

PRIMA'S UNAUTHORIZED GUIDE

LANDS OF LORE

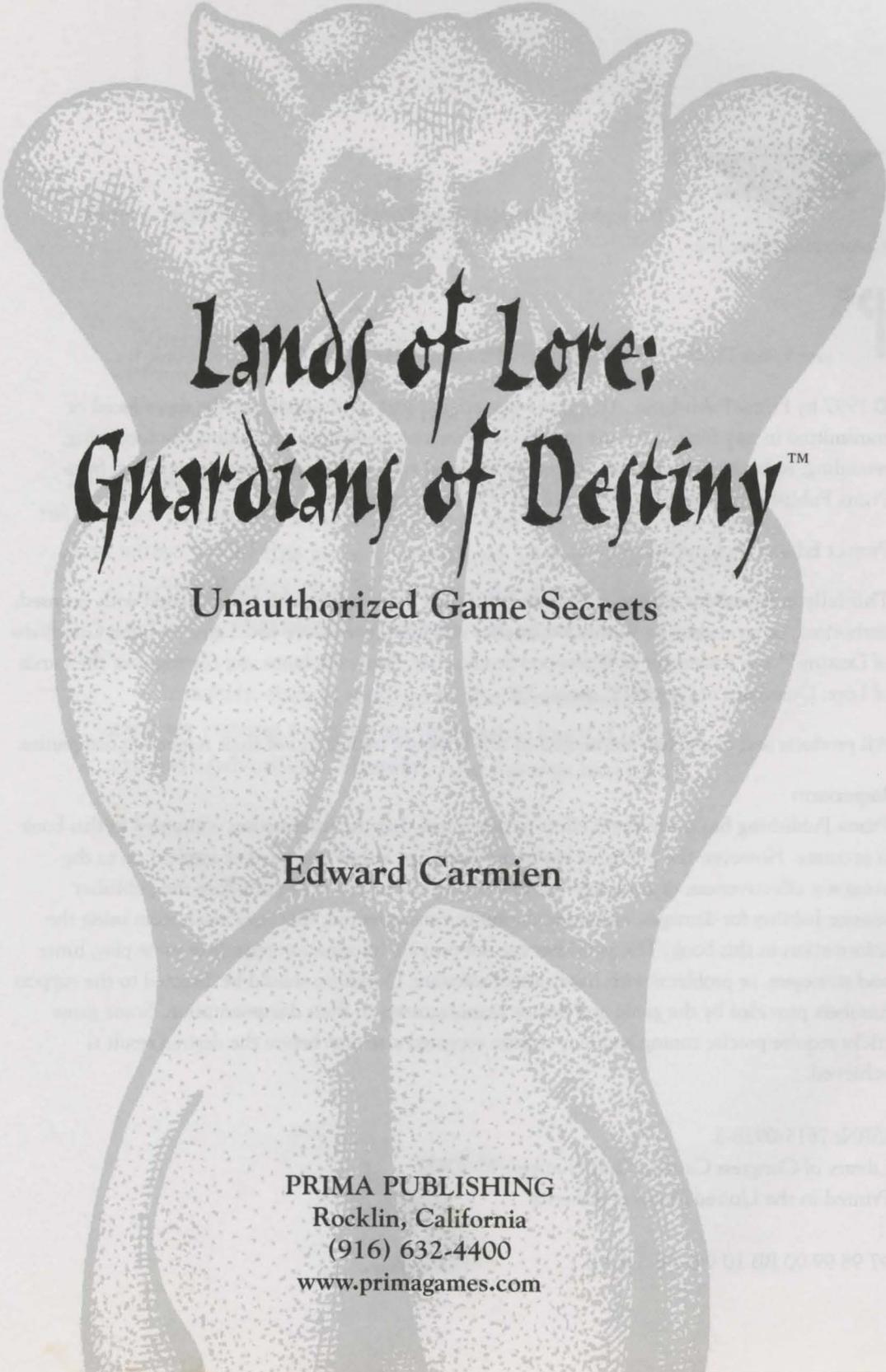


GUARDIANS OF DESTINY™

Edward Carmien

**MAPS FOR
EVERY KEY
LEVEL!**

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Lands of Lore: Guardians of Destiny™

Unauthorized Game Secrets

Edward Carmien

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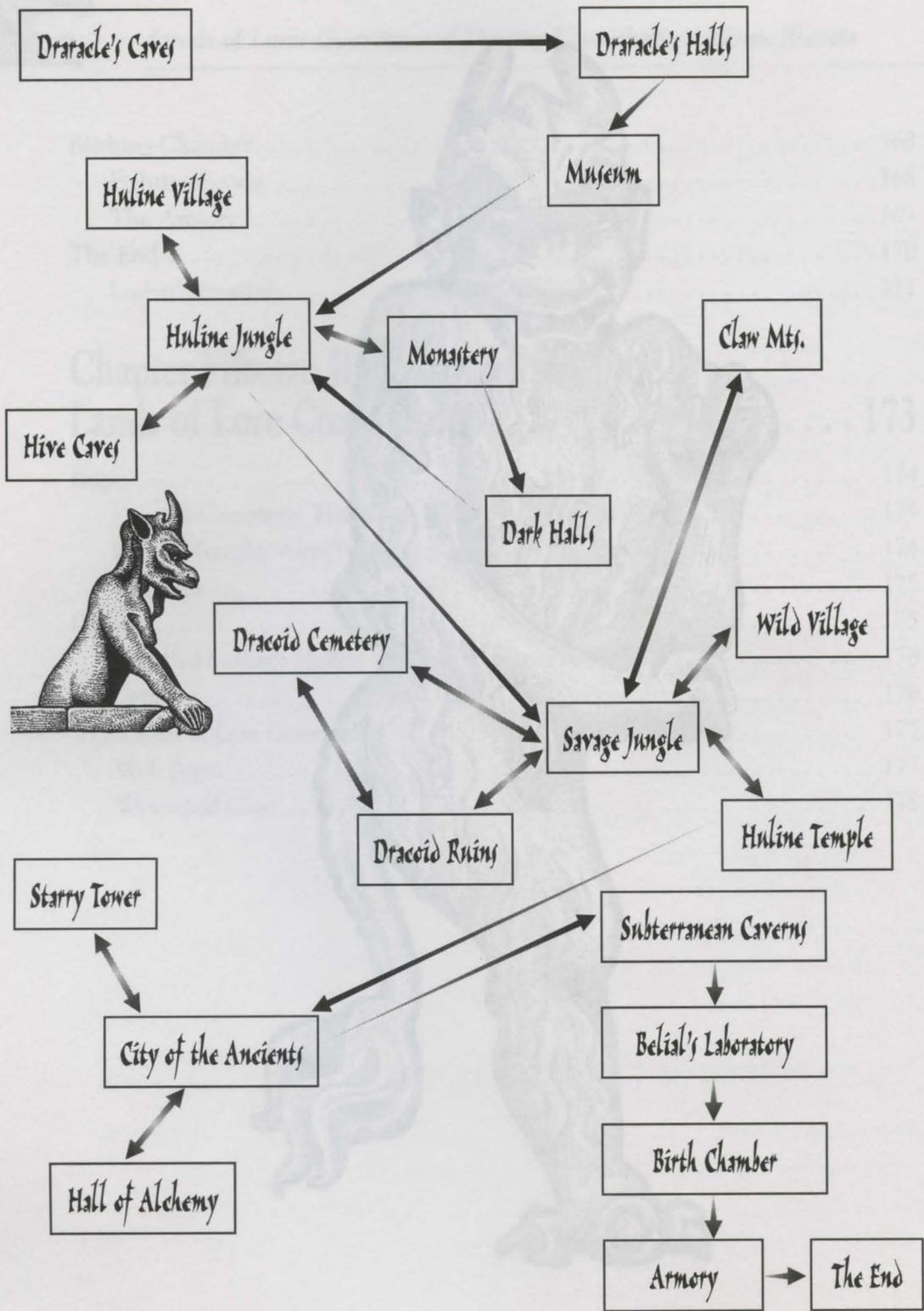


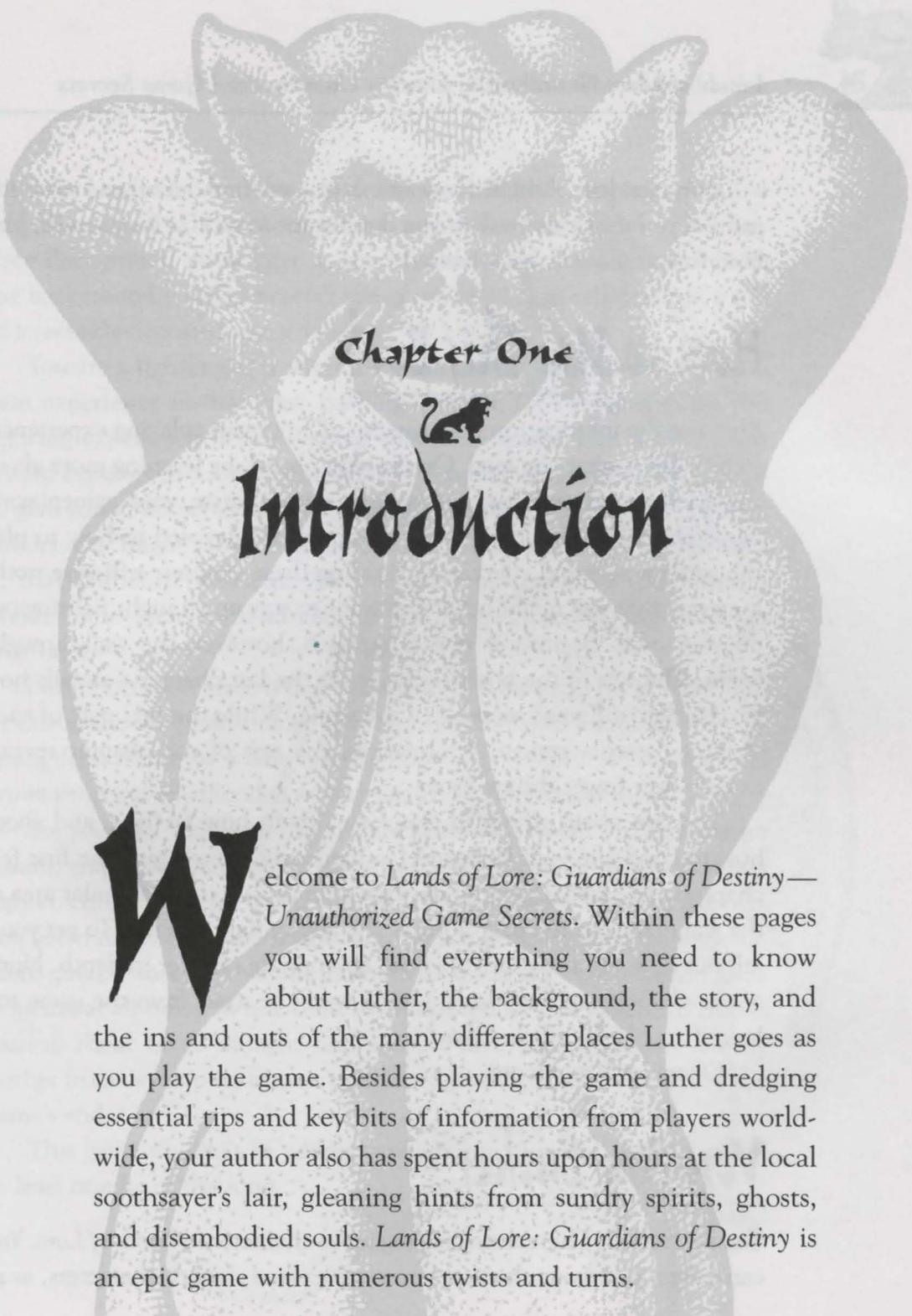
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Chapter One



Introduction

Welcome to *Lands of Lore: Guardians of Destiny*—*Unauthorized Game Secrets*. Within these pages you will find everything you need to know about Luther, the background, the story, and the ins and outs of the many different places Luther goes as you play the game. Besides playing the game and dredging essential tips and key bits of information from players worldwide, your author also has spent hours upon hours at the local soothsayer's lair, gleaning hints from sundry spirits, ghosts, and disembodied souls. *Lands of Lore: Guardians of Destiny* is an epic game with numerous twists and turns.



Don't get lost! And be forewarned: you will find out how to solve the game if you read this book. If you don't want to spoil it for yourself, play hard first and check back later. . . .

How to Use This Book

Much of the information here can “spoil” your gameplaying experience, so be careful what you read. On the other hand, by learning more about the background and basic story, you can enhance your gameplaying experience. The first chapters of this book are devoted to how to play the game wisely and effectively. Reading these chapters will give nothing away that you might otherwise want to stay up all night figuring out on your own. Beginning with Chapter 5, however, the walkthroughs begin. The rest of the book—except for the last chapter—details how to complete different sections of the game. While the first part of each chapter presents general information, the rest of the chapter reveals exactly how to get things done.

To learn about things in the game, about how to fight, and about how to configure your keyboard (to name just a few), read the first few chapters. To catch a glimpse on what's coming up in a particular area of the game, look at the beginning of the appropriate chapter. To get yourself out of a dire situation, read the appropriate chapter in depth. None of the chapters are very long, so you won't be away from the game too long if you do get stuck. Okay?

Okay! Let's move on!

You Are Luther

You are Luther. There is no “rolling up” a character in *Lands of Lore*. You can't even pick your character from a prepared slate of characters, as in



the first *Lands of Lore* game. Instead, you're Luther. If you're familiar with the *Lands of Lore* background, you know exactly who you are. (See Background Story later in this chapter if you are unfamiliar with the background.) You're Scotia's son, a son of a . . . in other words, a son of a recently deceased major villain.

— You are a fighter and a wizard. As you use each particular skill, you gain experience in that area. Bashing a spider, for example, earns you fighting experience, while zapping that same spider with a spell gains wizard experience. Completing certain elements of the game also seems to give you a “boost” in each area. Besides fighting and magical prowess, you have a “might” score that essentially describes how strong Luther is at that particular moment. Also, Luther's current skill with arms is divided into hand-to-hand combat and ranged combat, but more on that later.

Luther's current state is described with two bars and his portrait. His health is shown by an orange bar, and his available Mana, or magical strength, is shown by a blue bar. His portrait pales if he is poisoned and grows progressively bloodier as he sustains more physical injury.

So, you ask, “How can I be the Luther I want to be?” To be a master wizard, emphasize magical solutions to fights that arise. To be a doughty fighter, chop things up. If you wish to achieve balance between the two, you generally need to use magic more as you progress as a fighter much more quickly than as a wizard. Luther's weapons are one key-press away from use at all times. While there are many spells from which to choose, casting them takes thought and time. There is nothing preventing Luther from developing into an extremely good fighter and wizard by the game's end.

This game wouldn't be nearly so much fun, however, if there wasn't at least one fly in the soup. . . .



The Curse

As you will read in a moment, Luther has acquired a certain genetic problem, so to speak, from his mother. Most of us have acquired some habits, behaviors, traits, or other hand-me-downs from our parents—Luther has his in spades. A certain magical device for shapeshifting has been grafted onto him. Luther cannot control this unfortunate power, at least not at the beginning of the game. He is forced to endure changes from man to Beast, from man to Lizard, and from both Beast and Lizard back to man.

Beast is huge, hulking, and ugly. As the Beast, Luther cannot hold weapons or use spells. Lizard is small, fast, slight, and weak. As the Lizard, Luther cannot hold weapons, but his magic is enhanced. Besides these details about each creature's shape, it is important to remember that each creature has a different height. The Beast can reach higher than Luther, and the Lizard can fit through very small holes—holes so small they are difficult for Luther, as a Human, to see. This curse plays a major role in the game and factors into the final solution to the main problem—that is, a dead god named Belial. . . .

The Background Story

In the beginning, there were immortal Ancients who lived apart from the world. Their powers were vast, yet they did not meddle in the business of mortals. One immortal transgressed against this restriction, however, and soon began giving powerful weapons as gifts to the Dracoid race. Belial thereby fostered war in the world, and the Huline were nearly wiped out. Then Anu, another Ancient, stepped in. Belial would not cease his meddling, and Anu saw himself as the only way to prevent the total annihilation of the Huline race.



The Ancients ultimately sentenced Belial to death. Anu was to be the executioner, however, for he had meddled as well. Before his execution, Belial built a vast organic mother-beast, so that he might be reborn into the world in some far future time. All the Ancients withdrew to another plane, except for Anu, who remained behind to watch over Belial's creation.

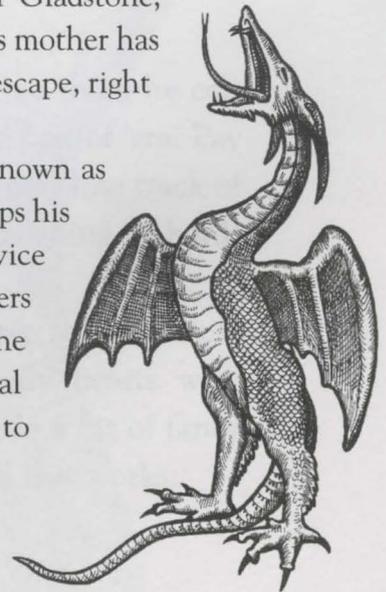
After many, many centuries of war and chaos, the lands settled into peace once more. Humans, Huline, Dracoid, and Thomgog finally lived in peace. After many years, the right situation for the mother-beast arose, and she began her foul work. Taking power from the remaining Ancient magic in the land, the Beast began to reassemble Belial, creating dreadful spiders and botched versions of the dead god.

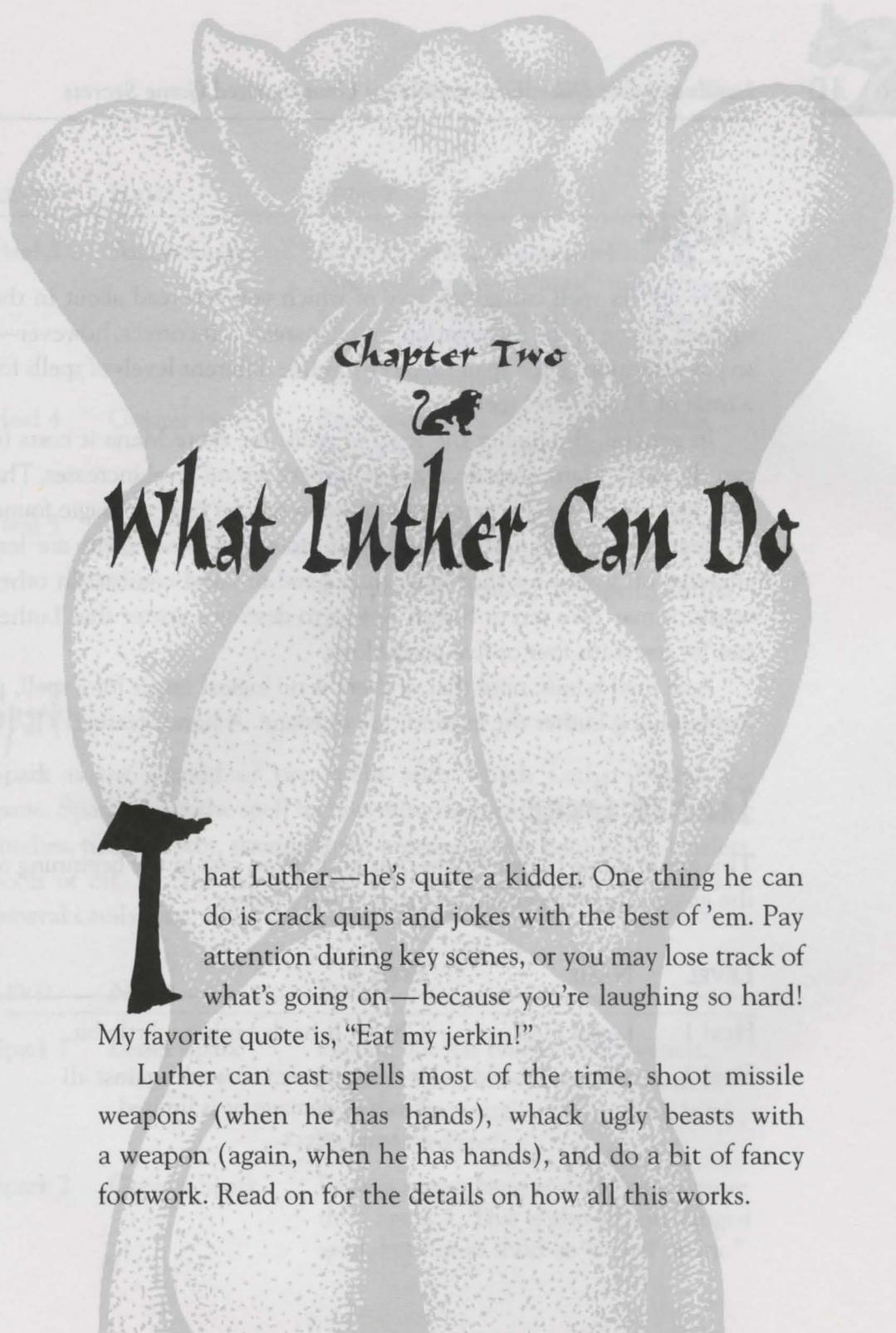
The power lay mainly in a mask that allows its user to change shapes. This mask of Ancient magic was used by Luther's mother in her attempt to gain vengeance for a tragedy in her past. When she was defeated, she tried to send the mask to her son, Luther, through magical means. Instead of arriving in his hands, the mask merged with his flesh, cursing him with uncontrollable metamorphoses.

As the son of the sworn enemy of the Kingdom of Gladstone, Luther languishes in the dungeon. While his kinship to his mother has placed him there, it is her botched gift that will help him escape, right into the arms of the Draracle.

Anu has kept watch all these years and has become known as the Draracle (Dragon plus Oracle equals Draracle). He keeps his meddling to a minimum, preferring, instead, to issue advice about the weather. His words of wisdom on weightier matters are always cloaked in riddle. The Draracle knows that the mother-beast stirs, having gained strength from the magical emanations from the Ancient power mask now fused to Luther's flesh.

Once you begin playing the game, your first significant goal is to find the Draracle and set out on Luther's quest!





Chapter Two



What Luther Can Do

That Luther—he's quite a kidder. One thing he can do is crack quips and jokes with the best of 'em. Pay attention during key scenes, or you may lose track of what's going on—because you're laughing so hard! My favorite quote is, "Eat my jerkin!"

Luther can cast spells most of the time, shoot missile weapons (when he has hands), whack ugly beasts with a weapon (again, when he has hands), and do a bit of fancy footwork. Read on for the details on how all this works.



Magic

There are six spell categories, five of which you can read about in the manual. Some of the information in the manual is incorrect, however—so pay attention! Each spell category has five different levels of spells for a total of 30 different spells.

In general, the higher the level of spell, the more Mana it costs to cast the spell. Mana costs decrease as Luther's wizard level increases. The fifth-level spell in each category requires a special kind of magic found or created throughout the game. Also, note that most spells are less effective on a shot-for-shot basis than hand-to-hand combat. In other words, it may take ten or fifteen Sparks to destroy a critter that Luther can lay low with four or five good blows.

As a final bonus, note that, if there is no logical target for a spell, it fizzles, saving Luther the expenditure in Mana. A handy feature!

The Heal Group

This group is one of two groups that Luther can cast at the beginning of the game. The purpose of this group is self-evident.

LEVEL	NAME	EFFECT
Heal 1	Lesser Heal	Cheap. It heals Luther a little bit.
Heal 2	Damage Shield	It doesn't seem to work against all kinds of damage or is limited in total effect.



LEVEL	NAME	EFFECT
Heal 3	Poison Cure	As with Heal 2, it also shields for a time, but the green “aura” only protects against poison. Note that most poisons in the game are not too potent and that Luther can usually “suck it up.”
Heal 4	Greater Heal	Expensive. This “Heal” usually heals Luther more than one half of the health bar.
Heal 5	Regenerate	Requires Ancient Magic charge. First, it heals Luther completely. Second, a red aura persists, healing damage to Luther quickly.

Spark

Spark is the second of two spells with which Luther begins the game. Spark is also the spell he uses most frequently. Useful for lighting torches, magical orbs, strange three-pronged green light poles, braziers, pools of oil . . . the list goes on and on. Spark spells function as a general catalyst for many things in the game.

LEVEL	NAME	EFFECT
Spark 1	Lesser Spark	Cheap, but has limited effectiveness. Killing creatures with this spell can be tedious—extremely tedious. This is a short-ranged spell.
Spark 2	Greater Spark	Packs a bigger bang and costs a bit more than Spark 1. This is also a short-ranged spell, but not as short as “Lesser Spark.”



LEVEL	NAME	EFFECT
Spark 3	Chain Spark	Now you're cooking with gas! Errr, "Electric," that is. Chain Spark has a decent range, and its effect "hops" from target to target. The number of "hops" and the range seem to depend on some indefinable factors, but the results can be quite a light show. The effect is not devastating, however.
Spark 4	Lightning	A searing fork of sizzling death! When Luther can cast Lightning, he's ready to do some real damage with his magic. With great range and heavy-hitting power, this spell naturally costs quite a bit to cast.
Spark 5	Lightning Storm	An awe-inducing sight. This spell creates a . . . yes, a "Storm" of lightning around the target. It probably hits as hard as two or three Spark 4s.

Summon

This odd little spell lets Luther summon demons. If there is nothing to attack when the spell is cast, the demon makes some wry comment and flits away.

LEVEL	NAME	EFFECT
Summon 1	Lesser Imp	This little fellow isn't worth much in combat. Most monsters can slay this Imp quickly.



LEVEL	NAME	EFFECT
Summon 2	Greater Imp	This critter is a bit hardier and attacks, like his lesser brethren, with his claws.
Summon 3	Ancient Imp	When Imps get this old, they develop a great new power. This flavor of Imp can cast a sizzling magical attack. In fact, while the Imp continues its attack, you can “wave” it around (it always appears in front of Luther), directing long-range attacks as you will. Certain things are susceptible to this magical attack that Luther himself may be unable to damage.
Summon 4	Imp Lord	This bruiser is also a hand-to-hand combat expert, but he’s big and he’s ugly.
Summon 5	Banish	This Ancient Magic level spell makes things go . . . go, go away. Enough said!

Prism

This light-based spell group has some useful spells, but not as many as you would expect. Quite frankly, many Prism spells are duds.

LEVEL	NAME	EFFECT
Prism 1	Blind	Many creatures can still strike at you when they are blinded—or, Blind is not universally effective.

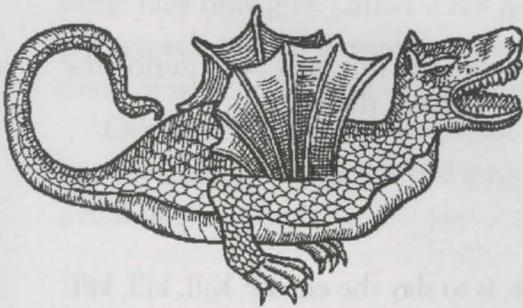


LEVEL	NAME	EFFECT
Prism 2	Invisibility	As noted in the directions, Luther won't stay invisible when people are around to talk to. What it doesn't mention is that Luther also appears when he attacks and that many creatures don't seem to notice they can't see him. Finally, a good way into the game there is an item that renders Luther invisible full-time.
Prism 3	Hologram	This spell creates a false Luther. Many creatures, however, are not fooled by this spell, especially if you continue to attack them. This spell does make possible certain devious, escape-oriented purposes.
Prism 4	Photon Blade	A powerful but short-lived beam of yellow light shoots from Luther. It is best to use the manual targeting system while this spell is in effect. It is not worth the effort if the beasties are close by, and it is hardly worth the cost if the beasties are far away.
Prism 5	Trinity	An odd spell. It seems to have a limited—but very powerful—effect. At the end of the game, you will be faced with powerful specters summoned by Belial. Trinity eliminates them, saving Luther from what would otherwise be a lengthy battle.

Mists of Doom

The early levels of this spell differ little from the low levels of Spark: you point; you shoot; something sustains minor damage. But the spell functions as a different kind of catalyst than Spark and is necessary in some parts of the game to move forward.

LEVEL	NAME	EFFECT
Mists 1 and 2	Lesser and Greater Apparitions	These two spells vary in power but have the same effect. Point and shoot; your target sustains damage.
Mist 3	Ghost	This level of Mists of Doom causes more damage and has a greater range than the first two Mists.
Mist 4	Spectral Phantoms	This is a “multiple-fire” version of Mist 3.
Mist 5	Lich	This spooky spell drains your life away. Several different “Mists” go forth and attack for Luther. During this time, Luther cannot be killed, and he can continue to attack. After some time, his health returns, and Luther says, “I’m back from the dead.” Yee-ha!





The "Curse" Group

Luther acquires these spells throughout the game from Dawn; they allow Luther to gain some control over his ability to change shapes. By the end of the game, he can decide when to shift and what he wants to be—unless Luther is the Beast, who cannot, after all, use magic.

LEVEL	NAME	EFFECT
Curse 1	Dampen	When the sound and aura of an impending shapeshift occur, Luther has a split second to cast this spell to remain as he is. Once again, as the beast, Luther will be forced to change into Luther, since the Beast cannot use magic.
Curse 2	Lizard to Luther	This spell only works when Luther is the Lizard.
Curse 3	Luther to Lizard	This spell is handy for "growing" small right when Luther needs to fit in a tiny space.
Curse 4	Luther to Beast	If Luther has some high-reaching or butt-kicking to do, this spell is the one for you.
Curse 5	Expel Tha Curse!	Luther can use this only once during the game—right at the end.

Magic: Tactics and Uses

The main purpose of magic, of course, is to slay the enemy. Kill, kill, kill! That's what Spark does. What about Heal, you ask? While often useful to

restore Luther's health, his health bar goes up fairly quickly with the passage of time—even faster if he is equipped with a ring of regeneration.

Magic serves a number of other useful purposes, however. Lighting things, as described under the Spark spell description, is the most common purpose. There are torches, magical globes, and braziers (in different forms and sizes) that need to be lit throughout the game. Providing light is not the only reason to do this. Some items when lit do good things: extend bridges, allow access to dark pits, and so on.

At other times, just the right spell is required to accomplish a certain effect. That's why it is important to acquire all the different spells throughout the game. It's easy, for example, to miss the area with the Prism spell group. Without it, however, the end of the game is much more difficult, though not impossible, to complete.

In combat, magic can serve to prepare you for a certain kind of battle. Sadly, the Damage Shield and Poison Cure spells do not last too long, so preparing for battle is sometimes moot. But there is nothing to prevent Luther from Sparking off some spells while he wields his mighty sword, allowing him to maintain his magical skills while shortening the length of his battles.

The most interesting tactical option magic provides, however, is the ability to summon allies into a fight. Is Luther being trodden by the bad-dies? Bring in an Imp, and he'll take it on the chin for Luther. This tactic may only give Luther a few seconds, but in the thick of a fight, a few seconds to heal damage, prepare an item, change weapons—or just think of what to do next—can be invaluable.

Other than magic (from a spell or from an item), there is only one way for Luther to hurt the bad guys from a distance . . . and that's with a bow of some kind.

Ranged Combat

Luther has access to a wide array of bows and crossbows. While they are relatively weak compared to his mighty swords, they give him access to an important tactical option. The ability to hurt one's enemies from afar is nothing to sneeze at!

Auto Vs. Manual Targeting

Most of the time, Luther can get along just fine with automatic targeting. Sometimes, however, using cross hairs is imperative. For example, when throwing switches from a distance, exactness is required.

Manual targeting is also useful if the enemy Luther wants to shoot is not the enemy in his face. Luther is a durable hero, for the most part, especially when he wears the best armor that this hint guide can find for him. Sometimes, however, a monster one step away from an immediate battle is the critter at which Luther needs to shoot a few extra arrows to defeat. Manual targeting is the only way to accomplish that.

