

# DUNGEON SIEGE 1

## UTRAEAN PENINSULA CAMPAIGN

The Utraean Peninsula campaign takes you to eight cities: Eddim, Crystwind, Fallraen, Meren, Lang, Quillrabe, Hiroth and Grescal. Your main quest in the campaign is to collect the lost Townstones from all of these cities, while battling thousands of enemies of many stripes. In addition, if you have managed to hold on to the “Knife” and the “Fury’s Eye” from Dungeon Siege, you may also play the secret “Chicken Level” game, but only after you have found all of the Townstones and found a book, called “The Trial of Gallus”.

This Expansion Pack is playable *only* in Multiplayer mode. You may import a character, from any save that you made in Dungeon Siege *or* Legends of Aranna, into the Utraean Peninsula campaign. If you wish to play as a single player in Multiplayer mode, you can do that too, even though the online servers are dead. To do that, choose “Multiplayer” and then choose the “Network” option. Then choose to “Host Game”. Then, in the “Map Settings” menu, choose “Utraean Peninsula” and then push the “Accept” button. Leave the default start location as Eddim and then “Start Game”. If you quit the game, it remembers how far along you are. Found stones remain in your inventory. Players should note that, after you leave Lang, even if you imported a robust character from Dungeon Siege or Legends of Aranna, the numbers and power of the monsters can overwhelm you.

### Eddim

When you first arrive in Eddim, speak with Zabar Treseck, the blacksmith pounding the anvil nearby. He, like almost everyone else in town, can give you directions to Crystwind, beginning a quest. Just to the east, next to a pigpen, the Guard Captain of Eddim tells you about the strange disappearances inside Hovart’s Folly. He gives you “Guard Relran’s Journal” and asks you to find the “Gavel of Convening”. Then he tells you to use the gavel to slay the evil Lord Hovart.

Northwest of the pigpen, inside the large church, speak with Utraean Priestess Kelti, who wants you to find all of the lost Townstones. She tells you that the Eddim Stone is somewhere in the Ancient Crypt, beginning a quest. Nearby, the mage Trianna Lelaine can sell you spells and potions. Just east of the church, watch for a fair number of Krugs and Phraks near a Life Shrine and the Orchard House. Its cellars are also full of Krugs.

The Displacer Transport atop a low hill farther east of the pigpen can take you to the Helios Utrae Basilicus (HUB). It takes you to seven Displacer Transporters, which can take you to the other seven cities on the peninsula. These transporters become active depending upon the level of the character you are playing. New characters can only use the Eddim Transporter. A level 50 character can use all of the transporters.

East of the Displacer Transport hill, find a low stone tower. On top of it, find two smaller transporters. You must first calibrate them before you can use them, which means visiting the other ends first.

## The Ancient Crypt

From Eddim, go east, following the marked path. Every now and then, you come to a sign that tells you how far you must go to find the crypt. Pass several large ponds. When you get within 14 distance units of the crypt, you come to a rope suspension bridge, guarded by a Legionnaire. Just across the bridge, near the entrance to the crypt, find the Iliarth Divide to Eddim Displacer. This takes you to the tower near Eddim.

Then enter the Ancient Crypt and begin fighting Krugs, Skeleton Warriors and flying brown Gargoyles. Down a hallway west, open a stone door to a small room. Exit that room south, through a hallway to another room. This one has a sign pointing you south, to Hovart Marsh. The room has three exits. The one on your right (west) opens to a small room with a sarcophagus. Inside it, find the Eddim Stone (but only if you have previously activated this quest while you were in Eddim).

Back in the room with the sign, you have two ways to go. Both of them eventually get you to the same place, but one is slightly easier. So, jog one room east and then turn south, to a room with another sign, this time pointing you north, to a room with a Resurrection Shrine.

North of there, up the steps east and north, a long tunnel east takes you to a small room. South of there, find a square hallway with a large room at the center of the square. There, find the Gavel of Convening. It rests on top of a low pedestal. South of there, steps go up to the Hovart Marsh exit.

