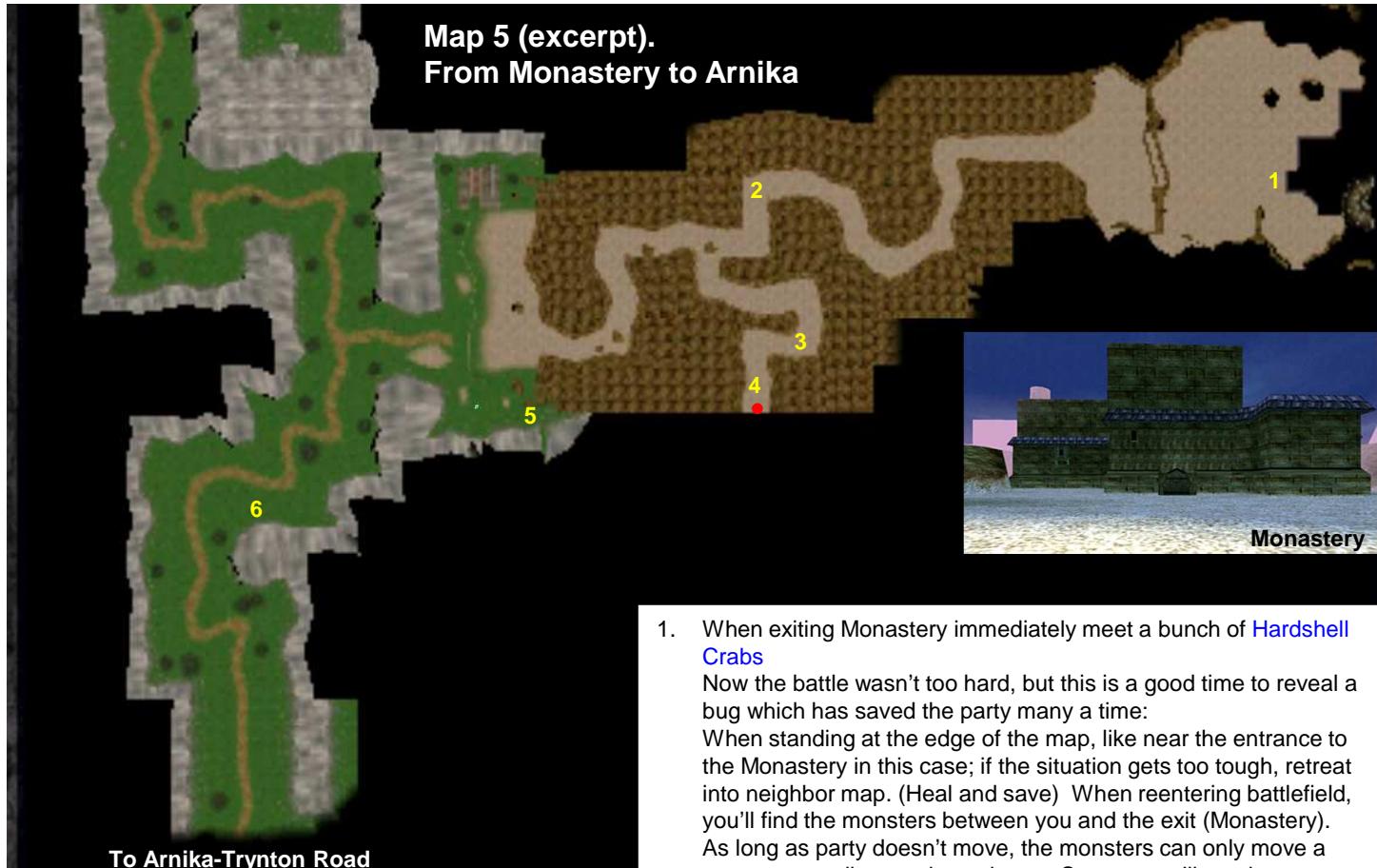
"Go to Arnika and see the tower built there - it contains a device powerful enough to destroy this planet - and you along with it! So consider that as you go out from here, -friends-, and know that we watch your every move."

He presses something on the staff of his weapon, and as quietly and suddenly as he came, he is gone.

Last view of great hall (27) before leaving Monastery



Map 5 (excerpt). From Monastery to Arnika



1. When exiting Monastery immediately meet a bunch of [Hardshell Crabs](#)

Now the battle wasn't too hard, but this is a good time to reveal a bug which has saved the party many a time:

When standing at the edge of the map, like near the entrance to the Monastery in this case; if the situation gets too tough, retreat into neighbor map. (Heal and save) When reentering battlefield, you'll find the monsters between you and the exit (Monastery). As long as party doesn't move, the monsters can only move a teeny weeny distance in each turn. So e.g., you'll get the message "Crab charges" or "Crab retreats", but it only moves an inch or two – so you got plenty time to bombard them with arrows without they ever counter-attacking. But if party moves at all the monsters surround you immediately. (Tactics used versus Juggernauts outside Arnika repeatedly.)

2. [Giant wasps](#)
3. The detour to south path is worth the effort. Here met [2 Higardi Bandits](#). [dropped [Flail](#) and [Sneeze powder](#)]
4. Bandit camp – [3 Higardi Bandits](#), [3 Higardi Cutpurses](#). Easy. [dropped [Boom bomb](#), [Flash powder](#)]. In area: [Awl Pike](#), [Leather leggings](#), [Shuriken](#).
Chest: [Round Shield](#), [Piercing Pipes](#), [Quarrels \(44\)](#), [Pot. Light Heal \(3\)](#), [Leather greaves](#).
(Note: In most games I've met high-level crabs or Higardi on the way back to the main path, which could be a real challenge. Not this time.)
5. [Leather helm](#)
6. [Amulet of Static](#).

The route from the Monastery to Arnika is normally one of the hardest parts of the game, with lots of (too) tough encounters – plants, highwaymen and the like. This time only met a group of plants near the road junction, and got away from them by running towards Arnika, and eventually they retreated.

So this one was untypically easy, with only the fixed encounters.



Outside monastery



Bandit camp (4)



Map 5A. Arnika-Trynton Road near Arnika

1. Purple potion (?)
2. Knock picks (3)



Finally reached the goal for the first part of the game -- Arnika

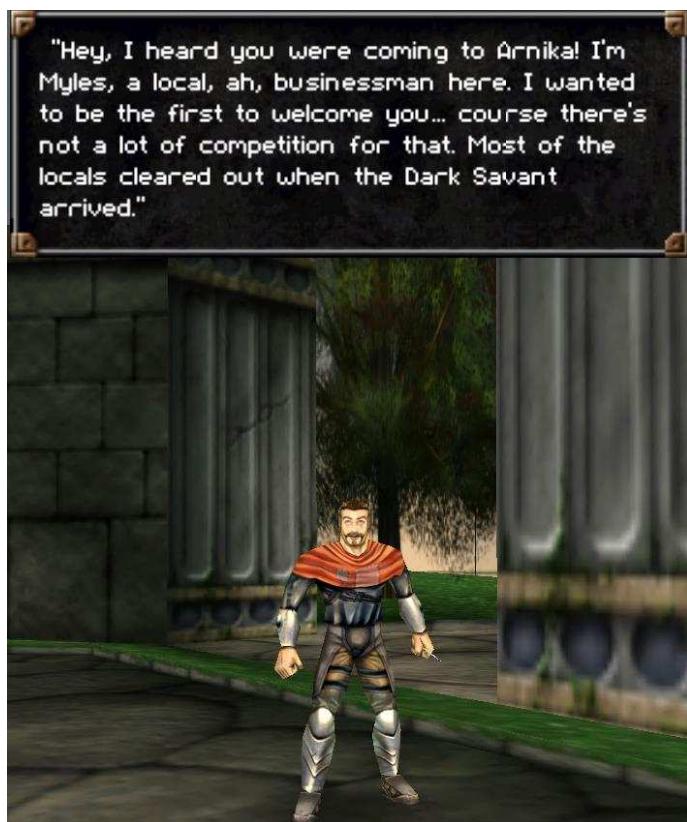


Arnika Central square seen from
Temple, He-Li's to the left,
Antone to the right.

Chapter 2. Arnika



First view: The City fountain, which also grants healing, but only a few times.
On the other side of the fountain was met by [NPC Myles](#) (thief)



"Hey, I heard you were coming to Arnika! I'm Myles, a local, ah, businessman here. I wanted to be the first to welcome you... course there's not a lot of competition for that. Most of the locals cleared out when the Dark Savant arrived."

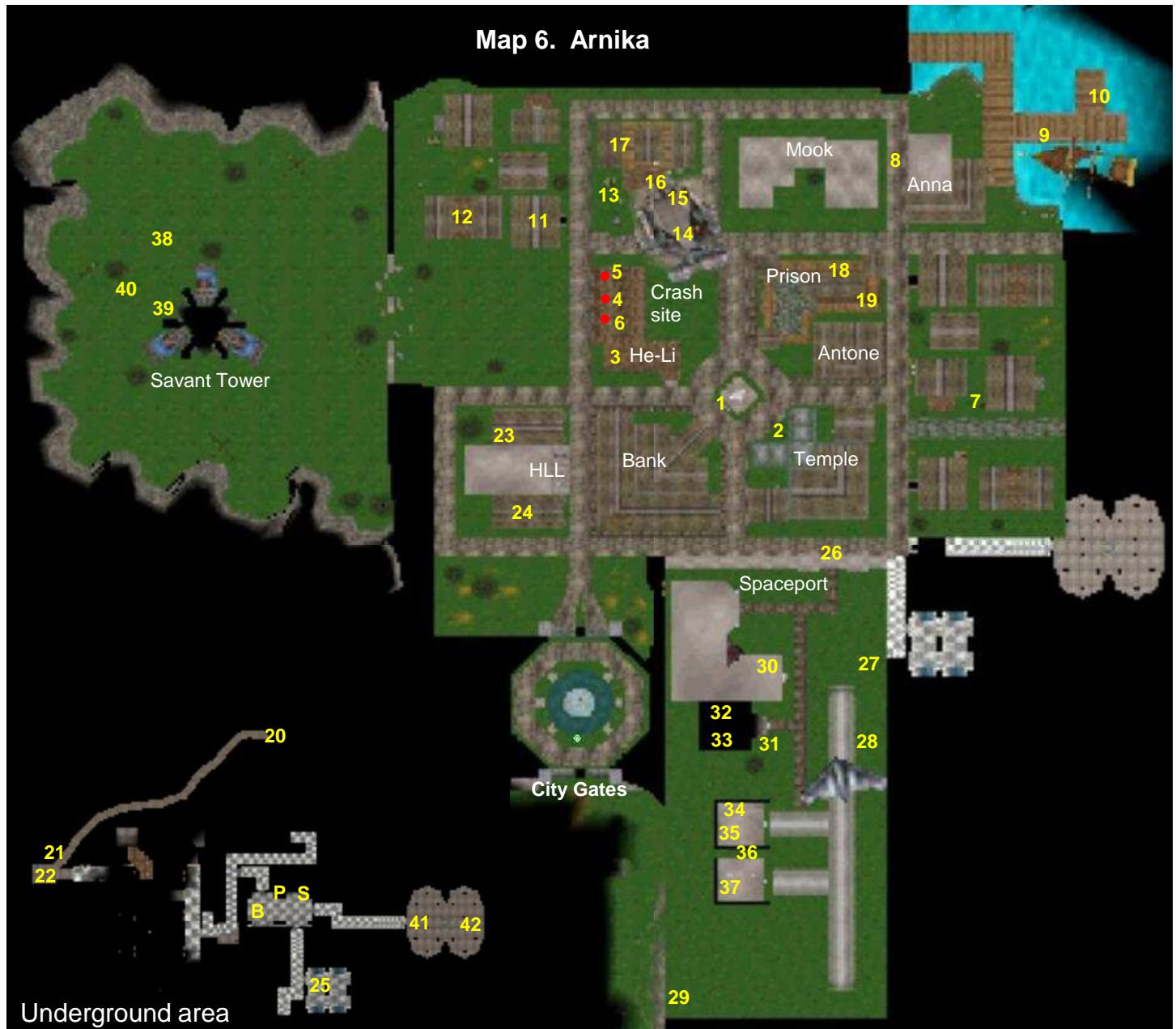
"He and his Troopers have terrorized this place, but hey, it's made my business easier, no one being home and all. Speaking of business, I got a line on a little rescue-for-profit mission and could use some help. You look perfect for the job. You up for it?"

"Perfect! Like I said, these Troopers have done a number on Arnika. I just saw 'em kidnap someone! Good looking woman, too... not that I wouldn't rescue an ugly woman if there were money in it. I'm not biased. Anyway, these Troopers took her over by the crash site."

"From there, I lost track. I figure she must be somewhere nearby. I would have rescued her myself, but there's not enough of me to go around that many Troopers. The crash site's straight north of here. When you're ready to go, we'll go together."

Then entered the town and started by locating the shops and get some better equipment.

Map 6. Arnika



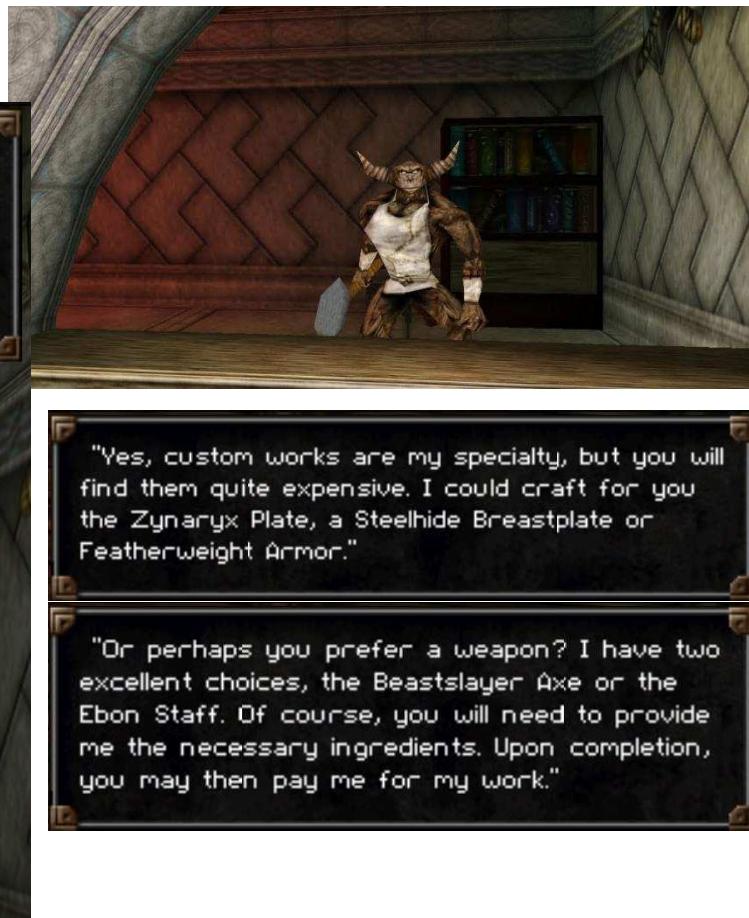
Random encounters:

Higardi Raider, Higardi Bandit, Higardi Roustabout, Higardi Cutpurse, Higardi Highwayman
Savant Guard, Savant Trooper, Savant Gunner, Savant slasher, Savant berserker



First impressions: Town central square, just outside He-Li's, statue of Phoonzang, and some bad guys in the back.

First went to visit [Antone Rapax](#), the Blacksmith, who has a good selection of armor and weapons



For the **Beastslayer**, I require:

- [Claw](#) from the [Piercer Modai](#) ✓
- the wide blade of a [Cleaver](#) ✓
- an [Egg from a Greater Picus](#) ✓

When you find these give them to me.

Ebon Staff:

I have made only one of these before. I will be surprised if you can find what I require:

- a [Staff from a Wood Spirit](#) ✓
- an [Ebon Gem](#) ✓
- [Mummy Dust](#) ✓

Zenaryx Plate:

Yes, a wonderful plate, but created only for the little ones. Faeries, you call them. I will require the following items to complete it:

- a [Venom Crab Shell](#) ✓
- a [Skull from a Tomb](#), ✓
- [Silk from a Giant Spider](#)

Collect these items and give them to me.

You wish **Steelhide armor**, do you? Yes I imagine you would. It is the finest leather armor there is. I will require these items to complete it:

- the [Hide of a Steelhide Crocodile](#) ✓
- a [Venom Sac from a Poison Seeker](#) ✓
- a [thorn from an Iron Weed](#) ✓

Collect these items and give them to me.

For the **Featherweight Armor**, I require

- the [Wings from a Tanto Wasp](#) ✓
- a single feather from a [Plumed Serpent](#) ✓
- a [Djinn Eye](#). ✓

Bring these to me.

(✓ when party has given the item to Antone)

Gave him the [Cleaver](#), bought a [Gleaming sword](#), an [Enchanted Katana](#), and a [Mail Coif](#), before exiting, planning to head for He-Li. But was surprised by Higardi Bandits immediately.

The frequency of random encounters is pretty big, but the Temple "Lay Brothers" and Higardi Patrols are often nearby and joins the battle. So that way we can manage what is normally too tough encounters. Also if possible took stand in the bank entrance, where we can't get surrounded.



1. (Searching sign at base of statue)
[Pot. Mod.](#) [Heal](#) (2), [Smelling salts](#) (4)
2. [Sneeze powder](#) (4)
3. [He-Li's Tavern](#)



"Allow me the pleasure of welcoming you to He-Li's! We got the three R's all under one roof - Rumors, Rooms and Rum! Try saying that when you're drunk. What can I get you folks?"



Rumors?

Oh, I hear lots of stuff. This is a bar, after all, and when people get drinking? Why, they say all kinds of things. I haven't heard anything worth passing along right now, but you come back often, and I'll have some rumor for you, I'm sure.

Room?

Tell you what, I'll rent you a room for *free* if you get rid of those hodlums upstairs! They haven't paid their bills in at least a month. You take 'em out, and the room's yours!

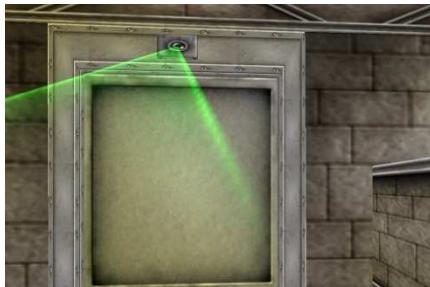
Hence went upstairs and encountered 6 **Higardi Bandits** (Easy fight, but don't use Terror, or some may run down and attack He-Li!)

So now have this room upstairs in the tavern, which will be our base for the rest of the game. Any items can be safely stored here.

(Note: "Essential" items can't be dropped, but they *can* be put in a chest. So all the chests in the house will be used to store items no longer needed, or not currently needed.)

4. Chest in upstairs ("our") room:
[Light X-bow](#), [Dagger](#), [Bullet stones](#)
5. Chest downstairs: [Bastard sword](#), [Arrows \(135\)](#), [2 x Light X-bow](#), [Long Bow](#).
6. (He-Li's room) 1 [Viola d'Amore](#) (Charm) (not taken),
Chest: [Pot. Mod. Heal](#), [Sneeze powder \(5\)](#), [Smelling salts \(3\)](#), [Knock picks \(2\)](#), + [He-Li's keycard](#) (not taken) { The key card can be used to gain access to the bank vaults, but hey – we're not thieves, are we?)

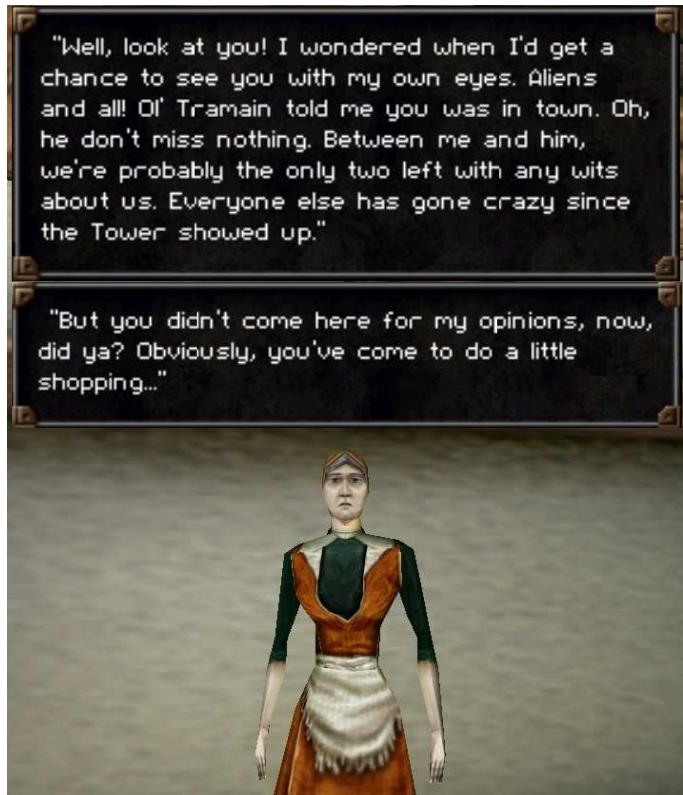
Then started exploring city systematically. Outside this building which turns out to be the Higardi Legions' Headquarters:



Scanning ... --
"No HLL identification. Access Denied"

7. Icicle sticks (10)
8. 4 Higardi Raiders. [Dropped Round Shield]

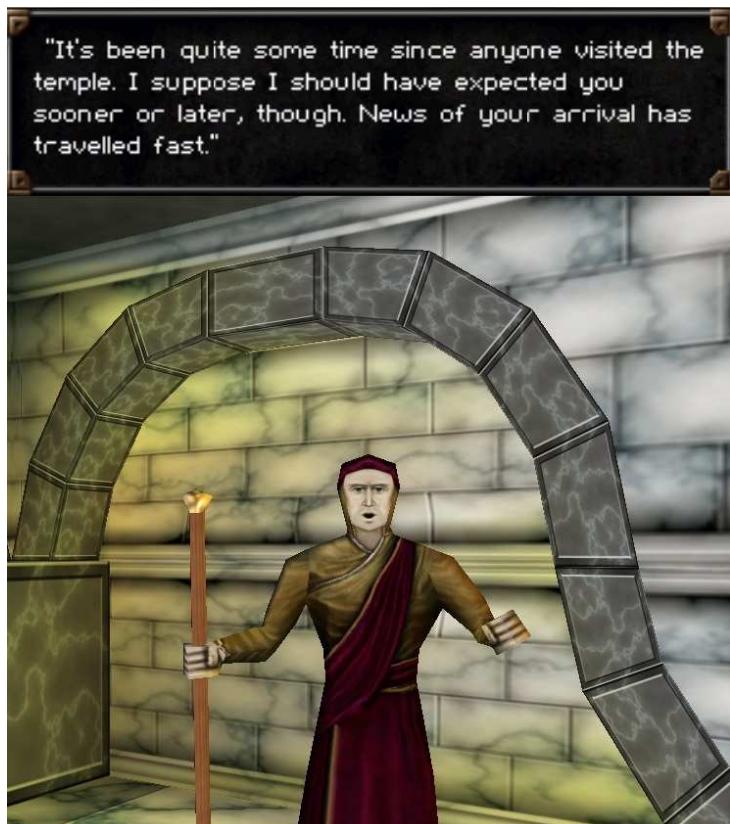
This was close to Anna's. so ended up in there:



Anna is the only one to buy gadgets, and has a good selection of a.o. armor, arrows, and spell books, e.g., Knock-knock, Mindread, Traps, Insanity, Terror, Paralyze, Light, Stamina

By now everyone were ready to level up, but didn't want to do that before we knew which spell books could be bought or found. (Don't want to waste a spell pick). So after checking Anna's inventory we continued to the temple:

The temple has two entrances: The upper entrance leads to "upper cellar", where we find **Lord Braffit** (B on map) and a pool of healing (P on map). The other places on the temple subterrain are reached by the "back doors" on ground level, with a statue of spell point recovery in the main room (S on map)



Should you need anything, you may find it here. We offer our magic – healing and the like – for a very nominal fee.
(Give Fellowship Pass)

Anselm must have sent you! You're here for the **wheel key**, no doubt. You'll find it hidden safely in our Temple Crypt. So, Anselm feels the time has come to open Cierdan's tomb and use his weapons? Then these are dark days indeed.

Trade:

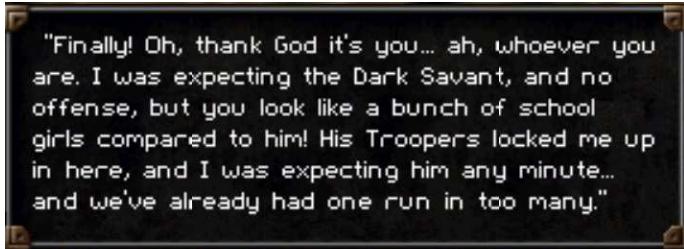
Has lots of good potions, and some armor / weapons for Priests. Also good spell books, mostly Divine spells, e.g., Magic Screen, Cure Poison, Cure Paralysis, Enchant weapon, Guardian Angel, Magic Missiles, Heal.

32

Smart to buy when possible, for inventory changes frequently.

Continued the exploration of the empty houses. Most were just that – empty.
The locked ones were more promising

9. Porthole
 10. Flash powder (3)
 11. (Locked) Doll (gadget)
 12. (Locked) Book of Lesser Cures, Empty Bottle
{ Empty bottles are very useful when we come to the swamp }
 13. Arrows
- Now leveled up and headed for the Crash Site:
14. Copper gloves
 15. Poignard
 16. Damaged black box (useless)
 17. Vi Domina locked up in here with 5 Savant Troopers.
Hinged box (gadget)



(Party gets 7000 XP)

Say, let's get out of here before he comes looking for me. Oh! And I haven't even introduced myself! My name's Vitalia, but you can call me Vi { rhymes with dye }

Recruit – "Let's go"

Goodness, those Troopers really did a number on me. I was planning to visit some friends before they grabbed me. Maybe we could go together? I was hoping to see He'Li at her bar or Lord Braffit in the Temple. I don't care which we go to first.

Went to He'Li:

He-Li: Well, I don't believe my eyes! Vi! Vi Domina! My goodness!

Vi: He'Li! I could hardly wait to see you. It has been a long time.

H: Long? I should say so! You said you were leaving for a week! What's it been?

V: Seven years, He'Li. Seven *long* years.

H: What the hell happened, Vi? I mean, there's a lot of difference between seven *days* and seven *years*.

V: It's a long story. I've been from one end of the universe to the other. I got a bit more than I bargained for.

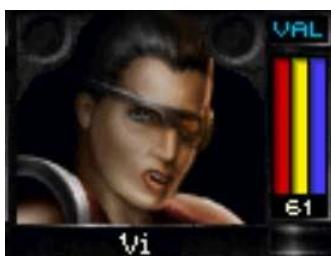
H: Did it have to do with... you know...

V: Him? The Dark Savant? Yeah. Yeah it did. I made some foolish choices when I was young, He-Li. I never should have left Dominus with him in the first place, but I can't take it back.

H: He's here, Vi, here on Dominus, at least that's the word I'm getting in here. Did you know that?

V: It's why we came back. Hell, I wasn't here two days before his troopers already had me! These guys came to my rescue. I can tell you all about it when things settle down. But first, let's get some drinks for me and my friends...

H: On the house, Vi.



Then we went to visit Lord Braffit in the temple.

Braffit: Vitalia Domina, it is you I am the most surprised to see. It has been a very long time...

Vi: Oh, it's good to see you, Lord Braffit! You have no idea how happy I am to be home at last.

B: I'm certain you are, girl. You risked your life going with him, you know. Leaving the safe confines of Dominus, travelling through space with a mad man... and your eye. What happened to your eye?

V: He took it. I don't know why. I, I tried to fight, but, I mean, I'm no match for him. Look, I was young and foolish. I only thought I was adventurous...

B: He's here, here on Dominus, you know.

V: Believe me, I know. His henchmen nabbed me before I even made it past the city walls. They locked me up! If it hadn't been for these guys, who knows what he might have done with me? ... I wish I knew what he wanted with me in the first place. I figured once I got home, I was free of him...

B: None of us are, Vitalia. He has built a tower here and claims it contains enough explosives to destroy all of Arnika. I suggest you be careful. It seems he needs you for some reason.

V: Trust me, he'll never take me for granted – or anything else – again.

B: And you fellows? You have the thanks of all Arnika for bringing her safely here. And you, too, should stay clear of the Savant...

By now also had high enough alchemy skill to mix potions. This is a good source of money, as the basic ingredients can be bought cheaper than the selling price for the mixture.

So bought Light and Mod Heal and sold Heavy Heal...

Next went to prison.

Both outer and inner doors were locked with two tumblers (piece of cake), and entered guard room:

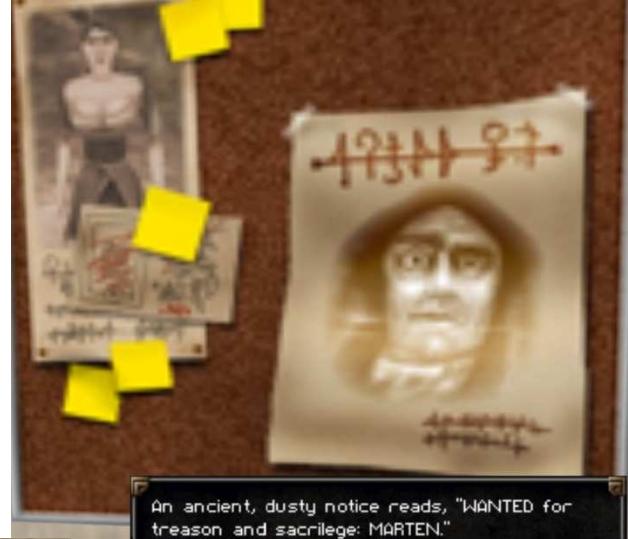
18. 3 lockers (locked)

- Marten ID-tag, Leather boots, Tarnished sword
- Sollerets, Tarnished sword
- Suede pants

South of these: Force field, deactivated by button.

Alchemy receipts:

Lt. Heal + Mod. Heal	→ Hv. Heal	(Alchemy 15)
Boom bomb + Stink bomb	→ Acid bomb	(Alchemy 20)
Cure Ls. Cond + Hv. Heal	→ Cure Disease	(Alchemy 40)
Hv. Heal + Cure Disease	→ Renewal	(Alchemy 50)
Ice bomb + Fire bomb	→ Canned elem	(Alchemy 95)



And at the end of cell area,

19. A panel with buttons for opening the three cell doors:

N. cell: Two [raiders](#), and a painting of a tree ...?

Middle cell: A trap door

S. cell: nothing

So opened trap door and jumped in. → tunnel

20. End of tunnel, from (19)

In the tunnel encounter with [Spewing slime](#).



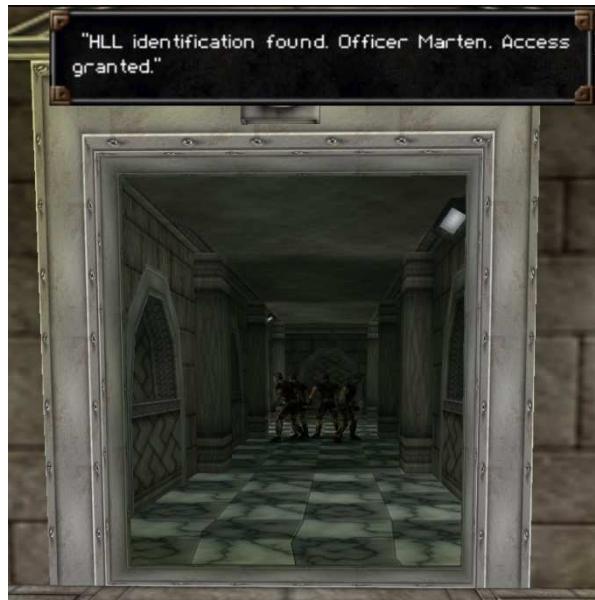
21. Other end of tunnel, above bank vault. Jumped down (damage) to

22. Vault.

In bank vault. Found,
[Amulet \(?\) \[of stillness\]](#), [Diamond Epee](#), [Oilskin Cloak](#)

Device at end of the room is a teleporter. Stand on blue plate and press button, arrive near Antone.

Equipped with Marten's ID tag, we expect to fool the laser scanner at the entry to HLL, so headed there, and as expected were admitted.



23. Lift between ground floor and upper level
Took lift up and met [Tramain](#).



Marten?

Good ol' [Marten](#), the biggest legend on Dominus! It has to be 100 years ago now, he made off with the [Destinae Dominus](#). We were supposed to protect it, you see? No one was pleased when it went missing. We pinned it on Marten, and traced him to Trynton, but by the time we got there, he was gone. Eventually, we tracked him to an old HLL fort high up on a ridge. Must have known we were coming, though. He set enough traps to keep us out for a good while – enough time for him to escape again. And we never did find him... or the Destinae Dominus.

Destinae Dominus?

Only the most important relic of all time! The Monks at the Monastery say that it was created by Phoonzang himself, a Cosmic Lord! I can't swear by it, but they say it contains all the knowledge of the Lords themselves.

Trynton?

Marten passed through there. I always suspected that those Trynnies know more about it than they're letting on... to us, anyway.

Good luck there, ah, Marten. Heh!



24. Hologram of star system

Six lockers:

Stun mace, Pot. Mod. Heal (2), 2 Steel helms, Leather Top (?) [Flak Vest], Pot. Hv. Stamina (2), + gold.

On the way to next mission visited Braffit to sell some potions:

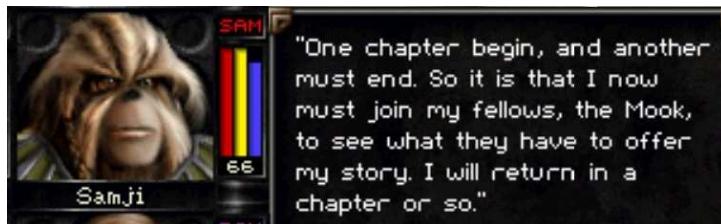
"How interesting. Marten's Badge. He stole the Destinae Dominus, you know. Wearing that is not any way to increase one's popularity."

... A reminder that we should stow it away now we're finished with it.

Went down to cellar / crypt.

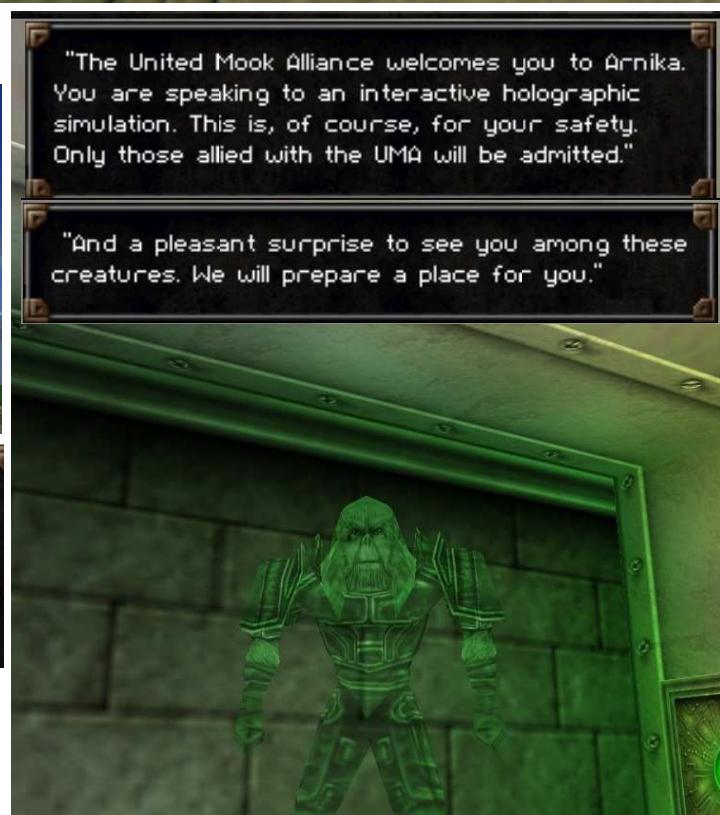
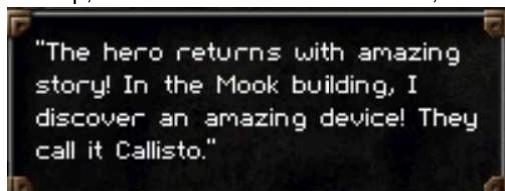
25. Door locked with three tumblers. Found, Ring of protection, Pickup potion (2), Pot. Mod. Stamina (3), Yellow potion (?) [Cure Disease], Pot. Mod. Heal, 2 x Necklace of Endurance, Pot. Cure Poison (2).

Then went to Mook building.



Now continued exploring while Samji was gone. Also had some encounters, which means he lags a little behind in XP.

After waiting for him to return we found that we had to make camp, if not for more than ten minutes, to make that happen.



He-Li:

Say, I don't know if you folks have heard or not, but word has it the T'Rang and the Umpani are both looking for some hired guns... or swords, or whatever you've got. Might want to investigate it further. I told you all I know.



Bank

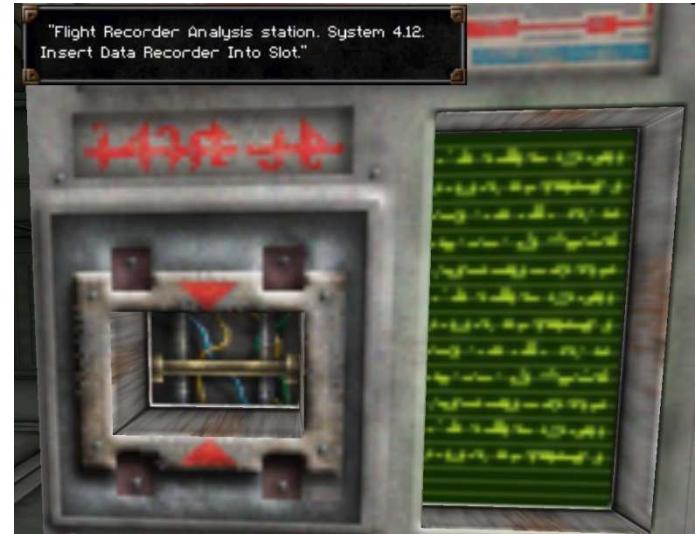


Crash site

With Samji back in business headed for the spaceport.
26. Entrance locked – three tumblers.
[27. Bullet stones \(22\)](#)
28. On approaching the space ship, was intercepted by a voice:

"Greetings. This is the Mook vessel Callisto. A security emergency is in effect. Please do not interfere with the vessel, or I shall be forced to activate defense procedures."

[29. Beanie](#)
[30. Data recorder reader \(... takes box – black box?\)](#)



[31. Elevator](#)
[32. \(Upper level\) Machine with strange depression](#)



Someone has vandalized the delicate equipment, leaving a gaping circular socket with a couple of wires hanging out of it. Examining the machine more closely, you spot some crudely-scrawled graffiti: "THANKS FOR THE MAGIC BALL. BOBO WILL LOVE IT"

[33. \(U. level\) X-ray chip \(gadget\)](#)
[34. Empty bottle](#)
[35. Boom bomb](#)
[36. Steel gauntlets](#)



[37. Pot. haste, Stix \(?\) \(8\) { Same kind that we have – magic missiles. } \[Fire Stix \]](#)

38. On approaching tower:

"Citizens of Arnika: Do not attempt to Ascend. Should you not heed this warning, the bomb contained within this tower will destroy your entire planet."

Savant Guards, Savant Troopers, Savant Orb [dropped N.A.S. 81]

39. Pot. Razor Cloak, Pot. Hv. Heal (2)

40. Bag of items: Scroll Identify, Yellow Pot. (?) [Cure disease], Pickmeup Pot., Red Potion (?) [Canned elemental], Book of Resting (Rest All)



Final task in Arnika for now – get the key that Braffit was talking about from the temple crypt – the only place we haven't been to so far (except the bank).

41. 3 + 4 Higardi Spirits, 1 Rebel Spirit (Sleep, Terror)

42. Wheel Key



Rumor He-Li:

Well, it might seem a little odd, but word has it that the Trynnies have some kind of giant rats occupying one of their trees. Funny thing is, there are no giant rats on Dominus. I wonder where they came from.



And then we headed back towards the Monastery, certainly more fit to meet the challenges along Arnika Road this time

Chapter 3. Meeting the Umpani

First task; back to the Monastery and use the **Wheel key** to open the door on the other side of the lift-bridge.

On Arnika road this time: **Higardi Brigand** (tough, ~120 HP, fights good), **Shrieker bats**, **Crimson Poppies**.

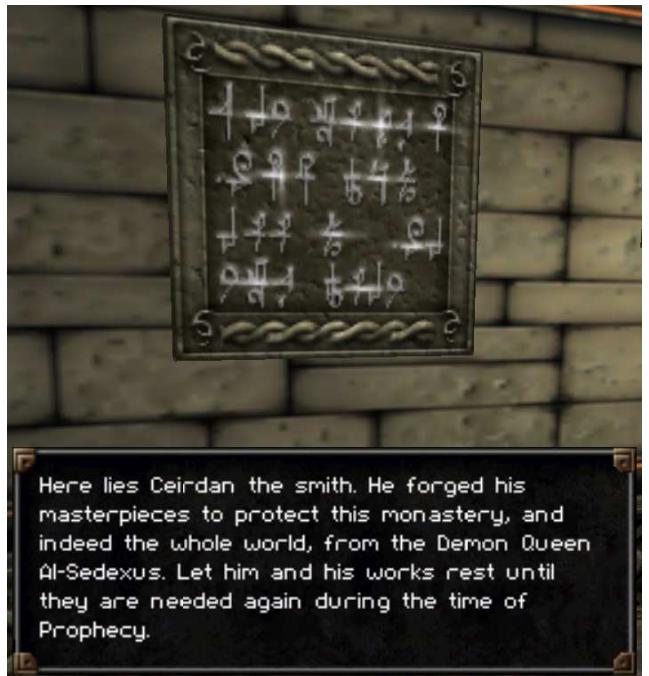
Note tactics: When seeing a group of monsters, try to back into a depression in the terrain, protecting party on three sides, and forcing the enemy to form a group in front of the party. Has two advantages, i) we don't get surrounded, ii), Cone-type spells are more effective.

At the plains outside the monastery met 8 **Crusher crabs**, pretty tough (~120HP).

Then in the "crate room" in the monastery, **9 pestilent rats** – clearly the opposition gets tougher... Knowing the danger of disease, tried to keep them asleep, afraid or nauseated, which worked well.

Then to the room (7 on map) locked with wheel key, and opened door.

Met by two **Screaming Heads** (all sorts of spells, energy blast, silence, paralyze, mind blast,...).



In the room: Two chests and a coffin. Std. procedure, inspect trap repeatedly while party regains health and spell points after the battle.

Chests: (A): Hammer, Locket of Reflection.

(B): Chamois gloves, Ankh of speed, Anointed flail

Coffin: Great Bow (?) [Demonsting], Long sword (?) [Demonsbane],
Holy water.

On the way out met 4 **Metallic slimes**. (~90HP, "hard", i.e. resistant to physical attacks.)



Went back to Arnika, bought books of Identity and Charm, and reorganized weapons/armor.

Note: Now Vi has learned Identify, she should practice it at every opportunity (i.e. a waste of time to go around with max Mental spell points when she could cast an Identify.) After a while she had built up the Mental skill, and all unidentified items had been identified.

Then set off towards the Northern Wilderness.

To Northern wilderness

Map 5.
Arniaka Road

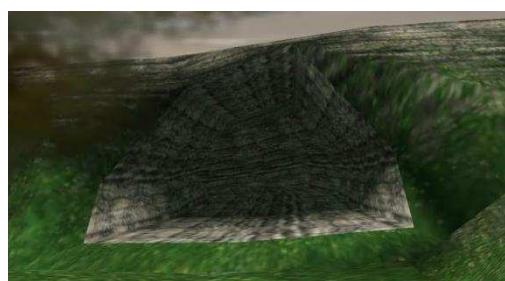


Random encounters:

Higardi Raider, Higardi Bandit, Higardi Roustabout,
Higardi Cutpurse, Higardi Highwayman, Higardi Brigand
Shrieker Bats, Twilight Bats

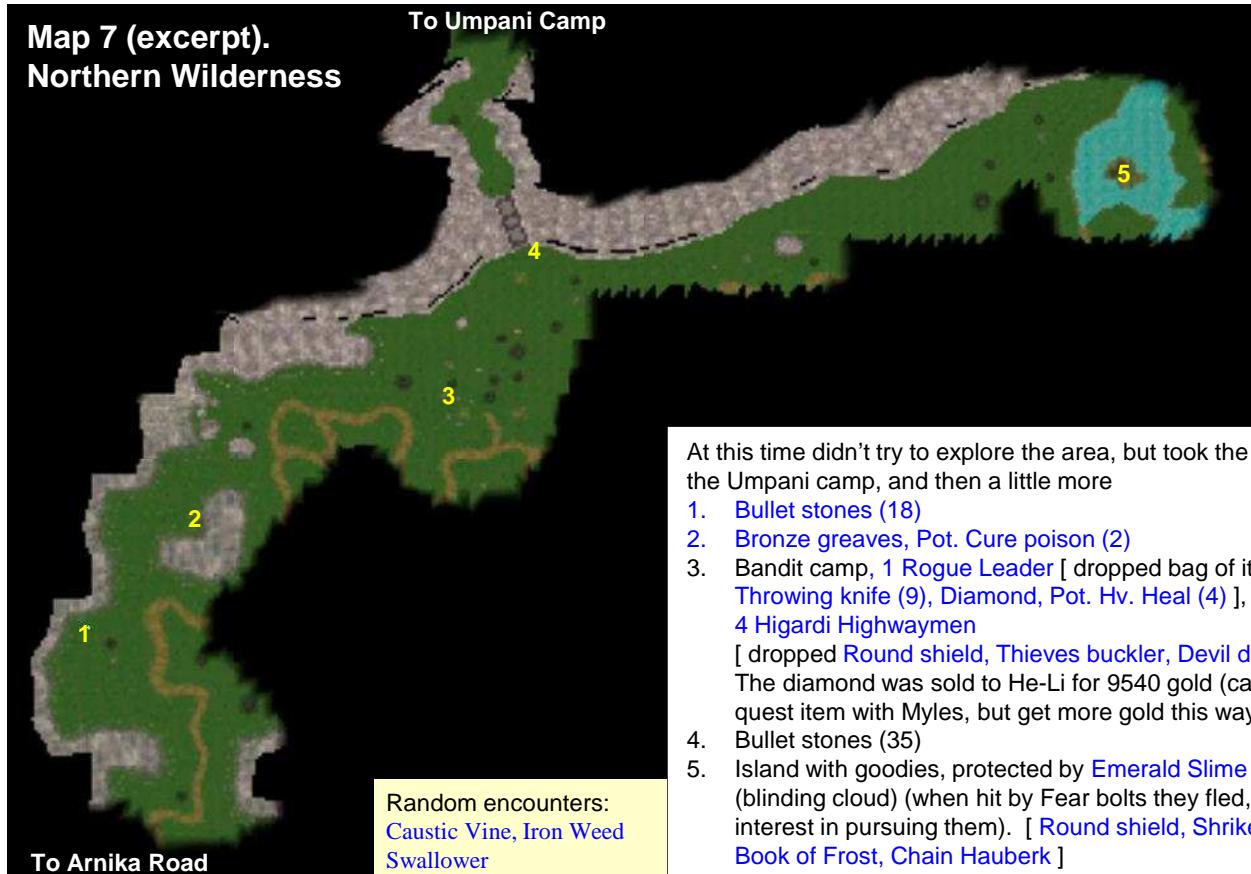
Crusher Crabs

Crimson Poppies (sleep, nausea), Bloodvines, Redweed (puny!)
Soldier ants



Map 7 (excerpt).
Northern Wilderness

To Umpani Camp



At this time didn't try to explore the area, but took the shortest route to the Umpani camp, and then a little more

1. Bullet stones (18)
2. Bronze greaves, Pot. Cure poison (2)
3. Bandit camp, 1 Rogue Leader [dropped bag of items: Throwing knife (9), Diamond, Pot. Hv. Heal (4)], 4 Higardi Highwaymen [dropped Round shield, Thieves buckler, Devil dust (3)] The diamond was sold to He-Li for 9540 gold (can also be a quest item with Myles, but get more gold this way)
4. Bullet stones (35)
5. Island with goodies, protected by Emerald Slime and Black Slime (blinding cloud) (when hit by Fear bolts they fled, and we had no interest in pursuing them). [Round shield, Shrike arrows (36), Book of Frost, Chain Hauberk]



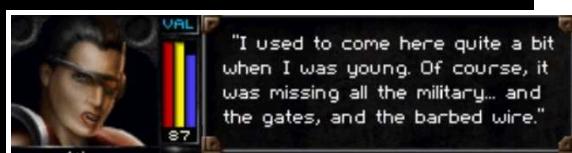
Map 8.
Umpani Base Camp



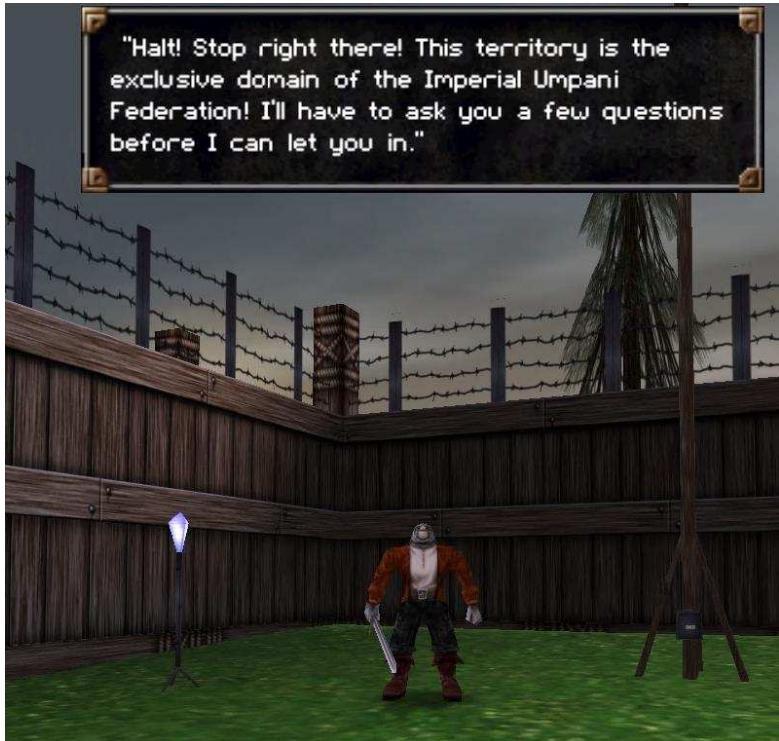
Bar:
Yamo's Roadhouse

Random encounters:
Crimson poppy,
Rank weed, Iron weed
Greater Seeker
Higardi highwaymen, Cultist
Swallower

To Northern Wilderness



1. On approaching entry, was "welcomed" by Private Panrack



"Are you carrying any flammable devices or hazardous materials?"

(YES)

"It's important to know. Now, have you ever been convicted of a crime here or on any other planet, and particularly, any other domain of the I.U.F.?"

(NO)

"Interesting. Have you ever had or do you plan to have ties to the T'Rang Empire?"

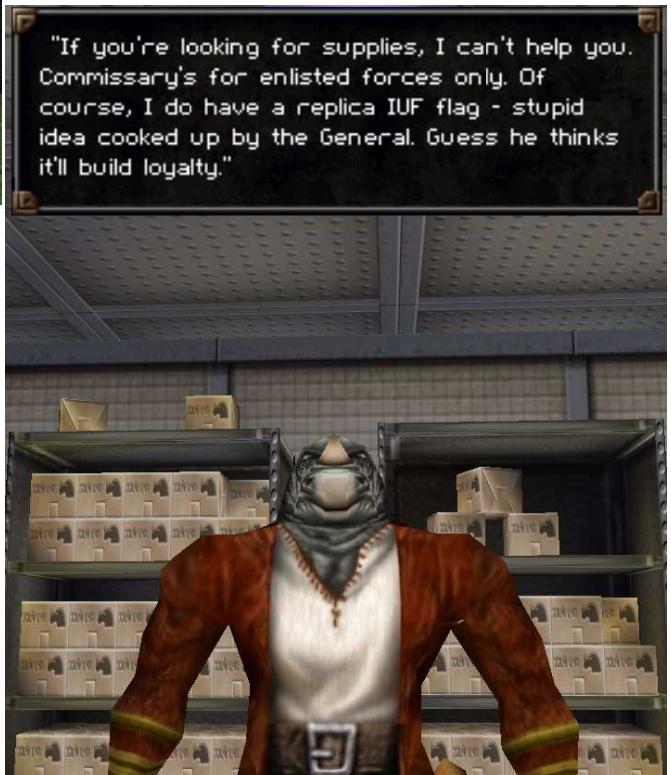
(NO)

"You're free to enter. Remember, no funny stuff. I'll have my eyes on you."

"I'll hold the fort here, fellas."

2. [Empty bottle \(2\), Scroll Armorplate, Pickup potion](#)

First headed for the commissary, Sgt. Kunar:



Seems we have to enlist before we can do anything else, so went to the Recruitment center, [Sgt. Balbrak](#)



This little Trynnie-boy (Sparkle) was extremely eager to join party – to the point of bothering, actually.

"Would you like to enlist? I got a quota to fill..."



(YES)

"Good to hear! First, of course, I'll need to put you through our intensive obstacle course, just to make sure you've got what it takes. Private Sparkle here has already been through the course, and is getting ready for our intensive STF training. That's Special Tactical Forces, you know, training specifically designed for our mission here on Dominus. So, get your butts on over to Rubble at the obstacle course and report back here when you're done. Course, you'll need this pass..."

[Got IUF level 1 Security pass]

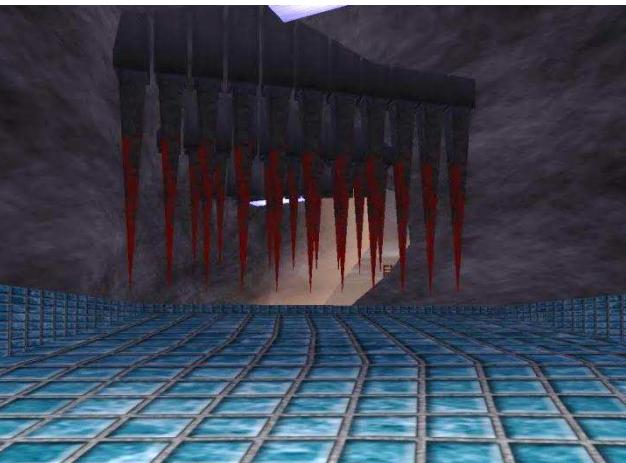
(Umpani quest 1)

Went to Sgt Rubble at obstacle course (3):



"Hold on there! Only true blue IUF personnel are allowed in here. We wouldn't put mere civilians through the sheer hell that is the obstacle course! Let me check my recruit logs..."

