

DUNGEON SIEGE 1

Dungeon Siege is a role playing game (RPG) developed by Chris Taylor and Gas Powered Games. Microsoft Game Studios published the game in 2002. The following year, Gas Powered Games added the Legends of Arana DLC to the original game and then released the combination game. Windows 7 warns that the game is incompatible, but it plays anyway, though you must save often. This is because, sometimes, the next landscape disappears. Reload your last save and try again.

You may play in Multiplayer mode, even though the online servers are long dead. Use your Local Area Network. However, Multiplayer mode lacks “Set” items, saves and many colorful cut scenes.

You begin the game as a peaceful farmer, tilling your vegetables. You learn that the savage Krug have overrun your village. They are minions of the ancient and evil Seck, who have awakened from their imprisonment beneath Castle Ehb. You must put down your hoe, pick up a weapon and then defend the Kingdom of Ehb. Battle your way through forests, swamps, icy mountains, deserts and volcanic magma chambers. Eventually, you come face to face with the evil Seck leader, Gom.

Chapter 1 - Stonebridge

At the sound of a voice in the distance, you look up from your work in the fields. Your neighbor Norick runs toward you shouting a warning about the Krug. He insists that you go to Stonebridge and speak with a man named Gyorn. Leave your farm implements in the field. You do not have much room to carry items. Try to collect *only* the most valuable items. With Knife in hand, jog across the bridge to find your first four Krug waiting for you. A secret level at the end of the Utraean Peninsula Campaign *requires* that you have this unique Knife. Try to hold onto it if you want to play that level.

Two more Krugs and a Scrubb wait for you further down the slope. Cross a second bridge and then fight more Krugs and flying Phrak Piercers. When you get to the pond, look for a bear cave to the east. If you can defeat this tough opponent, you get a nice piece of armor and some gold.

Downhill west, enter a cabin and speak with Edgaar. He wants you to clear the Krugs from his cellar. Save your game and then enter the cellar, which is much larger than the house. A grate in the back of the cellar is a lift that automatically drops you down to a lower level, where a group of Krugs, including Brankar the Scavenger, wait for you. Note that you will see many of these lifts in the game. If the opponents at the bottom (or top) of them are too numerous to defeat, pull the lever near the lift, to return. Sometimes an enemy will ride back up with you and you must fight during the ride. Heal up and then go down again to continue your fight. Break a wall at the back of the cellar to find a secret room with the best treasure. Then return upstairs to speak with Edgaar. He will reward you with a couple of potions.

Exit the cabin and then continue along the trail west. Look for a cave south of the trail. Inside, along with his Krug minions, is Klandank, the boss Krug. Take some of his nice treasure and then continue west to speak with Skartis, who warns you about the crypts. Look behind the nearby falls for some gold, but be wary of the wolves. Now turn north, toward the crypts.

Pass through a Krug camp. If you free the caged Phraks, they will attack you. At the second crypts sign, to avoid a bug in the game, continue north to the crypts entrance. Watch for tough skeleton warriors. Clear that area and then retrace your steps to the sign. Then go east a short distance to a clearing with a marble statue. Turn the statue to open a set of secret steps going down.

Enter the vault and watch for Jade Gargoyles. After you turn the statue, two skeletons rise up and attack. Take some nice treasure and then return north to the crypt entrance. Inside, watch for a swarm of larger gargoyles. Watch for a hidden lever on the wall just before you get to the hall of fire. Clear the rooms below.

Just up the steps from a pedestal where you pick up a Spell Book, fight a Skeleton Captain. Past him, dodge a set of fireballs that shoot from holes in a long corridor. Just past the end of this gauntlet, look for a lever on the west wall. It opens a set of steps that go down to a room with a hammer. After you take it, two lifts rise up with four skeleton warriors for you to destroy.

Back up the stairs, at the end of the main hallway, find a brick on the south wall, just before the next door. Push the brick to open a secret door to a small room. Pull the lever to open a set of steps going down to a series of passageways that lead to a pair of Healthy Boots. After you take the boots, fireballs shoot at you from the nearby wall. Another section of the room has two pieces of gear lying atop a pair of pressure plates. Before you take them, enter the very small room south, and then pick up the Health Potion. The brick button in this tiny room is only there to open the door if you become trapped inside. This could happen if you are in the room when a companion picks up the gear on the pressure plates, closing the door.

After you have defeated the Ruby Gargoyle boss, speak with Ulora. She will be your fighting companion and she can help you carry more treasure. Clothe your companion as you see fit. Outside again, follow the signs to Stonebridge. Along the way, clear out a second Krug camp. Keep in mind that the Krug Grunts have almost three times the Hit Points as the Krug Scouts. Inside the tower, fight your way up to the top, where you fight the boss Huskar the Shaman. Take any of his treasure that you want.

Continue down the hill to a third Krug camp. The Krug Shaman here can revive his dead companions. The boss at this camp is Futak the Trainer. One end of the beach has a Black Skrubb in a hole. If you did not clear the bluff above the beach first, the enemies on the bluff will see you and then come running down to cut off your retreat. Keep in mind that the Healing Hands spell can revive you and your companion(s). This spell saves valuable Health Potions for when you really need them, in the tough boss fights. Just up the hill from the beach, enter the village of Stonebridge.

Stonebridge

This is your first chance to buy and sell goods. You also have several quests to activate. Just past the gate, speak with Gyorn. He offers to go with you. As he costs nothing, accept him. Alanna Blesstone, inside the mill, wants you to clear the beach of Skrubbs, so that she can catch fish. Next to the partially-burned building near the mill, speak with Ordus, to get his Ordus' Axe quest. Jonn, inside the blacksmith shop Blackhammer Forge, can sell you armor, weapons and shields. Hold down the Ctrl key and click on an item, to sell it. Etan's Roost Inn has Zed the Sorcerer, who will join your group for 900 gold.

Upstairs, Ella Riverstarn wants you to send a message to her sister Ada, telling her that Ella is all right. In an upstairs room near her, Rusk, a hung-over melee fighter, is willing to work for you for 1,100 gold. Owen, in the mule pen named The Jack and Mare, will sell you a mule for 320 gold. Inside the Azunite Shrine of Passion, Adwana sells potions. Nearby, Naidi, an archer, will be your companion for 1,050 gold.

Chapter 2 - Journey to the Overseer

Outside the north gate of the city, fight your way along a new trail. Note that if you do not want your companions to automatically follow you, disengage Follow Mode (look at lower-right corner of screen). Up the hill from the gate, find a big mob of enemies near a Krug camp. Climb the steps of their tower to get the piles of gold at the top. Activate the lift at the base of the tower, to drop down to a room where you will find more Krug. There, also find Ordus' Axe, to finish that quest.

Now cross the bridge west and clear the Krug from the area in front of a stone wall with a blocked door. As you cannot open the door yet, drop down the slope to find a big field with six Skrubb holes. After you have dealt with them, speak with Ilandro, who warns you of the horrors of Wesrin Cross. Past him, kill another three Skrubbs and then enter the Wesrin Cross tower.

Inside, note a torch that you can light. Past a door, skeleton warriors and two Krug Shamans come from a room on the west side of the hallway. Farther down the hallway, small yellow spiders swarm you, but they only have 2 Hit Points. The room east has Walking Corpses, Tortured Corpses and an Ancient Corpse boss.

Then open a door west, to a room with more corpses, spiders and skeleton warriors. Many of the latter are archers and they can do much damage when they coordinate their attack. The double-doors to the south open to another hallway. The room on the south side of that hallway has many more skeleton archers. After you have cleared that room, watch for many spiders and Walking Corpses down the north hallway.

The door at the end of that hallway opens to a large room with Vile Mucosas, spiders and skeletons. The Mucosas spit green poisonous slime. If you run into that room recklessly, you can easily die here.

A hole in the north wall takes you to a set of stairs going down to a room with more Mucosas, skeleton archers and a large swarm of small yellow spiders. Check the weapons rack; shoot the barrels and crates. Then pull the lever to activate the chain that lowers a massive door.

Note: The X key turns all characters' Health and Mana bars off and on. The L key does the same for names.

Beyond the door, six Mucosas attack, along with a hoard of spiders. These spiders will follow you a very long distance if you run from them. Open a hidden crate and then open a second chain door.

Past the door, enter the library. Find two books: "History of the Droog" and "Swords to Plowshares". To read a book, find it in your inventory and then right click on it. You may then drop them on the ground.

