

DUNGEON SIEGE 1

LEGENDS OF ARANNA - EXPANSION PACK

You may import a character, from any save you made in Dungeon Siege, into the Legends of Aranna expansion pack, but only in Multiplayer mode. If you wish to play as a single player in Multiplayer mode, you can do that too, even though the online servers are dead. Choose the Local Area Network option to do this. However, there are at least two major snags to Multiplayer mode.

First, you must be careful to choose a character and a save from a time early in the game, before that character became too powerful. Otherwise, you will essentially be playing in God Mode. When you first start Legends, the monsters have only three or four Hit Points. So, for a God character, even bosses with sixty Hit Points, go down with only one swing of your weapon. Even on the highest difficulty level, the game is no challenge for a character powerful enough to destroy Gom, the final boss in Dungeon Siege. However, the more players in your game, the more Hit Points the monsters have, although this matters not, if you are playing Multiplayer solo.

Second, the Multiplayer mode grants you no saves at all. If you want to save your game as insurance against game crashes, you are out of luck. If you want to create a save because you anticipate a particularly tough fight ahead, you cannot. If you need to eat dinner or go to bed, forget about returning to the game at a later time. You must end your current game. When you do that, a screen pops up to tell you how many monsters you killed and how many times you died. However, unless you stay awake for days, you can never finish Legends. When you return to the game, you must start all over again. *However*, you can start at different locations in the game, once you reach certain levels. At level 8, you can start a new game at Illicor. At level 11, you can start in the Trader's Camp. At level 18, you can start at Demlock's Cut. At level 24, you can start at Neener's Emporium. This does, however, depreciate the flow of the game.

Therefore, I recommend that you begin Legends of Arana in Single Player mode, with a freshly minted character. Select "New Game" from the game menu, create your new character and then select the Legends of Aranna option, to visit the Island of the Utraeans. Single Player mode adds "Set" items and colorful cut scenes. Single Player lacks only Multiplayer Resurrection Shrines.

You start Legends of Aranna standing just outside your home in the town of Arhok, located in the northwest corner of the Kingdom of Ehb. In Single Player mode, speak with Moht, enter your cellar to find your equipment and read a book, "The Ancient Utraeans". Inside your house, read the Hero's Journal, a long-ago message from your parents. Then hike down the hill to Lharnob's Forge. He sells armor, weapons, and shields. Nearby, speak with Mayor Hardison Dhon, who is standing just outside the Arhok Mages Guild. He repeats the blacksmith's concern about the monsters inside the town's Storage Cave and also tells you of a missing supply caravan. He will order the guard to unlock the north gate. Inside the guild building, Kira can sell you potions and spells. West of the Mages Guild, inside a small house, speak with Kron, a trapper. He wants you to kill a bear named Yellow Eye. Inside the Bubberjack Inn, you can speak with the people, but get no treasure or additional quests.

Up the steps on the east side of town, where Phelan the Historian stands, find two Displacer Transports. These are inactive at the moment, but when you later activate them, they act as teleporters. Each one has a stone pillar showing where the transporter can take you. These go to the Storage Cave and Halls of the Lost. The guard at the west gate will *not* unlock the gate for you. Go through the north gate instead.

Chapter 1 - Shadows of the Past

Snowy Canyon

Outside the city gates; kill the Ice Moth and two Ice Grubs just to the west. Break two barrels. Then go north, along a trail past more grubs, Ice Moths and some Vargs (small white wolves). On the other side of a rope suspension bridge, speak with Jondar, whose caravan was attacked by a giant. He wants you to recover the Staff of Stars, stolen by a dark skeletal creature. In Single Player mode, he will offer to join you in your quests. North, down the slope from Jondar, fight past some grubs and an Ice Moth to get to Yellow Eye's lair. Smash some crates and barrels. Open a chest.

Then go down the slope east, to fight a Snow Boar. Then cross a second, smaller bridge. On the other side, fight some Vargs and Snow Wolves. Smash some snow-covered barrels. Up the next slope, fight some more wolves. At the intersection, go down the slope south to find more wolves, barrels and crates at the dead-end and then go up the slope east. There, fight more boars and many wolves near a destroyed supply wagon. Crates and barrels are scattered about. Find more wolves, crates and barrels downhill south of the wagon.

East of the wagon, past two Snow Boars, find a sign marking the entrance to Arhok Cold Storage. Inside the cave, fight some wolves, Yeti snowmen, and Frost Golems. Their boss is the Ice Giant. **Note that the number of Hit Points that monsters have is dependent not just on game level, but how many players are in your party.** Then activate the Displacer Transport to fly high into the air and then back down to the town of Arhok. Speak with the mayor again. He rewards you with gear, one piece of which is a backpack. Right click on it to open it. The mayor asks you about the Staff of Stars and will tell the guard to open the town's west gate. Sell off your excess treasures and re-equip. Tell Kron that you slew Yellow Eye and get a 90 gold reward. In Single Player mode, before you go through the west gate, climb the watchtower and speak with Reynard. He gives you a bow to deliver to his sister Lyssa. Then go through the west gate.

The Frozen Lake

You quickly come to an intersection. Fight off some Rabid Gremals, Ice Wasps and Frostnid Spiders. The west fork takes you to the beginning of a rope suspension bridge, but do not yet cross it. Instead, turn north, up the steps and then down a ramp to a cabin. Inside, speak with Ashley Wicket. He tells you about Arhok's Lot, a set of special weapons. A book lying on the floor, "The Displacers", mentions that there were once 72 of the teleporters scattered all about the Kingdom of Ehb. Outside the cabin, the Displacer Transport can take you to an "Unknown Destination". If you go there, all you can do is explore a room with a locked door. You return here later. Walk along the south ledge, fight several Rabid Gremals and smash three barrels. Then hike up the slope, back to the city gates. Find the long bridge again and then cross it.

On the other side of the bridge, battling Frostnids, go down the hill and south, along the bank of the frozen lake. In Multiplayer mode, you come to a statue holding a sword and shield. This is a Resurrection Shrine. In Multiplayer mode, when you die, you become a ghost until you find a resurrection shrine or are resurrected by another player.

Up the slope from the statue, fight many more Frostnid Spiders and an Emerald Spider at the entrance to a cave, where Lyssa is under attack. Help her and then speak with her. She tells you that she saw a dark skeletal creature, clutching something, run into the cave. In Single Player mode, she can become your companion, an archer. Open a chest and then enter the cavern.

The Halls of the Lost

Inside, fight off an attack by gray Dust Spiders, yellow Swarmer Spiders, more Emerald Spiders and some walking skeletons called Bones. You come to an intersection. The northeast fork goes along a hallway to a book, "Arhok's Lot", which mentions a bow that adds to that weapons-set. Further along, fight some Widow Spiders and their boss, the Giant Spider. It will not chase you. In Single Player mode only, one chest has a green glow. Inside it, find "Arhok's Short Bow".

Return to the intersection. Going west, fight some Emerald Spiders and Bones. Smash several crates and vases. The three sarcophagi are empty. Farther on, fight yellow Swarmers. You come to a stone bridge that crosses a wide canyon. See many Mucosas milling about below you. Pass a Multiplayer-only Resurrection Shrine. Fight off some Vile Mucosas, Swarmers and Emerald Spiders. Past them, find some Stalagnid Pods that open and attack. At the end of the path, you come to a lift with a lever.

Activate the lift, to drop down to the canyon you crossed earlier. Open a chest and then fight off swarms of Mucosas and some Slime Zombies, north, until you get to the end of the canyon. There, find an entrance to some ruins. Read a book, "Master Sebihp's Research Reports". Then go down the steps west, to a door.

Past the door, is a hallway that takes you to two more doors. A disembodied voice warns you that if you continue, you will not leave. The left door opens only to a small room with four Pickers, a Metal Crate and a book named "Species Experimentation" that tells a bit about what was going on in these rooms.