## Hovart's Folly

Trudge through the marsh, following the road signs west, to Hovart's Folly, until you go uphill south to an intersection. The west fork takes you to the vendor cabin named "Horty Olof's Adventurers' Emporium". Trade with Horty and then return to the intersection and take the other fork north, still following the signs to Hovart's Folly. You will eventually come to a round domed stone building. This is the south entrance to Hovart's Folly. At the end of the first set of long hallways, you come to a room with three exits.

To go directly to Lord Hovart's location, open the gate east and then continue east until you come to a Resurrection Shrine and a hole in the wall south. Just past the hole, open a door east. Past the door, go all the way through a very large room and then out the other side east, to a room with a Huge Wooden Door hanging on chains. Pull the lever to open the door and then go north, through the Mucosa tunnels until you get to a large room with a Resurrection Shrine and four stone columns in a row. Exit this room through a hole in the wall north. You will come to a large room, The Great Hall, where the skeletal Lord Hovart rises up on a lift near the center of the room. Defeat him and all of his minions.

You may further explore Hovart's Folly if you wish. One dead-end corridor leads you to a vendor named Shana Tullen. Another exit from this underground fortress takes you to the Great Northern Forest. After you have killed Lord Hovart, exit the Great Hall east, past a Resurrection Shrine and up some steps, to get outside to Eddim Glade. Then activate the nearby Displacer Transport to travel back to the tower near Eddim. There, enter the church and speak with Kelti. She gives you the "Signet Ring of the Utraean Protectors". Then she tells you to go to Crystwind. Also, speak with the Guard Captain of Eddim - for gold.

## Crystwind

To get to Crystwind, you may use the Eddim Utraean Basilicus transporter hub, by activating the transporter at the top of the hill to the east. Alternatively, return to the Displacer Transport platform at the top of the tower. Return to Eddim Glade and then follow the trail west. At the signpost, turn south, uphill past a Health Shrine, to the Crystwind Mine. Then follow the ore car tracks south, to a lift. At the top of the lift, continue south until you exit the tunnels at the town of Crystwind.

When you arrive in Crystwind, speak with the Guard Captain of Crystwind, ending the Hovart's Folly quest. Nearby, a mage named Trella Lauron is speaking with the blacksmith Jerena Strongblade. Trella wants you to find her "Rune of Diamonds". Go to the stone ruins in the Crystwind Grasslands just west of the nearby Displacer Transport. There, one of the Krugs has Trella's diamond rune. After you take the rune back to her, Trella gives you the "Crystwind Stone". Now you have two of the Townstones. Next, look inside one of the town buildings to find Utraean Priest Sarden, to give him the signet ring Kelti gave you.

## Fallaen

Now go to Fallraen, using the Crystwind Displacer Transport hub just south of the Guard Captain. Alternatively, go overland by way of the *eastern* mining tunnel. Follow the tracks east until you get to a broken lift on a ledge above the tracks. Squeeze past the hole south until you come to a rock fall blocking your further progress south. Bypass the blockage by pushing buttons to open the doors east. In a large room with a roaring furnace, open two doors north, to a room with two large rotating fans. From there, go east, past a Resurrection Shrine, to a door that opens east to a dark tunnel that takes you south, along sometimes narrow ledges to the continuation of the hallways. There, turn west past the Resurrection Shrine and then keep going to the end of the long hallway. Open the next three doors west, until you find the area on the other side of the rock fall. A Displacer Transport here can take you back to Crystwind.

A sign points you west and south to Fallraen. Pass another Resurrection Shrine, to a swinging platform. On the other side of the chasm, open the door south, to find a lift. It takes you up a through a stone column to the snowy Fallraen Forest. Continue following the signs to Fallraen, uphill to a large stone pyramid, downhill south and east to the cabin of a vendor named Jessa Alberd.

From the cabin, continue east, past a Resurrection Shrine and then south along the cliff edge, to a signpost at the site of a huge door that opens to the Frozen Rift, a small dead-end ice cave. You may bypass this door and the monsters that live inside the cave. Continue east, through the blizzard to where the Barracks Guard stands. She wants you to clear the barracks of monsters.