Farther down the hallway, a room on the west wall has Mucosas and many skeleton archers.

The hallway zigzags to a circular lift. Save your game and then ride the lift down to another hallway with several Mucosas. Do not pull the lever on the wall. It sends the lift back up. You may need this lift as an escape route from some of the next enemies.

Exit the room west, to a hallway with more Mucosas. Several of their tunnels run off this hallway. The tunnels on the south and north walls go only a short distance. One of the tunnels on the west wall also goes only a short distance. The southernmost tunnel is long and complex. Inside that tunnel are two rooms, one of which has nice treasures. Battle many Mucosas and giant skull heads called Rectors that spit fireballs at you, though they are fairly easy to kill. Somewhere in the tunnels, you meet a Dark Mucosa that drops the first amulet in the game. When you want to exit the tunnels, go east, back to the hallway.

At the south end of that hallway, open a door to a much larger room, filled with round and square columns. Go down the steps and then start walking along one of the walls, fighting Mucosas, skeletons and Dead Walking. Light the torches on the walls as you go. Somewhere in the room, find a Mucosa Brute boss.

When you finally return to the entrance stairs, clear the center of the room. Watch for an area where lifts rise up with Mucosas. Nearby, swarms of spiders come from the floor grates. Clear the skeletons from a small building at the center of the huge room and then enter the building. When you pull the lever, the gate to the room closes and a swarm of yellow spiders attacks you. The room has Mana and Health fountains.

On the south wall of the huge room, find the exit door. Pull the lever to open it. Beyond the door, a very short corridor leads to a Giant Spider. It spits green poisonous slime at you. After you have killed the spider, the door behind it slides open to reveal a room with a lift. The small room at the top has a trunk, a footlocker, a chest and another lift that takes you up to a tower on the surface.

After you have cleared the tower and the area around it of enemies, notice the buildings below the bluff. This is Glitterdelve Mine. Before you go down there, use a ranged weapon to explode the red barrel of dynamite, clearing the debris from in front of the door. Open the door and then speak with the Guard Captain waiting on the other side, to complete a quest.

Below the bluff, look for Bodrus and Fretch, standing beside a white tent. Speak with them. Fretch can sell you a mule. Bodrus sells weapons, armor, shields, spells and potions. Then, as you near the mine, a long cut scene shows the miners battling the Krug. Only Gloern survives. Speak with him and then add him to your little army. Only one of the mine buildings has (explosive) treasure crates. Return to Bodrus and see if he has any gear that Gloern can use. Then enter the mine.

Glitterdelve Mine

Clear the first large mine cave of Krugs. Take the short south tunnel and fight a large group of Giant Rats. The waterway leading east, ends at a small cave with a Mana Shrine, more rats and a Monstrous Rat boss.

The north exit leads to more Krugs, near a pair of red barrels. Use a ranged weapon to detonate the barrels. Never leave these barrels unmolested in your rear. Enemies can target them while you stand near them, causing your instant death. At the intersection, you have two ways to go.

The north fork goes a short distance to a big cave full of Krugs.

Back at the intersection; try to detonate the red barrels to the west just as the giant Rock Beast appears. The beast is hiding in a small cave. After you have dealt with it, loot the cave for some treasure.

Around the corner south, find another room full of Krugs and another two red barrels. They explode a hole that opens to a short tunnel with giant scorpions and a treasure chest. Farther south, shoot two more red barrels, opening a tunnel to a scorpion and many trapped barrels and chests.

Back in the main tunnel, just around the corner west, find two more red barrels. They open a cave full of Giant Rats and some treasure barrels. Farther west, see two lifts. Pulling the handle of the one on the left causes a Rock Beast to ride up and attack you. Pulling the handle of the lift on the right brings an empty lift up to your level. Ride it down to a circular cave full of Giant Rats and Krugs. Two red barrels explode an entrance to a circular pool where more Giant Rats frolic. Empty the two chests there.

Then return to the lift. North of there, a giant Mine Worm rises from a hole and attacks you. North of the worm, up some steps, find more Krugs and scorpions. The white scorpion is a Venom Fiend.

Farther north, find more scorpions and a group of red-eyed, black skinned Darklings. Shatter several scorpions near a swinging platform. Then ride it to the other side of the cavern. There, fight more scorpions and Darklings. Then take the lift down to the floor of the cavern and fight more Darklings. A Mine Worm pops up when you near it.

Exit west, following three pairs of iron rails. Fight a big mob of Krugs. After you have defeated them, open a massive iron door by pushing the button next to it. Past it, find a dining room full of Krugs. Two more iron doors exit this room. The south room has some Krugs and two chests. The door to the west opens to a much larger group of Krugs, a chest and a crate. After you have cleared all three rooms, return to the tracks.

Follow the tracks again, north, to fight five Darklings and a group of Krugs near a lift with a handle that does not function. Fight through more Krugs, Darklings and scorpions. Detonate two red barrels and find your first Giant Moth. The explosion reveals a cave with Darklings and a Mine Worm. North of there, a Rock Beast waits for you. Keeping it company are more scorpions, Darklings and another Mine Worm. Past the worm, deal with more Krugs.

After you turn south, look out for several Darklings hiding in the corners of the cave. Explode two more red barrels to expose a cave, but there is no treasure in it. Find more Krugs and two more red barrels east. They explode a hole to a cave of scorpions and Darklings, but still no treasure.

Farther north, look for a pair of Rock Beasts, one on each side of the tunnel. They have help from Darklings and scorpions. North of there; find yet another Mine Worm. The next room north has scorpions, Darklings and Giant Moths. Just ahead, you can see another swinging platform.

On the other side of the chasm, fight scorpions, a Giant Moth and a two-headed Horrid boss. North of him, find scorpions, and another swinging platform.

Before you step on the platform, note the Krug waiting for you on the other side. He stands next to a red barrel. A large group of Krugs hide in the shadows behind the lone Krug. The mob will all rush toward you when the platform reaches the other side of the chasm. If you time your ranged shot just right, you can detonate the barrel just as the Krugs pass it, killing them all.

On the other side of the chasm, take the lift down to the floor of the cavern. There, you must fight even more enemies than you can see, including two Krug Commanders and several Krug Shamans. Check an armor stand and a weapons stand. Shoot eight red barrels. Many of them explode in a chain reaction.

East of there, a group of Darklings wait near two lifts. Clear the area around the lifts of Krugs, Darklings and scorpions before you go down lift #2. Then save your game and take the lift down to fight two Rock Beasts. Detonate the red barrels to open up a chamber with Giant Moths, a Mine Worm and a two-headed Horrid. Take the treasure you want and then ride Lift #1 back up to the main tunnel.

North along the tracks; enter the room west, to kill many scorpions and Darklings. Farther north, find a Krug Commander near lifts #3 and #4. Between the two lifts, deal with a Mine Worm. The first set of barrels you explode has only minor treasure behind it. The second set opens a cave with a Rock Beast.

At the bottom of lift #3 is a big mob of Krugs. Behind the third set of red barrels, find Torg, who is Gloern's lost brother. Speak with Torg to complete that quest. He gives you an amulet that gives you +2 to Dexterity. When you move toward Lift #4 to exit, a Mine Worm rises up.

Back in the main tunnel; explode more red barrels to expose a cave with another Mine Worm. Farther north, just past lift #5, find two Krug Commanders leading a large group of Krugs and Darklings. At the bottom of lift #5, fight off three Rock Beasts and four Darklings.

Back up in the main tunnel; push a button next to the big iron door to open it. Past the door, activate the large lift that takes you up to a snow-covered wilderness. From the nearby bushes, your first Klaw jumps out and attacks you. At the top of a trail north, five more of them wait near the building containing the machinery that operates the lift. A chest up there has good treasure.

Now go up the mountain trail, following the signs to Glacern. Watch out for hard-to-see White Wolves, more of the Klaws and Braak Mages, which toss frost balls at you. Just up the hill from there, another large group of wolves, Braaks and Klaws wait in ambush for you.

Near the next Glacern sign another big group of Braak Mages attack. The next Glacern sign has a chest next to it. Look for an ice cavern just north of there. Inside, find more Braaks and a new enemy called a Furok. They look like snowmen. Clear the entire cave, watching for an ambush by the Grizzly Furok boss. If you try to run for the cave exit, you find that a group of Braak Mages have blocked your retreat.