The right door opens to a complex series of apartments that lead you eventually to a huge room. On the way there, find one room with a Twisted Mucosa Brute boss, four "containers" and another Metal Crate. One room has a book, "Assistant's Journal", written perhaps on the last day of the assistant's life.

When you enter the huge room, you hear the voice again, "Come closer, my lovely". Open a Metal Crate and fight another Twisted Mucosa boss (Resurrection Shrine). Exit to the south, through a tunnel, to an intersection. Hear the queen's voice again. She tells you that she is hungry.

The west fork goes to a room with Pickers and a book "The Account of Ashish". The room also has two levers. Pull both of them, to start water flowing through the pipes and open a secret door on the west wall. The room beyond has a chest and two Metal Crates.

Back at the intersection, the east fork takes you through a pool and up some steps, to a Twisted Mucosa Brute in a large room. Assisting it are many more Mucosas. Side doors open to two small rooms. One of them has a book, "Experiment Log Book, #306". At the east end of the room, find an enormous, worm-like creature. This is the Lost Queen. In Single Player mode only, a cut scene shows the queen's tail spewing pairs of Twisted Mucosa Raiders. In either case, you get *no* experience points for killing these and the queen will continue to eject them until they constitute an overpowering force against you. Kill the queen as quickly as you can.

After you have defeated the queen, a chain door opens to a zigzag hallway that ends at two Displacer Transports. Open four Metal Chests and then step on the transport that takes you back to Arhok. Note that if your inventory is full, wait until you return here to open the chests. Then make a second trip.

In Arhok, speak with the mayor. Rest, re-outfit and then return to the same hallway by using the Halls of the Lost Displacer Transport. Then activate the Island Way Station Displacer Transport.

You arrive inside a building swarming with Giant Rats. Go up the steps and a further short distance, until you exit outside to a tropical beach, complete with Palm Trees. Flying Swarmlings attack you.

Chapter 2 - The Island of Legends

You have arrived at the Island of the Utraeans, just across the sea northwest of Arhok. Walk down the hill and speak with Najj, a shipwrecked melee fighter. He sends you to Illicor, city of wizards, to speak with the Utraeans about the skeletal thief who stole the staff. In Single Player mode, Najj can join you.

Clear this long beach of Swarmlings, Jungle Skrubbs, Mhulliq (jungle boars), Island Lizards, Killer Vines, colorful Angler Fish, ape-like Chompers and Jungle Slingers, which are small bipeds who throw spears at you (Resurrection Shrine). At the end of the beach, climb up east and along a trail south, to a stone bridge. Find a Mana Shrine near a cave entrance. On the other side of the cave tunnel, cross another rope bridge to a second tunnel (Resurrection Shrine). Cross another rope bridge to a third tunnel and then go through a fourth tunnel south, until you exit onto the bluffs.

Note that in Single Player mode only, a cut scene plays as you go through the last tunnel. This is just past a pond with three or four Angler Fish in it. The Shadowjumper speaks to Nosirrom, king of the Zauraski. The Shadowjumper says he will use the Staff of Stars to exterminate all of the Utraeans and seize their city.

The Coastal Bluffs

On the bluffs, meet the Zauraski, lizard beasts that immediately attack you. Kill some boars and Jungle Skrubbs. Loot the Zaurask village and then go east, along the bluffs, past some Mhulliq and flying Jungle Phraks. When you get to the area with the large rectangular hole in the ground, you have two ways to go. The north fork goes to a cave with some Chompers and another volume of your mother's Arhok Journal. In Single Player mode only, find another chest with a green glow. It has "Arhok's Shield" inside.

Farther east along the bluffs, you walk down a slope to a cave entrance. Do not enter it yet. Instead, go southwest, under a high rock arch, fighting some Killer Vines, until you get to the beach. There, speak with Ilorn about his wife's missing amulet, stolen by Slingers. He will trade with you if you find the amulet.

Return to the cave entrance, but bypass it, up the slope east and then down a ramp southwest, to another section of the beach. There you will find Jungle Slinger Camora and his Slinger minions. Kill the boss to get the stolen amulet. Then return to Ilorn and give him the amulet. Do some trading with him.

Now backtrack *again* to the cave entrance and then finally enter it north, to fight some boars and Zauraski. The cave exits to a long beach populated with more boars. At the end of the beach, hike up the hill west and fight some tough Zauraski. Two dead-end side trails run off the main trail, but generally aim west until you come to a stone bridge going north. On the other side, fight off two hives of Jungle Phraks (Resurrection Shrine). Follow the line of flags northeast to another split in the trail, near a Zaurask village.

Before you enter the village, go down the ramp south, to a Jungle Slinger campsite with much treasure. Then go back up the hill and north, to clear the Zaurask village.

The City of Illicor

North of the village, you come to a large boulder, suspended in the air by some magical force. Nearby, find a well-maintained stone bridge. The building on the other side of the bridge is well-defended by Zauraski. Past the building, the bridge continues to the entry platform of the Utraean city, Illicor, where Elder Quayhdar stands waiting for you. When you speak with him, he asks you to eliminate all of the Zaurask Claws camped in the city. There are two more groups of these enemies. The game will tell you when you have defeated all of them. None of the vendors will trade with you until you have completed this quest.

The first group of Zaurask is in the building at the end of the bridge to the east. They will not chase you all the way back to the Illicor Entry Platform, making them easier to deal with. Retreat to the platform to heal.

To get to the second batch of Zauraski, take the bridge to the west. The marker at the start of the bridge tells you that the bridge goes to Illicor Hall. There, Laeta is a vendor who will not sell to you until you have killed all of the Zauraski. Find a second large group of the Zauraski south of her, in the building on the other side of the bridge. These Zauraski are more difficult to destroy, due to the confined fighting space. Be careful here. On the floor of the building, find a book, "Genesis of the Lower Species".

After you have killed all of the Zauraski, return north to Laeta and do some trading. Then go east, back to the Illicor Entry Platform. Tell Elder Quayhdar that you have eliminated the Zauraski. He sends you to the ruins of Mhakesha. In Single Player mode, you may buy either or *both* of the two types of pack animals stationed at the entry platform - if you have the coin and the patience to herd pack animals.

From the Illicor Entry Platform, going one bridge west gets you to Laeta, who sells potions and spells.

From the Illicor Entry Platform, traveling one bridge north gets you to Nardulo, a Hedge Wizard. In Single Player mode, he offers to join your group. He wants revenge against the Zauraski for his beloved Teeza.

From the Illicor Entry Platform, one bridge north and one bridge east gets you to Daon the blacksmith.

From the Illicor Entry Platform, traveling two bridges north, takes you to Ezmera, who wants you to rescue her brother Algher Mhankur, a scribe, who is somewhere near your next destination, Mhakesha.

From the Illicor Entry Platform, going all the way north, takes you to the entrance to the Dark Jungle.

The Dark Jungle

Not far into the jungle, you run into your first enemies, small dark bipedal Bookai, who throw fireballs at you as soon as they see you. Beyond them, are the larger and more colorful Guliks, who claw at you.

After you cross a gully west, meet some more formidable enemies: brown furry long-tailed Hassat Runners, a talking feline species. These have more Hit Points and tend to attack you in groups. Once they begin to chase you, they will not stop. However, they will not follow you onto the bridges of Illicor.

You come to an intersection. The west fork leads to three more Runners, along a path strewn with small pyramidal stones. Past the Runners, kill four Jungle Klaws. Although larger, they go down more easily. Past them, you come to a cave that is home to many Hassat Runners. Watch for the Hassat Hunters, who use bows. Clear out their village and then hike up the trail to the back of the cave, for treasure. In Single Player mode only, open a green-glowing chest. Inside it, find "Illicor's Amulet". Then return to the intersection.

The south fork, past more Guliks, Bookai and Hassat Runners, takes you to a fight between a man named Kraal Yellowtalon and three of those Hassat Runners - near a broken bridge. Help him defeat them. Kraal is another shipwrecked sailor and has been living in this jungle for ten years. In Single Player mode, he offers to join you. West of him, find another group of Bookai and Guliks to fight. West of there, you hear a disembodied voice threatening to do horrible things to you. This is the voice of a Hassat Runner.