"Looks like I have you listed here after all... All right. We'll see if you have what it takes. The rules for the obstacle course are simple... go in one side and come out the other. No gripes, and no turning back."



3. Icicle sticks (12), Enchanted Broadsword
4. Start of obstacle course (automap partially malfunctioning, followed coarsely yellow dotted route).

First part: Just walking through



First obstacle: Spike trap. Looks dangerous, and can easily be... Have found that, start walking when first set of spikes is up, and walking steadily in normal tempo gets you safely through. Any other tactics means a painful death...



Second obstacle:
Balancing across lava-pit. Just pan the view down and remember to save before starting...



Third obstacle:
Just a matter of jumping on (and off) at the right moment.

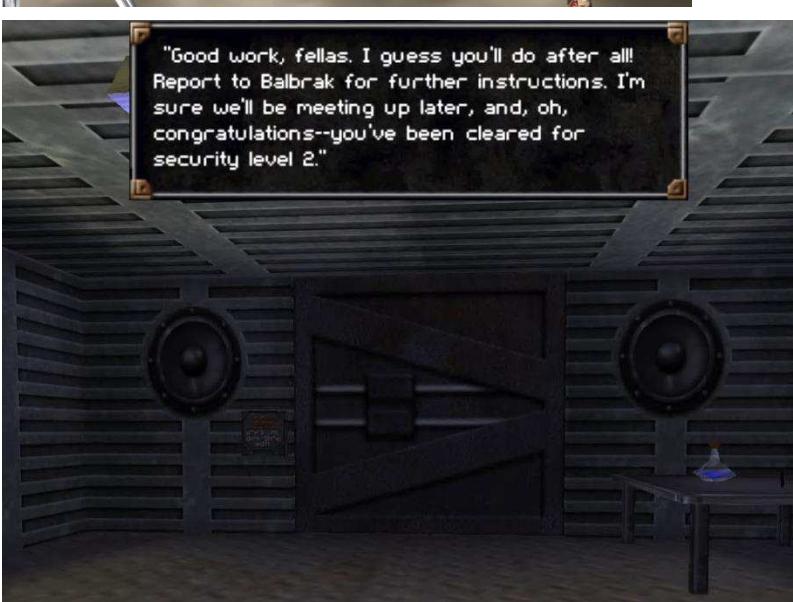


5. Fourth obstacle:
???
Until suddenly The [training dummies](#) become hostile!



Reasonably easy fight. (~6000XP). Searched area and found [Steel helm](#), [Arrows \(56\)](#), [Musket balls \(13\)](#), [Throwing knife \(10\)](#), [Boom bomb](#).

6. Locked door – three tumblers (piece of cake)



7. Exit.
5000 XP,
[Pot. Mod.](#) [Heal \(3\)](#), [IUF Level 2 Security Pass](#).

[Back to Sgt. Balbrick:](#)

"Finished it, huh? I'm sure you're very impressed with yourselves. WELL, get over it, pukes! It's time for the REAL THING, not that make-believe training crap. We need you to **confirm Recon sightings of the T'Rang at Marten's Bluff**, way south of here.

I'm going to need some proof. So, get me something, anything 100 percent T'Rang. Got it? Get going!"

(Umpani quest 2)

First went back to Sgt. Kunar at the Commissions, and checked on the inventory. He has pretty good weapons and armor, plus a good selection of spell books (Fireball, Armorplate, Chameleon, Knock-knock, Rest All,...) Bought Light, Web, Armorplate, Fireball.

Next a long and tedious session. In the barracks room are 11 chests and 27 lockers. The chests are trapped with mostly simple locks, so can be inspected repeatedly without blowing up. So this is the best place in the game to train lock-picking to maximum or as high as you want.(Note that beyond about 85, each increase requires a lot of practice.)

While the bard was busily practicing traps, the rest of the party slowly regenerated spell points. No magic-user should stand idle with spell points at maximum! Hence, every time the party had enough spell points, they practiced magic, with spells like Stamina, Sonic boom, Missile shield, Enchanted blade and Light.



So by the time we called it a day, Leo C had skill 95 in Locks & Traps (suffices for most locks, and we can still get to practice some more), and the other members had gained considerably in magic skills. So it wasn't a complete waste of time (took about 4-5 real time hours...)

Also of course found items in the lockers and chests. Some good, but that was not really the purpose of this exercise:

Chests: [Arrows](#), [Musket balls](#), [Quilt Legging](#), [Smelling salts](#), [Cloth pants](#), [Bread Rolls](#), [Cloth shirt](#), [Cherry Bomb](#), [Main Gauche](#)
Lockers: [Leather greaves](#), [Leather boots](#), [Pot. Hv. Stam.\(6\)](#), [Stud Chausses \(2\)](#), [Dagger](#), [Empty bottle](#), [Cloth shirt](#),

[Pickmeup potion \(2\)](#), [Pot. Cure Poison \(2\)](#), [Chain hosen](#), [Pot. Mod. Heal](#), [Cloth pants \(4\)](#), [Leather cuirass](#),
[Smelling salts](#), [Quilt legging](#), [Quarrels](#), [Dagger](#), [Arrows](#), [Bullet stones](#).

On leaving Umpani camp, there's a fixed encounter with plants outside. All the Umpani join, so not the most difficult of battles.

This time a [Caustic Vine](#) and [2 Iron Weeds](#) at (8)



And then left the Umpani territory for this time, heading back towards Arnika, with some tough fights on the way back ([Swallowers](#), [Iron Weed](#), [Rank Weeds](#), [Higardi Brigand](#), [Crimson Poppies](#)), before we arrived safely to our room at He-Li's.

She met us with, "Oh, and, by the way, I hear you're working for the Umpani now."



Chapter 4. Arnika to Trynton



The Arnika-Trynton road is a dangerous place... I have only bad memories from the numerous encounters with Juggernauts on this route. The plan was therefore to travel the distance as quickly as possible. First went to the T'Rang House and collected the items by (1). Then back to Arnika, fighting a group of [Piercer Modais](#) led by a [Sige](#) en route, and then walked directly to the Graveyard, staying close to the southern edge all the way. – An lo and behold, we only met a few groups of [bats](#), although we saw the dreaded Juggernauts on the horizon once. The shortcut past the graveyard is *not* recommended, as we find the [Siren's Wail](#) there, one of the most useful instruments in the game.

1. Chain Hauberk, Buckler shield
2. Holy water (needed in cemetery)
3. Met by 1 Sige Spirit, 3+3 Trynnie spirits
4. Mummy (dropped mummy dust)
5. Stink bomb, Fuzzfas Fizzer (2), Concussion powder
Pot. Hv. Heal (2)
- Inside house: Skull, Siren's Wail, +
Some kind of spirit – use holy water on it, which stops

- the spawning of undead in / near the graveyard. (Not doing this results in the area being crowded by powerful undead after a while.)
Also a chest: Yellow potion (?), Shuriken (4), Stink bomb, Long bow, Robes+1, Pot. Hv. Heal (2)
6. Chest: Short bow, bullet stones, Pot. Lt. Heal (2), Leather boots, Throwing knife (8)
 7. Feather darts (8)

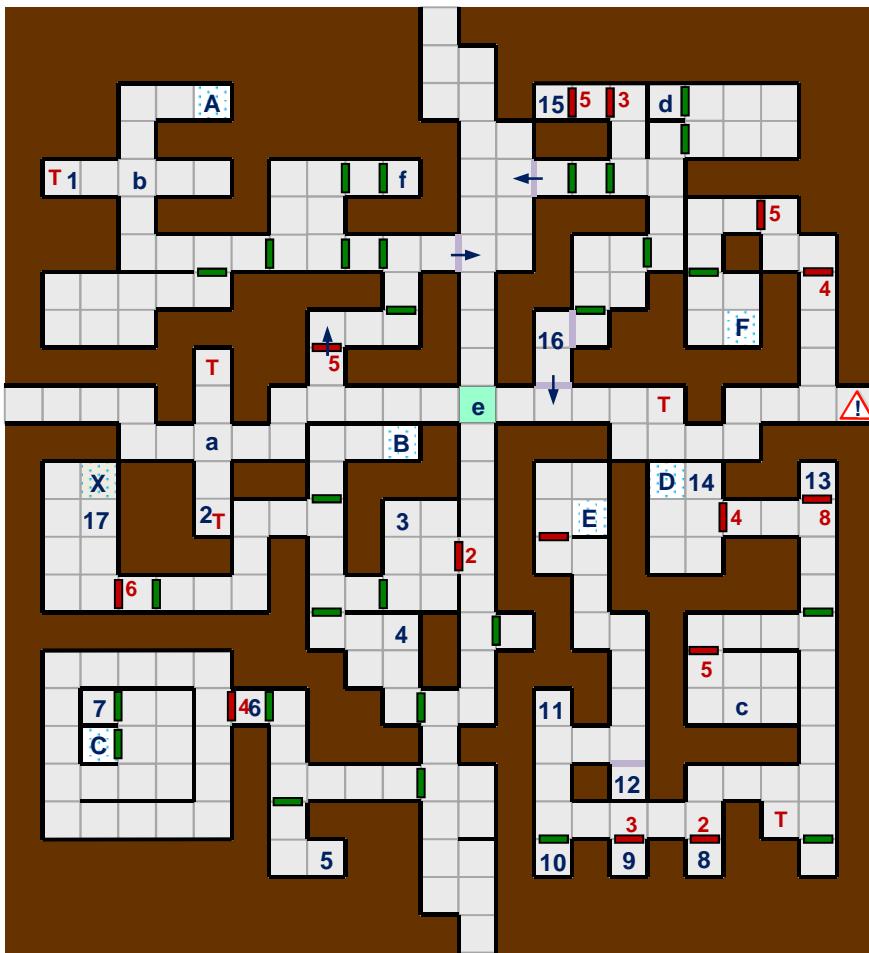


The desiccated form hanging above the pit appears to be quite dead, yet it still exerts some kind of malevolent hold over the entire graveyard. Cautiously, you reach out a hand to touch the thing – but your hand passes right through it. Clearly, this evil spirit has no physical form. { Touch it with bottle of Holy water } ... There is a sizzling sound as the water strikes the spirit, which disappears into the pit below. The feeling of oppressive dread which had gripped the graveyard begins to lift. Perhaps now the dead can truly rest in peace. (1000 XP)

Grave stone with rune. There are six of them, marked by "x" on the Cemetery map. Touch all six, then go to SE corner (D). The mouse pointer becomes a hand when touching the corner stone – signifying it's "usable". Use a dagger, which fastens to the stone. Now going outside to E we find a new-grown Faerie ring. This is the entrance to the Cemetery Retro-dungeon.



Map 10. Cemetery Retro-Dungeon

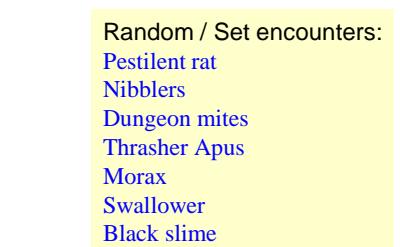


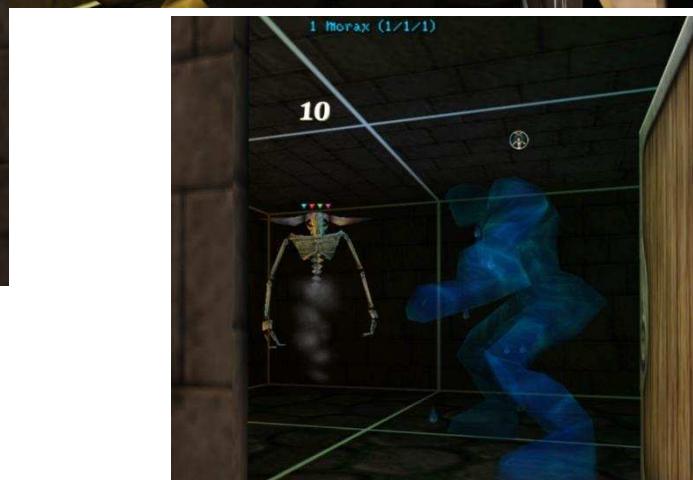
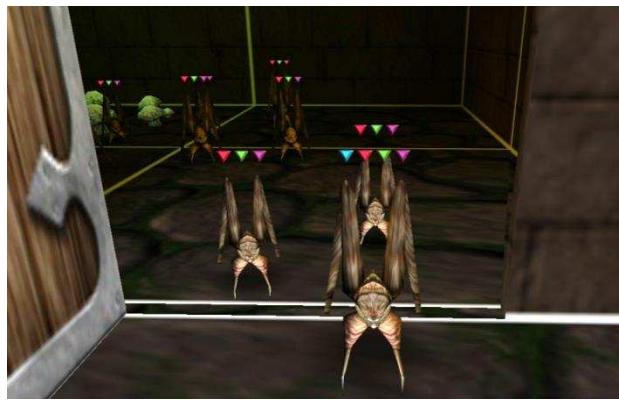
Party arrives at **e** and only exit from the dungeon is by teleporter **X**

That means, once you're in here the only way out is through some pretty hefty fights and also being able to pick 6-tumbler locks. Looking back, we did this dungeon too early. (At the very least, should have had stronger Magic Screen, and known the Silence Spell. Also would have benefited from all attack spells being more powerful.)

1. Scroll Resurrect
2. Bread rolls (5)
3. Fire bomb
4. Round shield (?)
5. Barbed arrows (18), Shrike arrows (37)
6. Pot. Hv. Heal (4), Pot. Hv. Stamina (3)
7. Scrolls Rest All, Crush, Knock-knock; Eye-for-an-eye potion
Magic nectar, Pickup potion, Pot. Superman
8. Wizard's cone
9. Steel helm
10. Armet
11. Golden apples (2)
12. Holy water, Bomb (?), Red potion (?) (Bomb), Devil dust (4), Flash powder (3)
13. Encounter **Vampiric Head** (tough). **Cutlass of the Damned**
14. Encounter **3 Morax** (extremely hard – after several failures decided to use our Canned Elemental, and then we made it ... barely). **Purple potion (?) (2)**, **Magic Nectar (2)**
15. Scroll Heal All
16. Resurrection powder (2)
17. Encounter **Baron Englund's Ghost** and **6 Trynnie Specters**. Another very hard fight. Advice: When entering room, stick to south wall, then close door. That way the party can't be surrounded (34000 XP, Englund dropped **Nunchaka**, Trynnies dropped **Throwing knife (10)**, **Bullet stones (25)**, **Shrike arrows (37)**).

- Random / Set encounters:
- Pestilent rat
 - Nibblers
 - Dungeon mites
 - Thrasher Apus
 - Morax
 - Swallower
 - Black slime
- ⚠ Map wraps around, but note:
Party dies here (Bug or intended?)

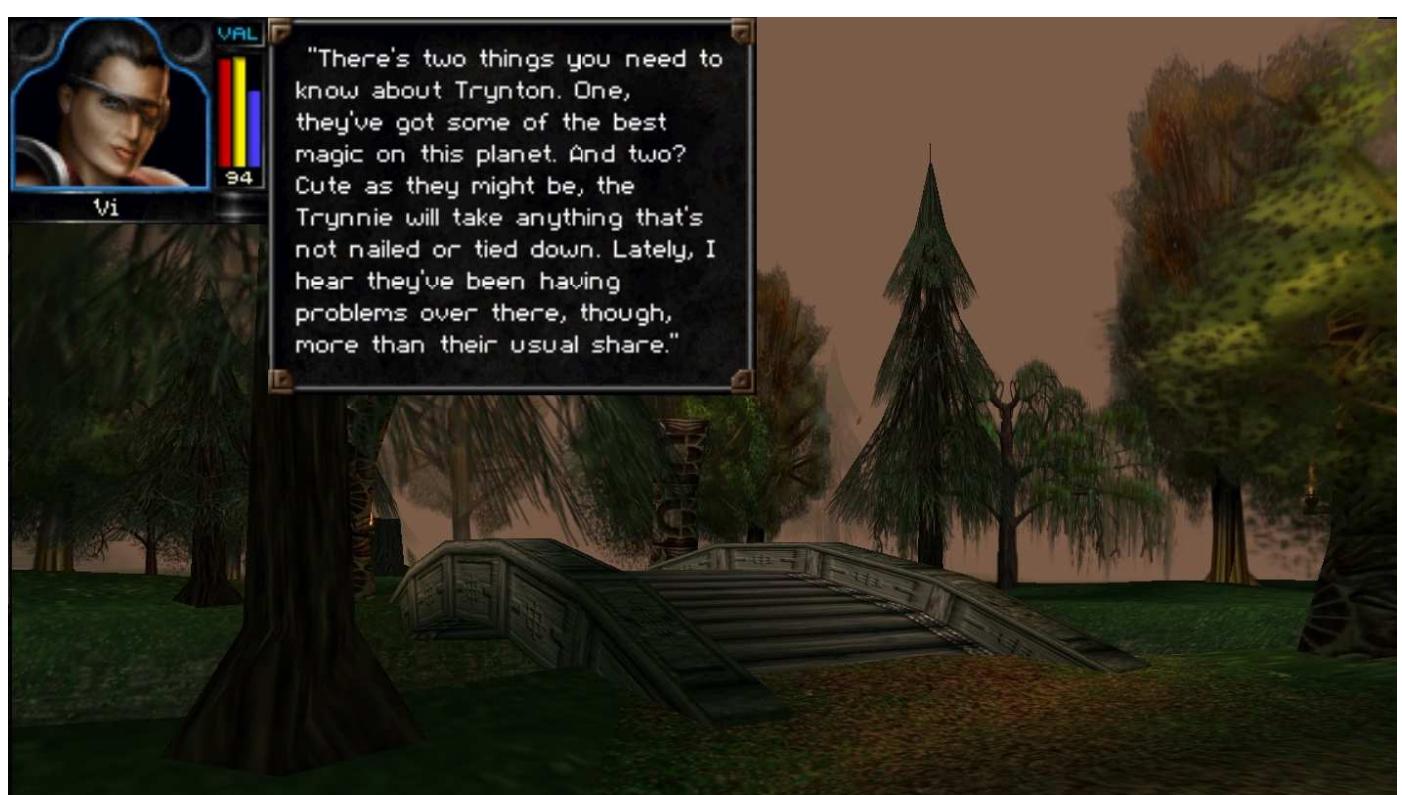




Just finish off this guy and we can exit the dungeon by the Faerie ring.

And finally – Trynton ahead of us – and ready for a really enjoyable part of the game.

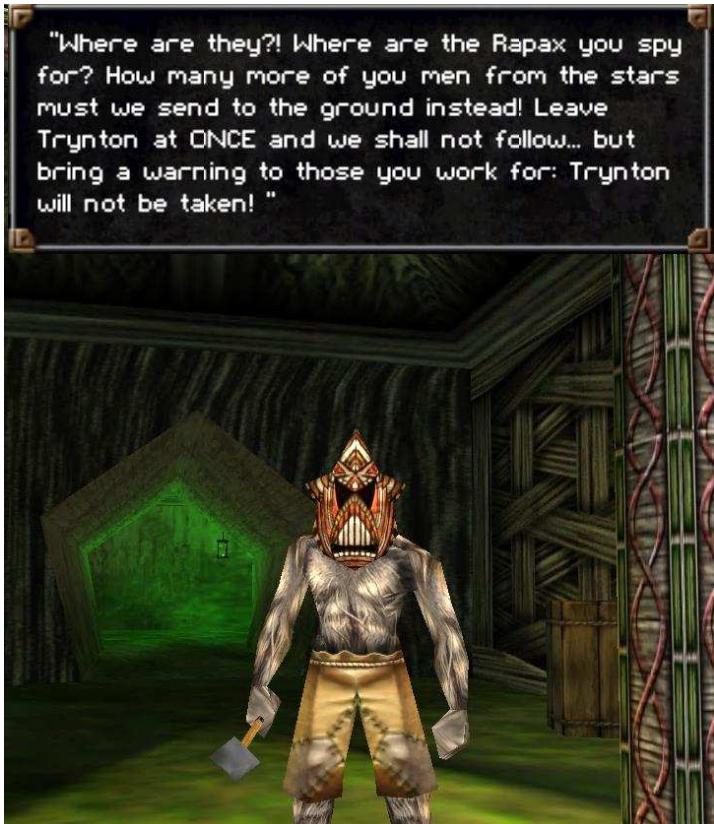
Chapter 5. Trynton



Proceeded directly to the Trynnie tree entrance, without being intercepted by any monsters. Saw some neutral **Hogars**, but didn't meet the group of plants that typically welcomes visitors.



1. Chief Gari



"Unless... um... you're not actually working for the Rapax, of course... Hm, well, then, that could be interesting! Say... Are you willing to help us?" (YES)

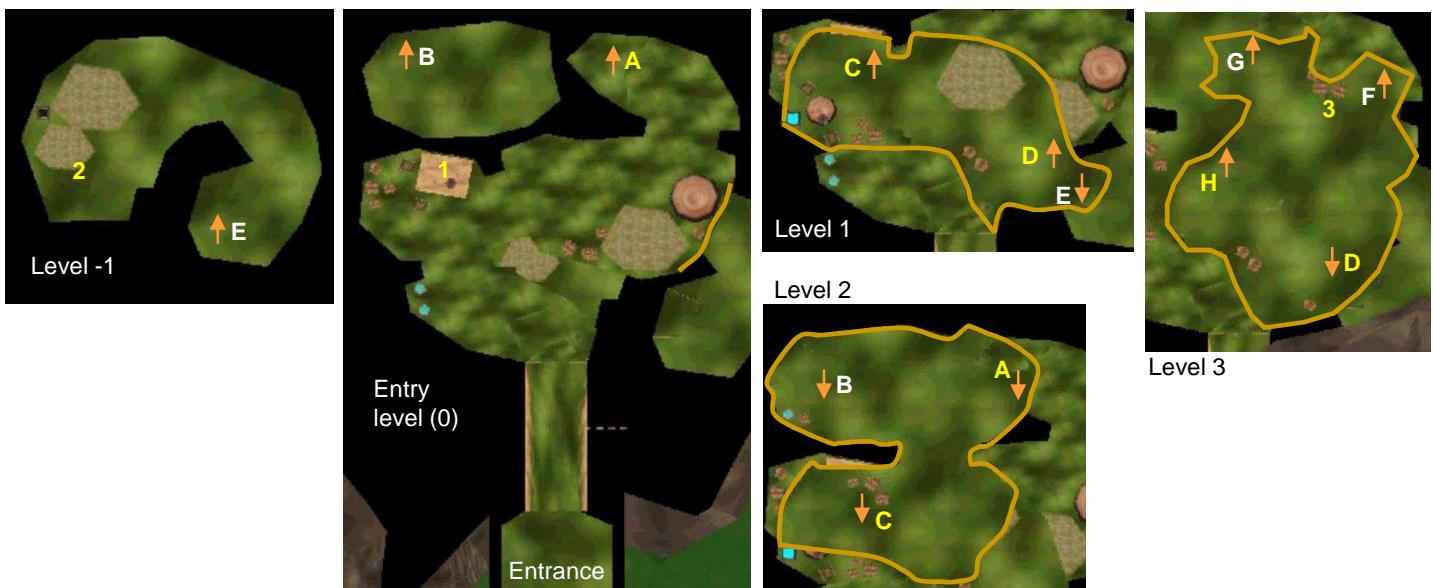
"I thought I saw something good in you! At last, the Gods have answered our prayers! The Ratts have overrun our city for too long! We will allow you to enter Trynton. [Go to the fourth bough and find Madras](#). He will tell you what to do..."

So entered , and found that the "Lower Branches" is a maze of ladders going up and down, and the automap isn't very helpful either....

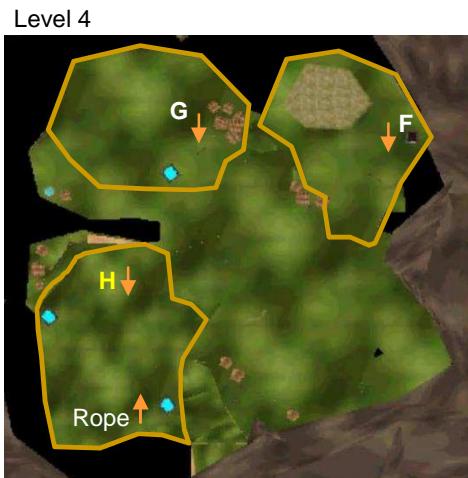
(Way up: A – C – D – H – Rope.)



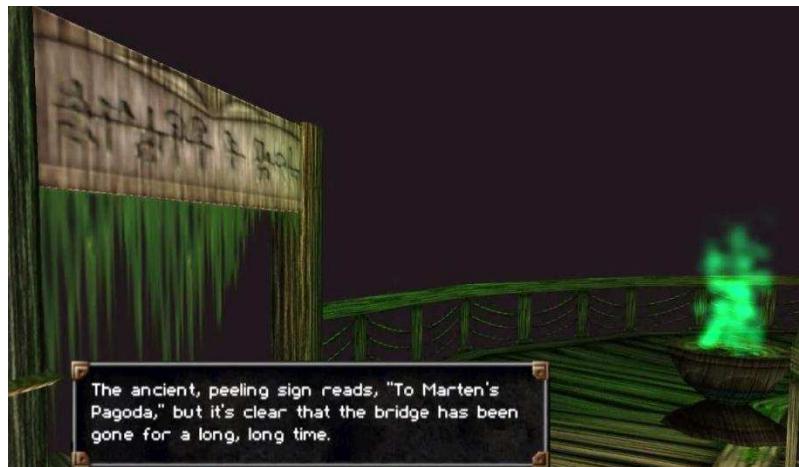
Map 11. Trynton Lower Branches



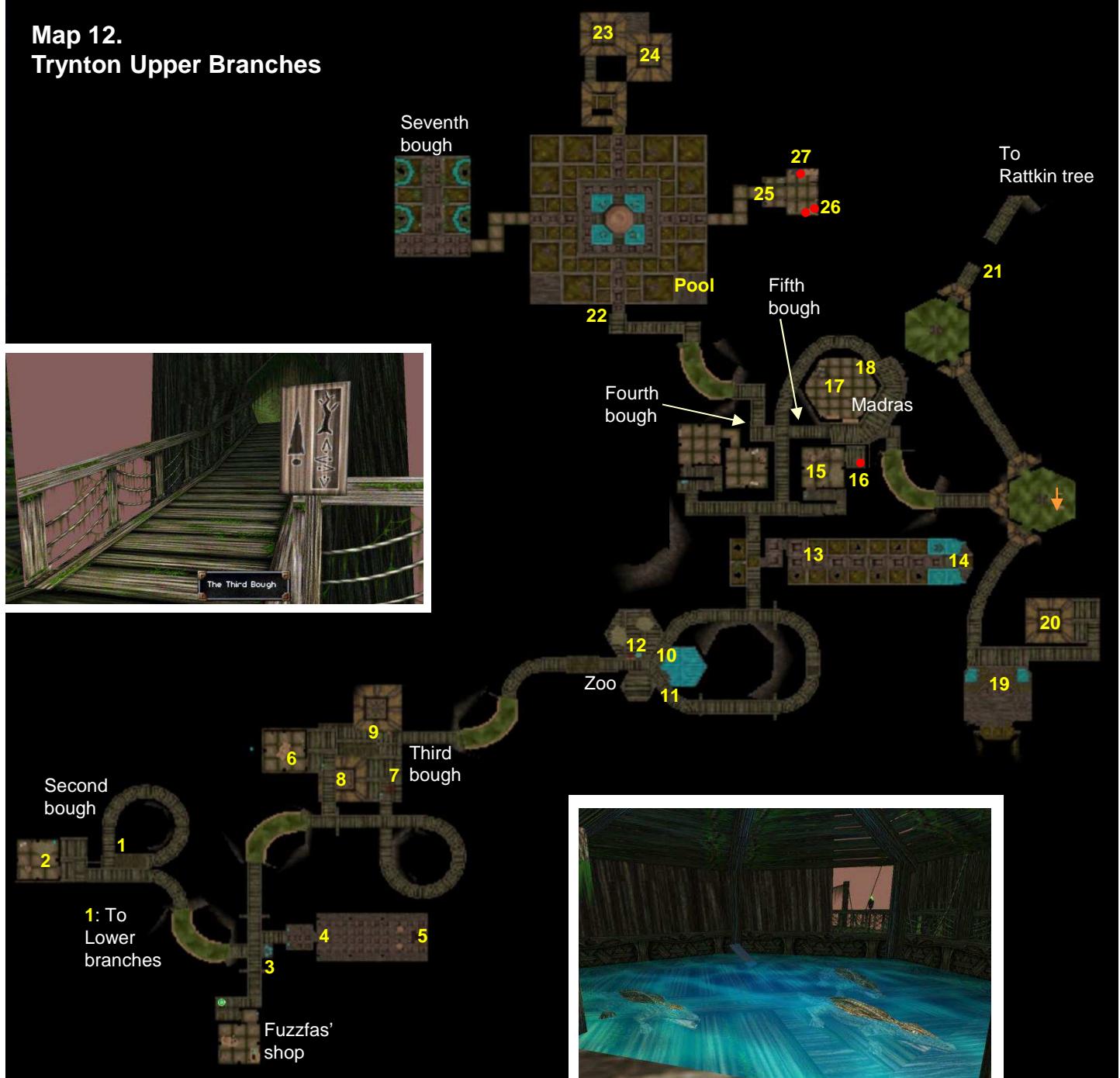
Map 11. Trynton Lower Branches (cont'd)



1. Ale
At base of B: 3 Vile roaches
Snare of delay, Ring of Breezes
At top of C: Ale
At base of E: 5 Wolf Spiders
2. Cloak (?) [Hunter's cloak],
Tarnished Mail
At top of D: Crawling Creeper
3. Pot. Mod. Heal, Pot. Restoration (3)
At top of F: Crawling Creeper
At top of G: Dung Beetle, Cutlass
At top of H: Arrows (55)
Rope to top of Lower Branches (Level 5)
4. Leather greaves, Pot. Dragon breath
5. Pot. Haste, Barbed Arrows (14)
6. Elevator to Upper Branches



Map 12. Trynton Upper Branches



Random encounters:
 Crimson Poppy, Iron weed, Rank weed, Caustic wine, Acid vine
 Tree sprite, Leaf sprite (strong)
 Crawling creeper
 Trasher apus
 Swarming wasp, Blinding wasp
 Vile spider, Shrieker bat



1. Top of elevator to Lower Branches (below bridge at top of "loop")
2. **Potion Cure disease, Boom bomb**
3. Fountain – “using”: “As time moves so it creates... the lessons learned and the ways of fate... I am each one and yet still more... all you’ve known, seen and done before. Tell me, what am I?” (LIFE) [Party gains +5 Int, 1000XP, Book of Detection]
4. Set enc.: 5 tree sprites (low-level spells)
[dropped 4 Pickmeup potions, 29 Feather darts]
5. 2 short Gooda Vines. Touching dragon head:
270 gold + Stink bomb
Join gooda vines → 1 Gooda Vine Rope



Fuzzfas



“Oh, oh my... this is...” {Cut scene with explosions+++}
“Ah, wha... what happened? Oh, look at this place! Look at me *Heh*... I was trying to make a new potion, and I must have missed a step or two... or five. Ooo! You’re welcome to what I have left. I am Fuzzfas, Master of Magic, mostly, and this is my shoppe.”

(Trynton?)

“Well yeah! That’s where you are! Of course, there’s a lot to it. Trynton’s bigger than most people think. From the ground, you just see a tree... but once you’re up high, why it’s a whole city!”

“I meant to tell you about the **Seventh Bough**. I believe you should try it.”
(Seventh Bough?)

“Yes, the seventh bough is an illusion! It’s not a place your body goes, but rather your mind! For as long as I can remember, Trynnie go there to see the future, to learn of their destiny. Maybe you should try it! It is very simple, but you must be prepared... You will need two things. First are the **Zuzu petals**. They grow wild here. You pick your own. You’ll also need a special potion, the **Mystery Potion**. The shaman will not appear to everyone, but perhaps he will appear to you...”

(Shaman?)

“You don’t know who he is? You’ve got a lot to learn then! He’s the guardian of Marten’s treasure.”

(Marten?)

“Marten? Many years ago, he came to Trynton... and you know what he had? The Destinae Dominus! He stole it from the Higardi. Legend has it that he didn’t stay with us long, though. He left something with the Shaman, and said he would send someone for it. That was a real long time ago, though.”

(Marten’s Bluff?)

“Oh, well, it used to be a nice place before the big thing-rangs took it over! If Marten was alive that never would have happened. I mean, maybe I’m judging them, but anything with that many arms and legs make me nervous.”

(Destinae Dominus?)

“I never saw it myself. It was way before my time.”

(Ascension Peak?)

“Ascension Peak is a sacred place. It’s the way to the Cosmic Circle”



Fuzzfas has a good selection of potions, and also some armor and bows.

He buys armor, books, potions and the like (not weapons), so got rid of some of the stuff we were dragging around.

Of course we bought a **Mystery Potion**.

(Also left unused weapons outside the shop, where we can pick it up after finished exploring)

6. Book of Healing
7. Set encounter. 3 Thrasher Apus, 1 Crawling creeper
8. Magic nectar (3), Empty bottle
9. Set enc., Crawling Creeper, Awl Pike.
(Didn't get a chance to fight – the Trynnies took care of it.)

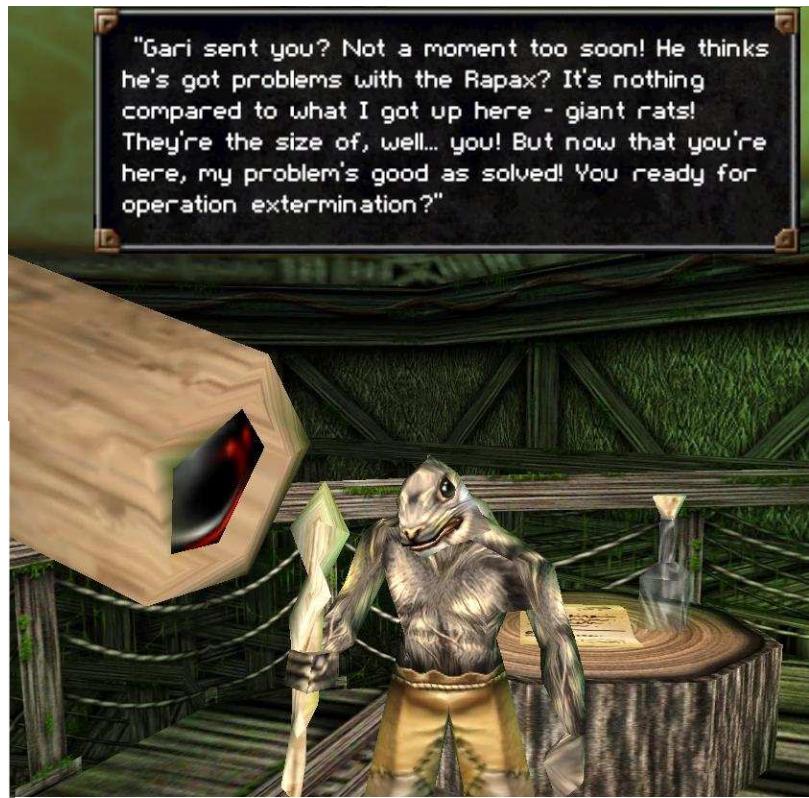
The Zoo

10. Pull lever to get a piece of **rotten meat**
11. **Faerie dust (4)**
Merge **Rotten meat** with **Faerie Dust**
→ **Drugged Meat**.
12. The **Hogar Bobo**.
Put the drugged meat in Bobo's food tray ... Bobo eats meat ... Bobo falls asleep ... party gets 500XP.
Can now enter Bobo's cage without having to fight him.
Found **Silver Sollerets, Shuriken (18), Shiny ball**.
13. Set encounter, 6 **Willow saplings** (This time they came out to meet us in the Zoo for some reason. These are not very tough, though they take a bit of beating.) [Dropped **Spirit Staff**]
14. **Zuzu Petals**
15. **2 Crawling creepers, Blue Marble**.
East wall is a sliding door, giving access to chest



16. **Shuriken (11), Hunter quarrels (17), Spear, Awl Pike, Quarrels (50)**
17. (Lower floor) **Giant Magnet (gadget), Magic nectar (2), Acid Bomb**

Madras (upper floor)



(YES) ... "Great!. These'll get you started..."

[Got **Faerie dust, Flash powder**]

"It's going to be tough work. They've infested the whole sixth bough. We've tried to get rid of them. Kill off 10 or 20, but they come right back. So, I used this telescope here to do some spying on them... and that's when I saw the fattest – the ugliest – thing I ever saw in my life! Breeders! Big as a house, wide as a mountain, ugly as day old... ah, nevermind. They're the root of the problem! **Get in there and kill them**, and the rest will be easy pickings."

Nearby: Empty bottle, Pot. Cure poison (2)

18. (Upper floor) **Sneeze powder (4)**

19. Marble pillar – for later use.
20. Storage room. Short bows, sling, arrows, bullet stones,... nothing worth taking.
21. Ruined bridge – “It doesn’t look like you’re going anywhere on this bridge, unless you fix it yourself.” Used Gooda Vine Rope, and voilà!

These guys can be extremely annoying. They just stand there guarding the area between the bridges all the way to the east. And it’s plain impossible to get past them....aarrgghhh!

(Happens every time we’ve been to this area – and that’s some ten games...) From experience have found that the simplest way around the problem is to hit the “Rest” button and take some minutes time-out.

{Didn’t go to Rattkin tree now, for most of the tasks there can’t or should not be done now anyway.)

22. Door with some sort of indentation. Sign outside: “No Magic Allowed” Use **Blue Marble** to open door. Welcomed by 9 Crimson Poppies, 4 Rank Weeds, 2 Iron Weeds. (and after a while even more joined the fun...) As long as we stand in the doorway spellcasting is OK, but once we enter the room all spells (and music, artifacts) fizzle.



Pool: Healing pool

Seventh Bough



(Use Zuzu petals)

You place the petals in your mouth, and swallow. Their bittersweet taste lingers on your tongue. Although you don’t feel markedly different, you do feel a bit ... lighter.

(Use Mystery potion)

The potion has a thick, sweet taste. For a moment you feel nothing at all, but then a warm wave shudders through your body. You feel oddly relaxed.



Suddenly, everything goes black. Yet you feel no fear, only calmness and serenity. From the darkness, a voice calls to you, quietly at first, but growing louder and louder. It is then you notice the Trynnie Shaman standing beside you. Whether he came to you or you to him, you could not say, but still you feel no fear. "The Seventh Bough", he says, and you accept that without questioning. "The seventh bough... this the illusion to which you have come... to learn of your destiny among our people..."

We seek to learn our destiny for many reasons – curiosity, fear, hope – the desire to know the unknown. Your destiny has been long foretold. You are the fabled third messengers, here to play your part in the Ascension. Long ago, the Cosmic Lords created three artifacts all required for this event. Two have arrived here on Dominus, brought by the first and second messengers. **Your destiny is to bring the last, the Destinae Dominus**, containing all Knowledge of the Gods.

The artifact you seek lies with a man named **Marten**, your destinies inexplicably crossed. You must follow his path of exile to find him and claim this device as your own. It will not be an easy path... nor does it begin here. Instead, turn to Marten's Bluff and seek **Marten's idol and his words**. Then, and return to the Shaman on the sixth bough. This is your destiny..."

[Got 25000 XP]

(Journal: Words? Shaman probably meant a diary...)

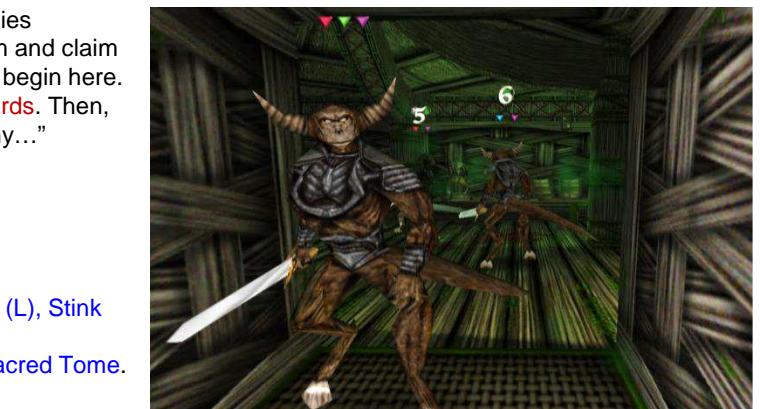
23. Scrolls; Enchanted blade, Fireball, Armormelt

24. Set enc., 3+1 Rapax scouts.

[Dropped Pot. Hv. Stamina (3), Pot. Hv. Heal (2), Plate Mail (L), Stink bomb, Round shield (?) [Shield of Winds], Buckler shield]

In room: Pot. Hv. heal (4), Spell book (?) [Portal / return], Sacred Tome.

Sacred Tome	
Type	Other
Weight	3.0
Description: There's no writing in the book, only page after page of strange drawings. One shows a huge tree, with an even larger golden branch drawn above it. On the next page is a drawing of a potion bottle, some sort of leaves, and the golden branch from the other drawing. What this all means is anybody's guess.	



25. 3 Oak saplings. This battle can be *extremely* tough. They cast much more powerful spells than you do, so the only chance is to draw them out into the anti-magic area, but they're also physically tough and have more than 300 HP, so it's still not easy going. The best is of course to get them to a place where you can cast spells and they not. (The Fear bolts did a good job here). [dropped **Spirit staff**]
In the room after battle: **Spiked spear, Fear bolts (20)**.



26. Two chests:

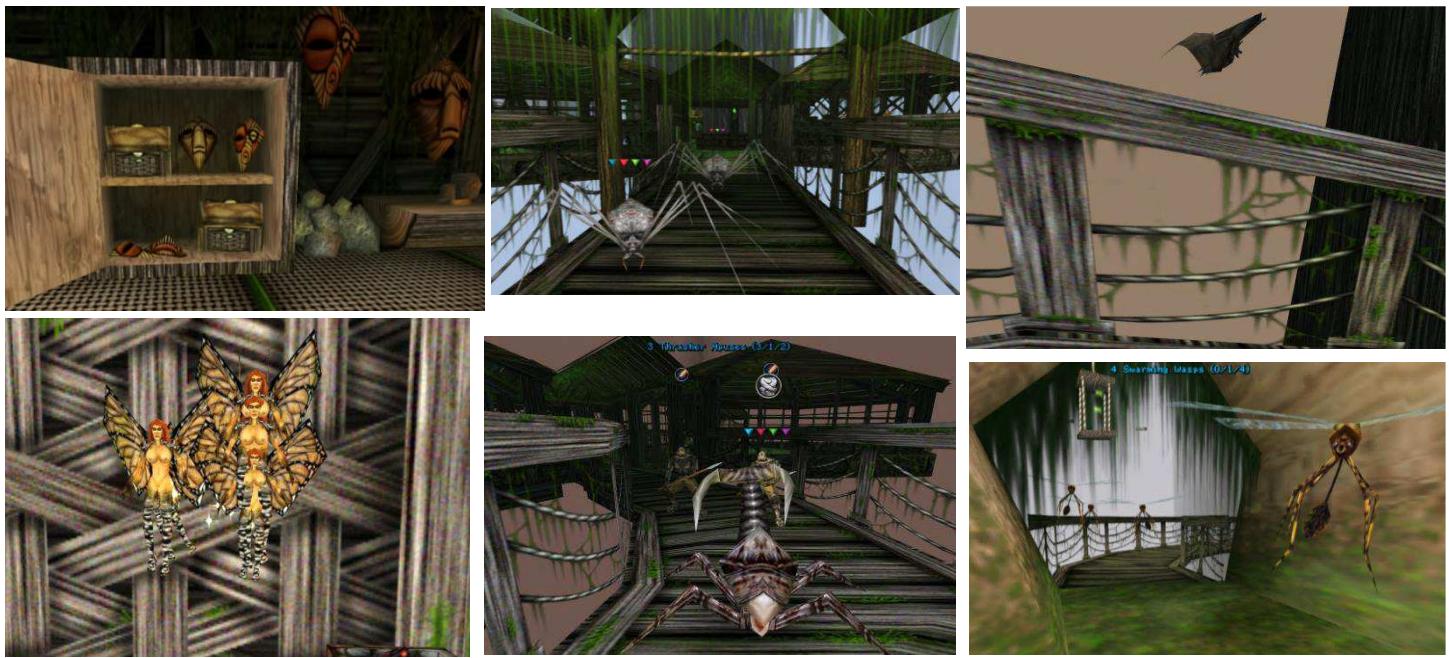
**Shuriken (6), Bullet stones (21), Spear, Morning star
Scroll slow, Stink bomb, Bastard sword, Skullcap**

27. Locked safe with two chests:

**Bullet stones (24), Flynn's Cap, Bullets (?) (6), Barbed arrows (6), Sai
Thieves buckler, Impaling stones (6), Magic nectar**

And by that all that can be done up here for now is done. So headed back to the ground level, with lots of encounters en route.





Back down decided to explore the rest of the area before continuing.
These nice guys were always ready to give a helping hand in
any fight , so returned the help by trying to keep them alive by
healing and curing spells



Also had two very large and hard random encounters:
8 Rapax patrols + 1 Hogar ... prevailed at the edge of life and exhaustion, but
worth the effort: [Dropped Tosei-Do (L), Chain hosen, Chain Hauberk, Buckler
shield (2), Eye-for-an-eye potion, Leather Top (?), Magic nectar (2), Sollerets,
Scroll crush, Steel gauntlets, Granite ring, Spear of Death.]

Then **5 Crimson Poppies**, **4 Rank weeds**,
4 iron weeds, **1 Bull Picus**, **9 Picuses...**

Didn't leave anything but a lot of XP.

(In both these fight originally neutral
monsters joined the action ... hence
increasing difficulty.)



Chapter 6. The Swamp and Marten's Bluff (1)

Map 11.
The Swamp (preliminary version)



1. Bullet stones
2. Meeting with the **Dark Savant** (where this happens is random)
3. Two huts.
In northern hut:
Quarrels, Pot. Hv. Stam. (2), Poison dart (4)
Behind hut: **Kabuto**
In southern hut:
Fire stix (4), Shrike arrows, Pot. Restoration, Chain hoses.
4. Pond. Spread around the pond:
Bronze Cuirass, Cure Paral. powder (3), Book of Acid Splash, Halberd, Shuriken (6)
5. Knock picks (2)
6. Steelhide crocodile [dropped Steelhide skin]
7. Entrance to pass above road to Marten's Bluff
8. (In pass). Slithering slime [dropped Boom bomb].
Ring of Sanity, Blue feather, Rousing Drum.
9. Black oily sea. "Use" empty flask to make **Cherry Bomb.**

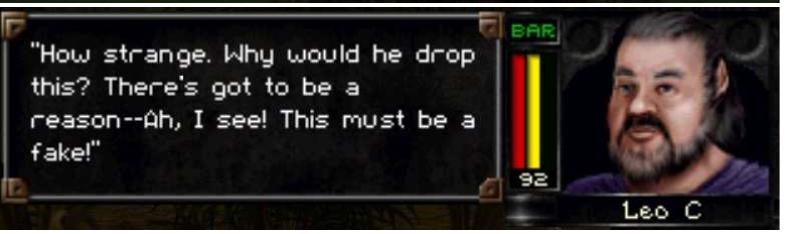
Didn't want to do more than needed in the swamp at this time – there are some really nasty monsters in here...
So picked up a few valuable items (3, 4, 6, 8), and visited Crock (recommended) before continuing towards Marten's Bluff

The meeting with the Dark Savant is in some ways a “set encounter” in the swamp, but where and when is random. This time he just suddenly popped up while we were on the way to Crock’s – other times we’d have to wander aimlessly around the swamp for a while for the event to happen. (Note: Important *not* to have had the encounter with Barlone in the Rattkin tree before meeting Savant!)



“There you are, you pathetic ingrates! How dare you take the Astral Dominae from me!! Did you actually think I’d fall for this, this forgery?! Have you gone mad? Now give it to me... GIVE IT TO ME!!!”

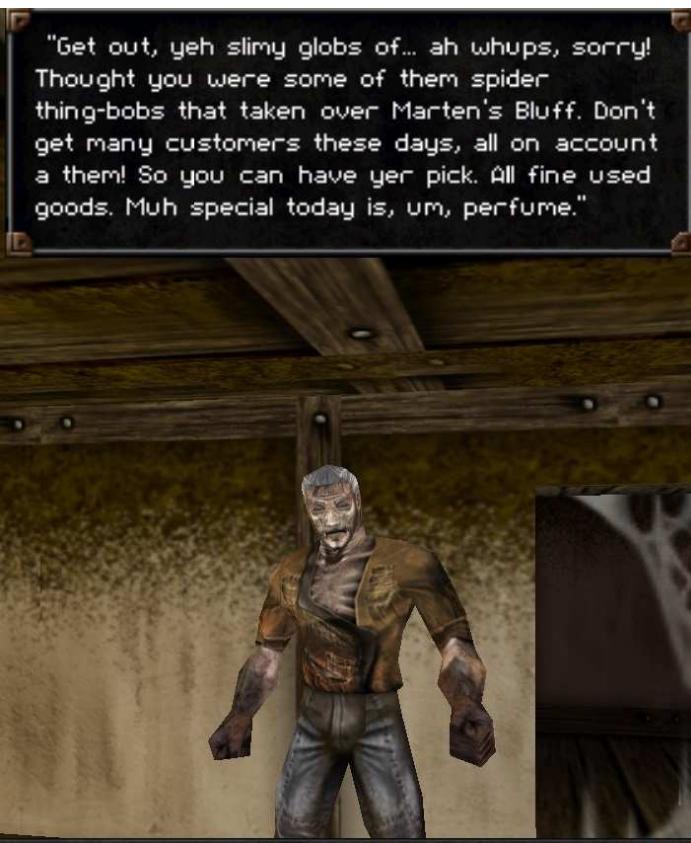
“Look at you... You don’t even know what I’m talking about, do you? HOW DID THIS HAPPEN?!? When I find out who took it, there won’t be ANYTHING left of them!”



[Got [fake Astral Dominae](#)]

Journal entry: “Found a fake metallic globe. Looks like those artifacts. ... Might be able to use this to fool others!”

Crock’s shop



Has some good weapons, esp. bow / slings, plus [impaling](#) and [medusa stones](#), which make the sling at least as good as bow. Leo C got a [Wristrocket](#), while Robin got a [Greenwood bow](#). Also has a good selection of books, e.g. [Crush](#), [Fire Bomb](#), [Eye for an eye](#), [Armormelt](#), [Iceball](#), [Element shield](#), [Divine trap](#), [Acid splash](#), [Cure disease](#), [Soul shield](#), [Whirlwind](#), [X-Ray](#).

Bought as many as we could afford, also bought an [Amulet of Healing](#).

Everything is more expensive than in other shops, and his buying prices are lower – but as he’s the only one around we have to take it or leave it...

Also established this as a base while we’re in the area. It appears safe to leave unneeded items in the shop, and also rest if necessary. At least no bad things have happened so far.

After trading and equipping the last essential task in the swamp is to eliminate the steelhide crocodile (6) and get the skin for Antone. He hides inside the hollow log, initially neutral, but becomes hostile once we approach. Has a lot of HPs and a hard bite, but after a successful Paralyze spell the rest was easy going.



Note: The Dreadmares are no fun (like the other Unicorns). They cast Eye for an Eye, then cast some pretty powerful spells doing much harm, then retreat. Very difficult to defeat, as we can't use spells, and can't get into melee range...

And then ever onwards – to Marten's Bluff.

Map 12. Marten's Bluff (surface)

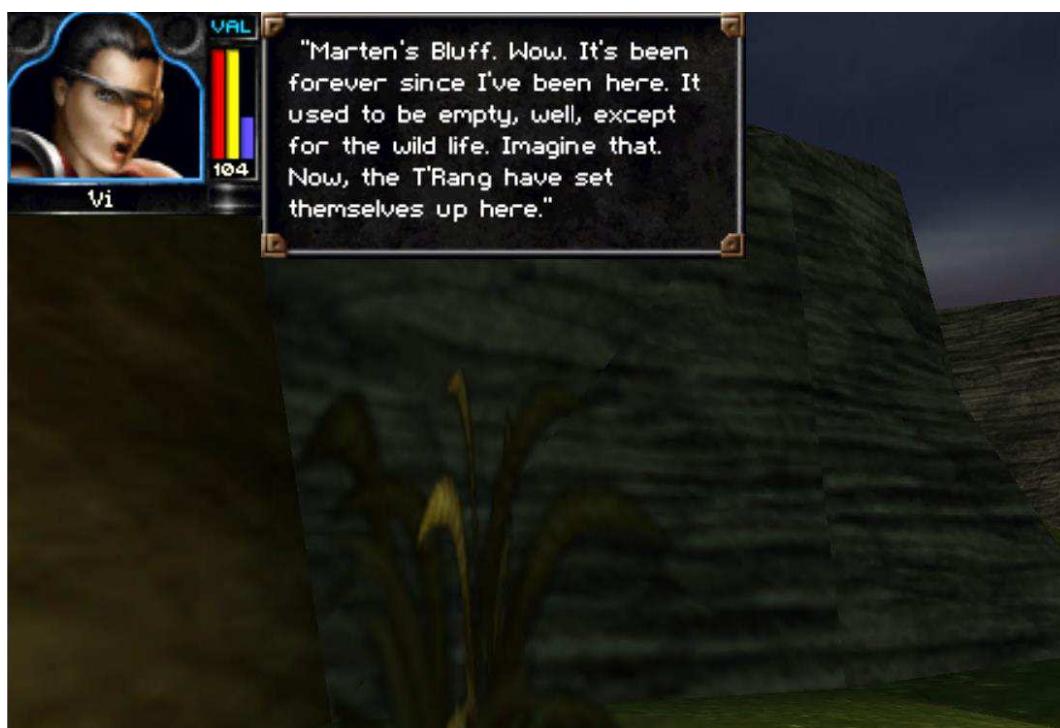


Random encounters:
Trasher Apus
Millipedes
Dung beetles (disease)
Soldier Ants
Ironsing crocodiles



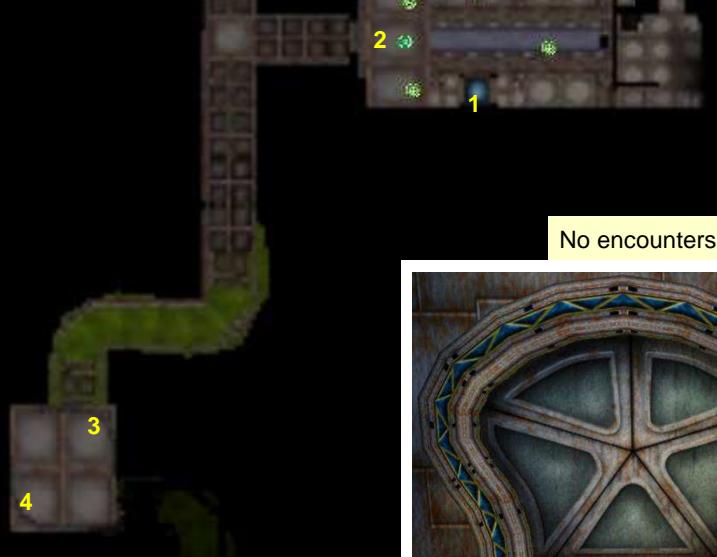
1. 2 Shallows Dwellers
2. Bastard sword, Magic Nectar, Boom bomb, Enchanted Mace, Pot. Mod. Heal.
3. Blue glass floor → Elevator down to [M.B.](#) lower level.
Door south is shut solid.
4. Catapult.
 - i) Wind up Catapult
 - ii) Launch it ... Settles on wall
 - iii) Climb Catapult to get inside
5. **Shrike arrows, T'Rang arm, Red & yellow wires, Paper reading “- - 0”**
In niche west and a little north: Arrow trap (all items can be grabbed without setting off trap)
6. Set enc. Soldier ants
7. Battle axe
8. Bronze greaves
9. Device for opening door
10. Trap door – can only be opened from beneath.