For day-to-day purposes, however, automatic targeting is preferable because it leaves your cursor free to pick things up, open doors, and direct Luther's progress.

Using Terrain with Bows

The problem with shooting Luther's enemies is that they invariably dislike him for the favor and come to pay him a visit—up close and personal! If Luther wants to avoid such an encounter, terrain is the answer. The situation reversed should also be considered as well—what should Luther do when he has the attention of a sharp-shooter?

Moving through the terrain in a such a way to keep the enemy away from Luther won't always be possible. When you can use the terrain to your advantage, battles can become an entirely lopsided affair. This is important especially when Luther is near death. Don't ever worry about running out of arrows: no matter what missile weapon you use, Luther has an unending supply of projectiles.

To use the terrain to your advantage, you may have to move backward, so that Luther winds his way around trees, rocks, and other obstacles. The enemy, controlled by the computer AI, is pretty savvy, but often loses a few steps negotiating these obstacles. In an ideal situation, Luther should isolate his enemy on the far side of some object that the enemy cannot cross: a river, chasm, short wall, and so on. If Luther can gain the high ground by some back way, his enemy is unlikely to find a way up to him.

Unfortunately, even with the most powerful bows, Luther's sword arm is much more powerful. It can take a long, long time to finish off an opponent with missile fire. Take the green spiders, for example. At the very end of the game, Luther can dispatch one to its death with a single blow. With his bow, it may take as many as 15 shots. In spite of the fancy footwork and positioning required in hand-to-hand combat, raining arrows on the enemy usually lengthens the time it takes to defeat an enemy.

Strafing

A technique passed down from players of first-person shooting games—such as *Doom* and *Quake*—to players of computer role-playing games (CRPG), “strafing” requires the use of the slide right/slide left keys to move back and forth in front of an opponent while blazing away with ranged magic or some kind of bow. In *Lands of Lore*, this technique has



limited application in combat. Luther cannot shoot fast enough to make it worthwhile, and the enemies are rarely so packed together that strafing helps Luther hit targets any better than he would otherwise without strafing.

Hand-To-Hand Combat

The primary method Luther uses to kill monsters during the game, hand-to-hand (HTH) combat is quite easy for you, the player. Face an enemy and click the “attack” button on the keyboard or the mouse. Voilà.

Each HTH weapon has a different “delay” built into it, so Luther cannot simply go swishing his way through his opponents. This delay means that you will have to use fancy footwork to avoid enemy fire, and again, you must choose between automatic and manual targeting.

Automatic Vs. Manual Targeting

Luther is usually quite effective with automatic targeting. After all, when he is toe-to-toe with a bad guy, the opponent fills the screen, making it almost certain that the automatic targeting system will select the correct foe for Luther’s attack. Manual targeting is important in certain situations, as when there are multiple enemies nearby—this is possible when they are small and move around often—or when there are certain nearby objects that Luther does not want to hit by mistake.

Watch Luther’s Back: Terrain

One problem that Luther cannot handle directly is a tricky critter that sneaks around behind him. The *Lands of Lore* AI becomes progressively

smarter about this as the game goes on—so beware! This is where terrain comes in handy.

Fight with Luther's back against the wall. Better yet, put him in a corner. (Then again, if you are unsure whether he can survive a particular tussle, the corner may be a bad idea.) Rocks, trees, bushes, and statues also make good "shields" for Luther's back. In a purely unscientific way, your trusty author has observed that attacks from the rear seem to cause more damage than attacks from the front. This may be an old wives' tale in the making, but in any event, it pays to keep the baddies in front of you at all times.

In a situation where you are overmatched, you should strive to keep the odds equal, or as even as possible. When there is more than one bad guy around, you can use terrain to do this, but you can also use movement to accomplish this same end. . . .

Staying Mobile

Any martial artist will tell you that, when you fight multiple opponents, one of the best resources you have is the fact that the bad guys can get in their own way. Luther should apply this same principle to his fights with the enemy. When two or more baddies angle in for the kill, Luther should slide right or left—whichever way keeps him in contact with the enemy he has been pounding, but which also takes him away from the second opponent. The second (or third or fourth and so on) opponent will try to readjust and move to where it can attack Luther. By the time it has made that adjustment, however, Luther should have taken a few more hacks at his primary foe . . . and moved on, again, to a new position or to a new opponent.

This tactic takes some practice, but it pays off in the long run. Players should note, however, that later in the game the AI uses this trick against Luther. By rotating opponents in and out of Luther's reach, the

AI keeps more creatures around to harm Luther. Players must counteract this trick by keeping an eye on which enemy has taken the brunt of Luther's attacks and by trying to finish off that opponent before moving to the next one.

Configuring the Controls

What makes all this dashing around and sliding possible? Changing the way the controls are set up! The stock default set-up isn't too ergonomic for either keyboard-and-mouse or keyboard-only play. By stealing some configuration tips from gameplayers of *Doom* and *Quake*, you can make it easier to maneuver Luther during the entire game. As with anything as personal as how you use a computer input device, your mileage may vary.

Keyboard Only

Keyboard-only play is not recommended, but some folks just can't do the mouse thing. That's okay. If you fall into this category, make the following changes to your controls. Of course, you may set them up any way you wish or make changes to this suggested set-up. But give it, at least, one try.

Assuming you are right-handed, the general idea is that you control Luther's movement with your right hand, using the numeric keypad. Set the **[8]** to forward; **[4]** and **[6]** to left and right, respectively; and **[7]** and **[9]** to slide left and slide right, respectively. Set **[5]** to backward. Try to set the look function to the **[0]** key, but you may find it easier to use your left hand for that function. Set crouch to **[-]** and jump to **[+]**. You should be able to move forward and jump or crouch at will by using the same hand.



Your left hand controls Luther's spell-casting, spell selection, attacking, and activating functions. Try to set the **[Spacebar]** as the attack key. If you are extremely deft at the keyboard, you may want to set this frequently pressed key to the **[Enter]** key on the numeric keypad to control your attacks with your right hand. Set your cast-a-spell key to something handy to your left hand, possibly the **[Ctrl]** key. Leave the other functions, such as controlling your inventory, the way they are. Use the spell group keys, **[F1]** through **[F6]**, and the number keys, **[1]** through **[5]** (at the top of the keyboard), to select and cast your spells. If you plan to repeat the same spell over and over, use the alternate spell casting key described earlier.

Besides a few keys you should set to suit your own needs, that's a good keyboard set-up. It allows you to move smoothly and to access your items quickly. Most of all, it separates the functions you perform by hand. When you need to move quickly, this is a good thing! On the other hand, nothing beats a mouse for quick movement and effective combat.

Mouse and Keyboard

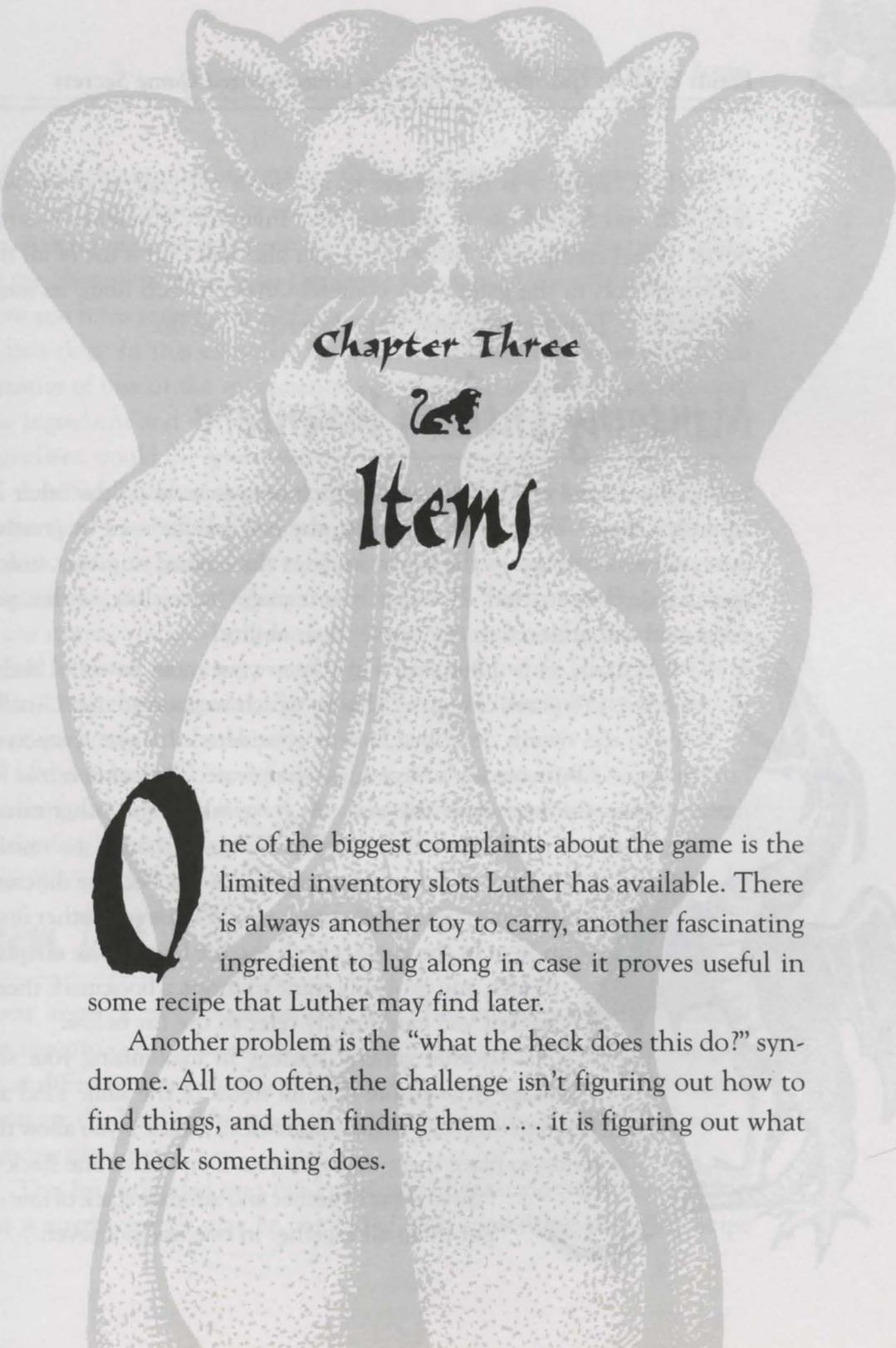
This set-up shares many of the same elements as the keyboard-only set-up, except that the mouse is used to point the way—a much smoother method than the keyboard.

Your right hand uses the mouse, and your left hand uses the keyboard. Set the keypad number **[8]** to forward. This time set **[4]** and **[6]** to slide right and slide left, respectively, and set **[5]** to the “mouse look” function. Set the **[Enter]** key to attack and the decimal point (**[.]**) to cast a spell. As in the keyboard-only settings, use the **[-]** key for crouch and the **[+]** key for jump. Set the star key (upper right **[*]**) to “skip conversations.” (You should use this key only after you have already heard the conversation. Never skip a conversation the first time around!)

As an added bit of sneakiness, set the “select spell group 5” setting to number [7], and the “spell level 1” key to number [9] on the keypad. Why? When you get the curse control group, the Dampen spell is very handy . . . but you must use it quickly. With these settings (or another set that you devise for maximum speed), you can cast Dampen spells as necessary. If you have to move your hand all the way over to [F5] and then the [1] key at the top of the keyboard, you are apt to miss a few spells. And changing into the Lizard when you’re toe-to-toe with a Saar isn’t a great idea either, unless you LIKE to run like a coward. . . .

With this system, all your inventory control, item activation, and door-opening tasks are done with the mouse. Setting the manual targeting key to page down helps switch quickly between modes. And since most people always run, leaving that key as it is is all right—so long as you trip it at the start of the game (and never take it off).





Chapter Three



Items

Que of the biggest complaints about the game is the limited inventory slots Luther has available. There is always another toy to carry, another fascinating ingredient to lug along in case it proves useful in some recipe that Luther may find later.

Another problem is the “what the heck does this do?” syndrome. All too often, the challenge isn’t figuring out how to find things, and then finding them . . . it is figuring out what the heck something does.

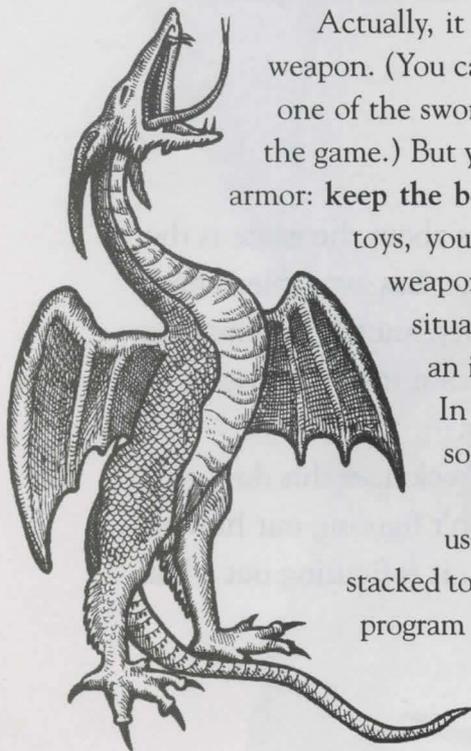
Voilà. Chapter 3 is the answer to all (most of) your troubles. Not only will you learn how to manage your inventory efficiently—so as never to feel cramped for space—but you also will find a list of all the known objects in the game with commentaries on each item, its function, and . . . how to make that item do what it can do.

Managing Luther's Inventory

Luther has a total of 31 slots, six of which he wears; while the other 25 are in his “bag.” The first five items in the bag may be used by pressing the numbers *at the top* of the keyboard (not the keypad numbers, unless you change the settings). How can you manage these slots, so that you are armed and armored to the best of your ability?

Actually, it is quite easy. First, keep your most powerful melee weapon. (You can, of course, choose which weapon to use. Usually, one of the swords described later is considered the best weapon in the game.) But you don't have to go that route. The same is true for armor: **keep the best, toss the rest.** As for trinkets and other minor toys, you decide what to keep. When it comes to missile weapons, it is a good idea to retain a few because different situations require different bows. Whenever Luther finds an item in the game, check the list later in the chapter. In fact, you probably want to insert a bookmark there, so that you can quickly refer to the list below.

Another general strategy in maximizing your slot usage is to ensure that all items of the same kind are stacked together; like items automatically stack if you allow the program to place these items for you. Don't have one stack of three units of amber and another stack of four—put them all together in one stack of seven.





It is of the utmost importance that you make useful items right away. Don't keep raw ingredients around, unless—by looking at the list—you see that you will be able to make something cool down the road. Make all the champion stones you can make the minute you can make them. Now you have something useful in one slot, rather than raw ingredients in two slots. In this example, even if you opt to keep some additional quantity of one of the ingredients, you still save one slot. Keeping only one ingredient and the “cool” product conserves one slot that the other ingredient would fill otherwise.

And finally, when it comes to poison, put on your sword—this isn't really that worthwhile, but you may like it anyway—and Ancients' Stones that give you access to level-five spells—and use 'em. You may want to save the poison for a particularly tough battle, but when it comes to the stones, you can only use level-five magic with them anyway. They should never sit in your inventory. Just be careful when you cast spells to avoid using the magic accidentally. (If you do, don't worry too much; there are many stones throughout the game.)

Ultimately, checking the list will help you determine what to keep and how long to keep each item. Some items in the game simply are not worth stockpiling. You can learn their functions by checking this list. Enjoy!

Item List

Some items do not appear on this list. They either managed to escape the attention of your keen-eyed author, or they are special items that pop up at different times during the game for specific purposes. Since these items are the kind of thing you use once to move the plot along, they are not described here.

This list is divided into two parts, ingredients and tools. An ingredient is anything that may be combined with something else in a recipe



(also listed here). Note that a recipe's outcome is also an ingredient, although it may not, in fact, be featured in any recipe. Below, I describe all of these things as ingredients for convenience's sake. The second part of the list consists of tools, items Luther finds that cannot be combined with other items. Tools range from magic crystals to swords to funny hats.

Most items on this list are described briefly here.

Ingredients

ACID SAC

Use acid sacs in combat by clicking it on a foe.

ALOE

Pick this from bushes. Eating it heals Luther. Note that cave aloe is basically the same as plain aloe.

AMBER

This gold-colored rock is first found in the Hive Caves. Collect a lot of it.

BLACK LICHEN

This lumpy black stuff pops up after you turn on the water in the City of the Ancients.

CAVE ALOE

Much like regular aloe, cave aloe is found in the Draracle's Caves.

CHAMPION'S STONE

Eat one of these when you need to raise Luther's might score temporarily. Eating two champion's stones at once has no additional effect on Luther.

DEATH SAC

A death sac can be used to poison Luther's weapons. The poison is presumably stronger than the poison made from lamplight eggs and venom sacs, but it still isn't worth Luther's time to collect and make this stuff.

FORCE POD

Force pods do the same thing as an Ancients' Stone . . . or so it is said. Note that force pods are the product of two other ingredients.

GORGONITE NODULES

Find gorgonite nodules by clicking on the corpse of a stone monster in the Dracoid Ruins.

IRONWOOD SAP

Find sap by striking the gray-barked trees in the Huline Jungle. You will know that you have struck the right tree when, after attacking it (with a bladed weapon), it produces sap. When the tree begins to drip, the sap is exhausted.

LAMPLIGHT EGGS

Find these piles of green things in the Savage Jungle, especially in the Hopper Caves. Eating them apparently gives Luther the ability to see in the dark.



MANDRAKE ROOT

This “man-shaped” brown root is found in different places; try the Dra-coid Cemetery. You should hold onto some of this important herb when you find some. Be sure you carry at least one unit of this herb into the City of the Ancients; it is the key to entering what I call the “Hall of Alchemy.”

MANAFOIL

When consumed, manafoil restores some of Luther’s mana. This is a useful tactic, but it is difficult to sustain on a regular basis. Don’t go out of your way to create this substance.

MIND CLUSTER

This phenomenally useful product gives Luther a picture of the entire level he occupies when he eats this ingredient. Areas he has yet to explore appear in white. Make as many mind clusters as you can! Then again, a clever player needs just one . . . use it and look at the map—then reload. . . .

POISON

Use this on the weapon circle to add poison to Luther’s weapon. Note that changing weapons does not remove the poison. Poison mystically travels to the new weapon. With each strike, the poison wears off. Of questionable utility.

PYRAPOD

A useful item that, when consumed, changes Luther’s spark spell into a fire spell.

RAINBOW SULFITE

Luther finds rainbow sulfite for the first time in the citadel. (It is useful to a certain degree.) Use rainbow sulfite in recipes, but don't bother stockpiling it, unless you see a recipe you want to use down the road.

SILVERLEAF

This herb is the object and objective of a long, long set of errands during the game. When you find some silverleaf, stockpile it. Be certain Luther has at least one unit when he enters the final phase of the game.

STONE OF THE GORGON

When you click this ingredient on a foe, this interesting product turns a monster into stone . . . for a while at any rate. Of limited utility.

TAR CRYSTALS

Luther finds these crystals for the first time in the Claw Mountains. Use these crystals for recipes.

VENOM SAC

Click on the corpse of a dead hopper to find one of these. Don't eat them.

WAR CLUSTER

Eating a war cluster raises Luther's resistance to damage. Useful in certain situations, war clusters are unnecessary for Luther in his Human state. If you plan to run around as the Lizard much of the time, this is quite useful.



Recipes

By opening Luther's bag, picking up an item, and then placing that item on top of another item, you can tell if they may be combined. If they can be combined, a window appears showing both items with a little red button below it. Press the button to combine the items into one new item.

Certainly, there are more recipes in the game than those listed here. One handicap imposed by the inventory limit is that it is difficult to experiment with recipes thoroughly. On the other hand, very few recipes have proven to be worth the effort (the mind cluster, for example). Also, experimenting with products of products is a slow process. You must have room for all the raw ingredients and a considerable amount of space for the products too, which are ingredients themselves. Most new recipes undoubtedly will be produced in this category. Have some fun! Find new recipes! See Chapter 15 for what to do with new things you find.

INGREDIENT + INGREDIENT = RESULT

Amber	+	Ironwood sap	=	Champion's stone
Amber	+	Venom sac	=	War cluster
Black lichen	+	Gorgonite nodule	=	Stone of the gorgon
Gorgonite nodule	+	Rainbow sulfite	=	Mind cluster
Lamplight eggs	+	Tar crystals	=	Acid sac
Lamplight eggs	+	Venom sac	=	Poison
Mandrake root	+	Tar crystals	=	Pyrapod
Silverleaf	+	Rainbow sulfite	=	Manafoil
Silverleaf	+	Amaranth potion	=	Arkon sleep potion
Tar crystals	+	Poison sac	=	Death sac
War cluster	+	Poison	=	Force pod



Tools

Luther uses tools—items that cannot be combined—actively or passively. The following is a fairly comprehensive list of tools that you may need in the game. There may be an item or two missing, but all the items you need to play the game (and play it well!) are listed here.

Gear

If known and relevant, the location of the item is also given below. See the walkthrough section for more information on the different tools. I do comment on each item's overall utility here.

ANCIENTS' STONE

Right click one of these on Luther's spell circle to give him the ability to cast one level-five ancient magic spell.

AXE OF THE LONG ARM

This axe returns after it is thrown. It's cute, but only marginally useful—unless you become very good at throwing it . . . and keeping it out of your hands when you do simple things, like opening doors and such.

BAYZOR RING/GREATER BAYZOR RING

These rings act as protection, but they aren't worth the spots they consume if something more useful comes along.



BRACERS OF THE DEAD

This special item is key to completing the various Dracoid Cemetery quests. You will find it near the top of the mage's tower in the Dracoid Ruins.

BRACERS OF VALOR

This item may have something to do with the ability to use the Reaver of the Great Orc; otherwise, it doesn't do much.

BROKEN SWORD

This sword has some fancy name. If you want to fix it, you will have to engage in some "bad things" in the Huline Village.

COCO'S CAP

Wear the hat. 'Nuff said.

COLIN'S AMULET

I wish I knew what this did. Then I could tell you! This item appears to have no effect on Luther's statistics, and it doesn't seem to change anything else in the game. It's a mystery worth investigating. . . .

COWARD'S BULLSEYE

One of the items found in the egg chamber of the Ruloi. Wearing this shield renders Luther invisible.

CROSSBOW MULTIPLEX

This nifty item shoots a trio of spark spells, which subsequently bounce around. Handy in some situations where the bouncing is useful, the crossbow multiplex is clumsy, as it cannot shoot again until all the sparks have terminated.

DAGGER OF THE EMPTY HAND

Finding this powerful item is tricky and possible only after the Huline Temple has been entered. This weapon is about one third as powerful as the Dark Sword, which allows Luther to attack roughly four times as much as he normally can attack, possibly resulting in a greater net attack ability.

DARK SWORD

Luther manufactures this weapon by placing a sword on the altar in the room where he finds the dreamstone—before he takes the dreamstone, that is. This is one of the best weapons in the game, if not *the* best weapon in the game.

DARK BOW

A powerful missile weapon found in the southwest tower area of the City of the Ancients.

DEATH STROKE SHIELD

The best shield in the game.



DRAGON'S BLOOD

Don't confuse this with a potion. It's not fit for consumption. Right click this item on Luther to activate it, then throw or place the bottle fast because it will explode soon. Keep at least one bottle for the Dracoid Cemetery.

DRAGON GEM

This green gem contributes to Luther's might. Other items found later will help more in this regard. As soon as you get another dragon gem, use it.

FIRE CRYSTAL

Much like a lightning crystal, this crystal casts a fireball instead.

FINE LONG SWORD

This weapon will be the second one you will discard in favor of something better. If not the second, possibly the third discarded weapon.

FISH

When you find a fish on the shore of the Savage Jungle lake, eat it. A window appears, allowing you to see behind Luther. Goofy, but handy.

GARGOYLE BRACERS

The armorer in the Huline Jungle can give Luther these bracers that help protect him.

GAUNTLETS OF MIGHT

This item increases Luther's might score. With these gauntlets, Luther may be able to use the Reaver of the Great Orc.

GLASS ORB

These orbs need to be charged to be of any use. After the Dracoid Ruins and Cemetery, there is no point to keeping them.

GREAT AXE BLIZZARD

Getting this axe out of the lake in the Claw Mountains takes some real acrobatics. The axe unleashes cold damage and freezes fountains.

GREAT SWORD FIRESTORM

Taking the "nice" route through the Huline Jungle, Luther gains this sword.

GUARDIAN ORB

Not to be confused with a glass orb, this orb has a sword inside of it. Click it on an opponent during combat to create a phantasmal sword that defends Luther. Of minimal use, however.

ICE SEED

Find these seeds in the Claw Mountains. Cast them on the ground to raise icy spikes from the ground. Moderately useful in certain situations, ice seeds can also be used to freeze fountains.





KEELAN'S RING

This cat's eye ring is found in the Hive Caves. It appears to speed up Luther's rate of attack—a handy trait.

KEYS

This is my way of describing various items such as ivory chips, skeleton keys, the dreamstone, green shards, and so forth. The game provides them as needed. Sometimes you can get them back after you use them; sometimes you can't. But don't worry—you can't throw away a necessary item without Luther complaining about it.

KIERAN'S CIRCLET

A hard item to find in the Huline Jungle, this bit of magic appears to make it more difficult for enemies to strike Luther from behind . . . or, at least more difficult for enemies to receive a bonus for doing so. (Whether creatures that attack from behind cause more damage is unknown, but this appears to be the case.)

KENNETH'S CHARM

This powerful charm is quite handy. See "Kenneth's Girl" immediately below.

KENNETH'S GIRL

This picture of Kenneth's girlfriend isn't very clear, nor is it worth much in and of itself. Firmly throwing it to the ground, however, reveals the charm above.

LONG SWORD PRISM

The first really cool sword Luther comes across. Luther probably will leave this sword behind in the Huline Jungle when a better weapon comes along.

LONG BOW DEFENDER

A good bow that shoots two arrows instead of one. This weapon is quickly superseded by other weapons, however.

LONG BOW SHIFT

There is much to learn about this weapon. Sometimes it produces a sizzling line of electricity; other times, it just fizzles. It is difficult to say whether this is a bug or if the weapon has some arcane requirement that must be met before it is effective.

LIGHT CROSSBOW

If you stole this crossbow from the guard's room in the Draracle's Caves, you won't want to use it for too long. Something better will show up soon!

LIGHTNING CRYSTAL

These crystals fire a lightning bolt when triggered. When they go dark, throw them away.



LONG BOW SHARD (A.K.A. "BLUE BOW")

This bow is found in a glacier in the Claw Mountains. It is very handy and should be kept. The long bow shard shoots a projectile that shatters on impact, causing damage in a certain area. This weapon is dangerous in close quarters!

MAIL SHIRT

This silver mail is the first good armor Luther can find. He shouldn't hesitate to swap it for platemail, however.

NET OF EXILE

This item makes critters go away. Of marginal use.

OBSIDIAN CHAINMAIL

This hidden item is the best armor in the game. Can you find it in the Claw Mountains?

ORC SHIELD

Replace this item as soon as anything better comes along.

PLATEMAIL BREASTPLATE

This breastplate is found in the executioner's nest in the Hive Caves. Luther probably will use this armor for quite some time.

POWER ORB

Luther will use this item to buy a sword or repair a broken sword. The retired general in the monastery has information on how to use this orb, but getting the orb itself may take some time.

REAPER OF THE GREAT ORC

The problem with this sword is that it is huge—too huge apparently for Luther to use when he finds it. Gauntlets of Might may help. Eating a champion's stone is rumored to work just as well. The sword is a good weapon, but not so outstanding that you should bother doing handstands to put it to use.

RING OF REGENERATION

The first ring of this type is found in the Hive Caves. A vital item that heals Luther more quickly than usual, this ring sacrifices itself to save Luther if he sustains fatal damage. If Luther is critically injured, it is best to reload and avoid dying in the first place!

ROCK

It's a rock.

SCARAB

This is another one of those “I wish I knew what it did” items. Some gameplayers have argued that it is a powerful device for protection; some disagree. I have yet to figure out what it does. It may figure into a puzzle off the main path of the game. In short, you don't need it to win.



SCROLLS

There are many scrolls in the game. By following the walkthrough, Luther comes across all the scrolls he needs to gain new spell groups. Luther, however, acquires new types of the curse spell group by interacting with Dawn (as you will be instructed in the walkthrough).

The first time you find a scroll of a new group, use it to add to Luther's repertoire. If Luther already has the spell group, using a scroll casts the spell. This can be helpful for spells like heal, but they are not worth the time to stockpile if other types of spells, such as summon spells, are available. Don't bother to carry around recipes, of course.

SHIELD

Marginally better than an orc shield. Replace the shield with a charm as soon as one becomes available.

SHORT SWORD

A temporary weapon. Discard it when you find something better.

SPEAKING STONE

These intriguing little documentaries are useful because they give you more information about the game, but I wouldn't bother carrying them around.

STALAGMITE

A temporary weapon. Don't bother stockpiling them.

STONE CUBE

Throw a cube on the floor to make stalagmites grow. Very useful in the Huline Temple—at least in one situation.

STORM CRYSTAL

Like the other crystals in the game, the storm crystal casts a spell. In this case, it appears as a mega-snowstorm.

STROKE DAGGER

This magic item creates a stroke of lightning. Since they are so handy in a tight spot, don't hesitate to use them. The longer you hold them, the tougher Luther gets . . . and the less significant of a role stroke daggers play.

THROWING DAGGER

Interesting . . . but why bother?

VALKYRIE CROSSBOW

This crossbow shoots a fireball. Very, very handy—more handy in some ways than the crossbow multiplex.

VELL'S FRUIT

There is a rumor that this item cures poison . . . but who need's 'em! Poison usually doesn't hurt that much anyway.

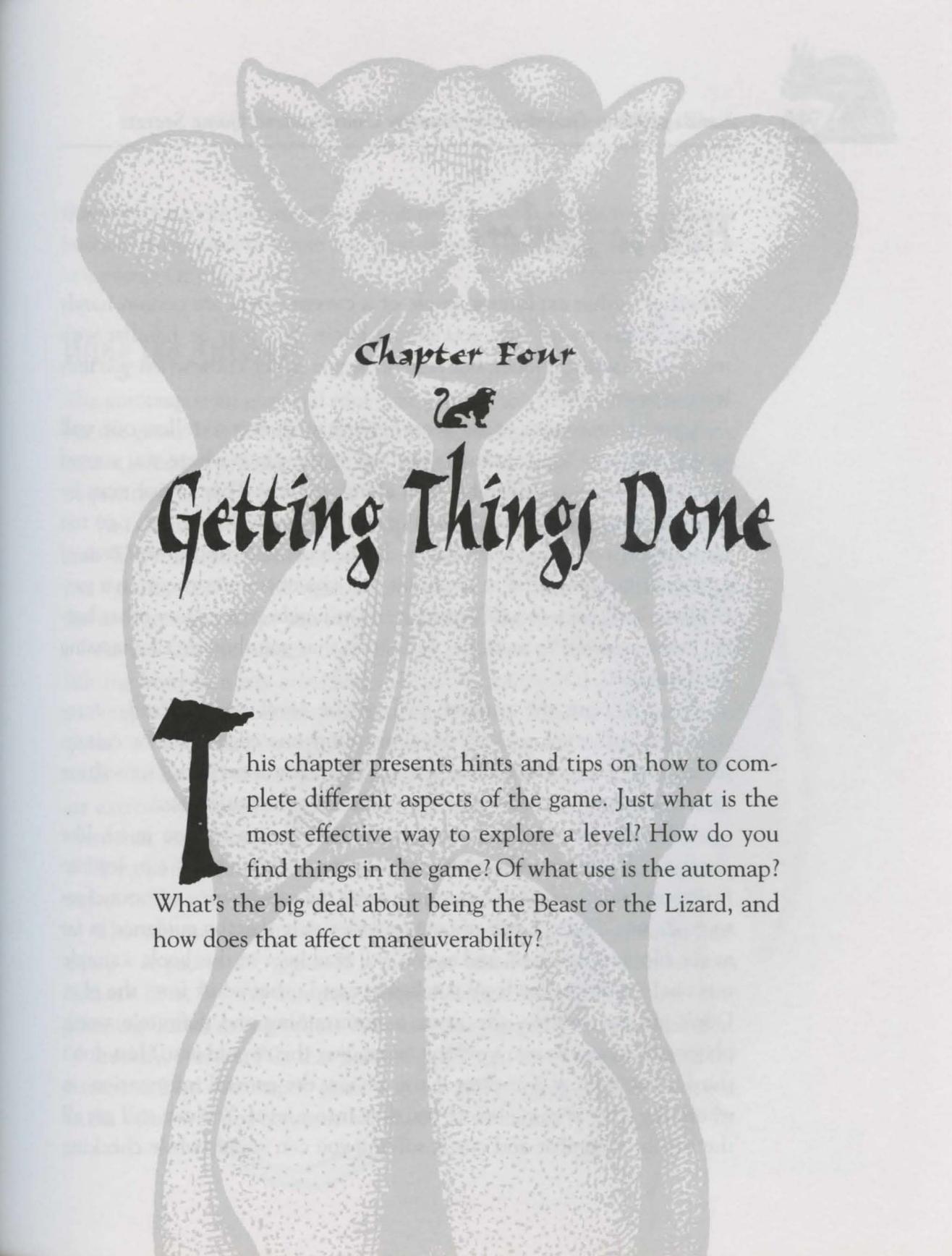


WARBLADE

This is Daniel's gift from his mother. Just give it to him, okay?