You come to a clearing with scattered ruins and many Hassat Runners. A side trail runs up the hill east, to a large stone ziggurat-style monument that is home to a large group of talking Trolls. At the top of the structure, defeat the Troll Captain (Resurrection Shrine). Lying on the ground is "Itane's Eye", which is an instruction manual on how to use the telescope pointed at the sky. It was most probably constructed by the Utraeans, although the machinery is now inactive.

Back down in the valley; find more Guliks and Bookai on the trail ahead. Past them, find another clearing populated with Hassat Runners. They all attack you as a group, so be prepared to use your Health Potions. This location is near the other side of the broken bridge that you passed earlier when you were speaking with Kraal. Open a chest on the bridge.

Now cross another gully east and up the opposite slope south, to fight some green Jungle Spikers that throw their spikes at you. They will not, however, chase you. Past them, defeat three Hassat Runners. Past them, defeat three more Hassats, including a Hassat Shaman, who can use spells. Past them, fight off a group of eight Guliks and a Bookas, at an Utraean Health Shrine just off the trail south.

After you climb up to the next bluff, fight off some squealing scorpions. If you look over the edge of the bluff, you can see a large group of Hassats milling around "The Well of Spirits". Up the slope north of the well, at the summit, fight off a large group of scorpions. Downhill from them, you can see the ruins of "The Shrine of Galentea", inhabited by Hassats. One of them will threaten you as you approach the group.

Up the hill east of the shrine, fight some Guliks and Bookai. Up the hill from them, find two giant stone feet and the giant head of a collapsed statue, "Lor - Statue of the Great Scientist, Creator of Laws". Battle another large group of Hassats, including a Hassat Commander.

Down the hill from the statue, find two more Bookai and three Guliks (Resurrection Shrine). Past them, deal with four Hassats. Here, the trail splits. Downhill east, are more ruins defended by Hassats, including a black Hassat Panther, who growls convincingly. Open his chest.

Northwest of those ruins, are a second set of ruins. You hear one of the Hassats warn you again. This area is "The Shrine of Lor - Final Resting Place of the Great Scientist". Colorful gas jets on top of eight stone columns mark this spot near a small pond filled with floating lily pods.

Up the hill west of there, find more Guliks and Bookai. Up the trail from them, watch for another Hassat Commander and his troops. In the valley below, you can see two people standing next to a stone building. Go down there and speak with Marl and Kale. They are standing at the entrance to "Mhakesha - The City of Splendors". They will mention Therg. Kale can sell you armor, weapons, shields, spells and potions.

Mhakesha - The Underground City of Splendors

Then enter the small building and go down the steps to a hallway. It leads past three Hassats, to the Hall of Records - Upper Floor, where stands Therg the Historian. He gives you a book to read, "The Binding of the Shadowjumper". Then he sends you to speak with Algher Mhankur, who is looking for the Stone of Lhaoc. Pull the lever to raise the lift cage from the floor below.

Step into the cage and then pull the lever again, to drop down to a room full of Hassats, including a Panther. This room has two unblocked exits. First, go east, to fight three Hassats. That room joins another room south; with three more Hassats and some new treasure containers, hanging baskets. This room exits east, to a cave called the "Relaxation Pool". It is full of scorpions, including a Giant Scorpion.

If you stand too close to the ledge south, the Weathered and Rusted Automatons on the floor below will zap electricity at you. You can, hit some of them with ranged weapons. Then return to the lift room.

From the lift room, exit south down some steps, to fight three Hassats. The next room is the Meditation Chamber, defended by four Hassats (Resurrection Shrine). The room has three exits. Going east takes you to the chamber with the automatons. As you approach the inactive ones, they come to life and attack you. Some of them have automatic weapons. Others have spinning blades.

The west exit from the Meditation Chamber takes you a short distance to a small room with water running in a channel along the walls. Defeat four Hassats. In Single Player mode, open a green-glowing chest, to get "Arhok's Long Sword". Also, read the last section of your mother's journal.

The south exit from the Meditation Chamber goes past three Hassats, one of them a Commander, to a hallway with scorpions. In Single Player mode, a man on the other side of a pile of rubble warns you about the Hassats. Then they knock him to the floor. Fight your way to a room where Hassats and Automatons are battling against each other. Destroy the winners and then exit west, to fight more scorpions. Continue west, to a room with more Automatons. From there, continue west, to a cave with more scorpions, including a Giant Scorpion. You come to a flooded section of the cave, with Angler Fish in the water.

The next room is distinctive because of its long length. Fight more Automatons and read a book, "Algher's Notes on the Ruins". It mentions a great mechanical device, resembling a clock. The room has three exits. The first doorway on the east wall takes you to a big room with more Automatons, four square pools of water and a round pool in the center. In here, open a chest.

Farther north in the long room, fight several mechanical Ancient Scorpiots. These shoot fireballs at you. A doorway on the west wall takes you to a room with a round pool of water and more Automatons.

At the far northern end of the long room, a break in the wall takes you through a pool of Angler Fish. The cave to the east of the pool has more scorpions. Then you pass through another pool to a pair of tough new enemies, Shadow Jumper Minions. These actually *do* jump toward you, a bit comically. However, do not underestimate their strength. The Shadojumper's voice promises to destroy you. Find three more Shadow Jumpers in the next room. A long hallway south of the room has no enemies, but the room south of that hallway has more Hassats and the man you saw earlier.

Algher Mhankur found the Stone of Lhaoc, only to have it stolen from him by the Hassats. He tells you to speak with Jharmaya, who ran on ahead to find the Staff of Stars. In Single Player mode, Algher offers to join your group (Resurrection Shrine).

To the west of you are more Hassats. Up the steps north are more of them. Up several more sets of steps, you exit the ruined city to a bright green forest.

The Fen of the Frozen

Read a book, lying on the ground, "The Priests of Cicatrix". Look in the nearby trees east and west, to find some treasure crates and barrels.

Down the trail north, meet some new enemies, small gray bipedal Flesh Renders. The trail continues to the edge of a swamp, where a trading caravan has camped. Near the inactive Transporter to the Lair of Cicatrix, watch for a red-headed bear, called an Ursae. Speak with everyone in the camp. In Single Player mode, finding this group completes your half-giant friend Najj's quest. These are his people.

Also in Single Player mode, Jaelyan's sister Mheagan, an archer, offers to go with you. Kirr wants you to eliminate the Dark Acolytes who harass the camp day and night. Healer Tass sells potions and spells. In Single Player mode, Wym sells Tragg pack animals for 1,000 gold coins. Blacksmith Acha sells armor, weapons and shields.

Guard Collin stands at the start of a series of boardwalks that traverse a swamp. In the swamp just northwest of where he stands is a Mantrap, a giant green worm that rises up from the water. You will see many more of these farther into the swamp. Collin warns you of Lightning Pools and Sinking Sands, but the real dangers are the many varieties of monsters in the swamp. At the end of the first section of boardwalk, where it meets the first island, meet a pair of dark green Bog Beasts. These are almost always located near Mantraps, so they present a greater danger than they first appear to.

This first island is large enough to have two run-down shacks with minor treasures inside them. Watch for many undead, which rise up from the ground as you approach them. They have names like Walking Corpses, Living Dead, Headless Corpses and Rotting Corpses. They have good offense but move so slowly that they are easy fodder for a ranged weapon. The gray Fleshrenders, however, are much faster and can overwhelm you if you stumble into a group of them. Small dark "frozen" statues scattered about the island never move, and pose no danger to you. Leech Fish inhabit the watery areas. Clear the entire island.

Another section of the boardwalk takes you west, to another cabin and a broken section of boardwalk. Backtrack, back to the island and find a section of boardwalk that takes you south, to a second island, where you must fight more of the undead. A torn paper lying on the ground on that island mentions The Kitt of Kajj, a special set of armor.