Finished here, stepped on the elevator (3) and went down.

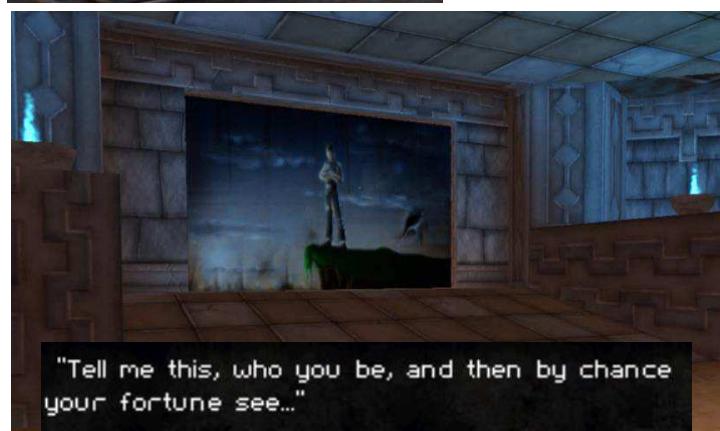


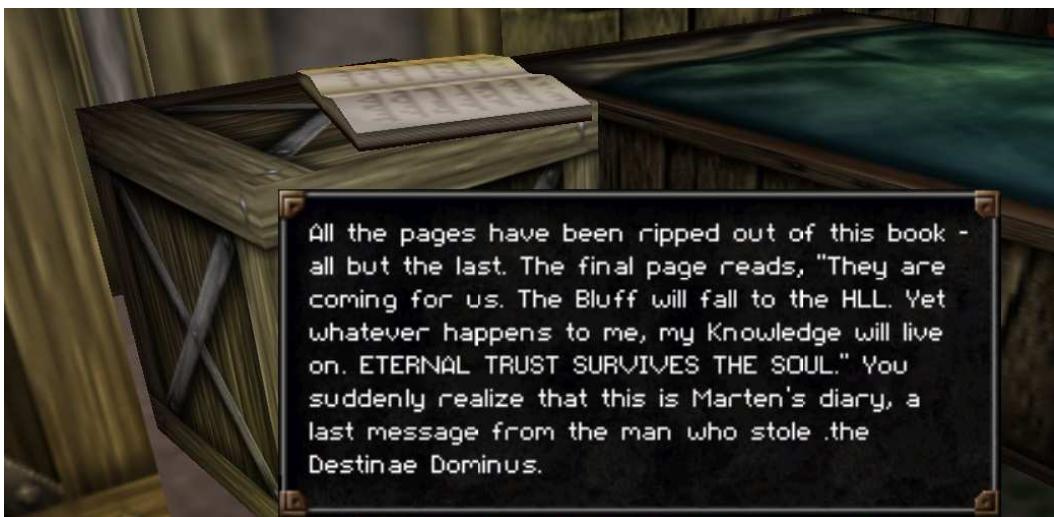


Map 13. Lower Marten's Bluff (v.1)



1. Elevator up to surface
2. Closed door. To the side button with hand symbol. Use **T'Rang Hand** on button to open door.
3. On entering room, T'Rang announces "This area is restricted". Are still allowed to pick up **Spike stones**, and
4. **Gleaming sword, Book of crushing**
(In earlier games, encounter with spiders here, which actually is an opportunity to slide into the restricted area...)
5. **Dagger**
6. Scattered in room, hidden or visible:
Spike stones, Leather cuirass, Brilliant helm, Arrows, Pot. Razor Cloak, Resurrection powder, Smelling salts, Cherry bomb
7. (Later identified as shop). **Laser pointer (gadget)**
8. **Magic nectar (2), Canned elemental, Pot. Dracon breath**
9. Panel, actually a closed door. Speak "Marten" to open
10. Set enc. 4 **Rebel spirits + 4 Higardi spirits**
11. In room: Barneystone amulet, Pot. Cure Lt. Cond., Heavy crossbow, Quarrels, Bullet stones, Forest Cape, Pot. Cure disease, Icicle stix (11), Boom bomb, Granite potion
12. In room: Hammer, Shillelah, Viper arrows, Book of Remove curse, Bascinet, Pot. Mod. Heal (3)
13. Marten's room. Marten's diary, Ebon gem, Pot. Superman, Renewal potion.





Mission complete – we have found the evidence required by Sgt. Balbrak; we have found the “words” referred to by the Shaman, and we have also found many of the ingredients needed for Antone’s custom equipment.

So time to head back “home”

Some Dreadmares were waiting at the border between Marten’s Bluff and the Swamp, and these couldn’t be avoided – tough fight, but in the end they retreated.

Also took a detour to make cherry bombs in the lake ...

brave or foolish -- got some (unneeded) encounters.

Also checked the pass, and picked up the items there.



Before leaving the swamp for this time, paid Crock a last visit – turned out he had restocked, and we had rebuilt our funds and stock, so could acquire [Whirlwind](#) and [X-ray spell books](#), plus of course pick up the items we had left with him.

Having X-ray is a real bonus. From now on we can to a large degree avoid encounters if we want to.

No way to avoid a couple of encounters in Trynton, but managed to travel the entire Arnika-Trynton road (this time on the north side of the road) without a single encounter.

Back in Arnika we found that [Savant Drones \(Orbs\)](#) were new random encounters.

Checked selling prices for some of the custom items:

[Spirit staff](#): 1539 gold; [Ebon gem](#): 1250 gold; [Mummy dust](#): 432 gold.

As we know we won’t be needing the [Ebon Staff](#), we would probably be better off just selling these items, but for completeness gave all we had to Antone:

[Spirit staff](#), [Skull](#), [Steelhide skin](#), [Venom sac](#), [Mummy dust](#), [Ebon gem](#).

Antone has then got all he needs for the [Ebon staff](#) and [Steelhide armor](#).

Checked out if any shops had got any new goodies and fought a few battles before continuing towards the Umpani Camp.



Outside the city gates we (finally...) met the dreaded [Juggernauts](#). They are tough, with a lot of HPs, and hit really hard. As long as we have sufficient spell points to reduce them by paralyzing, blindness, nausea,... everything's fine, but without that ... Another issue is that these fights tend to be long, so party eventually runs out of stamina (often miss, and even on hits do no or little damage.)



The [Higardi Brigand](#) are often met on Arnika Road. They are also tough, and hard opponents, but still in a different league from the Juggernauts.

This encounter was especially welcome, as they dropped a [Mercucio's blade](#), which Leo C immediately took as his own.

Arriving in the Northern Wilderness we managed to avoid a couple of encounters with [Geomancers and Earth Elementals](#). These encounters should be avoided at all costs, as the Geomancers are extremely tough opponents.

Hence we arrived safely at the Umpani Camp.

BTW: Have now identified the red potions as [Canned Elementals](#), and the purple potions as [Renewal potions](#).

Chapter 7. Umpani – Mount Gigas

After doing some shopping, went directly to [Sgt. Balbrak](#) to report on the T'Rang mission.

"Where the frig is Rodan? He's supposed to be back here two days ago! I got a feeling he's messed up with those Rapax somehow..."

(Give [T'Rang arm](#)) ... "Yuck! You keep it! Ughh..."

"I'm proud of you, though! Looks like you found those slime buckets! I'll get this info right over to Recon. In the meantime, while you were off bug killing, we had some important news here. I assume you've been briefed on the Astral Dominae` Well, Recon's reporting news of two similar objects. So, keep your eyes out. We're hoping you can secure one of them for us, but first, we need to get you in tip top shape. Take this pass to the Sentry Booth, and report to Sgt. Rubble inside the compound." [\[Got Level 4 Pass\]](#)

"Oh, and you also have a credit at the Commissary, so you can get yourself stocked up. The toughest road lies ahead of you."

[\[Got 4000XP\]](#)

Went to Sentry Booth (9 on Base Camp map), and used Level 4 Pass: ...

"Verifying Clearance... Access Permitted. Training Notified of Your Arrival."

Used Pass to take lift up to Mt. Gigas Caves.



Map 14. Mount Gigas Caves





Power station



Vampire bats / Bat vampires



Morax

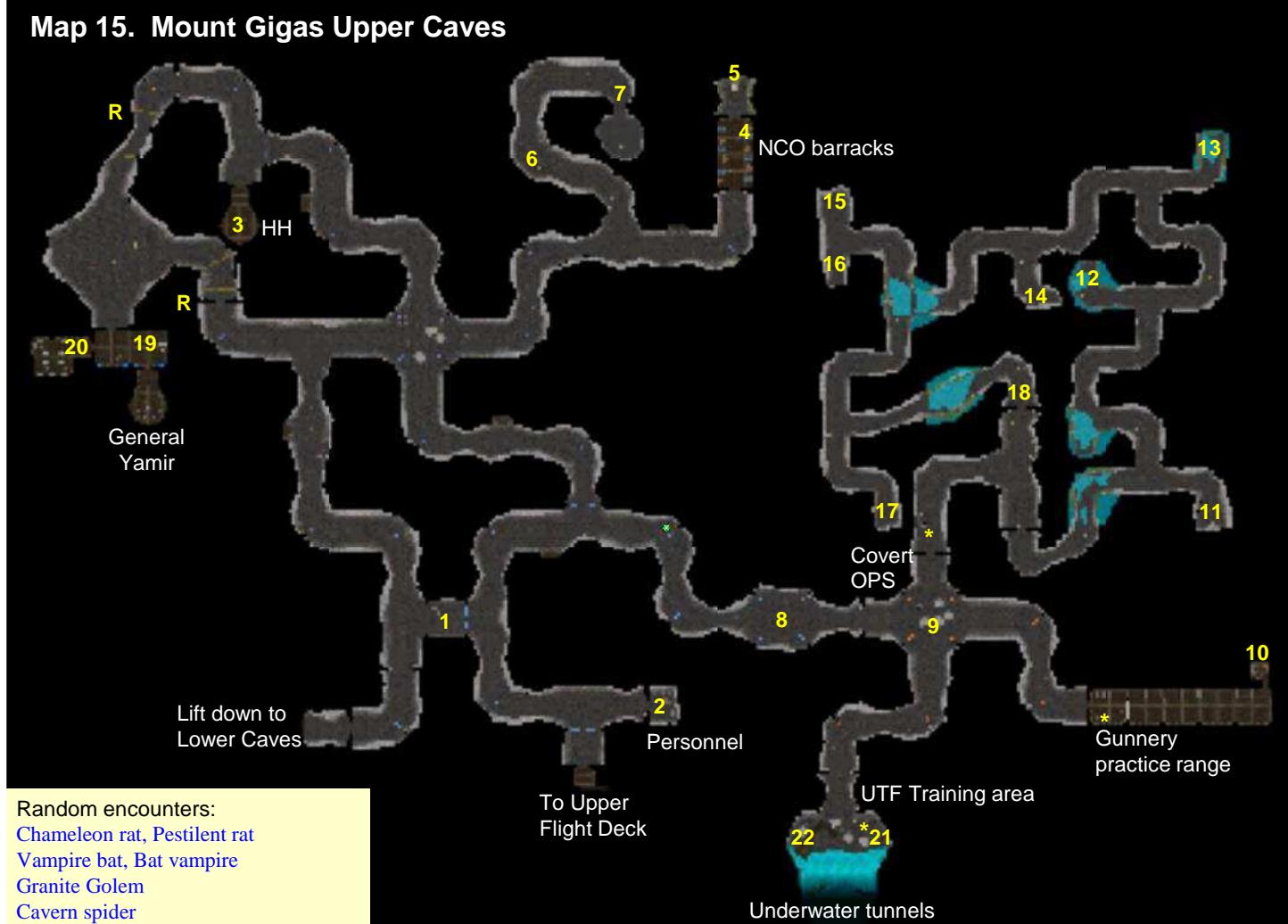


Oozite (53 KXP!)



Didn't feel quite ready for the unexplored territory yet. Instead went up to the Upper Caves and explored some of the "safe" areas there.

Map 15. Mount Gigas Upper Caves



1. Pickup potion, Poison darts, Bullet stones
2. In personnel room, 3 lockers: Fur halter, Sollerets, Copper gloves, Cutlass
On table: "These reports indicate that several Umpani have gone missing in the "Unexplored Sector" while several others have disappeared while on "underwater duty"
- R: "Restricted area. Obtain Clearance from EWAXX Before Proceeding"
3. Humpahammer (HH). Switch lever to activate. Enter Humpahammer to be teleported to Umpani House on Arnika Road.



Umpani House, upper level: Lute (Dulcimer of Mending), Ground floor: Musket and Musket balls. (Vi immediately started using Musket, and later Blunderbuss as her ranged weapon.) By door, button to open (as we've assumed the house can't be entered before opened from inside.)

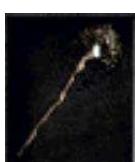
Next went to Arnika and visited Antone, who by now had finished the custom pieces:

Ebon Staff

(Pr, Bi, Ma, Ps, Al). 7-18, Hit+2, Init+3
Blind 10%, Str+5, Close combat +10,
15% vs Divine (2723 gold)

Steelhide Breastplate

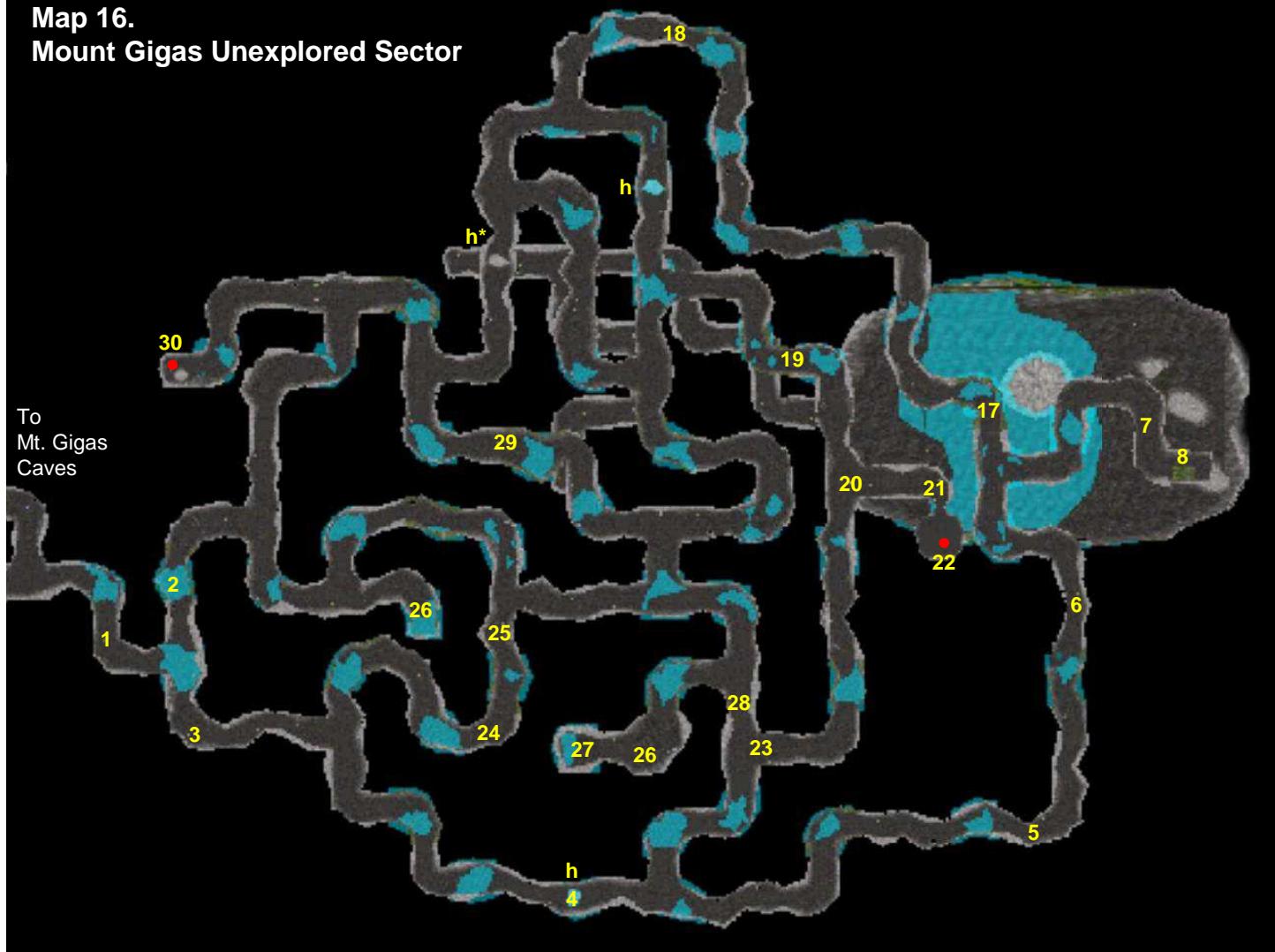
(Fi, Ra, Ba, Va, Lo, Sa)
AC+10, 10% vs water



After donning the new armor (Samji), headed back to the Umpani Base Camp – this time to start exploring of the unexplored territory.



Map 16. Mount Gigas Unexplored Sector



Random encounters:

Chameleon rat

Flesheater slime, Emerald slime,

Enveloping slime (drain), Black slime

Twilight bat, Vampire bat, Bat vampire,

Contagion bat

Morax Batlrod

Cavern spider, Ensnaring spider

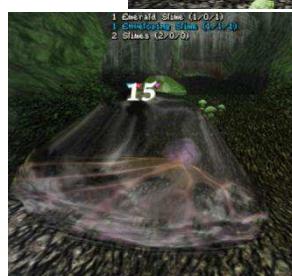
Oozite, Marble golem

h: Impassable hole. Take damage if jump in, but all have a rope to climb back up, except **h*** down to (14)

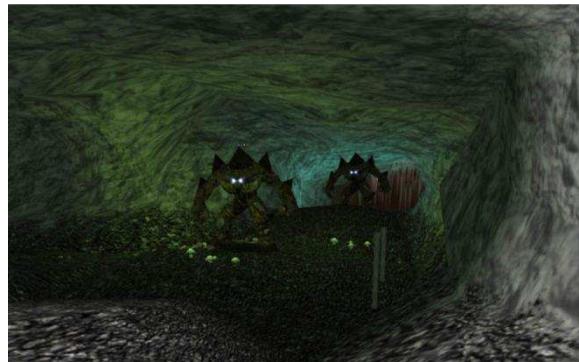


Pond area sub-level (below)

1. Stink bomb
 2. Pot. Cure poison (2)
 3. Broadsword
 4. (In hole) Flak vest, P-torch (gadget)
 5. Knock picks (2)
 6. Pot. Dragon breath
 7. Shuriken (6)
 8. Hidden trap door down to pond area / rope to climb up to main level
 9. Barbed arrows
 10. Book of Lesser Cures
 11. 2 Emerald slimes [dropped Hunter quarrels]
 12. Enc. 1 Emerald slime, 1 Enveloping slime, 2 Flesheater slimes (98 KXP) [dropped Arrows]
 13. Empty bottle, Chest:
Scroll resurrect, Concussion powder,
Bracers of defense, Tincture of shadows,
Chain hoses, Musket balls



14. 2 x Leather Boots, Throwing knife (9), Spike stones
15. Bullet stones
16. Chest: Awl pike, Arrows
17. Magic Nectar
18. Poison darts
19. Book of Return
20. Cracker stix, Buckler shield, Granite potion (2), Smelling salts (4), Bullet stones
21. Cherry bomb. Breakable wall (tear down by "using" it)
Behind wall: Mummy [dropped Mummy dust]
22. Secret room w. Chest:
Book Identify, Chain Chausse, Chain Hauberk, Tincture of shadows, Brimstone shield
23. Enc. 4 Cave spiders, 5 Bat vampires, 1 Morax Batlord (11K XP)
24. Spike stones
25. Long bow
26. Arrows
27. Pot. Lt. Heal (2)
Nearby: Enc. 9 Twilight bats, 2 Contagion bats, 8 Chameleon rats, 3 Cavern spiders (128KXP)
28. Frigid Fiddle, Throwing knives
29. Ring Pro Frost
30. Chest: Leather boots, Heater shield, Pot. Cure poison (2), Bearded War axe



Having completed the Unexplored territory, party again turned attention to the **Upper Caves**:

First went to the NCO barracks, where we find six chests, most with easy traps. Decided to stay a while here to practice lockpicking, but after about an hour (real-time) of practice, I'm tempted to believe that 98% is the practical maximum for non-rogues. (This is the best we've ever achieved, and this time Leo C has practiced a *lot!*. So won't spend more time practicing this skill – it's good enough for any trap or lock we find in the game...)



4. Pickup potion
Chests: Sneeze powder (4), Scroll Freeze flesh, Icicle stix (8), Book of Traps, Locket of Reflection, Dagger, Empty bottle, Musket balls, Pot. Cure poison (2)
5. Impaling stones. Fountain of Healing.
6. Bullet stones
7. Break-down wall. Secret room behind wall: 3 Trasher apus. Rockets (10). In Crate: Rockets (5), Pot. Mod. Heal, Claymore, Ice bomb.
8. Admission control console. Must be repaired (no big feat...)

"Automated Training Security. Please place Security Clearance on Glass Panel."

(Placed Pass on panel): ...

"BdDDdtzz! ... tssst! ... tssst!"

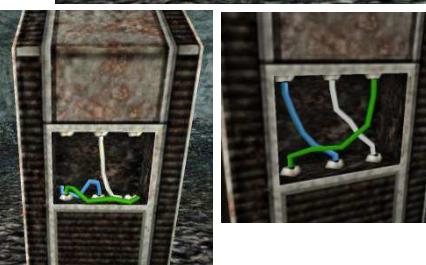
"Warning. Wiring Malfunction. Please return machine to an Authorized Service Center."

Examining back of machine: (→)

-- and then just a matter of connecting the wires to the slots (automatic by touching wire, but careful to prevent electric shock)

After repair, and placing Pass on glass plate:

"Opening Gunnery Doors. Proceed directly to the Gunnery."



9. Barbed arrows, Pot. Cure poison (2)

On the way:

I.U.F. U.T.U TRAINING AREA. Obtain Clearance at Automated Security Clearance Console Before Proceeding.

Gunnery Practice Range.

Sgt. Rubble is here (Rubble is marked with a * the places we meet him)



"Oh, come on! Come on, now! Stupid thing... get in there! Perfect! Oh no... shi...
 >>>>KaaaaAABOOM!!<<< AggGGHHHHHhhh!!! Oooohh nooooo..."
 "Whoa! That a show or what? Fine, fine firearm! Wait'll the bugs get a load of these things – blow a hole straight through 'em! *Heh* I suppose you're here for advanced training, huh? Well, it doesn't get any more advanced than this! ... These babies will take out most anything at good range, but be careful up close, or you'll cook your own hide. All right, here we go..." [Got Rocket Launcher and Rockets]



"Now be careful with it. There's a firing range here for you to practice on. When you're finished fooling around, head out the door and to your right. **Covert OPS**. I'll meet you there."

The Rocket launcher isn't *that* good, and uses expensive missiles. Party found it was a much better idea to sell the weapon and rockets for good cash, and stick with their current weapons. So equipped the cheapest ammo (arrows, bullet stones) and took some ranged combat fighting vs. the training dummies (use a Sonic Boom to get the combat started) – put combat in continuous mode and sit back and watch...



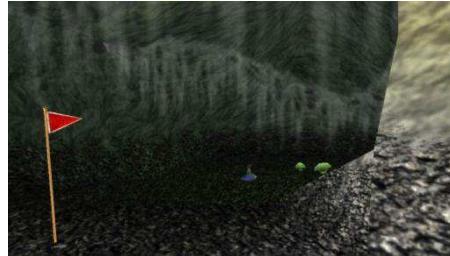
10. Storage: Quarrels, Empty bottle, 10 rockets

Covert OPS. (Rubble is here (*)) [Got 5000 XP]

"Eeeeasy girls! You're not afraid of the dark, are ya? Covert operations is designed to increase your speed and stealth, provided you got any to begin with. Now, beyond this little gate, there are five flags. There are *also* five critters! ... You come back alive -- that's the key part – with all five flags, and I'll rank you. Otherwise, we'll give you a nice express burial. When you're ready to come out, look for the blue light. That's the door. Get going, killers!" { Note: At our current exp & skill level this is easy going... }



11. Flag guarded by Morax, Pot. Superman
12. Pot. Hv. Stamina
13. Flag guarded by Deathsting Apus, Pot. Poison reduction
14. Flag guarded by Swallower
15. Flag guarded by Flint Golem
16. Acid bomb
17. Flag guarded by Djinn [dropped Djinn Eye]
18. Pot. Hv. Heal (2), Resurrect powder (2). Way out.



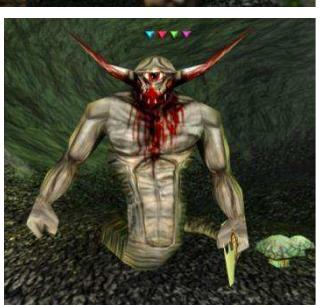
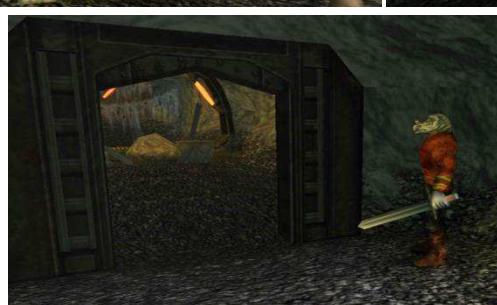
Meet Rubble.

"Good job, soldiers! I know it's tough, but this training'll pay off for you in the long run. You're being kicked upstairs to Security Level 4. Report back to Balbrak. He has another mission for you." [50000 XP]

Back down at Base Camp, got the chance to sell the found items and earned quite a bit of gold. Then went to Sgt. Balbrak.



"There you are! I'm sure Sgt. Rubble taught you how to distinguish your rear end from a rocket launcher. That'll come in useful if anyone gets in the way of our next mission. It's a big one, pups. Now, you remember what I was saying about those two new devices? Well, we believe the Mook may be in possession of one of them. But... we're not going to use force just yet. First, we'll try the diplomatic approach. Yamir wants you to deliver this letter directly to the Mook at their compound in Arnika. And remember, do *not* use force at this time. Got it? Good. Get going. I got a pile of paperwork to get through here..."

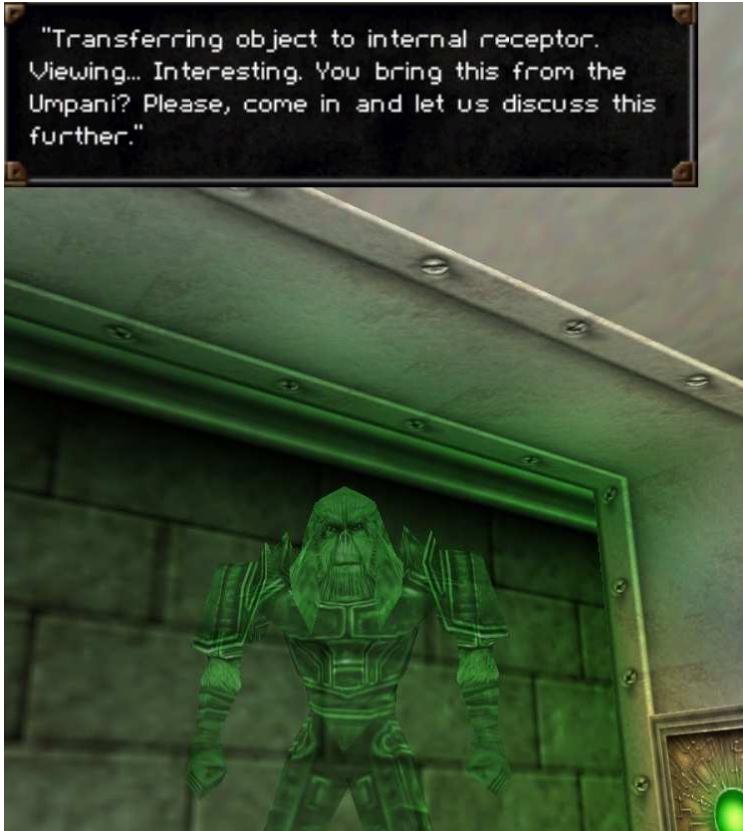


Mook Alliance Offer	
Type	Other
Weight	0.1
Description: "On behalf of the Imperial Umpani Federation, I extend an offer of alliance between the Mook and the Umpani. Should such an alliance be acceptable, I should like to hear from you. General Yamir, IUF."	

By now had learnt Summon Elemental, and just had to try it out on the way to Arnika...



Arnika – Mook Compound.
Gave Alliance offer to Scrag.



"Allow me to welcome you officially as representatives of the Imperial Umpani Federation.. Please bring word to your leaders that we are here on a peaceful mission of exploration only, a mission to understand the nature of the Chaos Moliri. Your communique states that your leader is interested in a visual inspection of this device. Of course. To your right, and down the hall."

Chaos Moliri?

"It was the device that brought us to Dominus, actually. Careful study revealed a detailed star map on its surface as well as indications of two objects similar in origin. I can provide you with the details of its discovery, or perhaps you'd rather hear my theory of its true purpose."

Astral Dominae?

"We believe it is one of three. Historical records indicate that at one time it was the impetus of a bitter war between the Umpani, the T'Rang and the Dark Savant, a war the Dark Savant won. We believe he is here on Dominus with that object now."

Destinae Dominus?

"We believe that this object is related to ours, but further study would be required. Unfortunately, the object was stolen from its original location making this impossible."

Dark Savant?

"He is a known entity throughout the universe. The Mook have known of him for several decades, in fact. His presence here causes us some concern, however. We have reason to believe he is in possession of an object similar to the Chaos Moliri and has plans to obtain the Destinae Dominus. Fortunately, that device is quite lost. Nonetheless, if what we believe is true – that there are three of these devices – then it cannot be long before his attention is drawn to us. I do hope to conclude our investigations here before that occurs."

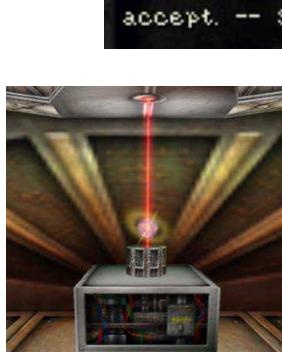
[Got Mook Alliance Acceptance]

Found [Book of Portals](#) to the left of the entrance.

In corner, an elevator up to upper level.

([Magic Nectar](#), [Scanner \(gadget\)](#))

Urq is here – didn't get any useful info from him, so went back down and to end room to inspect the [Chaos Moliri](#)



Mook Alliance Acceptance	
Type	Other
Weight	0.1
Description: "The Mook Empire is grateful to receive your offer of an alliance. We gladly accept. -- Scrag, Chief Officer, Mook Empire."	

While in Arnika, [set a Portal in our room](#), and gave the [Djinn eye](#) to Antone, before returning to the Umpani Base Camp.

Back in Balbrak's office:

"What have you got for me, pups?" (Give Mook Alliance Offer)

"Hmmm... let me have a read here. Yes, Yes. Oh, this is going to please the General. Well, well, troops. I gotta say, this is a fine job you've done. Just give me a sec will you?" [Got 160000 XP]

"Yeah, this is Sgt. Balbrak down at the Base Command. My Recon team just returned. The Alliance is set." – "That's what we wanted to hear. Send 'em upstairs, Balbrak." – "Got it. All right, men. You're on the fast track! The General wants to see you. I'm also authorizing access to EWAXX for you. Your login is **STORM**, and your password is **BIGBADMAMA**. one word altogether. Now, don't spend too long with EWAXX because the General's expecting you, and that man does NOT like to be kept waiting! I'll see you later, soldiers. And congrats!"

There's probably a lot to learn from the EWAXX, but only took a short stop there:

Dark Savant?

"Enemies: All known races.

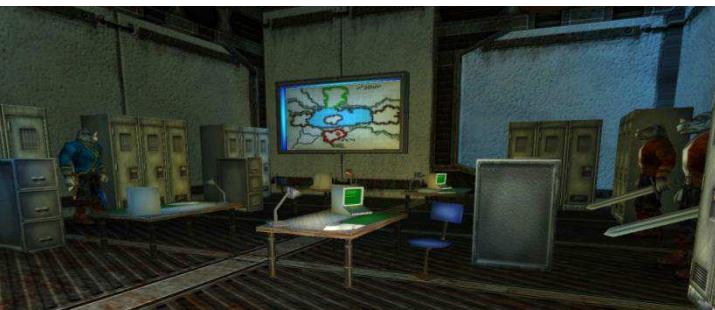
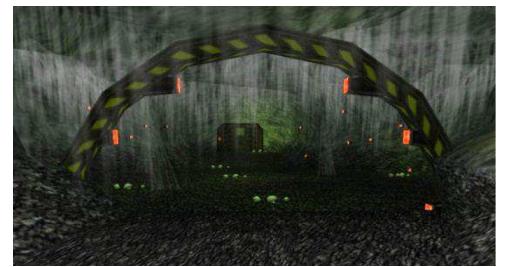
Notes: Dark Savant first noted by IUF forces on planet Guardia. Claimed Astral Dominae in bitter war. IUF vessels tracked Black Ship to Dominus. Last known aim was to overthrow Cosmic Lords and achieve universal dominance."

On showing Pass at entry to restricted area (R): "Verifying Clearance... Access Permitted. Motion Sensors Deactivated. Proceed with Caution."



19. Musket, Magic Nectar, Resurrection powder (2)

20. Operations room – lots of lockers. None of the guards in there seem to care that we disarmed and picked all the lockers and grabbed the contents,
Cloth shirt, 2 cloth pants, Chain hosen, Scroll Enchanted blade, Fire bomb, Leather greaves, Bullet stones, Smelling salts, Musket balls, Ale, 2 Leather Cuirass, Pot. Cure Poison, Pot. Hv. Stam., Empty bottle, Quilt legging, Quarrels, Ice bomb, Pot. Resurrection, Leather boots.



General Yamir's Headquarters

"Well, it sure is good to finally meet your team! I can't tell you all the good words that have been filtering upstairs. That's why I asked for you. We've got an important mission, a tough one. Takes place in **Bayjinn**. Few weeks ago, we sent a troop there, but they haven't come back. Not a word. I need you to go to Bayjinn and find my men. Get them out of there. And, I know you're eager, but this is *not* an exploration mission, understand? Get in, get out. You head on over to Rubble at U.T.U. Training for the prep you'll need. And soldiers? Bring my boys back home."

Bayjinn?

"Sad story. I hope we get to the bottom of it. Sgt. Glumph was heading the campaign."

Went to UTF training and met with Sgt. Rubble. (Using Pass at the console on the way to open doors.)



UTF Training. Sgt. Rubble is here (*)

"And I remember when you could barely hold a gun! Now you're off to become charter members of the IUF Underwater Tactical Unit. I hope you know what a dangerous one this is. Says here you leave for your mission straight away. Orders come from the top. Suit up and we'll get going."

21. Pot. Lt. Heal

22. Set of Scuba Gear (Oxygen flasks)

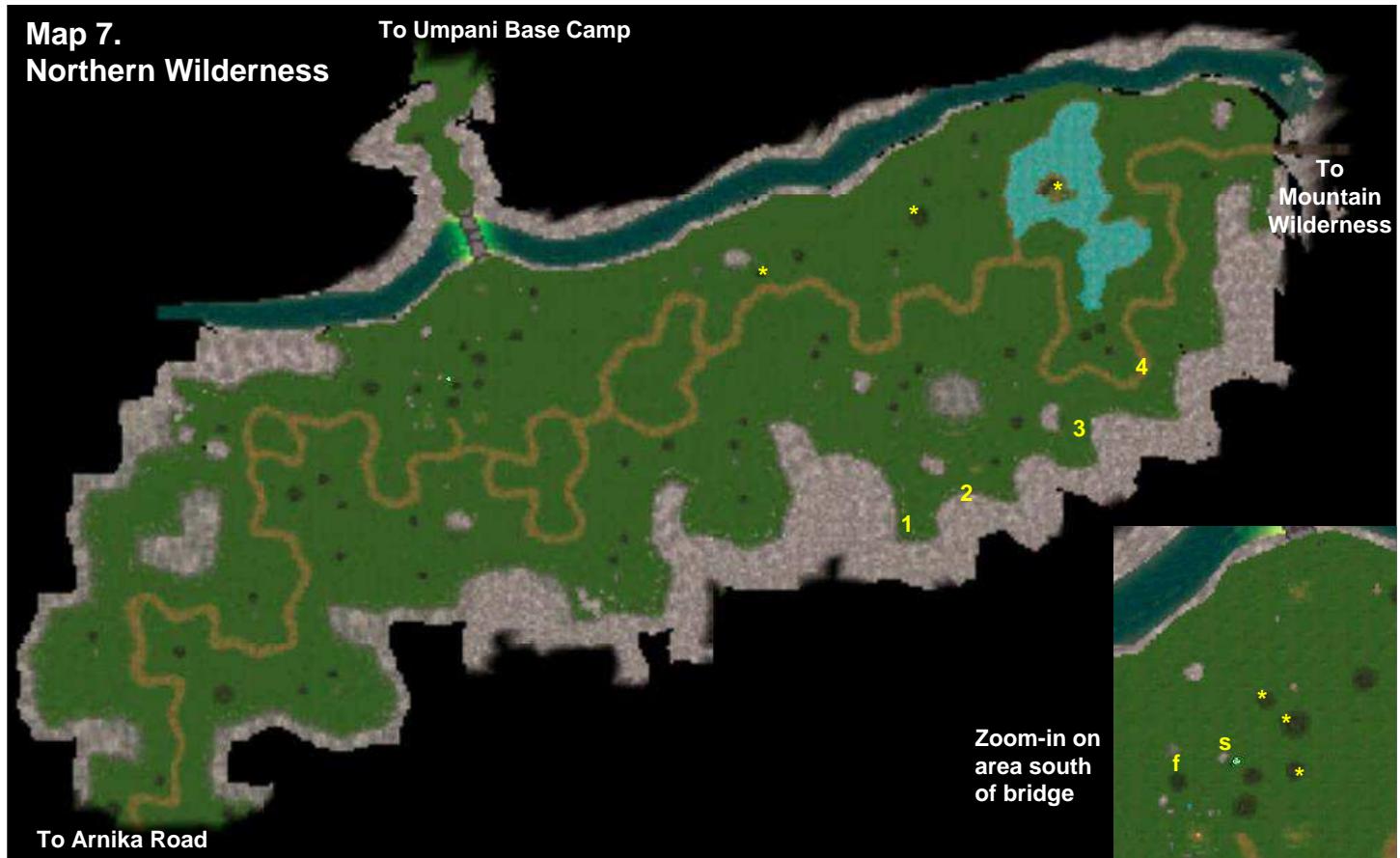
In spite of the General's warning, it's an extremely bad idea to plunge into the Underwater tunnels towards Bayjinn (bad experience earlier games).

- The tunnels are dangerous – far too dangerous for our feeble party.
- There's another and safer way to Bayjinn through the Swamp
- Vi refuses to follow us to Bayjinn (she says it's the tunnels and some sea monster, but she won't go the other way either).
- The Bayjinn inhabitants are adept spellcasters, and when Vi isn't with us, we need other means to provide party with Silence and Magic Screen spells.

Hence we do exactly what we shouldn't – go exploring...



Chapter 8. Northern Wilderness



Started by exploring remaining part of area. Only new events shown on map:

1. Long bow
2. Cave w. Battering Hogar.
Walriblade, Poison darts, Scroll Slow, Bagpipes "Banshee's Howl", Fire stix (7), Leather helm, Scroll Whipping rocks, Book of Return, Sneeze powder (3)
3. Arrows
4. Bullet stones.

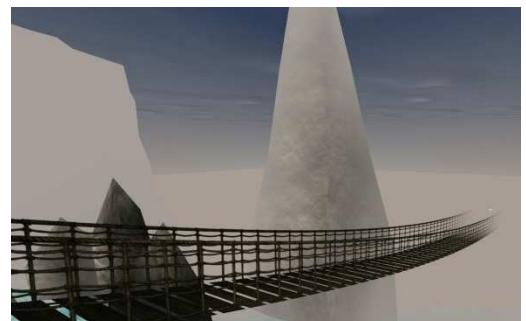
Random encounters:
Geomancer, Earth Elemental
Stalker Seeker, Greater Seeker
Emerald Slime
Higardi Highwayman, Cultist
Juggernaut, Rank weed



Geomancers always travel with an Earth Elemental. Cast high-level earth spells, are tough, and very resistant to magic.



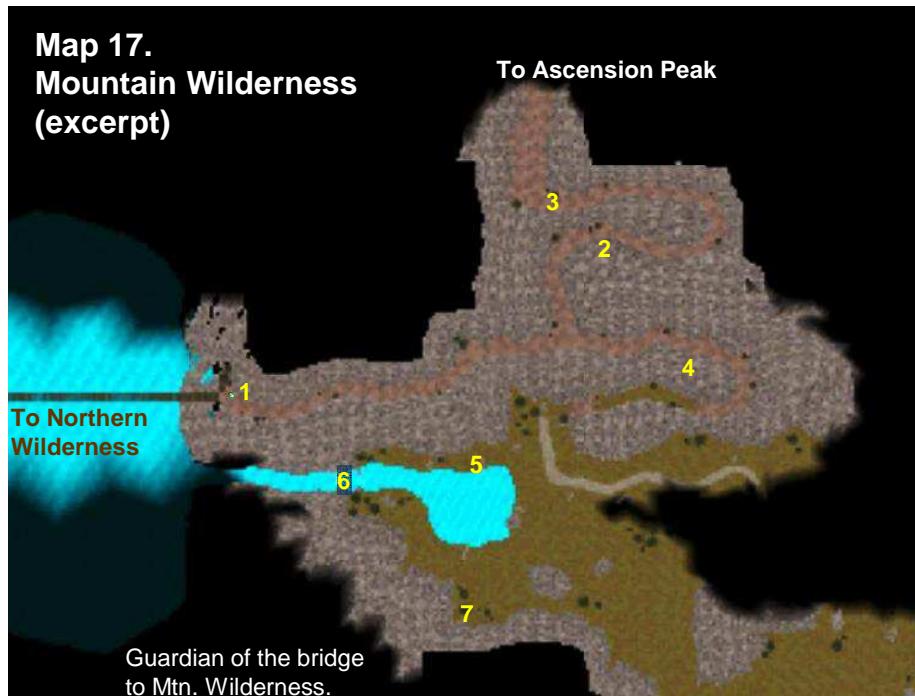
Our summoned fire elemental fighting an Earth elemental



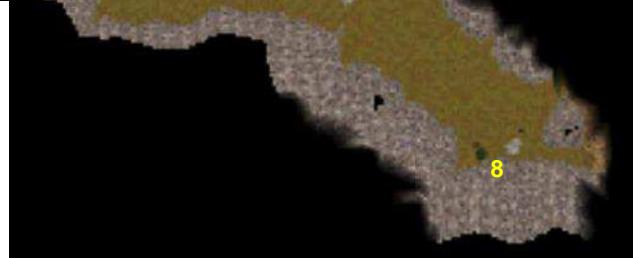
Poor guy – blinded, paralyzed, and insane – hasn't got much of a chance, has he?

When done, decided to take a peek at the Mountain Wilderness – there are many good reasons for doing that as soon as party's strong enough... On bridge to Mountain Wilderness: [Marble Golem](#).

Map 17.
Mountain Wilderness
(excerpt)



Random encounters:
 Acid wing, Flying snake,
 Bitter wing
 Wind sprite, Mountain sprite
 Fire ant
 Scorchers, Blistering scorchers
 Djinn



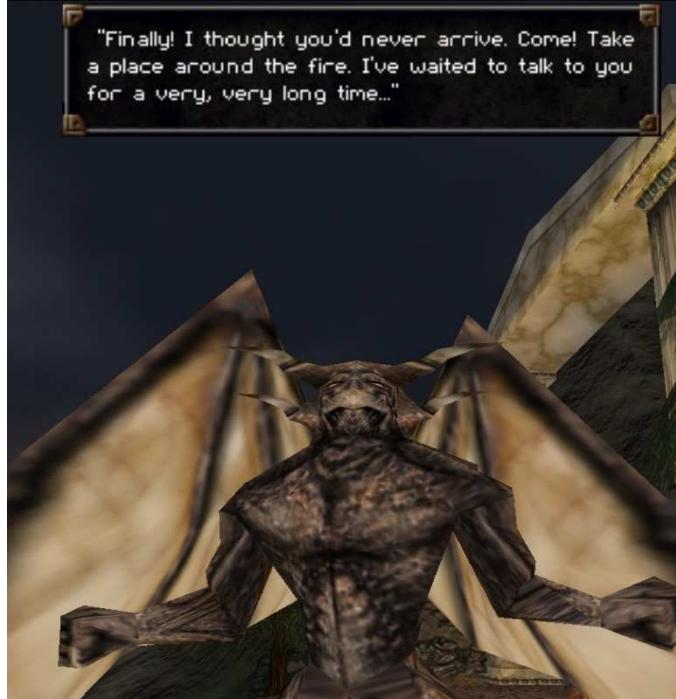
1. Impaling stones
2. 4 Acid wings + 3 Flying snakes.
3. Bela
4. Unusually many encounters down road (Scorchers, flying snakes, golems,...)
5. Granite Golem (73KXP)
6. In hidden cave behind waterfall:
 Staff of Doom, Rapax breastplate, Burning spear, Ta-Li stones, Medusa stones, Hunter quarrels, Lightning bolts, Shrike arrows, Armor piercers, Winterwand, Enchanted Wakizashi
7. Bullet stones
8. Anselm, engage in fight vs. 5 Rapax Patrol, 1 Rapax bowman
 [Dropped Viper arrows, Chamail Pants+2, Book of screens, Book of itching, Scroll Freeze flesh, Stink bomb, Enchanted broadsword, Helm&Coif, Steel gauntlets, Chain Hauberk. In the cave: Medicine Bag (sold for 11500 gold), Eye for an eye potion, Scroll Heal all, Pot. Hv. Heal]



Had set a portal by (1), so had an easy return.



Bela



For a moment, you consider drawing all your weapons on this frightening creature. Then again, he seems friendly enough, and it might be wise to have someone like this on your side. You ease in and listen...

"There's nothing to be afraid of, not me at any rate. My name is Bela, and like you and the others, I have travelled a great distance to be here... following the Dark Savant. That is why I wanted to speak to you, so I waited for you here where I thought it might be safe."

Dark Savant?

"I have been following the Dark Savant for a long, long time. I've watched him terrorize a thousand worlds, and have seen millions cower under his power. But there is more to the Savant than meets the eye. There is more to him than evil. I realized this when I discovered why he wants to reach the Cosmic Circle."

Cosmic Circle?

I have long been interested in the Cosmic Circle for... personal reasons. It was while studying the Circle that I became interested in the Savant. Throughout many worlds, it is known he hungers for any relic, any news of the Cosmic Circle. And so, I became more curious still. Eventually, I uncovered what I believe to be the true reason the Savant seeks to ascend. The only way I can be sure is to bring the Savant to the Circle itself. There, the Cosmic Forge will reveal all! I know it sounds strange, but I ask you to trust me. If I am wrong, we will kill him together, but I need your assistance. Are you willing?"

(YES)

"I knew you would. It is why I chose you over the others. Why didn't I ask T'Rang or the Umpani who possess far more power and men? They also possess far more greed... I could never convince them to keep the Dark Savant alive. And even if I did, their hordes would certainly give my presence, my plan, away. I don't believe you will.

... Go to Arnika, and disarm the bomb inside the Savant Tower.

Then, gather all three artifacts and bring them to Ascension Peak. I will meet you there... and I assure you the Savant will not be far behind..."

Vi Domina?

"She more than any of us should know what we are dealing with in the Dark Savant. She may have seen his good side once. But it's always eclipsed by the bad, isn't it? Yes."

Astral Dominae?

"One of three. The artifact contains the meaning of life."

Chaos Moliri?

"It is said to contain the essence of change itself"

Robin: "Well now, I've never heard of anything like him in song or story. That forge he mentioned sounded mighty interesting, though"

Samji: "A great black dragon, the likes of which our hero had never seen. spoke of a forge, a Cosmic Forge! Our hero wished to know more..."

... Cosmic Forge?

"Yes, the Cosmic Forge. So little of it is known in this world. It is the pen used by the Cosmic Lords to write the fate of the universe itself. Whatever it writes becomes instantly real. Write 'the universe is ended', and so it shall be. A very powerful item, indeed. Of course, the Lords keep it securely hidden within the Cosmic Circle... except for that unfortunate incident long ago, of course."

Bela has some goodies – really goodies for sale, [Eagle Eye Bow](#) (40K gold), [Dread Spear](#) (25K), [Cloak of many colors](#) (68K), plus many rings, ankhs and other trinkets. At this time bought Dread spear and Eagle eye bow (that's what we could afford...)



Some of the fun on the way down from the mountain...



Cave where we encounter the Rapax attacking Anselm and company

After fight:

Anselm:

You have my thanks, strangers. The Rapax would surely have defeated us if not for your help. I am Anselm, leader of the Brotherhood of the Ascension. I have learned of your adventures on our world, and now fate brings us together. I believe you are destined to aid us on your quest.

Dark Savant?

"The Savant has transformed the Ascension from a time of celebration into a nightmare of fear. One night, the sleeping citizens of Arnika were awakened by a blinding light and a tremendous roar. When they rushed out to see what was the matter, they saw a huge, ominous tower looming over the city. The Savant had arrived. He announced that if any Higardi tried to enter Ascension Peak, that tower would explode with a blast so powerful, it would destroy the city.

Since then, he has shot down any spacecraft that approached Dominus, and sent his henchmen to terrorize our people. He has made things very difficult for us. If we try to Ascend, the Savant will detonate his bomb and kill our friends, our families, everything we hold dear. Is it worth entering the Circle, if that is the price we must pay? I wonder..."

Ascension Peak?

"The link to the Cosmic Circle, the site where the Ascension will take place."

Cosmic Circle?

"The home of the Cosmic Lords. Those who ascend will travel from Ascension Peak to the Circle."

Chaos Moliri?

"An object containing the force of **change**, of chaos. The **Cosmic Lords** created it, and hid it far away from this world. The prophecies say that the Chaos Moliri will return to Dominus in the time of the Ascension. That time has come, so now I search for this precious artifact."

Destinae Dominus?

"The Cosmic Lords took all their **knowledge** and bound it into the Destinae Dominus. The Lords then gave this to the **Higardi**, as a perpetual sign that the Higardi would one day Ascend to join the Lords in the Cosmic Circle. It was stolen by a man named Marten, who disappeared with it. Now the Destinae Dominus is lost to history – I have searched long and hard for it without success."

Astral Dominae?

"The Astral Dominae contains the force of **life** itself. Phoonzang made it at the dawn of our world. Now the **Dark Savant** claims to have it. The power of Life could not be in worse hands."

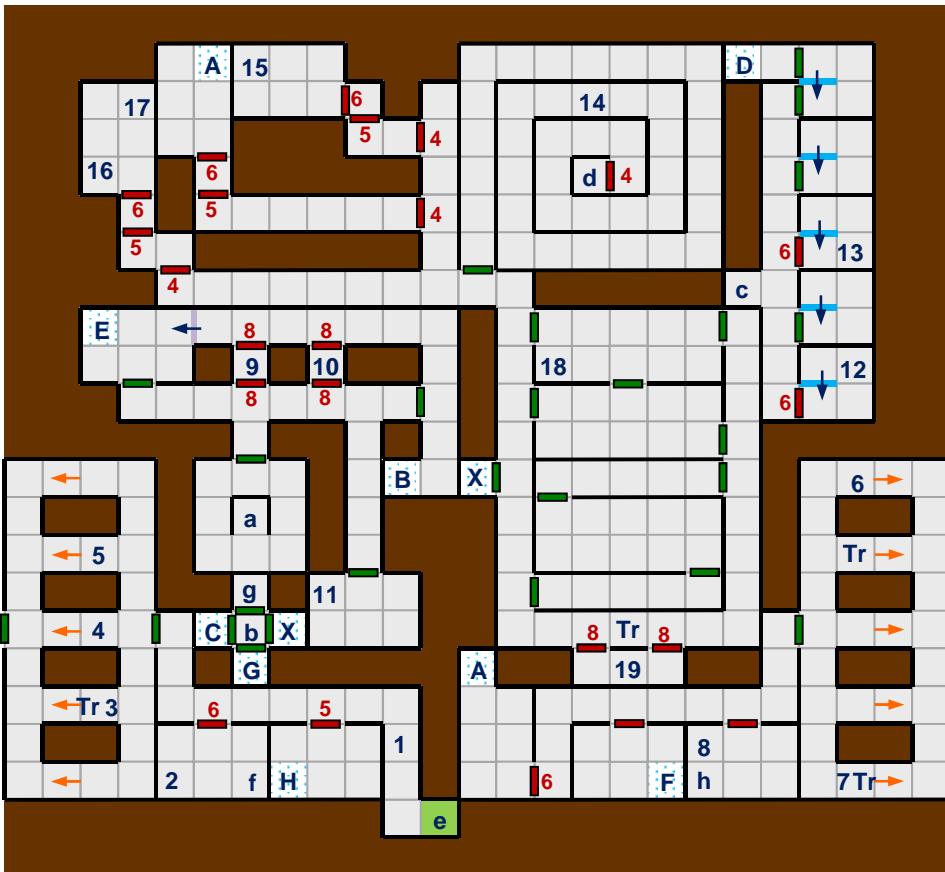
Returned to portal at the edge of the map, then went back to the Northern Wilderness.