Back outside; continue east to another ambush by Klaws and Braak Mages. Farther east, watch for another group of wolves. Up some steps, find more wolves. Up more steps, find the entrance gates to Glacern.

Glacern

Past the gates to the city, note the magical ward surrounding the statue named "Glacern". This ward protected the early settlers and so they built a town around it. Enter Onoc's Magicatorium. Inside, speak with Apprentice Ardun, who has lost two books and wants you to find them. He gives you the first volume, entitled "Fedwyrr's Way, Volume Three". Near him, speak with Onoc, who can sell you potions and spells.

Exit the shop and then ride up the lift of the nearby tower to speak with the Legionnaire Archer at the top. He will give you one of the books, "Fedwyrr's Way, Volume One".

Back on the ground, enter Lucky Hurggis Inn and speak with Ibsen Yamas, to end one quest and begin another. Also inside the inn, Mage Lorun will follow you if you give him 3,900 gold coins. Melee fighter Kroduk will follow you for only 3,400 gold coins. The bartender, Jewlyнна gives you a quest to find Mage Merik. You might want to hold onto your coins until you see the blacksmith's wares - next.

Inside the Molten Iron Smithery, Orlov will ask you to clear monsters from his basement. His house is north of the city and you will find it later. Foulton the blacksmith will sell you armor, weapons and shields.

Just east of the smithy, find a small house with Elio inside. He gives you "Fedwyrr's Way, Volume Two". Return all three books to Ardun inside Onoc's Magicatorium. He gives you 200 gold coins.

At the top of the steps north, find a house with Ada. Speak with her about her sister, completing that quest. She gives you Lloyd's Ring, which gives its wearer +3 to armor. Ada has a cellar, accessed from outside her house. Down there, find a bricked-up entrance to a large cavern. A narrow rock ridge through it, exits out onto a snowy ledge, where a pair of Furok Slashers waits for you. They guard a hidden chest in the bushes.

Chapter 3 - The Search for Merik

Now you are ready to leave Glacern, by the northern gate. The first enemies you find are two large groups of Braaks and a large pack of wolves. Then cross a narrow wooden bridge. On the other side, note the group of Braak Mages standing on the bluff to the northeast. You cannot get to them until you go up the next steps, farther along the trail. Also note that the trail splits in two directions - north and west. The two routes, however, meet on the other side of the rocky promontory between them. Where they join, you will find Orlov's cabin, the one he asked you to clear of monsters. Between you and the cabin, no matter which route you take, you must defeat many Klaws, White Wolves and one Furok.

After you have cleared the area around the cabin, open the chest outside. There is no treasure inside the wrecked cabin. The cellar, however, has more to interest you. Down there, find many Frostspitter Spiders and Frost Golems. The game will give you credit for completing this quest, after you have eliminated all of the enemies in the cellar. Open two chests, one of them with very nice treasure.

Back outside, at the top of the steps east, fight your way south, along the bluff, eliminating the Braaks. Back on the main trail; continue east, to fight a large group of Braaks and Klaws in the distance, including a Pitiful Braak boss. You come to a stone vault.

Down in the vault, find more Klaws and Braaks near the entrance. Farther down the stone steps, fight off an attack by many Frostspitter Spiders and Frost Golems. Open two chests.

Up on the main trail again; continue north, to where the trail splits east and west. The east fork goes only a short distance, to a pair of Furok Slashers guarding a treasure site. Then continue west, to fight a group of wolves, Klaws and Braak Mages near a Mana Shrine. Navigate a big looping curve in the trail.

North of the shrine, you come to the edge of a cliff, where you find a group of wolves. The snow begins falling more heavily here, making the trails very hard to see - and you have much land to traverse. Now is a good time to return to Glacern to sell off your excess treasures and re-equip. Then return to the cliff.

Back at the cliff; go east to a narrow stone bridge. Before you cross it though, clear an optional area farther to the east. There, you find two Furok Slashers and a chest. It appears that this is as far as you can go, but a narrow ledge continues east, to a set of steps cut into the mountainside. Down these steps, you come across a group of Braak Mages and Klaws, at a deserted mining camp. Open a pair of chests, one with good treasure, and then explode the red barrels to gain entrance to the mine. Inside, fight a large group of giant scorpions and find a few barrels and crates with only minor treasure. Then hike back up the hill to the rock bridge. You may find that using the mega map here (M) is helpful, to find your way through the snow.

The Alpine Caverns

As you cross the rock bridge north, you must fight the first two of many Ice Warriors. They are tough, but they shatter like breaking glass. A narrow ledge west takes you to some treasure barrels. At the end of the bridge, a huge stone door rises in front of you, revealing an icy cavern. Inside it, find more Ice Warriors, Braak Mages and many pesky Ice Flies. Melee characters spend a lot of time chasing these flies around. A better way to kill Ice Flies is to target them with a ranged attack, even if the flies are close to you.

Up the trail from there; find a second group of the same kind of enemies. Open a chest. Just past it, find a narrow trail east, which exits outside. There, fight off a group of five Ice Warriors. Follow the snowy ridge to a small stone building that looks like a crouching goblin. Step on the pressure plate that is the floor of the building and then watch east, as a stone pillar rises from the depths. Note two similar buildings nearby. You will get to them later. For now, return to the main cavern and then continue northwest.

A large group of Ice Warriors break out of the ice and attack you. Half of them are archers that stand their ground. Past them, fight another swarm of flies, an Ice Mage and some Frostnid Spiders. The mages can conjure more warriors. Waiting past them are more Ice Warriors. Some of them break out of the ice when you try to open the chest. Farther along, find another Ice Mage, more flies, more spiders and more warriors.

At a corner where you must turn north, break the crates and barrels. Then clear out more enemies in the area around a Mana Shrine. Northeast of there, break the Icy Burrow and fight off a swarm of Ice Flies coming from the mound. Another mage to the northwest guards a chest.

Then exit east, to a huge swarm of Ice Flies. Farther east, near the huge skull, more Ice Warriors break out of the ice. There is an intersection here, but the south fork is a dead-end with no treasure or enemies. The east fork, however, has more of both, although the chests have only meager treasure.

After you have cleared the area around it, stand near the nose of the huge skull. From there, go south; through a very narrow passage to a section of the ice wall that lowers as you approach it. Then a wooden bridge forms over that sunken section of wall. Past it, fight off five Ice Warriors. Enter the stone building and then step on the pressure plate, the same way you did earlier. Watch to the southeast, as sections of a bridge rise from the depths. Then return to the main cavern near the huge skull.

East of there, deal with more spiders. At the base of some descending steps, turn south and then find a very narrow trail to another section of ice wall that lowers as you approach it. Cross the bridges to the last of the three stone buildings that look like crouching goblins. Inside it, find two chests. Just east of the building, find another chest that is very hard to see because it is covered in snow. Then return to the main ice cavern.

From there, you can see that the trail loops around to the south. A bow with a range of 12 or more meters can target some of the Ice Warriors on the other side of the chasm.

Farther east, an Ice Mage in a pale green outfit leads a group of Ice Warriors. Past them is a large group of Ice Flies. Now you turn south, to a Health Shrine. Smash some crates and barrels and then turn west, to fight the Ice Warrior archers that you saw across the chasm earlier. After you have destroyed them, open a chest and then go through a narrow passage south. Inside it, more Ice Warriors break out of the walls. South of there, fight more flies and warriors. Now you come to a four-way intersection.

The tunnel east is full of Ice Flies and a giant Frost Drake. On a ledge past him, a group of Braak Mages guard a chest on a ledge. The cave west has lots of spiders.

Back on the main trail, the south fork has a huge group of Ice Warriors. Farther south, at the base of some steps, fight another group of flies and spiders. At the top of those steps, find another large group of Ice Warriors and another Frost Drake.

Down the other side of the steps, find Merik's icy prison. A cut scene shows him breaking out of the ice. This completes one quest and begins another. Speak with him. He offers to become one of your followers.

Chapter 4 - The Warding Staff

As you exit south from Merik's prison, another cut scene plays. Save your game and then fight a group of about a dozen Ice Warriors and another Frost Drake with many Hit Points.

After you have dealt with them, a huge stone door rises up, revealing a snowy outside. Near the Health Shrine, fight off some Ice Flies, Klaws and some Braak Mages. Save your game here, because when you get to the cabin just down the trail, you may encounter a glitch in the game - when the auto-save activates.