After you have cleared the second island, walk another section of boardwalk south, to a large cleared area where you find Barkrunners, tree-like monsters with bushes for heads, and the Dark Acolytes that Kirr wanted you to eliminate. They float, wraith-like, through the air. After you have defeated all of them, the game gives you credit for completing that quest. Open a red-glowing chest (or sarcophagus) inside the foundation of a small crumbled building, for some good treasure.

A nearby boardwalk takes you north, past a cabin housing Fleshrenders, to a ledge at the edge of the swamp. A pair of gas-fired torches, shaped like upturned human hands, marks a trail up the mountain.

The Mountain of the Dead

Before you go up there, clear the ledge of monsters east and west, to get the experience points. You will find Barkrunners and another Ursae bear.

At the top of the hill past the hand torches, more undead rise up. Helping them are more Fleshrenders, another Ursae bear and a wraith inside a Death Cage. You come to a long stone arch that acts as a bridge.

On the other side of the bridge, fight Skeleton Warriors and a Death Knight. A wooden sign in red says "Beware". Up the hill from the sign, fight more Fleshrenders and watch for another wraith inside a Death Cage. Further uphill, find more Fleshrenders. East of them, wait more Skeleton Warriors and another Death Knight. Uphill from them, watch out for a Ghostly Spirit that can do major ranged damage. It is inside a graveyard, where undead rise up from the graves as you approach them (Resurrection Shrine).

North of the graveyard, find more Fleshrenders, undead and two more Ghosts in another graveyard. Uphill west of a small stone building, is another graveyard. In Single Player mode, a cut scene shows two Death Knights exiting a white skull-like building. They wait for you up the hill. Clear all of the undead from the graveyard around the skull entrance and then go down the steps to meet Konus, who is on the same quest as you are. In Single Player mode he will join you if you like. Past the wooden door, find a room with a wooden lift and a handle. Get on the lift and pull the handle to drop down to...

The Lair of Cicatrix

At the bottom of the lift is a tiny room. You hear a voice, "Do you truly wish to feel death's sting? So be it". Past a wooden door, in the hallway, fight two undead, a floating Possessed Skull, and a Fleshrender. A second chest is empty but a cauldron has some gold. Past a second door, deal with another Possessed Skull and more undead that pop up from the floor. Three doors open off this hallway. The one on the east wall opens to a monument room with two red chests, three undead and a Battle Wraith inside a cage. Another wraith is hiding inside one of the two sarcophagi.

Back in the hallway, the room on the east wall, at the very end of the hallway has a pair of tiny green glowing Whelnar's Eyes. These sprites shoot green electric bolts at you that do much damage, but the tiny enemies have only a few Hit Points, so go down easily. With them, inside the room, find a much tougher enemy, a Ghostly Necron. These carry a staff. Also in the room are three Mummies, a Spirit inside a pot and Battle Wraiths inside both caskets.

A second door opens on the west wall to another long hallway packed with Skeleton Warriors, Death Knights and a ghostly Spirit hiding inside a ceramic pot. Two doors open off this section of the hallway, both of them to the same long room. Watch out for skeletons, Mummies, Death Knights, a Spirit in a pot, a Battle Wraith inside a cage and another one inside a casket. A door on the east wall of this room opens to a room with a red chest and two sarcophagi.

Exit the long room through the north door, down some steps and along a hallway defended by undead, Mummies and a Possessed Skull. At the end of the hallway, open a door to a very large room with Dark Acolytes, wraiths, Fleshrenders, a Ghastly Necron, a Battle Wraith inside a casket, a Spirit in a pot and one Possessed Armor. Open a red chest.

A door opens on the south wall of the room to another hallway, containing a Possessed Skull, Mummies, undead and a Spirit in a pot. The voice tells you "Many have come before you and none have left alive".

The door at the end of the hallway opens to a small room with some Mummies, a Spirit in a pot and a chest. Two doors exit the room. The south door opens to a room with Mummies and a wraith in a sarcophagus.

The east door opens to a larger room, containing a Ghastly Necron, Mummies and a Spirit in a pot. The door on the east wall of this room opens to another long hallway. Watch out for Mummies, a Possessed Skull and a container with a Battle Wraith. The door at the end of the hallway opens to a very small room with three undead. Two doors exit this room to identical pairs of rooms, containing two prison cells each. Watch for undead, including very slow-crawling Decomposing Corpses and a Possessed Armor.

Both of these cell rooms exit to a hallway with another cell and two doors. The cell is larger than the previous two but has only a Possessed Skull and a Spirit in a pot. The door on the east wall opens to a torture room inhabited by a Ghastly Necron and a Battle Wraith in a cage.

The door at the end of the hallway south, opens to yet another hallway with undead, and a Possessed Skull. The voice says "Soon you will be mine". The door at the end of this hallway opens to another very large room with Death Knights, Skeleton Warriors, wraiths, a Ghastly Necron, a Possessed Skull, a Spirit in a pot and some Whelnar's Eyes (Resurrection Shrine). In Single Player mode, open a green-glowing chest. Inside it, find "Kajj's Breastplate".

A broken wall on the east side of the room starts a lava tunnel. Fight past some Whelnar's Eyes to an impressive lava falls. An opening to the north has some more Whelnar's Eyes. Then go south, past a pair of flying Rahks. These look like green-gray drakes. They spew fire, doing much damage. Then watch for a purple-gray Scaly Drak, more Whelnar's Eyes and some Death Knights. Around the corner north, find two more Rahks.

On the south side of the lava pond, find two Death Knights and a Rahk called Krakemaw the Putrid. This boss has many Hit Points, but guards a nice chest.

East of the lava pond, fight off another Rahk and two Death Knights. Down the hill north of there, fight a Scaly Rahk and two more Death Knights. Open three sarcophagi and a nice red chest.

As you move west of there, a cut scene shows the big boss of this level, a skeletal Centaur named Cicatrix, whose voice you have been listening to. In Single Player mode, his last words to you are, "Soon you will join my undead army. Prepare to meet your doom!" He has four Reapers to help him. In addition, as you approach the arena, he rises up on his hind legs and conjures a squad of Cicatrix's Skeletons. If you attack them, Cicatrix merely conjures more of them. Concentrate all of your offense on him, not the minions.

After the fight, open four very nice treasure crates and then go west, to kill a green Rahk and a Scaly Rahk. Then go up the slope west of the long lava pool, to find a Rahk, a chest and other treasure containers.

North of the long lava pool, defeat a pair of Death Knights. Past them, walk under an arch north, to fight a Scaly Rahk and six Whelnar's Eyes. Then go up the ramp to a Displacer Transport.

Use the Transporter to get back to the "Fen", the trader's camp next to the swamp. Re-outfit your group and sell off all of your excess treasures. Then use the same Transporter to return to the lava caves.

Back in the lava caves, go up the slope and fight a Scaly Rahk. Then go up another slope and fight another Rahk (Resurrection Shrine). Then open an ornate door to a room with a wooden lift. Ride it up to a small room that puts you very near some steps going up to a bright, green rainy forest.

Fight off several Fleshrenders. North of them, find a second group of Fleshrenders and an Ursae bear. North of them, fight off a third group of Fleshrenders and a Battle Wraith in a cage. North of them, deal with a fourth group of Fleshrenders and another Ursae bear.

Past all of that, you come to a vault entrance, defended by Skeleton Warriors and Death Knights. In Single Player mode, open a glowing-green chest with "Illicor's Beaded Hauberk" inside. Then go down the steps to an underground room with more Skeleton Warriors, including a Skeleton Giant.

Then enter a second, partially-flooded room west, holding more skeletons. Up the steps east, find more skeletons. Here, the hallways end and rocky tunnels begin. Stalagnid Pods open and swarm you. Cave Angler Fish infest the pools below the ridge you stand upon. Some of them may climb up to you. All they guard is an empty chest in a hidden corner of the flooded area.