WAX

Find at least two blocks of wax in the Huline Jungle before entering the Hive Caves to look for the runes. After you make two impressions, toss the rest. Don't bother carrying any extra wax.



Chapter Four



Getting Things Done

This chapter presents hints and tips on how to complete different aspects of the game. Just what is the most effective way to explore a level? How do you find things in the game? Of what use is the automap? What's the big deal about being the Beast or the Lizard, and how does that affect maneuverability?



How to Explore

Whether Luther explores a jungle or a cavern, there are certain handy “tricks of the trade” that you should know. You may be familiar with many of these techniques, but read on as you never know when you may learn a new one!

One of the canons of dungeon-delving wisdom is to follow one wall as you explore. You eventually end up at the place where you started after exploring a considerable area along the way. This advice must be modified for *Lands of Lore*, however. Follow one wall, but don’t go too far into any one level with this trick. In general, activities in *Lands of Lore* must be completed in the order that you encounter them. In a particularly large area, following one wall (or jungle edge or any other border) may lead you to sections of the map that you shouldn’t be messing with just yet!

Instead, note the general goal of the level and proceed—forewarned—with exploring the level or follow one edge—but be certain to return to your starting point and try the other directions if something interesting doesn’t show up before too much time has elapsed.

Why is it worth doing the former? Isn’t that a bit too much like cheating? Unfortunately, playing the game without hints can lead to frustrating sidetracks, as you explore areas out of sequence without clues to guide you. Sadly, *Lands of Lore* provides only sketchy guidance as far as the plot is concerned, and as you will read later in this book, a simple mis-click of the mouse is all it takes to cast Luther adrift from the plot. Don’t get me wrong—the game is entertaining and definitely worth playing. (Otherwise you wouldn’t be reading this, would you?) Just don’t think of yourself as a cheater if you review the general information on where the story is going before you dive into a level. You can still get all the thrills of combat and puzzle solving you can stand (while checking

this book for more information as you need it) without having to endure hours of frustration to figure out what should be happening in the game at a particular point.

Using the Automap

The automap is an essential tool that you use to guide Luther throughout the game. It is unfortunate, from an ergonomic perspective, that you cannot reassign the automap key because you refer to the automap frequently.

You should refer to the automap immediately upon entering a new area. The transition between one level and another is easy to see because the “loading bar” on the right side of the screen gives you the name of the new area and helps you orient yourself to the surrounding terrain.

As you explore, check the automap frequently. Because of the low lighting level in many areas and the spotty quality of the graphics, the automap is the only reliable method you have for locating side corridors, quirks in the terrain—such as niches and alcoves, and so on. Note that small tunnels and cracks accessible only to Luther as the Lizard usually are extremely difficult to see without the automap. Keep in mind, however, that access between levels is rarely noticeable on the automap. Walking Luther (in whatever form) into different areas is about the only way to tell if a “level transit” location is present.

The automap has another power that you should use whenever necessary—it pauses the game. If a monster takes two large chunks from Luther’s hide, hit the automap before fleeing. You can take your time planning Luther’s escape route before setting the game back into motion.

Luckily, even on PCs that only meet the minimum requirements, the transition from automap to game is quick and painless—going from one to the other will not consume too much of your time.

Finding Things

One of the great thrills of this game is tracking down and finding different items in the game. (See Chapter 3 for a complete list of the different items in the game.) Most items aren't hard to locate. In general, you acquire items as rewards for successful exploration.

The automap reveals clues to hidden areas; accessing these areas sometimes requires certain steps. When Luther enters a new area, experiment by clicking on different parts of the architecture. The Spark spell is often useful for making things happen in the game as well.

Sometimes the game allows you to see an item, and then forces you to solve a puzzle to obtain the item. **Caution! Sometimes it's easy to get an item but difficult to leave the room, alcove, cave, or whatever . . .** which is to say, you have to solve a puzzle to get OUT. You need to use a methodical save-game strategy as described later in this chapter.

The hints above serve to help Luther acquire rings, swords, gems, and so on; however, there is a different kind of item category of which

Luther needs to be aware. There are many natural items scattered through the game. Once again, Chapter 3 details these items and provides a list of instructions for combining separate items into new items—things that Luther can manufacture.

These items range from amber, fairly easy to spot in the Hive Caves—among other places—to wax, which is difficult to locate. First, always click on the corpses of the creatures that Luther slays. Dead Hopping insects in the Savage Jungle provide Luther with poison sacks, for example. Second, look carefully for graphical irregularities. Aloe stands out in the Huline Jungle with its vivid green. Once again, whenever Luther enters a new



area, you may have to click randomly to find all the different “natural” items in the game—or you can always refer to the list in Chapter 3.

How to Maneuver

Movement on the map is an important key to success in the game. Whether Luther dodges globes of pink light or keeps a nasty brown spider at arm’s length, it is important that he move quickly and easily. Luther will face numerous physical challenges in the game to move from one area to the next.

Simple movements, like running in a straight line or jumping up a step—this is often required of the Lizard—are fairly easy. But sometimes, Luther must do more than jump; he may have to jump and crouch at the same time, for example. This movement lowers Luther’s head while he jumps through the air, a trick that lets him jump over low railings in rooms with low ceilings.

Other tricks you should master include dodging from side to side to avoid missile fire from creatures and, even better, using the mouse and the strafe keys to move not just side to side, but in a circle around a fixed

point in space. This technique helps Luther in two ways. First, when Luther needs to look at the outside of a building or another large object, he can look at the object and begin moving to the left or right with one of the strafe keys, rather than moving forward to look to one side, then looking back while moving forward again. By keeping his focus on the object with the mouse, Luther can circle the



Note

As an aside, it’s a sign of the times that CRPGs are slick and fast enough to allow for the side-to-side maneuver—the sort of thing that first-person shooters used to have all to themselves.



building (or whatever large object), scanning its outside for doors, windows, and so forth.

Second, rapid movement around an opponent in combat can cause the AI to stutter. A moving target is harder to hit in any case, and if Luther's attention is focused on the enemy, he can continue to attack and cast spells. This trick requires more practice than circling around a building or a large tree, but it is highly effective.

Lizard, Man, and Beast

When is it best to be Human? To be Lizard? To be Beast?

Each shape has certain advantages and disadvantages. Learning to use them will help you explore the game to its fullest, especially since you have little or no control over Luther's changes for quite some time at the beginning of the game.

As Lizard, Luther is a tiny, frail creature with incredible running speed. The Lizard is also the best jumper of the three forms, although jumping any distance is more perilous to the Lizard as he sustains injuries more easily than Luther (the Human) or the Beast. Since many tiny tunnels in the game are accessible only to the Lizard, it is inevitable that you spend some time running around as the little fellow. Be careful about staying in small places too long because instant death awaits if you transform from the Lizard into Luther or into the Beast while you are in a small space. Once you have the correct spell, it is handy to be the Lizard when there is considerable space to cover, especially in the City of the Ancients.

Since the Lizard is incompetent in combat and physically weak, running madly from foes is something the lizard invariably will do. When

the Lizard scurries for safety, be careful about cracks in the floor. The Lizard can fall into a crack that Luther as a Human would not even notice. Since the Lizard has great magical abilities, it is tempting to be the Lizard much of the time. Unfortunately, the Lizard is SHORT. He cannot see into drawers, upstairs, and so on.

As Human, Luther has the most flexibility. He moves reasonably fast, jumps well enough, and crouches into spaces that he cannot stand in. Once you have control of his changes, you probably should choose to keep Luther in his Human form most of the time. Sometimes, however, being Human isn't quite enough—there are times in the game when you need to “get small” and times when you need to “get big.”

As Beast, Luther is (and this is a key point) TALL but slow. You do not want to explore territory as the Beast if you can help it. Use the Beast when something may be far out of reach. And of course, the Beast is good in a fight, although by the game's end, Luther's sword is much more effective than Beast's claws.

Save-Game Strategies

Finesse in this regard is the key to avoiding hours of frustrating drudgery. All too often, players rely on the autosave (it's so easy!), only to discover they have saved themselves into a corner and have to return to a saved game from a long, long way back.

Each saved game takes almost one megabyte of disk space, and some economy may be in order. On the other hand, if you have the room on your computer, use it. Your trusty author did not have any problem with his 60 or so saved games—having numerous saved games does not present a problem in and of itself.



Minimum Space

So you're short on space. You've got room for no more than six or ten saved games. First, clean your hard drive up, okay? Sheesh. If you're this short on room, make some. If you can't or won't, then follow the strategy below.

Save at the beginning of an area. Use the autosave frequently to keep track of your progress. When you accomplish something significant, save again—leaving the beginning for the area saved game intact. Update this saved game throughout the level. When you are certain that you have finished the level successfully, save it on the second saved game slot. (Note that, with some levels, you return again and again.) Using this method, you will have three saved games available for any one level: the beginning, the currently saved game at a critical juncture, and the autosave. When you move to the next level, keep the two saved games until you have advanced through several areas and need to recycle the older saved games.

Max Save Strategy

While it may appear that if you've got the room you should save every five minutes and not worry about a strategy, you in fact do need a strategy. Begin by saving at the very beginning of a level. Save again (in a regular slot) every time something significant occurs or just before you attempt something dangerous or onerous, such as negotiating a tricky ledge. Use the autosave, but don't forget that the autosave is like a dandelion—with one keystroke, it's gone.

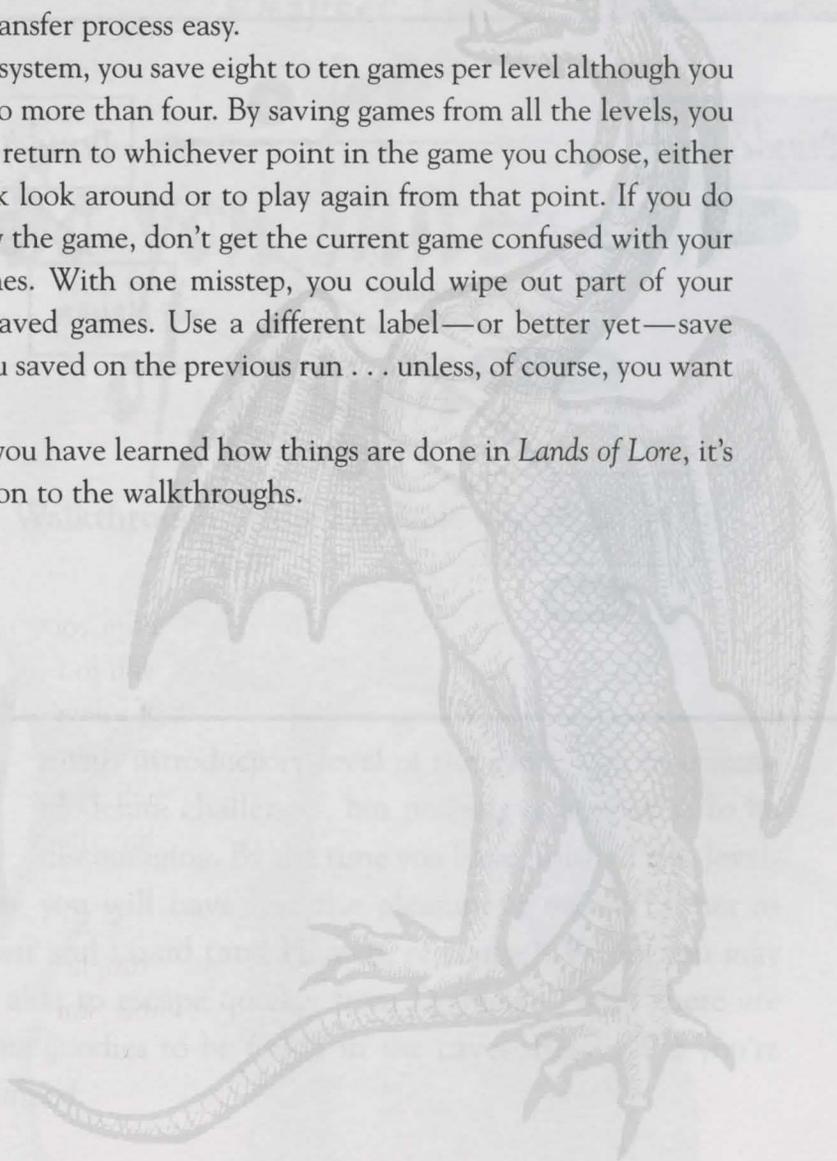
Be sure to label your saved games. Since you have many characters with which to interact, you can start with a simple mnemonic, such as DCAVES (for "Draracle Caves") and a number starting at one. Add a

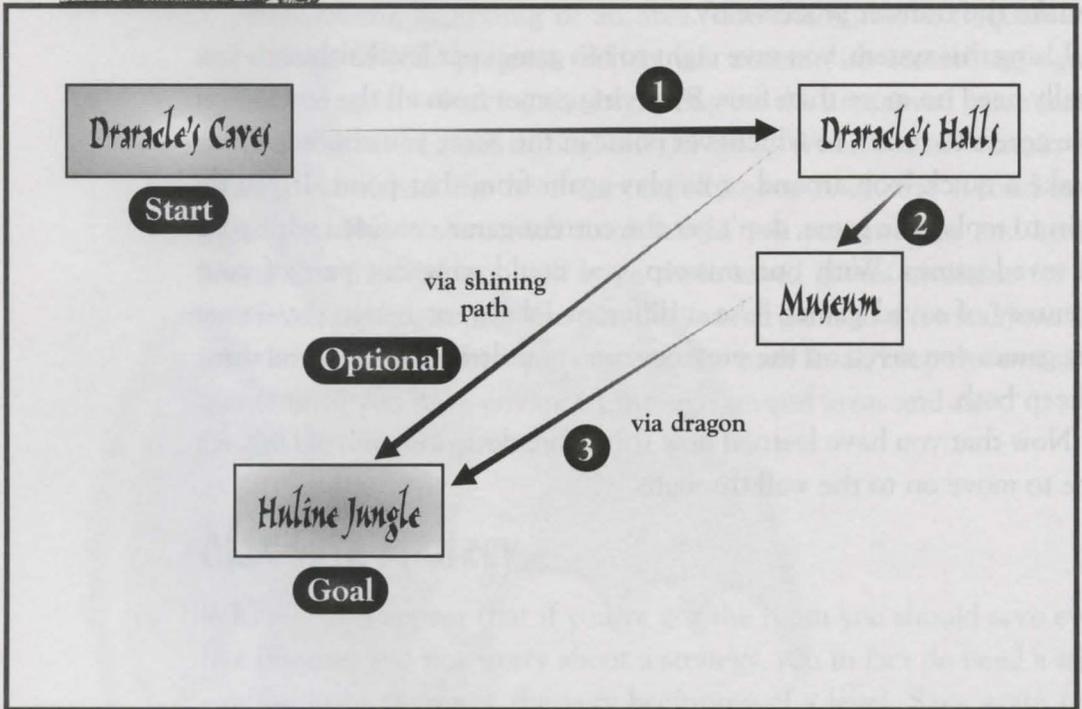
brief note to remind you what was happening when you saved the game. When you deal with 20 or so saved games, you will thank yourself for inserting those labels and notes.

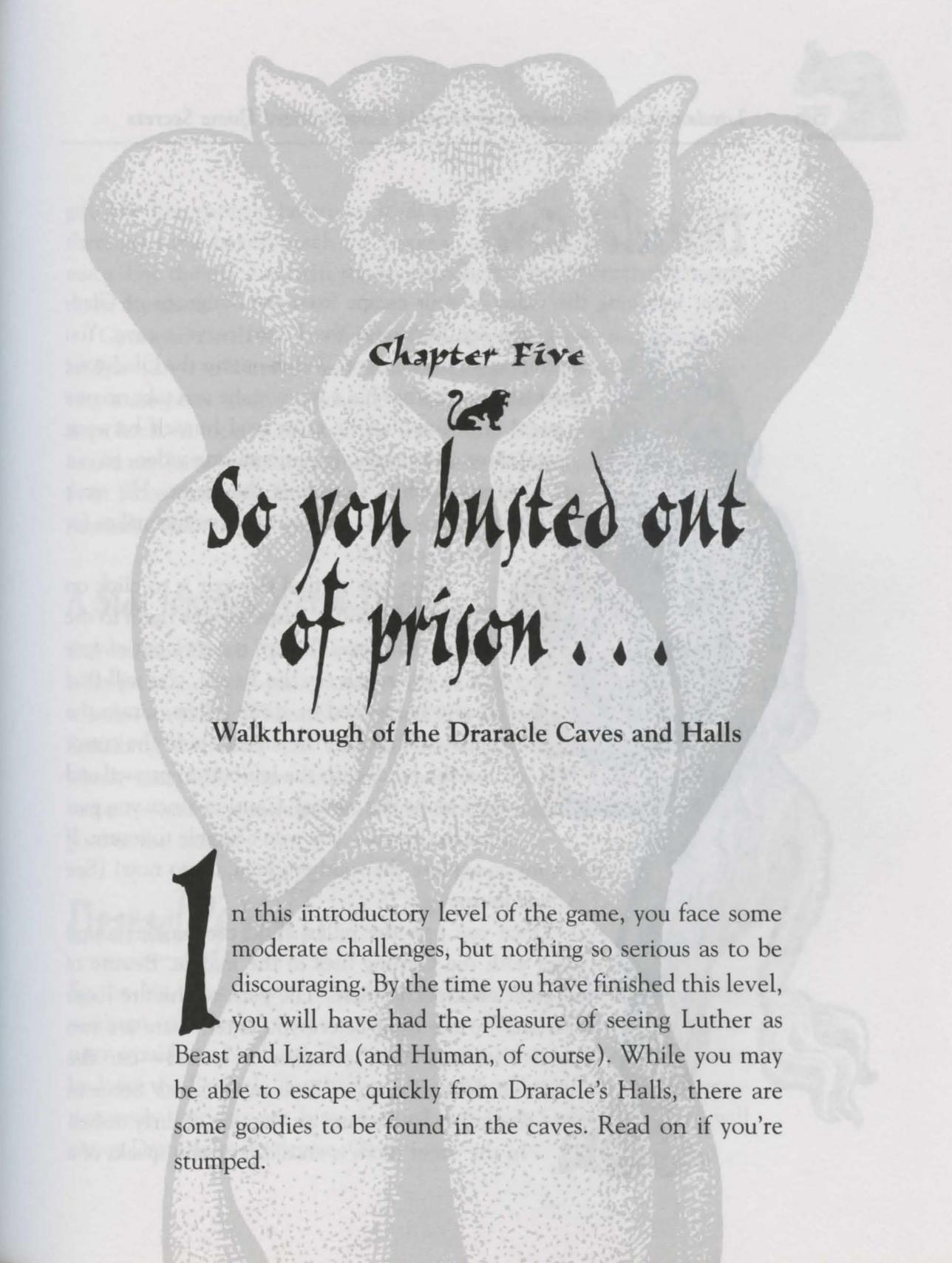
Note that, if you plan to swap saved games—something your trusty author isn't sure would work in any case—use a short, simple filename to make the transfer process easy.

Using this system, you save eight to ten games per level although you usually need no more than four. By saving games from all the levels, you have access to return to whichever point in the game you choose, either to take a quick look around or to play again from that point. If you do begin to replay the game, don't get the current game confused with your old saved games. With one misstep, you could wipe out part of your inventory of saved games. Use a different label—or better yet—save over games you saved on the previous run . . . unless, of course, you want to keep both.

Now that you have learned how things are done in *Lands of Lore*, it's time to move on to the walkthroughs.







Chapter Five



So you busted out of prison . . .

Walkthrough of the Draracle Caves and Halls

In this introductory level of the game, you face some moderate challenges, but nothing so serious as to be discouraging. By the time you have finished this level, you will have had the pleasure of seeing Luther as Beast and Lizard (and Human, of course). While you may be able to escape quickly from Draracle's Halls, there are some goodies to be found in the caves. Read on if you're stumped.

Draracle's Caves

After watching the video of your escape from the dungeons of Gladstone, you see Luther as the Lizard enter a cave. You begin playing in this cave. Watch out for the Gladstone guards! Once Luther has a weapon, he can take on one guard at a time, but he must heal himself between combative encounters. For an amusing video, go out the entrance while Luther is the Beast. He can't escape that way . . . but the attempt makes for some gory TV.

One way to find the exit is to click on the nearby will o' wisps. Follow them to the north. After you "bump" the rock out of your way to the north (as the Beast), you will find your way blocked by stone pillars. Grasp the middle pillar with the mouse (hold the cursor on the pillar with the left button pressed and then move the cursor). Caution: once you pass through this area, you won't be able to return. If you want to explore the southern area, do so now! (See "A Side Journey . . .")

Once you pass the pillars, find the sunken round room with the burning fires in the middle. Beware of the giant cockroaches here. The path to the fire room forks and, to the right before you enter, there are two round chambers. One chamber is locked—cut the chain in the wall to enter. Find an Ancients' Stone in that room by clicking on the pile of dirty dishes. In the other room is an old orc, who speaks of a



gift. He dies, though, before he leads you to it. In the other chamber, there are some boxes. Stack the boxes to access an upper room with a mace. Use the mace to fight the cockroaches, but don't bother hanging on to the mace.

Continue north by skirting the flaming pit and on until you find a bridge. Listen to Kenneth and cross the bridge. If you feel like committing some petty theft, pull the lever next to the bridge and take a few steps back. You can pick up a few interesting items that you otherwise would not have seen for a some time. Don't be afraid to use them, however. Note that you don't have to fight Kenneth (as described in the manual). You can just head over the bridge. . . .

A Side Journey Worth Taking. . . .

Did you stumble on the room with several streams leading to a small circular pit? Go to the stalagmites in the niches and give them a mighty whack—or three. When you are done, you will see a special video scene describing the flood that ensues. Afterward, pick up the Halberd—which can kill those naughty Gladstone guards with about two swipes!—and wait patiently for a treat to float to the surface of the small pool in the center.

Draracle's Halls

So the big red guy said, "Go there and take the shining path to the southern continent." And you can do that. But what kind of an adventurer would you be then? The first thing you should do is head Luther back for the Draracle. See him twice, as he will divulge more information each time you see him. A third visit from Luther, however, will annoy Draracle to no degree. Gee!

Next, take on the skeleton to pick up the items on the table. Then click on the east wall, and click again on the violet stones. You have just opened up the way to the museum. Get going!

Museum

The museum is a quaint little place just loaded with goodies. No self-respecting player of a CRPG can pass up this juicy morsel! You should note that, after you enter the museum, the entrance is blocked—you will be unable to return the way you came. Pick up the skeleton's key (a triangular stone) near the end of the first hall. Every time a skeleton attacks you from here on out, it steals from you and from your inventory. Don't lose track of it!

This area is quite simple if you have the key. First, listen to the announcer as he explains all about the museum. Be sure to grab the key back. Open up the secret panel in the floor in front of the announcer ball, and use the key to open a little secret room. Be sure to watch out for the rat. Take the scrolls, one of which gives you a new spell group! Yee-ha!

Wander through the area. Use the key in the pedestals to hear about exhibits. When you arrive at a barred alcove, use a spark spell on the brown blob to reveal a lightning crystal. (You don't have to open this gate here.) You should pick up a rainbow sword, the "Axe of the Long Arm," a dragon gem, and a broken sword. Bash the blue gem that is too large to carry to split off some fire crystals. If you come to a time machine area, don't enter it until you have done everything else in this room. Also, be sure to break all the vases you encounter and pick up two ivory chips.

To exit this area, break the time machine, and then attack the slightly crumbled section of wall. Do it quickly, or else you'll age to death. . . . Fly to the southern continent on the dragon after picking up some bottles of dragon's blood.





This isn't a walk in the park—merely carrying the skeleton's key makes you the target of wandering skeletons. (Without the key, they could care less about you.) Be prepared for some combat here. Test the rainbow sword against the mace you found in the caves to see which works best against your bony foes, but after you leave this area, switch to the sword.

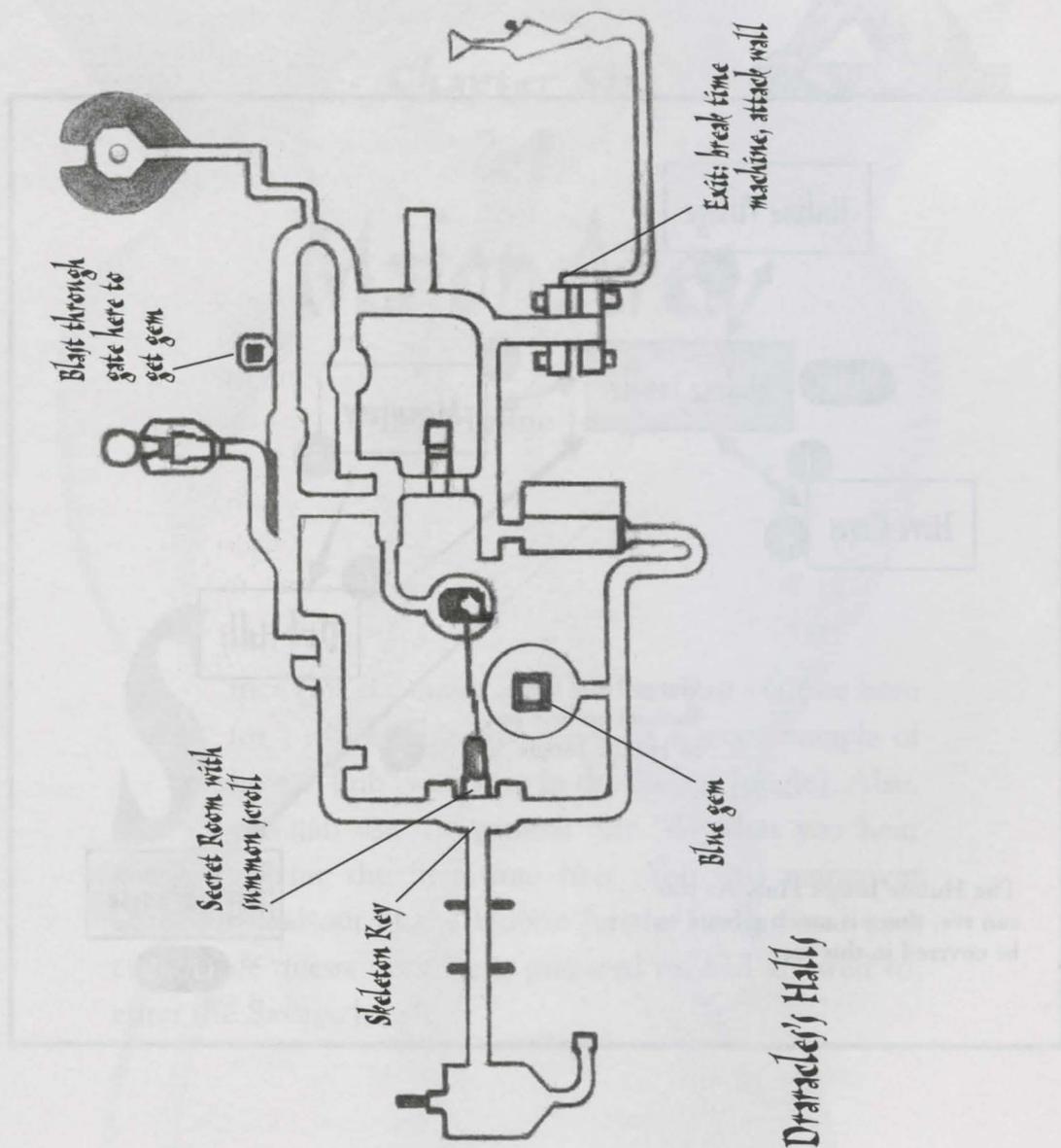
Review

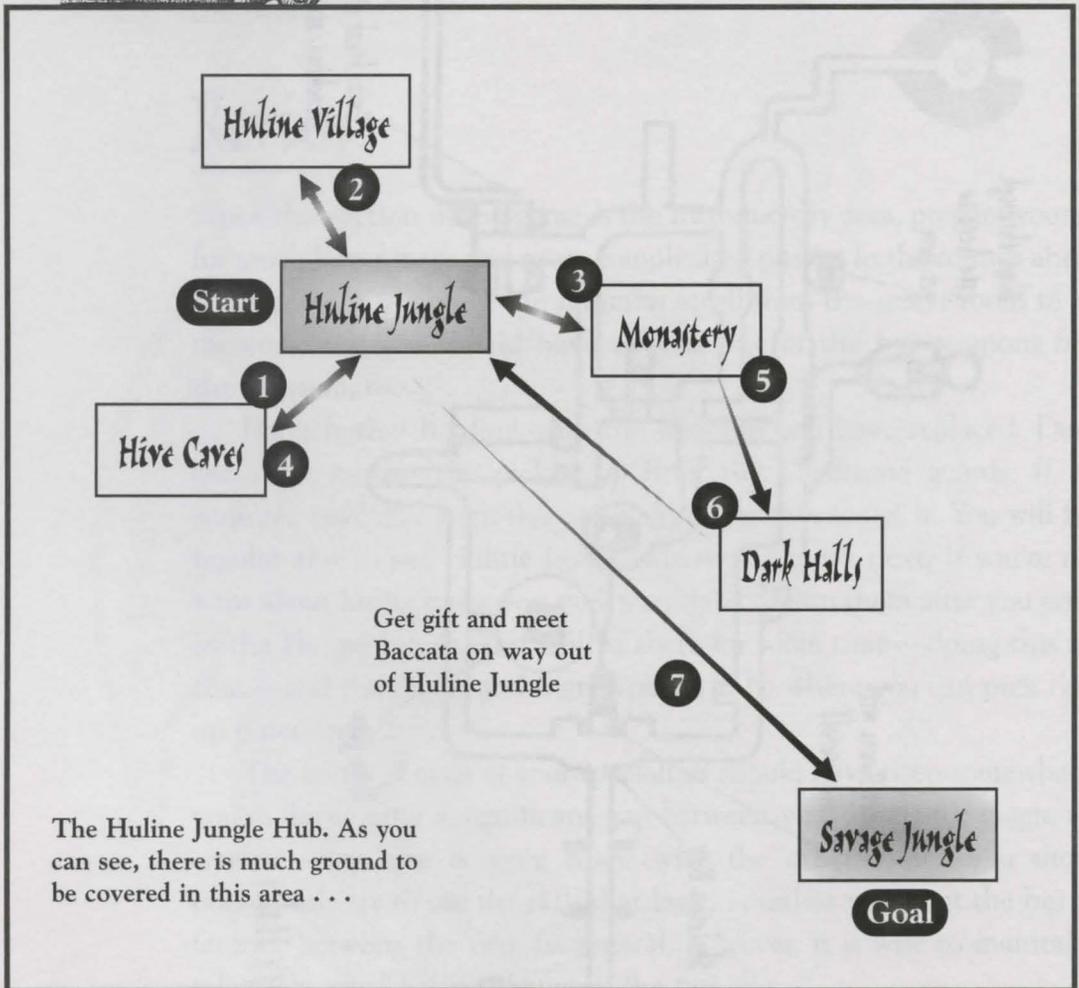
Since this section of the game is the introductory area, prepare yourself for much larger maps and more complicated puzzles in the rounds ahead. It's important to obtain the summon scroll from the secret room in the museum, and you should have at least one of the key weapons from the museum, too.