There are some Braak Mages near a chest west of the cabin. Inside the cabin, grouchy old Jeriah will sell you armor, weapons, shields, spells and potions. South of the cabin, fight your way to a tunnel opening.

The Crystal Caverns

Inside the cavern entrance, meet your first slow-hopping Dark Lungers. The teal colored crystals hide lightning-shooting Teal Shards. Ranged weapons work well against them. At the bottom of the slope, near the Mana Shrine, meet your first lizard-like Lectars. They are slow moving but heavily armored. Swimming in the pool, notice the green carnivorous Slarg Fish. They are amphibious, able to walk on their front fins.

Open a chest and then wade into the water south. Then climb up out of the water onto the rock south, fighting more of the same kind of animals and opening a chest. At the bottom of the rock steps, you can see a large group of enemies climbing up out of the next pool. The northern end of this pool has a drake-like Syrrus, guarding a chest. After you have dealt with him, climb out of the pool onto the rock south.

At the cliff edge, near the waterfall, meet your first Trogs, tough armored humanoids. Cross the stone bridge to fight a larger group of Trogs and a large group of Teal Shards. On the rock shelf below, fight many more of the same kinds of enemies. If you work your way along that ledge north, to the river, and then along the bank of the river to a chest, you may find it empty.

At the next rock level down, you meet your first large Blue Shard, also a lightning shooter. The west end of this ledge has a chest. Down two more ledges, a larger group of Trogs waits for you, including a boss named Great Trog Warrior, with extra Hit Points. Also new here, find a pair of Dark Slingers. These look similar to Dark Lungers, but have less armor and throw green poisonous sludge at you.

A stack of barrels and crates in this area have much gold.

West of there, watch out for Trogs, Lungers, Slingers and new Dark Casters, that shoot lightning at you. When you get to a group of barrels and a chest, the trail turns south. Partway along the narrow rocky ridge, you can see your first four-armed Skick and a few Trogs.

When you get to the corner intersection, an even narrower trail leads south to a group of Stalagnid Spiders. These spiders fold themselves into cone-shaped pods when not active. They guard a Health Shrine.

Now zigzag westward, fighting more Trogs, spiders and another Skick. Be wary of the spider pods lined up on the stone bridge in front of you. At the end of the bridge, meet your first group of Spiked Maws, led by a Rabid Spiked Maw boss. These animals, mostly mouth, spit black sludge at you. Find a chest with gold inside it, near a group of Blue and Teal Shards. Find another Skick and some spider pods past that.

Near a rock arch, the trail splits. Take the northwest fork past a Skick, some shards and more maws. Past the next stone arch, find a wider area containing a vault. Clear the Trogs from around the entrance and then go down the steps to solve a bit of a puzzle.

There are two stone pressure plates in this room. Place any weight on them, from a person to a gold coin. This will open up a hole in the floor, revealing steps down to another room. To drop a single coin from your inventory, click on the number in your inventory that represents the total of your gold hoard. This brings up a small window where you can edit the total number of coins down to one. Then click the "Confirm" button. Drop the coin on the ground by clicking on the ground. Your single gold coin will hold down the pressure plate. When you return this way, you can collect any coins you put on the plates.

In the next room, fight off five Trogs. Weigh down the two pressure plates as you did in the first room. This action opens the door to a tiny room on the west wall. The floor of that room is also a pressure plate. When all three plates are down, another hole opens up in the floor, to steps going down. Note that the levers in these rooms are only there so you do not become trapped in the rooms. In the next room; repeat the procedure, placing weights on three pressure plates, to open another hole, revealing more steps.

In the next room down, defeat ten Trogs and then open three chests. Place a weight on the plate in the center of the room and then enter the tiny room on the west wall. Clear the treasure from that room, including the "Fury's Eye", which is the second object you need to open the secret level at the end of the Utraean Peninsula Campaign (the first is the Knife with which you started the game). Now exit the vault.

Return south, to the intersection, and then take the narrow west fork. Fight off an attack by spiders, shards, maws and a pair of Skicks. Note the signpost pointing the way to the Dark Forest. A rock ramp takes you down to a pool swarming with now-familiar enemies. Wade through the water north, until you get to a dragon-like Syrrus. Then climb up out of the water to a pair of giant Purple Shards. They guard two chests near the Crystal Caverns exit. It takes you to the Dark Forest. Save your game here.

The Dark Forest

As soon as you enter the forest, you must repel an attack by a very large group of Spiked Maws. Keeping them company are new animals, nimble Forest Trolls. Farther south, find a group of tough Forest Klaws. A group of barrels explode in a chain reaction.

Past that point, you come to a large clearing with Traveler's Camp in the middle. Speak with Yadze inside the big red tent. He sells armor, weapons and shields. In one of the green tents, Razvan wants you to confront a bandit boss, starting a new quest. Inside the blue tent, Mother Zaod sells potions and spells. At the south edge of the clearing, Phaedriel, an archer, will join your group if you give her 38,400 gold.

Save your game before you leave the campsite, because there are swarms of fast-moving Trolls waiting for you to the south. They will chase you wherever you run, even into the campsite. However, they will not follow you inside the red tent. Instead, they attack Phaedriel and the mules. A good way to defeat them is to lure only one or two of them away from the group. This takes time. There really are a lot of Trolls.

Just past a sign pointing the way to the Eastern Swamp, watch for a fork in the trail going east. Fight your way past Klaws, Spiked Maws and Forest Trolls to a picturesque riverside placer-mining camp. The miners have abandoned their equipment, including their sluice. Open many crates and barrels.

Past three barrels sitting next to the trail, fight some Forest Klaws. Past that, near a large cluster of barrels, fight the boss Muong Troll. Past a third set of barrels, see your first of many Hell Boars. Farther along the trail, meet your first gorilla-like Gorak. The Enraged Gorak boss has many Hit Points. In the clearing where you find him, open a chest full of gold.

South of there, you finally meet your first bandits. You soon come to the bandit camp, which is swarming with them, along with many Hell Boars. Past the camp, at a 4-way intersection, fight Black Wolves.

Southwest of the camp, a branching trail has more Goraks and many Hell Boars. You come to a Health Shrine. Through the trees south of there, fight more bandits along a side trail going up the hill to a stone fort that the bandits call home. A chest sits on the ridge behind the fort. Inside the fort, defeat many more defenders and open two chests.

Back at the Health Shrine, on the main trail north, come to another intersection. The east fork circles around a big oval of trees, back to the bandit camp. The northwest fork opens up to a wide section of forest where you again have two ways to go and you should clear them both.

The north fork takes you to a large group of bandits near a cave entrance. Look for more bandits inside the cave, including the Bandit Boss. Killing him completes that quest. Many of the barrels and crates explode in chain reactions. Open five chests and then save your game. Then take your excess loot all the way back north to the Traveler's Camp, because the next vendor is in the middle of the Eastern Swamp and you have much work to do before you get there.

Back at the bandit camp, a very narrow trail west, takes you past many Black Wolves, bandits and Klaws, to the edge of the Eastern Swamp.

The Eastern Swamp

The broad sunlit plain at the beginning of the swamp is deceptively clear of enemies. However, the deeper you go into the swamp, the more densely-packed those enemies are. Always know in which direction lies safety, or you can be overwhelmed. Clear the Hell Boars from the east edge of the plain. Then clear a few Black Wolves from the west edge of the plain. There, find a narrow trail going north to a beautiful walled garden with a fountain. When you enter the garden, the Lost Witch attacks you and sends conjurations against you too. Open his four chests, for some very good treasure.

Now return to the plain and find the boardwalk that runs into the swamp. Lying on the ground wounded is the Azunite Scholar, who implores you to take the Azunite Artifact he gives you. He wants you to place it upon the temple altar, to cleanse the temple inside the swamp. Then he dies of his wounds.

Now walk along the boardwalk until you come to an island. Cross the island and then continue along a new section of boardwalk south, to another island. There meet your first enemies, a group of flying Swamp Stingers that look like giant blue-green mosquitos.

Near the cabin on the next island, defeat several amphibious Mangler fish. Also on that island, watch out for several Swamp Trolls which, despite their small stature, have serious Hit Points.

The next island has two Swamp Witches. They can conjure a variety of swamp creatures, including green Swamp Slingers. The witches tend to run away from you so that they can continue conjuring monsters.