On some of the trees can be found runes, and the "hand" symbol means they can be used. After "activating" all six of them (marked by an * on the map), a stone nearby can also be "used" (marked by **s**). Touching it with a Short Staff creates a Faery ring, marked by **f**.

This is a portal to the **Northern Wilderness Retro Dungeon**.



Map 18. Northern Wilderness Retro-Dungeon



Random / Set encounters:
 Coal Golem
 Dungeon Priest, Dungeon Mage
 Dungeon Crawler (Rogue-type)
 Gibbering head
 Tiger Mosquito, Tse-tse fly
 Acid wing, Flying snake



Party arrives at **e** and exit is by one of the teleporters **X**

Area in east/west with orange arrows: Either some sort of map wrap-around, or invisible teleporters. ...strange behavior. Blue walls: invisible ("glass walls?")

Unmarked locked doors: Trapped. **Red numbers**: #tumblers on locked doors.

1. Met by 3 Coal Golems
(some encounters appear set, other random, not easy to say which are which)
2. Book of Haste
3. Magic Nectar
4. Tincture of Shadows
5. Golden apples
6. Granite potion
7. Eye-for-an-eye potion
8. Shadow cloak, Bronze greaves, Scroll Heal all
- Portal A → a
9. Plate mail+2 (L)
10. Plate mail+2 (U)
11. Pandemonium powder
- Portal B → b, then C → c
12. Enchanted mace, Plague Axe (Cursed, got 5400gold for it)
13. Ta-Li stones, Death stars
- Portal D → d
14. Hoarder slime waiting for us.
Dropped Plate mail+2 (L), Plate mail+3 (L), Aqua ring
15. Hunter quarrels, Cleaver
16. Spiked spear
17. Filcher's band
18. Mystic arrows
19. Resurrection powder (2)
- and to X → out.



Finished here we had lots of valuables to sell, also mixed some potions to earn more, and had enough gold for another visit to Bela, this time bough yet a **Dread spear**, and a **Cloak of many colors**.

Then ready to head southwards again.



Chapter 9.

Swamp and Mine Tunnels to Marten's Bluff back door

Travelled the Arnika-Trynton road and through Trynton without anything special happening, except met this guy:

Rattus Rattus:

"Hey... you're the guys who came in on that ship! Some landing. I coulda done better drunk and blindfolded. You poor shipwrecked souls are probably in need of some cash, huh? You interested in a job?" (YES)

"You're interested. Good. You do this right, you get 50 percent. You screw it up... ah, but you ain't gonna screw it up, are you? Okay, here's the deal. I need to make a little, ah, withdrawal from the bank, but on account of some trouble I had there, it ain't safe for me to do it myself. So, you take my check and cash it, okay? When you're done, come find me in Trynton, and I'll pay you for your services. – Oh, and take this gun, too. It'll help with any hooligans you might meet on the way..."

Got Zap gun and note:

Of course we won't rob the bank – but we did get some gold for the Zap gun.

Arrived safely at Swamp, and explored the rest, with a lot of encounters.



Map 11.
The Swamp



Random encounters:
Emerald slime, Flesheater slime
Milliped, Dank beetle
Swarming wasp, BloodDrinker,
SoulDrinker, Tiger mosquito
Helligator, Oozite, Diremare
Rynjin Scavenger



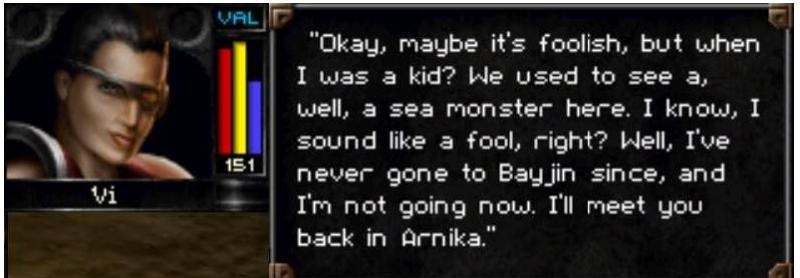
s. Bullet stones
p. Pass
*. Items on beach

1. Devil dust (4)
2. Feather darts
3. Canned elemental
4. Guarding the tunnel to Bayjinn: **1 Rynjin Overseer, 3 Rynjin Thralls, 2+3 Rynjin Sentries** (The Thralls are fighters, the others cast partly high-level spells, especially mental)
{Note: This battle is best taken while Vi is still with us. Walked to the tunnel just to see what happened...}
5. Rynjin Empath
6. Scroll resurrect
7. Book of Banishing

Other items found on beach, marked by *, from east to west:

Throwing knife (9), Powerpaks (14), Stun mace, Bullet stones, Spike stones, Ankh of Healing, Smelling salts, Magic nectar (2), Impaling stones.

Note: At the end of the exploration the weather cleared, and it was possible to get some nice screen-shots from the swamp. This is the first time we've experienced good weather in the swamp in the 10 or so times I've played this game...



Map 19. Mine Tunnels

To Swamp



Random encounters:
 Mosquito
 Tanto wasp, BloodDrinker
 SoulDrinker, Tiger mosquito
 Dank beetle, Brain borer
 Dusk bat
 Poison seeker



1. Dust of defection
2. 1 Savant Gunner, 5 Savant troopers
3. In hut: Empty bottle, Boom bomb
Behind hut: NAS-81 potion
4. Mail mittens, Shrike arrows, Powerpaks (15)
5. RFS-81
6. Amulet of healing
7. Chain Hauberk

It's just incredible how many insects (esp. Tanto wasps) are in this area – they just never stopped coming...

Tanto wasps dropped Wasp wing, Poison seeker dropped Venom sac, both needed for custom items (Antone)



RFS-81

"RFS-81 determining presence of ... of ... of ftz."

(FRIENDLY)

"Master! RFS-81 reporting for... for... ftz! FTZ!
RFS-81 requires repair."

(Use NAS-81)

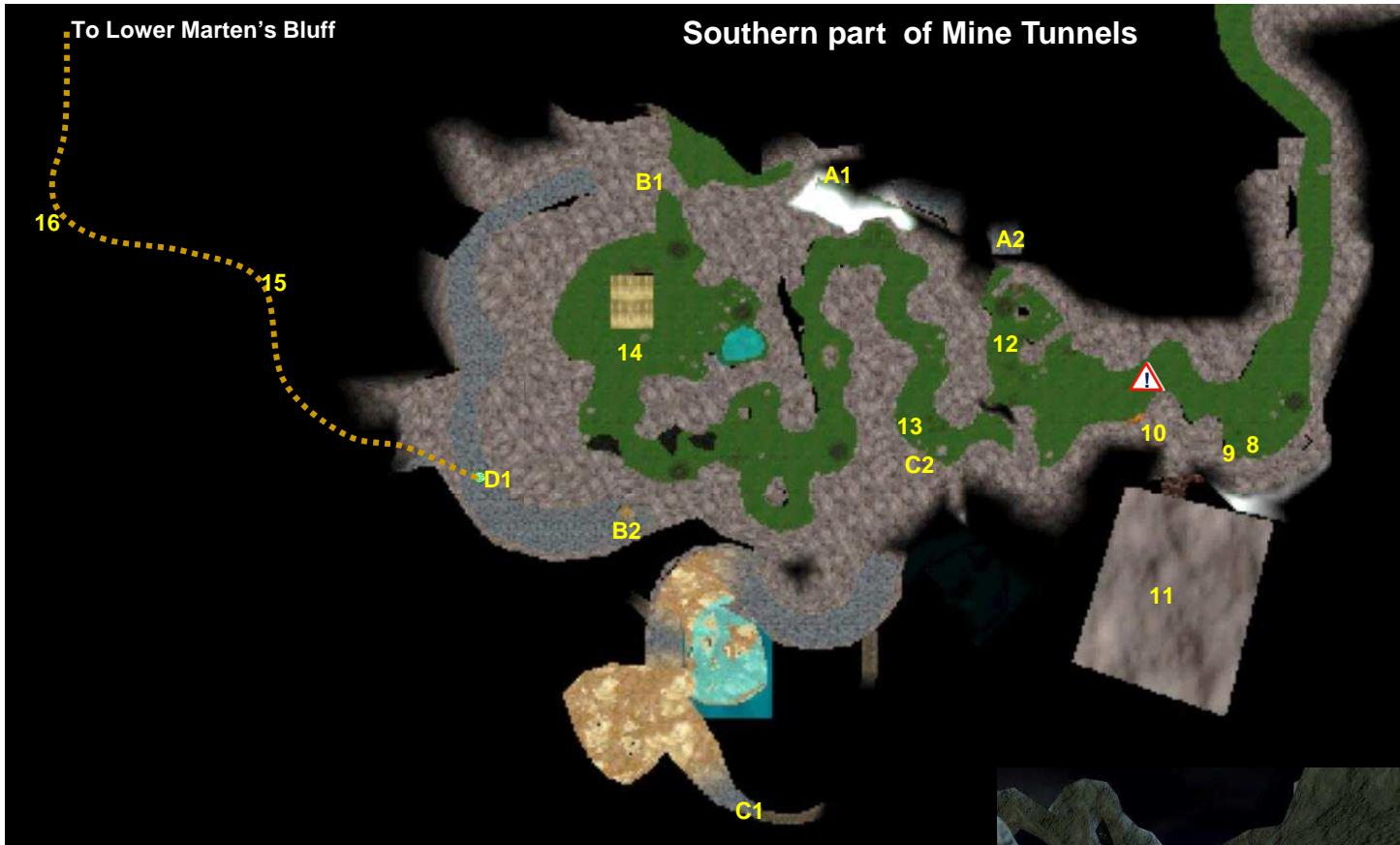
"RFS-81 Applying NAS-ftz! to systems central router..." [Got 25000XP]

"RFS-81 Savant Android Trooper reporting for duty, Master."

(LEAVE) [Could recruit him – he's a monk, but lacking spellcasting abilities, so really a fighter that can't use too many weapons or armor. As we don't need or want any more party members, we left him. He looked really disappointed when we left.]

To Lower Marten's Bluff

Southern part of Mine Tunnels



8. Switch disguised as a rock
"To your surprise, one of the rocks poking up out of the earth isn't a real rock at all. It looks like some kind of switch."
9. Hidden door opened by switch (8)
10. Lever to deactivate force field out
Note: Must pass through hall (9) to (10) to avoid **boulder trap** – certain death.
11. T'Rang control center or something
12. Cap of Wiles
13. Silent Lyre
14. Hose (gadget) – Mine house
15. Impaling stones
16. Giant silver nugget

In Control Center, **Tantris T'Rang**

"The Watcherssss told me you would be arriving. There issss much work for uss to do for the Empire. But firsst, you will need to speak to Z'Ant. He issss inside our fortresssss in Marten's Bluff. I will let him know you are coming."



Passage and trap



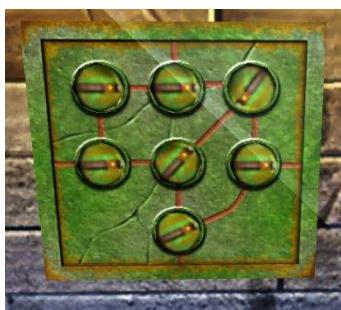
Birds eye view back to the swamp – before leaving area behind us.



Traveling with the mine cart through the tunnels.

The cart travels on tracks in the tunnels, with turnouts that determine the route. The turnouts are controlled by the switches on the panel – without much logic behind... It appears that you set the switch to the track you came from, not the way you want to go. Anyway, the settings for the available routes are shown below.

Set switch panel, enter car, pull handle, and off we go!

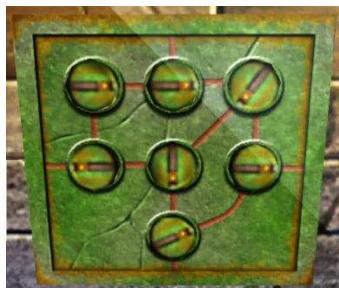


Initial set-up.
Leads nowhere
(the handle on
the cart is stuck)

Exit at A1.
Walk to A2



Exit at B1.
Walk to B2



Exit at C1.
Walk to C2

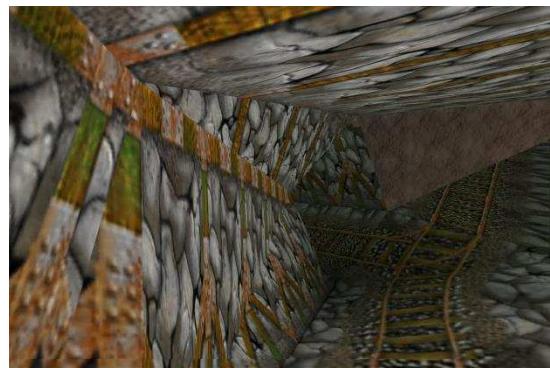


Exit at D1.
Walk to Marten's Bluff.
(Automap????)
Note:
No way back to Mine
tunnels from D1.

Note: Putting switches in this position immediately
doesn't work



Cave on the way
from C1 to C2.
Pressure pad at C2
opens gate.



In the cart – approaching a turnout



At A2 – turn lever to open gate

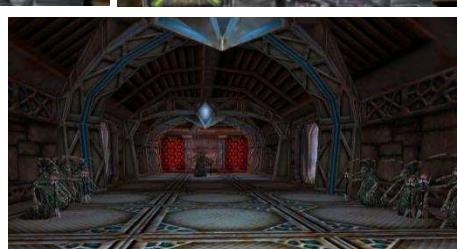


Route B: Meet 2 Flying snakes at B1.
Find Granite potion, Acid Bomb, Silent Lyre,
Lightning bolts (8).
At B2 (picture) pull lever to release boulder trap,
which opens way down.

Map 13. Lower Marten's Bluff



Portal:
Use Red & Yellow wires to fix it. Then, destination by button:
1. Umpani
2. T'Rang house
3. Rapax Rift
4. Right outside
(Only (2) has return)



Area accessed with Pulse pick – Z'Ant in door to right



Computer room

Enforcements arrival





Map 12.
Marten's Bluff interior

Random encounters:
Rebel Specters

1. 4 Rebel ghosts. Amulet of healing, Dulcimer of mending
2. NB: Center of room is a hidden **trap door**.
Stepping here leads to moat with **helligators**, and if door to entrance room on lower level hasn't been opened there's no way back except through the Mine tunnels.
Enchanted broadsword, Pot w. hinge (gadget)
3. Book of Portals, Pot. Razor cloak
4. Book of haste
5. Sneeze powder
6. Trapped room (arrows – didn't do any harm...)
7. Bronze Cuirass, Flash powder.
Switch opens door (8)
8. Locked door – opened by switch (7)
9. Pot. Superman, Magic nectar (3), Pot. Hv. Heal, Mandolin of the Magus
10. Scroll Freeze flesh, Scroll Whipping rocks
Idol (not taken this time, will return for it)

Stairs **A,B,C** lead to corresponding stairs on lower level.

Stairs **C** (to lower level) end in a short tunnel (underground this map), with a lever to open the trap door west of C. By this trap door we have full freedom to go anywhere in MB.

Having got what we did this for ([Silent Lyre, Mandolin of Magus](#)), we took the T'Rang Portal to the T'Rang house, where we found [Arresting Aria, Poison darts, Electric lamp \(gadget\)](#), and could open the door from the inside.

Next went to Arnika to sell unneeded items, and delivered [Venom sack](#) and [Wasp wing](#) to Antone.

Asked Braffit about Anselm:

"Anselm is my leader, well, apart from Phoonzang, of course. I pray for him now as he searches for the Destinae Dominus. Without it, the Ascension itself is lost. I only hope he finds it before the Dark Savant."

Leo C was now ready to level up, and had a Music skill of 98. He felt it was high time to become a fighter now, but really wanted a top-notch music skill first. So he practiced and practiced, and practiced even more, but to no avail. So finally decided to leave it at that and change profession anyway. (Last time my Bard was level 18 when he achieved 100, so I suspect you might need a high Int/Dex stats.) Dismissed Vi, and went to Bayjinn (had a relevant portal).



(6)



(7)



(10)

Chapter 10.

Rescue Mission to Bayjinn

Map 20.
Bayjinn



Random encounters:
 Sand crab, Venom crab,
 Curare crab, Rock crab
 Rynjin Thrall, Rynjin sentry,
 Rynjin Elite, Rynjin Empath
 Flying snake, Acid wing,
 Plumed serpent

In tunnel from Swamp:

- Bullet stones, Scroll Whipping rocks, Flash powder
- b: Bullet stones
- s: Spike stones
- is: Impaling stones
- 1. Chest: Bronze greaves, Helm & Coif
- 2. Crash site. Broken blaster (Gadgeteer can fix), Vacuum pump (gadget), Black box
- 3. (In hut) Chamail pants+2, Cure paral. powder
- 4. 1 Rynjin Sentry. Concussion powder, Fire bomb
- 5. 1 Rynjin Battlelord, 2 Rynjin Sentries. Book of Return
- 6. 1 Rynjin Sentry. Chest: Vapo Rizer, Lance, Pot. Mod. Stam (2), , Pot. Cure disease, Scroll Heal All, Oliveskin doublet.
- {Note: This chest has contained some of the most powerful weapons in the game on other play-throughs. But the contents were the same on several restores. So, methinks the contents are random from game to game, but once you enter an area the contents are set, so no use in retrying...}
- 7. 8 X Scuba gear (oxygen flasks), Quarrels, Arrows Shuriken, Pot. cure disease

- 8. Faerie Dust (4)
- 9. 4 Sea sprites, dropped Faerie Cap (sold for 24000 gold), Pot. Cure poison (6). Napalm bomb, Book Heal All, Shuriken (5), Plate mail+2 (L)
- 10. Enchanted broadsword
- 11. Sparkle stix (14), Death shroud, 2 empty bottles, 1 duct tape
- 12. Rynjin Chief (tough), 2 Rynjin Sentries
- 13. Rynjin Empath. Pot. Superman, Resurrection powder
- 14. Ebony Heaume, Bullet stones
- 15. 1 Rynjin Overseer
- 16. Locked door, 6 tumblers.
 Inside hut: Magic Nectar (2)
 Left door: 4 tumblers,
 Mantis gloves, Empty bottle,
 Violin "Strings of Seduction". Mystic Spear
- Middle door: 5 tumblers, Jan-Ette, Scroll Identify
- Right door: Sgt. Glumph

Venom crab dropped Venom crab shell
 Plumed serpent dropped Plumed feather



Crash site



Entrance to underwater caves



Chief's hut



In prisoner hut (16)





Jan-Ette

"Who... who are.. you...?
Strange that my journey should end like this... with you...
strangers to this world. But better you than no one. I must
trust in Phoonzang that my message will arrive. I am from
Higardi colony, a world far from here named Guardia. We
settled there long ago... with a duty, a sacred duty... to
guard the Astral Dominae. But he... the Dark Savant...
seized the device from us... and returned here to this very
planet. We followed him, determined to reclaim the Dominae
and ascend with our forefathers, the Higardi. We came so
close... so close... The Dark Savant shot our ship down. I
am the only survivor, though I am not long in this life. I will
not Ascend to the Cosmic Circle... but you might... if the
Savant can... be... stopped..."

– Jan-Ette dies. Got **Helazoid Banner**, dropped **Helazoid Pendant**

{So sad... we remember her as a joyful Helazoid from Wiz7}



Sgt. Glumph

"Well, it's about time, PRIVATE! Do you know how long I've been
here? Do you know what I've been through?! I'll TELL you! The
most POORLY planned mission in the history of the IUF, that's
what! I swear Yamir's horn is starting to penetrate his brain... I
don't know what he was thinking!"

He sends us out here, and we get chomped half to pieces by
some giant sea thing, and that's not the half of it! Then, I get held
hostage by these deranged murderous fin-lovin' creatures... Do
you think I can count on some IUF support? HELL NO! Dammit, I
know you're here, but it took you too damn long. Yamir should
have sent you sooner. Escort me back to Mt. Gigas, soldiers.
That's an order."

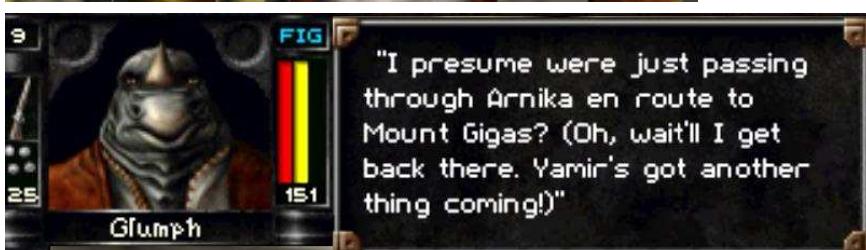
(RECRUIT)

"You are under direct orders to return me SAFELY to the IUF
compound at once. (And when I get there, Yamir's got a big
surprise coming...)"

That's that for this time.

Equipped Glumph as good as we could, then "Returned to portal"
at He-Li's to pick up Vi (so she can get her share of the bonus XP
that are coming).

Then left Arnika and walked Arnika Road to the Umpani House,
with a few easy encounters on the way, and took the
Humpahammer to Mt. Gigas.



Sgt. Glumph: "Well Private, I do owe you my
thanks! I thought I'd never see this place again.
You've done the I.U.F. proud!
Now, if you'll just escort me to General Yamir.
(So I can get my hands on that puffed up bag a
crap. General, my butt!)"

So finally arrived at the General's HQ.



... Chez Yamir:

"General Yamir, I have a few words for you! Everything I have been through could have been prevented if... you... if... you... if, ah, they had listened to your orders, Sir! It's, ah, ah, good to be back, General. (And I don't want to hear anything out of you, Private. Got it? Just shut your mouth.)"



Yamir:

"Glumph! I, I can't believe it! Why, we'd given you up for... for... lost! I must say, soldiers, you have the eternal thanks of the IUF for getting my boy back home. You look tired, Glumph. Why don't you get yourself some rest before debrief?"

(Glumph leaves party – all his equipment is left with the party)

[Got 300000 XP]

Glumph:

"Soldiers, I owe you my thanks. You got me back here alive, something those OTHER no good, ah... other unfortunate soldiers who lost their lives could not do. I'm gonna take some much needed R & R... I'll see you around." [Got 100000 XP]

Yamir:

"I can't make this TOO clear – this is the Mission of ALL Missions. You're going straight into the T'Rang nest at Marten's Bluff, and this mission is super confidential! Now listen up! The T'Rang are gaining ground on us, troops. I hate to say it, but it's true. I need YOU to do something about that.

The reason they're gaining ground on us is an issue of pure manpower. For every new recruit we get, they're breeding twenty! We know the breeding happens on their ship, the Nargassit. We've got to stop the breeding or... well, I don't even like to think about it. Here's the problem... We can't destroy the ship. Damn thing's cloaked! BUT... maybe we can hit 'em where they land. They've got some kind of transporter, and if we can shut it down, we've got a chance! They'll be stuck on the damn ship, which is just fine by me! ... Recon's had some trouble getting through security over there, but I think this EMP might get you in. Go find that transporter, troops. You've got to! ... I'll say a prayer for you.

[Got Pulse pick, identical to the one we've got]

This is a quest we're *not* going to do.

First time I played the game we fulfilled this mission
(Go to the computer room in Lower Marten's Bluff, and turn receiving rate to max. This generates an overload on the system and it breaks down. Some T'Rang get angry not surprising...)

Much later in the game when we got to interrogate and rescue Lewarx Rodan, we found him captured together with a T'Rang prisoner – and when we released him, he just replied "You fools have ruined everything!" – and he would neither talk to or join us.

So obviously there's *another* way of handling this, which is how we're gonna do it.

Most pressing matter now is to get hold of some more Barbed Arrows – we're almost empty and no-one has more for sale at the moment. Also had enough gold, so decided to go to Bela, and check the Umpani shop on the way. Near Bela we were met by 8 Mountain sprites – toughest fight so far (They are strong, cast e.g. high-level Quicksand, and resistant to magic.) On second attempt, using two summoned elementals, and the Death bomb we've saved for a special occasion we took'em!

Bought yet another Cloak of Many Colors, and as we still haven't got those arrows, after Vi set a portal at Bela's, we went up to central square on Ascension Peak where we know from earlier there are plentiful... (cheat?)... --

Then portal back to base at He-Li's.

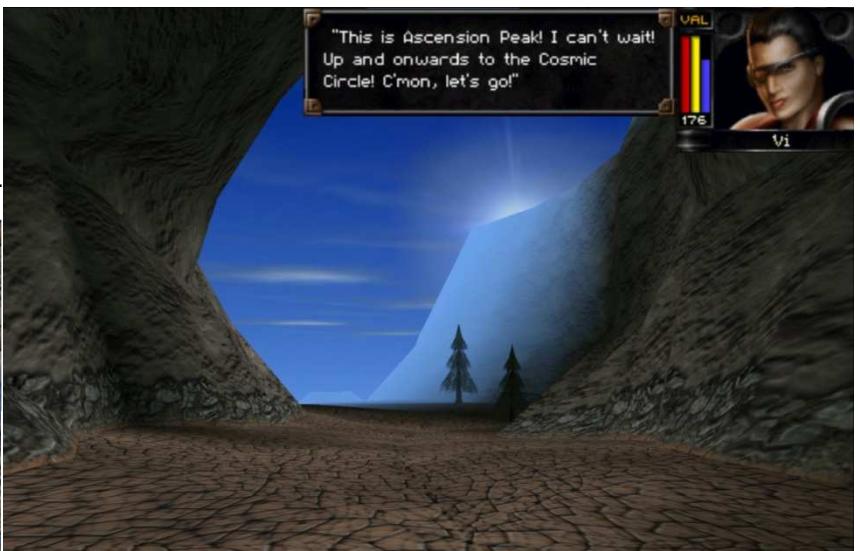


Now returned to our base in Arnika, and had some things to do before next mission. Delivered Plumed Feather and Venom Crab shell to Antone (who started working on the Featherweight Armor).

Then went to Braffit and gave him the Banner:

"This banner? You've found them, then? Hm... So it was their ship the Savant shot down. Burz told me he saw a ship crash near Bayjinn. I suppose had anyone survived you would have brought them with you. Of course. Thank you for returning what is left of our sisters to me."

Hefazoid Banner	
Type	Other
Weight	0.0
Description: A weathered, but otherwise intact, banner which reads: "Long Live the Hefazoid."	



Chapter 11.

T'Rang Partnership

Knowing what's waiting we remembered to pick up the **Umpani flag from the Commissioner** before we left for Marten's Bluff. Used Samji's portal near the Bayjinn tunnel to reach the Swamp, and then went directly to Crock.

As we know what we're going to need, we asked him about, and bought, the perfume.

(Rapax?)

"Nasty bunch, even worse than the spider thing-bobs! Don't get many around here, thank the makers. But I have seen one lurkin' in the swamp the last few days. I bet he'd like my perfume just fine!"

(Perfume?)

"Yeh, perfume. Rapax Perfume, in fact, the genuine article. Guaranteed to drive a Rapax wild, is what the bottle says. Though I don't know why anyone would want to. They're plenty wild already. Actually, I figure it was used once upon a time to hunt 'em, you know, like a lure a some kind."



Continued to Marten's Bluff, and down to lower level, to **Z'Ant**:

"Yessss... I have been waiting for you to arrive.

I have heard of you sssince your arrival here on Dominusss. I believe we fight for the sssame thing. Tell me, would you be interessst in working with usss? A partnership?" (YES)

"Yessss... jussst as I had hoped. The T'Rang will take very good care of you. Yessss..."

Allow me to properly introduce myself. I am Z'Ant, and I shall lead the T'Rang Empire to victory here on Dominus. You will be paid in cash for your effortss, and any injuries you susstain will be freely healed. I am ssure that you are eager to begin your firsst mission with uss, but perhapss you wish to learn of our strategy here on Dominus firssst..."

(Strategy?)

"You are wissse to asssk. Is iss as important to know what one fights for as it is to know how one shall ssucceed. We fight – you fight – for power, for conquest. This does not make us monstersss, as some would have you believe. For if we did not fight, if we were not ever vigilant of the Umpani and the Dark Savant, we would surely become their next victimsss. We will not allow this to happen. Our ssstrategy is simple: firssst, we eliminate the Umpani, the lesser of the two threatss. Then, we will focus on the Dark Savant... dessstroying him, too.

Perhaps we ssshould discussss you mission now..."

(Mission?)

"The struggle between the T'Rang, the Umpani and the Dark Savant hasss a long history, but ssssoon, it shall be over, and we will be victoriouss!

Let usss begin, then. Sssimple at first... a scouting mission, but one critical to our defensesss. Hsss – the Watcherss tell me of a base north of here, and they believe it could be Umpani.

They ssspotted a flag. I need you to verify this.

Get that flag and bring it to me. If it is the Umpani, do not engage them in any way... we cannot take a chancce that you will be detained and our presence revealed.

You will be rewarded well upon your return."

{ As we already had the flag, we just took the elevator up (to get out of sight for a while, then returned) }



"Sso it iss true, then. The Umpani ARE here and with a basse... I will ssend Drazic to sscout the location further. I have sssomething more challenging for you. But first, the rewards we sspoke of..."

[Z'Ant gives 2000 gold to party] [40000 XP]

"Your next misssion is vital! A Rapax assassin is sstalkin our fort. He has already ssslain seven of my Watchers! We have set a trap for him in the room above... but the Rapax ssstill lives! We know the Rapax hunt through sssight and sssmell, ssso we tried to lure the assassin into the trap with a Rapax figure. Yet he refussses to take the bait! There mussst be sssomething that would lure him in... and I want YOU to find it. Then, my talented sservants, **you can bring me HIS head!** I know you will not disssapoint me."

(LEAVE)

"There iss one more thing before you leave... the Watcherss report there is a creature in the Swamp who may know something of these Rapax. He ssseems less than friendly toward the T'Rang Empire, though he may talk with you. Perhapss this will help with the Rapax..."

At top of elevator went to adjacent room and pulled lever, releasing a dummy target from above. Note door back to the right – it's closed, which was a serious oversight.

Then went to dummy and poured the perfume over it.



You pour the perfume onto the crude Rapax figure. The stinging, pungent odor makes your eyes water. For a moment, you wonder whether you've accomplished anything except giving yourself a headache. Then you hear a distant cry... a cry not of pain or distress, but of desire.



The glass walls move, crushing anything in the room – end of Rapax...

[Dropped Head of Raven Rapax, Ankh of Dexterity, No_Dachi, Tosei-Do (L), Aqua Ring.]

Short way back to Z'Ant:

"Yesss, I hope you have killed the Rapax..."

"The Raxax's Head!! You were successssssful, then! Yess, you are well worth any priccce." "You are very ssskilled yo have lured Raven to his doom, to have saved me, whose life he wanted. From now on, you shall be my mossst trussted allies... and to no one elssse would I trusst my next mission..." [Got 80000 XP]

"Perhaps you know of the Mook, yesss? The Watchersss bring word that they possess a device that resembles the Astral Dominae. We must obtain it at oncce, although I do not suspect they will merely let it go. So, I have prepared for you this letter. Bring it to their leader. My wordsss will get you inside, but the deed, the deviccce, iss up to you. I hope to sssee it when you return." "One thing before you go... Drazic has not yet returned from ssscouting the Umpani bassse. I am concerned. Perhaps your eyes can see what the Watchers do not. Be careful that it doesss not happen to you..."

{ Comment: It's still the same day as he was sent out, so time doesn't seem to be a factor in this context – only events. }

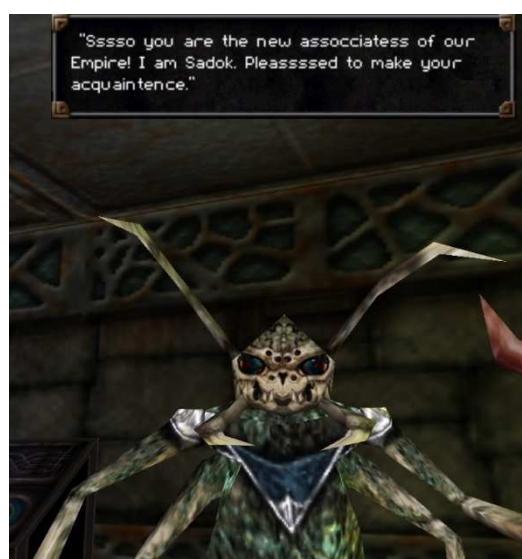


Visited the shop – Sadok – on the way out...

"Z'Ant ssseemss to have great faith in you! He hass assked that I look after your every need. If you require healing, arms or armor, I will provide them. Z'Ant hasss also asked that I provide you with sssome details of your new home here, Marten's Bluff. It can be rather, sssshall we ssay, complicated at timesss."

(Marten's Bluff?)

"Yesss, it iss an admirable fort, so much better than anything we have conquered before. Thiss old fort wasss here long before we were. From what we gather, it ussed to be the home of Marten, a Higardi. I would sssuspect that Marten wanted no vissitors. Assside from the traps here and there, well, it iss not the easiest place to navigate. There are two levelss here, the lower, I prefer. It remindsss me of home. That iss why we chose it for the Nargisst Monitor. The youngers seem to adjust to it well." {Bought Book of Sonic Boom, else he didn't have much interesting.}



Returned to Robin's portal at He-Li's, and went to see He-Li:

"You know, I heard the most interesting thing the other day. Had a fella in here from the IUF. I can't remember his name, but he claimed you were working for him. Then, an hour or two later, one of those T'Rang things comes oozing through the door. He says you're working for THEM! My guess is you're playing both sides of the fence. I must say it's brilliant... and I'll be happy to keep your little secret but... It'll cost you..." (Pay 1864 gold? (YES))



{ Comment: i) Again, the timing – it's still the same day we joined the T'Rang. How can she have heard this "the other day"? ii) I don't want how important this is. How much damage can she do spreading the news when we do most of the T'Rang missions in a single day? What if we hadn't talked to her? Would she still be a threat to our secrecy? iii) It's imperative that Z'Ant doesn't get to know of our ties to the Umpani, or he'll turn against us. So after starting the T'Rang partnership we stay far away from the Umpani camp (remember Z'Ant has a spy installed there...), just to be safe. iv) There are ways around it if Z'Ant should turn hostile; by "clicking" on him with the desired object (Rapax head, Chaos Moliri,...) instead of addressing him, he will "remain friendly" – but better to keep him on good terms. }

Now picked up the false Astral Dominae and went to the Mook HQ. In earlier games we'd show the T'Rang-Mook Letter to Scrag, who would appear a little puzzled, but accept the situation. This time we thought that since we're already good friends, why bother with the T'Rang at all? And that worked just as fine. Entered the Chaos Moliri-room, and picked up the relic. – The side wall opened, and a voice said, "This behavior is unacceptable. I insist you cease your hostilities."

Now took an "Indiana Jones", and put the *Astral Dominae* (fake) back on the pedestal. It shone up and everyone was happy – the wall closed and no confrontation.

(If we didn't have the fake device at this time we could have battled our way out – no big problem, but would end our friendly relationship with the Mook – so this is a much better way of resolving it...)

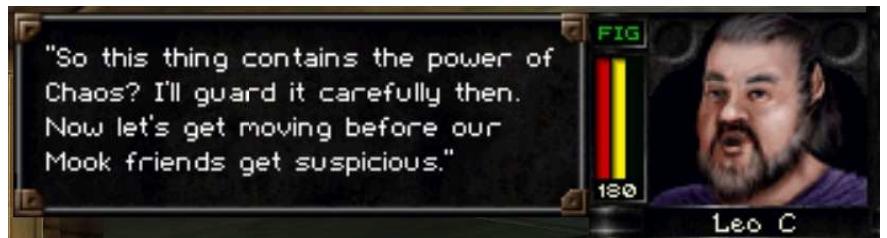


T'Rang-Mook Letter	
Type	Other
Weight	0.1
Description: "The T'Rang Empire has learned that you possess a most interesting device. We extend the protection of our vast army of Watchers to you in return for your cooperation. Of course, we will need to view the object first. Yours, Z'Ant T'Rang."	



Back to Z'Ant (by T'Rang portal):

"How strange... my Watchers report that the device is still there..."



"The Chaoss Moliri! My susspicions were correct. While you were away, we learned that this device iss one of three required for entrance to the Cosmic Circle. It iss said to be a trilogy of some sort. They are our insurance againssst the Dark Ssavant's entry. Keep the device safe for the Empire. When it iss needed, you sshall know. This is exccelent work! The Watchersss could learn from you..."

"Indeed, the Watchersss have failed me recently... unable to obtain vital information I need. So again, I turn to you. The Empire wishess to destroy the Dark Savant's ship... hence the Savant himssself. Yet we cannot locate hisss ship. It iss, we believe, cloaked. Surely, you can sssee that this poses a problem. But then I thought of sssomething. He hass shot down at leasst two sships over Dominuss. Perhapss these shipps logged their attacker's coordinates? If you can find these ships, and invessstigate them, perhapsss we can attack indeed! Succeed friendsss, and there will be great, great rewardsss. **Pleassse, bring me the coordinates.**"

[Got 150000 XP]

"While you are away, pleasse watch for Drazic. He hasss not yet returned. I only hope that he did fulfill hisss mission. Watch for him."

This mission is going to be easily enough solved. The logging must have been done by the Black box – we've found all three ships that were shot down; our own, the one in Arnika, with a broken Black Box, and the one in Bayjinn, with a functioning Black Box. So it's "just" a matter of reading that Black Box.

Back to Arnika still another time (thanks for the Portal and Portal spells, else there would be quite a bit of trotting involved...)

Picked up the Shiny Metal Ball and the Black Box, while the Chaos Moliri was stored safely in our chest. Then went to spaceport.

At spaceport (30), Data recorder reader, inserted the Black Box into reader.

"Call: HLL Guardia I

Tracking 011:34 2X:2Y:30Z Dominus

Event: Engine Failure....

Engaged Target: Black Ship, DAEDALUS

Target Coordinates: 1X:1Y:2Z

Event: Systems Critical ...

Event: Brace – Brace – Brace

Event: CRASH – CRASH – CRASH

X Use Orbit Tracker to Obtain X

X Orbital Coordinates X "

Now easy to short-circuit here, and take the target coordinates to Z'Ant.

(Been there – done that...)

But we need to take these coordinates to the Tracker, as clearly stated.

So up to the upper level and the device

with the greetings from Bobo (32);

Use (mount) Shiny ball...

"Tracking Module Installed.

HLL Tracking Sequence Initiation

Restoring from Memory...

..

Skyscan in progress...

Display Current Tracking Coordinates"

"HLL Orbit Tracking Computer. The following options are available to you:"

"Call: Nargisst... tracking

Tracking: 141:24 2X:4Y:10Z, Dominus

Call: IUF Galleon... tracking

Tracking: 141:25 Mt. Gigas – LANDED

Call: Black Ship... tracking

Tracking: Tracking jammed at source"

"TRACK.....Vessel by Call Name.

CALCULATE...Orbital Coordinates

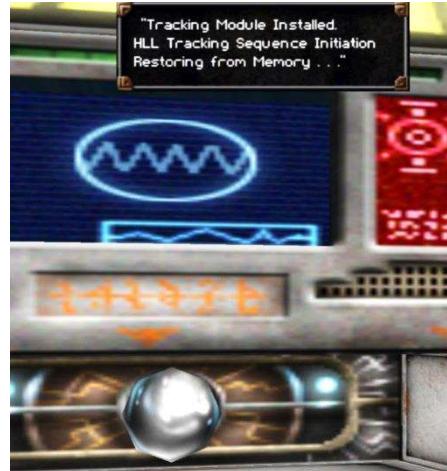
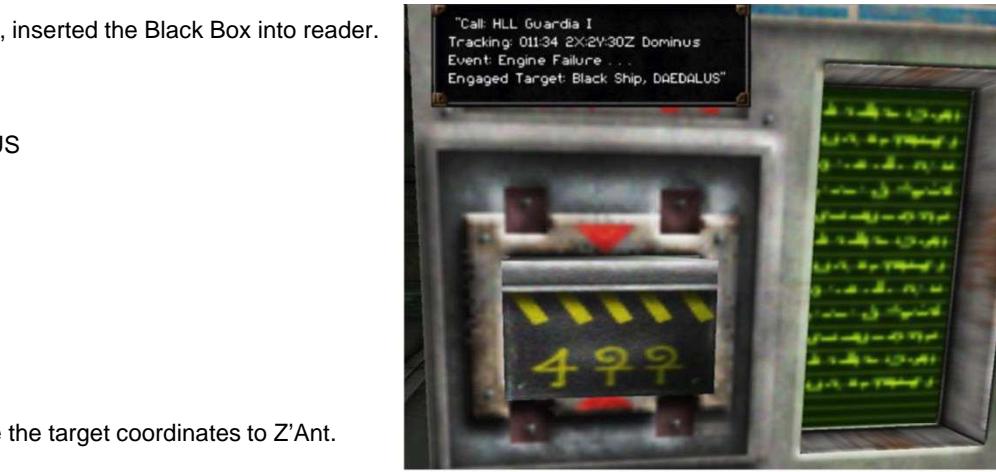
EXIT"

"CALCULATE ORBITAL COORDINATES Enter Last Known Location (X Y Z) or EXIT to Main Menu."

➤ CALCULATE

(How do you answer:) 1 1 2 (not 1X:1Y:2Z...)

➤ "Orbital Coordinates are 10:24"



... And with that information, back to Z'Ant:

"What have you found..."

(10:24)

"yes, yesss! Those are the coordinates of the Savant's Ship? Brilliant!"

"Its orbit is closer to what we had suspected... and very soon we shall strike! Now only one thing could stand in our way of the Ascension – the Umpani! Fortunately, we have an informant behind Umpani lines. Locate this operative and tell him the watchwords that Drazic was to bring. **"Destiny Arrives Tonight."** The operative will get you to their ship, and destruction is your prize! For all the Empire, for our victory just days away, you must succeed!" [Got 300000 XP]

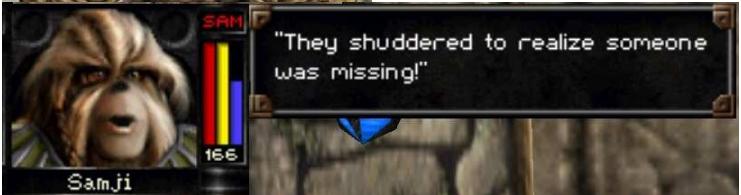
Obviously we have no intent of doing this quest either (actually this is a quest I've never done).

Hence, we're done with the T'Rang for now.

One task remains – to pick up Marten's Idol before we leave.

So went to room (10) on upper level map, on taking idol:

The instant you touch the idol, a strange hissing sound comes from beneath it... and then the world goes dark. How much time passes, you cannot be sure – hours, perhaps days. You eventually wake with the mother of all headaches and a nagging feeling that something is very, very wrong.



The only clue to where the missing Robin may be is this blue flower on the floor – now where have we seen such flowers before?

Chapter 12.

Return to Trynton, and the Rattkin Tree

The blue flowers give it all away – Crock is the crook – and we went directly to him:

Crock:

"So, it's you, yeh spider lovers! Looking for someone yeh lost, I bet. Well, this is a dangerous place, especially for them that associate with the Tee-Rang. Still, I might be able to help yeh... if yeh... if yeh do me a little favor. You interested?" (YES)

"I thought yeh might! Been a lot o' trouble round here recently, and now, ta make matters worse, Brekek has come back to the swamp! He's as big as a house, and the killer of a 100 men better than yeh! So I tell yeh what. Find Brekek and kill 'im... IF yeh have the nerve. Come back here with proof yeh've done the deed, and I'll, um, I'll see what I can do ta git yer friend back. Now git! Don't come back 'til you killed 'im!"

We found Brekek, a giant frog, in the pond.

Easy fight – actually the fights on the way there and back again were more challenging.

[Dropped Giant frog's leg]

So picked up the bounty and returned to Crock:

"Well, yeh snuff Brekek yet?" (YES)

"I ain't takin' yer word for it. I need to see some kinda proof..."



"Well, I'll be pickled! Yeh did it... and brought back some fine eatin' as well! A deal's a deal o'course. Let me, um, go make some, um, enquiries. Give me a minute..."

(Robin returns to party)

"Well now, lookie what I found! Can yeh believe it?! Them, um, Tee-Rang locked 'em in this room behind meh shack. They's, uh, trying to pin this kidnapping on meh, I bet. But you know I'd never do something like that. Don't yeh? Ah, c'mon, now, ain't this a happy scene? The beast is dead and everybody's back together!" [Got 7500 XP]

{ Comment: At this point in the game we don't need Crock any more, so we could just as well have killed him, and found Robin in the back room. Could also have attacked when Robin was back, Crock isn't exactly a pleasant acquaintance at this time. Another alternative would be to kill him before we take the idol – then nothing of this happens. Actually that's the *only* alternative if playing a single-PC game. The game doesn't allow for an NPC to be kidnapped, nor can a party consist of only NPCs, so if playing solo, taking the idol is end-of-game if Crock's still alive. }

Next phase: To Trynton and seek out the Shaman, at location (19) in southeastern part of Upper Branches. Placing the Idol on the pedestal (A) opens the door. Find Shaman at (B)

Shaman Das:

"Who sends you?" (Marten)

"You have travelled the path of his exiled past. Now we come to your present. The question I have waited many years to ask... If you be Marten's messenger, tell me, what message has he prepared for you?"

(eternal trust survives the soul)

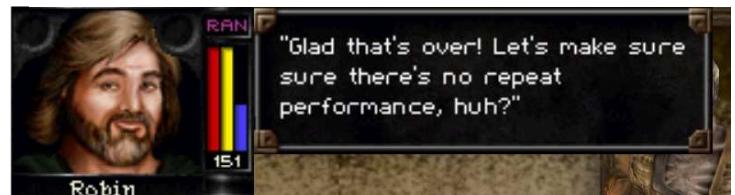
"Survive, it does. The trust given to us by Marten that one day his messengers would return to collect the Helm of Serenity. You are those messengers, the Third Messengers of Destiny. We have waited for you for a long, long time. For ten generations, the key which guards the Helm has passed hand to hand, and now the hand shall be yours."

[Got Key of Serenity]

"Upon the next bough, you will find the entrance readied... his Helm is yours. You are now ready to find Marten himself, messenger. It is your destiny."

C: Canned Elemental, Renewal potion, Wand of Static

D: Mitre de Sanct, Bracers of defense, Mystic spear.

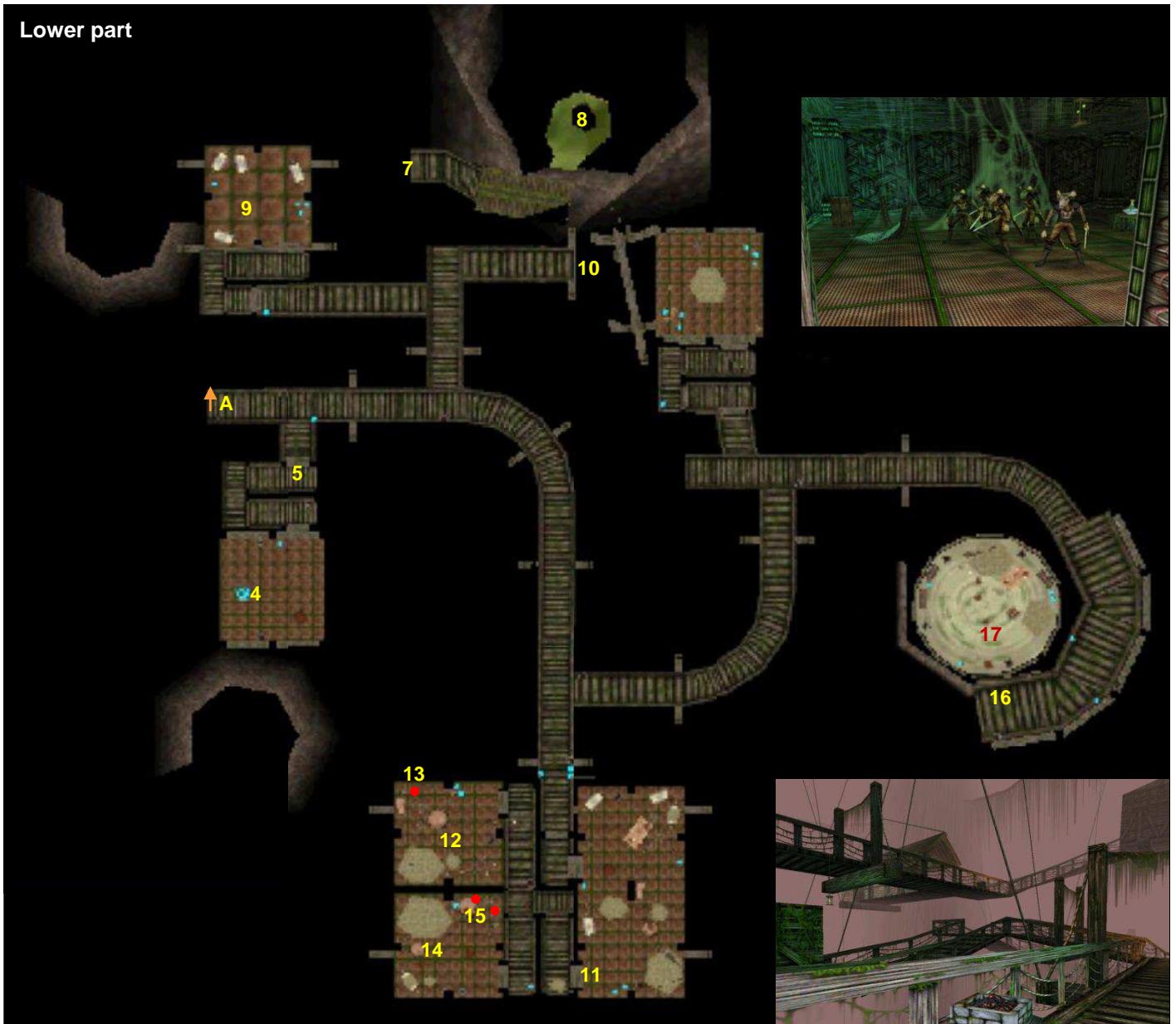


Map 21.
Rattkin tree
Upper part



Random encounters:
Swarming wasp,
Blinding wasp.
-- After killed Breeders:
Rattkin patrol,
Rattkin sniper,
Rattkin goon

Lower part



1. "The sixth bough"
2. Key of Serenity unlocks door
3. Move floor board to reveal hole
4. Down from (3): Chest:
Helm of Serenity, Icicle six (10),
Staff of Blessing
Opening chest also unlocks gate out.



5. Door locked w. 4 tumblers
6. Sneeze powder
7. Elevator
8. Rope down to Trynton. Arrive at a middle level, with rope that can be unwinded to give access to ground level where shown on main Trynton map.



9. Bronze greaves, Leather boots, Pot. Hv. Stam. (2)
10. Dead end
11. Milano Calzone:

"Hey boss! You're not gonna believe dis! You know who's here? ... You remember dem little freaks we saw over on the other tree? Little furballs send you in after us? Heh! Heh! Heh! Heh! Tell me, who – or what – are you boys looking for?!"

(Astral Dominae)

"The freakin' Astral Dominae. God love it. Wait'll the Don hears this. C'mon. He's waiting for ya."
... Followed Calzone to (12).



12. Don Barlone

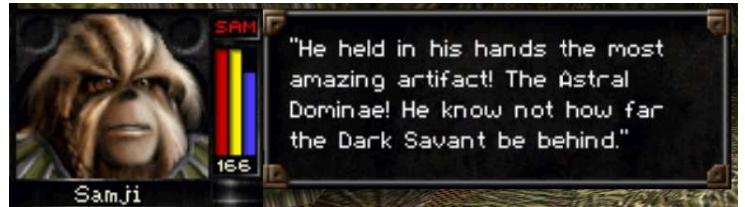
"Calzone says you're interested in the same thing we are... says you might know something about the Dark Savant. Now, what I'm interested in is that object he's got. The Astral Dominae. Let me give you a bit a background."

Several years ago, the Savant hires us to follow the T'Rang around. We keep our end of the deal, you know, but he slips town before he pays our fee. So, we're here to collect. But, ah, he ain't gonna pay, and that ain't a problem. We'll get our money. See, he's got this device that means an awful lot to him. And rumor has it... it means an awful lot to you, too. That's why I figure you're here. So, I'll let you in on a little secret. The Dark Savant? He don't have the Dominae no more. We got it. It was beautiful. Professional shoplifting, you might say. So now, we got this little gem for sale..."

(TRADE: Bought a Death bomb. The Astral Dominae was 94080 gold – more than we have, and out of the question anyway. Tried a "pickpocket just to see.... "Who do you think you are! You NEVER mess with a Razuka!" – Barlone attacks.)

Not that tough a battle (remember this guy from Wiz7?), but the outcome was a disappointment. Barlone often / normally drops some very good items, occasionally even the **Cane of Corpus** (best weapon in the game, but can only be used by a Faerie Ninja). This time Calzone dropped:

Thieves dagger, Throwing stiletto (6), Jazeraint tunic, Stud chausses, Leather boots, Fire bomb, Scroll Heal All
 Barlone dropped:
Astral Dominae, Thieves Dagger, Shuriken (9), Acid bomb, Pot. Hv. Heal (3), Napalm bomb, Poison dart (10).
 In other words, nothing we needed or can use (except the Dominae of course).



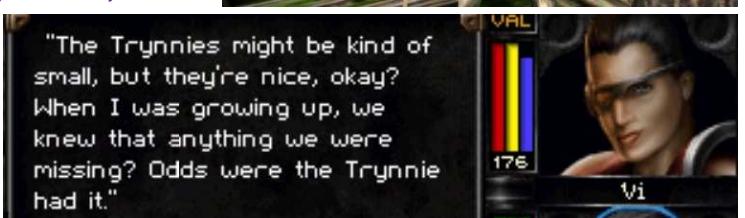
13. Chest: Medusa stones (5), Robes+1, Throwing stiletto (7), Eye for an eye potion (2)
14. Ratt key, Throwing knife (10)
15. 2 Chests: Morning star, Pot. Hv. Heal (2), Scroll Fireball, Ring of Protection, Phrygian cap, Icicle stix (11), Poison dart (8).
16. Ratt key unlocks door.
17. 2 Rattkin breeders, 3 Rattkin archers.
 Each breeder dropped Burning spear and Studded Hauberk.
 Archers dropped Leather Cuirass, Shrike arrows, Short bow.
 In room: Filcher's band, Long bow, Barbed arrows, Arrows.