The barracks entrance is just south of the Barracks Guard. Enter the vault and clear out all of the monsters in this fairly small barracks. Check your Journal to know that you have completed this quest. Then return to the Barracks Guard, so that she can pay you gold.

Now go up the steps north of the guard, to find the Fallraen city gates. Past them, cross the bridge north and then enter the large “Lyceum Magicus Arcani” building. Speak with Utraean Apprentice Flessan, who tells you that Priest Lagreth is missing inside some frozen caverns. He took the “Snowflake Stone” with him. Be *certain* that you have either a Resurrection Scroll or Spell in your inventory before you leave town. The magician Killean Herne, standing nearby, sells Resurrection Scrolls.

Exit Fallraen through the city gates north, to the Fallraen Forest. Pass by a tower with a misaligned transporter. Continue north just a bit, to the entrance to Furok Cave. Inside it, run a gauntlet of monsters in the cave until you find a low hill with a Resurrection Shrine and the body of Utraean Priest Lagreth. The Fallraen Stone is on the ground next to the priest’s body. Resurrect the priest and then speak with him. Now you have three Townstones. **Bug Note: If you previously changed the game difficulty to Easy in the Multiplayer Staging Area, then the Snowflake Townstone does *not* appear next to the priest. In addition, he gets up without you having to resurrect him. If this happens, quit the game, change the difficulty to normal and then re-do this quest.** Exit south, to Fallraen. Talk with the apprentice. He sends you to Meren.

## Meren

You could use the Fallraen Utraean Basilicus Hub (just south of the Lyceum), or travel your longest journey yet, overland north. You pass through the Glacial Caverns, the Mount Utrae Forest, the Ancient Temple, the Mount Elspen Forest and the Crystal Caves to get to Meren. Start by exiting through the city’s north gates.

Go past a transporter tower and the Furok Cave, until you get to a signpost pointing you inside a cave west. Inside those Glacial Caverns, go north and west, following the signs to Meren. Pass a Resurrection Shrine and a Mana Shrine. Finally, exit to the outside again and continue north to the “Mount Utrae Forest to Fallraen Displacer”. It is near the entrance to a vault that is the entrance to the Ancient Temple.

Inside the temple, ride the lift down to a hallway that takes you to a large room with a spiral stone stairway and seven other exits, all with steps going up. The sign to Meren points you down the stairway, so go all the way down to the bottom. Exit that room through one of two doors on the east wall, to a small room. Exit that room south, to a hallway east that takes you back outside. A vendor named Dornek Fire Hammer waits there, near a sign pointing you south to Meren.

Just to the south, enter the Crystal Caverns. Go a long way down to the lower level and then a long way up the other side. Pass a Resurrection Shrine south, across a narrow bridge south and east, past the “Crystal Caverns to Fallraen Displacer”, farther south past some dark pools, across a short stone bridge, pass another Resurrection Shrine and then turn east, exiting to the Meren Coast.

A ranger stands at the next sign. East and south of him, a short distance along the foggy shore, find the city of Meren. Inside one of the houses, find Utraean Priest Tas, who tells you that you can find the Meren Townstone in the “Sacred Temple of the Stars” to the south.

To find the temple, walk to the base of the cliff at the west side of town. Ride the lift to the top, where you find a transportation tower that can bring you back from the Cloud Forest, after you have found that forest. Down the hill south, run a gauntlet of monsters until you come to a stone bridge and a suspension bridge, close together. On the other side of the bridges, speak with vendor Verrus, who stands next to a white tent and a Health Shrine. Continue south, to the next signpost.

From the signpost, go east and south, to the next signpost - near a pond. South of the pond, find another signpost. West of that signpost, cross a narrow stone path to the Meren Displacer Transport, near a Ranger. Just to the south of that transporter, find the temple and then pick up the "Meren Stone" from the altar. Ride the transporter back to Meren and then speak with Utraean Priest Tas, who sends you to Lang.