The next island south has a cabin, home to at least five Swamp Witches. Assume that they will conjure a whole host of enemies to attack you.

When you cross the next boardwalk east, watch for a giant Hydrak to rise up from the swamp, where the boardwalk turns the corner south. The boardwalk appears to end at the next island, but only because a section of it has fallen into the swamp. Wade carefully through the swamp north, to the next island, where the boardwalk continues. On that island, watch for several witches and many Swamp Stingers. Open a chest and break several barrels next to the side of a cabin. Then move on to the eastern part of this larger island, where you must fight many Swamp Trolls and Swamp Slingers.

Farther east, on the same large island, see a graveyard wall in the distance. One tree is swaying back and forth as if blowing in the wind, but there *is* no wind. The Tretch tree is alive and a menace. Target it with a ranged attack, against which it is helpless. Do not yet enter the graveyard. First, you need some running room from the large army of zombies inside that graveyard.

So, clear the entire circumference of the graveyard wall. As you go, watch for a pair of Swamp Witches, three Hydraks rising from the swamp, many Mangler fish, and a small group of flying Bronze Gargoyles, which shoot green laser beams at you from the other side of the wall. Use ranged weapons against them. You will also run into a small group of zombies outside the wall, so you can practice dealing with them.

Only when the rest of the island is clear will it be safe for you to open the gates of the graveyard. Inside the graveyard, expect to find *at least* 40 zombies. Some of them are Goo Walkers. They throw red balls of goo at you, although they walk just as slowly as all the rest of the zombies. Even slower are the Dungeon Crawlers, led by a boss. These cannot walk because they have no legs, so must pull themselves toward you with their hands. Look for a boss Wretched Zombie. Expect to see more flying Bronze Gargoyles too. Inside the temple, open two chests and place the Azunite Artifact on the altar, completing that quest. Then save your game.

Walk to the south side of the island, where more enemies will have gathered. After you defeat them, look for a narrow peninsula that runs off the south end of the same large island. You come to the continuation of the boardwalk. Be careful here. Watch for zombies, Swamp Slingers, a Hydrak and another Tretch tree.

Before you travel the boardwalk, walk carefully through the sludge north of the tree, to a very small island with a boss witch and several lesser witches. There is a small cabin on that island.

Then return to the tree and walk along the boardwalk, fighting off three witches, until you meet another Hydrak, where the boardwalk turns south. At the south end of this section of boardwalk, you come to another island, defended by Swamp Creatures, Swamp Slingers and Mangler fish. Inside the cabin on that island is Andiemus, a young mage who will be your companion for a mere 98,880 gold coins.

The next island west has a Hydrak, many Swamp Slingers and swarms of Swamp Trolls led by a Rotten Troll. Here also, fight a witch and another Hydrak tree. This can be a tough fight.

After that, walk along the next section of boardwalk until you come to a set of three cabins. The first one is filled with half a dozen Swamp Trolls. The second one has only barrels. The third one has another six brutal trolls. A fourth cabin on the next island has treasure inside, but has trolls and witches guarding it. The fifth cabin, to the south, has a sign in front of it "Potions". Inside the cabin, old lady Verma sells armor, weapons, shields, potions and spells.

South of Verma's shack is a big island with Bronze Gargoyles, zombies, Swamp Witches, four Hydraks, three Tretch trees and a pair of Gobbot Igniters defending a large tree stump with a large hole in its side.

The tree is the entrance to the next level in the game, although you may want to clear the rest of the swamp before you go through the hole in the tree. If you do explore the swamp, be warned of a trap near the only Health Shrine in the swamp. As you approach the shrine, a circular section of the trail collapses. You fall through the ground, onto the floor of a flooded temple, surrounded by Swamp Slingers and a Swamp Creature. You must fight your way through them to a set of steps taking you up to the surface, just east of the Health Shrine. Two other islands, on the edges of the map, have many Swamp Trolls defending them.

The Goblin Tunnels

Inside the tree is a large circular metal lift. Turn the red handle to drop to a lower level and then be attacked by five goblins, led by two Goblin Guards. After that fight, more goblins wait for you farther north. Behind them, meet your first two Heaters - small tanks with a flame-throwing turret.

As you go, be aware that many crates explode when you target them. Farther along, see your first spider-like Kill Bots patrolling. Clear the circular walkway around the big boiler assembly. Some of the larger crates hide enemies inside. They break out and attack you when you get close.

Zigzag along a wooden causeway north, to a group of Goblin Guards and Gobbot Igniters. Behind them, watch out for two Gobbot Shockers, ready to zap you with electricity. A red valve on your left turns off the green steam coming from the broken pipe.

Back on solid ground; destroy a group of Kill Bots, Heaters and a pair of Gobbot Shockers. Along the causeway east; find three Gobbot Shockers and your first Blaster, a tank that lobbs grenades toward you. These bounce along the floor a short distance and then explode. It takes the Blaster several shots to home in on you, but the grenade damage can be substantial if you are standing close to the explosion.

You come to a large iron door. When you open it, Goblin Guards come running toward you. Past them, deal with a Gobbot Igniter, a squad of Kill Bots and a pair of Blasters. Past them, meet your first Copters, small pesky flying drones that shoot electricity at you. Near them, a trap door in the floor reveals a plodding Proxo, basically a walking bomb. Target them with ranged attacks. Then you come to an intersection.

The north fork goes to a pair of Blasters. Underneath the arch behind them, find a swarm of goblins in the large dining hall. The east fork goes around a corner to a pair of Heaters, a Gobbot Igniter and a few Kill Bots. A hidden panel on the wall opens, releasing a Proxo and a pair of Copters.

The main trail south puts you in a battle with Copters, Kill Bots, goblins and a Proxo. Past them, to the east, watch out for a large crate. After the Heater bursts from the crate, watch for a pair of Blasters to come through the next tunnel to join the attack. Two Shock Pillars near the tunnel can zap you.

Past the pillars, find a heavy wooden door. Past it, a Proxo paces back and forth. Pull the lever to rotate the swing bridge. As you begin to cross it, the next door opens suddenly and a mass of goblins and Copters rushes through the door toward you. Just past them, fight Proxos, Blasters, Copters and goblins.

Then clear a large group of the same types of enemies defending a platform that curves around a moving conveyer belt. Three Proxos pop out of hidden panels on the wall just as a mass of Copters attack you.

Two doors exit the platform, but they both go to the same area. There, find plenty of Copters and goblins. Behind a hidden panel in this area, see your first Perforator, a walking gun platform featuring a pair of multi-barreled automatic guns. Past the two Shock Pillars south, open another massive wooden door.

Beyond it, you are back in the room with the swinging bridge. Pull the lever to rotate the bridge and then open the door. As you do, a Copter and a Perforator come rushing through. This is just the vanguard of many more enemies including: two Shock Pillars, four more Perforators, two Blasters, six goblins, two Gobbet Igniters, ten Hunter spiders, two Proxos that pop out of hidden compartments, one Heater and a Gobbet Shocker that bursts from a wooden crate. Whew!

Now you face a lever that activates a moving platform. You cannot see through the darkness to its end, which takes about 16 seconds to travel to. There, fight six Hunter spiders, five Copters, two Perforators, two Gobbet Blasters, two Gobbet Shockers and a lone Gobbet Igniter. One crate breaks open to reveal another Perforator. Now open the door south.

Past that door, defeat two Gobbet Igniters, a pair of Kill Bots and two Blasters. Turn the red valve to shut off the green steam and then destroy the Perforator that emerges from the hidden compartment.

When you open the next door south, five Goblin Guards and a Heater come toward you. When you go past the doorway, watch for a hidden TNT barrel on your right. The Heater in the room may detonate the barrel. Now turn another red valve to turn off the steam.

Past the broken pipe, deal with a pair of Gobbet Grenadiers, two Copters, four Kill Bots, two Perforators and three Goblin Grunts. Just around the corner, fight a group of two Gobbet Shockers, a Gobbet Igniter, a Gobbet Grenadier, three Goblin Guards and one Perforator. While you are involved with that, a Proxo and two more Perforators pop out of hidden compartments. Whew!

Before you use the lift to lower down to the next floor, see if you can target some of the enemies below. They include four Copters, two Perforators, two Goblin Grunts and a Heater. Of course, when you do go down there, many more enemies appear from the shadows. Watch for fifteen Copters, two Perforators, four Proxos that pop out of hidden compartments, and a Heater that bursts from a large crate.