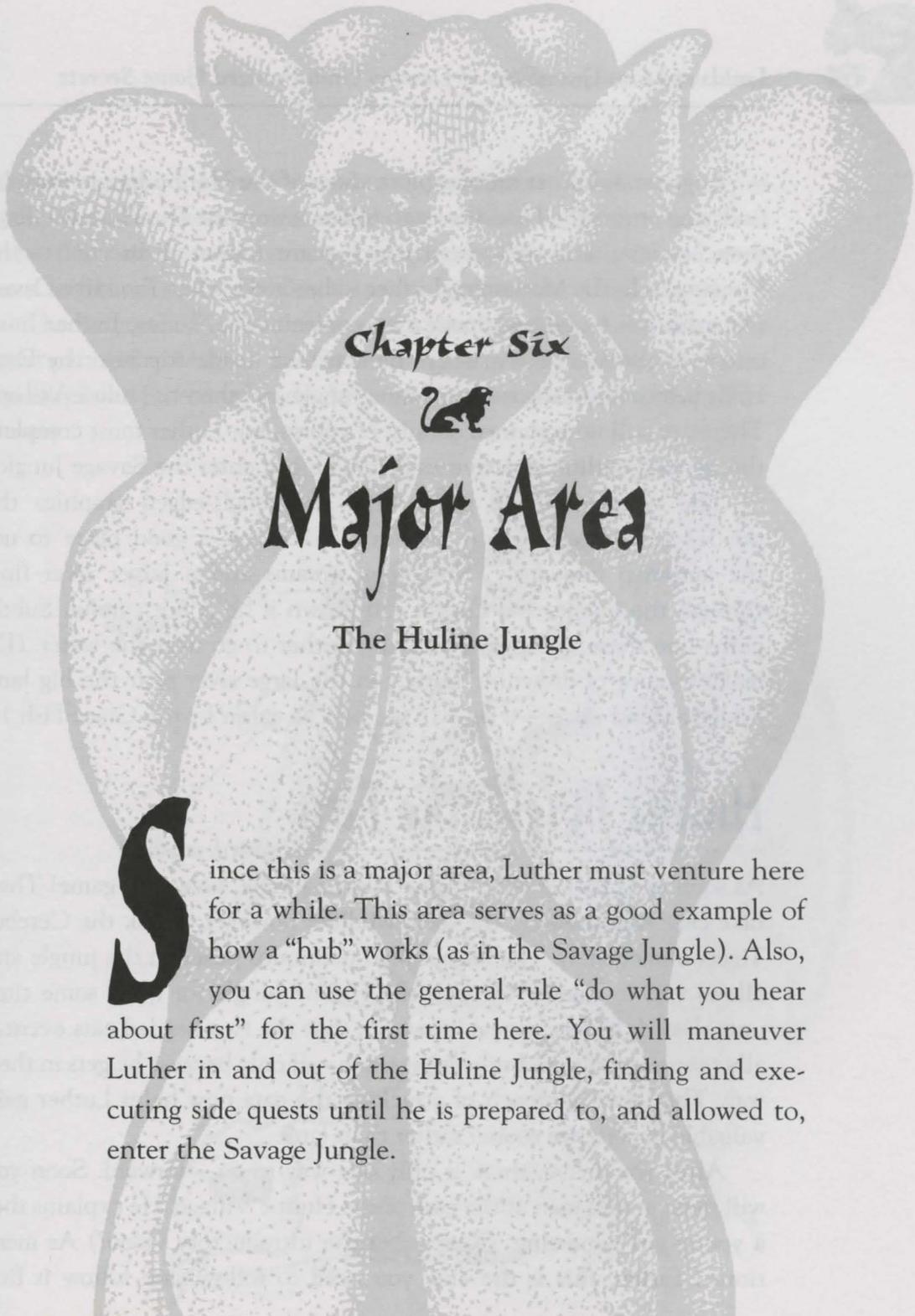
Don't bother holding onto the weapons you have replaced. Dump the short swords you picked up from the Gladstone guards. If you acquired cave aloe from the caves, don't hesitate to use it. You will find regular aloe in the Huline Jungle, where you move next. If you're nervous about losing items you may want later, dump them after you arrive in the Huline Jungle. You will be there for some time—doing this and that—and your tools and ingredients will be where you can pick them up if necessary.

The levels of each of your specialties should have risen somewhat. If you're developing a significant gap between your levels for magic and warfare—say, one is more than twice the other—then you should consciously try to use the skill that lags . . . unless you want the big difference between the two. In general, however, it is wise to maintain a relatively equal balance between the two.

Enjoy the ride to the southern continent. Get ready for a bigger, meaner map!







Chapter Six



Major Area

The Huline Jungle

Since this is a major area, Luther must venture here for a while. This area serves as a good example of how a “hub” works (as in the Savage Jungle). Also, you can use the general rule “do what you hear about first” for the first time here. You will maneuver Luther in and out of the Huline Jungle, finding and executing side quests until he is prepared to, and allowed to, enter the Savage Jungle.

In general, Luther must explore some of the Huline Jungle until he finds and enters the Hive Caves to rescue a woman. The Huline Village then becomes accessible, from which point Luther is directed to the Monastery. In the Monastery, Luther is directed back to the Hive Caves. Once he has found and made two copies of the Runes, Luther must return to the Monastery, where he can take a side trip into the Dark Halls before returning to the Huline Jungle and then to Huline Village. There are still unexplained details, of course, but Luther must complete this general outline of activities before he can enter the Savage Jungle.

The twisting jungle paths (and the rough-edged graphics the pre-3D-accelerated version provides) make this a good place to use the automap frequently. Numerous streams and a larger river flow through the jungle, and Luther can drown if he is not careful. Subtle paths line these waterways, enticing Luther to go near the water. (Do make a point of drowning Luther in the large river near the big land bridge at least once—if only to see him be eaten by the Giant Fish.)

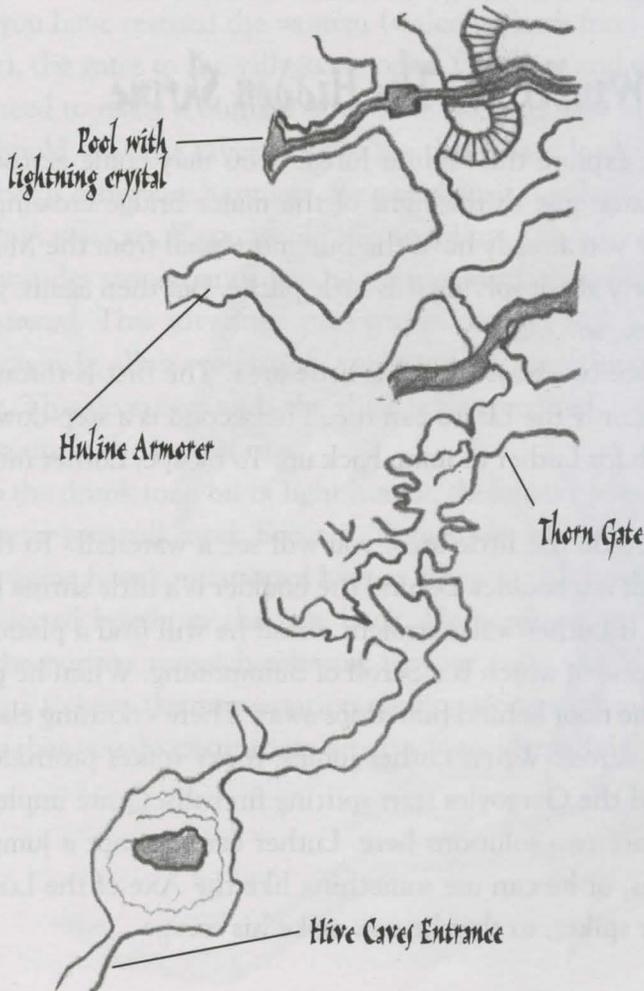
Huline Jungle, the First

As soon as Luther appears in the Huline Jungle, save your game! Then take care not to offend the local wildlife; however, attack the Cerebus Tigers immediately. The former plan maintains peace in the jungle and allows you to wander through the Huline Jungle for quite some time unmolested. It does appear, however, that the two-headed cats eventually take exception to Luther's presence—if only because he gets in their way. The latter approach of attacking the cats now helps Luther gain valuable experience sooner rather than later.

After you arrive, there is only one way to go—forward. Soon you will meet an old man at the gate of the Huline Village. He explains that a young girl is missing. (Remember the introductory video?) As mentioned earlier, this is the clue you need to follow, and follow it first

because you heard it first. Proceed to the southwest. There is a pool just to the west of the westernmost bridge that crosses over the three east-west rivers. Click on the water to reveal a Lightning Crystal. Don't hesitate to use it in future battles. Go directly to the south to the Armorer's Glen.

The Armorer can provide you with a new bow and some bracers. She won't part with a Magical Fire Sword or agree to repair the broken sword you may have picked up in the Museum until you have a Power Orb for a trade.





Just a small stretch to the south of the Armorer's hut is the entrance to the Thorn section. Go down the short section of stairs, beat down the thorns in your way (use the automap to see where you can do this), and begin to follow the left wall. After beating down several Thorn doors, you will enter an area that has an oil pool. (Don't be alarmed when the doors spring back up behind you.)

Beyond the pool is the entrance to the Hive Caves. Go to Chapter 7 now for the Hive Caves walkthrough! Come back to this chapter when you have finished rescuing the woman from the caves.

As You Wander . . . The Hidden Shrine

When you explore the Huline Jungle, you may come across a hidden shrine situated just to the right of the major bridge crossing the large river. Since you already have the Summon Spell from the Museum, you needn't worry about solving this little puzzle. But then again, you did pay for the game, so . . .

There are two ways into this little area. The first is through a small tunnel that only the Lizard can use. The second is a step-down that is a bit too high for Luther to jump back up. To escape, Luther must become the Lizard.

Once inside the little area, you will see a waterfall. To the right of the waterfall is a boulder. Behind the boulder is a little shrine guarded by Gargoyles. If Luther walks straight ahead he will find a platform with a few items, one of which is a Scroll of Summoning. When he picks it up, however, the floor behind him drops away. There's nothing else to do but jump back across. When Luther jumps, rocky spikes protrude from the ground, and the Gargoyles start spitting fireballs. Quite unpleasant!

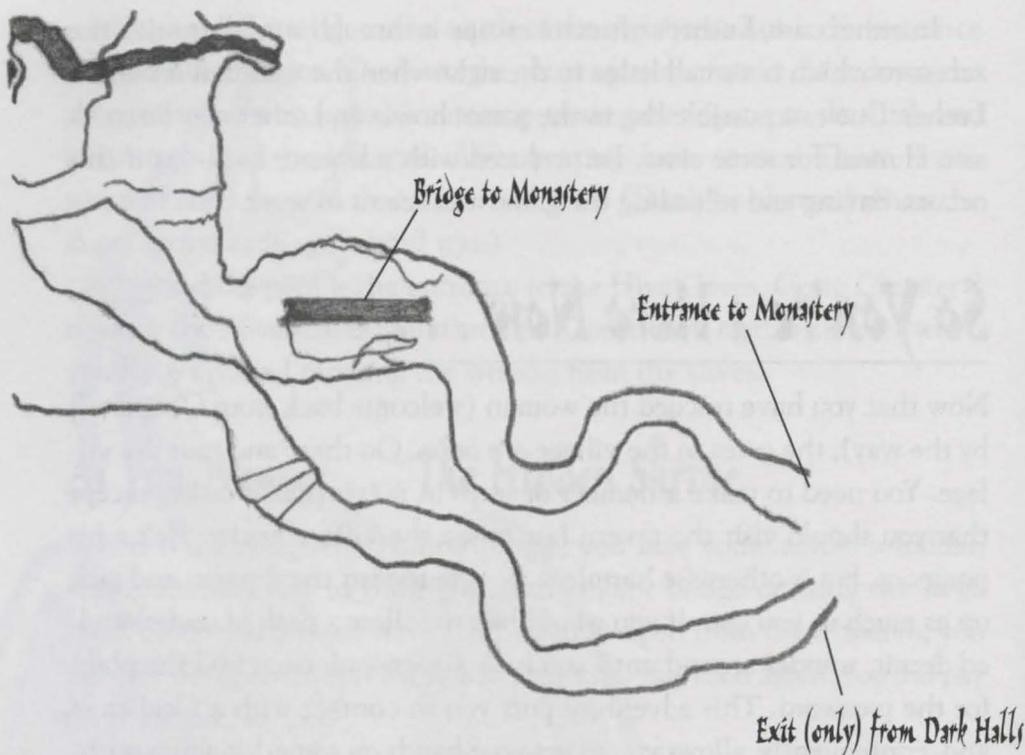
There are two solutions here. Luther can attempt a jump over the stone spikes, or he can use something like the Axe of the Long Arm to remove the spikes, so that he can make his escape.

In either case, Luther's ultimate escape is through a small tunnel, the access to which is a small ledge to the right when the waterfall is behind Luther. Due to a possible bug in the game, however, Luther may be stuck as a Human for some time. Be prepared with adequate back-ups if this occurs. Saving and reloading the game also seems to work.

So You're a Hero Now . . .

Now that you have rescued the woman (welcome back from Chapter 7, by the way), the gates to the village are open. Go there and tour the village. You need to make a number of stops in no particular order, except that you should visit the tavern last to see the village leader. He's a bit pompous, but is otherwise harmless. Be sure to visit the shaman and pick up as much as you can. If you would like to follow a path of underhanded deceit, wander around until you hear a password, then find the place for the password. This adventure puts you in contact with a local thief and, consequently, allows you to get your hands on something nice without paying. This diversion with the thief is not required, however, and the easier route is the honest one.

Talk to the drunk for a bit of light humor, then make your way to the tavern. There you will meet Baccata. Remember him? Of course you don't. The game hasn't mentioned him at all up to this point, although he is mentioned briefly in the rule book. He accompanies the mystic Dawn as she pursues research relevant to your curse. As in all special areas, be sure to keep the conversation moving along with mouse-clicks, but be sure that you do not initiate an attack accidentally!



Caution

There is a long wooden bridge on the way to the Monastery. DO NOT CROSS IT AS THE BEAST!

The bridge is too weak to support the Beast's great weight and will collapse beneath him, making it harder for Luther to reach and to leave the Monastery.

Now it is time to find your way to the Monastery. Go to the southeast portion of the map. Once in the Monastery, you can chat with the guy outside in the garden if you want to waste some time, or you can go straight to Brother Julian behind the door just to the right of the garden exit. Note that if you go to the Monastery before rescuing the woman, all you hear when you “knock” on the door is Julian saying, “Just a minute, please.”

Brother Julian tells you what he wants Luther to do. Get used to this, by the way. This is the classic quest formula, which is applied heavily throughout the game. To help Luther, he claims, he needs a wax impression of the runes deep inside the Hive Caves. He also offers Luther an iron flute.

Exit the Monastery and proceed to the Hive Caves once again. Go to Chapter 7 to read about how to find the runes and to make an impression. On the way, when you see a bee hive, click on it to get some wax. You can also find wax in the village. Two bits of wax are all you need. Be sure you have them before you enter the Hive Caves. Come back to this section after you have explored the Hive Caves and made two copies of the runes. Note that, upon your exit, you meet Dawn immediately. . . .

Dishing out the Goodies

As soon as you exit the Hive Caves, you meet Dawn. Give her a copy of the runes. (In Chapter 7, you saw how to make two, right?) Then make your way back to the Monastery. Speak with Dawn in the library and, then, to Julian once again, as you hand over your second copy of the runes. He provides you with very little information about Luther's curse but rewards you with a Power Orb.

After you leave Julian's office, enter the door to the left of the library entrance. Chat briefly with the person there, and then enter the storage area. Stack up some boxes next to the bookshelf, climb up, and attack the bookshelf with a spell or a weapon. You have just breached an entrance into the Dark Halls! (See the walkthrough for this area later in this chapter.) Return here after you leave the Dark Halls to continue with the Huline Jungle sequence.

Now return to the Armorer's Glen. Trade the Power Orb for the "Great Sword Firestorm." You can also barter the repair of the broken sword from the Museum for the Power Orb. Generally, the fire sword is



better, but some gameplayers may prefer the other sword. Soon after you leave the Armorer, you meet her again. Accept her gift—it is intended for Daniel, her son. Tuck it away. It is the key to beginning the next major area.

On your way to the bridge across the major river to the north, look for Baccata and walk up to him. (On the other hand, if you don't care about fighting a pack of Gladstone guards, don't bother.) Follow Baccata to the bridge and listen to him negotiate for your continued freedom. Watch the video of all heck breaking loose on the Huline Jungle shore. Note that the Thorn gate is broken. Follow the path to the cave and enter it to begin exploring the Savage Jungle!

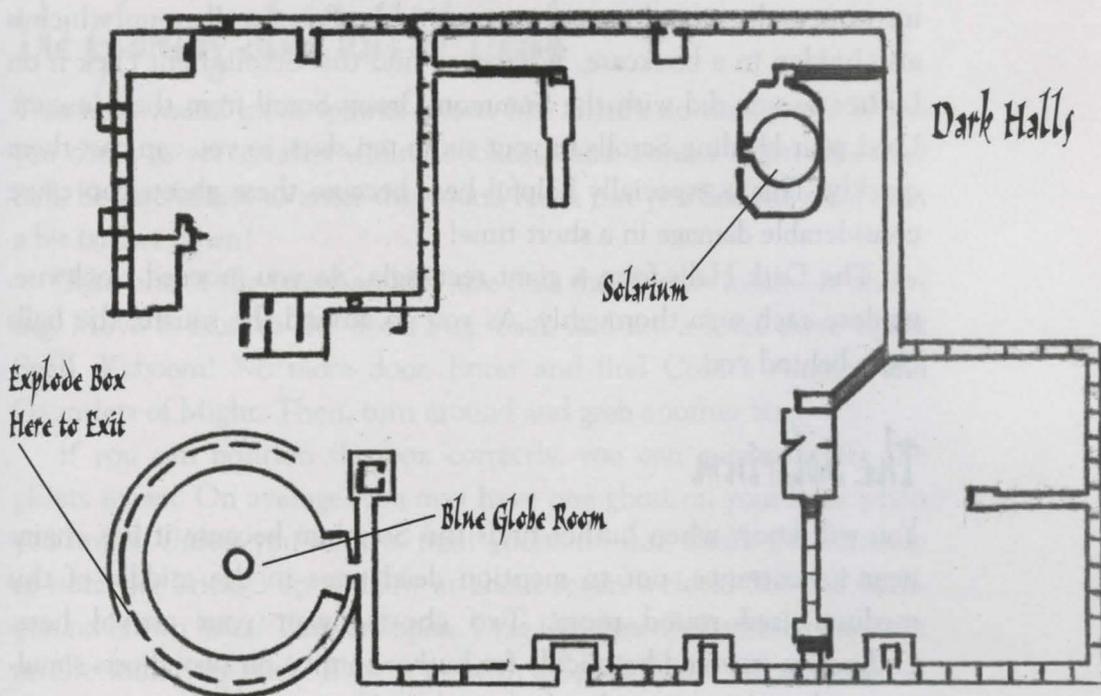
The Dark Halls

The Dark Halls level is chock full of dangerous ghosts and ends with a very difficult puzzle. Escaping is much, much harder than breaking in. As a general hint, learn what the crates of crystals do . . . and don't forget your automap!

This area is fairly basic with the following three areas: sundry hallways, a solarium, and a big round room that features a large blue ball. Be sure to click on all the bookshelves to find all the secret accesses in the Dark Halls. Also, there is a surprise guest waiting for you in the Dark Halls. Too bad he's not as friendly as the first time you met him!

The Halls

While you are in the halls, don't let the ghosts gang up on you. Fight them one at a time, then move to the next. These ghosts are the first opponents to try Luther's strength, so be careful! Save frequently and be sure to keep a saved game close to the beginning, so that—if you wish—you can run all the way through this level once you have figured out the details.



Fighting ghosts requires considerable firepower over a short period of time because they hit hard and play for keeps. They also do a good job of being spooky: they call to Luther from behind . . . and sometimes, they are there, creeping up on him! The vocal effects in this area are striking and would make a great soundtrack for any Halloween party. Use Spark spells, and attack with all of Luther's worth.

Finding safe havens for rest and recuperation is vital to your success in this area. Explore slowly and carefully, however. Don't let Luther be boxed in! Luther may have to chop through a door to move around sometimes—the ghosts mean it when they chant, "You cannot leave, Luther!"

Be sure to find the Ancients' Stones in the room with all the beds and the Healing Scroll in the room with the sliding bookcase. Also,



instrumental to your long-term success is the Prism spell group, which is also hidden in a bookcase. When you find this Scroll, right click it on Luther, as you did with the Summon Group Scroll from the Museum. Load your Healing Scrolls in your six to ten slots, so you can cast them quickly. This is especially helpful here because these ghosts can cause considerable damage in a short time!

The Dark Halls form a giant rectangle. As you proceed clockwise, explore each area thoroughly. As you go around the square, the halls close behind you.

The Solarium

You will know when Luther finds the Solarium because it has chains near its entrance, not to mention dead trees in the middle of this medium-sized round room. Two ghosts await your arrival here. Ordinarily, it would be suicide for Luther to take on two ghosts simultaneously at his current level of power.

But wait! Ghosts don't like sunlight, do they? Pull the chains and let the sunshine in! Just pull the chains by clicking on them. The solarium opens, and the sunlight destroys the ghosts. Once you have done this, interesting and clickable fauna grow in the middle of the solarium. Enjoy!

Wossname the Explorer

To spice up your life, the game designers put this clown at the end of a long hall that reaches into the center from the exterior "full-circuit," "rectangular" hall. He has a nasty staff that shoots plasma bolts. If you want to fight him, close quickly to engage in hand-to-hand combat. The staff is an interesting item that may have unique uses elsewhere in the game, but as a weapon, it is inferior to the weapons Luther has or will have.

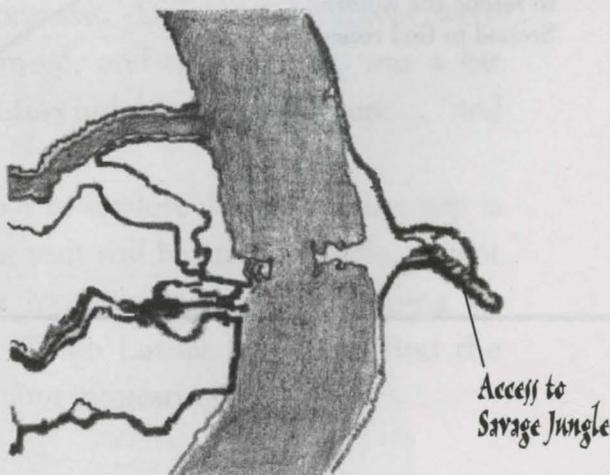
The Glowing Blue Ball of Death

This huge round room spawns ghosts like there's no tomorrow! When you come to yet another sliding bookcase and wander down this final hall, be careful not to enter this round room just yet. See the steel door a bit farther down?

Take one of the boxes and be sure that the crystals inside are showing. Move it next to the door. Step back and use a level three Spark Spell. Kaboom! No more door. Enter and find Colin's Amulet and Gauntlets of Might. Then, turn around and grab another box.

If you can position the box correctly, you can escape before the ghosts spawn. On average, you may have one ghost on your back when you finish. Unless you want to fight ghosts for fun, check the automap to note the bricked-up window at about seven o'clock. See the background brown lines? They are open. Drag that box of crystals to that spot on the wall. Step back. Blow it up with a Spark Spell. There you go—an exit. Jump through the hole to escape the Dark Halls.

There is a rumor that suggests that you can let enough light into the room to destroy the blue ball and kill all the ghosts. That process, however, would entail dragging several boxes into the room, while dodging or killing the ghosts all the while. If you try this trick, be patient and thorough. Eventually, you still will need to blow a hole in the bricked-up window and jump through the gap.





Huline Village

Start

Huline Jungle

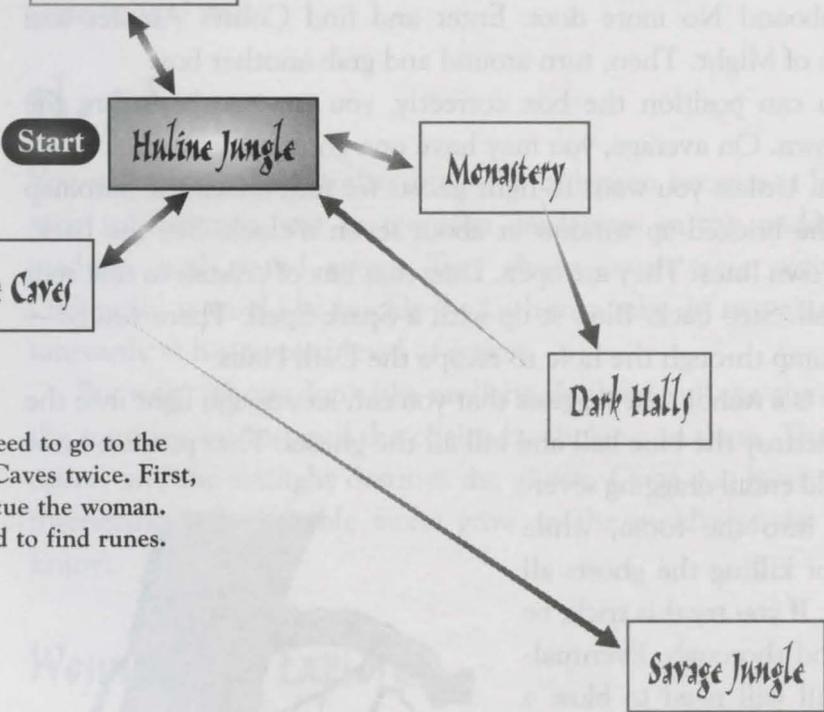
Monastery

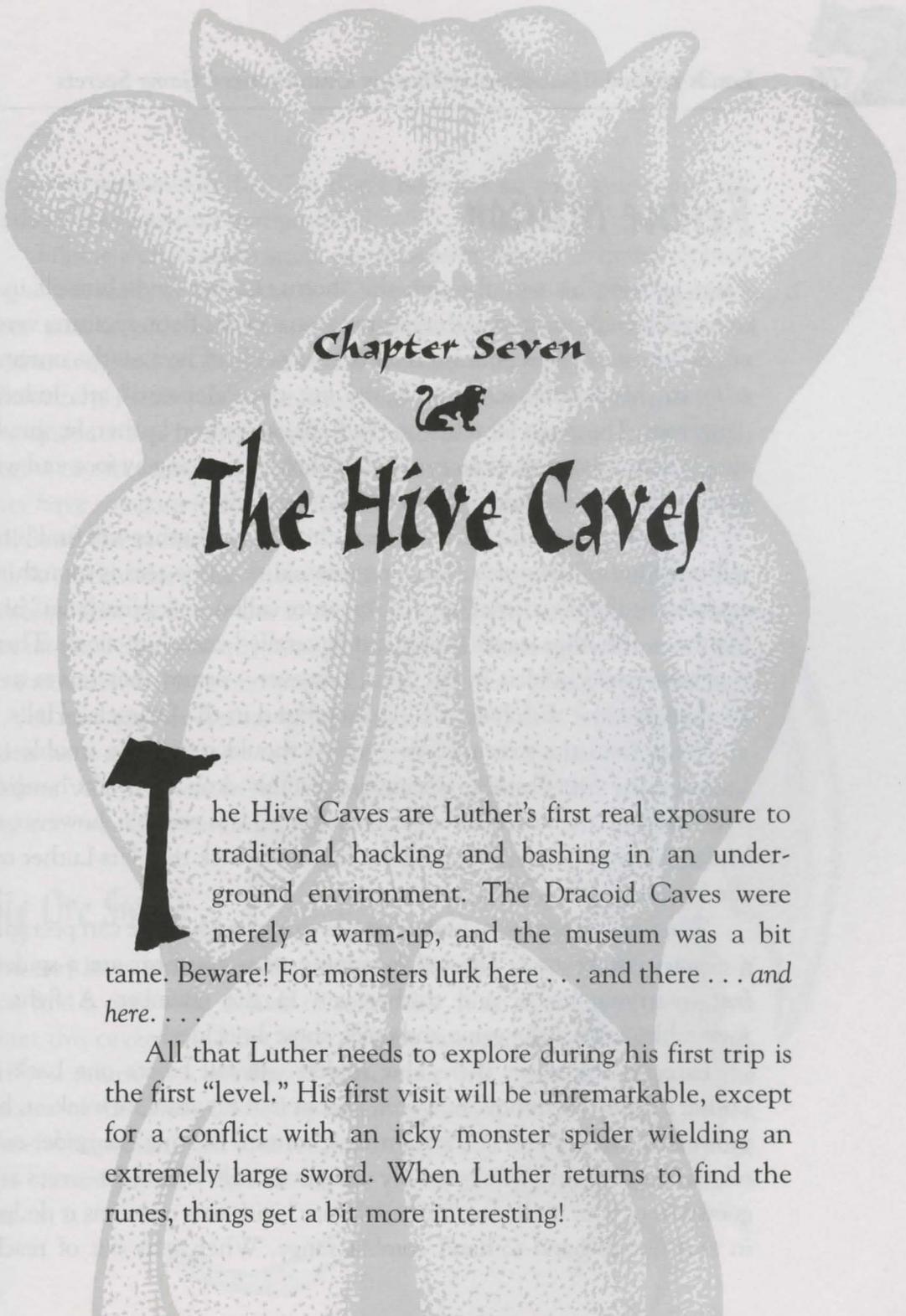
Hive Caves

Dark Halls

You need to go to the
Hive Caves twice. First,
to rescue the woman.
Second to find runes.

Savage Jungle

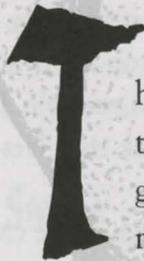




Chapter Seven



The Hive Caves



he Hive Caves are Luther's first real exposure to traditional hacking and bashing in an underground environment. The Dracoid Caves were merely a warm-up, and the museum was a bit tame. Beware! For monsters lurk here . . . and there . . . *and here* . . .

All that Luther needs to explore during his first trip is the first "level." His first visit will be unremarkable, except for a conflict with an icky monster spider wielding an extremely large sword. When Luther returns to find the runes, things get a bit more interesting!

Rescue Mission

After hacking his way through the thorns, Luther finds himself in a series of caverns marked with eerie red seams in the floor, spouting vents of gas; green pools of poisonous ichor and pools of lava seethe unnaturally. In this horrific scene, only the last two “elements” are, indeed, dangerous. The green blotches on the floor can poison Luther; he should avoid them. Lava pits, of course, are too hot for crossing by foot and will burn Luther if he attempts to do so.

The entrance to the Hive Caves is circular, but Luther will find himself traveling to the north. The first unusual thing he sees is something resembling a brown nest. There is a creature called an “executioner” hiding there. If Luther leaves it alone, it generally leaves him alone. There is a breastplate hidden in the nest, however—armor that serves as a good upgrade for the chain mail Luther found in the Draracle’s Halls.