## Lang

Again, you could use the Meren Utraean Basilicus Hub, or travel overland along either of two routes:

**1.** To take the first route, return to the Displacer Transport at the top of the tower and then use it to return to the vicinity of the temple. From there, go east to the nearest signpost. From there continue south, uphill and around a corner west, to the next signpost. Southwest of there, find another signpost, which points you up east into the Mount Utrae Foothills. At the next sign, go south to a Mana Shrine. Then go east, to a cliff high above a valley with a lake at the bottom. Now go north, east and south, to the ridge on the other side of the valley. At the end of the ridge, you will find a cave entrance.

Inside the cave, find a dark exit on its south wall. That takes you to another vendor, Endar Gareth, at the Mount Utrae Alpine Reaches. Farther uphill, enter into and out of another small cave, across a snow-covered stone bridge and then up to the scenic Mount Utrae Summit. Cross a wooden bridge and then follow a zigzag trail down the North Slope of the mountain, past the broken head of a large stone statue. Continue through a small cave north, back to the zigzag trail and down the mountain to a wooden bridge that crosses a river at the base of a cute waterfall. Farther down the mountain, cross a second bridge at another waterfall. Then pass through a forested canyon north, to where a Swamp Tracker stands at the edge of Lang Mire. He is responsible for tending the torches that you can see disappearing into the swamp.

So, follow the line of torches north through the swamp, past a Resurrection Shrine, south and then west over a section of boardwalk, north and west across three more sections of the boardwalk and then south and west to the city of Lang, a depressing little camp in the middle of the swamp.

**2.** To take the second route to Lang, run along the Meren shore north, all the way to the end. Then turn uphill west, for a short distance, until you get to the Meren sign where the Ranger stands. Just west of the Ranger, find the entrance to the Crystal Caverns. Retrace your steps all the way to the other end of the caverns, where you again find the entrance to the Ancient Temple.

Now bypass the temple north, curving around east, to a sign pointing you farther east to Lang. Past a Mana Shrine, curve around north and then a long way west, until you get to Dornek's Stone Quarry. Then go down some steps, past a Resurrection Shrine and a group of dead quarry workers, to a camp with two tents. Just west of the tents, find the entrance to the Sulphur Tunnels.

Inside the tunnels, go downhill west, over a stone bridge, past a Health Shrine south, to another stone bridge that takes you east. On the other side, go south past a Resurrection Shrine, to an intersection at a stone bridge. Take the north fork, as the Lang sign says, down the hill and over a short wooden bridge that gets you past the falls. Cross a second wooden bridge and then go south, downhill to the exit of the tunnels, putting you at the edge of a swamp named Lang Mire. Trudge east, through the swamp, to Lang.

Either way you got to Lang, speak with Utraean Priestess Janeira, who will give you the "Mosquito Stone". Now you have five of the Townstones. Then Janeira sends you to Quillrabe.

## Quillrabe

You could use the Lang Basilicus Hub to get to Quillrabe. Find it at the southwestern part of Lang. However, you miss two optional areas: the Flooded Sanctuary and the Pit of Despair, which you can find along the overland route. To take the long way to Quillrabe, you must first find Redwood Gap. You have two ways to get there, either through Lang Mire or the Goblin Warrens.

**1.** If you choose Lang Mire, first go all the way to the west edge of the mire, where you reach a wall. Then follow that wall, through an area with no monsters, south until you again come to dry land. Then turn east, just far enough to find the trail going south, through Redwood Gap. Then, keep going south a very long way until you find a merchant named Rhod Emell standing next to a Resurrection Shrine and a bridge.

**2.** If you choose the Goblin Warrens, your journey will be much longer, but the treasure is much greater. Find the boardwalk at the south side of Lang and follow it a short distance to a vault that is the entrance to the warrens. Inside, turn a red valve to raise a metal lift. Ride it down to a small empty room with two large metal doors. Slide open the doors and then find a short set of stairs that take you down to a lever. Pull the lever, to slide a platform to your side of the chasm. Ride the platform across to the doors west. They open to another lift room, taking you down to another metal lift. Ride it down to a room identical to the first room you found. Past the large metal doors, find the Goblin Warrens proper. Now follow the *many* signs to Quillrabe, through a gauntlet of goblins trying to stop you. You pass the Lang Displacer Transport and a Resurrection Shrine, to the exit where a Legionnaire Guard stands. Then follow the well-marked trail south, to where Rhod Emell stands next to a Resurrection Shrine and a bridge.