A bit farther west, find a Hunter spider and a Blaster. While you deal with them, two Copters pop out of hidden compartments, along with two Proxos. Past them, on the same platform, find another large group of the same kinds of enemies.

Another lift then takes you up to the next platform. Effective use of your ranged offense can target some of the goblins and robots walking around up there. To encourage them to come closer to the edge, ride up the lift and then back down again before they can mass-attack you. Then pick them off from below.

The next room south is filled with Gobbot Igniters, Shockers, Grenadiers and a new variety, Gunners. Two more Gobbots hide inside large crates. A pair of Blasters hide in the shadows south, along with two Perforators and a pair of Gobbot Gunners.

Beyond the big iron door south, find more Gobbot Igniters, Shockers and Grenadiers. At the end of the metal catwalk south, deal with two Goblin Guards and then open the door they were guarding.

Past that door is a big room that appears empty, but as you walk in, a maniacal Goblin Inventor in a cut scene harangues you for a few seconds, disappears, and then returns wearing a giant Goblin Robo Suit that rises up a lift into the room. This machine attacks you with shock, fire and guns. However, the room is large and the machine moves slowly. When you can, zap the two Shock Towers too.

After this fight, the green goblin re-appears to tell you that you may have defeated his machine but you will not defeat the Ancient Evil. Then the goblin disappears and the cage around Merik's Staff rises up so that you can take it, completing a quest, though if Merik is with you, he may not yet be able to *use* the staff.

Collect the treasure in the room, save your game and then ride up on the big iron lift to a rock tunnel. All of the Gobbots there are now deactivated. You may shoot them if you wish, but it is hardly sporting. Another cut scene plays. When you get to the end of the tunnel, pull the lever to lower the stone door.

Chapter 5 - An Ancient Evil

Speak with the two Legionnaire Guards just outside the Goblin Tunnels, to update the Fortress Kroth quest. Find a bit of gold at the base of the cliffs, behind the fir trees to the north. Then do a bit of beachcombing. Deal with a few Sea Manglers guarding some treasure at the west end of the beach.

At the east end of the beach, find many more Manglers, groups of Spiked Dwellers and some tiny flies called Forest Phraks. Up the hill from the beach, find some Black Wolves, more Spiked Dwellers, Phraks and a giant white Cyclops. Past the Cyclops, watch out for three Larch, one of which is the Infested Larch.

You come to a wide clearing with some stone ruins and a pretty pond at the center. Clear the entire area around the ruins and the pond. You will find more Spiked Dwellers, Phraks, Furoks and wolves.

On the north side of the pond, find a wooden cabin that belongs to Gregor. He tells you a story of two treasure hunters and wonders what happened to them. West of Gregor's house, find a second cabin and speak with Thayne. He will sell you Armor, Weapons, Shields, Potions and Spells.

Continue west of there, to find a third cabin. A Cyclops walks out of it. In the vicinity of this cabin, fight more wolves, Spiked Dwellers, another Cyclops and several Phraks. Inside the cabin, open a chest full of gold coins. The cabin has a cellar, accessible from the outside. Down there, break some barrels and crates. Open another chest full of gold. One section of the cellar wall is breakable.

Past the opening, find some steps going down to a flooded hallway. There, tough blue-eyed Water Lungers wait for you. Assisting them are less-sturdy Water Slingers, which toss green sludge at you. The first door on the west wall of this hallway opens to a small room, containing more lungers and slingers. Hiding below the water level, a brown-green tentacled creature called an Unguis, lashes out at you. Smash some barrels and crates. Open another chest full of gold.

Back in the hallway, the opening on the east wall goes to a room with slingers, another Unguis and several Shrack Fish. Farther down the hallway, find a large button on the wall. When you push it, a section of the nearby wall lowers, providing you access to a room with slingers, lungers and some steps going up.

At the top of the steps, find more slingers and lungers waiting for you in a room with a small pool. Defeat the Unguis in the pool and then break some barrels and crates. Now you have two ways to go.

The south hallway passes through one room with barrels and crates, and then up some stone steps to a vault entrance outside - just west of the second cabin. Be prepared to fight off a swarm of wolves and Spiked Dwellers near there. Then return below, to the room with the pool.

Two doors both lead to several Water Lungers, Water Slingers and a set of steps going down to a large flooded room. In that water, swim many biting Shrack Fish. The grates on the walls slide open when you near them, but nothing comes out. A side room east has more slingers and shracks.

You have two ways to go here. The north direction leads you to a dead-end room with a pair of slingers. The east direction takes you up more steps to more Water Lungers in a long hallway. The first door on the north wall opens to a room with six Pickers, newer versions of the four-legged spider-like creatures you have seen before.

Back in the hallway, the opening on the north wall leads you to the bodies of the two missing treasure hunters that Gregor mentioned. Farther on, find a room with more Pickers. While you fight them, lungers attack you from behind. The room east of that has more lungers and slingers. Watch out for an Unguis in the water. One wall of this room breaks open to a hallway which leads to a tunnel with an inactive lever.

Down the tunnel east, follow the metal catwalk similar to those you saw in the goblin caverns. You come to a boiler room with four red wheels. These are connected to valves that allow the steam to flow through the pipes. Turn all four wheels and then return to the lever in the tunnel. Now the lever is active. When you pull it, another lever replaces it. Pull the second lever, to cause a section of wall behind you to slide down. In the room past the opening, break some barrels and crates. Open two chests containing much gold.

Return to the main hallway and then open the door on its south side. The small room beyond contains twenty Pickers and you must fight them very carefully.

Back in the hallway, steps take you south, down to more lungers and two more doors. The east door opens to a room with pickers, slingers and an Unguis. Open a big chest full of gold.

The door on the west wall opens to a room with more lungers, slingers, Shrack Fish and another Unguis. The door on the west wall of this room opens to a hallway near the cellar entrance. Walk up the steps south to get back to the surface. Return east to Thayne's cabin and then sell off your excess treasures. Buy some new equipment if you can. Continue east, to speak with Gregor to get a 25,000 gold coin reward.

Now backtrack west to the third cabin. From there go northwest, past some wolves, Phraks, Larches and Spiked Dwellers, until you find your first red-eyed Forest Darklings. These throw blue balls of energy at you and they track you as you twist and turn to avoid them.

Past a sign that points the way to Fortress Kroth, deal with more Spiked Dwellers and six Battle Wraiths, which rise up from the ground. These skeletal warriors carry weapons. Beyond them, find more of their kind near some ruins in a clearing. The southwest edge of this clearing, just as you enter it, has a cluster of barrels and crates. In the center of the clearing, see a hovering Blue Drake. You may want to clear the area around the ruins before you take on the Drake. Find another set of barrels and a chest on the other side of the ruins. Battle many darklings, dwellers and wraiths in this clearing.

There is a vault in the center of the ruins. Before you enter it, clear the area north of the ruins. There, find many wraiths, Spiked Dwellers, Forest Darklings, Larches and a Mana Shrine. At the very north end, defeat two Blue Drakes and then break several barrels and crates for their treasures. Then return to the vault.

The Googore Burrows

Inside the vault, find more darklings and wraiths, including Wraith Archers. Follow the flat, paved floor of these underground ruins until you see your first white larvae squirming toward you.

These are Googore Grubs and do more damage than you might think.

Farther north, find your first Wraith Mages, which send damaging red energy waves at you. The passage widens out to a large cave with a ruined stone building at its center. Before you enter the cave, stop and look east, to find a smaller cave with a powerful enemy inside. This Fury Spawn, which looks like a giant tick, has six appendages that shoot purple laser-like beams at you. Be *very* careful with this little monster.

Inside the larger cave, near the ruined building, you find your first three giant adult Googore Worms. They spit green sludge at you, but this offense is ineffective against a massed ranged attack. You will find many more wraiths in here too. Two more of the Fury Spawns wait in a depression to the north of the ruins. As a pair, they are *extremely* dangerous.

Then exit the cave and follow the central ridge all the way to a Health Shrine. Along the way, fight two more Googore Worms, many Dark Wraith Mages and Wraith Archers. Only then, go down the slope east to fight another Fury Spawn, another Googore Worm and some Wraith Archers. Open a chest.