Up the steps north, more skeletons wait for you, where the tunnels turn back into hallways. An old man named Nirr waits in a room. He tells you that he had an argument with his son Jaff, who then ran off to Xulphae's Cove. Nirr wants you to take a letter to his son. On the floor outside the room, find a pamphlet "Welcome to Jherkal's Crown!" Then exit up the steps, back outside.

Chapter 3 - The Crown and the Cut

Read "A Guide to Jherkal's Crown", the brochure lying on the ground. Down the slope, fight off an attack by a herd of boars called Rending Mhulliq. Ahead of you north, a large group of Zauraski, including a Zaurask Slavemaster, paces back and forth in front of a monument. As you approach them, a cut scene shows the Shadowjumper again threatening to exterminate the Utraeans. Still in the scene, Shadowjumper uses the Staff of Stars to knock down The Guardian. Kill all of the Zauraski and watch out for some new enemies, the crab-like Chitterskrag and their faster, Immature Offspring.

After you have defeated all of the Zauraski, speak with the old man, who lies atop the ruin of the headquarters of the old Utraean Astronomical Society. The Guardian pleads for your help. Read his "Guardian's Journal". Then cross the stone bridge, over the river.

On the other side of the bridge, fight a group of Zauraski, including another Zaurask Slavemaster. In Single Player, open another green-glowing chest, to get "Kajj's Gauntlets" (Resurrection Shrine). Then cross a second bridge to fight a group of Zauraski. North of this building is an overgrown plaza.

Clear the plaza of Zauraski, Chitterskrags and two swarms of Giant Hornets. Climb to the top of another building, on the east side of the plaza.

The Ruined City

When you are finished with the plaza, go through the passage north, to battle two new enemies, called Cobble Men, green giants who throw streams of boulders at you. They guard the entrance to another ruin defended by more Zauraski. In Single Player mode, the top of the building has a green-glowing chest. Find "Illicor's Staff" inside that chest.

Up the steps north, fight more Zauraski, some Chitterskrags and another pair of Cobble Men guarding the entrance to a ruin defended by yet more Zauraski, a small herd of Mhulliq and some Chitterskrags. Take a side trip west, up a ramp to a wall defended by two Cobble Men. Past the wall, fight a Zaurask Slavemaster and some more Chitterskrags behind a break in the wall.

Back down the hill, go through an opening west, to fight some Zauraski and Chitterskrags. A pool of water below you north, has several Spewing Chitterskrags which, in Single Player mode, guard a green-glowing pot. Inside it, find "Solov's Ward", which is a shield.

Back up on the trail, the long ledge south goes to a walled compound. The entrance is guarded by two Cobble Men. Past the entrance, defeat more Zauraski. Just south of there, Jharmaya waits to speak with you about her run-in with the Shadowjumper. In Single Player mode, she will join your group if you wish.

The Utraean Transportation Center

Then enter the odd angular building that is the entrance to the Utraean Transportation Center. Be ready to hear a strange mechanical greeting from an extinct business called Automated Travel Unlimited.

Read "Travel Unlimited's - C. T. C. Guidebook". Guarding the room are two large pink Marble Golems.

Two ornate doors exit this room to two almost-identical waiting rooms. Each of the rooms has three Chitterskrags and a swarm of Immature Offspring that surge up from the floor grates. Between the two rooms, doors open to a reading room, patrolled by two more Marble Golems.

Side doors off both waiting rooms lead past golems and Zauraski to the same room. This room has an Utraean Automat. It sells armor, weapons, shields, potions and spells. Just north of the automat are two rooms with Zauraski, Monstrous Rats and three chests.

If you go east of the automat, a door opens to a "secure area". You know this because the automated voice of the security system tells you that "security has been notified". Pass through another room, to a wooden lift that takes you down to a suite of rooms. Clear them of enemies, including two Shadow Jumper Adepts, until you come to a very large room that has prison cells along its walls. Clear the room of Zauraski. Empty the cells of rats and some minor treasures. Read the "Green Brother Manifesto", which gives further evidence that the genetically modified Zauraski eventually revolted against their masters, the Utraeans.

South of the automat, find a large waiting room full of Zauraski. A door on the west wall of that room opens to another large room full of Zauraski. A door on the west wall of that room opens to a room full of Chitterskrags, including a boss Giant Chitterskrag. The door on the west wall of that room opens to another room full of Zauraski. That room adjoins a second room with two exit doors. Both doors open to stairways going up to the same square hallway, defended by Zauraski. A side corridor off this hallway leads you to a suite of three bedrooms. Inside two of them are Zauraski. The other room has a rat.

The square hallway exits north, to a very large room containing many Zauraski and the Demlok's Cut Transporter. Also in the room, find a book "Warrior's Journal - Hub Battle" and a "Hastily Scribbled Note" on the floor. Watch for Immature Offspring to scuttle up from both of the room's floor grates.

The Shadowjumper has disabled this Transporter by installing the large green crystal. Break the crystal to reactivate the Transporter to Demlok's Cut. Step on the Displacer Transporter and then activate it, to teleport to a lovely piece of countryside near a river bank.

Demlok's Cut

On the other side of the bank, you can see blue Skitterlings and red Skitterclaws frolicking by the river. After you cross the wooden bridge to the other side, those cute little critters attack. Also, watch out for black clouds of Swirling Midges.

When you come to a set of two bridges, briefly detour to a knoll between them, to open three chests. Then finish crossing the river, to find a small Hassat encampment. Then follow the river downstream, fighting past more Skitters to a larger Hassat camp. After you have cleared it, open three chests at a graveyard, and then drop down the bank west, to find more Skitters and Midges (Resurrection Shrine).

Cross a fourth bridge to find more Hassats in an even larger encampment. To the northwest, find many more of them. Open eight chests and then cross a stone bridge west, to a ledge with Skitters. Open a chest and read "Demlok's Demise" near a statue of Demlock the Great.

Down the slope south, fight magic-wielding Rune Fiends that look like Minotaurs. Similar to them, are Rune Beasts that merely hit you hard. Among them are slump-shouldered Rune Wizards, who can use magic to conjure more of the beasts and fiends.

Down the trail north, find more Skitters, three chests and Bran Torath, who is standing next to the fifth bridge, waiting for someone like you. The Rune Master and a large group of his friends have trapped Bran's son Lhuk on the other side of the next bridge (Resurrection Shrine). Cross the bridge to join battle with Skitters, Rune Casters, Rune Beasts and Rune Fiends. Past them, in Single Player mode only, a cut scene shows the Rune Master conjuring a giant Rune Guardian. Find it and many more of its kind near the small ruined stone temple, just before you come to a bridge.

Open five chests and then cross to the other side of a long bridge west, where you meet Lhuk Torath. He thanks you with Demlok's Spellbook. He also sells armor, weapons, shields, potions and spells. The nearby Displacer Transport will not activate until you find its twin.

So, go down the hill west, fight some Skitters and open two chests. West of there, meet some green Swarming Queens and brown Swarming Drones. Open a chest and then continue along a ledge west, to find two more chests. Then cross a stone bridge northeast, to fight more Swarmlings and Midges. Near a waterfall, open a stock chest and, in Single Player mode, a green-glowing chest with "Kajj's Helm".

Now, over another plank bridge crossing the river north, fight more Rune Fiends, Rune Beasts and Rune Casters. Open their four chests. Then go up the steps north and west to the hilltop. From there drop down to find your old friend Therg the Historian. He wants you to clear the nearby Tower of Kmethekt of the foul Doppelgangers that infest it. Inside the tower, read "Demlok's Compendium".

The Tower of Kmethekt

At the bottom of the steps, open a door to a lift room with two Swarmlings. Ride the lift down to another small room with three chests and the "Codec of Krell", inventor of the Transporters. This room has two exit doors. When you open the north door, you see a glowing Dark Zepheryl, which flies toward you and then attacks with magic lightning energy. There is also a Swarmling in the room. A hidden danger in this room comes from the Zepheryl in the room beyond the debris on the east wall. It shoots lightning past the rubble and is very difficult to target. You can deal with it later, after you circle around to that room.