## The Flooded Sanctuary

Either route you took to get to Redwood Gap, just across the bridge where Rhod Emell stands, find the Sanctuary Keeper standing just outside the entrance to the Flooded Sanctuary. Speak with her. She asks you to clear the sanctuary of monsters. Similar to the barracks mission, this one can be tricky because of two large rooms with iron grates along the bases of the walls. These grates open as you near them, and most of the Phrak Fish swim out of the recesses behind the grates. However, some of the fish refuse to come out until you have opened all of the other grates. Check your Journal to see if you finished this quest and then return to the Sanctuary Keeper for a reward. If you have killed all of the fish and still cannot clear the quest, look for hidden Octodraks that have not yet risen from the floor.

## The Pit of Despair

Farther along the trail *east* of where Rhod Emell stands at the bridge near the Flooded Shrine, you might want to clear an optional area called the Pit of Despair. There, you find a spiral stone ramp which takes you down the sides of a large hole in the ground. At the bottom of the hole, take a lift down to a complex series of very dark hallways. Playing with a single character, you should see no monsters at all. However, you will find many dead ends. This can be very frustrating and, after you have spent some time in the pit, you may indeed feel despair. This is only the first of three levels. You may find these maps of the pit valuable.

One red trunk west of your starting point has some very good gear inside it. To open the exit door of the level, found in the southwest corner of the level, you must first collect three bleached skulls. Two of them are in the northeast corner of this maze. The third skull is south and east of your starting point. Without a map of the area, however, you could spend a very long time wandering through dead-end corridors before you find your way to the next level. Note that if you quit the game before you exit this level, you must find all three skulls again, even if you have some already in your inventory.

The second level may at first seem easier than the first level, but it has two sections, heightening its difficulty. Here, you must find four Lost Artifacts. When you have them, approach the four statues at the center of the western part of the maze. A white light illuminates each statue and a section of bridge rises up to give you access to the area past the statue. After you have activated all four statues, an "ANKH" appears, illuminated by a red light from above. Pick up the ANKH. Use it to open the door at the northeast section of the western part of the Level 2 maze.

The third level is a maze of stairways, but all you have to remember is which way to turn at the five intersections along the stone pathways - four right turns and then a left turn. You do not have to use any of the stairways. This takes you to some hallways very near the exit lift, which takes you up to the surface.

## The Fury Den

Return to the Flooded Sanctuary and then continue to Quillrabe. Be aware that south of the Sanctuary, your survival will be seriously challenged. If you have had little difficulty with most enemies so far, that is about to change. The number of enemies ahead of you and their toughness may astonish you. If you die, the game gives you the option to become a ghost. Then find a Resurrection Shrine and return to fight off all of the enemies milling around the gear you dropped when you died. If that gear includes the Townstones, then you *lose* the stones if you *quit* the game before you are resurrected and recover your gear.

South of the Flooded Sanctuary, past a small pond and the Lang Displacer Transport, you come to the entrance to the Fury Den. Inside the den; follow the signs to Quillrabe, south past a Resurrection Shrine. You will find two large sleeping Furies along your route. If you are careful, you can pass them without waking them. This is a fairly short cave system and exits to Illarth Canyon.

## Illarth Canyon

If you went through the Fury Den, then you exit to Illarth Canyon. Follow the signs to Quillrabe, south over a stone bridge; past a Resurrection Shrine, down a lift, across two wooden suspension bridges and down a second lift to the river. Follow the river downstream west, across four short wooden bridges to find vendor Sar Vinien standing next to his tent. Downstream west of Sar, dodge behind a waterfall. You come to a pair of large stone buildings with a Health Shrine sitting between them. Both of these buildings are well-defended by Droogs.