Aside from the executioner—which should pose little trouble for Luther—the first obstacle is a ravine. Simply drop the rocks hanging overhead into the ravine to make a footbridge. It is possible, however, to bridge the gap without dropping the rocks—a trick that lets Luther use the boulders against the spider later on.

Winding to the north, Luther comes to a spot where he can peer into a cavern just beyond. The quick-tapping steps you hear are a spider’s feet, scurrying hither and thither yon in the chamber. A fight is inevitable, so save the game and crack those knuckles!

Later in the game, these blue spiders will fall before one hack of Luther’s blade. Right now, however, Luther is at his absolute weakest, his prowess at the low end of the fighting spectrum. Beating the spider may take a few tries as spiders generally maneuver well. This fight serves as a good test of your ability to “turn and burn” with this critter as it dodges in and out of hand-to-hand combat range. When it is out of reach,



pepper it with missile fire, but don't hope for an easy long-range kill. Luther's bow just isn't that powerful.

Gulping a champion's stone can help here, as well as lining up healing scrolls ready to use in the 6–10 slots of Luther's inventory. Balancing your attacks with healing spells is important: too much fighting and Luther may end up dead before he ever has a chance to use the spells. Ultimately, it takes determination and good tactics to fight and finish the spider. Keep Luther's back to a wall and be patient. If the spider begins to run away, you probably have damaged it significantly. Luther may have to chase it down to finish it off. In that event, be sure not to fall down the ravine!

After thwarting the spider, Luther finds a pile of bones to the north. It seems that he is too late to rescue the abducted girl, but what about her mother? She is nearby in a small alcove at about two or three o'clock to the bones. Finding her sparks a brief set-piece video. After watching it, you may explore further to find the elevator Luther will use when he visits here again, or you can send Luther out of the caves over to the Huline Village where he will find the doors open and the natives ranging from wacky to insulting.

Big Orc Sword

You may have noticed a side cavern on the way to the spider cavern. If you find a cave with islands of solid rock in lava, this is it. After you enter this cavern, find the other exit by jumping from island to island. As you return to a northward path, your first right turn leads to the Reaver of the Great Orc. Keep heading north to mine a lode of amber, a useful ingredient. On your return, take the side tunnel and slip through the vertical pillars. After saving the game, grab the sword and make a run for it.

Taking the sword, you see, brings the entire house down. The sword is not immediately useful. To employ it requires consuming certain items and donning certain garb. (See Chapter 3 for more.)

Because He's the Waxman, Yeah, He's the Waxmaaaaan . . .

If you're reading this section here, you have been to the village (in Chapter 6) and to the monastery. At this point, you should have an iron flute and at least two bits of wax before continuing. If you don't have these materials, go back as you will be unable to continue with this level!

First, return to the cavern where you first found the spider. To the west are two openings, both of which lead down to narrow caves and into a hallway. This hall leads to an open pit. Use the flute to summon the elevator. On the flat floor section that rises from the depths is a square tower with eight squares at its top. The top square is offset because the first floor (your current floor) is selected. Going down requires that you select a number between two and eight, counting downward of course.

Two general ways to approach this task are as follows: (1) the quick, no-frills method and (2) the methodical, purposeful tourist method.

No-Frills Approach

Select floor seven (the second from the bottom); whistle while you descend; and walk onto the level. The little button you see summons the elevator to that floor, so don't bother pushing it. Wend your way to a point where you see a slot in the wall and the floor ahead looks like an

oil spill. Step forward and back quickly to trigger the fire trap, and continue on after the flames diminish. You can also slide the flute into the slot to give yourself safer footing. Down the hall and around the corner are some whizzing blades. At one time, perhaps this was a challenge of some kind. If so, the game designers removed it from the game because, after a moment, the blades shatter and break.

Walk along until you find a place in the floor that falls away. Don't worry; you won't be hurt. Light the nearby brazier with a spark spell and enter the pit. You enter a special screen here. Click on the floating clamshell dingus to uncover an Ancients' Stone. Then click to the left. You receive a close-up shot of what appears to be runes. Take a bit of wax and click it on the runes, and repeat this step. You'll know it worked when Luther says, "That worked!" Otherwise, he may grunt or say, "Huh?"

Return to the elevator, and punch the highest block. Whistle again, and then leave the caves. As soon as you can "see the light" of the Huline Jungle, you also will see Dawn waiting for you. Give her a copy of the runes when the conversation leads that way.

You have done all that you need to do here. Your next stop will be the monastery, as described in Chapter 6. Or you can choose the "purposeful tourist" method to find some useful items such as a ring of regeneration and an enormous sword that require champion's stones to use.

The Purposeful Tourist

Begin by going to floor two. Click on the rectangular pedestals hanging in the air in the room next to the elevator. A fountain is revealed. Drink up! Oh, what's that you say . . . what does the fountain do? Well, not much, if anything. . . .



Third Floor

Exit the elevator and walk to the low opening in the wall. Believe it or not, Luther can fit through here as a Human—just crouch and walk forward. Pick up a pair of lightning crystals (I told you not to worry about expending them, didn't I?) and then click on the “nest” at the end of the short cave to find the net of exile.

Fourth Floor

Get off the elevator, watch the speaking stone, and enter the cavern. (There is no need to hold onto the speaking stone if you don't want to retain it.) Assuming Luther is Human, crouch and enter the small tunnel. Follow it to another cavern, and drop down to enter another small tunnel. (A quick save here is a great idea.) Run through the little tunnel and jump out of the end, aiming for the green tile room. If you make it, groovy. If not, go back to a previous save and try again.

Why? The exit from the lower tunnel (where you don't want to end up just yet) is one-way—and one-shot. Now put the cat pedestals into their proper cages (note the symbols) to open the upper exit. (Don't get too close to the cages as the pedestals go in!) If you happen to turn into the Lizard in this room, you won't be able to move the pedestals, but you will be able to slip into a Lizard-sized tunnel to find some wax and Keelan's Ring, a ring with a cat's eye gem.

More valuable and useful than this ring are the two items you uncover by placing the pedestals correctly in the cages. You can collect the longbow shift and the death-stroke shield by walking into the rooms that open for you. Be sure that you are at full health when you step into the room to get each item. Each room gives Luther a good zap when he grabs his prize.



To leave, jump down and head toward the elevator. When Luther exits, he will be on the sixth floor. Press the button to have the elevator pick Luther up.

Fifth Floor

Leave the elevator as usual and click on the three cat pedestals. Go through the door that opens. Follow the cave downwards until you see a gap on your right. Be careful of the edge—it's a long, long drop to the bottom! In the niche, you will find a special scene: a severed arm has been kept alive by a ring.

Now, what kind of ring would that be? Click on the arm to shake it loose from the rubble. Click on the ring, and be careful not to click on the yellow “exit the special scene” arrow by mistake. This handy ring of regeneration is a key item—and if you make only one other stop than the required stop to get the runes—stop here for this ring. You'll be glad you did in the long run.

If you wish, you may continue downward to find and fight another spider. This one proves much easier to slay than the first. Already Luther is bulkin' up! When you finish here, return to the elevator.

Sixth Floor

This is the exit for the complex best entered from the fourth floor.

Seventh and Eighth Floors

As always, be sure you save a game before entering this area from the elevator. Entering from the seventh floor gives you access to a healing scroll. You get it by entering the room with the two boulders. Proceed to



the far side of the room immediately. Turn around and watch the boulders roll back and forth. When they come across the floor toward Luther about halfway, go back to the other side. Luther can sustain one or two hits, but he cannot survive a constant barrage. When the boulders stop moving, pick up the scroll and go upstairs.

From the central chamber, one avenue is blocked by a rock fall when Luther steps into it. Don't immediately enter the other area with the oily floor and diagonal slit in the wall. Either step in and hop out quickly to avoid the exploding fire trap, or place the iron flute in the slot. The latter trick slides a green tile floor into place. While there are some side corridors, your main goal is a short corridor with an unlit brazier in a niche. Light the brazier and avoid the pit in the floor.

Enter the pit to initiate a special scene. Click on the floating clamshell object to procure another Ancients' Stone. Click on the object to the left of where the clamshell was floating. Luther gains a closer view of something, a poor rendition of the runes. Take some wax and click it on the runes. If Luther says nothing or "ugh," you missed. Make two copies of the runes. Exactly two is the number you need; the copies of the runes are useful nowhere else in the game. Back out using the yellow arrow once, and then click on the stairs on the scene's left side to return to the short hallway. Return to the main chamber and summon the elevator with the button.

Getting Out

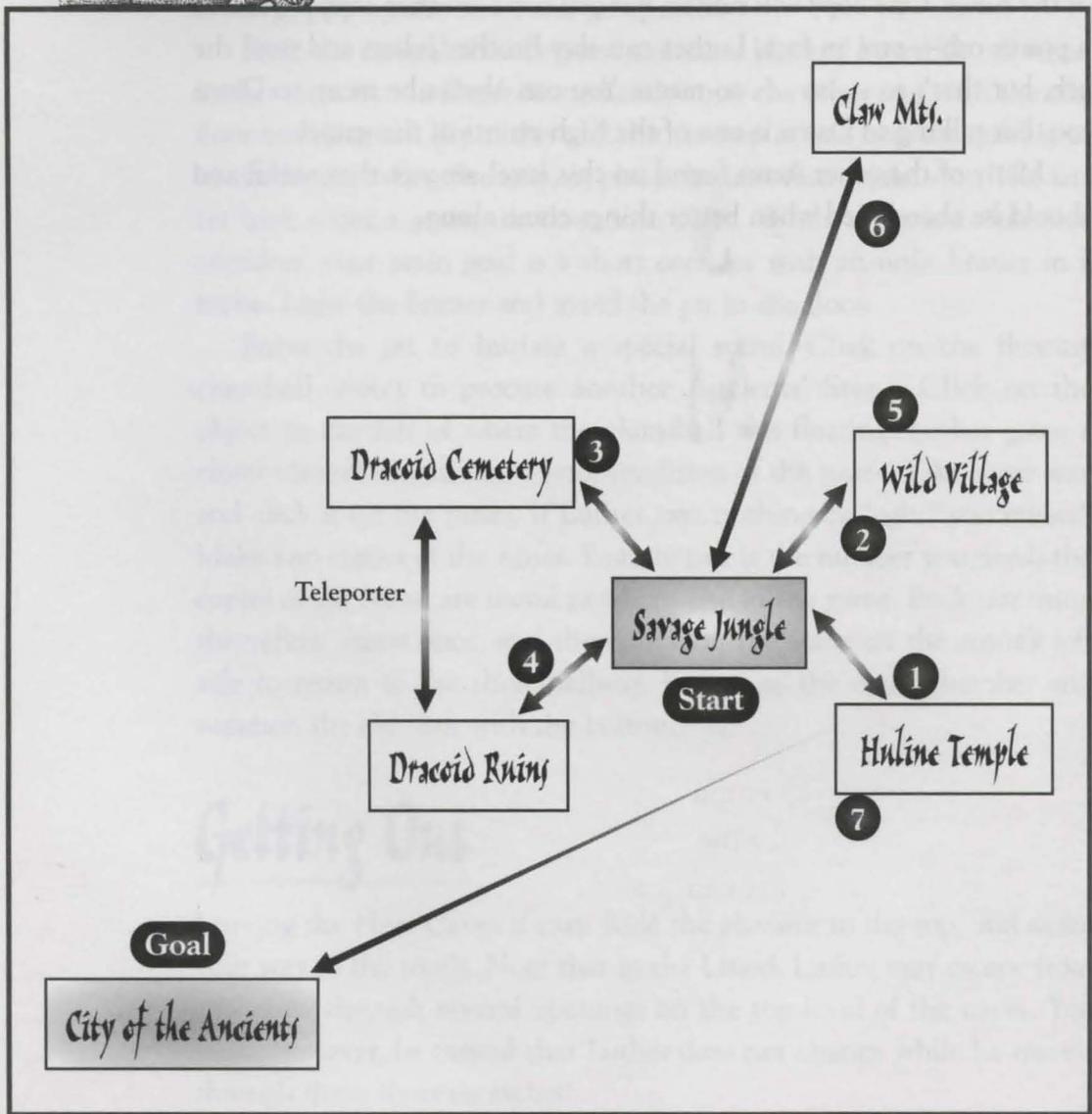
Leaving the Hive Caves is easy. Ride the elevator to the top, and make your way to the south. Note that as the Lizard, Luther may escape from the caves through several openings on the top level of the caves. You must, however, be careful that Luther does not change while he travels through these short shortcuts!

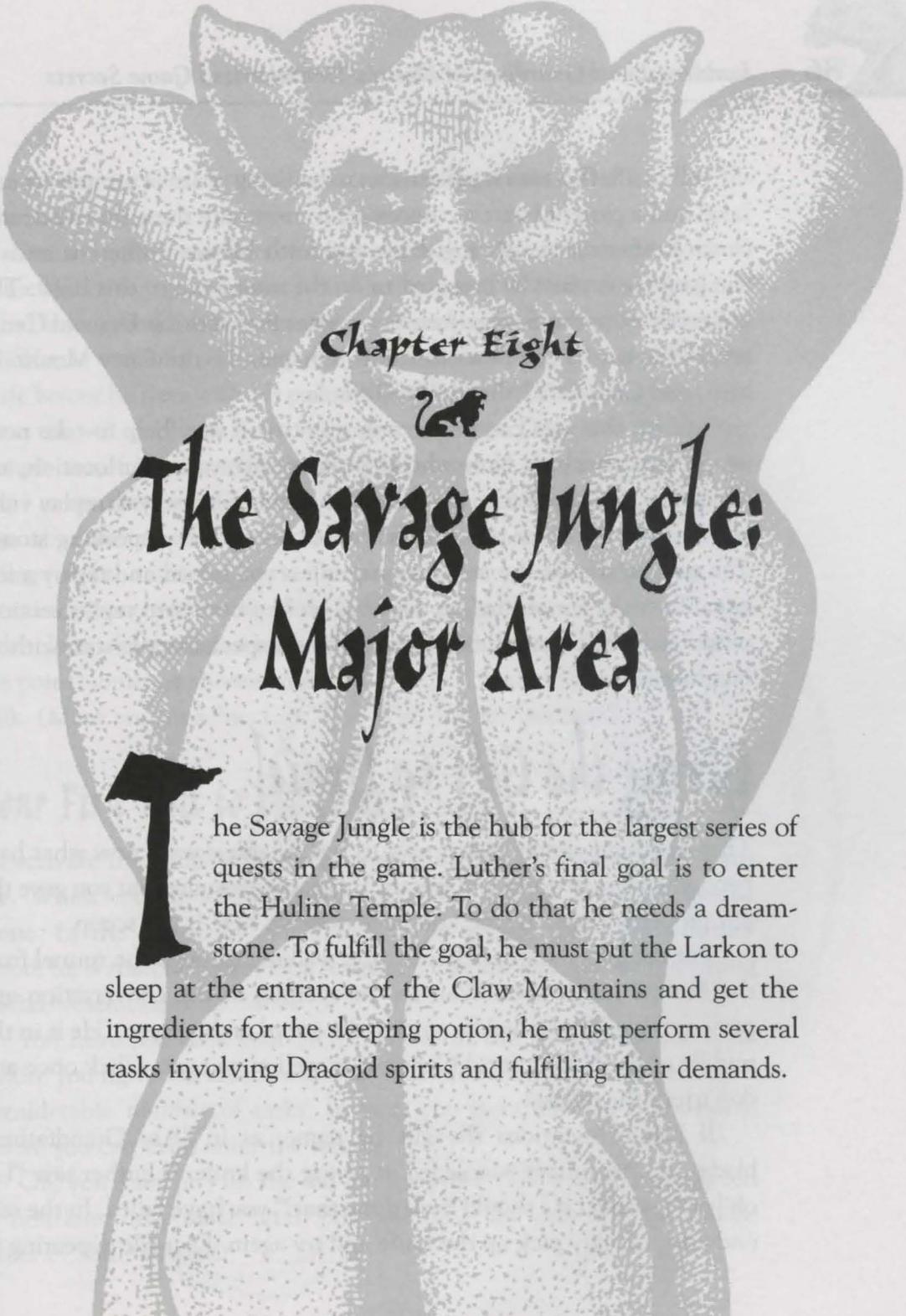


Review

The only things Luther absolutely must take with him are the two copies of the runes. One copy will suffice, but you need another copy to receive a power orb—errr, in fact, Luther can slay Brother Julian and steal the orb, but that's so . . .so . . . so mean. You can always be mean to Dawn too, but talking to Dawn is one of the high points of the game!

Many of the other items found on this level are not that useful and should be abandoned when better things come along.





Chapter Eight



The Savage Jungle: Major Area

The Savage Jungle is the hub for the largest series of quests in the game. Luther's final goal is to enter the Huline Temple. To do that he needs a dreamstone. To fulfill the goal, he must put the Larkon to sleep at the entrance of the Claw Mountains and get the ingredients for the sleeping potion, he must perform several tasks involving Dracoid spirits and fulfilling their demands.

All in all, this area represents an exhausting series of errands. A cool head and a patient heart are necessary to negotiate these finicky details. Since Luther constantly jogs back and forth between different areas of the game, you must be prepared to do the same here in this book. This chapter covers the Savage Jungle. Chapter 9 covers the Dracoid Cemetery, Chapter 10 the Dracoid Ruins, Chapter 11 the Claw Mountains area, and Chapter 12 the Huline Temple.

In fact, this area can be so confusing that it may help to take notes as special scenes play. Note who is speaking with you, your location, and what they want from you. Unfortunately, there is no way to replay video scenes from the game, except for the scenes with the speaking stones. You get one shot at the instructions, unless you reload and replay a section. Try to save right before a special scene in order to replay sections more easily. At certain times, however, these special scenes start without much warning.

Giving the Gift to Daniel

This seemingly simple task is easy to botch, unless you know what happens when you perform it correctly. It is easy to assume that you gave the gift properly when, in fact, you have not. So, here is the scoop. . . .

Put the gift in Luther's hands after walking through the tunnel from the Huline Jungle area. Wait for an opening in the conversation and present the gift to Daniel by putting the sword on his chest. (He is in the middle of the Huline trio.) Center it as well as you can. Click once and don't jerk the mouse!

If Daniel mentions the gift by name, as in "Ah, Grandfather's blade . . .," you have succeeded at giving the knife. If Luther says "Uh oh" or "I wonder if I should have done that?" you have failed. In the second case, quickly pick up the knife and try again. Draracle appearing in



spectral form indicates that you accidentally attacked Daniel with his own knife.

Yes, the software is finicky, but be sure that you do give the knife to Daniel. Continuing your quest would be fruitless if you fail to pass the knife onto Daniel, resulting in hours and hours and hours of pointless gameplay.

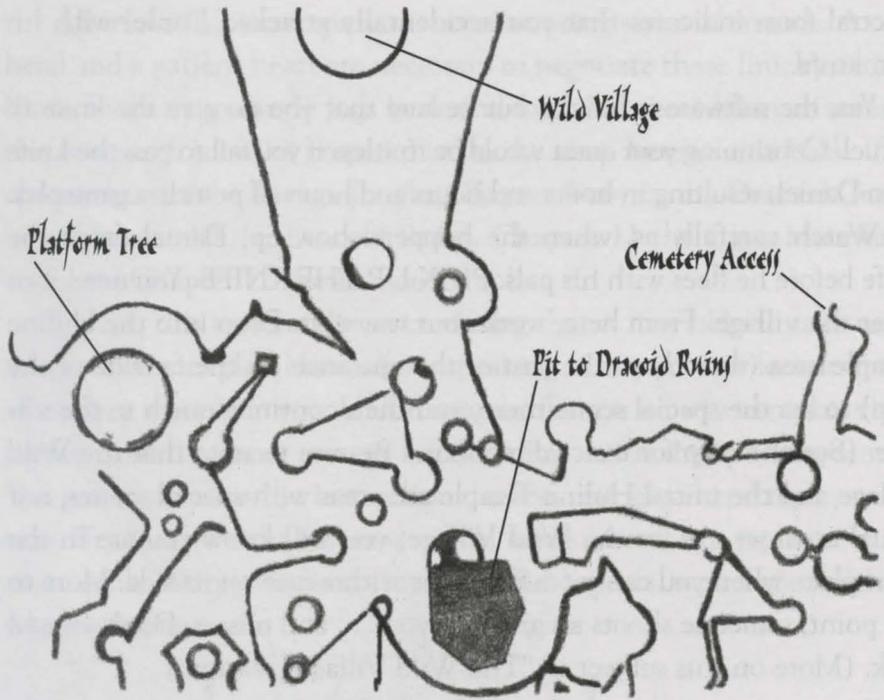
Watch carefully as, when the hoppers show up, Daniel drops the knife before he flees with his pals. PICK UP THE KNIFE. You need it to enter the village! From here, work your way east. Drop into the Huline Temple area (directly to the east of the entrance on the far side of the map) to see the special scene there, and then continue north to the village. (See the map for exact directions.) Be sure to note that the Wild Village and the initial Huline Temple are areas with special scenes, not actual territory. As for the Wild Village, you will know you are in the right place when you can see a huge tree with a face on its side. More to the point, someone shoots an arrow at you . . . and misses. Don't attack! Talk. (More on this subject in "The Wild Village" section.)

Your First Visit to the Temple

To activate the Wild Village area, you must first visit the Huline Temple. When you approach for the first time, Luther triggers a special scene. In the scene, an old Huline priest speaks briefly with Luther before he is snatched away by a fearsome, fulsome creature with a strong (facial) resemblance to Belial.

You have just seen your arch nemesis in the Huline Temple area. Before you fight this creature face-to-face, however, you must perform a considerable number of tasks. In fact, you fight another quasi-Belial before you can even enter the temple.

Oh, yes. Take pity on the old Huline priest. You will find what's left of him later on—much later. But take heart for your revenge will be sweet . . . oh, so sweet.



The Wild Village

In general, unless you are collecting poison sacs, don't bother attacking the hoppers. They move fast and poison Luther from a distance. Also, the hoppers don't do much—if anything—to help Luther's power grow at this point in the game.

When you hear a "sssswwwwish-thunnnnn!" you've been spotted by a Huline guard. Do not attack him, unless you are determined to cut a very military (and extremely difficult) swath through the local Hulines. Show Daniel's gift to the guard, and he will let you access the Wild Village.

When Luther first enters the village, it is easy to see that this area is a special scene with several parts. Let him move through the village from

the right to the left. The leftmost treehouse belongs to an herbalist, who does not mind if Luther picks up several items among her jars. The middle treehouse houses the Huline shaman, an eerily well-spoken man, who needs to be clicked thoroughly *and* completely to make any progress in your conversation. Be sure to click on the doorway to the right of the shaman for more interesting news.

The treehouse on the left is Daniel's. Now you can finally hand over the gift and be done with it. Daniel isn't worth talking to, except to elicit an invitation to join his tribe.

The shaman is the source of your overall quest for this "hub" area. You need to find some silverleaf. Guess what? There isn't any growing in the jungle or anywhere you can access. Of course, there may be . . . but first, you have to go to the Dracoid Cemetery to appease the uneasy Dracoid dead. So, off you go to Chapter 9! When you nearly drown leaving the ruins, come back to this section.

Maneuvering in the Wild Village Special Scene

Unlike most special scenes, the Wild Village has more than two "views." You have to "approach" a treehouse more than once to arrive there. Likewise, you have to "go backward" twice to return to the place where you can move forward again. (Why the designers added these additional screens of art is a mystery to this intrepid investigator. Just don't become frustrated when events don't happen as quickly here as they do in all the other special scene areas.)

Sleeping Beauty

When you exit the Dracoid Ruins the wet way, you end up asleep on the banks of the Savage Jungle lake. Dawn is there to welcome you back to

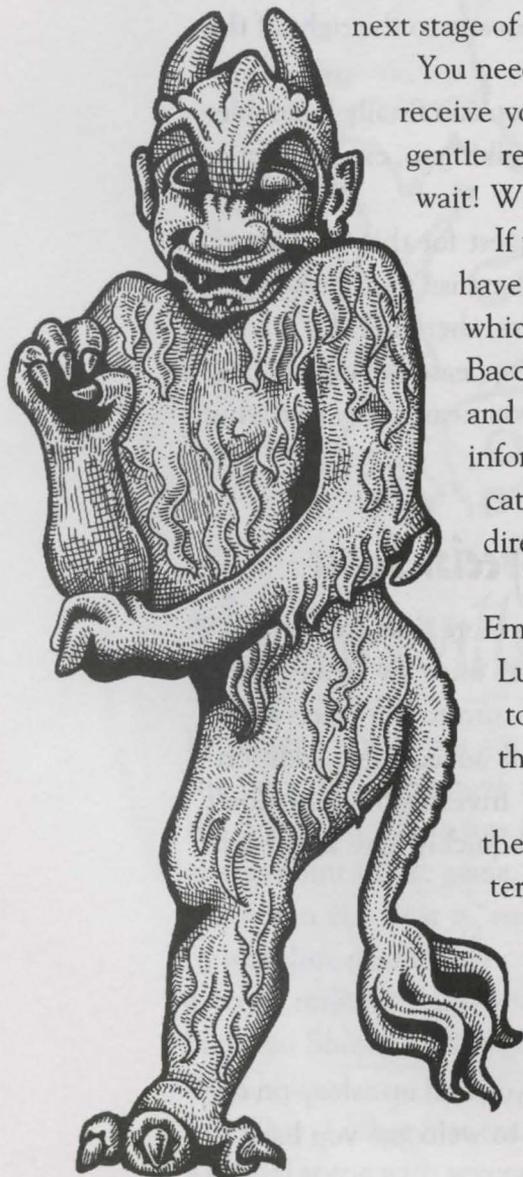
the plot. She wants the bracers you have been using to talk to the dead. Cough 'em up. You don't need them anymore anyway. And besides, you need more room in your inventory about now, don't you? Pay attention to what she has to say about magic that reflects, and accept the next stage of your curse-controlling magic from her.

You need to return to the cemetery (yes, AGAIN) and receive your half of the bargain. Just to save you time, gentle reader, let us assume you have done that. But wait! What is that noise? It sounds like Baccata!

If you have explored the Savage Jungle at all, you have found a number of obvious, odd traps into which you could fall—with some difficulty. But Baccata has managed to do just that. Do him a favor and cut him down. He provides some interesting information and wanders off. If you don't find Baccata right away, look just to the south of the most direct route you can take to return to the cemetery.

NOW go to the cemetery and speak with the Emperor's spirit. He babbles something at Luther—ah, that's right—no bracers, no talking to the dead—and goes away. Nothing appears on the ground. Where is that silverleaf? Dag nabbit!

Relax. The silverleaf is now growing all over the place. You can easily find some in the cemetery. Remember all those dead trees? They aren't so dead after all. Pick nine silverleaves and head for the Wild Village. Beware! Your initiation begins without much warning.



A Luther Called Horse

Obscure movie jokes aside, when Luther arrives at the Wild Village and presents a silverleaf, the initiation scene begins immediately. You have to fight Daniel—but not to the death. By now, a few well-placed whacks from Luther's sword (or whichever weapon) and a few spark spells are all it takes to end the fight. Congratulations.

Luther is now a member of the tribe.

Next, visit the shaman. Offer him a silverleaf. In turn, he gives Luther a potion. Tuck the potion away as Luther needs it to enter the Claw Mountains. For now, how about a little tour of the Savage Jungle? You can explore most of these areas at any time.

Hopper Tunnels

As displayed on the map, Hopper Tunnels primarily lead to a central chamber. Note that the inside of the tunnels are coated with hopper poison. A ring of regeneration is the key to plundering these areas successfully.

To enter the tunnels, jump up and crouch. Crawl quickly to the center. Identify the big brown hopper and kill it as quickly as possible. Kill the other hoppers as necessary. Luther can harvest quite a few poison sacs from the eggs in this chamber. Remember that, while it is possible to enter the chamber from two different directions, you can only leave from the southernmost exit.

Fishy, Fishy, Fishy, Fish?

Had enough movie jokes? No? Bring 'em on, you say?

At the lakeside, Luther may discover a fish. As the Lizard, eat the fish. Enjoy the view!



Torches on Platform

As noted on the map, there is a tree with a raised platform inside. Visit here after you retrieve the first green shard from the temple. Ascend the stairs to light all the torches with a spark spell. The spell raises new steps, so that Luther can access a room that opens only with the touch of a shard.

Though reaching this area involves leaving the temple—after you already have started through the area and trudged all the way to this platform area—it is well worth the extra effort. Once you are in the special room, use the shard (be certain to retrieve it!) to open the chest on the floor. An interesting tactical option is available with the “Dagger of the Open Hand,” which is inside the chest. This dagger provides much less power than the Dark Sword, a weapon Luther can manufacture in the citadel of the Claw Mountains area; however, Luther can strike four times as many blows with the dagger as he can strike with the Dark Sword. Which is better? The decision is yours.

Take the amaranth potion and a silverleaf to the back of the room. Put them in their appropriate slots to produce another Larkon-soothing potion. Of questionable usefulness, the potion does offer the option of returning to the Claw Mountains. (This potion is a good candidate for leaving on the ground at a predetermined place for your future retrieval.) There also are two recipes here. As always, read 'em and leave 'em after noting their contents (or referring to Chapter 3). The circlet appears to help protect Luther, even though he seems to be unable to wear it. Finally, there is a “Lizard Seal,” another portion of curse-controlling magic, that Luther may or may not have at this juncture.

Exit the room by jumping back to the main portion of the building, walking down the stairs, and then jumping to the ground. Luther can make the jump quite easily as Human. As the Beast or as the Lizard, jump at your own risk!

Huline Tribal Clubhouse

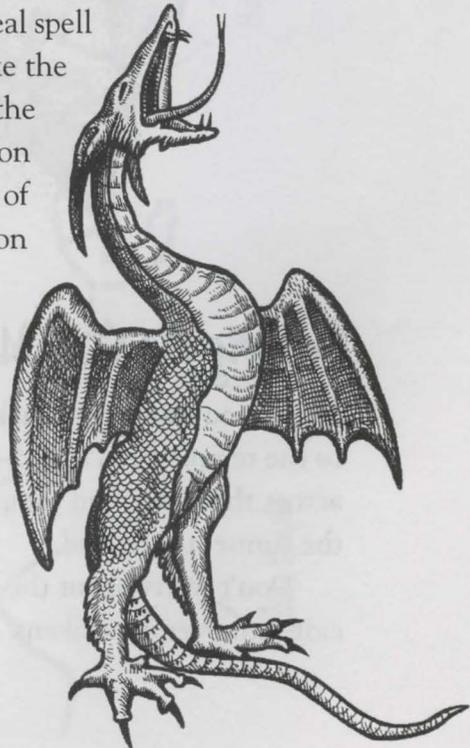
After Luther becomes a member of the tribe, he is able to access this building near the entrance of the Huline Temple. The Huline who guards the clubhouse bids Luther welcome and opens the doors. Inside are several Ancients' Stones for the taking.

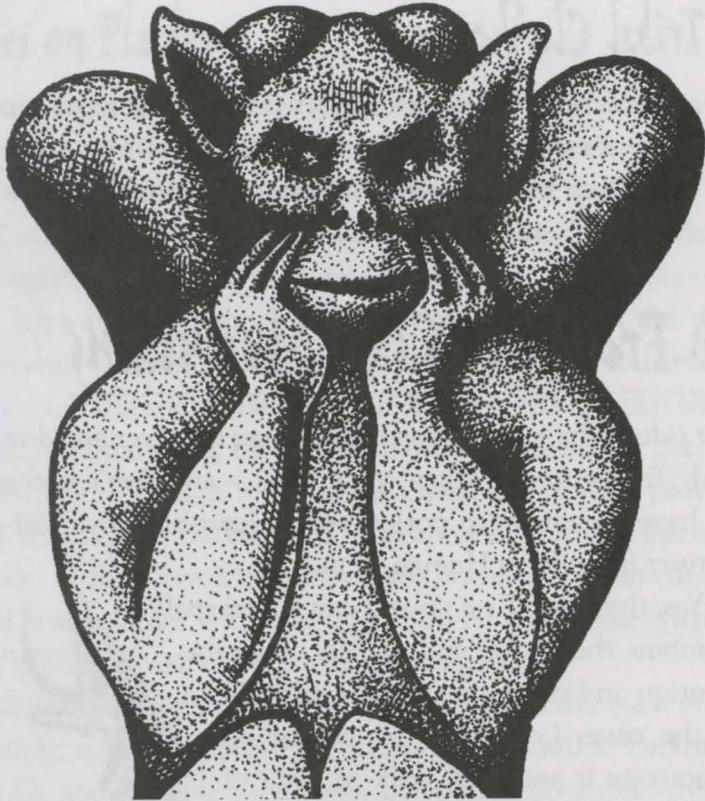
To and From the Claw Mountains

On the east side of the map is a river, and across the river and down some way is land. To get to the Claw Mountains—and don't bother to go unless you have an amaranth potion and at least one silverleaf—jump across the river in Luther's Human form.