Surprisingly, the Rattkin were not hostile after we'd killed their leader, but after the Breeders were done with, no-one wanted to be friends with us, so we had to fight our way out.



Returned to Madras un Upper Branches:

"You did it! You did it! I heard the racket all the way over here. You've saved Trynton! We owe you our never ending gratitude, and... ah, unfortunately that's all you get. I'm flat broke! *Heh* But listen, now that the Rats are no longer a problem, we can go anywhere! ... I've been around a lot, you know, and I know a lot of general things about a lot of specific stuff. Really, I do!" [Got 5000 XP]
 { He's really begging to be recruited. If you need a good Gadgeteer, here's your guy ... he can merge all those useless items (you've already sold) if you like... }



Found that Antone pays more for our overflow equipment than Fuzzfas.

Dropped by Chief Gari on the way out:

"I am so grateful to see you! At last, the Rats are dead and Trynton is ours. If only you could do the same to the Rapax! But they are far more dangerous..." [Got 5000 XP]
 Portal'd back to Arnika.

Antone had finished the **Featherweight Armor**.



And He-Li:

"I've been waiting to congratulate you! Word has it you got the Astral Dominae! I hope you plan to be careful with that thing. There are plenty of people who would be willing to kill for it. Remember that. Drinks are on the house..."

Now the game is so constructed that once we carry at least two of the items into Ascension Peak, the entrance is blocked by an avalanche. (Although I experienced this not happening once – and wandered in the front door carrying all three devices). As the only other entrance is through the Rapax castle, where we don't want to go at that time, we walked up to said back door, and **Vi** placed a **portal there**.

Also bought the fourth and last **Cloak of Many Colors** from Bela.

(Other events also makes it smart to keep the devices safe in a chest until we're ready to take them with us...)



Chapter 13.

Mountain Wilderness



Zoom-in on area with monoliths.

Touch runes on monoliths in order 1–6.

Place [Longsword](#) in stone **S**, and a Faerie Ring appears at **FR** – entrance to Mtn.

[Wilderness Retro Dungeon](#).

The Rapax dropped a lot of good items, e.g. a pair of [Mantis Gloves](#).

Met Savants' and Rapax of the kind,

-- "You cannot escape the Dark Savant! We know you have the Chaos Moliri!"

-- "Hand over the device! You have no right taking part in the Ascension!"

-- "We have heard that you possess the Astral Dominae! How unfortunate for you that you are also about to lose it!"

"So this is the brave alliance the Umpani have forged. Let us see how strong they really are!"

1. Barbed arrows, Pot. Hv. Heal (4), Heater shield
2. Arrows, Shrike arrows
3. 4 Rapax patrols, 3 Rapax bowmen
4. Holy water, Cherry bomb, arrows.

Entrance to down. Inside down: 1 Death Lord, 2 Gibbering heads
Death Lord dropped [Giant's sword](#).

Found in down after battle: Lyre "Succubus Song", Armor piercers (15), Ankh of death, Brimstone ring, Enchanted broadsword, Mace "Diamond Eyes", Mitre de sanct. 2 chests: Round shield, Cure paral. powder, Mystic arrows (15), Robes+1 (L), Vorpal blade, Ankh of Might, Crusader's 2Hd Axe+1, Medusa stones (5), Sword "Zweihander".



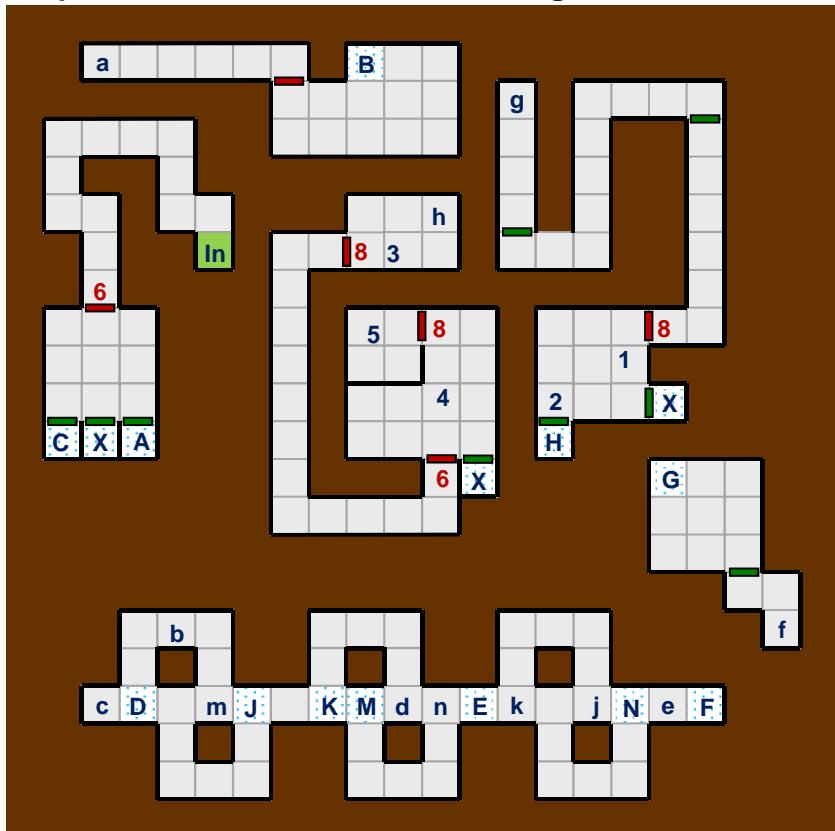
Portal'd back to Arnika to sell some of the prizes, and while there talked to He-Li:

"Good. I've been waiting for you to get your butts in here! What do you think you're doing?! You ripped off the Mook, didn't you? Now look, from what I can gather, the Mook don't suspect it was you, but the HLL sure as hell does. You better lay low for a while. This should help" ... [Got [Tincture of Shadows](#)]

Then used the T'Rang portal House → Marten's Bluff → Rapax Rift entrance, walked up to monoliths and placed sword in the stone. Faery ring in background is entrance to dungeon.



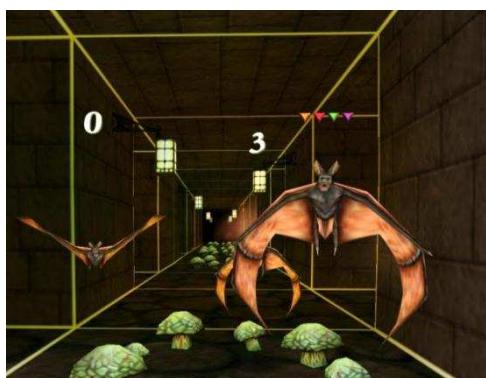
Map 22. Mtn. Wilderness Retro Dungeon



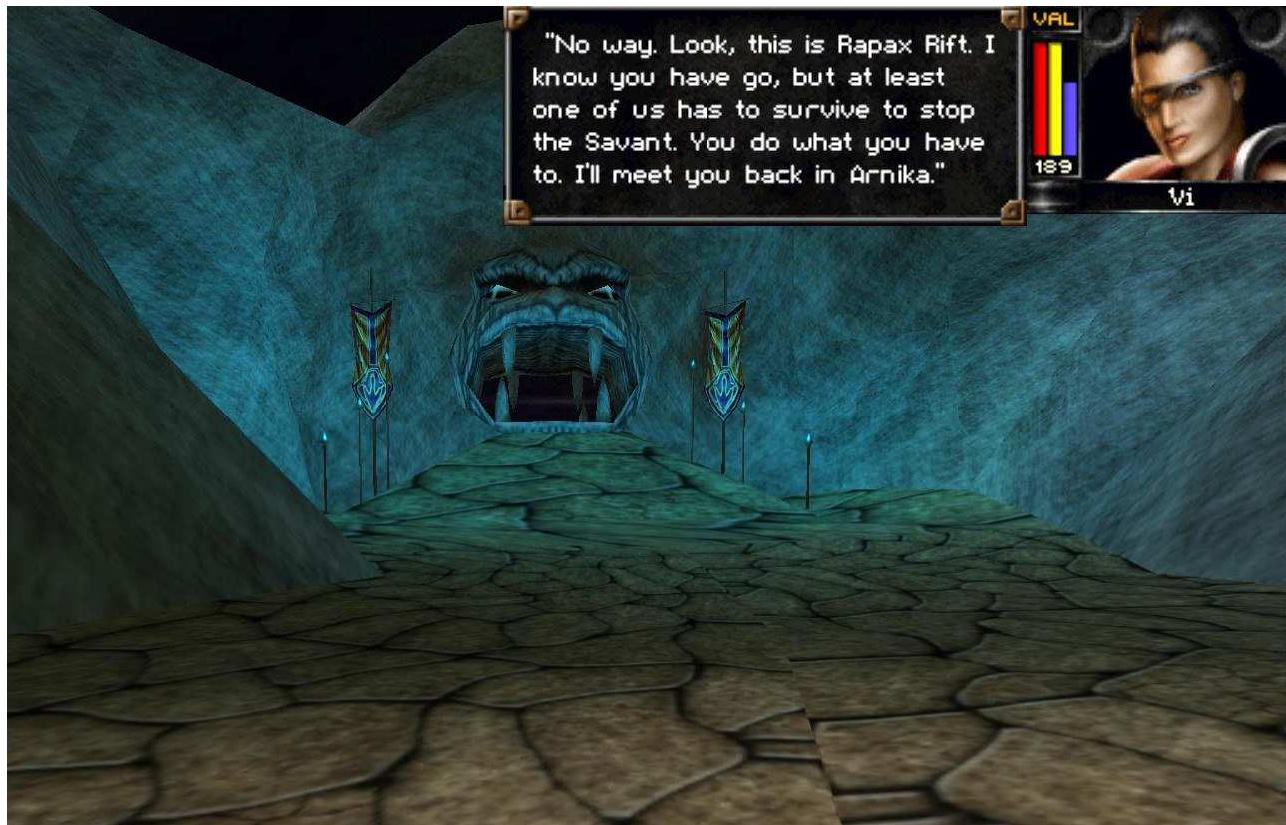
Encounters:
Anthracite golem
Burning head, Gibbering head, Vampiric head
Contagion bat
Rapax ghost, Vampiric wraith
Cliff sprite
Sage spirit

1. Pot. haste, Magic nectar
 2. Eye for an eye potion (2)
 3. Renewal potion (2), Magic nectar, Eye for an eye potion, Pot. Hv. Heal (3)
 4. Nebdar, 2 x 4 Vampiric wraiths, 1 gibbering head. [555500 XP] Nebdar dropped Amulet of Nebdar, Round shield
 5. Treasure room: Doublestrike dagger, Sword of fire, Book(?), Canned Elemental, Renewal potion, Cure disease potion, Axe "The Ripper", Magic nectar (3), Book of Chameleons, Bonebasher staff, Skeleton powder (3), Death bomb, Strong bow, Wand "Thunderstick".

The last battle is tough, almost epic, but well worth the effort – [Nebdar's Amulet](#) and the [Strong bow](#) alone are fantastic prizes.



Vi won't go with us into Rapax area either...



That completes the Mountain Wilderness, and we went back to Arnika for a time-out before next mission.

He-Li:



"I'm glad to see you folks... sit down, and have a drink. This isn't going to be easy."

"I just had a Rapax in here. They don't come in that often, and frankly, I'd prefer not to serve them, but you can't argue with something that big. He was beyond happy, folks. The Rapax and the Dark Savant have aligned. I wish I knew more. I thought you needed to know.
May Phoonzang help us all..."



Vi in our Arnika base –
how often we've taken a time-out there...

Chapter 14.

South East Wilderness

Map 23.
South East Wilderness



1. Chisel (gadget), Impaling stones (4)
2. Medusa stones (6)
3. (In gazebo) Quarrels, Hunter quarrels, Bagpipes "Chaos Drone", Shrike arrows (40), Mystic arrows (14)
4. Ring of protection
5. Potion of restoration
6. 3 Siges (puny)
7. Epic battle: 1 Sorceress Queen, 2 x 1 Death Lord, 2 x 3 Cultists. [175300 XP]
Queen dropped Heart of Sorceress, Robes+1(L).
Death Lords dropped Giant's sword.
Cultists dropped Claymore, Halberd
8. (On balcony) Holy water, Magic nectar, Renewal potion, Granite potion, Canned elemental
9. (On balcony) Metal belt (gadget), Dust of defection, Book of banishing, Pot. Hv. Heal (5), Resurrection powder
10. (In crypt downstairs) The Scythe, 3 Mummies.
Dropped Mummy dust.
Plate mail+3 (U & L), Skull, **Black sword "Fang"**, Boomerang shuriken, Crusader helm
11. Lazurite stone (gadget)
12. Dust of banishment





Map 24. Wilderness Clearing



Random encounters:
Ravenous Swallower
Swarming wasp
Greater Picus

1. Cave guarded by [Gazer](#)
In cave: [Napalm bomb](#), [Robes of Enchant \(U & L\)](#), [Book of Instant Death](#)
2. [Rex](#), the friendly Hogar is here.
He follows party around and aids party in fights.
Tragically, he was eaten by a Swallower...

[Greater Picus](#) dropped [Picus egg](#) for Antone.



The big prizes in this area are the sword "Fang", which Leo C may well end up using for the rest of the game; the Sorceress heart which is a custom ingredient once we arrive in the Rapax castle, plus the plate+3.

The large battle was really not a big problem this time – had three elementals + toxic & death cloud which more or less did the job. Party's responsibility was mainly to Purify air and keep people sane...

Note: The wilderness clearing becomes **Rapax Away Camp** later in game. (According to rumors if we enter area with at least two of the artifacts, which is why we have stowed them safely away... (But it can't be before after we have been to the Rapax Castle, else it makes no sense.))

When finished, portal'd back to Arnika and sold out before next mission.

Chapter 14.

Bayjinn Shallows

Map 24A.
Bayjinn Shallows West



To Bayjinn



Map 24B.
Bayjinn Shallows East



To
Sea Caves

1. Rynjin Battlelord, Rynjin Empath, 3 Rynjin Scavengers
2. Empty bottle
3. Medusa stones (8)
4. Ice bomb
5. 7 Buccaneer Ghosts. Dropped VapoRizer (2), Cutlass of the Damned, Pot. Mod. Heal
6. Piece of corral (custom item)
7. Viper arrows (17), Quarrels
8. Chest: Resurrection powder, Chamois gloves, Chain Hauberk
9. Nessie (Epic battle) [347200 XP]
10. Scuba gear, IUF ID-tags
11. Davy Jones' Locker (Chest, 8 tumblers): Filcher's band, Book of itching, Bat necklace, Pot. Cure Disease, Devil Dust, Ring pro frost (This chest has contained extremely good items in earlier games...)
12. Plate mail+2
13. 3 Depth Dwellers, 2 Depth Flayers
14. In cave: Dragon kite, Ankh of healing, Armor Piercers (15), Pot. Hv. Heal (2), Plague Axe
15. Magic Nectar (3)



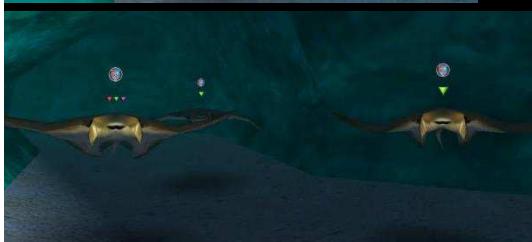
To Mt. Gigas Upper Caves



Map 25.
Mt. Gigas Water Caves

- 1. Plate mail
- 2. Pot. Cure Poison (2)
- 3. Throwing knife (11)
- 4. Musket balls
- 5. Hunter quarrels
- 6. Pot, Mod. Heal
- 7. Shrike arrows
- 8. Sponge lift up to Mt. Gigas

Random encounters:
Psi Shark
Cosmic Ray, Death Ray
Depth Dweller



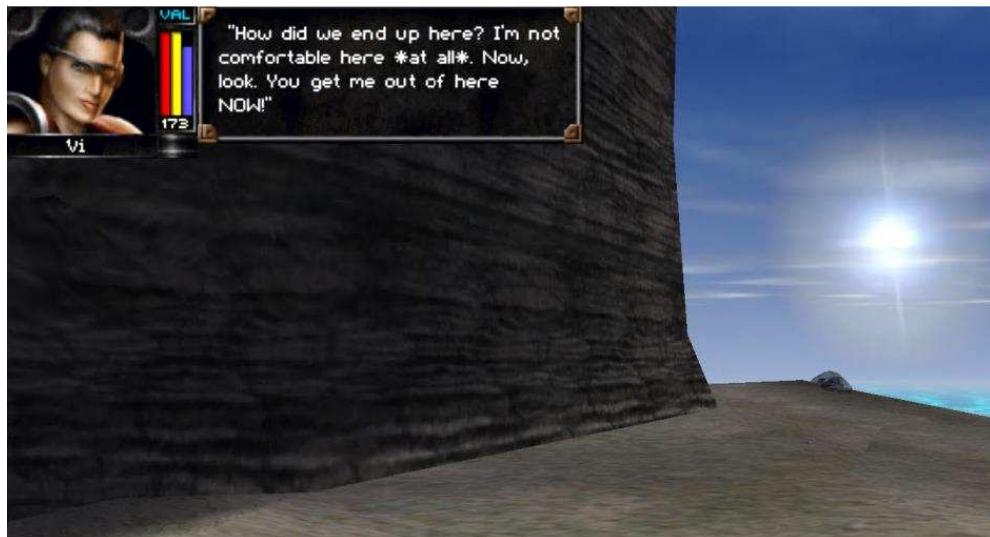
This area isn't needed once we've decided to take the alternative route to Bayjinn.
(Included only for completeness)

But game design expects us to battle Nessie after Mt. Gigas. Some kind of bad joke?

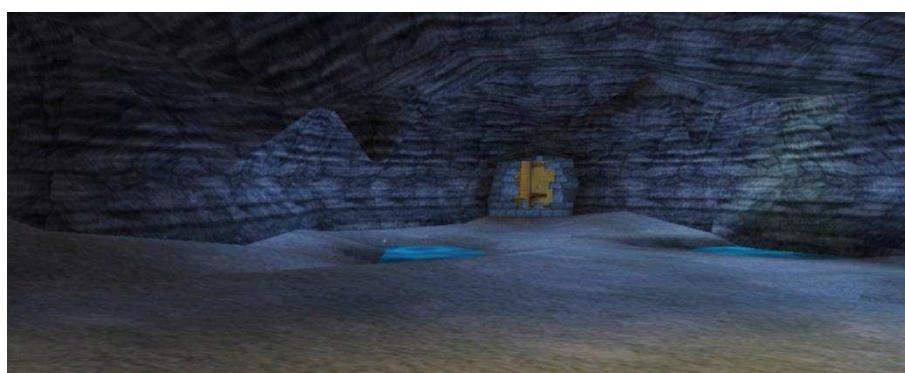
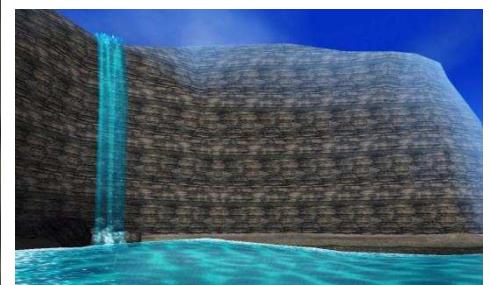
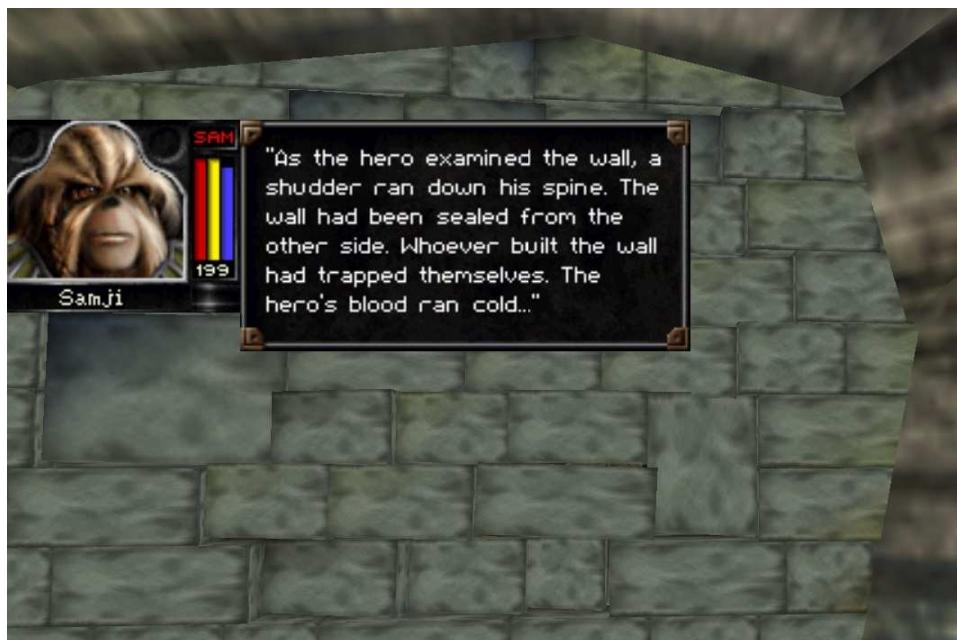
To Bayjinn Shallows

Chapter 15. Sea Caves – Destinae Dominus

Arriving at the Sea Caves, we could finally remove the Scuba Gear (for good), and don some protective item instead. As we were overloaded with items found in the tunnels we had to start the mission by returning to Arnika and sell out. Antone had finished the [Beastslayer axe](#), but at this stage of the game we have much better weapons than that. Vi was reluctant to enter the tunnels, but now the sea monster is no more, and anyway on safe land on the other side, we thought she'd like to join us again, so recruited her before portaling back – but alas...



Started by exploring along the shore (there's an endless supply of [Curare crabs](#) here...), and soon found the [Sledgehammer](#). As this one's on the heavy side (100 lb) you don't want to drag it around more than necessary. Hence went directly to the wall at (3) and used the sledgehammer to knock it down (where after the hammer disappeared). The next door, behind the wall, can't be opened before the very end of this map. (As we'll end up here, this is a good place to store heavy unneeded items temporarily.)



Map 26. Sea Caves

Lower part



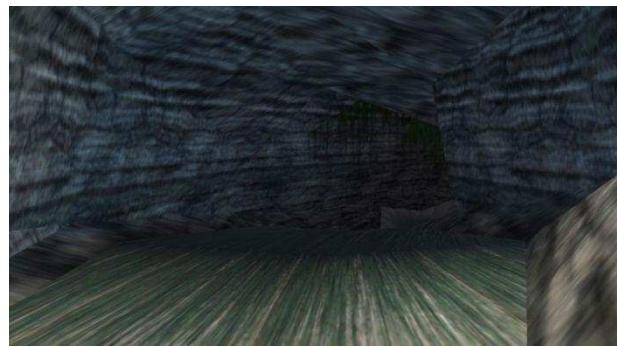
Random encounters:
Curare crab, Rock crab
Dank beetle
Flesheater slime, Black slime,
Admantium slime,
Enveloping slime
Depth Flayer
Rebel Ghost, Rebel spectre
Sige Ghost

Sea Caves

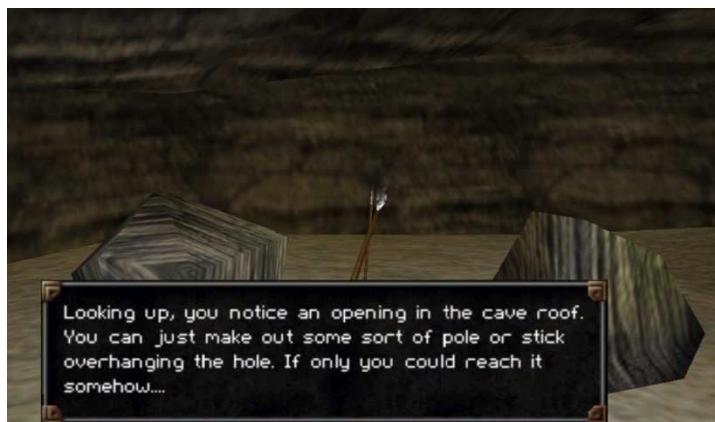
Upper part



1. Tunnel to Bayjinn Sea Shallows (set Portal here)
2. Sledgehammer
3. Wall – use Sledgehammer to knock down
4. Wooden plank, Scroll Resurrect, Pandemonium powder (2)
5. Robes+1(U)
6. Long metal tube (gadget)
7. Slippery green floor – slide helplessly to hole and fall to (8)
8. Arrival from (7)
9. Hole in roof.



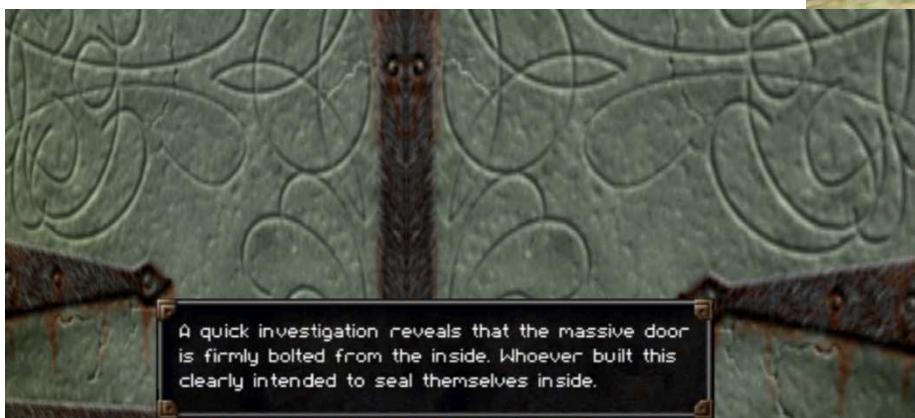
10. Tunnel ends on a ledge – can jump down here, but not enter.
11. Granite potion
12. As (7) – slide down to (13)
13. Arrival from (12)
14. Ankh of Dexterity, Magic Nectar (2), Mystic arrows (14), Book of sanity, Arrows (74), Scroll Magic Screen, Hook & Line. Chest: Smelling salts (5), Bronze cuirass
- ** Back to (9) and use Hook and Line. Party then automatically climbs up rope and end up at (15)



15. Top of hole climbed up from (9). Met by huge epic battle (biggest so far in game):
- 1 Keeper of the Crypt, 4 Sige Ghosts, 2 Sige Ghosts, 4 Sige Ghosts, 1 Sige Ghost, 5 Rebel Ghosts, 3 Sige Ghosts (impossible to keep all these Sige ghosts silenced, so also had to face
- 3 summoned Greater elementals
- Dropped Chain mail+1(L), Pot. Hv. Heal (4), Heavy crossbow, Fear bolts (14), Armor piercers (16), Chain chausses, Tarnished mail, Giant's sword, Magic Nectar (3).



At door near battle site:



16. Renewal potion, Pickup potion, Pot. Restoration
17. Chest (8 tumblers): Renaissance lute, Hunter's bow, Brilliant Helm, Scroll Identify, Scroll Magic Screen, Book of Whirlwinds
18. Skeleton. Touching it: Cherry bomb, Flash powder (3)
19. Skeleton. Touching it spawns Rebel Ghost.
Key to Marten's Tomb, Throwing knife (7)
20. Skeleton. Spawns Rebel Ghost.
Cherry bomb, Flash powder (4)
21. Skeleton. Spawns Rebel Ghost. Spiked boots, Death bomb
22. Top of slide – Don Spiked boots to prevent sliding
23. Chasm – use wooden plank to bridge it



On other side of chasm, approaching a door...

24. Use **Key to Marten's Tomb** to unlock door.

25. Marten's Tomb.

Marten:

"Who... do... you... seek?"

(Marten)

"What... do... you... seek?"

(Destinae Dominus)

"And this, you are prepared to receive. The Helm I left behind will protect you from the Destinae Dominus, protect you from the fate which is now mine. Like you, I craved all knowledge of the Gods, and so I stole the Destinae Dominus from the Brotherhood. It was mine! How wonderful, how terrible such a gift can be! I saw all that ever was and all that would ever be. I had lived without living, died without dying..."

The knowledge of the Gods was never meant for man... and so it was that I decided to hide it forever, until the Ascension was upon us. We fled, first to Trynton, then to the Bluff, and finally to these caves. Now, the time has come. I have done my duty... and may at last find the serenity that has eluded me for so long. When the Destinae Dominus ascends, so will I..." [Got Destinae Dominus; 400000 XP]

Leo C:



"The Destinae Dominus! Think of everything Marten went through to protect this..."



(Astral Dominae?)

"Yes, the Astral Dominae! It is the First of the Trinity. It is Life, the nexus of matter and energy. Without life, Change is futile, and Knowledge has no purpose."

(Destinae Dominus?)

"Yes, I know it well. It is the Second of the Trinity. It is all knowledge."

(Chaos Moliri?)

"The Third creation of the Cosmic Lords, the Chaos Moliri... without Chaos, Knowledge and Life would remain still and constant... all three are required for existence, for the knowledge of the Lords"

(Helm of Serenity?)

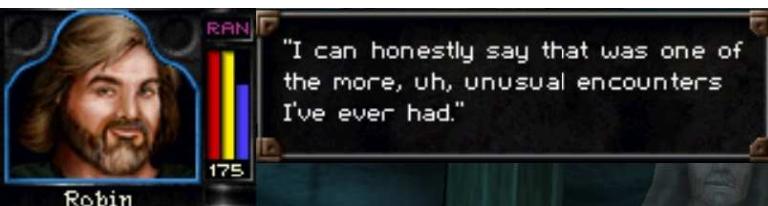
"The Helm was forged to protect you from knowing too much, too soon. The Destinae Dominus drove me insane because I learned all in an instant! I left it with the Trynnie who wait for my messenger."

(Ascension Peak?)

"Ascension Peak... the bridge to the Cosmic Circle. When you have learned all you need to learn, the path will rise, and so, too, will you. It is a test of the Gods, proof that you have learned all that they know. And all they know is contained in the Trinity."

(Leave)

"We shall not meet again in this lifetime. It is my hope that you may defend this new destiny against the Dark Savant so that we may meet in the next." [Got **Sea Cave Gate Key**]. The **Sea Cave Gate Key** opens gate at (26).



We really don't need this, as we just as well could have returned to portal in Arnika immediately (except we'd like to pick up the items we left, of course.) Picked up all items stored there and returned to Arnika, where we immediately were met by **He-LI**:

"It's true, isn't it? You actually found the Destinae Dominus! I can't believe it – a Trynnie passed through here and told me, but ah, I didn't believe him. You're amazing! Drinks on the house! And I'll throw something else in, just for good measure."

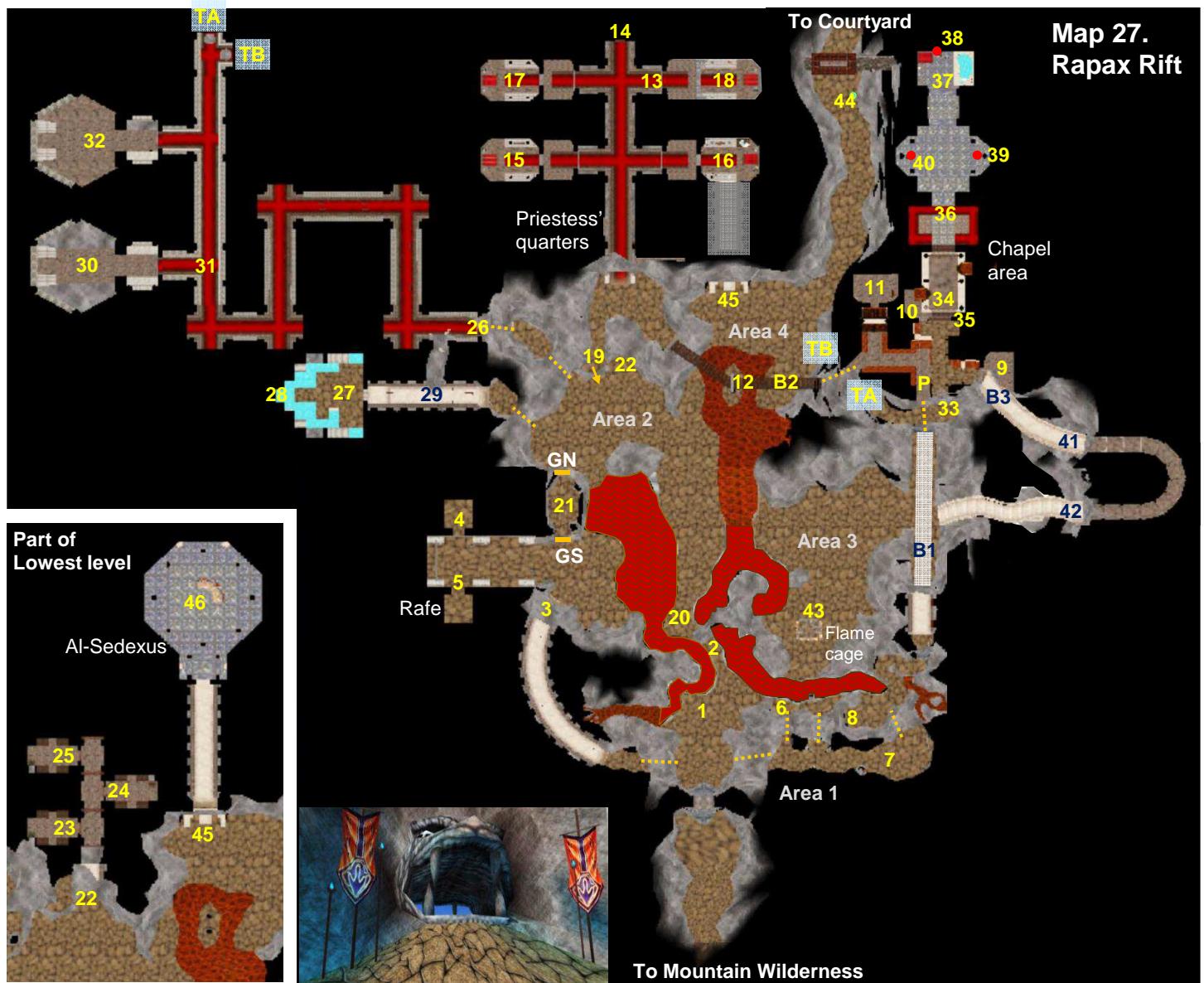
[Got Book of Heal All]

{ Amazing how quickly rumors travel – it's about five minutes since we got the device... }



Chapter 16.

Rapax Rift



The map covers a 3-D area on three levels plus a sub-ground level, and although you can look into all the sub-areas, access is prevented by the lava pits.

Area 1 is on the lowest level. Climb up to middle level by winding path between (8) and bridge B1. B1 ends at Prison area (P) (on middle level), go through this to bridge B2, and cross over to Quarters (also on middle level). At (19) jump down small cliff to reach Area 2 on ground level. (No climbing back up.)

Once in Area 2, access between areas 1 and 2 is easy through the gates GS and GN. These gates are controlled by a switch at (21), which opens one gate and closes the other. GN can also be opened from north side. I.e. initially no access to Area 2 through the gates, but once the gates have been used from the north side once, they can be used both ways (with sensible use).

Areas 3 and 4 can only be reached by using the teleporters TA and TB. From Area 2 enter the long winding hall (up and up from (26) to the teleporters) – TA ends on a high ledge above the prison area, with access to the Chapel area, and a side door out to bridge B3, which leads down to Area 3.

TB leads to Area 4, with **Al-Sedexus**, and the only other exit from the Rift, to the Rapax Courtyard and Castle.

Some passages through tunnels or caves have been shown by orange dotted lines.

In addition to the set encounters, lots of random encounters in the 500000XP-range. One kind of encounter is annoying, and just as well to reload when these happen: When in area 2, a bunch of Rapax on B2 may start a fight, or similar when in Area 3 (or west of (42)) Rapax on B1 may challenge you ... problem is you can't hit them, they can't hit you (some spells may succeed though), and although they "retreat" they just run back and forth on bridge. In one fight they even got so frustrated they killed off the prisoners! So either retreat to a place they can't see you, or as recommended, reload. BTW, using Chameleon helps avoid these encounters.

Random encounters:

Rapax Archer, Rapax Veteran, Rapax Berserker
 Rapax Samurai, Rapax Warmage, Rapax Warlock
 Rapax Initiate, Rapax Priestess,
 Rapax High Priestess, Rapax Courtesan
 Blistering Scorchers

Area 1



1. 3 Rapax Bowmen, 2 Rapax Patrols. (Joined by 7 Rapax Samurai, 6 Rapax Warmages, 3 Rapax Veterans)
Dropped Gleaming sword, Viper arrows (16), Leather leggings, Kabuto, Ring of sanity(2), Pot. Hv. Stam.(2), Book of itching, Sollerets, Chamail doublet+2, Chain hauberk, Death bomb.
2. Impaling stones (5)



The flame cage is just on the other side, and there's even a has-been bridge there, but still not easily accessed...



3. Arriving here; a cut scene with the lava lord passing by and returning. Also note closed gate (GS).
4. 2 Rapax Corpses



{ Used this area as storage – quickly get overloaded by all the stuff found after battles. Also found some items that couldn't be identified, so set a portal here and returned a couple of times to Arnika to let Vi identify the items, and recast Armorplate. }

5. Cell with Rafe



Rafe:

"Thank the Lords! You can help us! I thought no one would ever come! I do not know how much time I have, but if you can save me from a certain death, I will tell you how to get to Al-Sedexus' altar. I have prayed for someone to come along. Will you help me?" (YES)
"Thank the heavens! I will tell you what happened to me. I am, like the others here, a prisoner of Al-Sedexus."

Our punishments are never the same! Some she lets go, others she kills outright. Then, there are those of us she sacrifices to the Lava Lord. She has marked us for death! I carry the mark here, upon my hand. I will die soon enough if it is not reversed! I need you to [get me the Staff of Ash](#). With it, I can reverse this mark of death. Once the mark is reversed, it shall be safe for me to leave." (Al-Sedexus?) ... "We claim to worship her as Rapax, but she rules us instead!"



3 dials – initial position, and final position that opens cell door.

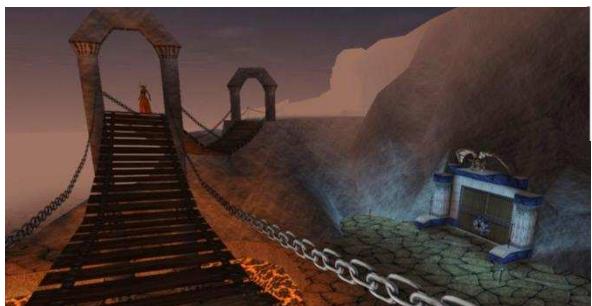
In cell: [Chain \(custom item\)](#)

6. Scroll Missile shield
7. 6 Fire Ants drop down from ceiling
8. Piece of Obsidian (custom item)
9. Prison cell (below and partly hidden by chapel area)
Use lever to lower gangways
10. As 9
11. As 9



Entrance to Prison area

12. 2 Rapax Initiates. Dropped Chain hauberk



Exiting prison area on B2, view of bridge and entrance to Al-Sedexus below.



13. 3 Rapax Warlocks, 8 Rapax Berserkers. Dropped Pot. Hv. Heal (3), Ench. broadsword, Book of Slow, Death bomb, Katana(5), Shield of Winds, Kabuto, Scroll Crush, Spear of Death.

14. Three levers – open the three prison cell doors (9,10,11)

15. 1 Rapax Initiate. Shuriken(11), Lyre "Hades Harp", Cracker Stix(11), Poison dart (6)

16. (Locked, 8 tumblers)

- 3 Rapax Initiates, 1 Rapax Priestess

Ench. broadsword, Death bomb (2), Eye for an Eye potion, Knock picks (2), Granite potion, Flamequencher wand.

17. 3 Rapax Initiates. Chain hauberk, Tarnished mail, Barbed arrows (15), Kabuto, Pot. Hv. Heal (4)

18. 3 Rapax Priestesses. Ench. broadsword, Magic nectar (3), Sanctum Key, No-Dachi, Hi-Kane-Do (L), Cure Paral. powder (3), Pot. Cure poison (2)



Entrance to Quarters, and view of Area 4, with portal TA.

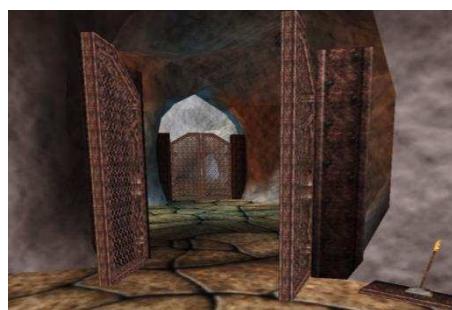


Went back to the prisoners (now that the doors are open)
"You can't save us... not against them. El Dorado, the Lava Lord and Al-Sedexus will be our death!"

"El Dorado's near... I know it... I don't want to die!"
Found Bullet stones, Cracker Stix, Spike stones in (9),
Shrike arrows, Pot. Lt. Heal in (10),
Chief's Swamp malt, Book of Crushing in (11)

Area 2

19. Jump down to Area 2 (No return this way)
20. Armor Piercers (20), Viper arrows (19)
21. Lever for opening / closing north and south gates (GN, GS)



22. Crypt entrance
23. (Locked, 6 tumblers) 4 Rapax Corpses. Scroll Terror, Lightning bolts (6), Wizard's Cone
24. (Locked, 7 tumblers) 3 Rapax Corpses, 1 Rapax Revenant. Ring of Beasts, Scroll Missile shield, Pot. Hv. Heal (4), Book of Hexes
25. 3 Rapax Revenants, 3 Rapax Corpses. Pot. Hv. Stamina (2), Canned Elemental, Dust of Banishment, Resurrection powder (2)
26. Locked door (unlock w. Rift Key)
27. 2 Rapax Veterans, 2 Rapax Initiates
28. Book of Itching, Pot. Hv. Stamina, Pot. Hv. Heal (3), Pickmeup pot., Magic Nectar (2)
29. Lava-filled passage over to other hall. Knock down rotten pillar to create rubble which covers lava, and hence passage can be used. (And then I don't see what we need the Rift Key for...)



30. 1 Rapax Priestess, 2 x 3 Rapax Initiates. Chamail Doublet+2, Aqua shield(2), Scroll Resurrect, Chain hoses
31. 4 Rapax Priestesses, 5 Rapax archers, 6 Rapax Samurai. Dropped Shrike arrows (36), Tosei-Do (U), Book of Sound, Tarnished Mail, Mystic arrows (12), Awl pike, Steel Gauntlets, Magic nectar (2), Leather hauberk, Granit ring, Fear bolts (12), Pot. Hv. Heal (2), Chamail pants+2, Pot. Cure poison (2), Eye for an eye pot.



Portal **TA** to ledge outside chapel
Portal **TB** to **Area 4**, by entrance to Al-Sedexus

32. 1 Rapax Priestess, 2 + 3 Rapax Initiates. Tarnished mail (2), Leather cuirass, Plate ,mail (U), Scroll Freeze flesh, Magic nectar (3), Pot. Superman, Eye for an eye pot. (2), Rocket stix (5), Arrows (66), Scroll Slow.
33. Locked door – open w. **Sanctum Key**.



34. Trap – stepping on floor: Doors on both sides close, and lava pours out of beasts' mouths.



(Just had to try...) After restoring – As you examine your surroundings, you notice that the panel on the east side of the doorway is hinged. Perhaps there's something inside the panel?

35. Trapped panel to open to disarm lava trap. (Note: First disarm panel door, then open panel ant touch to disarm trap.)
 36. Concussion powder, Book of Fireballs, Scroll Enchanted blade
 37. 1 Rapax High Priestess, 2 Rapax Priestesses, 3 Rapax Initiates.
 Scroll Resurrect, Flame Staff, Dagger, Magic Nectar (2), Pot. Hv. Stam(2),
 Gown of Divinemail (L), Buckler shield, Leather cuirass, Beckoning stone.

	Beckoning Stone
Type	Other
Weight	1.0



38. Chest: Magic nectar (2), Scroll Slow, Acid bomb, Mail mittens
 39. Chest: War hammer, Hi-Kane-Do (L), Ice bomb, Scroll Resurrect.
 40. Chest: Chamail pants+2, Mystic spear, Pot. Hv. Heal (4)

Exit chapel by east door to reach bridge B3

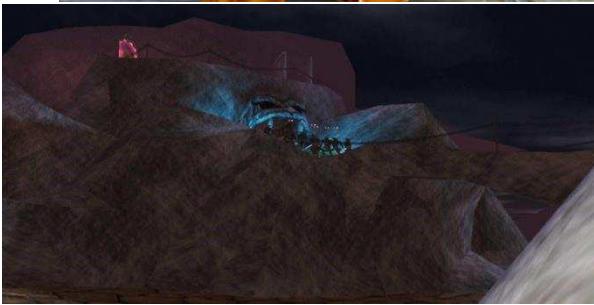


41. 4 Rapax Warlocks, 7 Rapax Berserkers, 3 Rapax Warlocks. Scroll Crush (2), Steel gauntlets, Scroll Resurrect (2), Book of Itching, Stink bomb (2), Chain hoses, Spear of Death (2), Katana (2), Plate mail (U), Scroll Freeze flesh
 42. 2 Rapax Veterans. Katana

Gangway down to

Area 3.

43. Flame cage (with key hole)



Use **Flamequencher wand** on key hole – Opens cage and Summons the **Lava Lord**. In the following battle, Lava Lord summons four **fire sprites** (puny fire elementals)
Staff of Ash, Rift Key

Could now return to **Rafe**:

"I see you have cracked the lock on my cage. I will leave when the Mark of Death has been removed. Until I have the Staff, it is safer for me to stay here."



"You found it! Thank the heavens! The mark of death is removed! I am free! And I shall keep my promise and tell you the way to Al-Sedexus' altar. May the Lords help you kill her... Have you seen her gate? The gate before her altar? It is near the entrance to the Rapax Castle itself. It is always closed and only her beast can open it. To summon him, **you must have the beckoning stone**. I wish I could tell you more. It is all I remember, all I want to remember." [Got 100000 XP]
 "Goodbye then..."

Area 4.

- Had to retrace to the hallway portal TB to reach next area. Also took the opportunity to move all the equipment to the gate to the Rapax Courtyard, and set a portal there, after eliminating
 44. 2 Rapax Archers.

45. Entrance to **Al-Sedexus**.

Use **beckoning stone** on symbol on door – Opens door and releases **El Dorado**



He wasn't as powerful as expected, and the two elementals did most of the job...



Could then enter the Altar, and proceed down to meet **Al-Sedexus** at (46)



"Who dares intrude in my temple? One moment... you might do. Oh yes, indeed you might! Normally, I punish intruders, but I am feeling merciful today. **Find the Templars in the Castle**. I may have a use for you as initiate... Yes..."

Chapter 17.

Rapax Courtyard

Map 28.
Rapax Courtyard



Really just one (easy) fight.

Advance from Rift up valley – met by 2 Archers at (1) [Pot. Hv. Heal, Spike stones, Steel Helm]

Continue through gate and be met by a few archers on Fort defenses (2). They're difficult both to see and hit, so the best strategy is to continue walking or running until you reach the ramp at (3). (You're gonna trip the trap sooner or later anyway, so just as well to get it over with.) At (3) the battle takes itself up: 2 x 2 Rapax Archers, 3 Rapax Bowmen, 3 Rapax Veterans, 1 Rapax Samurai, 3 Rapax Patrols.

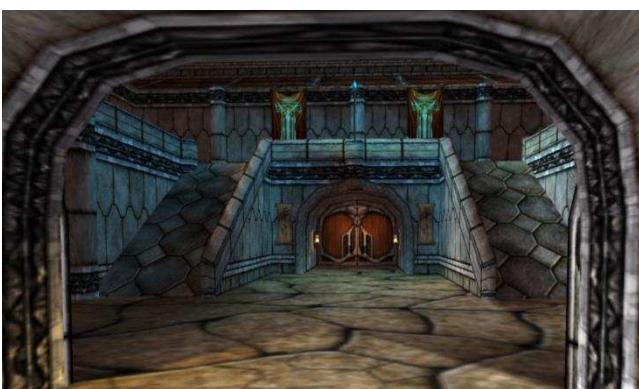
Continue to (4) or thereabouts, where you have a good view of the entire battlefield and from there on it was easy going.

After battle picked up (some dropped, some standard, some hidden – difficult to say):

Fear bolts (26), Book of Slow, Tosei-Do(L), Granite Ring, Death Bomb, Magic nectar(2), Chamail Doublet+2, Leather Hauberk, Amulet of Static, Mystic arrows (12), Pot. Hv. Heal (2), Hunter quarrels (15), Robes(L)+1

6. Acid bomb, Barbed arrows (17), Napalm bomb

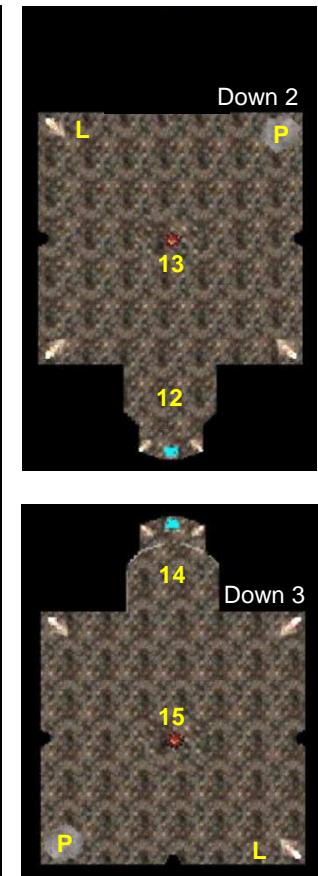
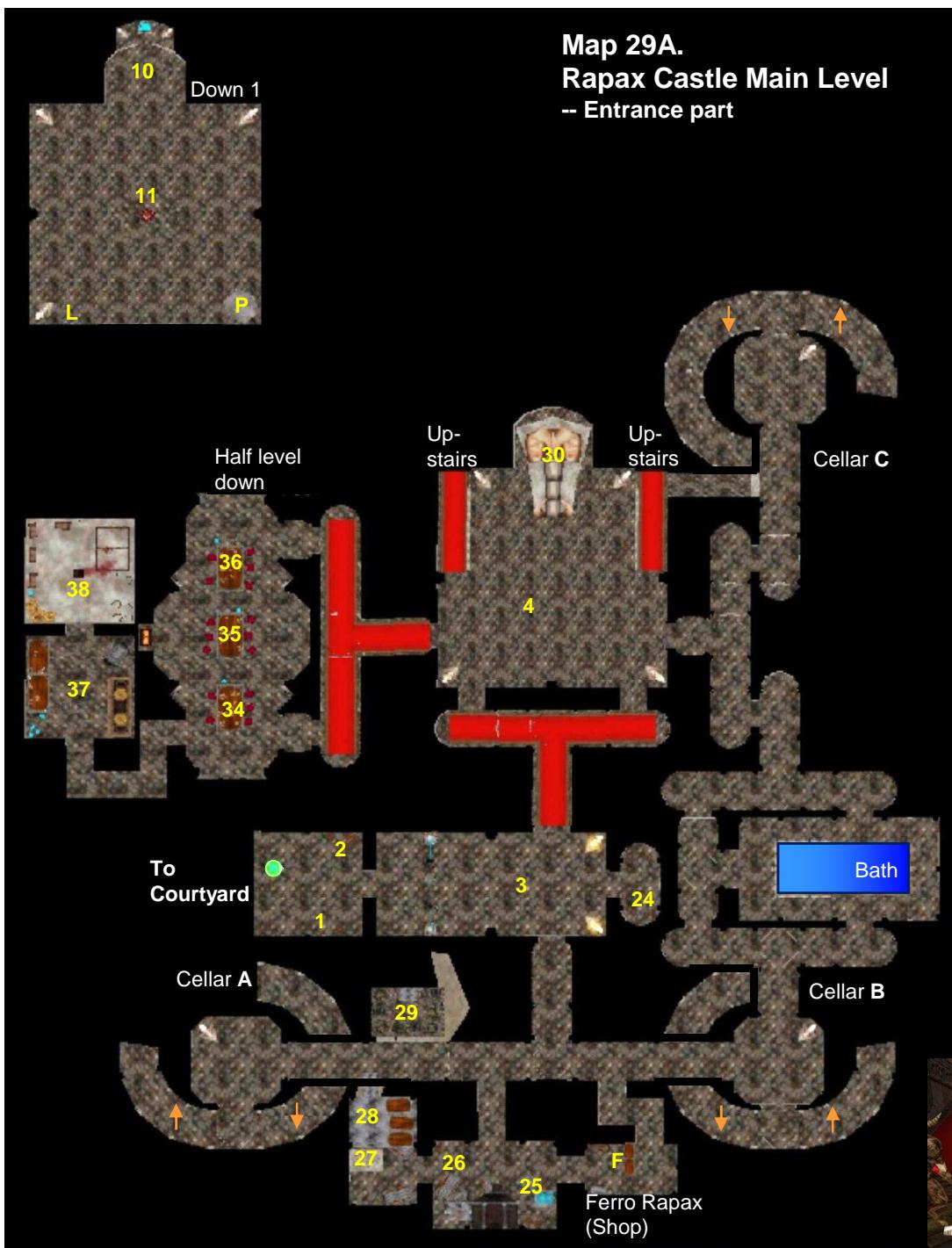
7. Scattered around the room: Boom bomb, Sparkle stix (10), Pot. Hv. Heal (10), Death star (5), Magic nectar (2)



Chapter 18.

Rapax Castle and Savant Tower

Map 29A.
Rapax Castle Main Level
-- Entrance part



We need to find the [Templars](#) as soon as possible (or build up experience by fighting first) – fortunately we know where they are... (else X-ray helps; the Templars are yellow dots, others are red)

1. Pot. Hv. Heal (4)
2. Barbed arrows (19), Hunter quarrels (19)
3. 2 Rapax Warlocks, 7 Rapax Berserkers, 1 Rapax Warlock, 5 Rapax Berserkers, 2 Rapax Warlocks, 5 Rapax Berserkers (later joined by 1 Rapax Warlock, 3 Rapax Berserkers) [430000 XP]

Dropped Katana (8), Enchanted broadsword, Leather cuirass, Scroll Freeze flesh (2), Granite ring, Aqua shield, Pot. Cure poison (2), Pot. Hv. Heal (4), Death bomb (2), Shield of winds, Book of Screens, Eye for and eye potion (2), Pot. Hv. Stamina, Sollerets

4. 3 Rapax Archers, 2 Rapax Veterans, 3 Rapax Berserkers. Dropped Enchanted Mace, Katana

From (4) go up ramp to upstairs map.



Map 29B.
Rapax Castle Main Level
-- Upstairs



5. Saydin.

"Who sends you?" (Al-Sedexus)
 "You do not speak the truth.
 You send yourself."