One of the buildings has a spiral stone stairway that takes you up to a causeway. That gives you access to the other building, but it is also inhabited by Droogs. More of them wait for you at the top of the spiral stairway if you go there. To avoid fighting them, avoid the stairway. Instead, continue west and north of the two buildings and across several short wooden bridges. When you get to an arched stone bridge, do not cross it. Instead, turn west downstream. Bypass the lift at the base of the cliff, as the guard suggests. A short distance downstream from it, you find the stone walls of Quillrabe.

## Quillrabe

In Quillrabe, make a stop at the General Store. Then climb up the ramps of the city until you find a large building named "Dragon's Wrath Magicks", northwest of the Windy River Ale House. Inside the magic shop, speak with Utraean Priest Ferdl, who tells you that the townsfolk gave the Quillrabe Mask Stone as tribute to the Dragon Queen. If you want the stone, he says, you must kill the queen. Then go south, up the ramps to the top of the city. There, just west of the guard is the Quillrabe Basilicus Transporter.

South of the guard at the top of the Quillrabe cliffs, go down the ramp through the Quillrabe Canyons. North of a Health Shrine, you come to an intersection. North, across the stone bridge, takes you to a ledge with a road sign - between two lifts. The east lift takes you down to the guard you passed earlier, who is standing next to the river. The west lift takes you up to a dead-end, at a collapsed stone bridge.

Back at the intersection; the east fork takes you through scenic narrow desert canyons. Pass a camouflaged Resurrection Shrine and then come to a sign pointing the way to Hiroth. South of it, come to a hole in the canyon wall. Past it, turn west at the Mana Shrine. Pass another Resurrection Shrine and then turn the corner south to find Nalin Starbringer, who can sell you gear.

Then cross the stone bridge to a cave entrance. This is Drakes Nest. Inside, find a trail of gold coins leading through a hole in the wall to the lair of the Dragon Queen. Until you get close to her, she remains sleeping. You cannot open the three red chests until you defeat the queen. She uses a fire breath attack and has a high number of Hit Points, but she will not chase you. After she falls into the abyss, open the three red chests. One of them has the Quillrabe Stone. Now you have six Townstones. Then exit east, through a hole in the wall, to another intersection with a sign. You have two ways to go from here. Both routes will take you to Hiroth, where you can find a Basilicus Transporter.

The south fork takes you through Hiroth Canyon and is the faster route to Hiroth. However, you will have to backtrack through the same canyon to get to Mesa Desert. The north fork takes you past several Drakes and along a very narrow ledge up to Mesa Desert. There, activate the Hiroth Transporter, which will take you to a part of Hiroth near the castle. Be aware that the fields around the castle are swarming with skeleton warriors, but the rest of the town is safe. Make your way to the Basilicus Transporter hub, just north of where the Mesa Desert transporter deposits you. There, transport back to Quillrabe and then speak with Utraean Priest Ferdl to complete that quest. He gives you a ring and then sends you to Hiroth to speak with Utraean High Priest Kavaren.

## Hiroth

So, use the Quillrabe Basilicus hub again to return to Hiroth. Find High Priest Ferdl inside the Utraean Society and Magicks building. He sends you to speak with Utraean Priestess Kylira in Grescal - in the eastern desert. If you walk just to the northeast, you can see the Hiroth Townstone already lying in its place at the Utraean Circle. Now you have only to find the eighth Townstone - in Grescal.

## Grescal

You may use the Hiroth Basilicus hub, or travel overland to Grescal. A quick way to do that is to return north of the Hiroth Basilicus hub, to the Mesa Desert Transporter. From where it deposits you, cross the stone bridge south. That takes you to a lift near a Resurrection Shrine. At the bottom of the lift, walk across a stone bridge. Then work your way down a zigzag series of ramps to the desert floor. A sign there points you east to Grescal. Walk over a river bridge, past a huge stone arm of a statue and through the Endless Dunes a short distance to the oasis that is Grescal.