Ouch! Yes, that hurt. Rest up and cast a heal spell or two. Combine the potion and the leaf. Take the resultant potion and climb up a small rise to the mouth of the cave. Left click the potion on Luther to activate it and then walk in front of the Larkon. Right click the activated potion on the Larkon's upper chest.

If the Larkon falls asleep, yippee, you did it! If not, you've messed up somehow. If you have ingredients left over, try to make another potion. If you have flung the potion somewhere you cannot reach, go back to a saved game and start again. You have been keeping up with your saved games, haven't you?

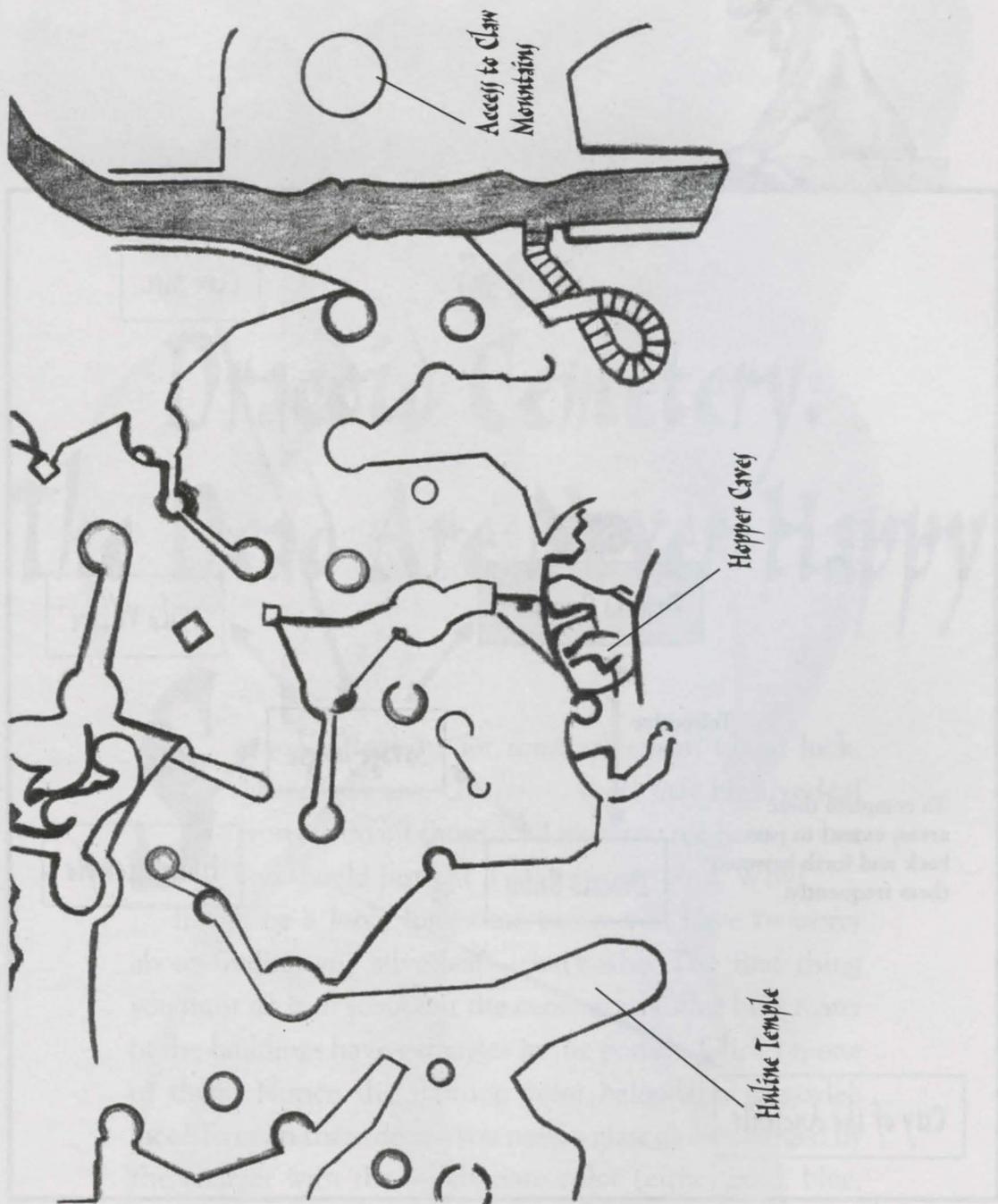


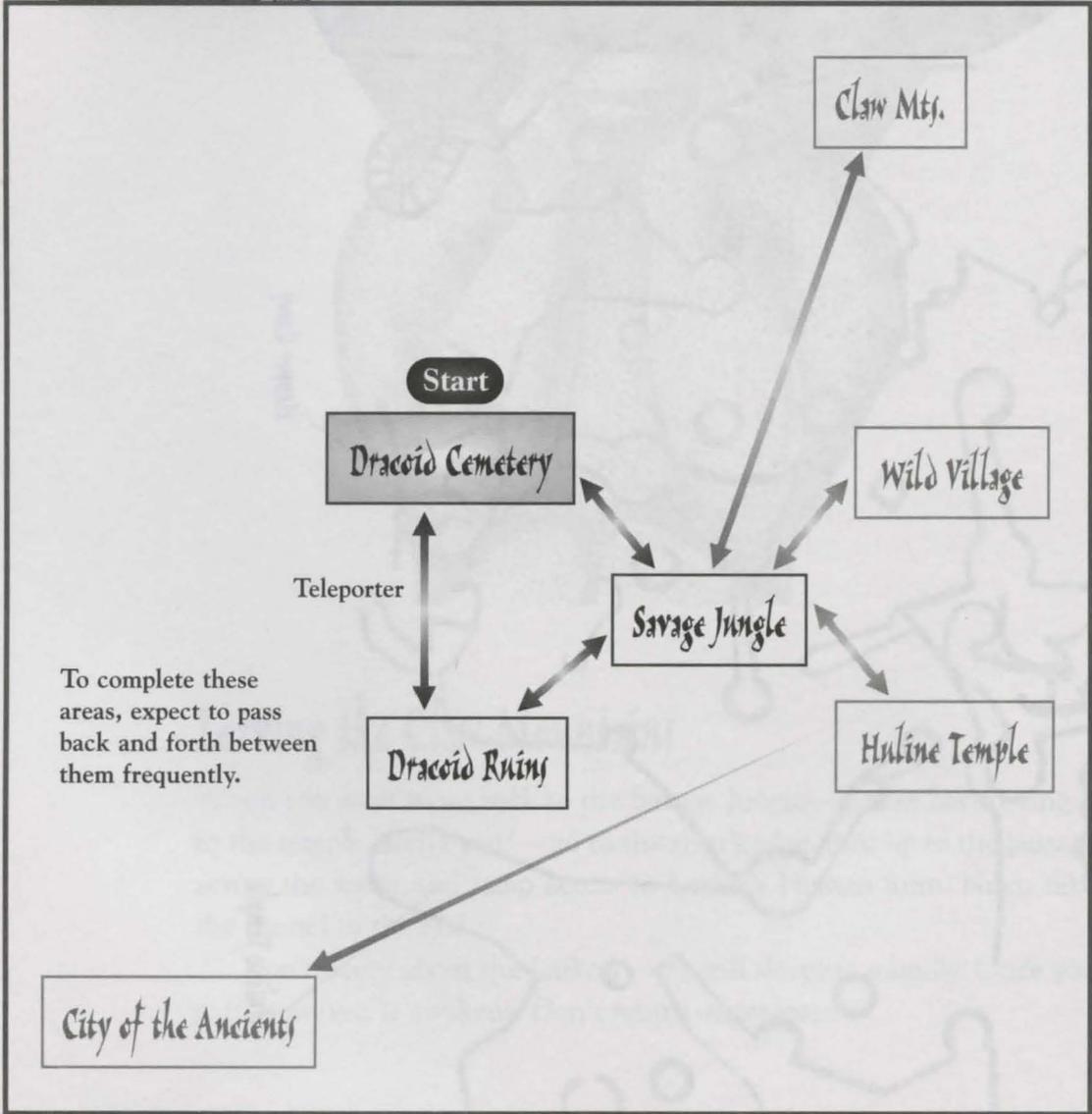


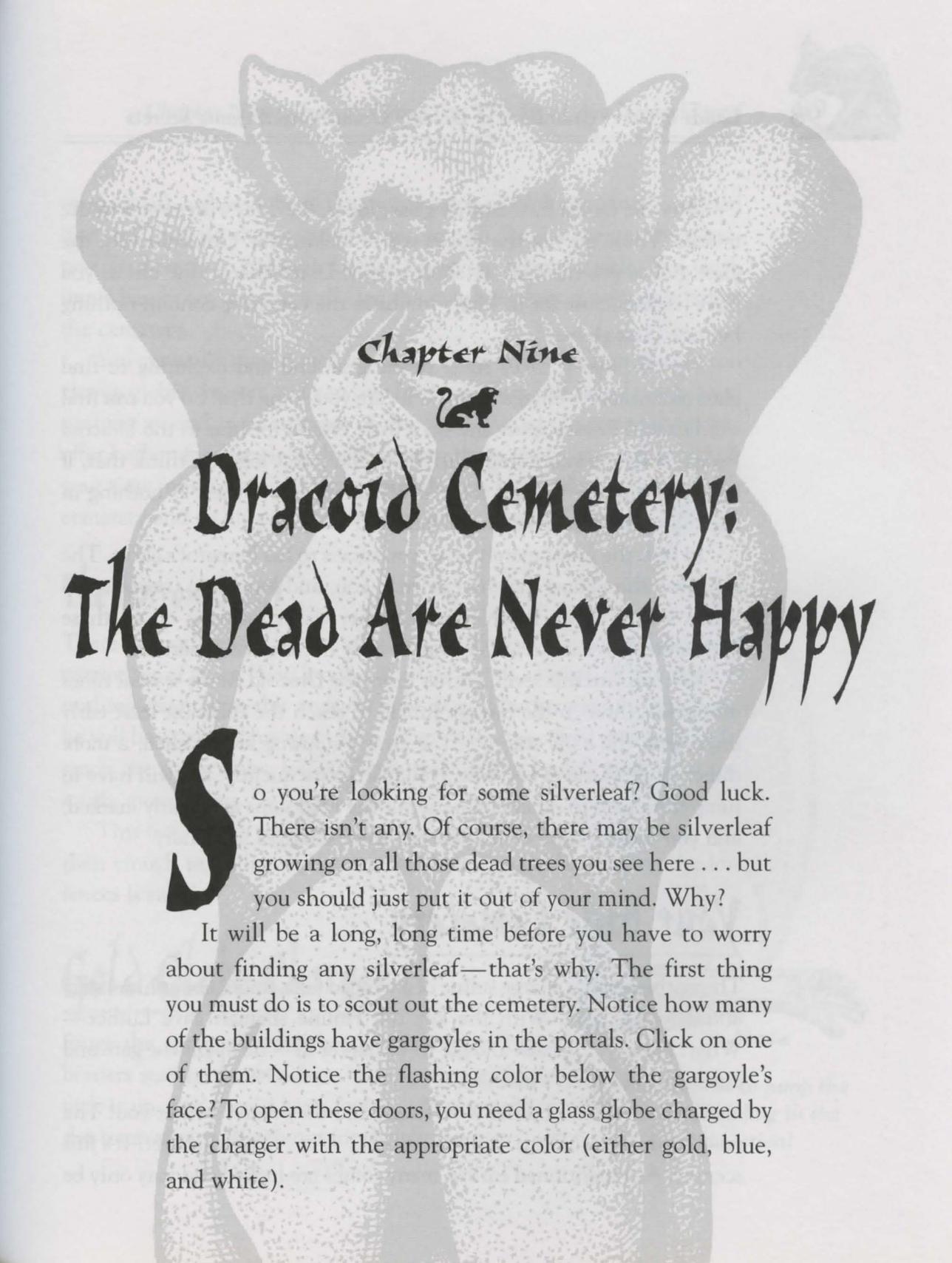
Leaving the Claw Mountains

When you want to go back to the Savage Jungle—you're hot-footing it to the temple, aren't you?—go to the river's edge. Run up to the passage across the water and jump across in Luther's Human form. Next, take the tunnel to the end.

Don't worry about the Larkon—it's still sleeping soundly. Once you exit, however, it awakens. Don't return unprepared!







Chapter Nine



Dracoid Cemetery: The Dead Are Never Happy

So you're looking for some silverleaf? Good luck. There isn't any. Of course, there may be silverleaf growing on all those dead trees you see here . . . but you should just put it out of your mind. Why?

It will be a long, long time before you have to worry about finding any silverleaf—that's why. The first thing you must do is to scout out the cemetery. Notice how many of the buildings have gargoyles in the portals. Click on one of them. Notice the flashing color below the gargoyle's face? To open these doors, you need a glass globe charged by the charger with the appropriate color (either gold, blue, and white).

Don't be fooled by the other glass globes, the ones with swords in the middle. These are not the globes you're looking for. Unfortunately, the glass globes you need are in short supply. Don't charge one unless you have a specific use for it. Many tombs in the cemetery contain nothing but one glass globe.

Bottom line: it takes some running around and exploring to find glass globes and to charge them. Why are you doing this? So you can find the Dracoid Priest's spirit and do a little errand for him in the Dracoid Ruins. Why are you doing that? Well, the priest lets you think that, if you help him, he will get some silverleaf for you—there is nothing in the rules that states that ghosts must tell the truth!

In fact, the priest merely gives you access to his Emperor's ghost. The Emperor also claims that he can help you, and he can . . . but he too wants a little favor. By this time, Luther waxes sarcastic on all these (re)quests. It is easy to forget that he only needs some silverleaf.

To complete this level, Luther visits the Dracoid Ruins several times and passes through the Savage Jungle to reach the ruins (at least early on). After the early stages of the errand-running are finished, a more direct mode of travel becomes available. Consequently, you will have to jump from here to other chapters, but the road signs are clearly marked, and you can navigate easily between these changes in scenery.

Your Basic Cemetery

The entry area has a large statue of a winged fella (more about him later) and a locked gate. With the key the Huline shaman gave Luther—What? No key? Go back and get it! (Chapter 8)—he opens the gate and enters the cemetery's main section.

Zombies? Don't bother with them, and they won't bother you! The rat-like creatures? Ditto. Rolling balls of . . . of . . . of whatever? It's just scenery. As I mentioned earlier, many tombs are locked and may only be

opened with a glass globe of the proper color. Gold doors must be opened first, and the gold charger is the easiest to find. After you enter the cemetery, go directly to the east. Luther has to jog around a wall. The tomb immediately beyond the wall (see the map) accesses the tunnels below the cemetery.

You generally should pick up a glass globe if you see one. When you charge globes, be sure to keep one for later. This will save Luther some running around in later stages of the game. Avoid the tombs that only offer Luther another globe. If you go into these tombs, you will spend all your time running around. Save yourself time by wandering through the cemetery and picking up the “free” globes as you find them.

The Narrow Stairs

There is another way into the catacombs. One of the tombs leads to a narrow set of stairs. Watch out—the last step is a doozy! While there is nothing required in this area, do note that, if Luther explores this area, he will have to find his way to the other stairs (described previously). To reach the other stairs, he will have to leap low fences, moving to the south, more or less.

This leap causes some players difficulty. Luther must run, jump, and then crouch in midair. If he successfully does all this, jumping the low fences is simple.

Gold Globe Charger

Enter the catacombs and begin lighting the big braziers scattered everywhere. If you see a globe, pick it up. You should have found at least one in the tomb above. Watch out for the ghosts!



Note

It is impossible to jump the low fences heading in the other direction!



Once again, ghosts are lethal to Luther. Beware of ghosts when the lights dim, as these ghosts have the ability to suck light out of an area. They also have a hard-hitting, long-range attack. Close with ghosts immediately, chasing them into a corner if possible. Hit hard and keep on hitting.

If you wander around, you may find a glass globe. Avoid wandering around; just head northeast. Observe—but don't try it—the climb or jump over the low fences perched on ground a bit higher than the level Luther is on. Those fences are one-way transit points, and, if you went up there, you would be heading the wrong way.

You will know that you have found the charging room when you see something other than dreary underground halls and corridors. The three-clawed "thing" is the charger. Take a globe and place it in the claws. If you do this properly, the claws close and rotate. It doesn't take too long, so after a few seconds, click on the globe to retrieve it.

You only need one gold globe to complete this stage. If you want to explore more thoroughly, you will need more, however. To access the final leg of these irritating errands, you must have one globe of each color.

Explore the rest of the catacombs if you wish, but there is little else of interest, except for a few stray ghosts.

White Charger

This charger is inconveniently located in the Mage's Tower area of the Dracoid Ruins. If the teleporter is working, you can go to the cemetery's entrance and walk into the ugly-winged statue. This takes you to the teleport nexus in the ruins. If the teleporter does not work, go to the pit in the Savage Jungle and access the ruins that way.

When you finish, you should have two white globes. (If you only have one glass globe, don't worry—a blank one can be found in the tower. You will use one much later in the game, so tuck it away.) Now go to the

chapter on Dracoid Ruins (Chapter 10) to read about how to find the Mage's Tower. When you get back here, you should have some bracers that let you talk with the dead (eeeeuuw!) and two white globes.

Blue Globe Charger Part 1

This next step is rather tricky. Go to this tomb in the cemetery marked "Open and Pull Switch" on the map:

Use a white globe to enter. Flip the switch by the door. Don't forget to hunt for a replacement globe! Directly to the south, a door opens to another tomb. A barrel blocks the doorway.

Here—and this is where it gets tricky mainly due to a possible bug in the software—as Human Luther, sidle past the barrel into the tomb. Pick up the globe—you can never have too many!—and turn around and face the barrel. Touch the barrel on the top. Be sure there are no zombies between the barrel and the tomb where you just flipped a switch.

If everything works right, the barrel tips over. Give it a nudge to send it rolling down the slight incline into the tomb to the north. Unless it is diverted, it hits the tomb and breaks, leaking oil all over the place.

Approach the oil. Use a bottle of dragon's blood, a level-three spark spell, or some other means to ignite the oil. Be sure Luther is a fair distance away! It may be necessary to use manual targeting if you choose to use a spell. You will know if you have ignited the oil by the sound of the explosion . . . quite satisfying!

But the Barrel Didn't Tip Over . . .

If the barrel does not tip over, reload the game. If it still doesn't work, shut down the game, restart your PC, and try again. If you still cannot tip the barrel over, by the time you read this strategy guide, a patch



should be available via the Internet. Remember that Luther has to be in Human form inside the tomb, and it helps to touch the barrel near the top. Nudging the barrel to make it roll isn't hard, but be careful not to hit a zombie. If you hit one, tip the barrel again without the walking roadblock in the way.

As far as zombies go, don't open the sealed graveyard. Keeping the door shut keeps the local zombie population to a minimum. If worse comes to worse and the zombies just won't move, Luther can take them out, but be careful. Like their movie counterparts, zombies tend to gang up on their intended victims quickly. Start a fight, and then move to a doorway to keep them from surrounding Luther.

But I Can't Light the Oil . . .

The oil does spill in the proper section of the tomb. When you see a black pool at the far end of the tomb, you know that you are halfway there.

The bottle of dragon's blood—the safest and easiest way to detonate the oil pool—needs to be activated before it explodes. Take a bottle of dragon's blood, right click it on Luther's portrait and then set the bottle down in the oil. Back away . . . back far away. . . .

You will know you have managed this trick well when Luther evilly chortles. An icon of the bottle appears at the bottom of the screen. You have several seconds to place the bottle and back away. Obviously, holding an exploding bottle is hazardous to Luther's health.

If you use a spark spell here, be sure to use a level-three spell that has a long enough range to complete the task. Do not, under any circumstances, use a level-one or level-two spark spell. If you are close enough to ignite the oil with one of these lesser spells, you are close enough to enjoy the explosion . . . interactively, that is.

Finding the Blue Globe Charger, Part II

Descend through the tomb and watch out for the first step—it's a real doozy. Luther can only exit the catacombs using the stairs he first used to enter the catacombs. The blue globe charger is to the north. Exiting the catacombs requires Luther to jump over the low fences, as described earlier.

At a minimum, Luther needs two blue globes: one at the very end and one to enter the priest's tomb. Three blue globes gain access to a great missile weapon, the Valkyrie crossbow. If Luther does not have three glass globes yet, don't worry. Find the required two and trust that more glass globes will show up along the way.

Congratulations! You're now ready to find the undead Dracoid Priest.

The Priest's Errand

Don't forget to grab the Valkyrie crossbow if you have the two blue globes. Take the glass globe you find and charge it to gain access to the priest.

Find the priest's tomb as marked on the map. Using a blue globe, enter the tomb. Since you have the dead bracers from the Mage's Tower, you can understand what the priest says. But no matter how intelligible his English, his speech is as valuable as unintelligible gibberish.

Take the urn the priest gives you and head for the Dracoid Ruins. Chapter 10 details all the necessary steps to find the dead priest's body and the temple, and explains how to turn him into ash. When you finish poking around in Chapter 10, return here. Good luck!



Note

Lighting the braziers along the way makes your departure much easier and is particularly useful if you plan to visit often.



The Emperor's Errand

When you have finished with the priest, he gives you an ankh. Now, look at the stone slab next to the priest's tomb. Place the ankh in the ankh-shaped hole to reveal the Emperor's tomb.

Enter the tomb. Open the side of each colored box and place each colored globe in its colored box counterpart (i.e., put the gold globe in the gold box, the white globe in the white box, and the blue globe in the blue box). Listen to the Emperor when his spirit appears, taking notes as necessary. There may be more than one way to place the globes in the boxes, but the following order definitely works: gold, white, and blue.

Click on the sarcophagus to collect the dead Emperor's remains.

You need to take him to the ruins, right? Well, okay then! The teleporter at the beginning of the cemetery works now—take it to get to the ruins.

Silverleaf at Last!

Once you escape the flood in the ruins, speak with Dawn, free Baccata, and return to the Emperor's tomb in the cemetery. You must again give up your bracers from the Mage's Tower in order to speak with Dawn.

When you return to the Emperor's tomb, nothing he says makes sense. It doesn't matter anyway because silverleaf now grows all over the place in the cemetery. Pick nine leaves and return to the Savage Jungle to finish the whole cemetery-ruins adventure. Whew, isn't it about time?

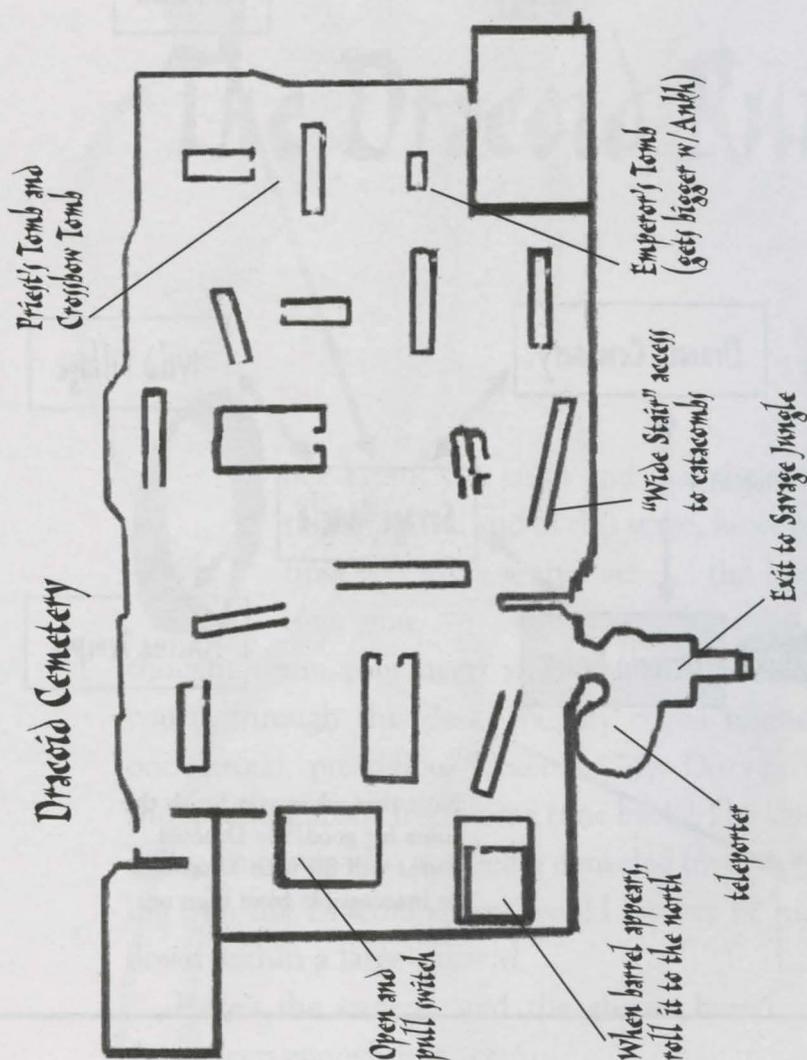


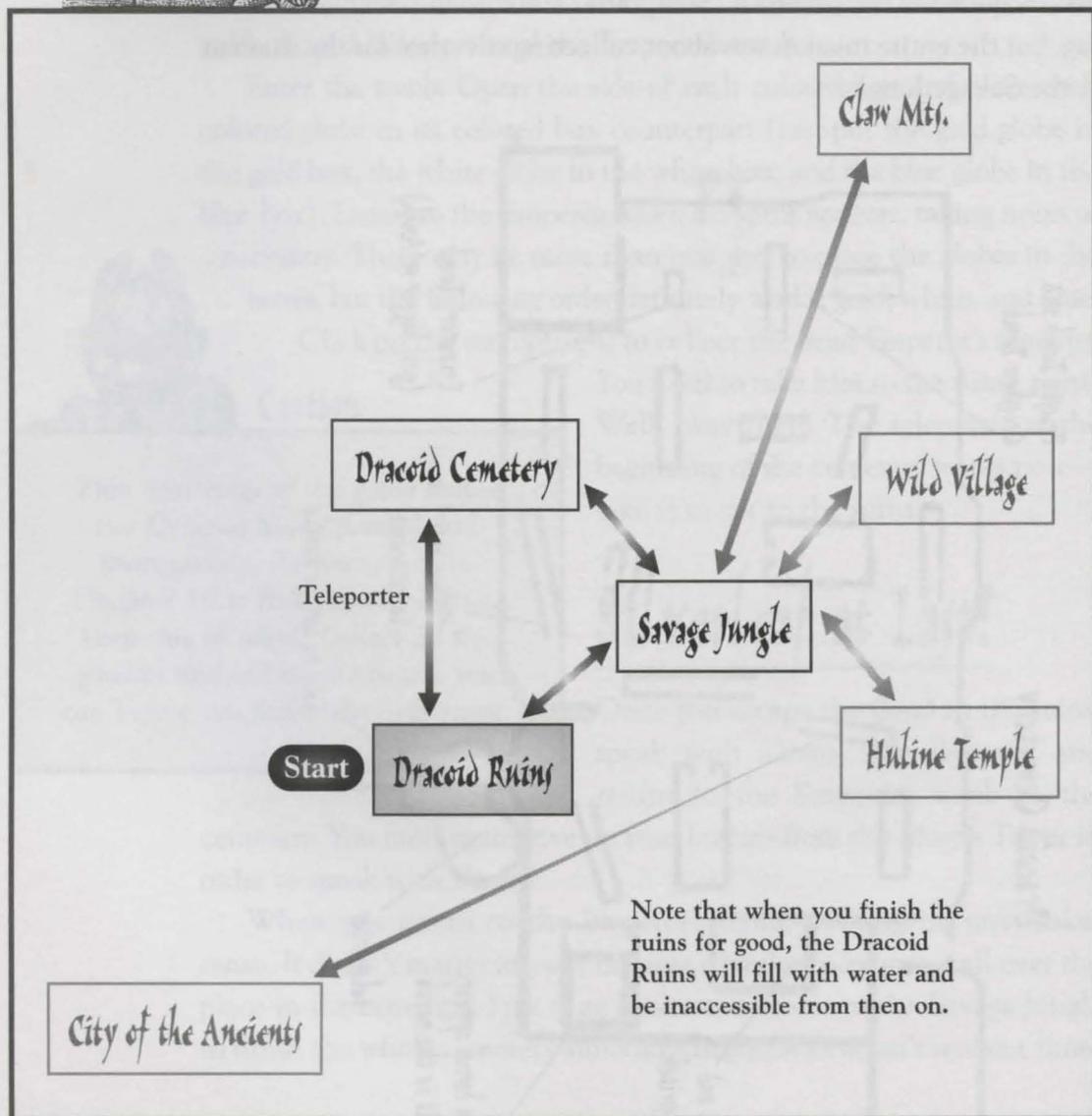
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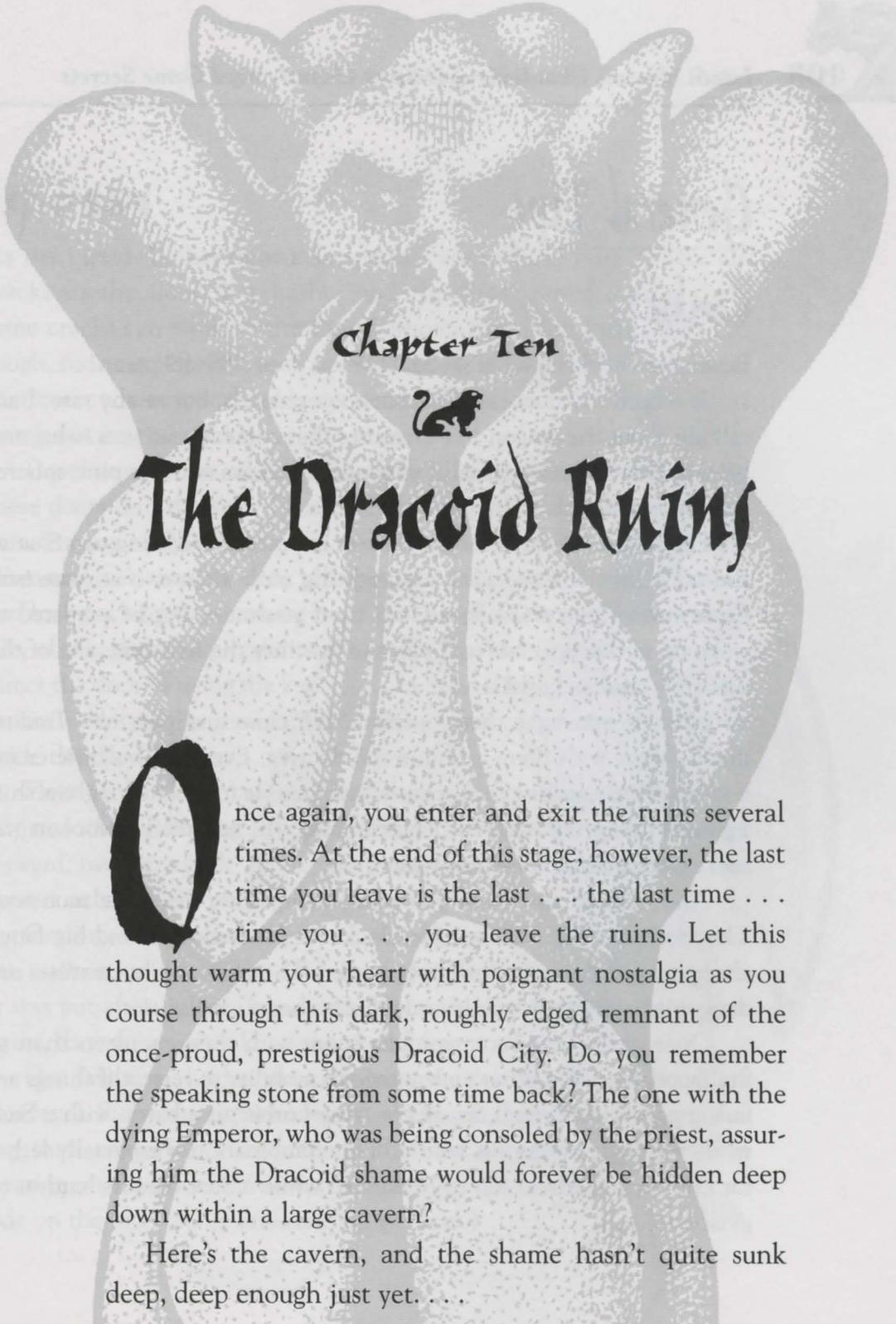
This next stage of the game leaves the Dracoid Ruins flooded and inaccessible. As you return to Chapter 10 to find Belial's statue, keep this in mind. Collect all the goodies and kill all the beasts you can before you finish the next stage.