The south door opens to an L-shaped room that has a door at its east end which opens to a very small room. Inside it, deal with one Dark Zepheryl and two Zepheryl. The east door in this room opens to another tiny empty room. The exit door from that room opens to an almost identical room, but it has a Zepheryl. From here, the north door opens to a much larger room with three Zephyrs, a few Swarmlings and a hooded figure that looks like a dark wizard. These are called Noctiss, and they appear abruptly from out of thin air. They have the ability to leech the life out of you.

Open four chests and then open the door at the north end of the room. The small room past the door has a Swarmling and a Zepheryl. The door on the west wall of this room opens to a room with two Zepheryl, one of which may have attacked you from behind some rubble earlier. Also find a Noctiss and a white glowing cloud called a Doppelganger. When you attack the cloud, this little monster transforms itself into a weapon-wielding human that mimics the appearance *and* Hit Points of your character, making it sometimes difficult to defeat. Open two chests. The east end of this room turns into a hallway with two exits.

The east door opens to a tiny room with a Swarmling. The next door east opens to a larger room with one Noctiss, two Zepheryl and a Dark Zepheryl. Due to the rock fall, the room is a dead end. Open four chests.

The west door of the hallway opens to a room with a Dark Zepheryl, two Noctiss, a Doppelganger and a few Swarmlings. The south door in this room opens to three Zepheryl, two Dark Zepheryl, a Doppelganger and two Noctiss. The four metal chests are empty but the green crate has good treasure.

The door at the south end of the room opens to another large room. Fight one Doppelganger, one Dark Zepheryl and four Noctiss. The east exit from here opens to a small room with two Zepheryl and one Doppelganger (Resurrection Shrine).

The east exit from that room opens to two dangerous rooms full of Doppelgangers, Dark Zepheryls, Noctiss and Swarmlings. Open three chests. The second room exits past a chest, to a mining tunnel east. You come to a large cave with six Noctiss hiding in the shadows. Along with them, deal with two Flying Gritches. The mine tunnel continues south, past more Noctiss and Gritches. It then turns west and north, past Noctiss and Gritches, to a ramp. At the bottom of the ramp, you can see four Doppelgangers.

The tunnel exits to a long corridor, where a tentacled Octodrak rises from a pit. These have no defense against a ranged attack. Clear the submerged building to the northeast first. Watch for almost-invisible Shadow Angler Fish hiding in the water. A statue marked "Library Reference #301" activates to form an automaton librarian with a white spherical crystal floating above its head. It tells you more about threats to the Great Clock.

Now go down the hallway west, to a large room with two glowing braziers that look like crowns. The room is filled with Greater Skrub Scorpions and Flying Gritchies. Two more statues, #302 and #303 tell you more about the Great Clock and a familiar story about Demlok's water defense against the Zauraski. Most of the chests in this room are empty. At its west end, the room turns into a wide hallway, with doors on both sides harboring enemies. Watch out for more Octodraks, Doppelgangers Noctiss and a Thunder Lizard in the room to the north. Then the hallway itself turns north.

Clear all of the rooms along the wide hallway (one room has a Resurrection Shrine) until you get to its end. There, enter a room with two Thunder Lizards and three Octodraks. North of there, past a dead-end side tunnel and another small room, go up some steps to fight three more Thunder Lizards and a scorpion. Listen to Library Reference #306.

The flooded room north of the Librarian is full of Gritchies and three Muck Beasts. The six chests in the room are mostly empty, but the green crate has good treasure. A passage east of this room leads you to a Doppelganger Knave and then a stairway up to another three Doppelgangers and an Octodrak.

Past them, clear a complex series of rooms to the south, including a large room with *seven* Doppelgangers and *nine* Noctiss. You will eventually come to a room with two Octodraks. Then you enter a connecting tunnel carved from natural rock, which joins to the next section of hallway, where you must deal with four more Doppelgangers. In Single Player mode, this room contains a green-glowing chest with the very nice "Illicor's Spellbook" inside.

An ornate stone door opens south, to a room with five Doppelgangers, including a very powerful Doppelganger Lord. The Displacer Transport in this room takes you back to Demlok's Cut, where you can trade with Lhuk Torath. After you have rested and refitted, return here and continue south through a very long tunnel until you exit back to the outside world, completing a quest.

Chapter 4 - Pilgrimage of Redemption

Just as you emerge into the sunlight, four Sandscreeches attack you. Also on this beach, is a large group of Hassats (Resurrection Shrine). As you leave the beach, look for a ledge to the south. Defeat the Hassats there and pick up the Stone of Lhaoc, lying on the ground. One of the Hassats was carrying it. The stone is actually an amulet giving +2 to melee skills.

Up the hill west, find seven colorful monkey-like Scrub Howlers. Up the hill from them waits Uelda. Her party was attacked by the vile Droc. She insists that you free her captive husband.

The Xots Badlands

East of the ancient tower, find another group of Scrub Howlers. In the canyon below them, find more Hassats. East of them, watch out for some tough Scrub Trolls. The trail then circles around a huge boulder, on the other side of which you meet a group of the dreaded Droc. The Spatter Droc variety throws yellow balls of sludge at you. In the same area, watch out for Scrub Scorpions.

A tougher variety, the Greater Scrub Scorpions have more Hit Points.

The trail splits here. Go south and then fight off an attack of scorpions hiding in the trees. In Single Player mode, open the green-glowing chest, to get "Demlok's Amulet". While you are here, you can use ranged weapons to target some of the scorpions on the other side of the river.

From here, clear the area on the other side of the rock formation to the west. As you move in that direction, you may target, with ranged weapons, the Scrub Trolls on the other side of the river. Droc and Droc Spatters have built a camp. Watch for scorpions as well. Near the Droc camp, find two cave entrances that merge together inside the cave. Droc use the cave as a home and a place to store much treasure.

After you have cleared the cave of Droc and treasure, cross the plank bridge over the river, to find another cave entrance in the rock wall west. This is only the first of three entrances that, again, merge inside the cave. Inside, find even more Droc and much treasure. They also have a camp outside the cave.

The trail continues down a ramp to another camp, alongside a small lake. Here, you meet a Droc Superior. Then wade into the water north, until a huge dark one-eyed tentacled Krakbone rises from the water ahead of you. It has the ability to conjure miniature versions of itself, called Lesser Krakbones. These shoot silver balls of magic energy at you. Try as you might, you cannot defeat all of the Lesser Krakbones faster than the giant can conjure them. So, concentrate on targeting the giant.

With the Krakbones and nearby Droc eliminated, climb the southeast bank of the lake, to find another, smaller, Droc camp. There, enter a waterlogged cave north, to fight a large group of Droc guarding a wooden cage. Inside the cage is Uelda's husband Umberteen. He rewards you with "Umberteen's Book of Trickery", a very good Spell Book. He also asks you to find his brother Ghage at Xulphae's Cove.

The Cliff City

South of the cave, pass through a narrow gap to the next beach. There, find a small village of Zauraski and some scorpions hiding in the tall grass near the water. Watch out for the Zaurask Leader. Then climb the trail west, up from the beach. In Single Player, as you climb, a cut scene plays.

After the cut scene, kill some Scorpions and Zauraski, guarding an entrance east, marked by two torches at the top of tall poles. Before you go through that passage though, hike up the hill on your left, fighting Zauraski as you go, until you get to the top. There, in Single Player mode, open a green-glowing chest to get the final item in the Kajj Set of armor. The "Claws of Kajj" are a fast attack weapon.