Another route to Grescal begins inside Hiroth Castle. Past the entrance doors of the castle, you come to a red-carpeted T-shaped hallway intersection. From there, open the wooden door west. This puts you in another long hallway. Open the door at the north end of it to find a vault entrance to Hiroth Mausoleum. Then go east, to a large room with three exits. Continue east to a spiral stone staircase that takes you down to a partially-flooded area of the building, scattered with many small feline statuettes.

From there, go east again to a large room with three exits. Continue east to the exit that puts you outside in the desert. Now follow the desert river upstream until it disappears into a hole in the cliff. From there, go east, past a huge stone arm of a statue and through the Endless Dunes to the oasis of Grescal.

Priestess Kylira stands just outside the big blue tent. She tells you that the Palm Stone was stolen and believes that you can find it inside some Abandoned Ruins to the northeast. The ruins are just a short distance from the town. Inside, fight your way to the large room at the western edge of the ruins. After you have cleared it, push a brick on the west wall to open a secret passage to where the Grescal Stone lies on the ground near a chest. Now you have all eight Townstones. Then return to Grescal and speak with Kylira, who rewards you and then sends you back to Hiroth.

## The Lost Pyramids

For some optional fun, visit the two Lost Pyramids in the same desert as Grescal. From the "Smithy" sign in Grescal, go south for 3.5 minutes, until you see a Resurrection Shrine among a small group of palm trees. From there, continue south for another 1.5 minutes, until you come to another Resurrection Shrine, also among a small group of palm trees. Total time from Grescal to the second Resurrection Shrine is, therefore, five minutes. From the second shrine, turn west and jog for 40 seconds, until you reach the southern of two Lost Pyramids. North of that pyramid, find a small white tent and the desiccated body of an adventurer lying on the sand. Near the tent is a Mana Shrine. Just north of the camp, find the second pyramid.

Inside the "Lost Pyramid of the Dead", a lift takes you a long way down to the Volcanic Caverns. Watch for Maljin Stalkers and Phantoms in this colorful lava field with numerous lava falls. A vendor inside the caverns, named Loern Ignus, can sell you a full range of gear and potions. If you make it up to the top of the caverns, you find a lift that takes you up to the Eastern Island tower.

The "Lost Pyramid of the Spirits" has a very long entrance hallway that leads to steps going down to a flooded part of the same hallway and then steps going back up to another section of the hallway. At the end of this very long hallway, you exit to Eastern Island.

There are two places of interest on this tropical island. Not a single monster will bother you as you walk down the hill south, to the beach. Pylons mark a long-ago pier. At the west end of the beach, a trail goes up north to a cave with a lift. This lift takes you up a very long way to the base of a tower near a river in the Great Northern Forest. A Lady of the Lift can sell you low level gear because you have returned to the low threat environment you found at the beginning of the campaign. Lang is to the west. Crystwind and Hovart's Folly are to the south. Fallraen is to the southeast. Meren is to the northeast.

Back where you first arrived on Eastern Island, if you go east, a trail takes you to a very tall ruined tower. At the top is a lift that takes you all the way back down through the tower and then farther down to the Volcanic Caverns, at the upper-most section of those caverns. These are the same caverns you can access from the Pyramid of the Dead, but the lift that takes you to that pyramid is all the way down at the bottom of the caverns. So, one pyramid takes you to the bottom and the other pyramid to the top of the caverns.

## Return to Hiroth

When you return to Hiroth, speak again with Utraean High Priest Kavaren, who tells you that he has placed the Hiroth Crown Stone at the Utraean Circle. The circle is ready to receive the seven Townstones that you carry. Kavaren believes that the Utraean Circle is similar to the Basilicus, in that it may be the transporter that took the ancient Utraeans to a “better place”.

So, go to the circle and then stand on each of the icons in turn. Drop the corresponding Townstone on each icon, to activate the nearby column. A beam of red light shoots up from the columns as you activate them. The circle of stone that you stand upon drops down slightly. When all eight stones are in their proper place, the ground shakes, the sky turns red, a pillar of red light shines down on the central structure and then it rises up on columns to reveal a stone lift. Do *not* ride it down yet.