Turn a corner north and then walk down the sloping paved causeway, past a few Wraith Mages, to a humongous Fury monster. It has many Hit Points and you will need many Health Potions to beat it.

Past the boss, fight off some mages and open a nice chest. Continue up the ramp; fight more mages and a final Googore Worm. Past them, carefully watch for a final pair of Fury Pests hiding to either side of the trail. They are normal size, but still put up a nasty fight. This is the exit to these ruins.

The Plains of Kroth

Outside, at the beginning of a large broad grassy plain, save your game and then speak with Boryen, who is a Traveler Sorcerer. He offers to work for you if you give him a mere 388,690 gold coins.

Down the hill from Boryen, kill a large pack of Krug Dogs before they kill you. Nearby, notice that a small army of Skeleton Mercenaries and Skeleton Rangers, led by a Skeleton Captain, waits for you near a sign pointing the way to Fortress Kroth. You have lots of room here to work on your favorite skills and lots of targets to practice on. The northwest edge of this plain has a large cave entrance. Inside it is a nice chest.

East, past the sign to Bonebreaker's Post, stands Gresh, a necromancer. He has been sieging Fortress Kroth and is spoiling for a fight. A cut scene has you listening to him for a few moments. Then it shows many skeleton warriors popping up from the ground. Spiked monuments appear to lock you into an arena, but the spikes are set widely enough apart that you can escape through them. So you have the whole plain to run around. Gresh can conjure additional skeleton warriors, attack you with slow-moving fireballs and he also has a strong melee attack. Whittle down his Hit Points and his small army, completing the quest.

Up the hill south of the battlefield, fight your way to the top. There, find a small stone fort and a burned bridge that you cannot cross. On the ground floor of the fort, open a chest. Upstairs is only a nice view.

Back down on the plain, clear the rest of the enemy forces. Then cross the bridge, over the river to what is left of Fortress Kroth. Past the gates, speak with Magus Jardaranz in the hospital. He can sell you spells and potions. Sitting around the campfire, Tarish will give you a new quest. Inside another building, Legionnaire Beuwel can sell you armor, weapons and shields. Lieutenant Dhoge will sell you a mule for a "next to nothing" 151,800 gold coins. Rhut, a melee fighter, will join your group for 421,250 gold coins. When you are ready to leave the fort, open the door behind where Rhut was standing.

Chapter Six - Unwise Alliance

The Hall of Skulls

Past the exit door of Fortress Kroth, steps take you down to a cavern where you meet your first Droog Grunts and Droog Archers. Past them, push a button on the floor, to open the jaw of the giant skull door. Then enter the Hall of Skulls and see evidence of a recent battle in a room with a pool and a white statue. You have three ways to go...

The east hall takes you down some steps to a small room with five Droog. The west hall takes you down some steps to a room with a Possessed Skull. These hovering heads shoot fireballs at you. They go down fairly easily to a good melee attack. Three of the four sarcophagi are trapped.

Back up in the room with the pool, the wider south hallway takes you past two rooms that both have Possessed Skulls inside. In the west room, destroy one skull and then open two stone coffins. In the east room, destroy two skulls and open one stone treasure coffin.

Down the steps south, you come to another pair of rooms on opposite sides of the hallway. The east room has three skulls and two stone coffins. The west room has eight skulls, two sarcophagi and one coffin.

Down more steps south, you come to a large room with *eighteen* skulls. After you have destroyed them all, open one sarcophagus and four stone coffins. Then turn the white statue to open a secret room on the south wall of the larger room. The Droog imprisoned Kikra here, though she does not know why. She is a combat and nature mage and will join your little army for free. Exit the Hall of Skulls and then continue through the cavern northeast, to the desert.

The Desert Canyons

Almost immediately, a swarm of Giant Wasps attacks you and a squad of Droogs pops up from beneath the sand. At the intersection, clear the area north first. Then follow the river downstream east, killing Giant Wasps, Giant Lizards and Droogs. Be wary of tiny Sand Mages hiding in a recess in the rock on the south wall. These mages are small, very fast and they set you on fire. Fighting them using a melee attack is frustrating. As you approach the bridge crossing the river, a squad of Droogs pops up from the sand. At the same time, watch for Sand Mages on the opposite bank of the river and some Sand Rippers.

You come to a waterfall. Look over the edge and you can see an Impaler scorpion and some Giant Wasps. Off in the distance southeast, you can see Ulfgrim. Fight your way down the slope to him. A melee fighter, he will offer to join your group for 455,740 gold coins.

Past Ulfgrim, fight a flight of Soul Stingers and flying Impalers. A Health Shrine guarded by many enemies lies to the southeast. Cross three suspension bridges. At the end of the third one, battle the Droog Captain. Near him, find a lift that will take you up to the next ledge. Save your game.

At the top of the lift waits perhaps the toughest fight you have had so far. Up there, you will have very little room to move around. Droog Archers surround the area where the lift stops. Many Giant Lizards mix in with Sand Mages and Sand Rippers and flying insects. There are so many enemies that it is hard to decide which one to target. If you take your entire army up there, one or more of them may fall unconscious or dead, which adds their dropped gear to the clutter on the tiny ledge. Think about taking only your toughest fighter up the lift and fight from the lift only. When his or her health drops too low, hit the lift button to drop back down to the lower ledge and heal up. This tactic takes longer, but it works well.

After you have cleared the area near the top of the lift, cross the first of several high-arch stone bridges. As you get to the other side of the bridge, Droogs pop up in front of *and* behind you. Retreat through the Droog behind you, back to the ledge - or be overwhelmed on the narrow bridge.

On the other side of that bridge, fight off a group of Giant Lizards, Sand Rippers and Sand Mages hiding underneath the sand. Along the rock ledge west, four Droog Archers pop up. Find more of them farther along the ledge, along with Sand Bashers, Sand Mages and Giant Lizards. Note how the rock arch above you interferes with your view. Be careful here.

You come to an intersection. Clear the area south first. It soon comes to a dead-end defended by Sand Bashers and a Green Drake, which spews green poisonous fumes at you. Then return to the intersection and cross the second arched rock bridge. After all that work, the chest is empty.

Now climb the ramp to fight off an attack by Sand Mages, Sand Bashers, Soul Stingers and a Green Drake. Then cross the stone bridge south and deal with a few Droogs who pop up. Just past the signpost, find the Droog capital city. Clear the enemies from around the entrance, including Sand Mages, Giant Lizards and more Soul Stingers. You may see a native Droog bow down before you instead of attacking. The cave opening east of the entrance leads to two Green Drakes, guarding a vault entrance. Open the door and go down to find a large room with a carved map on the floor - and three nice chests.

Past the entrance to the city, as you climb the ramps; watch out for a group of natives who refuse to bow down to your little army. At the top of the slope south, enter the large building and then speak with Nonathaya, who sells armor weapons, shields, spells and potions. This completes a quest and starts one.

Chapter Seven - King and Castle

After you have refitted, go farther up the ramps east. Watch a cut scene. Help a native defeat a Green Drake. The native is Crusader Goquua. Speak with him to begin another quest. Past him, defend against an attack by Desert Braaks, who throw large boulders at you. Clear the area to the north: of Braaks, scorpions, Soul Stingers, Sand Rippers and Sand Mages. Goquua may help you in this battle.

Then fight your way south and east, to a cave opening and a ramp going down to a large skeleton. Near the skeleton is a second cave entrance guarded by a Green drake, this cave entrance is much larger than the one above. Enter the lower cave first and kill another Green Drake. This cave is the lair of the Ancient Dragon.

You will find it deeper into the cave. This major boss breathes fire and uses a stomp attack. Every member of your party should be well stocked with Health Potions before you take on this monster. Named Scorch, the Ancient Dragon is sleeping when you first enter its chamber. After you have killed it, you complete a quest and have access to five chests of treasure inside the small cave east.

After this fight, go back up the ramp to the smaller cave entrance. The cave is actually a short tunnel that connects to the outside at the other end. However, you must fight past a large group of Desert Braaks to get there, including the boss Ferocious Braak. Watch for a narrow crevice that leads off the main cave path west, to three Green Drakes and a cluster of urns with much gold. Past that point, fight more Braaks, a scorpion and two more Green Drakes.

Exit the tunnel to a beautiful waterfall. Break some crates behind the falls and on a ledge just past it. Down the slope from the falls, have a big battle with skeleton warriors, and Krug Dogs. A Health Shrine nearby can help you in this fight. Open a chest.