Now walk past the torch poles and then immediately turn south, into a small cave where you find Ghage, which completes a quest. He wants you to defeat Nosirrom. Ghage gives you his notes to help you. Now continue east, to the edge of a cliff. Just along the narrow ledge, find a cave entrance. Inside the cave, meet Ohna, who tells you that a delegation of Utraeans, led by Jaff, left some time ago to negotiate with Nosirrom at his castle. She thinks the delegation was foolish even to try reasoning with Nosirrom. Having not heard from her friends, she too wants you to kill Nosirrom. Ohna can trade with you.

At the back of her cave, a ramp goes up to a second living quarters, where you meet Eradi (Resurrection Shrine). Her group's pilgrimage stopped here at Xulphae's Cove and cannot continue. She wants you to complete a ritual at the Sacred Well. To do this, you must remove the Zauraski who have taken possession of the well. The fight with the Zauraski begins as soon as you exit her cave. The fight is especially difficult because of the way the camera angle changes as you move around in the crowded space. Be careful here.

When you can safely move around outside Eradi's cave, enter the smaller cave north. There, read a book lying on the ground "Fortress Emarand". As you move farther west, your view opens up and the fight with the next group of Zauraski is easier. Watch also for a group of scorpions.

Soon, you come to a Zaurask village, comprising a communal building with a thatched roof and three wooden watchtowers. Southwest of the first watchtower and up the hill, find the third watchtower. West of that tower, is the entrance to a cave full of huge blue, green and yellow crystals.

Fight off a group of Zauraski and then cross a narrow stone bridge. On the other side, fight off an attack by six Skicks. Then cross a second stone bridge and fight more Skicks. Then cross a third stone bridge and fight some Zauraski. Then cross a fourth (double) stone bridge and fight more Zauraski. Then cross a fifth stone bridge and fight some Zauraski guarding some stone ruins. Read a book "Clockwork Posture".

West of the short obelisk, fight some Skicks. Past them, follow a zigzag path through a rocky canyon to a large Zaurask encampment, most of it slightly hidden around the corner to your right. West of there, fight off some more Skicks.

Then you pass down through a cavern of stalagmites and stalactites. At the bottom is another set of stone ruins, defended by all manner of Zauraski, including Leaders. There, you will find the Sacred Well. After you have killed all of the Zauraski infesting the well, that quest ends. Open a glowing-green chest to get the "Clockwork Boots", a set item. Also in the ruins is a vault, but debris has blocked it.

The Ramparts

Exit the ruins west and south, to the outside again. There, destroy some flying Soul Stingers. Up the steps west, fight some Zauraski. Past them, watch out for a larger group of Soul Stingers and Zauraski. Then follow the trail to a U-turn bend, where you find an intersection. Go up the slope *or* around the U-turn bend. Both routes take you to a pair of bridges defended by Zauraski, but the slope route has more enemies to slow you down. You could, of course, clear both routes (Resurrection Shrine).

Whichever route you took, from the north end of the shorter bridge, you can see Nosirrom's Castle. In Single Player mode, as you approach the ramp going down to the castle, a cut scene plays, starring Nosirrom himself. You can briefly place your cursor on him just past the large window. He has many Hit Points but it will still be a while before you can target him.

Fight your way past Zauraski and their Shadow Servants until you come to a broken wooden bridge. Someone has constructed a bypass up a ramp west. Fight your way, past a pair of Mountain Quadscales and some Soul Stingers, to the other side of the bridge.

Then speak with Jaff, who stands just inside the cave to the north. The chastened man is the only person left alive after the meeting with Nosirrom. Dark beasts and goblins killed the other members of the ill-fated peace mission. Jaff survived by playing dead. When you give him his father's letter, he vows to return to his father and mend fences, completing a quest.

Past him, farther into the cave, fight off a group of fast and hard-to-see gray Ztrools, accompanied by a pair of Rock Beasts. Then, in Single Player mode, open a green-glowing chest to get "Demlock's Ring". Just north of the chest, watch for a sleeping giant Fury. Be very careful with this creature and its lasers.

Past the Fury, fight some more Ztrools and another Rock Beast. You come to an elaborate Stone Door. Past the door, find a small empty room with a sturdy wooden door.

Stronghold

Past that wooden door, fight off three Zauraski in a room with two exit doors, *both of which* go to the same place, a large room full of Slithermages. The south route takes you through a room with three Zauraski to the room full of Slithermages, including three Slithermage Masters. This is the quick way to get there.

The east door goes to the same place, but takes longer. Go past a small empty room which exits to a second small room with three Zauraski. A door in that room opens east to another small empty room. The door on the east wall of that room opens to a room with a few Slithermages. Then go south, to a small empty room, and then south again, to a large room with Zauraski, three exits and a large stone column in its center. From there, going two more doors west gets you to the large room with many Slithermages.

Whichever way you took, exit the Slithermage room east, to the room with the column in its center. Then open the door on the south wall, to steps going down to a long room with two doors on its south wall. Both of these doors open to a room with a huge Iron-Reinforced Wooden Door and two other doors.

The huge iron-reinforced wooden door opens to the lair of Nosirrom, which is on the other side of the large window that you passed earlier. He has many Zauraski minions to aid him and serious Hit Points, though he walks very slowly and you can easily outrun him. The last thing he says is "The child has defeated me!" He drops some good treasure and "Nosirrom's Journals".

The west exit gets you to an empty room that has a door to a dead-end room with three Slithermages. The east door opens to an empty room. That room exits west to a small room with Zauraski. That room exits north, to some steps going up to a door which opens to a large room with *many* more Zauraski and a book "The Fall of the Defenders of Arhok". This room is the tomb of Orrin and Feliene, heroes of Arhok. In Multiplayer mode, Feliene's coffin is missing and the room has a Resurrection Shrine.

A sign on the north wall of the room points to "Neener's Emporium". Past that door, in a T-shaped room, defeat the Shadow Jumpers and then open an ornate door at the base of the T. Behind it, find tiny green Neener waiting for you. Speak with him to get the Crystal Guardians quest and then trade with him.

The door on the east wall of the tomb room opens to a long L-Shaped prison full of Zauraski. Clear all of the cells of treasure and enemies. Then open the door on the east wall of the prison, to find a long zigzag hallway full of Zauraski. At the end of the hallway, a door opens to a large room with two large light-purple crystals called "Dark Generators", protected by Slithermages. After you eliminate the enemies, destroy the crystals and listen to the sound of them power down.

Now open the door on the east wall, to a set of steps going down to a door that opens to a room *full* of Zauraski, a third Dark Generator and a dark tunnel. This room has two stairways. Climb the east steps up to more Zauraski defending a fourth Dark Generator. From there, open the door east, to a small room containing Slithermages and good treasure. Back down in the room with the tunnel, climb the west stairs to a fifth Dark Generator, defended by more Zauraski. From there, open the west door, to a room full of Shadow Jumpers. In Single Player mode, open a green-glowing chest that has the "Clockwork Amulet".

Back in the room with the dark tunnel; follow it past several Zauraski, to a rope bridge. On the other side of it, a large purple Crystal Guardian wakes up as you approach it. It spits electricity at you. Then cross a narrow stone bridge west to fight some Zauraski. Down the slope north and around a corner west, find more Zauraski.

Continue down the zigzag slope, fight two Lava Spirits and cross a second narrow stone bridge east, to fight more Zauraski on the other side. Southeast of them, a large yellow Crystal Guardian comes to life and attacks you. North of the crystal, defeat more Zauraski (Resurrection Shrine). On the cliff edge east, you can look across the lava canyon to see a group of Shadow Jumpers and Gobbots pacing around near a Displacer Transport. They are too far away for you to target them.

So go west, past some Zauraski and then up a slope to a small lava pool. There, four Lava Spirits rise up to attack. East of the pool, fight off some more Gobbots. Pass them, cross a short rope bridge south, to another group of Gobbots. They lob a barrage of napalm fireballs at you. Then cross a second, longer rope bridge.

On the other side, fight off another attack by Gobbots. After that, cross a narrow stone bridge southwest, to where a sleeping yellow Crystal Guardian sits. It wakes up and attacks you with electricity. A cave in the nearby south wall has more Lava Spirits and a pair of green treasure trunks.