Instead, return to High Priest Kavaren, who is appalled at what has happened. He gives you a “Tenstone”, which he wants you to take to a podium below the Utraean Circle. This, he hopes, will stop the Maljin. At the bottom of the stone lift, you enter the Utraean Catacombs. A book, “The Trial of Gallus” lies on the floor. You need this book for the secret Chicken Level, coming up. It has six lines of verse, clues to how to enter the Chicken Level. Then climb the stone steps to a narrow stone walkway above an abyss.

At the end of the zigzag walkway you get to a doorway where the first Maljin attack. Fight many more of them in the room past the doorway. After you have cleared the room of Maljin, exit through the west doorway to find more Maljin. At the top of the next steps, you enter the Inner Sanctum, where you fight the last of the Maljin, including the boss Maljin Assassin.

When all of the Maljin are dead, stand upon the podium and then drop the Tenstone upon it. The ground shakes and a white light shines from above. Now the door on the north wall opens to a large room with many treasure chests. When you return to the world above, all has returned to normal.

## The Secret Chicken Level

You must have the “Knife”, “Fury’s Eye” and the book “The Trial of Gallus” all in your inventory. You should also schedule *plenty* of time to complete the level. Be aware that if you quit the game before you finish the level, you *cannot* re-enter it. However, as long as you do not quit the game, you may buy more potions in Quillrabe and then continue the fight.

Return to Quillrabe and then, carrying a full load of Health Potions, hike up to the top of the city. Then go southeast and down some ramps to the Health Shrine. From there, go north, across the stone bridge. On the other side, turn left and then ride up the lift to the wide ledge. Kill all the monsters and then approach the north wall. A rock door in that wall should slide down, giving you access to the Forgotten Mesas.

Ride three more lifts up to a narrow walkway that leads to a set of three square stone pads. Stand on each in turn and then drop the Fury’s Eye, the Knife and the Trial of Gallus on the three squares - in that order.

If you do it correctly, each stone pad will sink a bit. After you place the last item, the ground shakes for a few seconds. All three objects disappear from the square stone pads. A lift drops down from above.

Ride the lift a long way up to where it stops in mid-air. Trust that you will not fall, as you walk across thin air to the bridge. This is the beginning of The Trial of Gallus. At the other end of the bridge, enter the stone building and ride its lift down to a short tunnel.

At the end of that tunnel are the first three of a large flock of white chickens. Only when you target one of them, will it attack you. Each one has the name of one of the game's developers and an enormous number of Hit Points. The chickens usually attack you only one-at-a-time. You have the option to use the lift to get away from them. You also have the option to return to Quillrabe for more potions any time you wish. You will find that defeating all of the chickens takes many potions and much time. It took me about five hours, using the Staff of Stars and a good crossbow.

The chickens drop some of the best gear in the game, although much of it requires very high stats in order for you to use it. In addition, after much fighting, you build up quite a clutter of treasures on the ground. These can get in your way as you go after the other chickens. Find a place where you can drop unneeded items, but be aware that after some time, everything you drop will disappear.

After you have defeated the first three chickens, open either door to a larger room where the rest of the chickens wait, along with the boss Chris Taylor Rooster. He shoots twin energy beams at you, but they were largely ineffective against my character. The Chris Taylor Rooster has more Hit Points than the chickens but he uses a stand-off attack, while the chickens get close up and personal with their attack.

After you defeat Chris Taylor and *all* the other chickens, you can open the door near where you found the Chris Taylor Rooster. Inside that room, you find only Colonel Norick, the final boss. He is the first person your character met in the game. Back when you were peacefully hoeing your vegetables, he was the one who ran over to you with your first warning about the Krugs.

Colonel Norick is a stooped-over old man with a white beard. He walks *very* slowly. However, he packs quite a punch, literally. Two of his punches can take most of your health away. So stay out of his way, using ranged attacks against him. This will take some time, as he has five times the Hit Points as the chickens. He is the toughest opponent you have faced in the entire game. When Colonel Norick dies, he drops a unique and powerful weapon, the Chicken Gun. When you use it, the gun shoots miniature white chickens in a stream toward your opponents, all the while squawking, just as chickens do.

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