In the field below the smoldering remains of several houses, find Lord Bollinger. Speak with him to get a new quest. A seasoned melee fighter, he will join your group for free. Downhill from him, find more skeleton warriors and many more Giant Skeletons.

You soon come to the drawbridge of Castle Ehb. Before you cross it, take a twisting path generally southeast, to a green hedge maze. Clear it of skeleton warriors. Find two chests near the gazebo and another chest near the fountain.

Castle Ehb

Cross the drawbridge and watch a cut scene that shows you the castle and the first enemies you will meet. Be ready for some major resistance. On the other side of the drawbridge, fight a pair of brown, spider-like Mucosa Raiders. A squad of Seck Grunts and Seck Archers quickly joins in the fight. Another pair of Mucosas loiters deeper into the courtyard, near where some stone has fallen.

Then go up the stone steps and into the castle entryway. When you step on the red carpet, another squad of Seck chases you back outside. After you have dealt with them, clear the ground floor of the castle. You get access to the rest of the courtyard too. After you have cleared it of enemies, climb the steps up to the battlements and then walk east, to the next corner. There, another group of Seck will materialize.

Continue north to the next corner and then fight some more Seck, including your first Seck Mage. At the end of the battlements, re-enter the castle and then loot two armor stands inside the small room. East of there, down the stairs, is a room central to this section of the castle, because it joins to several other rooms. Many enemies run from those rooms as soon as you go down the steps. Watch for a few ghosts too.

After you have cleared this floor of the castle, go up the ramps behind the king's throne. They take you to the roof, where floating Punisher skulls much like the ones you fought earlier wait for you. One of the buildings built on top of these roofs has a pair of armor stands and weapons stands.

Work your way south along the roofs until you find steps going down to a large lift. It rises up and down automatically, taking about 20 seconds for a round trip. Save your game and then get on the lift. Partway down the circular stone shaft, the lift stops at a hallway. It leads to a small room with Seck and Mucosas.

Through the passage west, fight a large group of Punisher skulls, Seck Archers and Mucosas, along a zigzag hallway that ends at a small room where King Konreid is held prisoner. He is guarded by a new enemy, called a Toreck. These giants carry a long scythe with which to attack you. To give yourself some room to retreat, clear the entire hallway before you open any of the doors off this hallway.

Those doors open to the living areas of the Seck. Expect to fight many of the same types of enemies. Find two weapons stands and two armor stands in one room. Find a weapons stand and two more chests in other, smaller rooms. When you open the door to the king's prison, a cut scene plays. The king gives you a bit of a history lesson and gives you a key to the Chamber of Stars.

Near the northwest corner of the king's prison, open a cell with four Seck inside. A button on the wall of that cell raises/lowers the floor grate. Below, are Trufus, Mabdug and Deller, who are hiding from the Seck.

Chapter Eight - The Chamber of Stars

As you approach the two doors south, behind the king's prison, they spring open and two Torecks attack. Past the door, in a large room, find Seck Elite Archers, Mucosa Predators, wraiths, ghosts, more Torecks, Punisher Skulls, and your first Mucosa Predators. These throw purple energy balls at you. This room serves as a hub for a cellblock. The inmates, however, are all armed. Carefully clear all of the cells of enemies. At the end of a dead-end corridor west, trade with Hein, who is content to be locked, safe in his cell.

South of the cellblock, enter a room full of Seck and Mucosas. Then open the skull door south, to find a narrow stone ledge, defended by Synged, flying orange demons. Watch out also for Mucosa Predators and a pair of Seck Mages, who stand in front of another door.

The room past that door has more Torecks and Seck. New enemies include Wrath Warlocks, who shoot pairs of fireballs at you and Lava Imps. These are small, fast and use a melee attack. Also new, a humanoid which slithers on its tail, called a Kell, which uses a ranged attack. Additional enemies are Lava Runners which throw balls of hot lava at you. Clear the entire room, before you push any of the buttons on the floor.

Inside two of the cells past the door on the south wall, find Dungeon Crawlers, similar to enemies you saw in the swamp graveyard. With them, are Synged, Torecks, ghosts and Wraith Piercers. Two buttons on the floor raise and lower the cages. A door on the south wall opens to a room full of wraiths and two chests.

Back in the main room, one of the buttons on the floor lowers the cage, where a man named Swanny the Mad Jailor uses a cut scene to make a little speech. The Seck had imprisoned him because he refused to tell them the location of the Chamber of Stars. He is suspicious of your little army too and so he attacks you. Swanny is a tough little guy.

Finished with the torture room/prison, go through either doorway north and defend yourself against a flight of Synged, some Wraith Warlocks and Lava Runners. At the intersection of the rocky path, go left, to a Star Device embedded in the pavement. Activate it with the key that the king gave you. Three sections of bridge, suspended by long chains, lower into place. Cross the bridge to the Star Chamber, where a cut scene gives you a short tour of the machinery inside the sphere.

Turn each of the four statues around the walkway. After the fourth one turns to face the central machinery, another cut scene shows the big disc split into three sections. The three sections begin to spin slowly, as would an orrery. Beams of light project from the machine to the four statues and then four of the king's treasure chests appear where the statues were. Inside them are the king's artifacts. This completes a quest. As you leave the Star Chamber, another long cut scene plays.

Chapter 9 - Dungeon Siege

Back at the intersection; when you move toward the nearby door, two Lava Imps open that door and rush out to attack you. More Lava Imps, wraiths, Synged and a slithering Kell shooting lightning bolts, wait past the door for you. The creatures in the prison cells on either side of the room attack you too.

Clear the cells of all enemies: Punisher Skulls, Seck, Mucosas and Lava Horrors, small fast melee fighters. These cells are connected together in series, so that when you get through the last one, you enter a room that serves as an entrance to a tunnel.

Enter the tunnel and fight the Kells, Seck Elite Archers and Mucosas waiting for you. Now slog a long path through the lava tunnels, defended by many Seck. When you see short gray pedestals, break them. These are clay pots and some of them have treasures inside.

Past the first chamber, meet a new enemy, the Lava Beast, which throws a stream of lava boulders at you. Cross a pair of closely-spaced stone bridges, over picturesque rivers of lava. Between the two bridges, find a Health Shrine to aid you.

After you cross a third stone bridge, past three Red Drakes, you come to a set of stone ruins. Here, you meet your first Lava Spirit. These throw lava balls at you. Defeat *many* Lava Horrors and mages in this area.

After you have cleared the area, open four chests and then cross another set of narrow rock bridges. On the other side, fight your way past the boss of the area, a Magma Beast. Exit the ruins through a broken arch south, across a stone bridge lined with jagged spears of stone. At the end of the bridge, deal with Black Drakes, a Molten Drake and some Quadscales, brown insect-like enemies. Do not move too quickly along the bridge, because more Seck hide in the darkness ahead.

Along the next section of this long bridge, be wary of Lava Mages, Lava Horrors and a Black Drake. Open a chest and then continue across the next section of bridge. As you cross the fourth section of bridge, you come to an intersection. Both routes go to the same battleground. There, find many Red and Black Drakes, and a Molten Steel Drake.

From where the two forks join, continue west, along the last section of bridge, past a gauntlet of Seck. Near the end, a cut scene plays, showing five braziers fill with fire. After the last one lights, the large rock shelf upon which you stand drops, like a large lift, to an arena with a throne. On that throne sits the last boss of the game, Gom. This leader of the Seck speaks to you in a long monologue. At the end of it, he says "Pray that your God is more merciful than I". Then he attacks you.

Gom throws lightning at you, spews green poisonous fumes at you, sends a blue laser-like beam across the floor you stand upon and attacks you melee-style with his staff. After you have beaten him, he reconstitutes himself into a demon form, with even more Hit Points. This demon can conjure a variety of enemies you have seen many times. Do not try to attack them. Focus your attack on Gom. In this form, he can shoot powerful blue laser beams from his eyes. Use your Health Potions liberally. After you have defeated the demon, all of the minions disappear.

After Gom dies the second time, the ending cut scene plays and the game credits roll up your screen. A message on the screen tells you that you may continue playing the game, although I do not know to what purpose. You have finished the last quest and slain all of your enemies. The rock elevator that took you down to Gom's throne room will, however, take you back up to the long bridge if you desire.

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