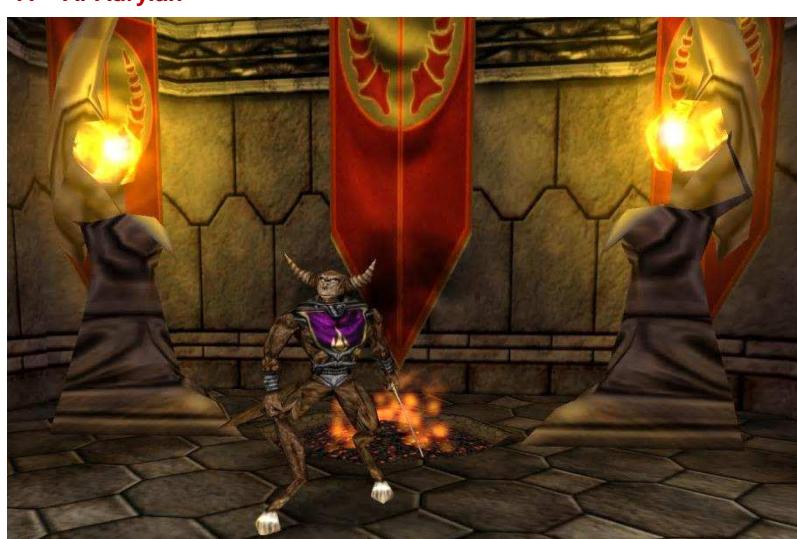
6. Surdan.

"I know you... I tracked you once. Near Arnika! I was following you through the trees, but you didn't see me of course. Strange to see you again... here of all places, the Temple of Al-Sedexus. You are brave indeed."

Are you here to become Initiates?" (YES)

"Well, then. Come inside. Al-Adryian will receive you and explain the rite of Initiation. He is here, within the temple."

7. Al-Adryian



"Surdan told me you wish to join us, and here you stand, yet I scarcely believe it still. It is rare indeed that someone not of Rapax blood wishes to become a Templar. Yet, I am pleased to welcome you. Something tells me that Al-Sedexus wishes it this way. Your initiation shall begin in the Temple of the Initiate, not far from here. Tell them that I, Al-Adryian, have sent you. There, you will collect the Canezou of Al-Sedexus. Return then to me. I will direct you in the remaining steps."

... Back to Saydin (5): "Who sends you?" (Al-Adryian)

"So it is. And you wish entrance into this, her Temple of the Initiate. Al-Sedexus would welcome you. But first... Are you prepared to pay for your initiation?" (Pay 9060 gold? (YES)) ... "You make an offering worthy of Al-Sedexus... and thus your role as Initiates in her Temple shall begin."

8. Initiate's Badge

9. Room with "crystal ball" and portal.
On approaching ball: "You stop, sensing... something. A scent, perhaps; a musky perfume. In an instant, the sensation passes. You look around nervously for the source of the aroma."

Touch ball → floor moves downwards to next lower level (**Down 1** on map)



In all these rooms **L** is a lever that opens main doors, releasing elementals, and **P** is a portal to get back up if so desired.



10. 2 Elemental Earth Lords

After defeated, a Courtesan is here
"Your gold shall be your first offering to Al-Sedexus... yet she requires more. Think well upon this riddle then, what else she needs you for!"



"Although I am always with you, only one side do I show. Lest you see my other side where long red rivers flow. And though I fell all things, I have not a mind to know. Think well upon it now, my name, and knowing, tell me so." (**skin**)

"This, then is your second offering, the skin of your body, the flesh upon your bones. This you will offer into the hands of Al-Sedexus." [**50000 XP**]

11. In central pillar, a panel door has opened, giving access to **Canezou robe**. On taking robe, floor moves downwards, to **Down 2**.

Lever releases **2 Elemental Water Lords**. After defeated, meet Courtesan in (12):



"You offer your gold to her, and now your flesh, too. Think well upon this riddle, then, what else she needs from you! Everything that I know, you know it, too. Yet I gain nothing lest it first comes through you. No paper walls confine me, yet a thousand stories I own. Tell me now, who am I that lives in a lonely cage of bone?" (**brain**)



"This, then is your third offering, your knowledge, your mind, all that you have come to know. This you will offer to her hunger, the craving for knowledge, that is a woman's strongest suit." [**50000 XP**]



In central pillar (13), a panel door has opened, giving access to **Canezou helm**. On taking helm, floor moves downwards, to **Down 3**.



2 Elemental Fire Lords

14. Courtesan:

"In the eyes of youth, such as you possess, it means nothing to offer your money, your flesh...."

For each is limited by your

years, missed in your passions, hidden in your fears. Think well upon this riddle, then, else she leaves *you* in tears...

I have four rooms, but tables and chairs you'll not find. I am credited with feelings, yet they are not truly mine. I could be called a drummer, steady, strong, and true. And when I finish my work here, so, too, do you." (**heart**)



"This, then, is your fourth and greatest offering, your heart, your love, your devotion, the unseen bond between all creatures. This you give to Al-Sedexus, the Dark Demoness. Go to her now, and present yourself to her in the ceremonial attire she has provided you. Such is the way of the Rapax, and the continuance of our blood."

Got **Canezou Dagger** in central pillar (15), and then used portal **P** back to (9). From there returned to **Al-Adryian** at (7) {Met some Rapax who wanted to fight on the way – even if we're in the middle of the ceremony *they* don't know it, and it doesn't influence the process, so just take the fights, or retreat .. or whatever...}

"So it is begun, and now it is time for your ceremony. First you must dress one of your strongest complete in her Canezou. Next, in the grand Temple beyond and below me, you shall find an altar. Upon this altar, pour the Dark Nectar. If you are worthy? Al-Sedexus will come..."

16. Use **Initiate's Badge** to open door.
"ALTAR OF AL-SEDEXUS. Enter, Initiate!"
17. Storage room, lots of **Dark Nectar**.
18. Altar.
Equip **Canezou helm, robe, and dagger**, walk up to top of "tongue" and use the **Dark Nectar**.
Al-Sedexus appears.



"What do you offer my hands, Initiate?" (**skin**)

"What do you offer my hunger that craves all there is both dark and deep?" (**brain**)

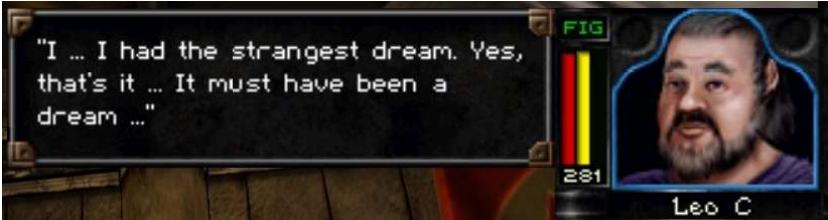
"What have you left to give, then, when both your mind and your body are mine?" (**heart**)

"And if all these things are true... do you offer me a sacrifice?" (**YES**)

"Who shall be your sacrifice?"

{At this point what appears like a small bug – pointing at Leo C's portrait doesn't select him – have to point at the *name* above the picture, and everything's fine.}

"A beautiful choice..."



After the ceremony, important to walk out door behind temple and move to (19), to complete the initiation process (probably **Al-Adryian**):

"Welcome, fellow Templars. Congratulations are in order! You are now one of us, a Templar Rapax. All doors are open to you, and what is ours is also yours. This pact is sealed."

{ Can now move freely around in castle, and most important, shop at Ferro (don't know if that's possible if we're "hostile") }

"There are three things you must remember. One, never turn on a fellow Rapax. Betray us and you will be destroyed. Two? Remember that you belong to us, now... to her, Al-Sedexus. At any time you need, you can find her in the Rift. Stay close within her walls, Templar, and no harm shall come to you. No more need I say..." [**100000 XP**]

{ This is meant *literally!* If we leave Rapax area now, we get hexed! }

You pass out... and hours pass...
None of you notice that someone is missing... your sacrifice. Were you awake, you would worry, question your actions. But you sleep...
You stir. You dream. You hear distant sounds of bodies moving as her luscious laughter fills the air. And then, it is all over, and your dream is dark again...
You rise and notice that you are once again complete.
{And all this accompanied by "emotional" sound...}



20. Book.

The book is filled with names – line after line of them, page after page. With a sudden shock you recognize your own names, written in fresh ink on the very last page.

21. NPC [Sexus](#) – can be recruited.

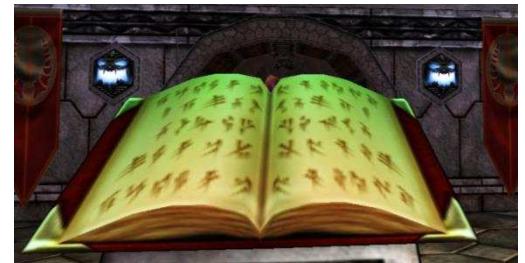
22. Portal to Ascension peak.

23. Lever to open door (can only be opened from this side)

24. [Icicle stix \(8\)](#)

25. [Enchanted broadsword](#)

26. [Bellows \(gadget\)](#), [Medusa stones \(4\)](#), [Death star \(5\)](#)



Shop (Smith) of Ferro Rapax.

He has an excellent selection of equipment, some that will be used for the rest of the game.

Prepare to spend quite a lot of money here! The best is to bring all overflow items, as he buys at higher prices than anyone else (actually selling = buying prices...) We had more than 650000 gold at this time, in addition to lots of stuff to sell.



Rating	Faction
Friendly	Imperial Umpani Federation
Friendly	T'Rang Empire
Friendly	United Mook Alliance
Hostile	Rattkin Common
Hostile	Rattkin Razuka
Friendly	Brotherhood of the Ascension
Friendly	Higardi
Friendly	Trynnie
Friendly	Rapax Common
Friendly	Rapax Templar

"So that's what you look like! Ah, yes, you've been the talk of the Rapax Castle since you arrived here, you know. And I am not at all surprised you became a Templar. Al-Sedexus likes variety... now you're one of us! But enough small talk! You must be here for my weapons and armor. Of course, you've heard I also do custom work..."

(Custom?)

"Of course, it's what I'm famous for. Let's see. For you? I'd suggest the [Mirror Armor](#), the [Vampire Chain](#) or the [Ivory Blade](#). All fine pieces..."

Mirror Armor:

I have been planning for quite some time. It will reflect damage due to you back to your attacker instead! I will need,

- a significant amount of [Silver ore](#), preferably your size ✓
- [Obsidian](#) from the Rift ✓
- a [Locket of Reflection](#) ✓

Vampire Chain:

You will devastate your opponents! The Vampire Chain is a difficult piece, but well worth the effort. I will need,

- a single [Vampire Bat's Wing](#) ✓
- a [Prisoner's Chain](#) from the Rift ✓
- The ingredient requires courage: I need the [Heart of a Sorceress](#) ✓

You will be pleased with the results.

Ivory Blade:

My signature piece, the Ivory Blade. I will require,:;

- a [Hogar Tusk](#) ✓
- a piece of [Coral from the Sea Caves](#) ✓
- [Ring of Protection](#) ✓

The last should be no trouble to find.

(✓ when party has given the item to Ferro. We had everything either here, or stored in the vicinity.)

"Pardon me for being unduly curious, but were you originally sent here by the Rapax King? I know he requested a fresh party of Templars for the Away Camp. Apparently they've taken a T'Rang and an Umpani hostage and are unable to get them to talk. I just assumed that you were the interrogators."

(Away Camp?)

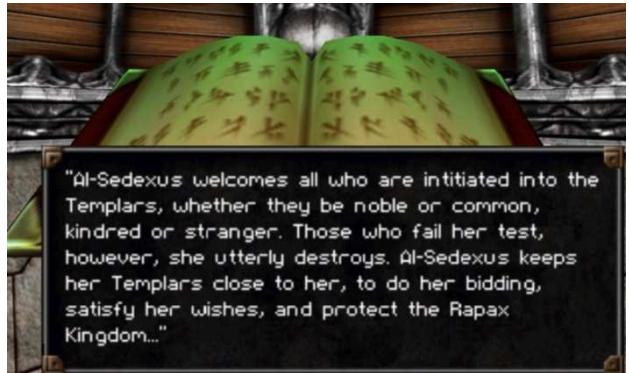
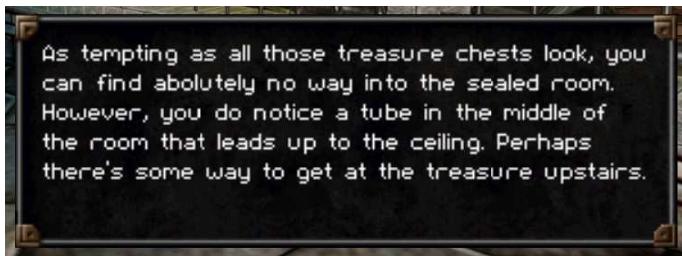
"Well how else do you think we'll destroy everybody? Send them an invitation to come here? *Heh* No, you have to bring yourselves to them! The camp is south of here by now. I am not certain of its exact location. Soon, however, the Trynnie and the Rynjin will be!"

Prices most interesting equipment:

Dread Spear	22500
Siege Arbalest	8000
Wrist Rocket	2400
Eagle Eye bow	43500
Mystic arrows	200(25)
Viper arrows	150(25)
Medusa stones	250(25)
Golden breastplate	90000
Robes of rejuvenation	100000
Hi-Kane-Do (U & L)	20000
Platinum greaves	20000
Infinity Helm	150000
Mantis Boots	20000
Snakeskin boots	40000
Mirror armor	60000
Vampire chain	100000
Ivory blade	100000

We need up to 4 of each of some of these, so important to get him to work with the custom pieces as soon as possible, and start buying Infinity helms, Golden Breastplates, Snakeskin boots,... (He has only one of each, then must wait until he gets new in stock. And we don't plan to be here that long...)

- 27. Lift up, operated by lever.
- 28. Top of lift – locker (can't be opened)
– later identified as Armory
- 29. Treasure room.
- 30. Ring of Life
- 31. Book “Al-Sedexus...”
- 32. Bonecrusher brew,
Shrike arrows (39)

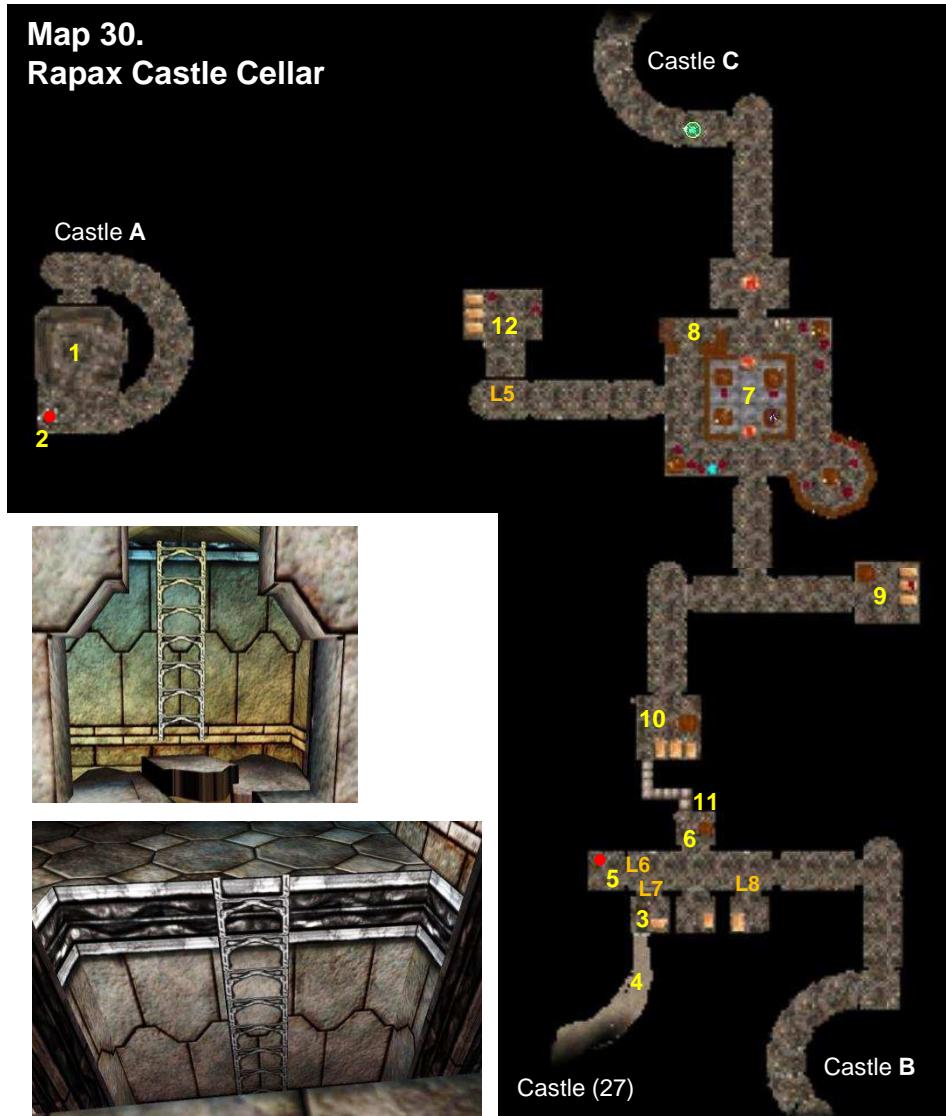


- 33. Chest: (First time: Heatwave trap tripped – 28 potions destroyed!)
Plate mail (L), Armor Piercers (19), Saint Bastard, Scroll Missile shield, Enchanted broadsword, Magic nectar (3)
- 34. Infernal horn
- 35. Bonecrusher brew (2)
- 36. Bonecrusher brew (2), Bread rolls (4)
- 37. (Scattered around room) Cleaver, Magic nectar (3), Bread rolls (4)
- 38. Butcher's, scattered around: Skeleton powder (3), Bonecrusher brew, Scroll Freeze flesh, Bread rolls (3), Jar w. Pickled Trynnie, Pot. Hv. Stamina (2).

Went to Ferro and gave him the
Jar w. Prickled Trynnie:
“Thank you” – got Armory Key.



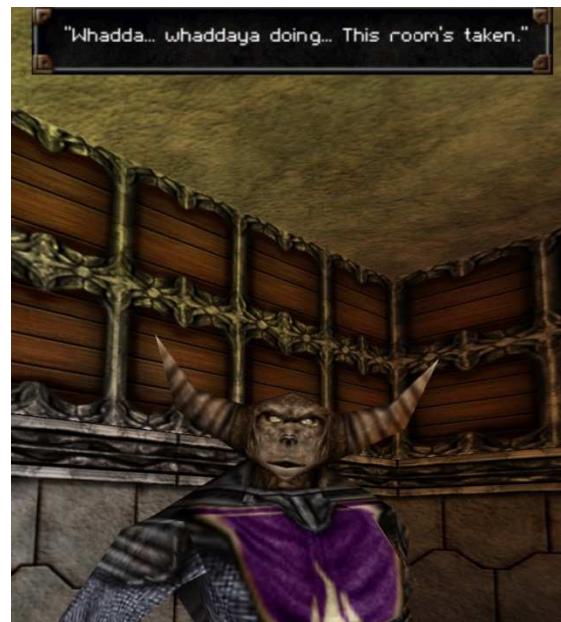
Map 30. Rapax Castle Cellar



L8: Door locked w. 8 tumblers



1. Pickup potion, Death bomb, Acid bomb, Fire bomb, Poison dart (8)
2. Chest: 880 gold, Enchanted broadsword, Brimstone shield, Bonecrusher brew, Hunter quarrels (16), Fear bolts (14)
3. Barbed arrows (20), Granite potion.
"Looks like the stones are quite loose" → remove stones, reveal tunnel.
4. Impaling stones (6)
Tunnel continues, first to Castle Main, then to a ladder. Ladder ends beneath lift to Armory (27 main level), i.e. can climb up ladder if lift is in upper position.
5. Sparkle stix (11), Knock picks (2)
Chest: Fire bomb, Book of Screens, Kabuto, Enchanted broadsword, Impaling stones (9)
6. Jail guard (+bonecrusher brew)
7. On entering here a battle commences, with a number of Drunken Rapax fighting 6 + 1 Intoxicated Rapax ("Drunken" are on "our" side). Can try not to get involved, but it's not easy. Anyway, our faction rating vs. Rapax doesn't change by our action here, so it doesn't matter. Bonecrusher brew, Bread rolls (2), Pot. Hv. Heal (2)
8. Hidden behind counter: 5 Bonecrusher brew.
9. 2 Intoxicated Rapax. Viper arrows (12), Bonecrusher brew.
10. Empty bottle, Poison dart (9)
Lever in NW corner opens secret panel to tunnel.
11. Moveable wall, access to (6)
12. Drunk Constable. Robin equipped with Filcher's band pickpocketed him some times before he discovered it (350 gold, Flash powder, Pot. Dracon breath, Fuzzfas fizzer, Enchanted broadsword, Bonecrusher brew) – and then it ended in a fight. Dropped Constable's Key, Sollerets.
(Can safely attack without altering faction rating – nobody'll know...)



Time to get rid of the Al-Sedexus menace, so we can leave Rapax area at will.

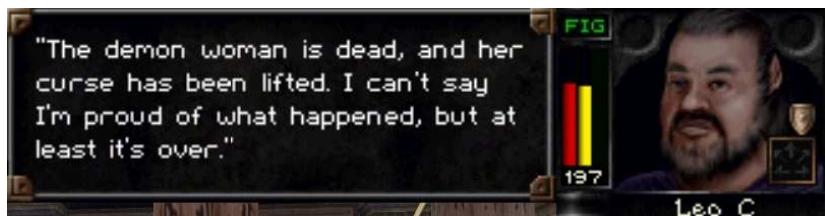
(Back to Al-Sedexus' temple ☺)

"I hear you're planning to leave the Rapax Castle! You *can't* leave me! Did I neglect to mention that!!!" – **Al-Sedexus** attacks.

This may be one of the most difficult fights in the game – not because Al-Sedexus is so tough – she's actually quite easy to finish off, but because she spawns Rapax offspring at her first occasion (in this case [5 Rapax Templars](#)). And if we kill any of them our rating with the Rapax is destroyed. And our nil-witted characters will obviously direct their attack against the Rapax once Al-Sedexus is gone – try telling them that they shouldn't... Disasters can happen, with all party members proficient in Critical hits. (This is especially a problem in iron-man games, of course.)

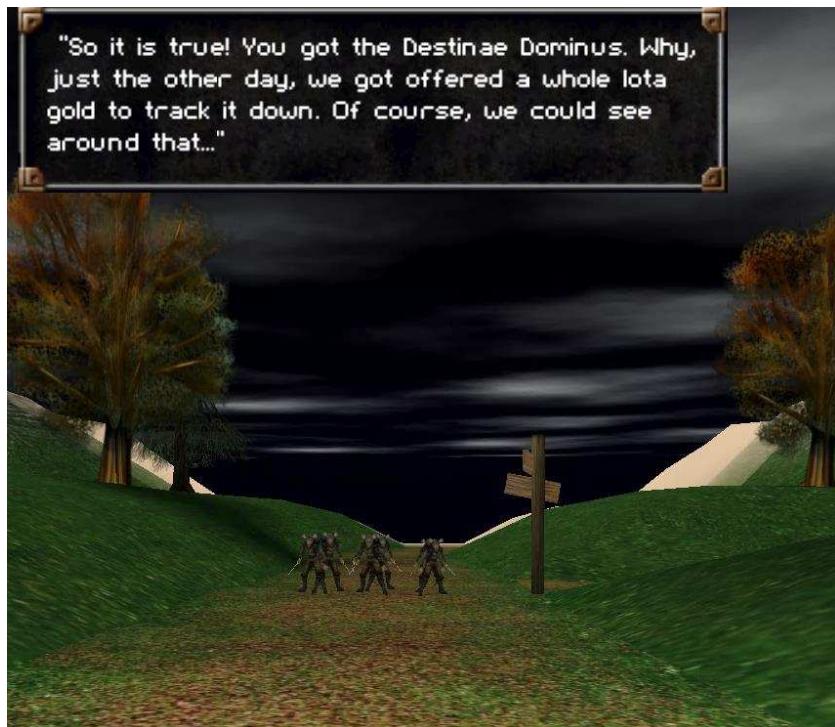
After Al-Sedexus is dead, and hopefully nobody else, just make a run for it – back to Courtyard. Once there, everything quiets down, all dots are green, and the faction rating is unchanged. (Check that!)

But if we go back to the Rift, those five red dots are still there, so we probably have to stay out of there.



Now went to Arnika to get Vi to identify the items Leo C couldn't, and drop some of the items we won't need right now.

Outside Arnika:



"And it's more than fair..."

[Pay 4500 gold ([NO](#))]

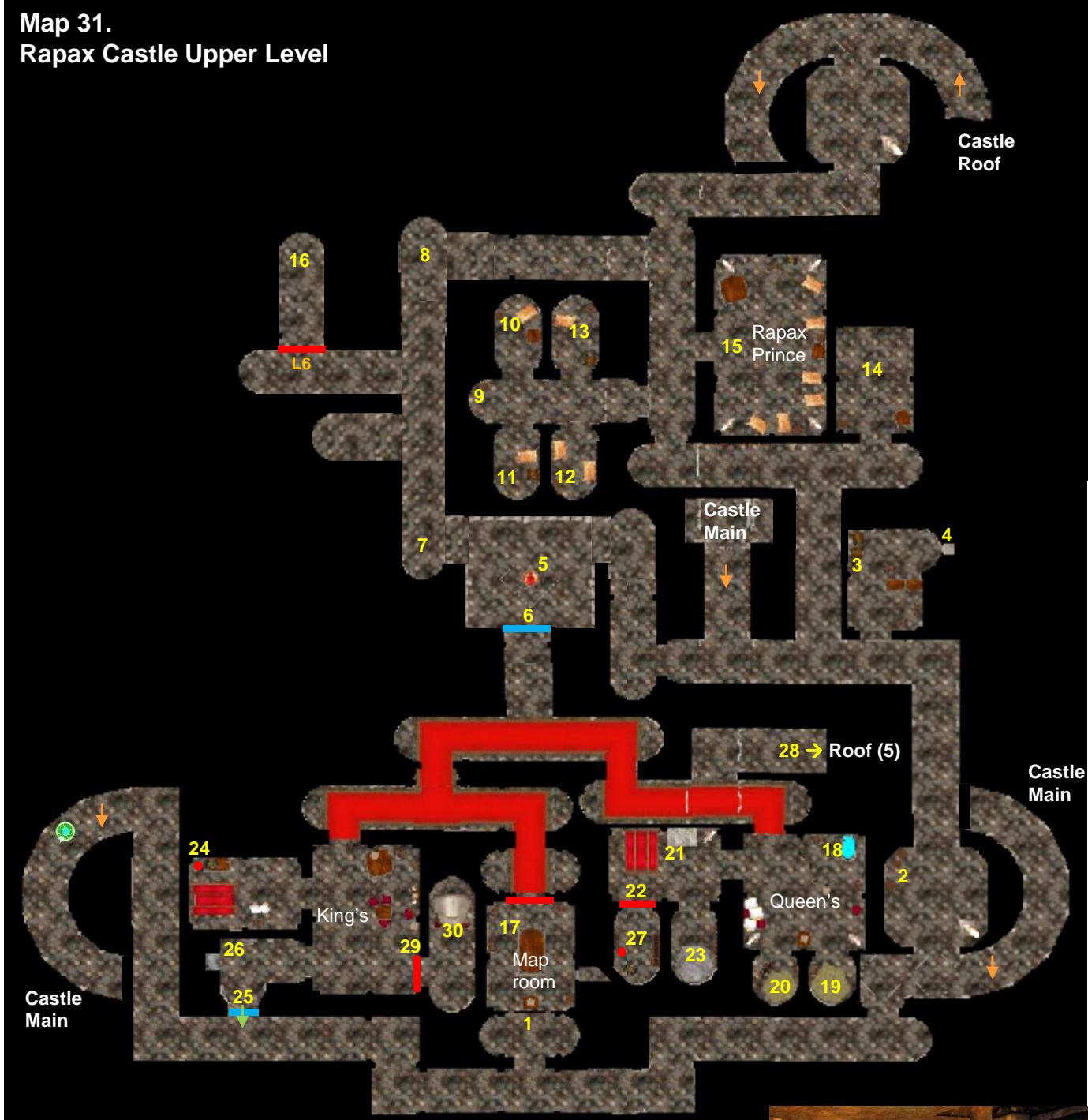
"No one says no to the Razuka!"

[4 Rattkin Eliminators, 3 Rattkin Goons](#)

Then back to Rapax Castle – upper levels



Map 31. Rapax Castle Upper Level



The halls wind up and down on like one and a half story. Unfortunately the automap can't keep quite up with this, so the game's map is nothing like the one shown here, where I have sketched all the corridors that properly belong to this level

1. Windows in north wall, can see down to Map room below.
2. Great bow
3. Pot. Superman, Bonecrusher brew
4. Safe mounted in wall. Open with [Constable's key](#), find [3 Deposit slips](#) (Folded / Smudged / Ragged)
5. Raised platform in center of room
6. Closed portcullis
7. Grating, can see a key far down below grating
Stepping on (5) raises the key to floor level: 1 [Portcullis Key](#).
8. (At highest part of this level) – everything shakes due to stomping above
9. Lightning bolts (5)
10. Impaling stones (8)
11. Scroll of Identify
12. Bread rolls (5)
13. Book of Shadow Hound
14. 1 Sulfurous scorchers (+ 2 Rapax on our side)
15. Rapax Prince
- Continue to roof



Map 32. Rapax Castle Roof



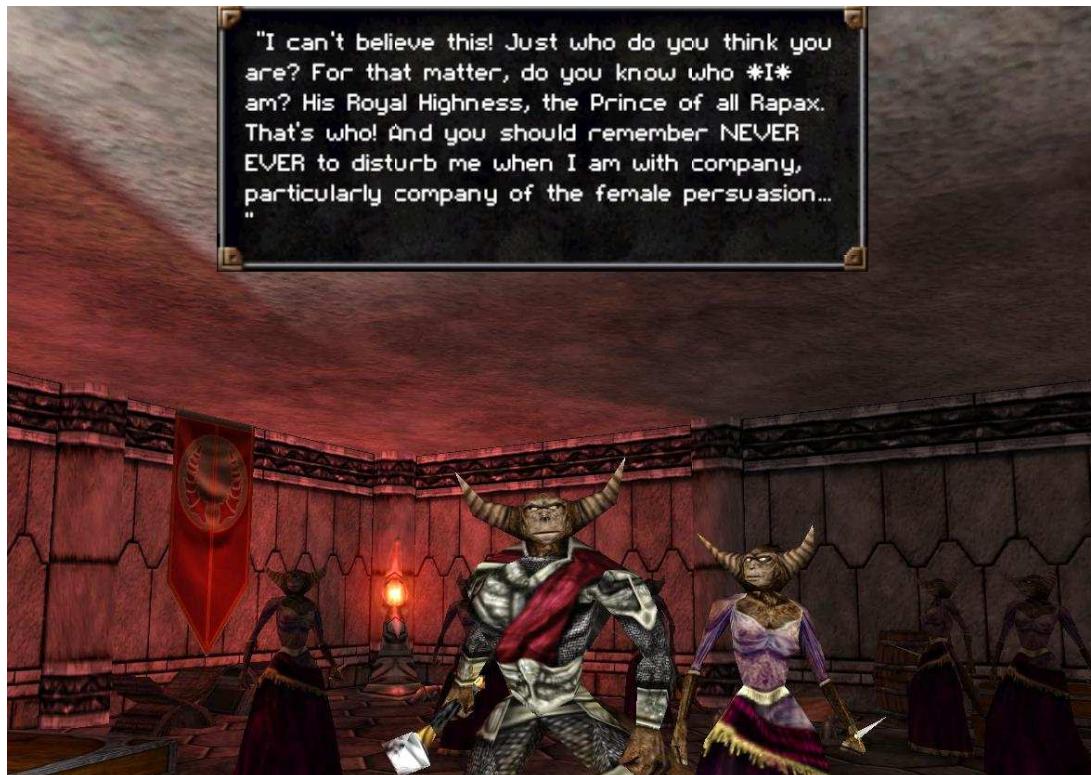
1. Can look down on portcullis room below (5-6 on prev. map)
(Note also room with chain directly ahead)
2. Lever; Opens all zoo cages and releases monsters.
(Can get a key this way, but didn't care, let caged monsters lie...)
3. In the room: **Renewal potion**, **Shuriken** (10), **Pendulum** (gadget),
Stink bomb
4. Locked door (see (2) I think)
5. Down to locked door to outside Queen's, opens with **Queen's Key**
6. Locked door, opens with **Portcullis Key**
7. Lever, hoists portcullis (6 level below)
8. **Pot. Lt. Heal**
9. **Pot. Cure disease**
10. Child's room. **Bonecrusher brew**,
Doll's Armor, **Doll's gloves**
Wind up figure, then touch spear
→ moves bed and reveals
11. chute down to Map room
level below.

Continue on Map 31 after arriving in map room.



Meeting Rapax Prince:

"Ladies, I trust you will take care of them? And until our next encounter..."



Zoo area



Chute revealed – jump in and slide down to map room below (Upper level map) (some damage)

17. Map room – arrive from above

The maps and diagrams describe the Rapax's plans to conquer all of Dominus. For a second, the thought strikes you as funny. Fierce as they are, how could the Rapax defeat the technologically advanced Higardi? Then you spot references to "the Savant" in the plans, and your amusement turns to cold fear. With the Savant on their side, a Rapax victory is all too easy to imagine.

[Key\(?\)](#), [Lightning bolts \(4\)](#), [Barbed arrows \(19\)](#), [Death bomb](#).

Lever to the left of exit opens door.

18. Sneeze powder

19. Impaling stones (8), Devil dust (5)

20. Cat O'nine tails, Book of Superman, Queen's deposit slip

21. Magic nectar

22. Locked door – open with [Queen's Key](#).

23. Non-operational portal
 24. Chest: [Renewal potion](#), [Pot. Cure disease](#), [Death bomb](#)
 25. Illusionary wall from north, solid from south
 26. Tube and safe.
- Insert Deposit slip in tube, and an item appears in safe.



Queen's Deposit slip: [Queen's Key](#)
 Ragged Deposit slip: [Assassin's cap](#)
 Smudged Deposit slip: [Zatoichi bo](#)
 Folded Deposit slip: [Amulet of Rainbows](#)

(Open door (22) with Queen's Key)

27. Pot. Hv. Stamina

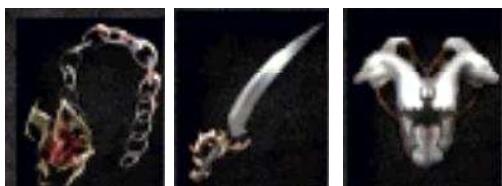
Chest: [Ornate metal rod](#), [Cape of stealth](#), [Red silk gown](#), [Cherry bomb](#), [Phrygian cap](#), [Flynn's cap](#), [Mantis gloves](#), [Doublestrike dagger](#), [Book of Souls](#), [Book of Hexes](#). [Book of Heal all](#), [Book of Purification](#), [Pot. Restoration](#), [Pot. Cure disease](#), [Pot. Hv. Stamina](#), [Pot. Hv. Heal \(3\)](#), [Concussion powder](#), [Scroll Magic screen](#), [Scroll Resurrect](#), [Scroll Identify](#), [Robes of Enchant \(U\)](#), [Ankh of Life](#), [Ankh of Sanctity](#), [Tabi Boots](#), [Maiden Head](#)

→ back to (23), use [Ornate metal rod](#) → activates portal (to Arnika)

28. Up to locked door, opens with [Queen's key](#) (same door as [Roof \(5\)](#))
29. Tiny keyhole. Use [Key\(?\)](#) which opens "door" (swings out)
30. Portal to Savant's tower in Arnika.



By now, Ferro had finished the custom pieces, so bought all of them, although we're not likely to use the Mirror Armor. (Golden Breastplate is better overall)
 Also bought yet another Infinity Helm and Snakeskin Boots.

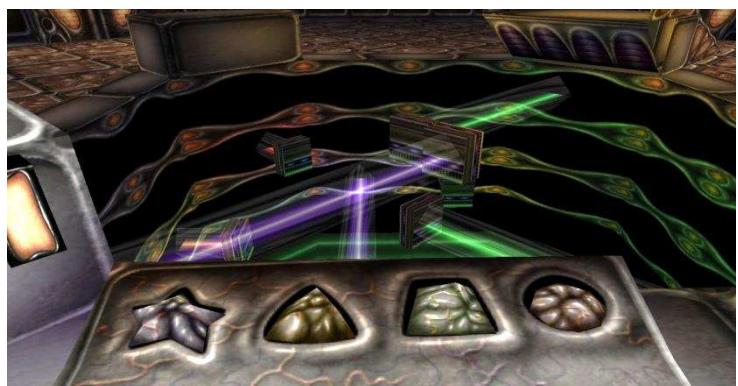


Then it was time to enter the portal to the Savant Tower.

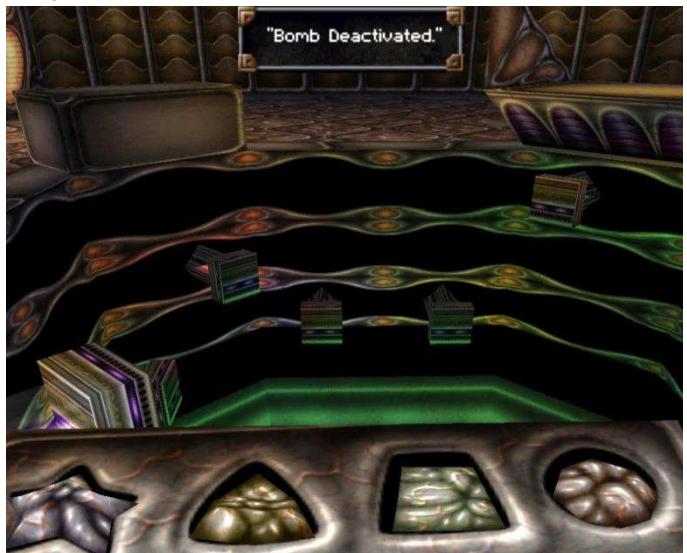
Map 33. Savant Tower



1. Arrival from Rapax Castle portal
4 Savant Destroyers
2. De-activation buttons, pressed from left to right and back (doesn't look like it's possible to get this wrong...) – de-activated
At this point can just as well use a portal out of here, so rest just for completeness
3. Enter platform which is a lift to underground level
4. **3 Savant Destroyers, 4 Savant Slashers, 3 Savant Gunners**
5. **1 Savant Behemoth, 2 Savant Destroyers**
6. Portal to outside tower, by NE corner (met **3 Savant Slashers, 5 Savant Gunners** there)



"Begin deactivation sequence"



Lastly, sought out Lord Braffit, and told him we had deactivated the bomb.

"I am glad you told me that"

[40000 XP]

Chapter 19.

Umpani – T'Rang Alliance

After a day or so walking aimlessly around waiting (while gaining on skills and XP), Ferro got new supplies, and we could purchase the last set of Infinity Helm and Snakeskin Boots, so now everybody has.
(Checked out the prisoners to tell them that Al-Sedexus was dead, but they were not interested in listening, so just had to leave them to their imaginations.)

Returned to Arnika to drop items so we don't have to carry too much to the Away Camp, and very important, picked up the **Astral Dominae** and **Chaos Moliri**.

Outside of Arnika met a new band of **6 Rattkin Eliminators**:

"We hear you got a regular collection of them devices, now! Sure would be a sad thing to lose them things, you know, like if everyone found out you had 'em. You could probably use some protection... And it's only fair" (No, we don't pay 4500 gold this time either, so they tried to fight us, which was an extremely bad idea...)

Then headed for the Away Camp (Wilderness Clearing / South East Wilderness).

Map 34.
Away Camp
(@ Wilderness Clearing)



1. Chest: Fauchard, Book of Elements, Burgonet Helm, Chain mail+1 (L)
2. Cracker stix (7)
3. Barbed arrows (19), Hunter quarrels
4. Locked gate
5. Stud-cuir bra+2

6. Chest: Bonecrusher brew, Book of Screens, Kabuto.
7. Three chests in King's Tent:
 - i) Bascinet, Kabuto, Bat necklace
 - ii) Fire bomb, Pot. Hv. Stamina (2), Ta-Li stones (18), Fear bolts (11), Pot. Cure poison (2)
 - iii) Locket of Reflection, Pot. Hv. Stamina (2), Vorpal blade, Book of Hexes

8. Rapax King

"Good! Good! You're finally here. I sent a messenger to the Castle once I learned you were becoming Templars. Word is you have quite the knack for interrogation. All reports indicate you've been asking questions since you've arrived on Dominus. Time we put those skills to proper use. The prisoners are in cages on the rise just near here. They won't talk to anybody – not even to each other! A T'Rang and an Umpani, you see. Not the best of friends. Find out what they're here for – and find out what they heard of the alliance. I do not want details leaking back to their leaders." [Got Stockade Key]

{ At this point we could have taken the key, gone to the prison cages, and proceed from there. If we're on the "unite Umpani and T'Rang quest" (we are...), we'll have to fight ourselves out. (Can take a portal, but appears we have to kill the king.) As Rodan, and especially Drazic are quite weak, it's a problem keeping them alive through the fights. So since we have to do the fights anyway, just as well to finish them off before we rescue the prisoners. }

-- Attack Rapax King. – "I knew we'd find you!"

Dropped King's Cave Key, Pot. Razor Cloak, Dragonhide Cloak, Steel Gauntlets.
[Rapax become neutral {That's a surprise – they're still not hostile}]



Went to (4) and opened gate with King's Cave Key.

9. Pot. Hv. Stamina, Pot. Cure poison

10. Rapax Queen

"Hey! You're not Rapax! How did you... oh nevermind! Just get me out of here! Now that he's DEAD that shouldn't be a problem. I know he was my husband and all, but let's just say you did the world a favor. He's the one who locked me up in the first place! All over that stupid alliance! Perhaps it won't be so long before we see each other again..." { Have never seen the point – there doesn't seem to be any deeper meaning with this encounter at all – no info, no items, no nothing... }

11. The Rapax are still neutral – so when we came out on this clearing, seeing just about everybody was gathered in the area, we cast a Sonic boom, just to stir things up and get the fight started – and what an encounter!

1 + 2 Rapax Templar, 1 + 2 + 1 + 2 + 1 + 3 + 3 + 2 + 4 + 2 Templar Knights,
2 Templar Archers ... and even more joined during the fight (~650000 XP).
– and now they're hostile...



12. Rapax Prince:

"How dare you intrude upon me! Who do you think you are? One day very soon, you and your friends will be sorry for these indiscretions. Very sorry indeed. Now if you'll excuse me, I have an Army to command..."



13. 2 Templar Archers, 1 Stockade guard, 3 Rapax Templars

(Guard drops Stockade Key – in case we didn't already have it...)

14. Prison cages – open main door with Stockade Key.
The two cell cages are also locked, 8 tumblers.

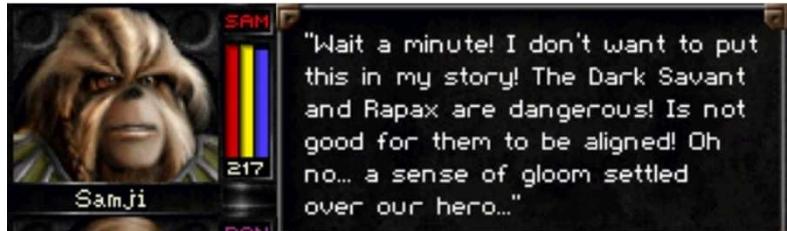


15. Rodan Lewarx



"You don't have any Hornheads following you, do you? You know, Rapax!" (NO) "Good! I can see you were well trained. Now I need you to listen up! When I left base camp, I was on my way to steal T'Rang technology, but the Rapax got me instead. A day later, they captured Drazic. Before I could kill him like I wanted to, something big happened – the Dark Savant himself showed up to talk to the Rapax King!"

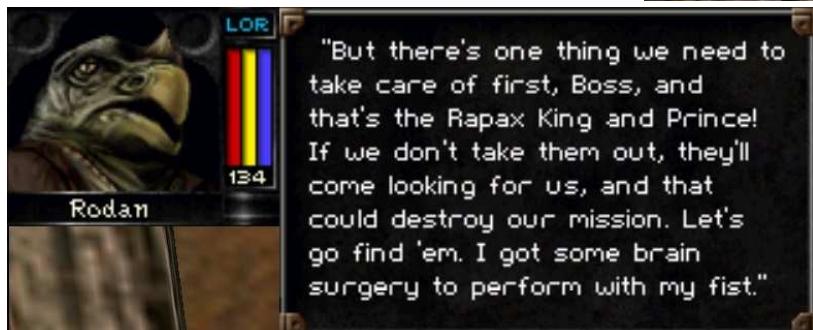
"He hired the Rapax to destroy everything on Dominus. There's no one who can stop them *unless* the Umpani and T'Rang team up... but Drazic and I need to get to our leaders before the Savant strikes. Then, we really have a chance. ... Boss? This might be the greatest moment in our history, but it's not going to happen unless you get us out of here now!"



(Recruit Rodan Lewarx) – "I'm ready to go!"
(Got 100000 XP)

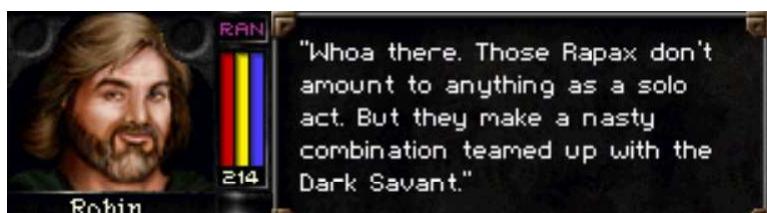


"All right, Boss, let's get Drazic and get out of here!"



16. Drazic.

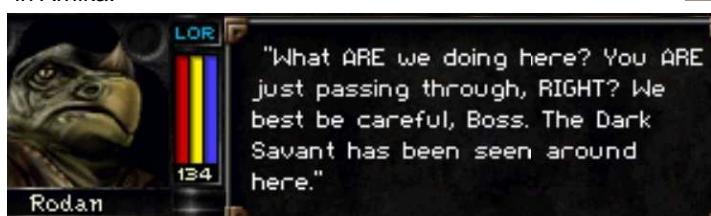
"Hsst! Careful you little foolss! Did the Rapaxxx follow you here?" (NO)
"You have sserved the Empire well! Now comesss your greatestt tess.
You musst listen to me closely... I was brought here by the Rapax, a
prisoner, the great Drazic T'Rang! And who should be in the next cage but
the ssscorse of all worldsss, and Umpani! I planned to kill him that night.
Then sssomeone even more sinissster appeared, the Dark Savant himself!
He and the Rapax King plan to desstroy all life on Dominuss! It wasss then
that I realized the Umpani and T'Rang together could do what we failed to do
apart... we musst unite to desstroy them! Get uss out of these cagesss and
to our leadersss before the Savant strikes!"



(Alliance?) "Peace between the T'Rang and Umpani is our only hope
against the Dark Savant!"

(Recruit Drazic) ... "Yesss! Let us go!"
(Got 100000 XP)

Now equipped Rodan and Drazic with what we had of useful equipment, and as the Rapax King and Prince had already been dealed with, we could take a direct portal to home base in Arnika.



From Arnika took the shortest route to the Umpani House (with a few easy encounters en route), and the Humpahammer to Mt. Gigas.

General Yimir:

"Rodan! I can't tell you how glad I am to see... WHAT THE HELL?!? I thought they were joking when they said you had a T'Rang with you! Soldier! You are about one inch from a court martial!"



Rodan:

"Just wait a minute, General! I know this seems out of order, but hear us out. I've been a prisoner of the Rapax, and Drazic was with me the whole time. Of course, I planned to kill him, but then I overheard the Rapax King... It seems the Rapax and the Dark Savant have joined forces. They plan to destroy us all, Umpani and T'Rang alike. You know as well as I do, General, that they have the power to do it... *unless* we unite against them. Drazic believes he can talk to Z'Ant, and get him to see things our way. Together we can destroy him, General. We know how to do it!"

Yamir:

"You can't expect me to believe this! It must be some kind of T'Rang trick. I don't know how you got Rodan involved, but I won't stand for it! I..."



Drazic:

"Hsst! You foolisssh General! Why do you think I came to your camp alone and unarmed? If the T'Rang were planning an invassion, I can asssure you, thisss iss not as it would be! We tell you the truth... either we unite and fight the Dark Sssavant or we will ssurely be desssstroyed! Ssst!"

Rodan:

"And we know how to defeat the Savant, General. As you know, the IUF has developed a gun that can penetrate the Black Ship's shields. Last I knew, though, we were completely unable to track the Savant's ship. Has this changed, General?"

Yamir:

"No, it hasn't... WHAT AM I SAYING?!? Rodan, that is classified information! Now, I've..."

Rodan:

"Well the T'Rang *can* track his ship, General. Together we can do it! You've got to listen to us..."

Drazic:

"Give us your word! Pleassse..."

Yamir:

"Hm. This offer is an interesting one, and I... I will accept should the T'Rang *also* accept. This war between us goes back a long, long way. Yamo, rest his soul, said that alliances are made in years, enemies in minutes. Perhaps it is time to change that. I am skeptical, but I am willing to try."

[Got Yamir Alliance]

Rodan:

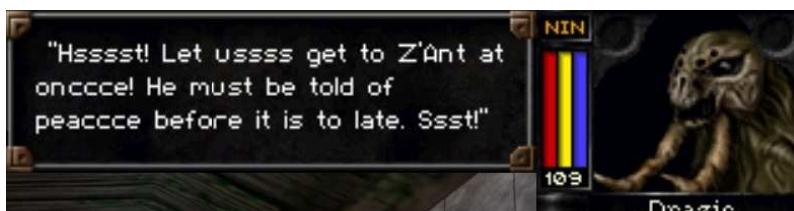
"Thank you, General. You won't regret this."

Yamir:

"I certainly hope not, Rodan. It's up to you, Drazic, to see that your leader accepts. I'll send these soldiers with you as protection. When the alliance is accepted, *if* it is accepted, return to me. You be on your way. I have a lot of thinking to do."

		Yamir Alliance	
Type	Other		
Weight	0.1		
Description: "The Imperial Umpani Federation extends a limited offer of alliance with the T'Rang to help defeat the Dark Savant. We shall require your agreement. -- General Yamir."			

Now set a portal outside General's HQ for quick return, then portaled back to Arnika, and continued to the T'Rang house and the portal to Marten's Bluff.



Z'Ant T'Rang:

"WAIT! What is thisss you bring before me! An Umpani? I did not inssstruct you to bring me a prisssoner!!!"

Drazic:

"Z'Ant... You mussst..."

Z'Ant:

"Dazzic! What iss the meaning of thisss? I demand an explanation now!"

Drazic:

"And that iss what we have come to provide. Many daysss ago, you ssent me to the Umpani camp with a mission to find a traitor among them, and that I did. Ssst! But on my return, I wass captured by the Rapax... and wass not able to essscape..."

Z'Ant:

"Dazzic... I should have you killed for your disssloyalty! Guardsss, I order you..."

Drazic:

"Ssst! Z'Ant, you mussst listen, or you shall die, too! You talk of killing the Dark Sssavant, yet you are uninteressted in what I have to say and it iss about that vey being!"

Z'Ant:

"You have exactly one minute..."

Drazic:

"One minute... then you ssshould listen for the ssame. When the Rapax caged me they put me in the cell next to an Umpani. I planned to kill him. That night as I lie awake waiting for the Umpani to fall asleep, I overheard a Rapax talking and saw a cloaked figure in its midst..."



"It was the Dark Sssavant. I lisstened, and heard sssomething most frightening: the Dark Sssavant and the Rapax have aligned to dessstroy us both... and you know as well as I, Z'Ant, that they could do precisely that... unless we join together..."

Z'Ant:

"Join together? The great T'Rang Empire needsss nothing from the Umpani! They claim we are their enemy, but there is a fine line between defense and aggression... and we have never crossed it. I would never consider such a thing!"

Drazic:

"Perphsss you will. The Umpani General has already agreed..."

Z'Ant:

"Already agreed? I don't believe it... prove this to me..."

"Let me read this. It appears you are telling the truth, Umpani. Your leader hasss agreed. And what he saysss here is most interesting... and true! Thisss war has gone on too long between usss. Each thinking the other is the aggressor – defending always until each breakss and each diesss. I am willing to let ssomething new here begin, ssomething I thought I should never sssee, the Umpani and T'Rang working together to dessstroy our true and mutual enemy. You may, then have thiss... but guard it with your lives..."

[Got T'Rang Tracking Device]

"And to thiss alliance, yesss, tell your leader that the T'Rang agree... When you have dessstroyed the Dark Sssavant, I shall meet you at Ascension Peak..." [Got 400000 XP]

Portal directly back to Mt. Gigas:

General Yamir:

"Soldiers... Did you get it? Did the T'Rang agree?"

Rodan:

"Yes, we got it all right, General."

Yamir:

"I don't believe it... he agreed! Will miracles never cease? Just give me a second to read this thing. Hm. Says he's given you the tracking device we'll need, and that we've got their full support. I can hardly believe my eyes! All right... Our guns are at the top of Mt. Gigas, and you'll need a pass to get to them.