Then go east, along the narrow ledge, to fight more Gobbots. Past them is another small lava pool with three more Lava Spirits. Around the corner from a giant purple crystal, fight more Gobbots. East of that crystal, find the last purple Crystal Guardian. Destroy it, to complete the Crystal Guardians quest and unlock the Displacer Transport you can see below.

Now backtrack southwest, to the small lava pool. From there, go down the slope north, to the transporter. Defeat the Shadow Jumpers, their servants and the Gobbots guarding the transporter. The Gobbots are particularly effective fighters here, because of their large numbers and the awkward fighting spot. In Single Player mode, open the green-glowing chest to get the "Clockwork Staff". Then ride the Displacer Transport up to the slopes of Mount Kreth.

Chapter 5 - The Countdown

On snowy Mount Kreth, speak with Therg the Historian again. He tells you that your final task is to defeat the Shadowjumper at the Great Clock. Then go east, to fight several Goblins. Down a short slope north, defeat some trolls and a boss Troll Masher.

Back up the slope, go east, past Gobbots and Mutated Goblin Warriors. Pairs of stone obelisks to either side of the trail turn their lights on as you reach them, so you cannot get lost. Down another slope east, fight more mutants. Keep following the trail downhill, west and north, for quite some time, until you come to a place where the trail turns south, uphill again. Watch for two-headed Horrids and several Phrak Hives.

When you again climb the mountain, you come to a metal bridge, defended by Goblins and two Phrak Hives. This can be a tough fight. On the other side of the bridge, fight some Mutated Goblin Warriors. Just past them are two Phrak nests. Then cross *two* short stone bridges east, to fight more goblins. In Multiplayer mode, find another Resurrection Shrine.

Here, two metal bridges lead north and south from the rocky outcrop. The north bridge takes you to an unfinished metal bridge that you cannot cross.

The south metal bridge takes you past Mutant Goblin Warriors who are standing on the bridge, to another rocky isolate with more mutants and a Phrak nest. Here too, you have two ways to go. West takes you across a stone bridge to a platform with Mountain Trolls and a huge Troll Masher.

This route dead-ends at a broken metal bridge.

Continue south, into a cave full of mechanical Scorpiot Slashers. There are various types of these. Some throw fireballs, some shoot bullets and some have swirling blades. Past them, at the bottom of a metal stairway, watch out for Stingbots and Mechanized Wasps.

At the top of the next set of stairs, deal with a squad of Gobbots wielding Lightning Guns and Grenade Launcher rifles. West of them are more Scorpiot Slashers.

You have two ways to go from here. The north route takes you up a ramp to more Stingbots and Mechanized Wasps. Near them, is a set of steps guarded by a pair of Automaton Mechs. The steps go up to a door that you cannot open. Even so, it is guarded by Gobbots and an automaton.

Continue west, to find yet another metal bridge. On the other side, find more Gobbots, a Gobbot Blaster tank and two Automaton Mechs. Then enter the opening west, to another section of the tunnels (Resurrection Shrine), guarded by more Scorpiot Slashers. South of them, find more Gobbots, including a Gobbot Blaster tank and some automatons. Warning! After you pass through the stone arch south, watch for two Automaton Mechs waiting to ambush you on your right and left.

Down the stairs east, trade with the Goblin Automat. Then, down the stairs south, fight more Gobbots, Stingbots, Mechanized Wasps and an automaton. Up the west steps, deal with two more automatons. The red valves raise and lower the platform, where another automaton waits.

Up the stairs south, find more Gobbots, wasps and Stingbots. The east stairs lead to a dead end with automatons. Through the next arch south, fight more Gobbots and automatons. Then pass through a door to the north. As you do this, a pair of Fletchettes, surprise you from a hidden compartment on your left. Past them, find more Gobbots and automatons inside a very large room with a complex series of stairways. Watch for secret panels releasing more enemies. In Single Player, open a green-glowing chest containing the "Clockwork Crossbow". After you clear the room, open the door on the east wall of the upper level.

The door opens to a big cave with Gobbots, Fletchettes and Gobbot Blasters, some hiding in crates. As you turn the corner south, watch for more of the same enemies. Then, up the slope west, fight a pair of Clockwork Automatons guarding a lift.

Ride the lift up to a small room with an odd wheel-like door. Open a second wheel-door to finally discover the room with the Great Clock. In Single Player mode, a cut scene shows you the clock from a variety of different angles. Defeat the Shadow Jumpers and their servants, prancing about on the catwalk. Two chests hold many health potions. You will need them.

Now open a third wheel-door. After you pass through that doorway, the Shadowjumper's disembodied voice taunts you. Past the fourth wheel-door, find a white room where the floor is covered in grates. From those grates, rise ghostly-white Elemental Minions and the more-powerful Air Elementals. The chest in the room has four Spell Books.

Now exit east, back to the room with the Great Clock, and another section of catwalk. Defeat more Shadow Jumpers and their minions and then open another two chests full of potions. Open a fifth wheel-door. Past it, the voice of the Shadowjumper taunts you again. In the next room, two Fire Elementals wait for you. A chest in the room has weapons.

Then open another wheel-door south. On another section of the catwalk surrounding the Great Clock, deal with several Shadow Jumpers and then open two more chests, to get more potions.

Past the next wheel-door, hear another taunt from the Shadowjumper. The next room is flooded and rain is falling. Two Water Elemental Minions emerge from the monster skulls in the pool. A giant Water Elemental boss rises up from the water as well. One hit from this slow-moving monster does quite a bit of damage, but he will not follow you out of the water. Open a chest full of amulets and rings.

Then exit south, to a room with two Earth Elemental Minions and a powerful Earth Elemental boss. The Shadowjumper's voice taunts you again. The chest in this room has some nice gear, but each requires very high stats in order to use them. In Single Player mode, **save your game here**.

Exit west, back to another section of the catwalk around the Great Clock. Two chests have many potions. In Single Player mode, as you go down the steps toward the chest, a long cut scene shows you the Shadowjumper attacking the Great Clock with the Staff of Stars, trying to make it spin faster and faster in an attempt to destroy it. All the while, he explains how your journey has been for nothing.

Now you must fight some of the most powerful enemies in the game. Three green crystals surround the Great Clock. These Dark Generators continually spawn new Shadow Jumper Lieutenants. You cannot target the crystals until you eliminate the lieutenants guarding each of the crystals. The lieutenants swarm you every time you try to target the Shadowjumper.

He uses several attacks; including whirlwinds that drain your life and long-lasting lightning bolts that can shoot through walls. These attacks can instantly drain all life from a character if he or she does not drink a Health Potion quickly enough. In addition, the lieutenants are quite willing to chase you through the zigzag corridors, all the way back to the lift. Make your stands against them in the larger rooms.

Be aware that a bug in the game may trigger if the Shadowjumper himself chases you out of the clock room. The bug manifests itself while you are attacking him, after he loses about half of his health. At that point, the Shadowjumper may disappear. Although he is often able to target you after that, *you* cannot target him. This effectively makes the game unplayable, because he must die or the game cannot end. The fix for this is to reload your last save and then fight the Shadowjumper *only* in the arena around the Great Clock.

A second, more minor, bug appears if you exit the game before the end of the fight. Despite the fact that you have many saves in the game, when you try to restart using the "Continue" command, the game tells you that there are no saves. To bypass this error, restart the game by selecting "Single Player>Load Game".

After you have killed the Shadowjumper, his moaning spirit flies away from his corpse. Pick up the Staff of Stars. At that point, in Single Player mode, watch the long ending cut scene play. Then the game allows you to open the last wheel-door, which gives you access to a room with the final Displacer Transport. It takes you back to the cabin near Arhok, though there is not much point to going there, as you have adroitly killed all of the monsters in the game and they do not re-spawn.

Chris Barton - 03.08.2014