Review

Besides the new crossbow, the only item of any significance that you have acquired is the silverleaf. Sure, other trinkets and bobbles fill your bag, but the entire mission was about collecting silverleaf for the shaman in the Savage Jungle.







Chapter Ten



The Dracoid Ruins

Once again, you enter and exit the ruins several times. At the end of this stage, however, the last time you leave is the last . . . the last time . . . time you . . . you leave the ruins. Let this thought warm your heart with poignant nostalgia as you course through this dark, roughly edged remnant of the once-proud, prestigious Dracoid City. Do you remember the speaking stone from some time back? The one with the dying Emperor, who was being consoled by the priest, assuring him the Dracoid shame would forever be hidden deep down within a large cavern?

Here's the cavern, and the shame hasn't quite sunk deep, deep enough just yet. . . .



General Tips

Combat

Beware of the Saar. What's a Saar? What does a "Saar" mean?

It is hard to know exactly what their name is, but at any rate, I am talking about the dragon-like creatures that come in two sizes—big and bigger. They have reeeaaaallllly loooooong claws and fire pink spheres as missile weapons.

Fighting one Saar is tough, but not impossible. Fighting two Saar at the same time is a bad idea, and fighting more than two at once isn't even worth the try. Go ahead and try if you must, but be prepared to wake up in that special "red" place of hostility the first time one of the monsters crushes Luther.

How do you fight them, anyway? Up close and personal. Trading missile shots with them is counterproductive. Even the Valkyrie cross-bow does little against these nearly indomitable foes. The longbow shift may fare better, but hand-to-hand combat is the best method for battling and exterminating these vile creatures.

And exterminate them you must, along with the stone monsters. The stone monsters have stone blocks for lower bodies, and big fangy choppers and tentacles for upper bodies. These immobile creatures are dangerous with their missile and hand-to-hand capabilities.

Once again, it is better to duke it out with these monsters than to fire from afar. Use Luther's advantage in mobility to retreat if things are faring poorly. Above all, avoid engaging Luther in a battle with a Saar while a stone creature sits nearby. This combination is especially lethal for Luther, and it's no fun to be shelled while a Saar tries its hardest to eviscerate you!



Exploration

As the Lizard, Luther must take special care in some areas. There are cracks in the floor that Luther and the Beast never notice; these same cracks can swallow the Lizard whole. Since the Lizard isn't too tough, running pell-mell with a pursuing Saar at your back is something that every adventurer should experience at least once in the game. Just watch out for the cracks!

Doors are positioned in various places on the floor. You can drag these doors into the river (or a lake) and hop aboard. (That's the easy part. Staying on board, however, requires that Luther immediately look down and grab onto the door.) Keeping the mouse key depressed, Luther can look back up to see where he is going—or where he is being taken. (Try the keyboard equivalent here, since the mouse is busy.) You can direct the door by using the keyboard directional keys or the mouse. The mouse is a bit quirky, though; I recommend that you use the keyboard to guide the door.

Floating on a door can be a slow, slow process. The graphics—usually smooth and flowing—become jerky. You may fall into a “two steps forward, two steps back” mode that requires Luther to change direction, even if only slightly, to “break the loop.”

Getting off the door requires a suitable landing spot where Luther can walk or jump from the door. Instead of floating away, doors typically stay put after Luther disembarks. If you think you will need the door again, though, you should go ahead and drag it ashore.

One final note: Luther does not have to float on a door to complete this level. Since the experience with doors can often be more aggravating than enjoyable, I recommend that less experienced players skip floating on the doors for now. (In a later section of the game, you can ride on the much more entertaining ice floes.)



The Saar Death Match

Losing a fight with a Saar has interesting consequences. Everything goes red for Luther, and he wakes up in a small chamber. Opening the one door he can open leads him into a room where he is the (un)welcome center of attention of many, many Saar.

If you can beat 'em all, you may be able to find a way out of the room. But no one in recorded history—real or real-time—has ever been able to beat every single Saar. Face it—you probably will have to reload the game. If you're fond of life-and-death challenges, enjoy this wild adventure. Otherwise, if Luther ends up here—and ends here—reload the game. (You can find this same location by exploring the ruins. By the way, if you enter the room this way, there are no Saar.)

But maybe this isn't a death match after all. Maybe this is just the Saar's way of sharing a meal with the family. . . .

Finding the Mage's Tower (White Orb Charger)

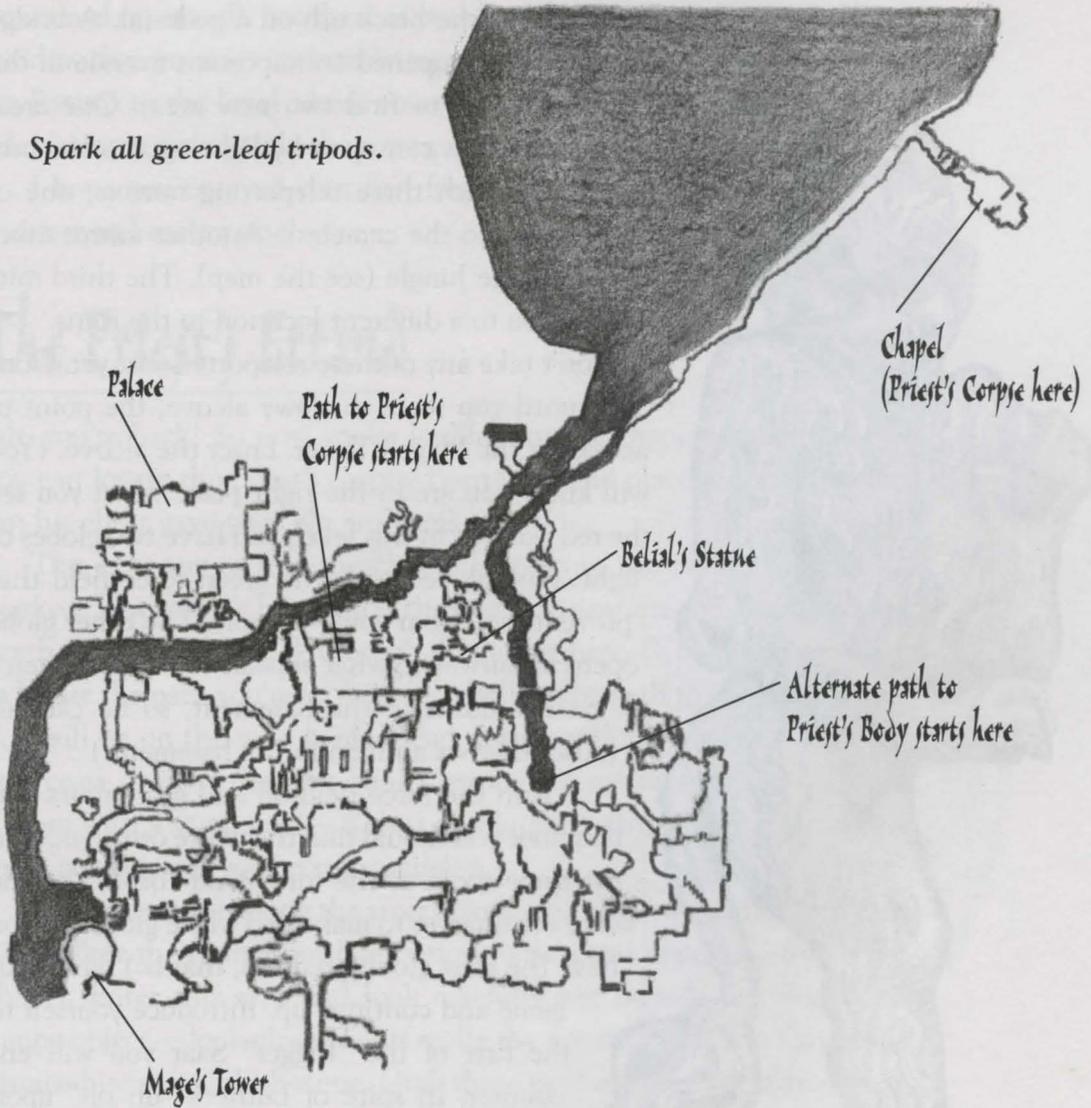
Enter the Dracoid Ruins through the pit in the Savage Jungle. Since this is probably the first time Luther has entered the ruins, the Saar and stone monsters swarm right from the start. For the immediate future, you should focus on clearing out the entire beginning of this level; this involves slaying two or three Saar and two or three stone monsters.

As you enter, continue to the north. Ignore the right or eastward turn since there is nothing of importance to be found there. (You may, however, explore these areas if you wish.) As you head north, continue to check for ways to head to the west. Your first opportunity leads to a



Dracoid Ruins

Spark all green-leaf tripods.



Be glad that you get to drown the whole joint!

dead-end niche that houses a stone monster. The next westward way leads to an apparently uncrossable ravine.

Not so! Use a spark spell on the black orb on a pedestal. A bridge appears, and you have just opened an important avenue in the game. Cross the bridge to find two new areas. One area, behind a door that you can open by lighting another orb, contains a room with three teleporting mirrors, one of which takes you to the cemetery. Another mirror takes you to the Savage Jungle (see the map). The third mirror sends you to a different location in the ruins.

Don't take any of these teleporters just yet. Continue until you see a shadowy alcove, the point of access for the Mage's Tower. Enter the alcove. (You will know you are in the right place when you see the red walls.) On this level, you have two globes to light. One globe opens the green force field that prevents you from going upstairs. The other globe opens a stairway to what appears to be a basement. A Saar is down in the basement, so be careful! (Also, there is an item in the basement.)

Turn the force field off and go upstairs. On this floor you should find the white orb charger in the same room as the force field "orb." Use the white orb charger to make two white globes (if you have the glass globes to do so, that is.) Save your game and continue up. Introduce yourself to the first of the "Bigger" Saar you will encounter. In spite of Luther's "uh oh" upon attacking it, it is possible to kill this creature. So don't be fooled!





When the fight is over, use a spark spell to disarm the force field that guards the dead bracers in the niche on the wall. You can explore the next level up as well, but there is nothing noteworthy there except for a window that provides an interesting avenue of exploration on the ledge.

Return to the level where you entered the tower and exit. Find the teleporting room outside the tower, and return to the cemetery.

I hope you enjoyed your first foray into the ruins! It is, by far, the shortest and easiest one!

The Priest's Errand

Ah, you're back! So now you're looking for the chapel in the ruins, so you can locate the priest's corpse. Burn it up and place the ashes in the urn his ghost gave you? No problem!

The easy way to find the chapel is to go to the two-story building marked "The Priest's Errand" on the map. Go upstairs and around to the north side. You can break through the railing here. (Check the automap to locate the path you're looking for.) Follow the path to the river's edge. You will be on the west bank. Head north until you arrive at a bridge, and cross over to the east bank. Ignore the option to continue into a room with a small pool—it does absolutely nothing, and entering the room complicates your current mission.

Continue north along the river's bank, and soon you will enter a tunnel. Follow the tunnel until an option to turn east appears—this is the chapel. Enter this area and look carefully just outside the door. The lumpy object—look closely!—is really the priest's body. You may easily dismiss him as a pinkish stone. Grab those tired old bones and drag them into the chapel. Put the dead priest on the altar and use the spark spell on both orbs.



If the body goes “foosh!” you have succeeded. Take the urn and click it on the pile of ash that remains, and then put the urn away. If you accidentally put the urn down, Luther goes into his “I wonder if I should have done that?” routine—a key hint throughout the game that he has dropped a vital item.

Return to the cemetery the way you came.

The Hard Way to Do the Priest's Errand

The hard way to find the priest's body involves finding the river's end. Look at the map to see the circular end of the river in the southeast quadrant. Follow the river's edge until you reach the end of the river on the eastern bank. Head north until you find a place where you can continue travel no further. There is a door conveniently near the bank here.

Drag it in and hop on. “Grab” the door (as described earlier in the chapter in the “Exploration” section). You don't need to go too far to the north. Jump off to the east at your first opportunity. You may want to crouch down, as there is a low arch close to the water on the eastern side.

Continue on the northward path. Be careful to save once you begin here because a misstep off the ledge can leave Luther stranded and helpless—if not dumped in the river itself. When you come to the bridge, ignore it and continue to the north through the tunnel. When you come to the chapel, complete the errand as described earlier and return the way you came.

The Emperor's Errand

Before you complete this errand, be sure you have explored the ruins to your heart's content! In the northern section of the map, there is a palace



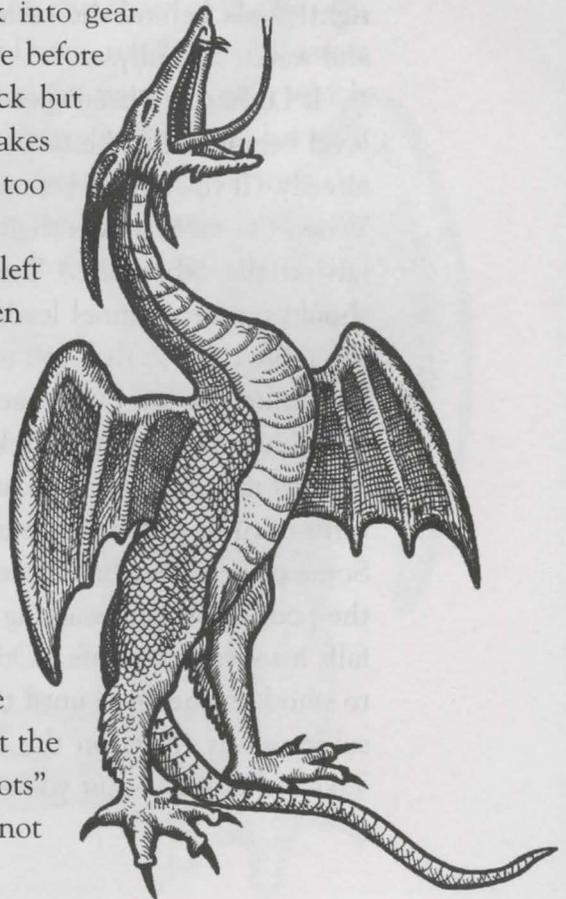
that provides some interesting avenues for an intrepid adventurer such as yourself. (This palace is most easily accessed through the teleporter near the Mage's Tower. Be careful here as a bigger Saar lives in the palace.)

To the east of the building where it is easiest to begin the Priest's errand is another complex of two-story buildings. These structures have sweeping, spiral stairways and are quite dark. Careful searching upstairs may turn up an item or two, but your main point of interest here is an alcove in the courtyard. Enter the alcove to initiate a special scene. Before you have the Emperor's remains, entering the alcove only makes Luther ask a question, "Huh?"

Armed with the corpse, you may kick into gear some devastating events. Be careful to save before you start, and in the later stages, be quick but deliberate. Haste makes waste, but sloth makes broth! Errr—that is to say—if you are too slow, you will drown.

Place the corpse in the big bowl on the left side of the special screen. If you have taken care of most of the Saar creatures, they won't be around to bother you as the statue comes to life and trudges away. Follow the statue—it moves slowly, so it shouldn't be too hard to keep it in sight.

Be certain that you have mastered the dampen spell by now because it is important that Luther experience the events described below as a human! If you have explored this area before, you may have met the big worm who postures and then "sploots" Luther out the door. The Belial statue will not stand to be splooted!





Once the statue enters the worm's room, a special video sequence begins. Sit back and enjoy a fight between titans. The end is inevitable, of course . . . although the game designers surely could have found an errand for the worm to give Luther . . . nah! (If they had included another errand, legions of gamers—armed with Valkyrie crossbows—would have hunted them down with murder in their hearts.)

When the fight ends, Luther finds himself standing in the corridor outside the worm's room. The water level is slowly rising. By running and jumping down the hall, Luther can easily reach the western room with the two tables—just a short way away. As you enter, head to the right. Walk behind the table onto the low roof. Turn to face the table and watch carefully.

If Luther had been speedy, he has arrived seconds before the water level begins to lift the table ever so slightly. If he was slow, it's too late already. (If you're late, you will have to reload the game and start again.) When the table moves slightly, run and jump on top of it. (Try not to fall off the other side.) Turn to the waterfall. On the automap, you should notice a tunnel leading away from the room. Wait patiently as the table rises, so that you may face the waterfall. When the table and the tunnel are level with each other, run and jump for the tunnel.

Continue moving quickly but deliberately through the tunnel. Always moving forward, Luther should follow the tunnel's twists and turns until he arrives at a precipice with a wooden grate at its very edge. Some players have had success by picking up the grate, throwing it into the pool below, and walking after it. (While most falls do harm Luther, falls into water are safe.) Other players argue that Luther merely needs to stand on the grate until the water below rises to his level. The grate subsequently floats on the rising waters, taking Luther along with it. Take either way—suit yourself!

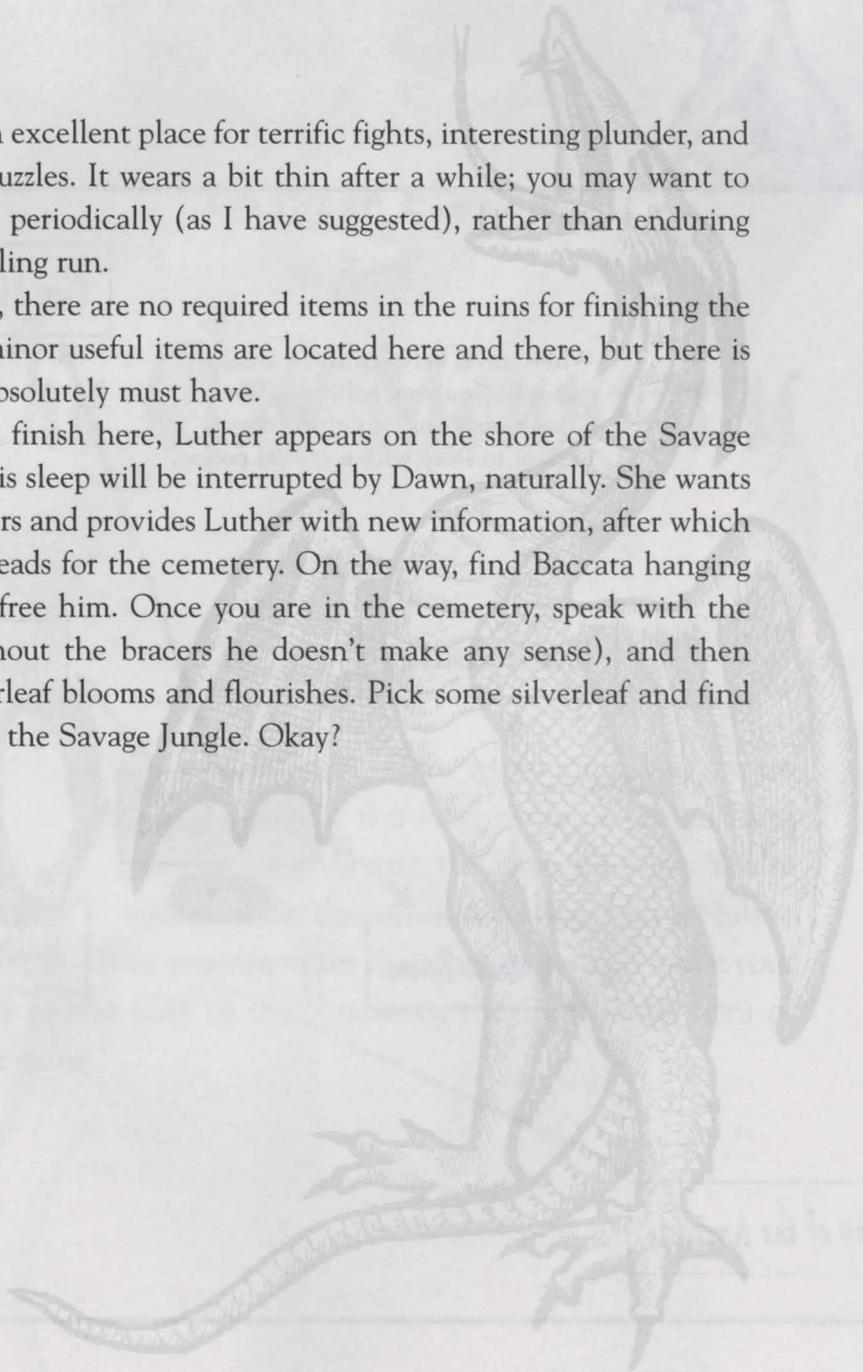
Review

The ruins is an excellent place for terrific fights, interesting plunder, and complicated puzzles. It wears a bit thin after a while; you may want to visit the place periodically (as I have suggested), rather than enduring one long, grueling run.

Amazingly, there are no required items in the ruins for finishing the game. Some minor useful items are located here and there, but there is nothing you absolutely must have.

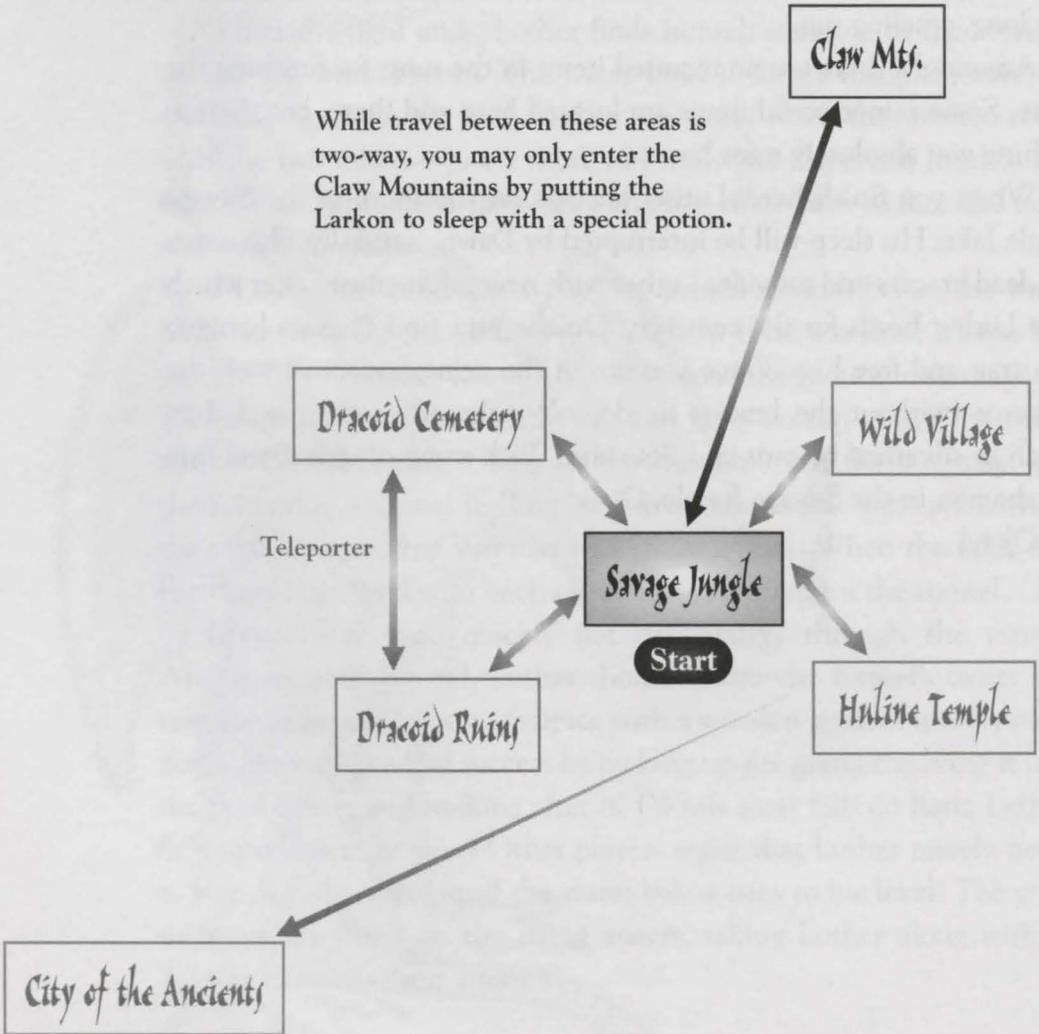
When you finish here, Luther appears on the shore of the Savage Jungle lake. His sleep will be interrupted by Dawn, naturally. She wants the dead bracers and provides Luther with new information, after which time Luther heads for the cemetery. On the way, find Baccata hanging in a trap and free him. Once you are in the cemetery, speak with the Emperor (without the bracers he doesn't make any sense), and then watch as silverleaf blooms and flourishes. Pick some silverleaf and find the shaman in the Savage Jungle. Okay?

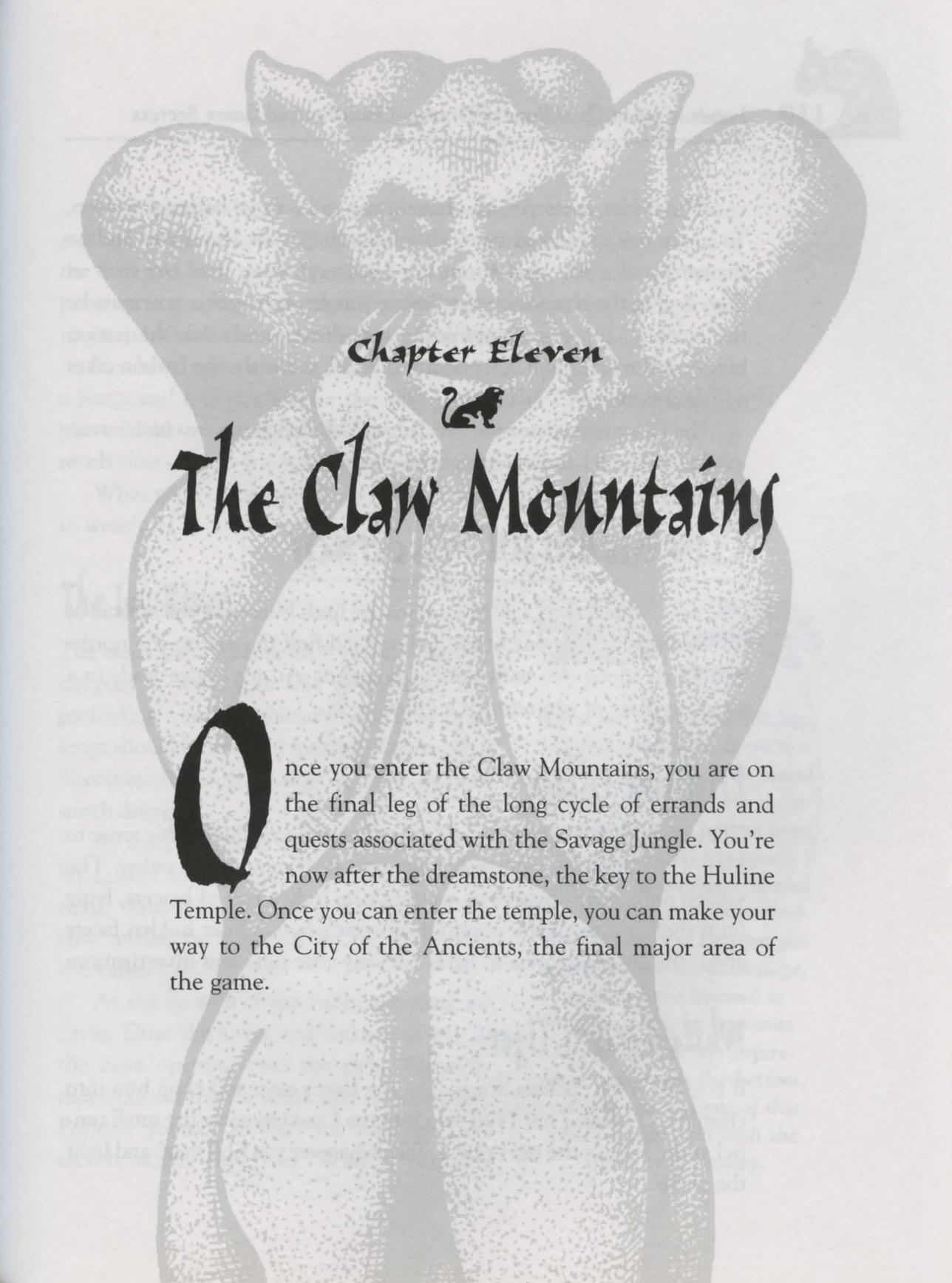
Okay!





While travel between these areas is two-way, you may only enter the Claw Mountains by putting the Larkon to sleep with a special potion.





Chapter Eleven



The Claw Mountains

Once you enter the Claw Mountains, you are on the final leg of the long cycle of errands and quests associated with the Savage Jungle. You're now after the dreamstone, the key to the Huline Temple. Once you can enter the temple, you can make your way to the City of the Ancients, the final major area of the game.

Whoa! Not quite yet. You have many miles to go before you sleep. To enter this area, you need an amaranth potion (from the Huline shaman) and a silverleaf (from the cemetery). Leap over the river as described in the chapter on the Savage Jungle—remember you must be the Human Luther!—combine the ingredients, and click the potion bottle on the Larkon. If you perform this task correctly, the Larkon takes a little snooze.

The Claw Mountains are divided into the following two basic areas: inside the citadel and outside of the citadel.

Claw Mountain Wilderness

As Luther enters the Claw Mountains, he finds himself at the bottom of an icy gulch. Climb one of the ravines and find the exit to the northeast. Walk along this path until it branches. An ice bridge leads to a strange village of white-furred gorillas.

Primitive Village

These strange primates grunt at Luther, but make no discernible sense to him. They don't respond to his attempts to communicate either. The village only seems to serve as a location to hide a pair of bracers, lying on a shelf in one of the primitive creature's huts. Other hidden facets about the area may come to light, but only after sufficient investigation.

White Cerebus Tiger

If you feel a bit puckish, sneak into the tiger's cave and chop him into chutney. Then wait until you turn into the Lizard to enter the small tunnel at the back of the tiger's cave. Take whatever you find there and light the globe.



Lighting the globe causes a square-ish dingus to rise from the lake, just outside of the cave. (There are ice floes on the lake.) Jump to one of the floes and head to the rear. Note the axe on top. As the Beast, run or jump up to the edge of the floating object, positioning the cursor so that it coincides with the axe at the top of the Beast's leap.

You have a few seconds to try the following: take one rush forward, a jump, and a click/grasp for the axe. To avoid sinking and drowning, move backward using the "backward" key—turning around takes too much time—until you walk back onto the ice floe.