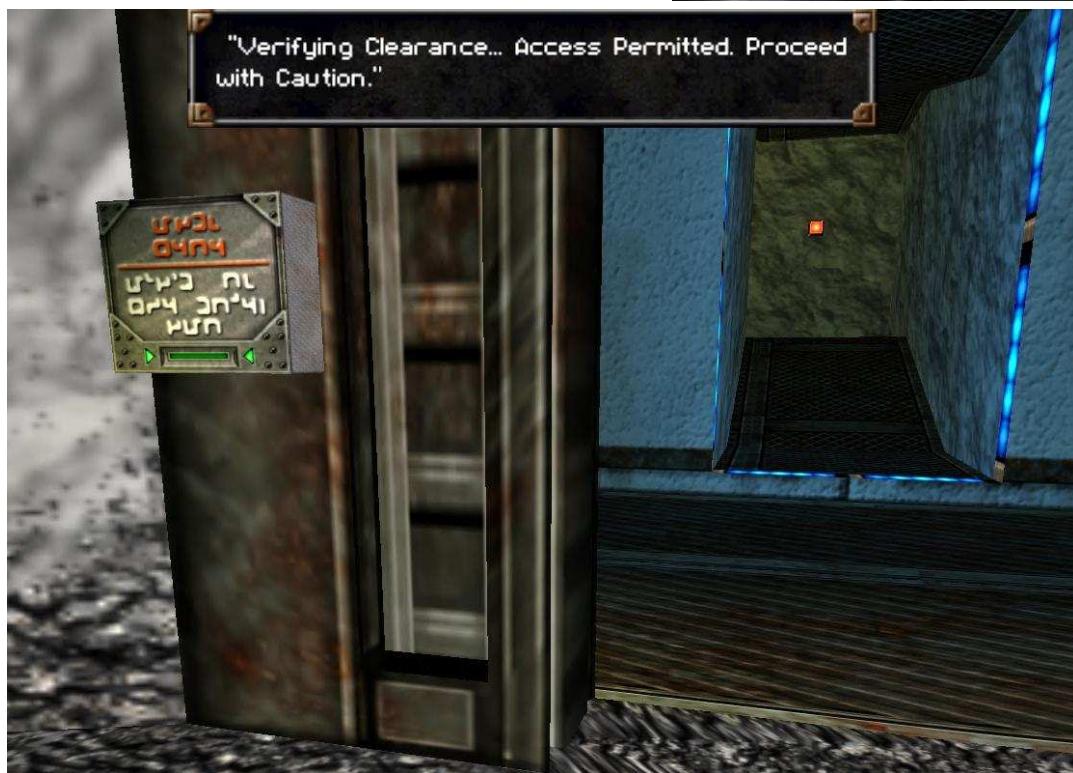
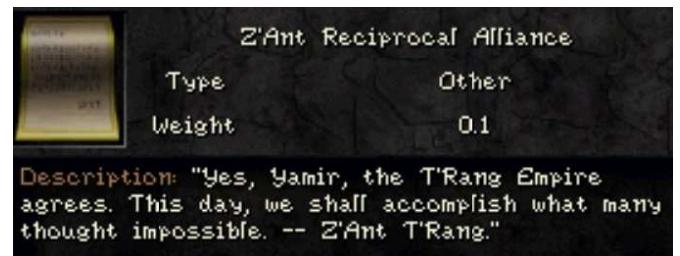
If it goes well, we'll rendezvous at Ascension Peak.

Good luck, soldiers. The future depends on you. And you better not disappoint me Rodan..."

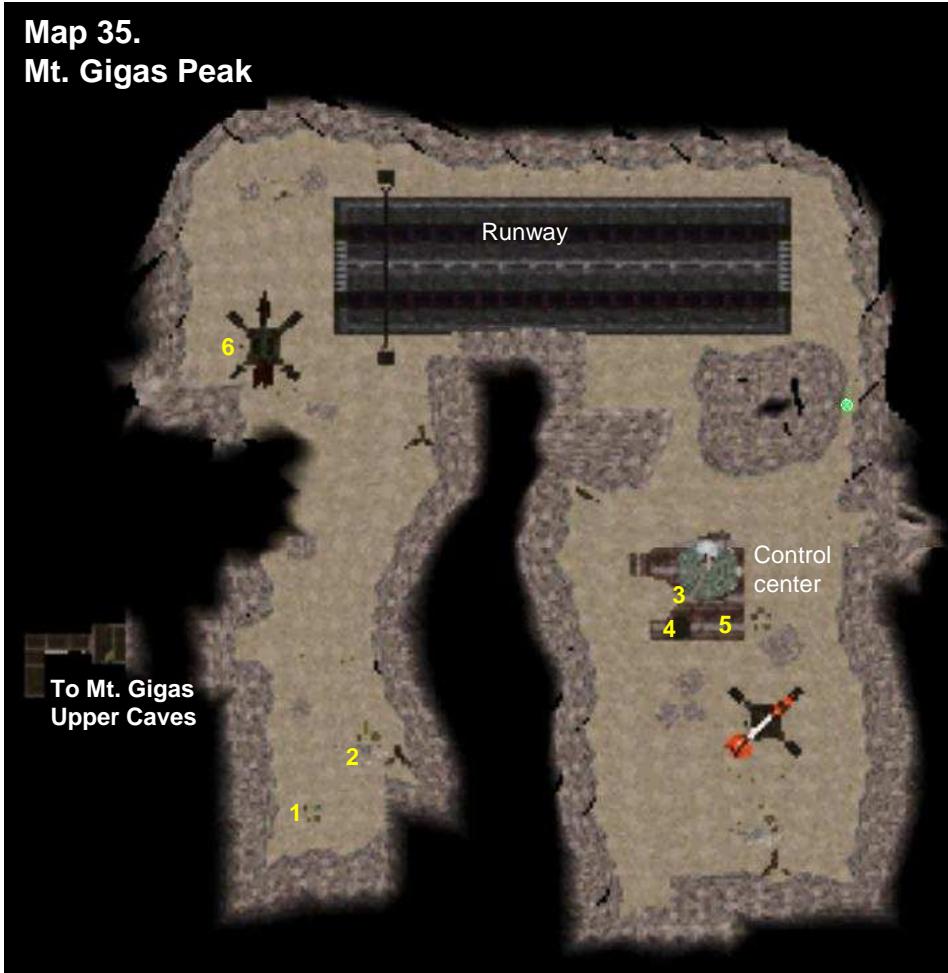
[Got top level security pass]

[Got 400000 XP]

Headed for Mt. Gigas Peak ("Upper Flight Deck")



Map 35. Mt. Gigas Peak



1. Fire bomb, Napalm bomb
2. Magic nectar, Armor Piercers (13)
3. Pot. Hv. Heal (4)
4. Pot. Hv. Stamina (2)
5. Pot. Cure poison (2)
6. Panel for launching rocket.





Go to panel at (6),
Use T'Rang Tracking Device on Panel:

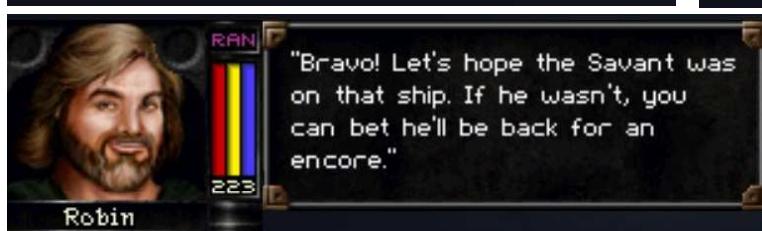
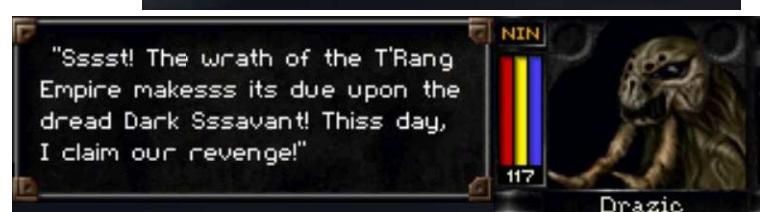


"Orbital coordinates received.

Tracking...

Target Locked on.

Begin firing sequence.



[Got 400000 XP]

Back to Yimir HQ:

General Yamir:

"Soldiers... Rodan, Drazic... all of you. You really did it! I had my doubts, but times are changing. Enemies working together and the Dark Savant gone at last!! We do have proof he was on that ship, right?"

Rodan:

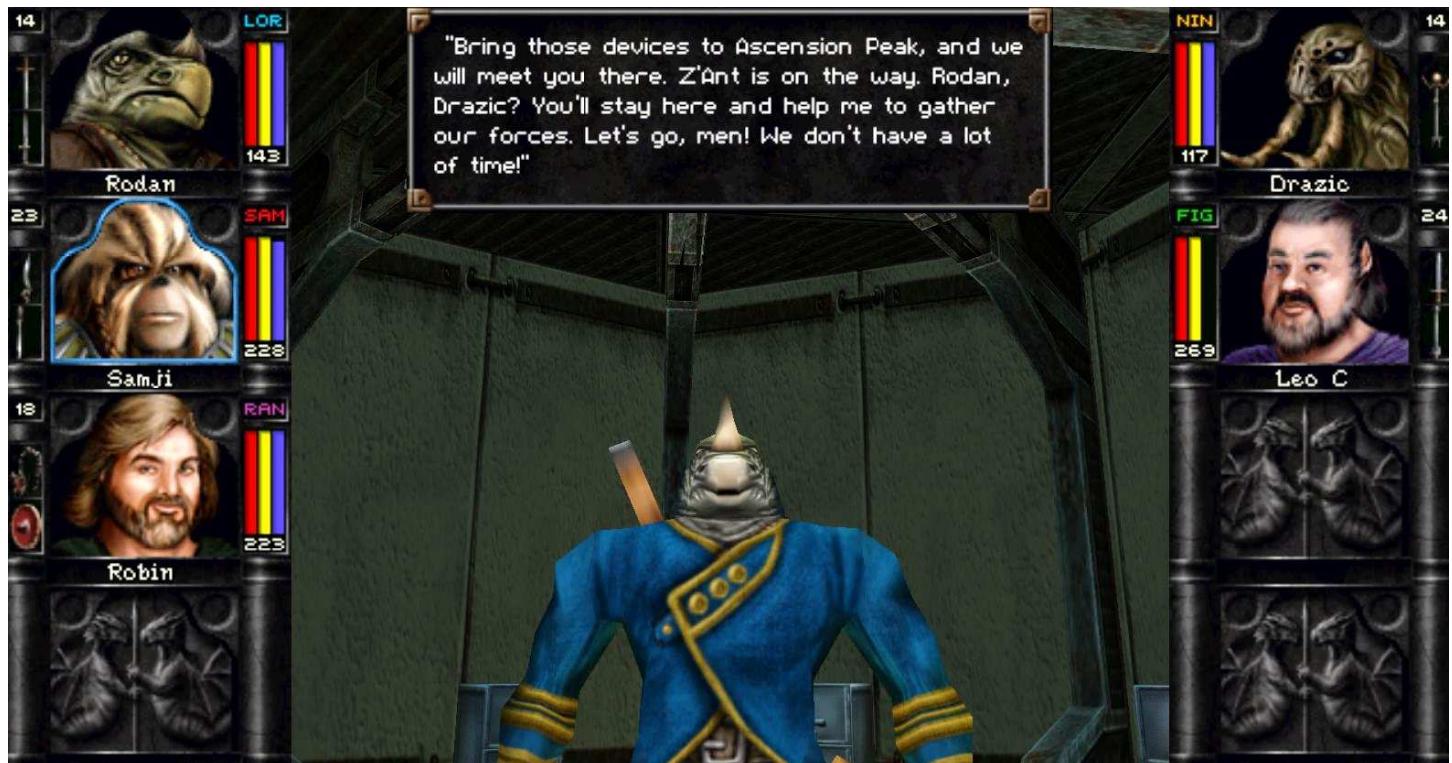
"No, General. I regret we have no proof. We do know that his Troopers were coming from the ship. At the very least, that threat is ended. Without a ship or troops, the Savant is no longer the threat he once was. But he may still be alive, and if he is, I think I know where he's going..."

Drazic:

"To Ascension Peak... he has nothing left to lose... All his plans destroyed, his ship in pieces. If he is alive, General, this is where he will be..."

Yamir:

"I believe you're right, Drazic. The Dark Savant is unpredictable except in his desire to topple the Cosmic Lords. And that's where we'll have to hit him... Ascension Peak, the entrance to the Cosmic Circle. To do that, Recon tells us we'll need three devices: the Astral Dominae, the Destinae Dominus and the Chaos Moliri. The IUF has already asked so much of you, but one last mission must be fulfilled."

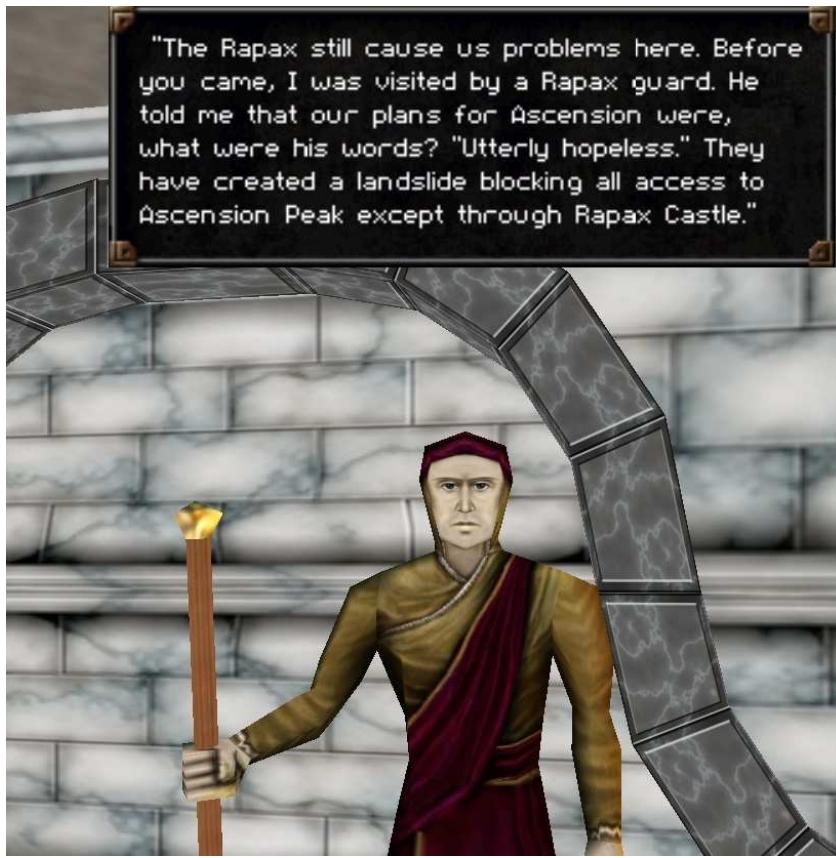


Then we left for Arnika – and that was the last we saw to any of them.
...All this rubbish about meeting on Ascension Peak...

So we picked up Vi and sorted out equipment, preparing for the final mission.



"His Troopers are practically tripping over themselves trying to guard the tower. I guess they think you're going to strike there next." [Got 50000 XP]

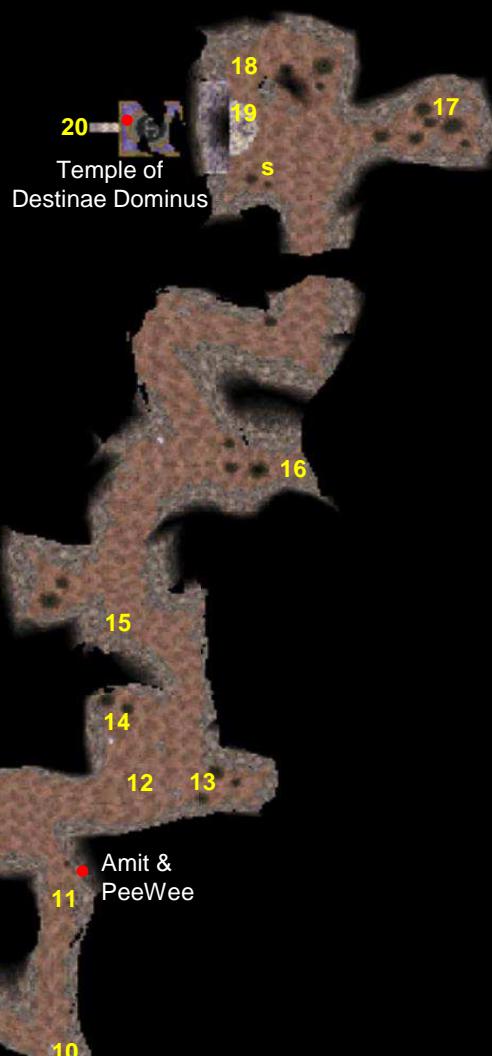
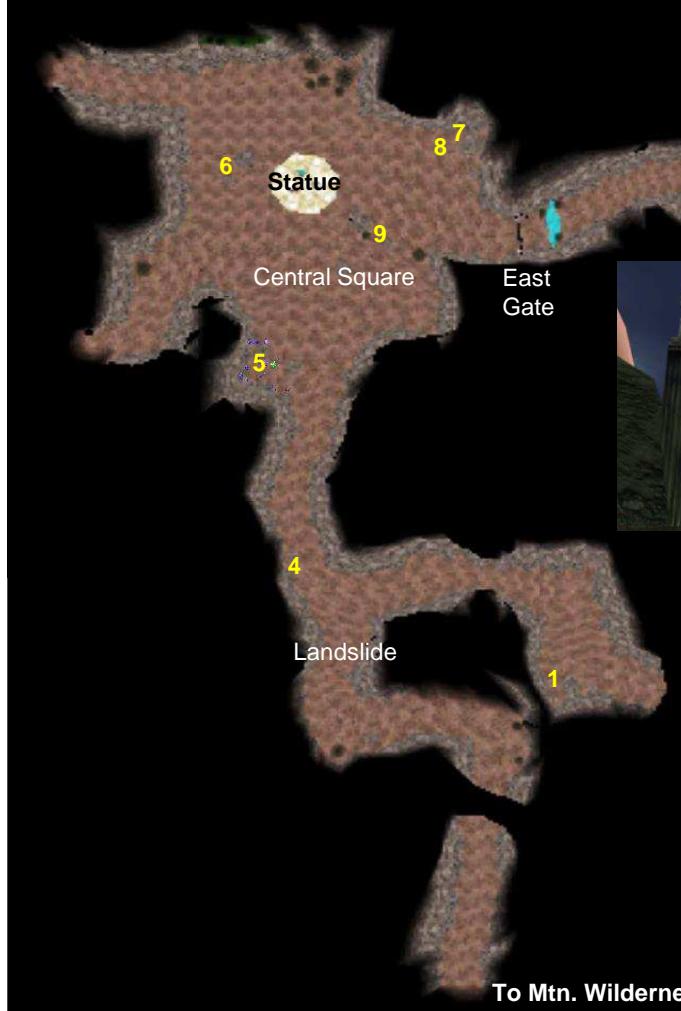


This means at this time we'd have to fight our way through the castle, if we hadn't opened the back door. (Obviously we knew from earlier games.)

Now we can use [Vi's portal](#) to return to Ascension Peak, so this new info causes us no trouble whatsoever.

Chapter 20. Ascension Peak

Map 36A.
Ascension Peak
East Gate to Destinae Dominus



Random encounters:
Maddening Gazer, Storm Gazer
Night Wings, Bitter Wings
Molten Scorchers
Acute spirits w. Diamond Unicorns
Sage Spirits w. Crystal Unicorns
Enlightened Spirits w. Adamant Unicorns

(1) – (5): Explored earlier, on first visit to area.

1. Potion of Restoration
2. Ta-Li stones (13)
3. Fire Bomb, Napalm bomb

Here, near the door to the Portal to the Rapax Castle, Vi set a portal early in the game, so that we could later return here when we so desired.

4. Lots of Viper arrows
5. Lots and lots of Barbed arrows
(Second reason for previous visit)



Here we set up our new base. Vi set a portal, and we left much of the items we'll maybe need during this final part.

Landslide: As told by Braffit, the Rapax have created a landslide here, so that the "inner" area is no longer accessible from Bela. When we looked over the landslide, we could see a gang of Rapax on the other side ("Bela side") (→)

...
"But you can consider yourself finished! With this route closed, now the Rapax and the Dark Savant control the *only* way into Ascension Peak, and you'll never get through!"

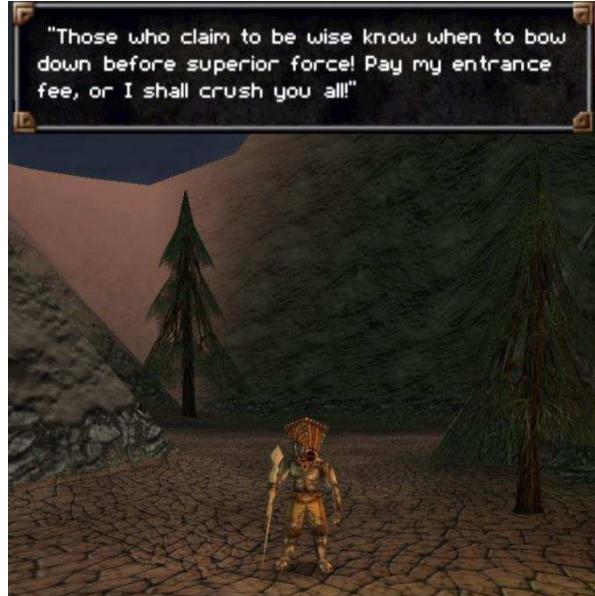
{ Their brave attitude and statement would have had some meaning if we were locked on the outside of the landslide. But we're on the "right" side and they are on the "wrong" side, so isn't this a little out of place???

6. Dust of Desiccation (5)
7. Mana stone
8. Ta-Li stones (16)
9. Potion Razor cloak

East gate was locked with 8 tumblers.

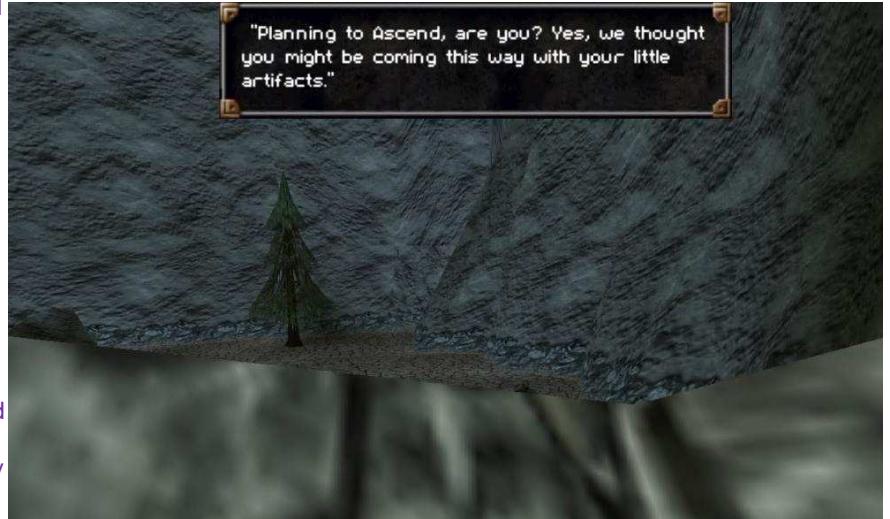
Lots and lots of (random?) encounters on this route (in the 350KXP range).

10. Pot. Hv. Stamina (3)
11. Amit



Could of course have paid – we have more than enough gold, and won't be needing any more anyway. Tried this once, and as a "reward" Pee Wee becomes our companion and follows us around, attempting to aid us in fights – but actually he was more of a hassle than help, so just as well to fight them.

Both were struck out in the first round, -- not much of a fight... (493500 XP)



"The fee is, um, minimal."

[Pay 134100 gold? (NO)]

"Very well. It's your funeral. I'll just have my assistant take care of you. Pee Wee! There's someone here to see you!"

1 Amit, 1 Pee Wee.



This guy is *big!*

Amit dropped

Thieves Dagger, Long bow, Leather cuirass, Ninja Garb

Pee Wee dropped Ta-Li stones (17), Mana stone

Chest in Amit's: Book of Insight, Renewal potion,
Pot. Dracon breath, Amulet of Spiders.

12. Impaling stones (5+6+4+5+5+7+5+6+6),
Spike stones (13+17+15+14+14+14+15+12+14+16)

Acute spirits dropped Vorpal blade, Philosopher's shield
(Just what Robin needed – something that boosts Mental resistance.)

13. Pot. Poison reduction

14. Pot. Razor Cloak

15. Barbed arrows (16)

16. Magic nectar (3), Pot. Hv. Heal (3)



17. Magic nectar (3), Hunter quarrels, Impaling stones (5)

18. Pot. Poison reduction

19. Pot. Hv. Heal (3)

Entrance to temple

2 Adamant Unicorns, 1 Enlightened Spirit

(First: Set portal here, portal back to Arnika to pick up the Destinae Dominus wearing Helm of Serenity, and return)
(Don't want to drag the DD around more than necessary...)





Chest: Brilliant Helm, Renewal potion, Ring of Sanity,
Crusader Helm, Ta-Li stones (12)

On stepping on center circle:

A strange sensation meets your skin, a feeling of hands, of something, crossing over you, through your belongings, everything from head to toe. It lasts for only a few seconds.

The strange sensations come again. This time, you not only feel them, you see them, too, each a wild, swirling stream of colors, vapors and mists that surround you.

....
And Aletheides appears...



"The **Destinae Dominus**, one of the gifts of the Father, left for his people, his special creation upon Dominus, a promise of the coming ascension. It is one of three, my fellow travellers. And do you know **what force this, the Destinae Dominus holds?**"

→ **Knowledge**

"Knowledge, the ability to recognize change, to respond to life, to evolve in the vision of the gods. It is the gift to those alive that they may experience their being. It is the freedom of will, the freedom to make a choice, be it good or bad, divided as the nature of knowledge itself."

And to whom did the Creator pass this knowledge?"

→ **Higardi**



Approach and enter the portal (20), which turns out to be to a hidden room at Ascension Peak itself.



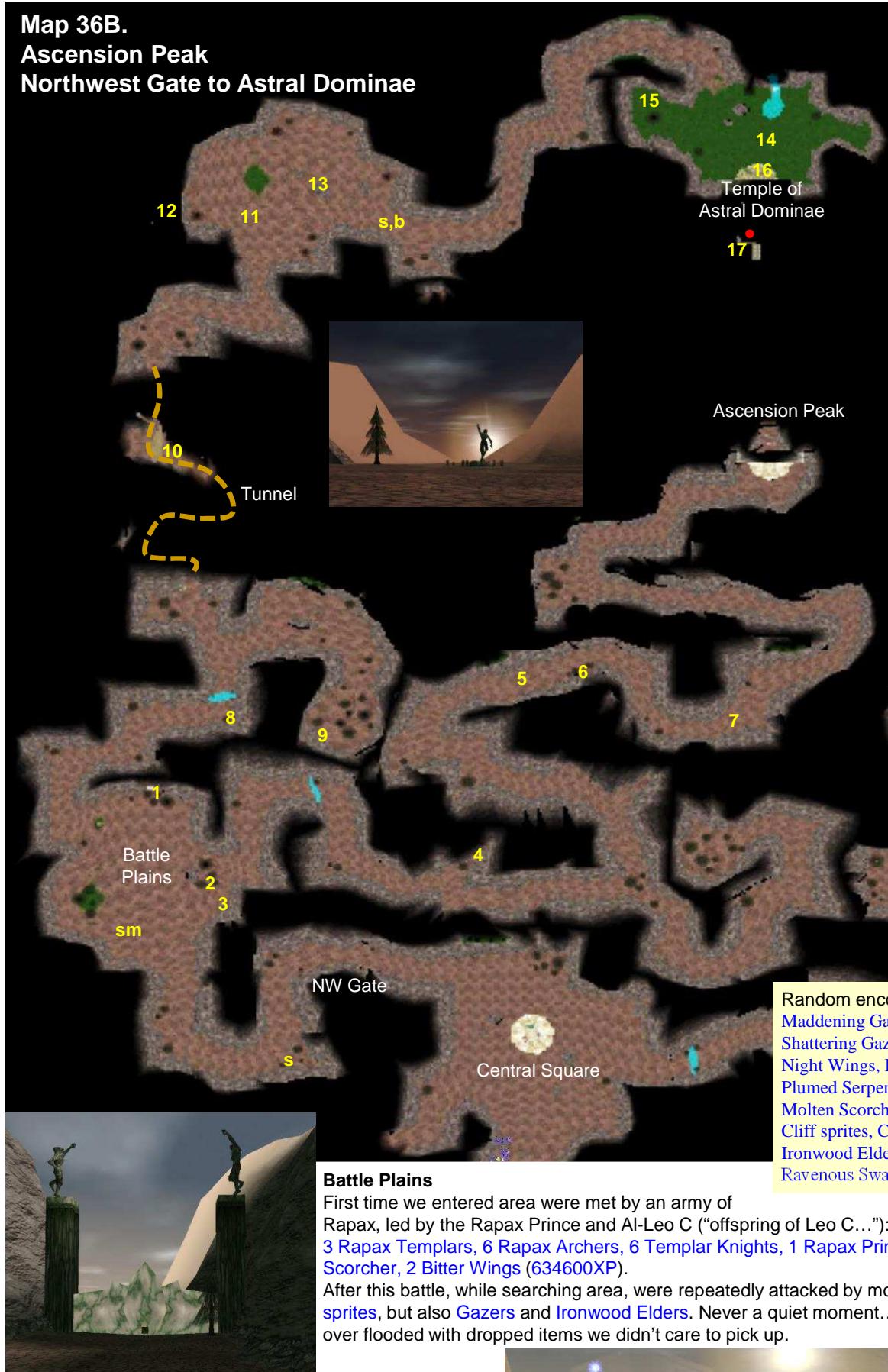


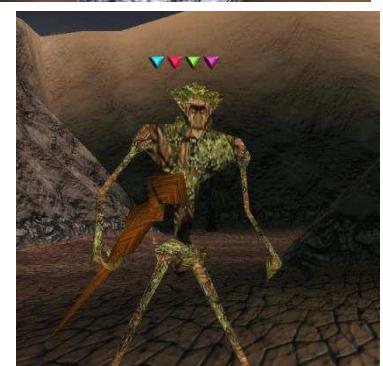
Turning round we see that a portal to Central Square has appeared.

Arriving at Central Square, [6 Savant Henchmen](#) were waiting for us.



Map 36B.
Ascension Peak
Northwest Gate to Astral Dominae





Some items found on Battle Plains after encounters:

Pot. Hv. Stamina, Dust of defection, Magic Nectar, Chain Hauberk, Leather Hauberk, Shrike arrows, Rod of Sprites, Faerie Cap, Spirit Staff

sm: many spike stones

1. Bubbling pool, saw no significance (healing?)
2. Pot. Mod. Heal, Medusa stones (5+6+7+7+8+7+6+8+6+5+7+5+8+5+7+6+9+6+9+6+8+6+5+7+8+5+4+7+5+6+5)
3. Mystic arrows (11)
4. Barbed arrows (22+15+20+18+20)
5. Ta-Li stones (12+12+17+14+15+18+17+13+13+15)
6. Pandemonium powder, Viper arrows (13+16+13+13+16+11+13+18+14+13+14+15+10+13+14+13+16+12+8+13)
7. Encounter with **Torrent** (Water elemental), **Tempest** (Air Elemental), **Prismatic Gazers**, **Shattering Gazers**. Torrent and Tempest are extremely tough – meeting them alone is hard enough, meeting them both at the same time proved to be very challenging... (Tempest cast Death Cloud on every occasion, Torrent aided by Haste and Body of Stones spells was quite simply invulnerable. First attempt: After victory Leo C died in the last Death Cloud; needed two restores, last time Vi used Eye for an Eye potion, which sent the Death cloud in return and actually finished off Tempest – Torrent without the spells wasn't that hard (1.2 mill XP...))

Ascension Peak



Pretty much inaccessible for now... Samji set a Portal nearby for quick return in due time. Then trotted back down the mountain.



8. Hunter quarrels
9. Throwing stilettos
10. 1 Quagmorth Teg (black slime)
11. Furor

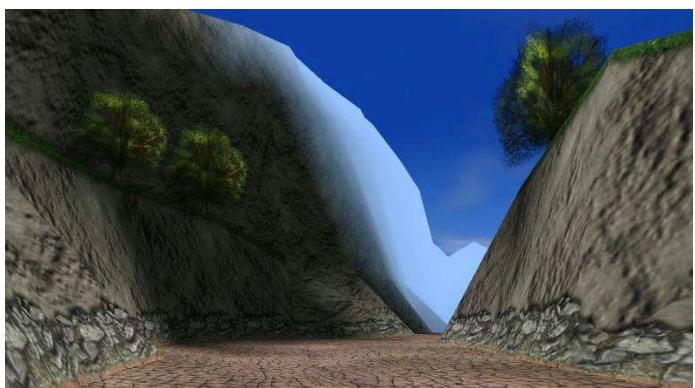


Entrance to tunnel



Furor dropped Magic nectar (3), Renewal Potion, Ebony Plate (L)

12. In Furor's Cave: Heater Shield, Chain mail+1(U), Death stars, Doom darts, Steel Gauntlets, Enchanted Broadsword
13. Acid bomb
14. 1 Oak Guardian, 3 Cliff sprites.
Dropped: Spirit staff, Pot. Hv. Stamina, Scroll Armorplate, Stink bomb
15. Granite potion
16. Pot. Hv. Heal (3), Magic nectar (2)
17. Chest by entrance: Necklace of Endurance, Pot. Cure poison (2), Ta-Li stones (9), Ring of Life, Pot. Hv. Heal (2), Amulet of Spiders



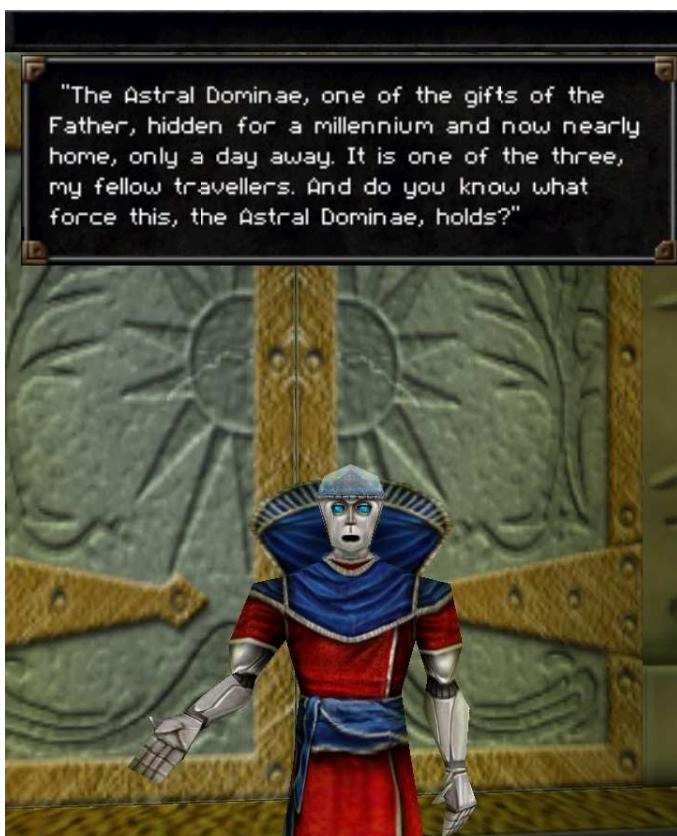


On stepping on center circle:

A strange sensation meets your skin, a feeling of hands, of something, crossing over you, through your belongings, everything from head to toe. It lasts for only a few seconds.

... The strange sensations come again. This time, you not only feel them, you see them, too, each a wild, swirling stream of colors, vapors and mists that surround you. ...

-- Aletheides



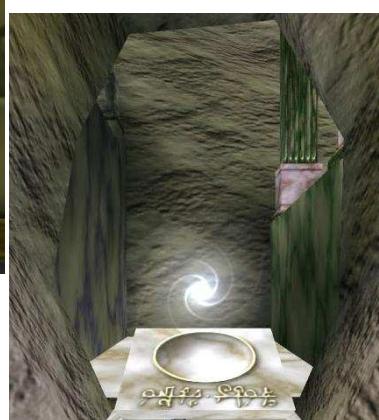
→ LIFE

"Life, the nexus of matter and energy, and the gift to those willing to look over their own horizons, the worlds we construct, the realities we shape to our own fears, our own desires, our lusts. And do you know him, he who gives this to you? The Creator of the life? What shall you call him?"

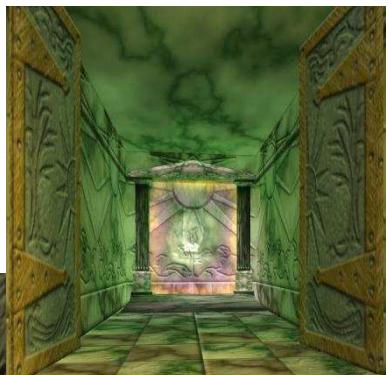
→ GOD [Phoonzang, Allah, Jesus,... no religious offense...]
"Destiny be done"

Portal to Ascension Peak,
hidden chambers.

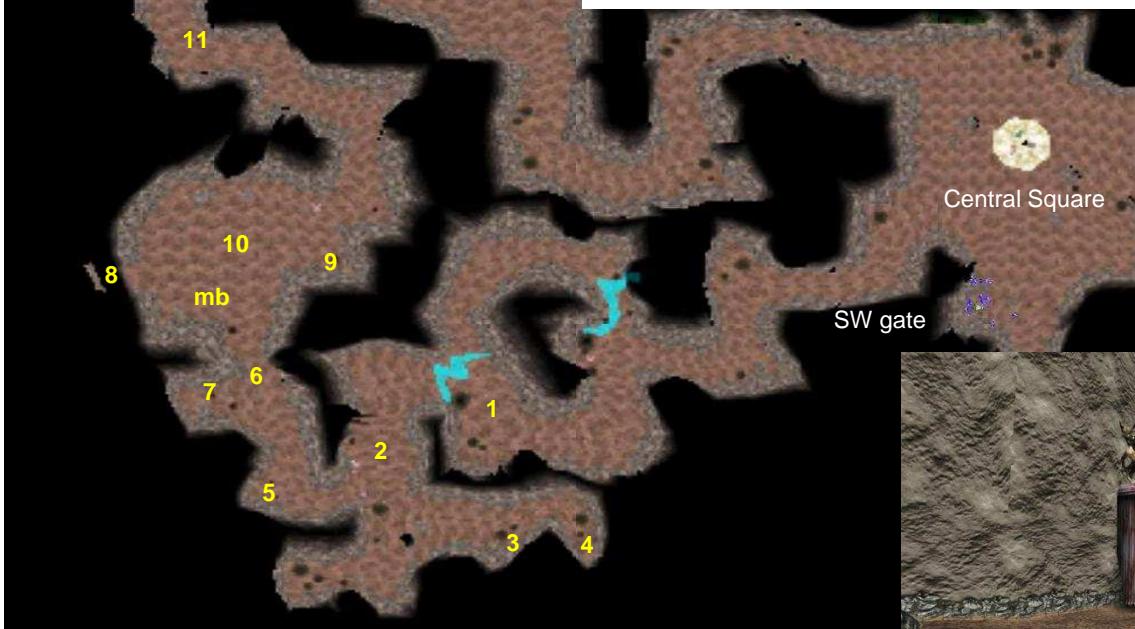
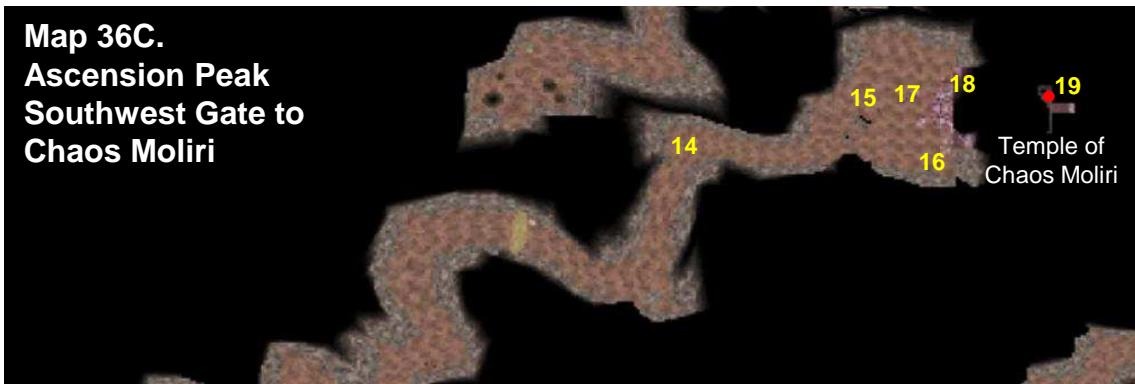
"Use" Astral Dominae
You carefully drop the globe
into the indentation. After an
instant, the ground begins to
rumble...



Portal back to Central Square



Map 36C.
Ascension Peak
Southwest Gate to
Chaos Moliri



1. Ta-Li stones (14)
2. Earthquake – pillars break and fall
3. Doom darts (9)
4. Magic nectar (3)
5. Bascinet & Camail, Silver sollerets, Ankh of Dexterity
6. Souleater (pretty easy...)
7. Barbed arrows (15)
8. In Greater Demon's Cave:
Amulet of Life, Pot. Cure poison,
Pot. Hv. Heal (3), Dust defecion(3)
Barbed arrows (14+19+18+20+16+16+22) ... ++ many encounters on this field (around 1 M XP each)



9. Magic nectar (2)
10. Rainbow shield – just when we thought there was nothing valuable to find any more.
Leo C gave up his career as dual-weapon fighter in change for max resistance all.
11. Lightning bolts
12. Pot. Hv. Stamina
13. 1 Quagmroth Ve (green slime – easy) Dropped Devil dust (3). Also in / by pond:
Mystic arrows (16), Quarrels (53), Renewal potion

Random encounters:
 Bitter Wings
 Molten Scorchers
 Depth Spawn, Hellspawn
 Imp of Chaos, Imp of Discord,
 Guardian of Chaos
 Djinn of the Blade, Djinn of the Clouds,
 Djinn of the Sun, Djinn of the Moon
 Greater Demon



14. Impaling stones (14)
15. 1 Greater Demon, 3 Djinn of the Clouds
{This set encounter was one I remembered as extremely tough – but this time it was actually one of the easier ones on this path. Guess party is so strong now we are meeting the games' ultimate monsters, and even that is not that big a challenge...}

16. Death bomb
17. Acid bomb, Canned Elemental, Death bomb
18. Pot. Hv. Heal (2), Pot. Restoration (2)
19. Chest by entrance: Black Gown of Death, Hunter quarrels, Robes of Enchant(U), Dragonhide cloak, Amulet of Life





On stepping on center circle:

A strange sensation meets your skin, a feeling of hands, of something, crossing over you, through your belongings, everything from head to toe. It lasts for only a few seconds.

... The strange sensations come again. This time, you not only feel them, you see them, too, each a wild, swirling stream of colors, vapors and mists that surround you. ...

-- Aletheides



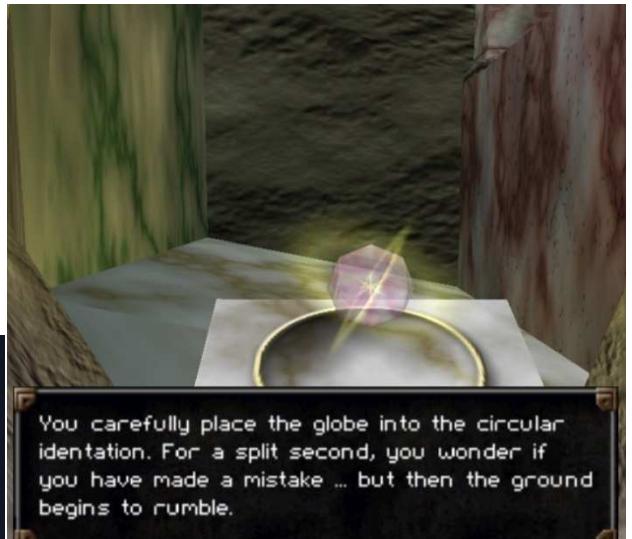
"The Chaos Moliri, one of the gifts of the Father, hidden for an eternity from those who would channel its force for evil. It is one of the three, my fellow travellers. And do you know what force this, the Chaos Moliri, holds?"

→ CHANGE

"Change, the nexus of life and knowledge, and the gift to those who would experience that which is beyond their limited perceptions. It is the only means provided by the Cosmic Lords for growth in life, growth in knowledge, and so it is the central force of the three. – Now this change has a dark herald. Do you know his name?"

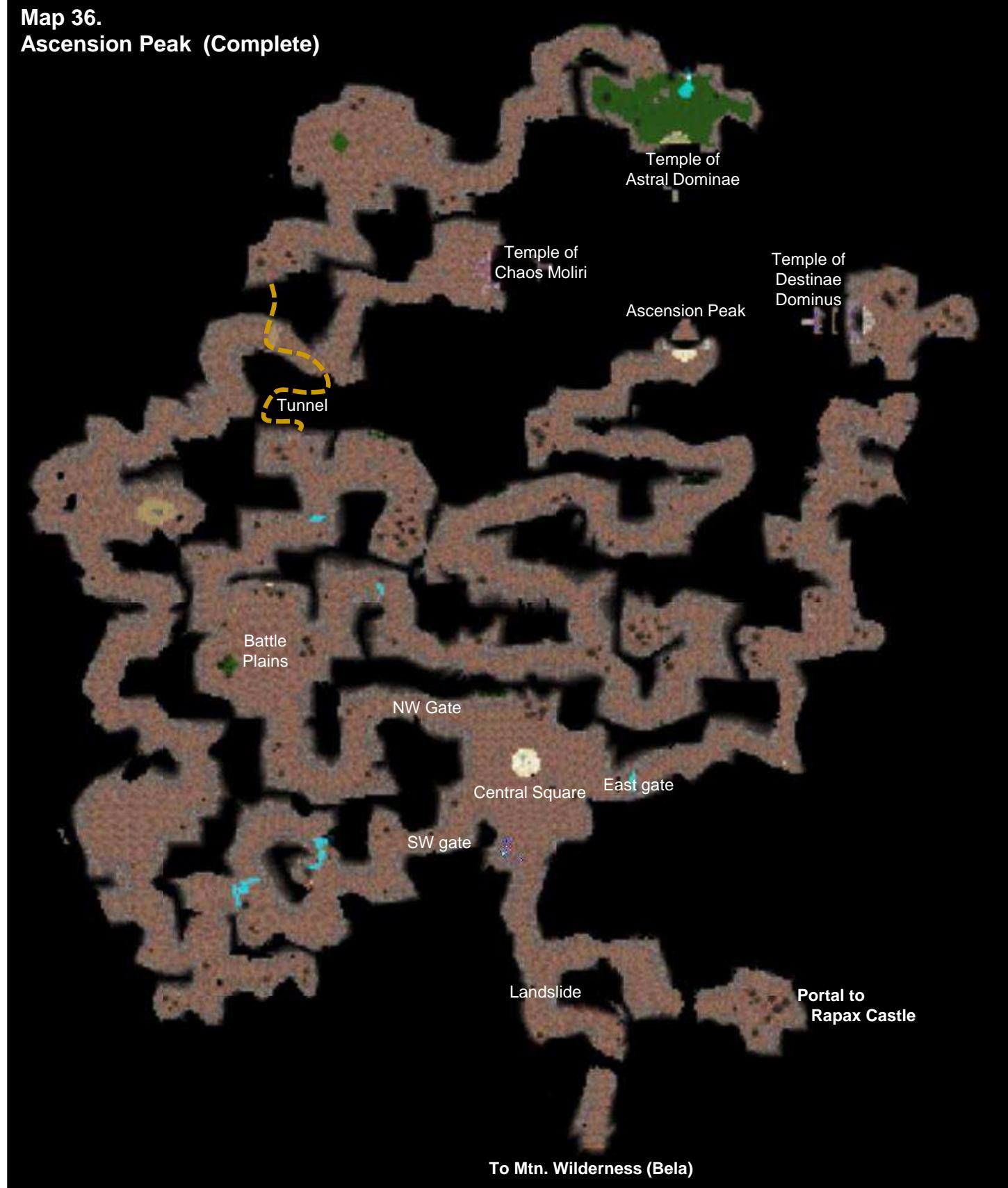
→ DARK SAVANT

...
"Destiny be done!"



On (final) return to Central Square, one of the statues had got a burning ball in its hands – some significance?

Map 36.
Ascension Peak (Complete)



Chapter 21.

The Cosmic Circle – End Game

Used Samji's portal to near Ascension Peak, and approached the Temple. From this point, the rest of the game is more or less automatic – an interactive cut scene.

...

You rush to the base of the stairway. In your haste, you don't notice the figure in the shadows ahead. Then you realize too late – it is the Dark Savant!



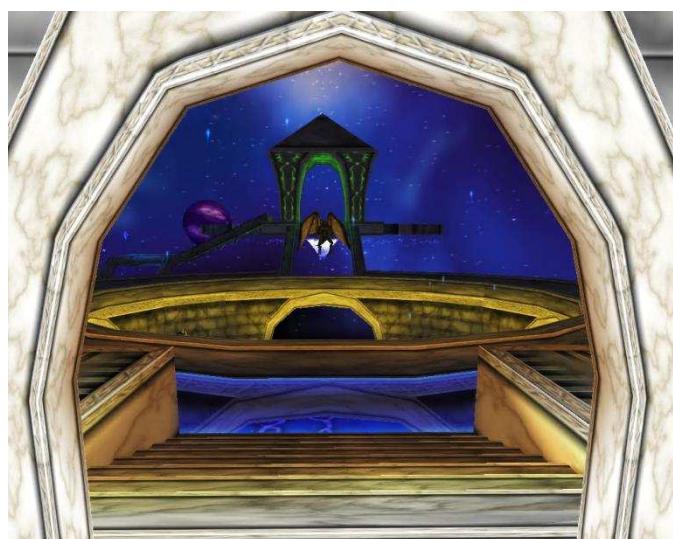
"Instead, I shall watch you die as Dominus dies!
... What's happening? It, it didn't... NOOOOOO!
YOOOOUUUUU! You deactivated it didn't you?!
My BOMB!!! Will I –NEVER– be rid of you?!?"
... The Dark Savant disappears into the Cosmic Circle, realizing that you did indeed deactivate his bomb, thus saving all of Dominus and destroying his chances to Ascend first and *alone*... and it is not over yet. You sense that your showdown with the dread Dark Savant has only begun...

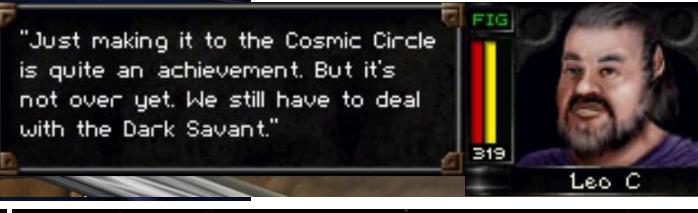
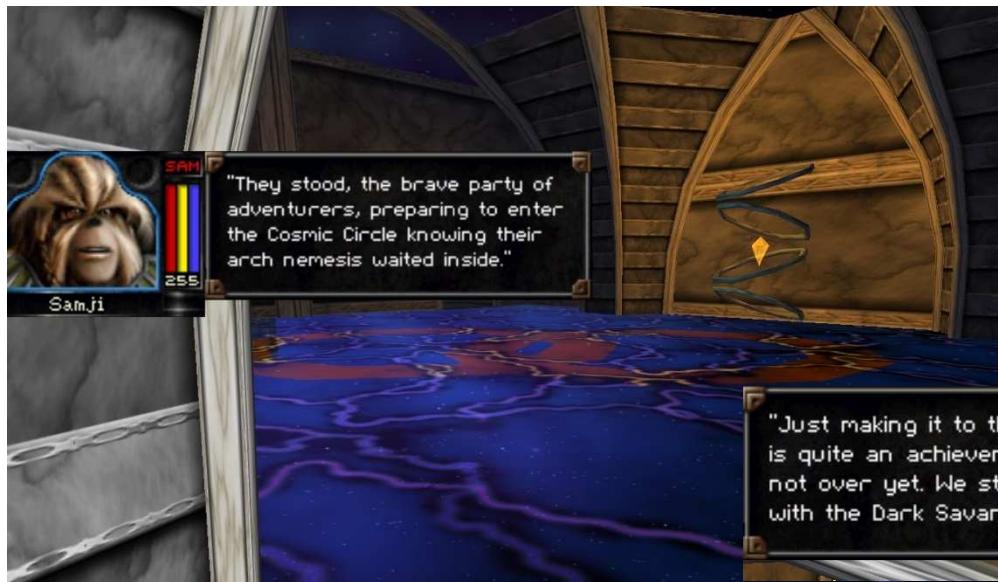


Map 37. Cosmic Circle



1. Last chance for a time-out. After this point everything flows automatically. So stop here to cast all protective spells. As Vi will shortly leave the party (and leave all her belongings with party), it's just as well to drop all Vi's equipment here, and some more if needed to avoid being overloaded in the final battle.





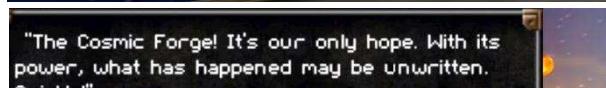
Savant: "Where are they? Where are the Cosmic Lords?"

Aletheides: "You know as well as I do... the new destiny brings with it NEW Lords. It is time for the OLD to step aside. They have gone!"

DS: "You expect me to believe that, Aletheides?! That they're gone? Gone WHERE?"

A: "It does not matter. It was time for them to go. It is time for you to go, too..."

DS: "Oh, I will NEVER go, Aletheides... not until I have my revenge!"



"The Cosmic Forge! It's our only hope. With its power, what has happened may be unwritten. Quickly!"

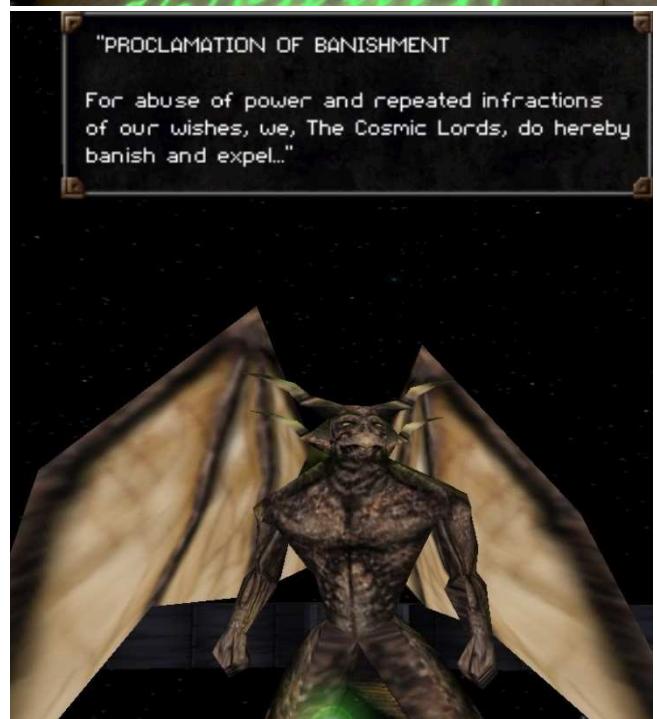
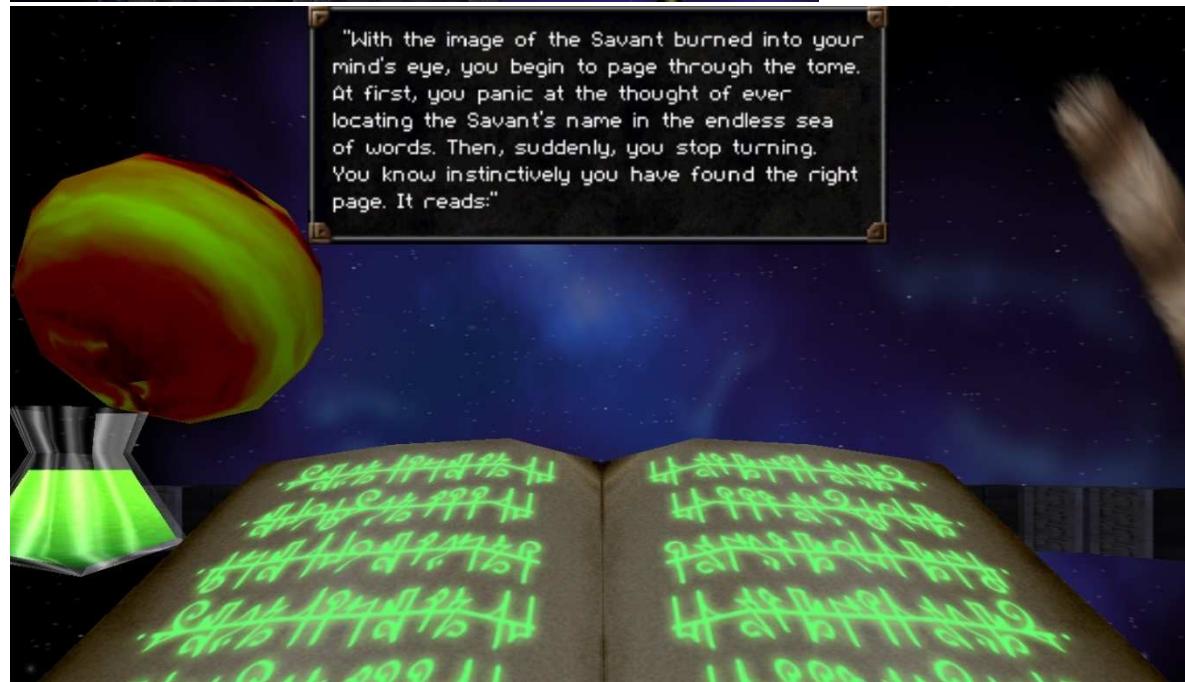


"You rush to the nearby alcove where the Forge is kept. On a pedestal is the Forge itself and a huge book containing the History of the Universe."





It's about at this time that Vi leaves the party.
(Necessary, in case we later team up with the Savant –
Bela and Vi will fight against the Savant whatever...)



Savant: "I gave this world life, and they condemned me for arrogance. I created the three artifacts to give mankind a chance to join the gods, and they judged me a dangerous fool. And for daring to question the wishes of the other Lords? I was cast out from the Circle." (... →)

Savant: "I was exiled, sent down to live as a mortal. For a time, I remained my old self: kind, weak... devout. As time passed, I came to realize the Lords were at fault! They wanted to keep the wisdom of the universe hidden. I wanted to share it... and so I vowed to bring down the Cosmic Circle. I had lost my powers, but not my knowledge! And as for my mortal body? Hmph! It would surely fall prey to age and disease. A few adjustments were necessary... it was then that Phoonzang became the Dark Savant. Before I was exiled, I created hiding places for my artifacts, and a key to unlock them. I entrusted this key to a guardian, a family guardians, created especially for the purpose..."

Vi: "He means me... My family had always been called the *Guardians of the Key*. We never really took it seriously, but then..."

Savant: "I was forced to relieve the young woman of her eye – the key. Contained in its genetic code is the information needed to unlock the artifacts' power, the power of the Lords themselves! She was, of course, rather upset with me when I took it."

Vi: "That's an understatement! And to think we revered Phoonzang and all he stood for. Before he became... this..."

Savant: "And now the time has come! Hand me the book and the forge, and you may join me as we create a NEW destiny!"

... →

With a single pull, you tear out the page. There is a flash, and the Savant begins to transform..."

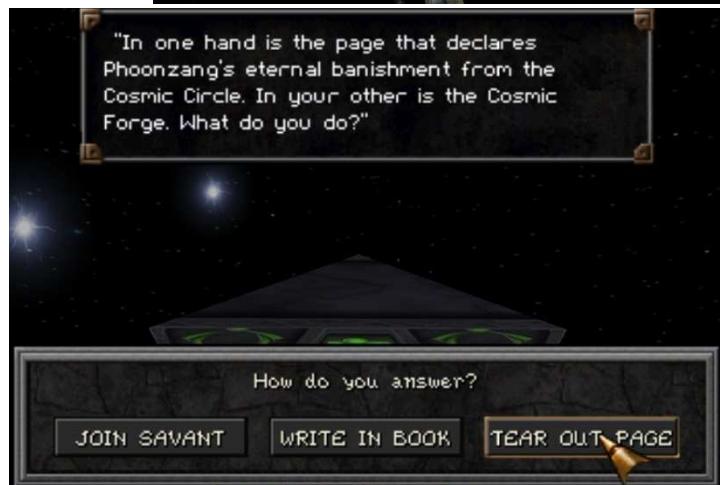
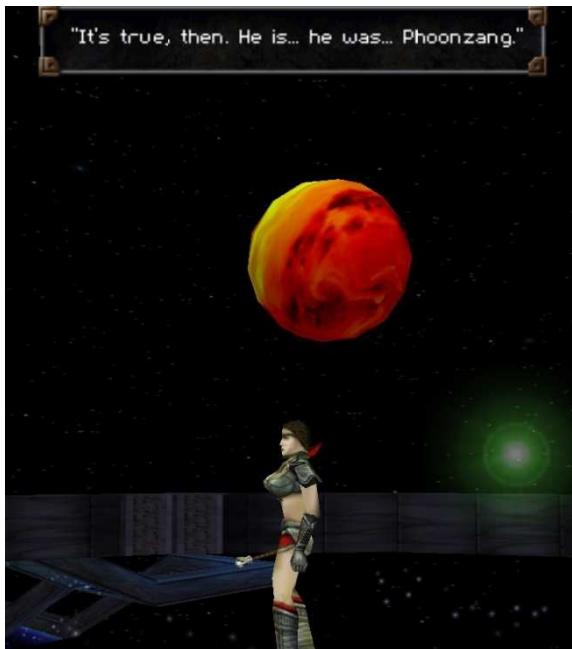


Vi: "Phoonzang!"

Bela: "It is Phoonzang!"

It is the first time you have ever laid eyes upon the legend. He is an elderly man with kind, soft eyes, the sort of eyes you would expect a God to have.

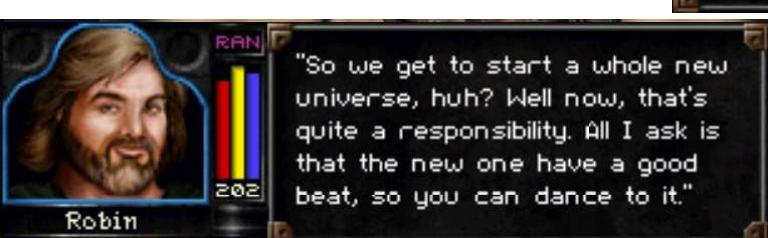
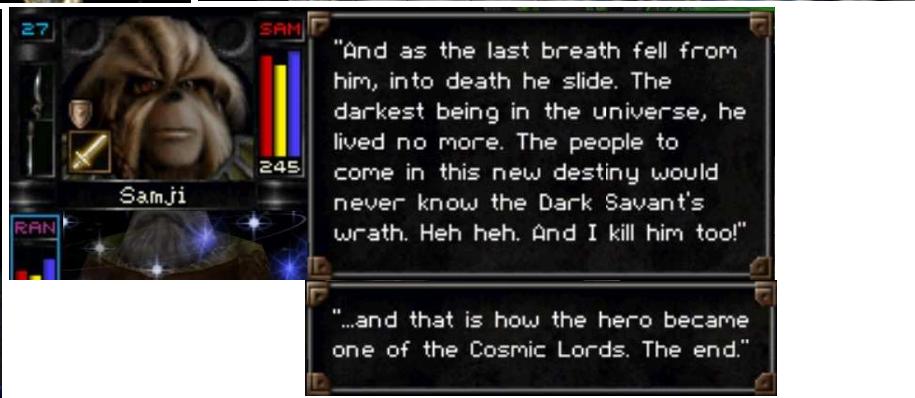
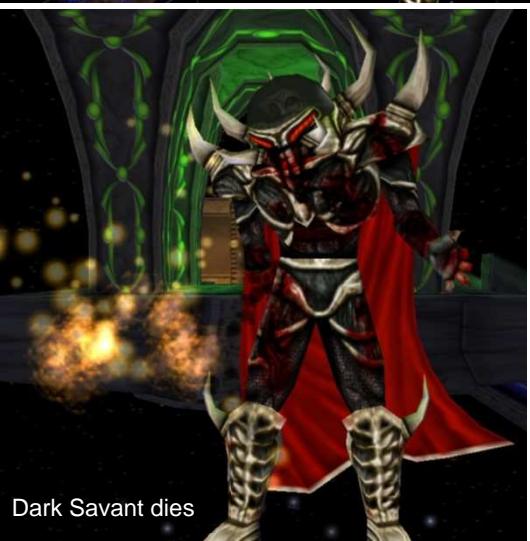
Bela: The past has been undone. With that page gone, Phoonzang was never exiled! The Dark Savant never came to be!



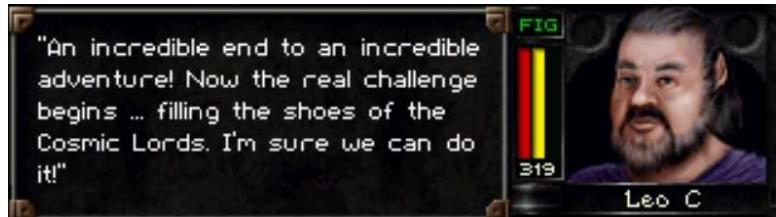
Savant: "Not so soon... I will NEVER return to THAT form again. Heh! Phoonzang! You weak, snivelling, spineless creature! GIVE ME THAT PEN! I will write myself back in before the past becomes the present. This is MY destiny – and you shall not LIVE to see it!"
 { Dark Savant attacks }

(Strangely enough, Vi is now only level 17, although she was level 27 when she left the party... But she's obtained 412 HPI!)

-- Savant calls for reinforcements (4-6 Henchmen), but they are no threat, and vanish when the savant dies, so don't need any attention.



(Got 1378950 XP – no other XPs have come that easy – and not that it matters by now anyway...)



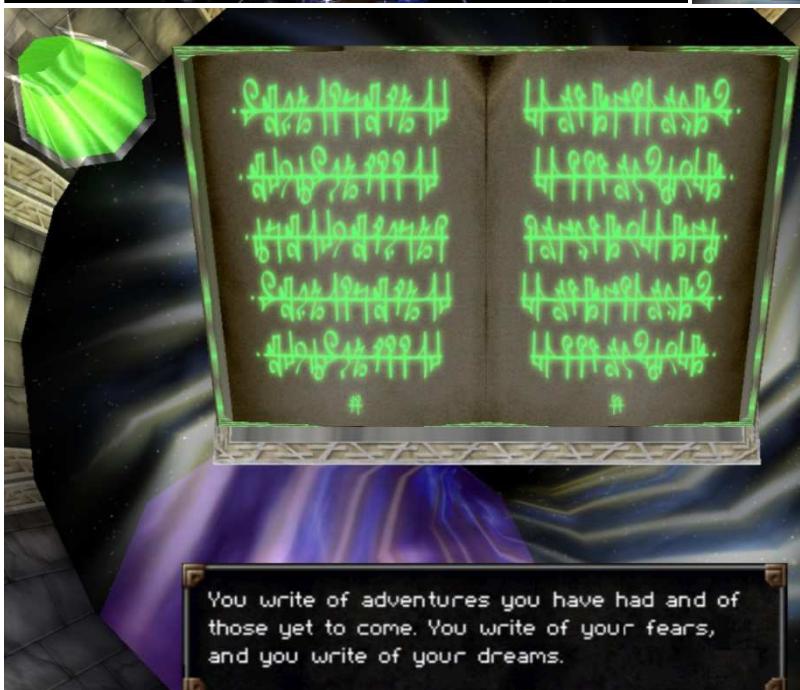
"I do not know who you are, but I see you have torn a page from the great book. This world, then, is at an end. For if you destroy one page of the past, all that came after will be changed or destroyed, too...."



"We must use the Forge! If this world has ended, we must begin another!"



And so, without clear thought or intention, you begin to write. It is difficult at first, but soon it comes easier. You write of your home, your world, of the good things, of its beauty and frailty, too.

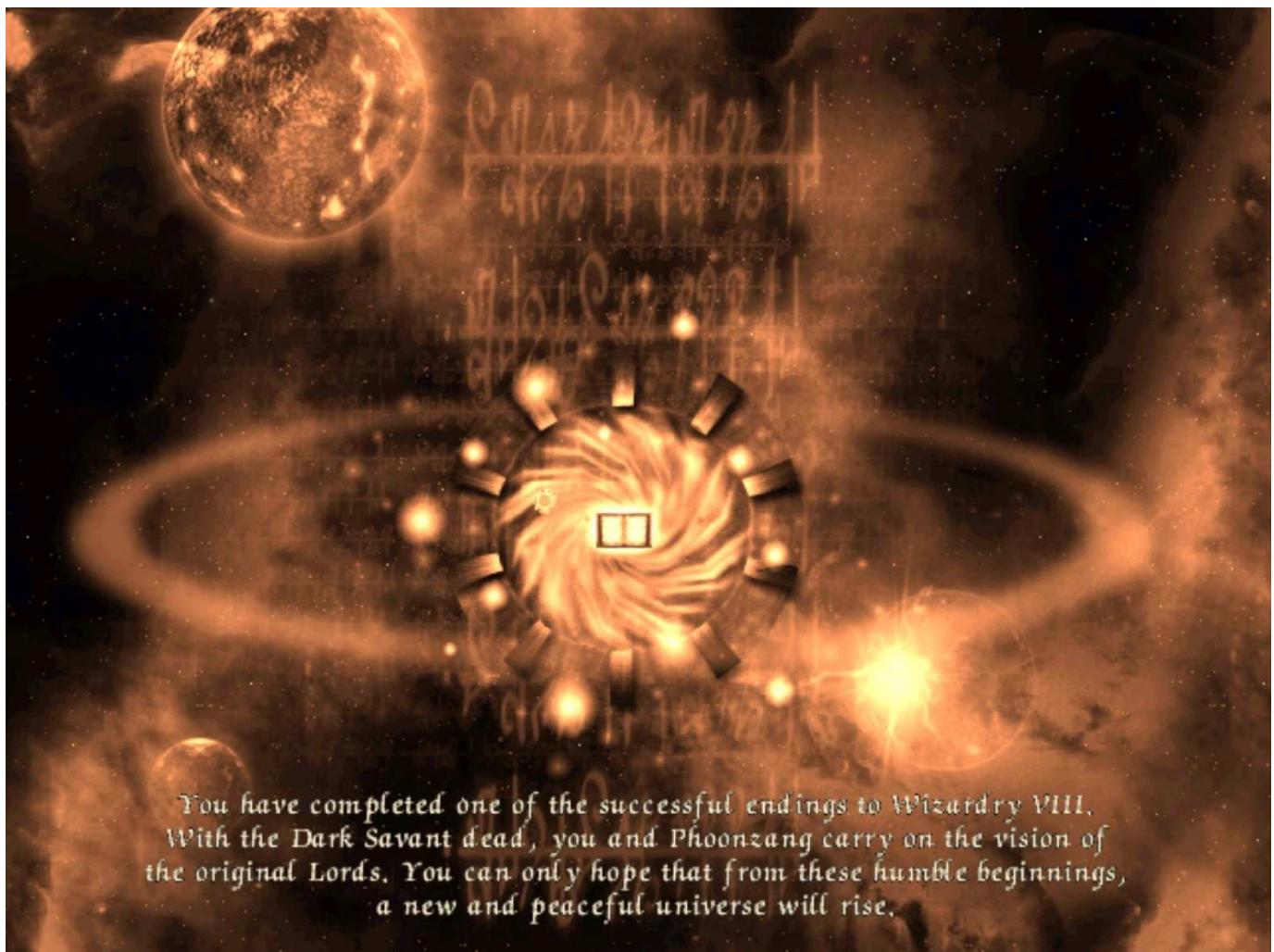


You write of adventures you have had and of those yet to come. You write of your fears, and you write of your dreams.

"Ah yes, now I understand. Banished? Extraordinary. So that is what it came to. Hm."

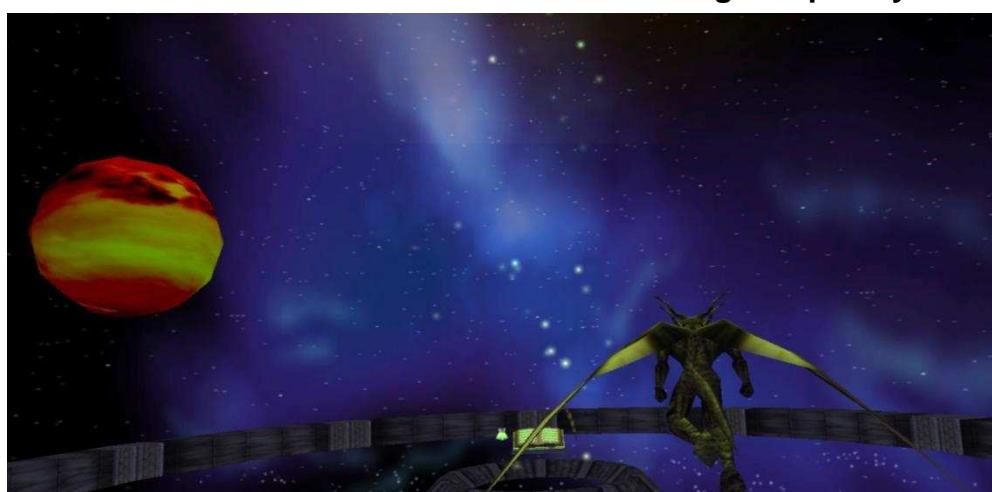
"And so many vacancies in the Circle to fill. Still, you and your friends will do, I think. Your style, your writing, is a bit amateurish, the pacing a bit weak, but I was like that when I began. It will come in time."





You have completed one of the successful endings to Wizardry VIII.
With the Dark Savant dead, you and Phoonzang carry on the vision of
the original Lords. You can only hope that from these humble beginnings,
a new and peaceful universe will rise.

And then for something completely different...



"In one hand is the page that declares Phoonzang's eternal banishment from the Cosmic Circle. In your other is the Cosmic Forge. What do you do?"

How do you answer?

JOIN SAVANT WRITE IN BOOK TEAR OUT PAGE

A dialogue box with a dark background and a glowing border. Inside, there is a speech bubble containing text. Below the speech bubble is a question "How do you answer?". At the bottom, there are three buttons: "JOIN SAVANT", "WRITE IN BOOK" (which is highlighted with a yellow glow), and "TEAR OUT PAGE".

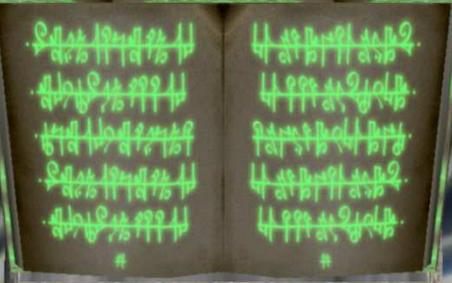
"You put the forge to the paper and begin to write. Before you can finish a single word, the Savant rushes toward you. The dawning of a new destiny begins in a long, shaky scrawl as your hand is knocked from the book..."



"You'll never live to write a single line! Your story ends here!"



"You are at long last alone in the Cosmic Circle. At first, you aren't certain what to do, but then you remember the forge and the book. You pick them up and begin to write."



"You think of the Higardi on Dominus below, and write the Savant's hideous tower out of existence. You think of the Trynnie and write them back to a flourishing life without eternal fear of Rapax invasion. For the Rapax, you find kindness and empathy where none existed before."



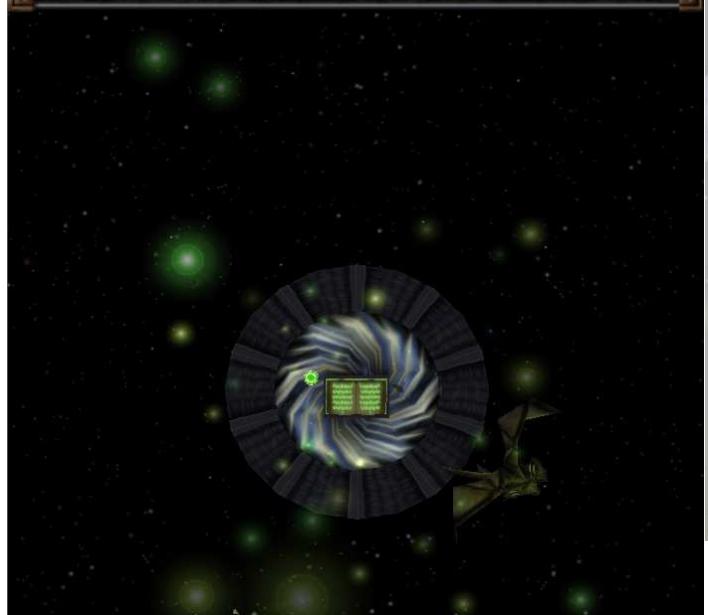
"And as for the T'Rang and Umpani? They decided their own fate."



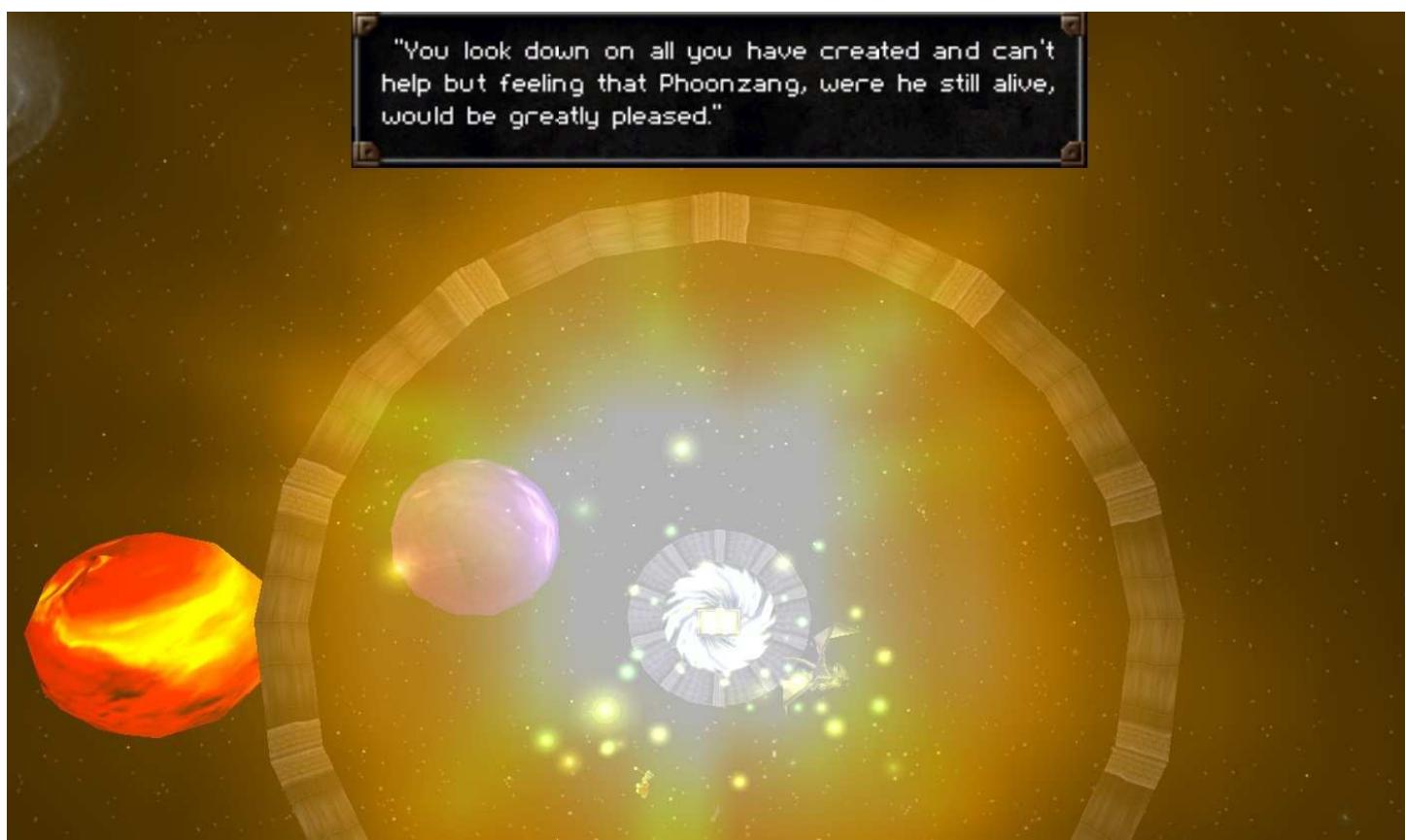
"But you are not yet done. There are still so many loose ends you need to tie up, so many tasks for new Cosmic Lords. And so, without clear thought or intention, you begin to write. It is difficult at first, but soon it comes easier."

"You write of your home, your world, of good things, its beauty and frailty, too. You write of adventures you have had and of those yet to come. You write of your fears and you write of your dreams."

"Soon, whole new galaxies and stars open up before you. Upon your planets, you write in people, all kinds of people, races of every color, shape and size. A million years of evolution pass in minutes for you. Cities rise and entire civilizations take shape."



"You look down on all you have created and can't help but feeling that Phoonzang, were he still alive, would be greatly pleased."





You have completed one of the successful endings to Wizardry VIII.
With the Dark Savant dead, you carry on the vision of the original Lords
continuing a beautiful, diverse and peaceful universe.

The third option – joining the Savant ... no way!

We've chased this guy across three big games – and then we should end up befriending him?!?

(OK, I tried it – been there done that. Got to fight Bela and Vi Domina. No good feeling about that.
And then a rather gruesome end-game cut scene – showing Higardi and Trynnie in chains, slave
workers to the Dark Savant ... and us...
Simply not in accordance with our high morale, not??)

Appendix A.

Party members' stats at end

Character Stats (Top Left):

- Leo C:** Male Hobbit, Fighter, Level 31 (Gladiator). Hit Points: 319/319, Stamina: 425/425, Load: 199/408.
- Experience Points (Top Right):** Earned: 63,175,987, Next Level: 69,639,649.
- Attributes (Top Right):** Strength: 120, Intelligence: 65, Piety: 30, Vitality: 100, Dexterity: 99, Speed: 105, Senses: 71.

Carried Inventory (Left):

- Items include a sword, shield, bow, quiver, and various scrolls.

Inventory Grid (Center):

- Shows Leo's equipment: helmet (33), chestplate (35), sword (33), shield (5), and boots (27).
- A small character model of Leo is shown in the center.

Party Items (Right):

- Shows various items like a red vial, a green gem, arrows, and coins.
- Total gold: 532,621.

Combat and Weapon Modifiers (Bottom Left):

	Primary	Secondary
Initiative	41	+2 To Initiative
	24-58	Damage Range
	56	Attack Rating
Kills	755	3 # of Attacks
Deaths	0	3 Max. Swings
	+21	+21 To Hit
	+0	+0 To Penetrate
	+140%	+140% To Damage

EXPERIENCE POINTS

Earned	63,156,970
Next Level	67,267,216

Samji
Male Monk
Samurai
Level 29 (Shogun)

Carried

5	3
4	5
5	5
5	5

Party Items

31	5	36
29	23	100
25	58	100
25	44	532,621

Equipment

Items equipped:

- Head: Iron Helm (31)
- Body: Iron Breastplate (29)
- Arms: Iron Bracers (25)
- Legs: Iron Leggings (25)
- Accessories: Iron Ring (23)
- Hand: Iron Gauntlet (5)
- Foot: Iron Boots (5)
- Back: Iron Cape (5)
- Hand (left): Iron Gauntlet (5)
- Hand (right): Iron Gauntlet (5)

COMBAT AND WEAPON MODIFIERS		
	Primary	Secondary
Initiative	34	+5 To Initiative +2
	14-62 Damage Range	5-18
	56 Attack Rating	49
	2 # of Attacks	2
	3 Max. Swings	3
	+21 To Hit	+15
Kills	804	+0 To Penetrate +0
Deaths	0	+100% To Damage +50%

The screenshot shows the character creation screen for Robin. The character portrait is a bearded man with long hair. The character information box displays:

- Class:** Male Rawulf
- Race:** Ranger
- Level:** 29 (Ranger Lord)

The experience points bar at the top right shows 63,042,119 earned and 67,267,216 needed for the next level. The character's stats are as follows:

	Hit Points	Stamina	Load	Strength	Intelligence	Piety	Vitality	Dexterity	Speed	Senses
Current	232/232	387/387	160/328	100	73	63	74	69	79	100
Average	232	387	160	100	73	63	74	69	79	100

The armor class section shows:

	Base AC	Average AC
Current	9	22
Average	9	22

The inventory grid shows the following items:

- Carried:** Includes a ring with a skull, a ring with a red jewel, a vial with red liquid, a vial with yellow liquid, two red vials, a bow, a chainmail, and leather pants.
- Equipped:** Includes a helmet with a blue number 27, gauntlets with a blue number 21, breeches with a blue number 23, and boots with a blue number 21.
- Party Items:** Shows various items available for the party, including rings, amulets, and arrows, with quantities ranging from 36 to 44.

The bottom left corner shows the combat and weapon modifiers section.

COMBAT AND WEAPON MODIFIERS			
		Primary	Secondary
Initiative	40	+3	To Initiative
		14-32	Damage Range
		44	Attack Rating
		2	# of Attacks
		2	Max. Swings
		+14	To Hit
Kills	559	+0	To Penetrate
Deaths	0	+50%	To Damage



COMBAT AND WEAPON MODIFIERS		
Initiative	33	Primary Secondary
	+2	To Initiative
22-46	Damage Range	
54	Attack Rating	
3	# of Attacks	
3	Max. Swings	
+17	To Hit	
+0	To Penetrate	
Kills	539	+100% To Damage
Deaths	0	

Appendix B. Weapons, Armor, Items (in order found)

Weapon	Type	F	Pr	Ma	R	Ba	T	A	Ps	Va	Lo	Sa	mo	Ni	Bi	++	Where
Katana	Sword P										x		x			2-7, hit+1, init +2	start
Wakizashi	Sword PS										x		x			1-6, init+2	
Short sword	P		-	-				-	-			-	-	-		2-7, init+2	
Sling																init+4	
Bullet stones																1-4, KO 4%	
Short bow			-	-				-	-				-				
Arrow			-	-				-	-				-			3-7, --stam 2%	
Throwing knife			-	-				-	-					-		2-6, init+4	
Tarnished sword	P		-	-				-	-			-		-		1-5, hit-1, init-1	
Battle axe		x			x					x	x					2-8	Pagoda
Main gauche	Dagger PS	x			x	x	x			x	x					1-5, init+4	Cellar
Quarrel			-	-				-	-			-		-		5-11, --stam 2%	
Feather dart																1-5, init+4	
Light crossbow			-	-				-	-				-			hit-1, init-3	
Rapier	Sword P	x			x	x	x			x	x					1-7, hit+2, init+1	Burz
Cleaver	Axe P	x			x					x						3-11, hit-1, init-2	Up. Monastery
Bastard sword	P	x				x	x			x	x	x				4-10, hit-1, init-3	
Flail	M&F P	x	x		x					x	x		x	x	x	3-8, init-5, KO 5%	Arnika Rd.
Awl pike	Pole E, P	x			x					x	x		x	x		7-16, init-3	
Shuriken	Thrown PS										x	x	x			2-7, init+4, Kill 1%	
Dagger	PS		-									-		-		1-4, init+4	
Long bow		x			x	x	x			x	x	x		x		Dam+10%	
Poignard	Dagger PS	x			x	x	x			x	x					1-8, hit+1, init+2	
Stun mace	M&F P	x	x		x					x	x			x		3-8, init-2, KO 15%, --stam25%	Vi Arnika
Poison dart	PS		-							-	-		-			init+4, poison(2)100%	Arnika
Fauchard	Pole, 2Hd	x								x	x					5-22, init-4	
Heavy crossbow		x			x	x	x			x	x	x		x		Dam+10%, init-4	
Hunter quarrel		x			x	x	x			x	x	x		x		7-16, hit+1, --stam5%	
Fear bolt		x			x	x	x			x	x	x		x		5-11, Fear100%, --stam2%	
Precision arrow		x			x	x	x			x	x	x		x		3-7, hit+4, blind2%	
Shrike arrow		x			x	x	x			x	x	x		x		4-9, hit+2, --stam5%	
Diamond Epee	Sword P	x			x	x	x			x	x					3-12, hit+3, init+4	
Gleaming sword	P	x			x	x	x			x	x	x				4-10, blind10%	
Enchanted katana	Sword P										x			x		4-9, hit+1, init+2	
Hammer	M&F	x			x					x	x					3-8, hit-1, KO5%	
Barbed arrow		x			x	x	x			x	x	x		x		5-12, hit+1, --stam15%	
Anointed flail	M&F P	x	x		x					x	x		x	x	x	3-10, init-4, KO5%, 2Xdam vs. undead	Monastery
Demonstng	Great bow	x			x	x	x			x	x					Dam+10%, hit+1, init+3, KO2%, 2X demon	
Demonsbane	Sword P	x			x					x	x	x				5-16, hit+1, init+1, 2X demon	
Woodsman axe	2-Hd	x			x											3-17, init-4, 2X plant	Arnika Rd.
Enchanted broadsword	P	x				x	x			x	x	x				5-13, hit+1, init+1	Umpani camp
Cutlass of the Damned	P - Cursed	x			x	x	x			x	x	x				2-10, hit+1, insane 25%	Graveyard
Nunchaka	PS											x	x			3-12, hit+1, init+2, KO 15%	
Spirit staff	S&W P, Ext	x										x		x		2-11, 20% vs divine	Trynton
Spear	Pole, P, Ext	x			x					x	x		x	x		1-10	
Spiked spear	Pole, P, Ext	x			x					x	x		x			9-17, hit+2, --stam 10%, Polearm+10	
Morningstar	M&F P	x	x		x					x	x			x		2-12, init-3, KO5%	
Sai	Dagger PS												x			3-11, hit+1, init+2, kill 5%	
Spear of death	P, Ext	x			x					x	x		x	x		9-17, hit+1, init-1, Pois 15%, kill 2%	
Wristrocket	Sling															hit+3, init+5, KO 10%	Crock
Doubleshoot sling																init+4	

Weapon	Type	F	Pr	Ma	R	Ba	T	A	Ps	Va	Lo	Sa	mo	Ni	Bi	++	Where
Greenwood bow					x											Dam+20%, hit+3, init+3, kill1%, Bow+5	Crock
Medusa stone																8-20, hit+2, plyze 20%, KO 10%	
Impaling stone																6-18, hit+1, kill 2%, KO 9%	
Halberd	Pole 2Hd	x								x	x					5-18, init-4	Swamp
Spike stone																5-11, KO 5%	
Bullwhip	M&F P Ext	x	x		x					x	x		x	x	x	1-7, hit+1, init+3	Arn-Trynton Rd
Mercucio's blade	Sword P					x										4-11, hit+2, init+2, CloseComb+15, 15% vs Fire	Arnika Rd
Cutlass	Sword P	x			x	x	x			x	x	x				2-10	Mt. Gigas
Musket	Mdn wpn	x			x		x			x	x					1-24	Umpani house
Bearded war axe	PS	x			x					x	x					1-6, init+1	Unexplored area
Claymore	Sword 2Hd	x								x	x					4-18, init-5	Mt. Gigas Upper
Rocket	Ammo, S															3-18	
Rocket launcher	Mdn wpn 2Hd	-	-				-	-						-	init-6, hit+1		
Throwing stiletto				-	-									-	3-7, init+4, kill+8	N. Wilderness	
Eagle Eye Bow					x											Dam+40%, hit+4, kill 8%	Bela
Dread Spear	2Hd, E	x			x					x	x		x	x		11-23, hit+2, init+2, Hex 50%, Polearm+20	
Winterwand	S&W PS															4-8, hit+1, init+5, Plyze 15%, Iceball(4)	Mtn. Wilderness
Ench. Wakizashi	Sword PS										x		x			3-12, hit+1, init+2, kill 2%	
Burning spear		x			x					x	x		x	x		5-22, init-3, Polearm+15, RingOffFire(4)	
Staff of Doom	S&W 2Hd Cursed															7-27, hit+4, init+1, Plyze 25%, Hex 10%, Kill 15%, DeathCloud(5), HPdrain-1	
Armor Piercers	arrows	x			x	x	x			x	x	x		x		7-16, hit+2, kill 2%, --Stam 10%	
Ta-Li stones																4-12, Plyze 10%, KO 10%	
Lightning bolt	quarrel	x			x	x	x			x	x	x		x		10-30, hit+4, kill 8%, --SP 20%	
Mystic arrow		x			x	x	x			x	x	x				8-20, hit+3, Plyze 35%, kill 5%	N. Wild. retro
Plague Axe	Cursed	x			x					x						4-12, init-2, Pois 5%, disease 70%, blind 5%, nausea 5%, insane 5%	
Zip Gun		x			x		x			x	x					1-12, hit-1, init-4, KO 4%, Req. dext 30	Rattus
Flamethrower	Mdn wpn			-												hit+1, init-6, Firestorm (1)	L. M. Bluff
Bipennis	Axe 2Hd	x			x					x	x					7-21, init-6	
Lance	Pole 2Hd									x	x					6-21, hit-2, init-6, kill 4%	
Mystic spear	Pole 2Hd E	x			x					x	x		x	x		8-24, hit+2, init+2	Bayjinn
No-Dachi	Swdord 2Hd										x		x			5-21, init-4, kill 2%	M. Bluff
Wand of Static																1-8, hit+1, init+5, EnergyBlast (2)	Trynton
Staff of Blessing			x							x	x		x		x	1-10, hit+1, init-1, KO 5%, Bless(3)	Rattkin tree
Thieves Dagger	PS, Cursed						x									5-14, hit+2, init+3, pois 20%, kill 5%, Locks&traps +10	
Zweihander	Sword 2Hd	x								x	x					5-26, init-5	Mtn. Wilderness
Crusader 2Hd Axe+1		x			x					x	x					7-29, hit+1, init-1	
Diamond Eyes	M&F PS	x			x					x	x					7-22, hit+2, init+3, plyze 20%, Comm+10	
Vorpal blade	Sword P	x			x							x		x		4-18, hit+1, init+1, pois 35%	
Giant's Sword	2Hd E	x			x					x	x	x				9-33, hit+2, init-2, KO 30%, Str+5, 5% vs earth, Mook only	
Doublestrike dagger	PS		-											-	-	1-4, hit+1, init+4	Mtn. Wild. retro
The Ripper	Axe 2Hd	x			x					x	x					6-27, hit+5, init-6, kill 5%, KO 5%, InstDeath (4)	
Thunderstick	S&W PS															4-10, hit+1, init+5, Earthquake (2)	
Sword of Fire	2Hd	x								x	x	x				5-23, hit+2, init-2, Fireball(4)	
Bonebasher Staff	S&W 2Hd E Cursed															7-19, hit+3, init-1, KO 12%, Concussion(2), StaminaDrain-1, S&W+10	
Strong Bow		x			x	x	x			x	x	x		x		Dam+40%, hit+3, init+2, kill 6%, Req. Str 85, Bow 30	
Boomerang shuriken	PS											x	x	x		2-7, init+4, kill 1%, returns to thrower	Sorceress fortress

Weapon	Type	F	Pr	Ma	R	Ba	T	A	Ps	Va	Lo	Sa	mo	Ni	Bi	++	Where
Fang	Sword P	x				x	x			x	x	x				10-24, hit+2, init+2, kill 10%, Str+10	Sorceress fortress
Beastslayer Axe		x			x					x	x	x				3-17, hit+1, init-2, 2X vs Beasts	Antone custom
Hunter's bow		x			x	x	x			x	x	x		x		Dam+20%, hit+3, init+5, kill 5%	Sea caves
Flame quencher wand	S&W															1-8, hit+1, init+5, Plyze 5%, Blizzard(2)	Rapax Rift
War Hammer	M&F	x								x	x					4-9, KO 5%	Rapax Rift
Staff of Ash	S&W 2Hd E															5-14	
War Scepter	M&F P	x	x		x					x	x				x	3-8, KO 5%	
Chain	M&F P E	x	x		x					x	x		x	x	x	5-10, hit+1, init+3, KO 5%	
Flame Staff	S&W P E															7-21, hit+4, init+3, blind20%, Firestorm(5)	
Gold nuggets	bull stones															8-20, hit+2, KO 60%	
Canezou Dagger																3-14, hit+2, init-1, Hex 5%, Kill 1%	Rapax Castle
Seige Arabest	X-bow	x			x	x	x			x	x	x		x		Dam+30%, hit+3, init-3, Kill 5%	Ferro
Great Bow			x		x	x	x			x	x	x		x		Dam+20%, hit+4, init+3, Kill 1%	
Saint Bastard	Sword	x				x	x			x	x	x				8-16, hit+2, init-1, KO 5%	Rapax Castle
Vulcan Hammer	M&F	x								x	x					8-20, hit+2, init+1, KO 10%, Firestorm(4)	
Bushido Blade	Sword P											x		x		4-22, hit+2, init+3, Kill 5%	
Maiden Head	M&F P	x	x		x					x	x			x		3-18, hit+2, init-1, KO 10%, Charm(5)	
Cat O'nine tails	M&F P			-	-	-	-	-				-				11-23, hit+3, init+3	
Ivory Blade	Sword P	x			x					x	x	x				7-31, hit+4, init+5, KO 1%, AC+1, haste(3)	Ferro custom
Zatoichi Bo	S&W 2Hd E											x		x		10-31, hit+4, init+4, Plyze 15%, Kill 5%, KO 15%	Rapax Castle
Vampire Chain	M&F P	x	x		x					x	x		x	x	x	9-21, hit+3, init+3, Drain stam. 100%, M&F +10	Ferro custom
Staff Pro Paralysis			x	x					x	x	x		x		x	3-8, init+1, Plyze 10%, 50% vs water	Away camp
Serpent's Tooth	Dagger															3-13, hit+2, init+3, poison 60%, dagger+10, Dracon, Lizardman only	Ascension peak

Armor	AC	F	Pr	Ma	R	Ba	T	A	Ps	Va	Lo	Samo	Ni	Bi	++	Where
Robes U&L	2												-			start
Sandals	1												-			
Cloth shirt & pants	1												-			
Suede doublet & pants	3												-			
Buskins	3												-			
Poseur's Cap							-	-					-		Locks & traps +10	L. Monastery
Leather boots	5			-					-				-	-		
Leather greaves	6			-					-				-	-		
Quilt tunic & pants	4			-					-				-	-		Burz
Feathered hat	2			-					-				-	-		
Leather helm	3			-					-				-	-		U. Monastery
Tosei-Do (U)	9										x					
Hunter's cape	2	x			x	x	x			x	x				Senses+5	
Leather leggings	5			-					-				-	-		
Round shield	2			-					-				-	-		Arnika Rd.
Mail coif	5	x			x	x				x	x	x				
Copper gloves	8	x								x	x					Arnika
Bronze cuirass	6	x								x	x					Vi
Helm & Coif	7	x								x	x					Arnika
Sollerets	10	x								x	x					
Thieves Buckler	1			-					-				-	-	Speed+10, Lock & traps +10	
Oilskin cloak	1														20% vs water	
Stud chausses	8			-					-				-	-		
Steel helm	4	x			x	x				x	x	x				
Beanie (cap)	Cursed														Int - 10	
Steel gauntlets	10	x								x	x					
Ariel's slippers	5					x									Senses+10, 10% vs air	
Skullcap	1													-		
Studded hauberk	8			-					-				-	-		
Flak vest	7			-					-				-	-		
Leather cuirass	5			-					-				-	-		Arnika Rd.
Bronze greaves	7	x								x	x					
Chain hosen	8	x			x	x	x			x	x	x				Umpani camp
Buckler shield	1			-					-				-	-		
Chain hauberk	9	x			x	x				x	x	x				
Robes+1	3													-		Arnika-Trynton rd.
Wizard's cone	2			x				x	x						10% vs divine	
Armet (head)	10	x								x	x					
Tarnished mail	4	x			x	x				x	x	x				Trynton
Aqua shield	2			-				-	-				-	-	Shield+10, 20% vs water	
Silver solleres	12	x								x	x					
Forest cape	3				x											
Plate mail	10	x								x	x					
Shield of winds	2			-				-					-	-	Shield+10, 20% vs air	
Flynn's cap	4			x	x	x									Senses+10, Scout+10, 30% vs earth	
Tosei-Do (L)	9										x					
Lithe buckler	1			-				-					-	-	Dxt+10, Stealth+5	Crock
Caliban's Cuirass	6					x									Str+10, Iron skin+12, 5% vs Fire, Earth	
Kabuto	6										x					Swamp
Brilliant helm	6														Int+20	Marten's Bluff
Bascinet	6	x			x	x				x	x	x				
Chain mail+1 (U&L)	10	x			x	x				x	x	x			10 % vs Fire, Water	Antone

Armor	AC	F	Pr	Ma	R	Ba	T	A	Ps	Va	Lo	Samo	Ni	Bi	++	Where
Chamail Doublet+2	8	x			x	x				x	x	x			20% vs Water, Air	Trynton
Bascinet & Camail	9	x								x	x					Mt. Gigas
Fur halter	2												-		Female only	
Puck's cap	3	Cursed											-		Music+2, Piety-10, 10% vs Earth	Umpani house
Brimstone shield	2			-					-				-	-	20% vs Fire, Shield+10	Arnika Rd.
Heater shield	3	x			x	x				x	x	x			Shield+5	
Steelhide Breastplate	10	x			x	x				x	x	x			10% vs Water	Antone custom
Robes+1	3												-			N. Wilderness
Rapax Breastplate	11	x								x	x				10% vs Fire	Mtn. Wilderness
Plate mail+2	12	x								x	x				20% vs Fire, Water	N. Wildern retro
Plate mail+3	13	x								x	x				30% vs Fire, Water	
Cloak of many colors	3														10% vs. all magic	Bela
Mail mittens	6	x			x	x				x	x	x				Mine tunnels
Cap of Wiles	-4	Cursed											-		Int+10, Mental magic+10, 10% vs mental	
Olivesskin doublet	-2	Cursed											-			Bayjinn
Death shroud	2	Cursed													Drain HP	
Ebony Heaume	14	x								x	x				30% vs Fire, Water	
Faerie Cap	4														HP regen+1, Faerie only	
Mantis gloves	14	x								x	x				Dxt+5	
Mitre de Sanct	5		x										x			Trynton
Helm of Serenity	3														30% vs Mental	Rattkin tree
Jazeraint tunic	9			-					-				-	-		
Phrygian cap	4			-					-				-	-		
Featherweight armor	10	x			x					x	x	x				Antone custom
Chamois skirt	3			-					-				-	-	Female only	Mtn. Wilderness
Robes of Enchant	6															SE. Wilderness
Dragon Kite	4	x								x	x				40% vs Fire, 20% vs Water, Shield+20	Shallows
Spiked boots	5														W. hard metal spikes (no-slip)	Sea Caves
Hi-Kane-Do(U&L)	12											x			30% vs Fire	Rapax Rift
Gown of Divinemail (L)	10	Cursed	x		x	x				x	x	x			Vit+15, HP regen+1, 10% vs Divine	
Canezou Helm	7														Vit+7, Myth+10	Rapax Castle
Canezou Robe	4														Stam. regen+1	
Golden breastplate	16	x								x	x				15% vs all magic	Ferro
Robes of Rejuvenation	6												-		HP regen+1, Stam. regen+2, SP regen+1	
Platinum greaves	16	x								x	x				Stam. regen+2, Iron will+10	
Infinity helm	14	x			x					x	x	x			HP regen+2, Stam regen+5, SP regen+5, 5% vs all magic	
Mantis boots	14	x								x	x				Speed+5	
Snakeskin boots	8	x	x		x	x	x			x	x	x	x		Speed+10, Snake speed+20	
Dragonhide cloak	1														20% vs Fire	Rapax Rift
Red Silk Gown	3	Cursed		-					-				-	-	HP regen+1, Stam regen+1, Piety-20, Close combat-30	Rapax Castle
Doll's gloves	3														Faerie only	
Doll's armor	5												-	-	Faerie only	
Cape of Stealth	3		x	x		x	x	x	x				x	x	Stealth+20	
Assassin's Cap	3														Crit. strike+20, 5% vs Water, Mental	
Mirror Armor	14	x								x	x				20% vs Fire, Earth (heavy)	Ferro Custom
Philosopher's shield	2			-					-				-	-	Int.+10, Artif+10, 20% vs Mental, Divine	Ascension Peak
Crusader helm	8	x								x	x				10% vs Divine	
Ebony plate (L)	14	x								x	x				30% vs Fire, Water	
Cloak of perception	2														Senses+20, 10% vs Divine	
Rainbow shield	4	x								x	x				Shield+20, 15% vs all magic, Prism ray(4)	
Black gown of Death	12	Cursed											-		HP drain-2, 90% vs Divine	

Item	Effect	F	Pr	Ma	R	Ba	T	A	Ps	Va	Lo	Sa	mo	Ni	Bi	++	Where
♪ Poet's lute	Sleep															Music 1, Bard 1	start
Sneeze powder	Itching skin(3)															Throw	
Smelling salts	Awaken															Vs. unconsciousness	L. Monastery
Cherry bomb	Fireball(3)															Throw	
Knock picks	Knock-knock(4)																
Stink bomb	Nox fumes(3)															Throw	
Concussion powder	KO100% (3)															Throw	
Flash powder	Blind flash(3)															Throw	
♪ Angel's Tongue	Bless															Music 1, Bard 1	U. Monastery
♪ Piercing pipes	Shrill sound															Music 15, Bard 3	Arnika rd.
Amulet of static	Energy blast															5% vs. Mental	
♪ Viola d'amore	Charm															Music 5, Bard 1	Arnika
Icicle stix	Frost(3)															Artifacts	
Devil dust	Whirlwind(3)															Throw	
Necklace of endurance	++stam.															Female only	
Pickmeup potion	Rest. health(6)																
Locket of reflection	EyeForEye(4)															++stam., female only	
Ankh of speed	Haste(4)															AC+1, Speed+10	
Sparkle stix	Enrgy blast(2)															init+4	
Amulet of stillness	Paralyze(5)															10% vs water	
Firestix	Mag. msl (3)															init+4	U. Monastery
Renewal potion	Repair															restores drained HPs (only means)	Graveyard
♪ Siren's wail	Insanity																
Golden apple	Rest. mag(1)																
Bread rolls	Rest. health(1)																
Napalm bomb	RingOfFire(4)																
♪ Snare of delay	Slow															Music 15, Bard 3	Trynton
Ring of breezes	Purify Air(2)															AC+1, 20% vs air	
Pot. restoration	restoration															Removes all conditions	
Granite ring																AC+1, 20% vs earth	
Amulet of healing	Heal All															AC+3, HP regen+1	Crock
Barneystone amulet	Charm(6)															AC+1, Comm.+20	Swamp
Ring of sanity	Sane mind(5)	x	x					x	x			x	x				
♪ Rousing drum	Haste															Music 45, Bard 8	
Ring of the road	Superman(2)				x											AC+1, Str+20	
Bracers of defense																AC+2, 10% vs earth & divine	Mt. Gigas
♪ Dulcimer of mending	Heal All															Music 60, Bard 11	Umpani house
♪ Frigid Fiddle	Freeze flesh															Music 30, Bard 5	Unexpl. sector
Ring pro frost																40% vs water	
♪ Banshee's howl	Hex															Music 60, Bard 11	N. wilderness
Medicine bag	Heal (6)							x								HP regen+1	Mtn. wilderness
Pandemonium powder	Pandem.(3)																N. wild. retro
Aqua ring																AC+1, 20% vs water	
Filcher's band				x	x	x										AC+1, Pickpocket+15	
Ankh of healing	Heal(6)															AC+1, HP regen+1	
Powerpaks																ammunition	
♪ Silent lyre	Silence															Music 30, Bard 5	Mine tunnels
♪ Jericho horn	Armormelt															Music 45, Bard 8	
♪ Mandolin of Magus	Magic screen															Music 30, Bard 5	Marten's Bluff
♪ Arresting Aria	Freeze all															Music 60, Bard 11	T'Rang house

Item	Effect	F	Pr	Ma	R	Ba	T	A	Ps	Va	Lo	Sa	mo	Ni	Bi	++	Where
VapoRizer	Instant Death															Eng. 60, Gadgeteer 11	Bayjinn
Helazoid pendant																Eagle Eye+10, 50% vs Fire	
♪ Strings of Seduction	Turncoat															Music 75, Bard 14	
Ankh of Death	Inst. Death (6)															AC1, Strength-10	Mtn. Wilderness
♪ Lyre Succumbus Song	Lifesteal															Music 70, Bard 14	
Amulet of Nebdar	Hex(6) Cursed															AC4, HP regen+1, Stam regen+1, SP regen+1, Senses-5, Powercast+15, 10% vs Fire, Water, 5% vs Air, Earth, Mental, Divine	Mtn. Wildern. retro
Golden medallion																AC 3, 40% vs Fire	SE Wilderness
Dust of defection	Turncoat (3)															Thrown	
♪ Chaos Drone	Pandemonium															Music 75, Bard 14	
Bat necklace																50% vs Fire	Shallows
♪ Renaissance Lute	Restoration															Music 85, Bard 18	Sea Caves
♪ Hades Harp	Cerebral Hem.															Music 85, Bard 18	Rapax Rift
Ring of Beasts																AC 2, Stam regen+1, Senses+10, Myth+20 Rawulf & Felpurr only	
Rocket stix	Magic msl (6)		x	x	x	x	x	x					x			Artifact; init+4	
Ring of Life																AC 1, HP regen+1, Vit+5	Rapax castle
♪ Infernal horn	Nuclear blast															Music 90, Bard 18	
Amulet of Rainbows	Prismatic ray (4)															30% vs Fire, Req. Artifacts 35	
Dust of Dessication	Dehydrate (3)																Ascension Peak

All in all – very disappointing outcome of random items. Actually we didn't find a single good weapon, armor or trinket in this play-through (apart from the set items of course). In previous games we at least found *some* goodies.

For a complete list of random items in the game, see [Flamestryke's Wizardry 8 page](#) (address on page 2).