What good is the axe? Eh . . . well, it was fun getting your hands on it, wasn't it?

The Icy River

The other path leads to an icy river. Don't be tempted to work your way down those logs protruding from the glacier's side. That challenge should be reserved for travel in the other direction. Although it may be done, it's not worth doing.

As the path opens and you enter the valley, Luther should stay close to the wall on his right; otherwise, he may get caught in the cute avalanche triggered by his entry into the valley!

At the far side of the valley are some ice caves. Enter the caves and make your way to the cave opening over the river. Carefully move out on the ice ledge and to your right. Position yourself so that you face the cave mouth across the river. With a perfectly



If you feel like taking the log-hopping challenge, there are some useful items to be found below. Luther can get them more easily after he has been to the citadel, however.

Learning how to ascend and descend the logs takes some time. Players of first-person shooters have an advantage, as they have learned to negotiate tricky segments similar to this one before. Once you reach the bottom, refer to the sections of this chapter that deal with the items in the valley.



timed, running leap, Luther can make it across the river as a Human. (Using the automap, look for the best angle and shortest distance for the jump. This jump, however, may take a few tries to get right.)

On the far side of the river, follow the twisting ice tunnel until you meet Baccata. Listen to his story and continue on your way. When you find Kenneth, search him thoroughly until you find the picture of his girlfriend. Take the picture and throw it firmly on the ground. If you do this correctly, it turns into Kenneth's charm. (It is definitely worth using this item—just take a look at your statistics as you put the charm on and take it off!)

Continue on until you trigger the special scene that shows Luther entering the citadel. It's time to rumble!

The Citadel of the Ruloi: Introduction

After you enter, save the game. Unless you are the fastest, most accurate gun in the west, you will need to return to this (or to a later) position many times! The Ruloi are some tough customers. Some general hints about fighting them are listed below.

Fighting the Ruloi

The Ruloi fly and have a devastating, long-range attack. They place shimmering pink pillars that dish out considerable damage if you happen to run into them. These quick and durable foes, however, aren't worth the trouble fighting until you manage to destroy their egg chamber. If you don't destroy the chamber, the citadel will continue to fill with more and more Ruloi. Bad news for you!

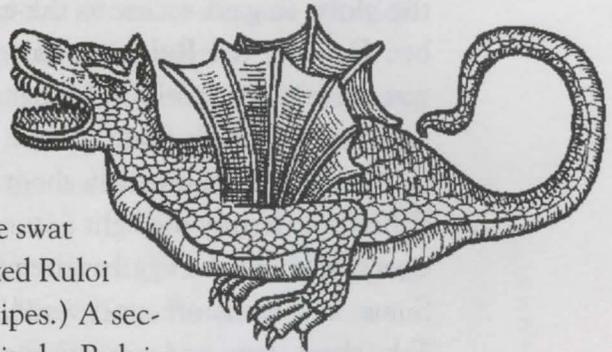
Missile weapons, even the Valkyrie crossbow from the cemetery, are relatively ineffective. The Ruloi move very quickly. (The Valkyrie crossbow, however, does come in handy for another purpose below.)



Spells are effective here although you must use manual targeting. The auto-targeting system causes Luther to miss too frequently.

Fighting the Ruloi—unless you are very, very good with your spells and missile weapon—boils down to taking them out one at a time. The Ruloi don't tend to follow Luther into any of the three ground-level tunnels—the entrance to the elevator and the two tunnels that lead to Dawn and the maidens—giving Luther perfect places to hide between spates of running and gunning out in the open.

The Lizard is hopeless here. It is true that he's fast and can attack quickly. However, Luther suffers damage quickly in this form because his armor doesn't apply here. Even so, some players may prefer this form while attacking the Ruloi. Though slow, the Beast does have an interesting effect on the Ruloi. Should one of the Ruloi come within his reach, one swat from his claws stops it cold. (The swatted Ruloi displays a fascinating pattern of red stripes.) A second swat from the Beast kills that particular Ruloi.



In whatever form, dart out to confront a Ruloi, kill it, and then retreat. Heal, regain mana, and save before repeating the earlier process. As the Ruloi's numbers diminish, it becomes necessary to travel further to find them. Some Ruloi may have retired to the upper level, so climbing the ramp and taking the teleporter back upstairs may become necessary as well.

Some Ruloi also may lurk high in the air cloaked within darkness. Equip Luther with the Valkyrie crossbow and shoot it up into the air. (If he doesn't have this crossbow, a spark spell will have the same, albeit more limited and time-consuming, effect.). Watch carefully as the fireball explodes. See all the light? Using this method, you can scan the citadel's airspace easily and quickly.

And that's how you fight the Ruloi.



The Citadel: Main Portion

At first, all it takes is Luther poking his nose into the open to draw several Ruloi. Their magical attacks are devastating, so be careful! Avoid running into the pink pillars at all costs—this also means not running backward!

As a general rule, if you see a globe, light it with a spark spell. The first level you enter is high up in the citadel; the other levels are below you. After you enter, move forward and light the globe to gain access to the egg chamber. Fighting the Ruloi you encounter as you move along, position Luther where he can target the light fixture above the eggs.

Shoot at it, and it may shoot back! When you destroy the light fixture, the eggs break and the egg basin empties. Some key items are uncovered, too. Take these items and move to the elevator. Spark the globe in the elevator to make it descend.

You can choose to shoot the eggs one at a time. If you destroy the eggs this way, the light fixture shoots you every time one of the eggs is destroyed . . . and you still have to shoot the light fixture to drain the egg basin, anyway. Get it?



On the bottom level, the real fight begins. (See the discussion about fighting the Ruloi earlier in the chapter.) Once most of the Ruloi are slain, you can begin to explore the ground level. As mentioned earlier, light all the globes you find. Some globes summon platforms to the floor bearing samples of almost all the different ingredients available up to this point in the game. Collect all that you need. (Chapter 3 discusses how to manage your inventory and details the different ingredients and what they can make.)

When you have lit all the globes, a shimmering bridge appears high in the air. It fades and ripples in and out of view. There is a globe in an alcove and another less-than-obvious globe in one of the side corridors. Lighting these globes gives you access to Dawn's prison.

Dawn's prison and the maiden's cell are both accessed by jumping into the middle of a circular green . . . thing. Once there, the maidens can be freed by tripping the switch on the wall located to the upper left of the prison door.

When you have killed all of the Ruloi, the maidens leave their prison once you open the door. If you haven't killed all the Ruloi, they close the door and stay put until you open it again. (The maidens serve to tell you whether you have finished "finishing" off the Ruloi.) Note that one of the maidens was Kenneth's girlfriend. Luther, the shallow lad he is, is too chicken to say that he knows Kenneth is dead. Oh well. Heroes can't be perfect, can they? Releasing Dawn requires the dreamstone. Don't worry—using it to release her doesn't use it up at all.

Climbing Up, Up Into the Air . . .

There is a pink stairway of sorts immediately beneath the bridge high in the air. You can climb the stairs at any time, but any living Ruloi make that a bad choice. After they are dead and you have released the maidens, climb up to the bridge.



This task seems daunting, but it is really quite simple. Jump up on the first pink step. Turn to the wall. Do you see the little ledge? Jump on that ledge and turn back to the next pink step. Jump. Turn to the next highest stone ledge. Jump. Repeat as necessary to gain access to the bridge.

The bridge appears and disappears in a rippling pattern. Also, a fireball is shot across the bridge as it appears. (Once again, this may look dangerous and difficult, but it is quite easy to do right the first time.) As soon as the bridge appears, begin running across. At the end of the bridge, turn right or left. You are now in a circular corridor. The exterior of the corridor is lined with the Ruloi's automatic missile weapons. (You saw two of them in the chamber leading to Dawn's prison, remember?) You can destroy these two easily enough one at a time. They shoot frequently, however, so don't let Luther croak by accident!

When you have worked your way around to the door into the center, wait for Luther to rest and regain his mana. Behind the door is the first of Belial's spawn Luther must face. When you enter, wait patiently for the special scene elements to pass. There is some dialogue that must play before you can engage in battle once again.

Luther's first act should be to cast a third-level healing spell to protect himself against poison. Then, attack for all he's worth! Ancient magic is a good choice here—why else are you hanging onto those Ancients' Stones? If you are willing to spend a few stones, the fifth-level healing spell is a good choice here, especially if you cast it after Luther has taken a few on the chin.

This battle may prove to be a disappointment, or it may require several tries. Enjoy!

After the Fight . . .

DO NOT run over and pick up the dreamstone. Instead, take whatever sword you have been using (presumably the fire sword or the repaired

broken sword) and place it on the altar to the right of the dreamstone pedestal. Zzzzzing!

You have just manufactured the best weapon in the game, the Dark Sword. As mentioned in the rule book, this weapon can draw out health and mana from your opponents to replenish (but not augment) your own supply.

NOW you can take the dreamstone and make your way back down to Dawn.

Leaving the Citadel

Assuming you have killed the Ruloi, found the dreamstone, released Dawn, received your reward from her and the maidens, and made your way back to the hallway where you first appeared in the citadel, you are ready to go. Put the dreamstone in the dreamstone-shaped slot on the wall to open the exit. Retrieve the dreamstone as you will need it for some time.

Exit. Outside, you will find that Baccata has gone. Take the ice caves to the point where it opens over the river. No matter how tempting jumping back looks, you cannot make it. Your only way out is to jump down onto the river, presumably onto an ice floe. Position yourself accordingly and be patient!

A Cold Day in the Valley

As you float down the river, keep your eyes peeled for a little niche at river level. Your ice floe takes you near it—near enough for Luther to jump. Be sure that you are Human at this point!

This small niche has one key item you need for continued success. Use spark on the tripod, and obsidian chain mail appears. Toss the other



armor and put on the good stuff! Check out the other minor items here while you wait for another ice floe to come along. Jump on the floe and float down the river until you come to an open spot. Do you recognize these logs from the side of the glacier?

Hop off when your floe nears the left bank. Cross to the other bank using an ice bridge. Collect as many tar crystals as you like, and then find a crevasse in the edge of the glacier. Turn into the Lizard and move through the ice tunnel until it opens up. (By this point in the game, Luther should be able to change form at will.) Turn back into Luther (or wait until it happens). See the person frozen in the ice above the water?

Use a fire spell (via a pyrapod) or a spark spell to melt the blue bow out of the ice. You have a quick second to grab it before it sinks into the water—this step may take you several tries. (Make at least one attempt from as close as you can get, even though this may mean you cannot directly see the figure in the ice when you cast the spell.)

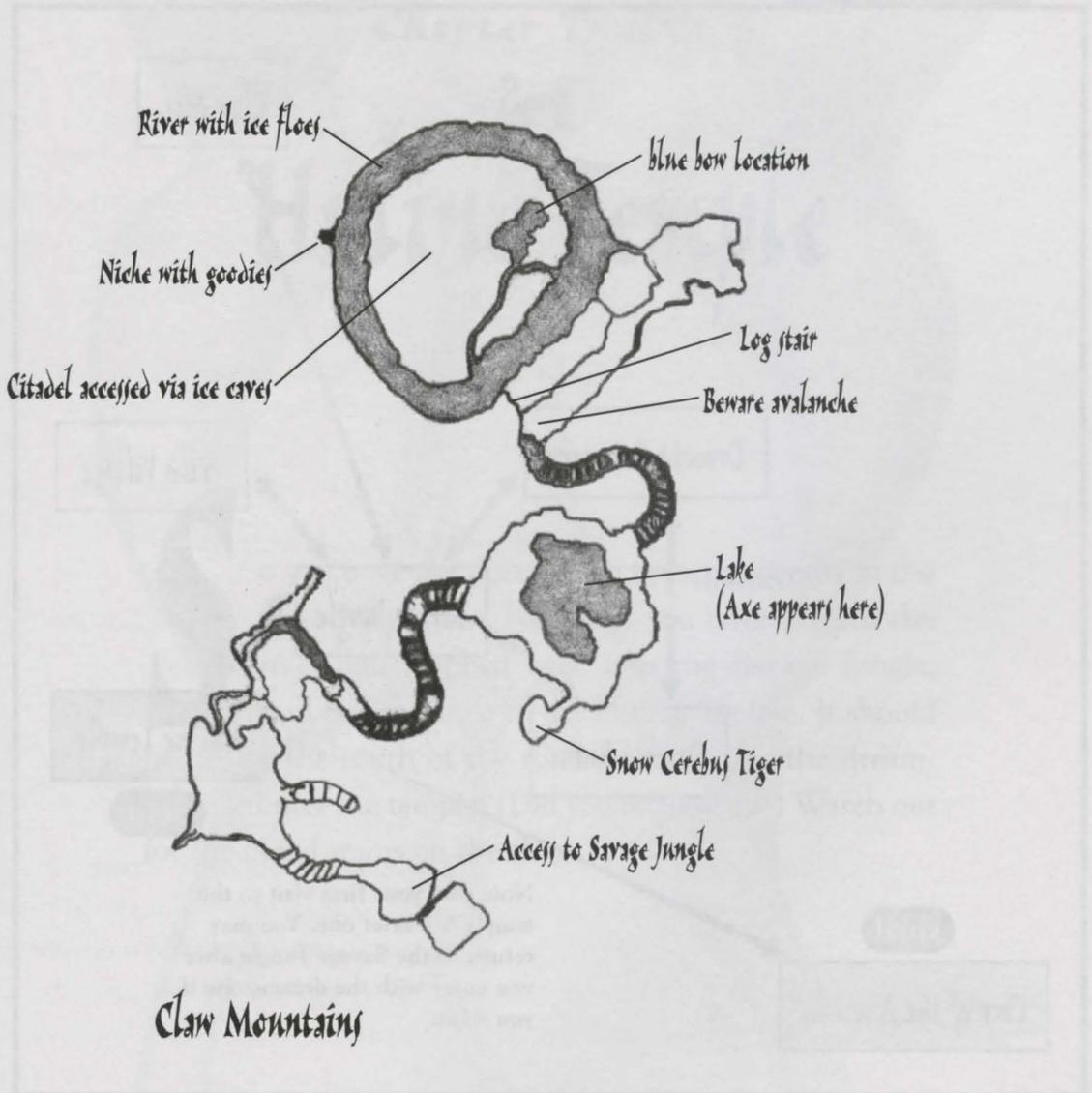
The blue bow is quite handy at the end of the game, so hang onto it. Go back through the ice tunnel, cross one of the ice bridges, and spend some time learning how to climb the logs. It can be done, so don't despair! Prepare to reload several times as Luther falls to his death over and over and over again. . . .

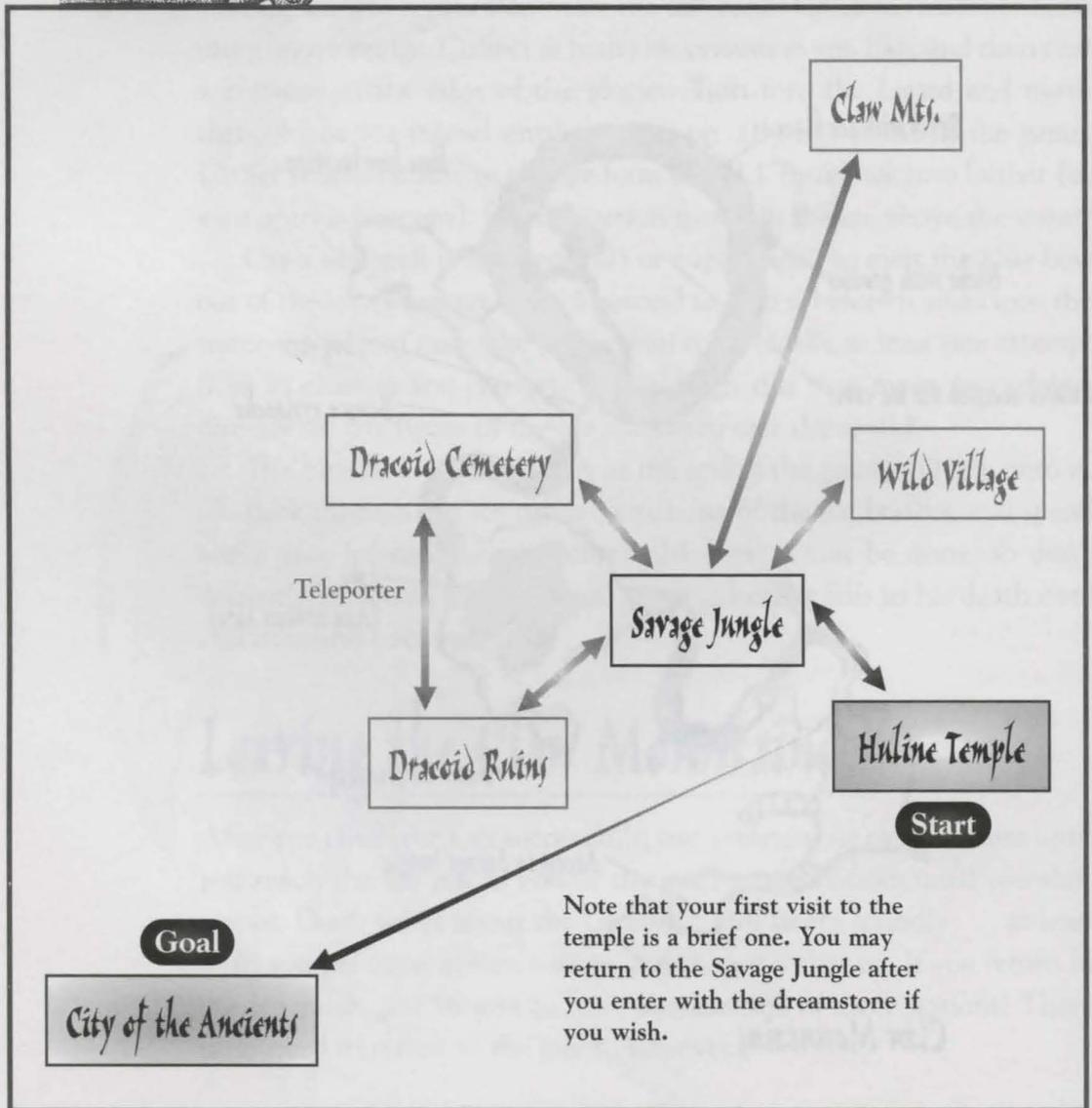
Leaving the Claw Mountains

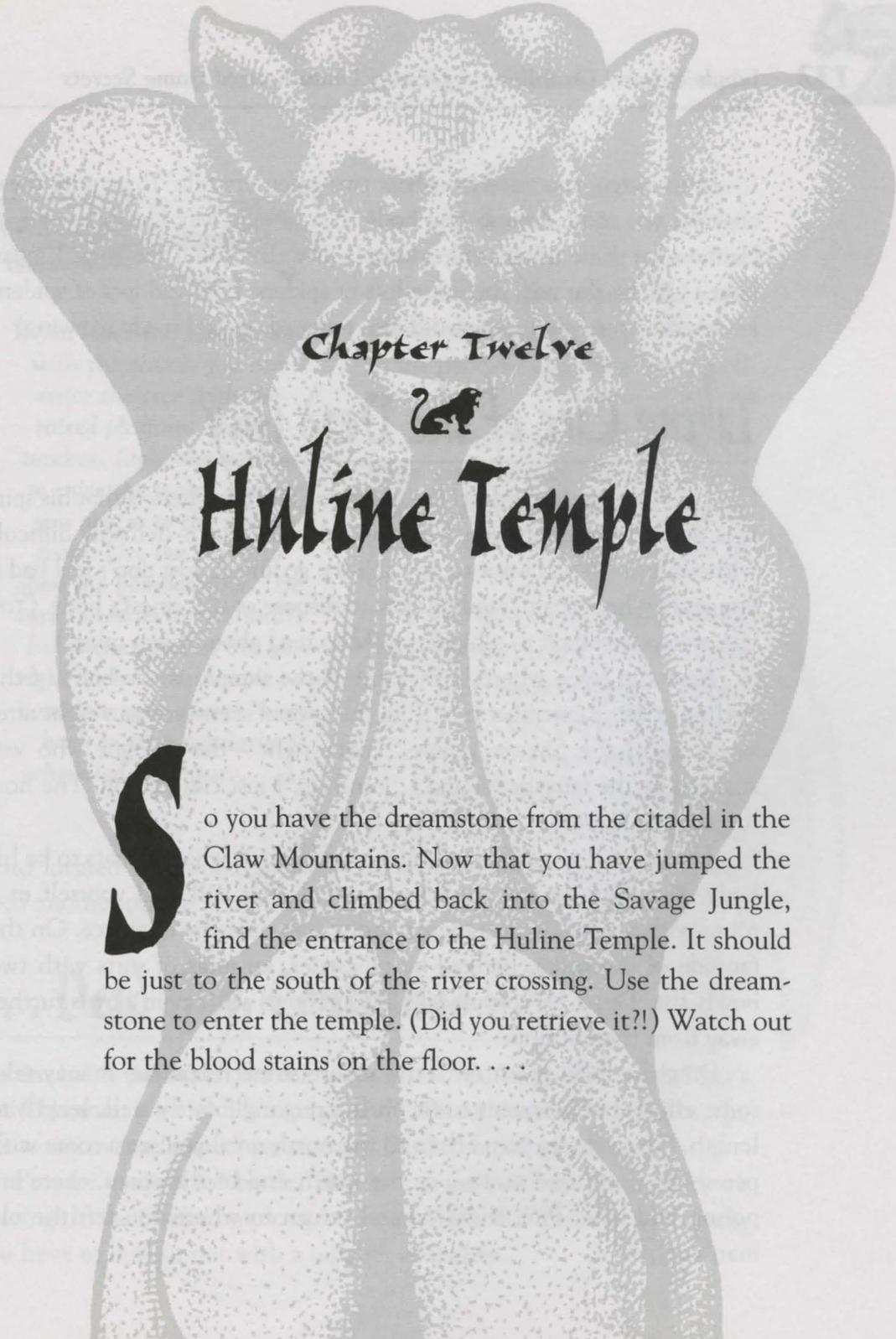
After you climb the logs successfully, just reverse your earlier course until you reach the icy gulch. Follow the path at the bottom until you shift scenes. Don't worry about the Larkon: it still sleeps soundly . . . at least until you get some distance away, and then it wakes up. If you return to the icy gulch, just be sure to have another one of those potions! There is no need to return to the gulch, however.



Jump to the corridor on the other side of the river and take the hallway to the Savage Jungle. You can now access the Huline Temple, conveniently to the south of your current position. Hop to it, soldier!







Chapter Twelve



Huline Temple

So you have the dreamstone from the citadel in the Claw Mountains. Now that you have jumped the river and climbed back into the Savage Jungle, find the entrance to the Huline Temple. It should be just to the south of the river crossing. Use the dreamstone to enter the temple. (Did you retrieve it!?) Watch out for the blood stains on the floor. . . .



In this area, you need to collect two green crystals. To acquire these crystals, you must dispose of a body in a unique way and take care of business for some other trinket people as well. (You'll see what I mean later.) Oh, by the way, there are lots of spiders. Lots and lots of spiders. I hope that you have your sword arm pumped up and ready to swing!

Taking Care of the Dead Guy

Oh no! Another dead priest? I'm afraid so. The trick here is that his spirit is not here to direct you. Figuring this trick out is hellishly difficult without hints. If you want to give it a try, go ahead. Just don't feel bad if you end up here again, reading how to dispose of this priest's body. (You can always sneak off to a hidden *niche* to read about if you must!)

Near the place where Luther enters the temple is the body of the Huline priest. Remember him from the special scene you saw right after you entered the Savage Jungle? That's right—the old guy who was snagged by the faux-Belial and . . . and . . . I just can't go on. The horror, oh, the horror!

The old guy was killed, all right? And here is what appears to be his body. Pick him up and continue forward. You will find yourself in a room with a very low rectangular stone slab near the entrance. On the far side of the room, flanked by tapestries, an altar of sorts with two bowls sits. Don't be confused by other rooms with twin bowls further away from the entrance.

Drag the dead priest onto the square stone rectangle. It may take some effort, but he needs to fit on the rectangle fairly well, length to length. Go to the east and then to the north until you see a room with pews. On the raised section at the north end of the room, there are poison and aloe. Pick them up and return to where you left the old man's corpse.

**Note**

If you leave the temple now with the shard, you can enter the tree with the raised platform and the torches. Light the torches to raise the stairs, giving you access to the upper room. Use the shard to open the bamboo door. (Be sure to retrieve the shard!)

Enjoy the goodies, but go right back to the temple to complete your quest! Now back to your regularly scheduled adventure. . . .

Put the aloe in the western bowl and the poison in the eastern bowl. Watch the old man. The floor around the stone rectangle should descend slowly. Walk over to the pedestal and use a spark spell on the body.

As many players of this game have pointed out, this step runs sharply against intuition. Prepare yourself for more odd events in this area!

If you do everything right here, the body disappears. Are you done with your body-dragging chores? Not on your life. Go back to where you found the poison and the aloe. Continue north to yet another room of ceremony. Grab the green

shard located in a wooden post. That's the easy one to find! You will need another one to open the path to the City of the Ancients.

. . . Dead Guy, Continued . . .

Return (with the shard!) to the room where you “zapped” the dead guy’s body. Hmmm. Nice wall hangings, eh? Click on the wall hanging on the left to uncover a “secret” passageway. Enter the passage.

Prepare yourself for battle. The spiders are coming! The spiders are coming! In fact, before you can finish your task with the old man’s body, you have to duke it out with a number of spiders.



Spider Man

One problem with the spiders is that they spawn. In other words, if you kill them more slowly than they spawn, you're in big trouble. You will *never* run out of spiders to fight. Even if you are a speedy slayer, sooner or later the spiders gang up on you again. Do you need to fight all these spiders the live-long day?

No. But you must fight some of them. Note that Luther has come a long way from the Hive Caves, when only one of these arachnopods was nearly enough to ruin him. The main threat that they pose now for a healthy, prepared Human Luther wielding his powerful Dark Sword is the gangs. Never let the spiders attack Luther two or more at a time. Keep Luther's back to a wall if at all possible; preferably, in a corner. The strongest missile weapons soften the spiders up, but don't expect anything miraculous. Luther's strong sword arm must get the slaying done—plain and simple.

As you moved forward past the “body-zapping room,” you encountered a room in which a wall crumbled and the spiders came out. Following that tunnel—which starts to the north but quickly twists to the south—leads Luther to an area where he found a flute in a coffin and the priest's corpse on a table. Further to the south is another tunnel that leads to a round room with three entrances that also serve as exits. Fireballs shoot from one of the exits. A quick trip down that hallway leads Luther to a storm crystal (in the room where the fireballs originate) and to the room where the spiders appear from the floor (further to the south).

Looking at the automap makes the chokepoint obvious. In the room where the fireballs finally hit a wall, one exit leads to a stone wall. Another exit leads to where the fireballs originate, and the third



entrance/exit is where Luther enters the room. If you are a good explorer, you have nine stone cubes. Throw them on the floor, being sure to cover the floor from side to side.

Don't hang around, though! The spiders have complicated behavioral patterns. They quickly will chew through this barrier if you allow them to see you on the other side. Leave immediately.

Even if you do leave, the spiders may still chew through the barrier and come after you. Since there is little else to do with the cubes, you may as well try. This spot is as good as any other spot for locking up the spiders.

Taking Care of the Dead Guy II

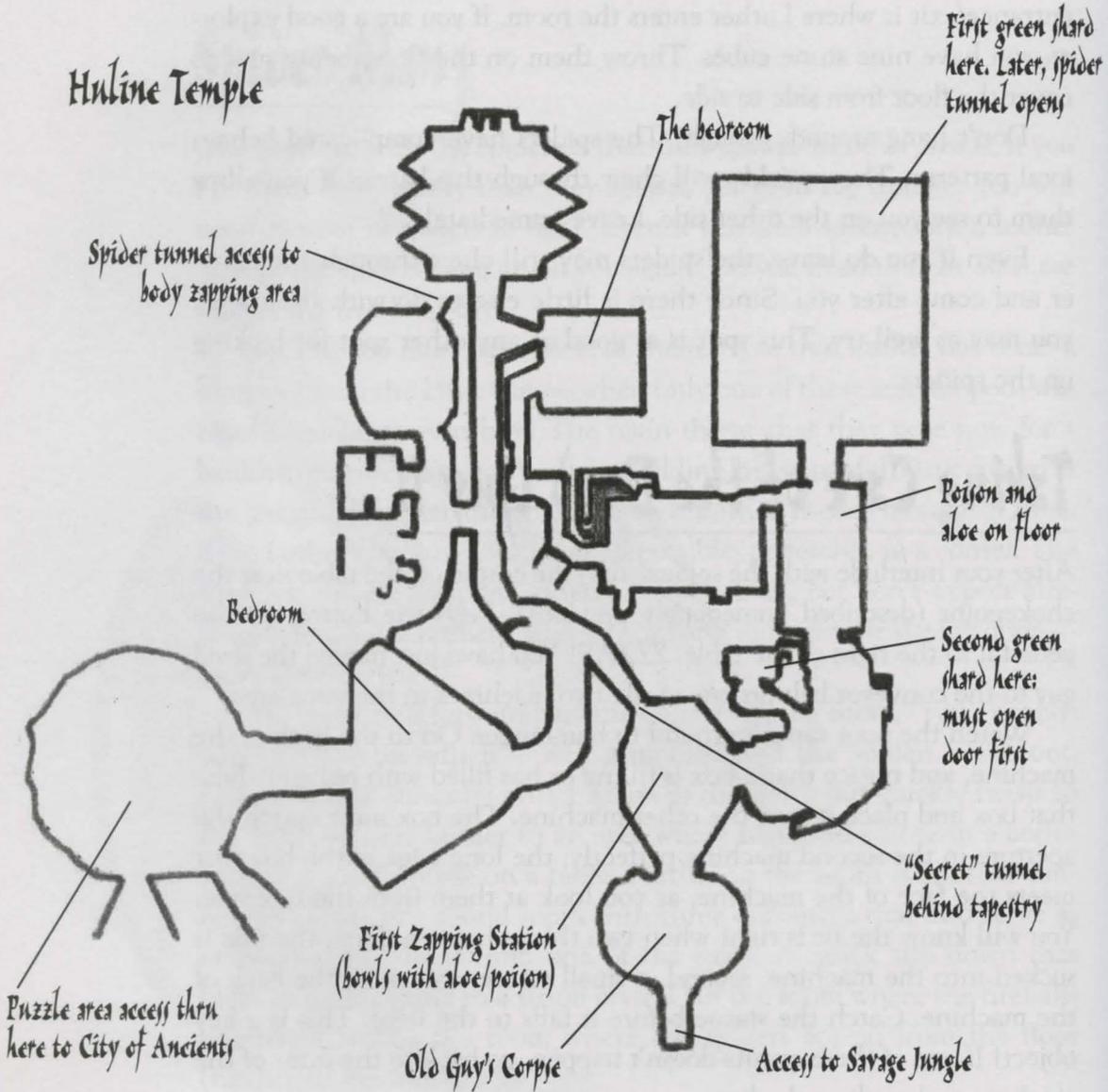
After your interlude with the spiders, find the corpse on the table near the chokepoint (described immediately previous). Press the button on the pedestal to the right of the table. ZZZAP! You have just moved the dead guy to the conveyor belt on one of the two machines in the same area.

Watch the poor sap get ground to hamburger. Go to the back of the machine, and notice that a box is filling or has filled with red goo. Take that box and place it into the other machine. The box must match the aperture in the second machine perfectly; the long edge of the box first meets the face of the machine, as you look at them from the box side. You will know the fit is right when two things happen. First, the box is sucked into the machine; second, a small statue appears at the back of the machine. Catch the statue before it falls to the floor. This is a key object! If one of these events doesn't happen, go back to the front of the machine and readjust the box.

Now that you have the statue, it is time to find the bedroom—the really plush bedroom with the big red pillows on the bed.



Huline Temple





What to Do with the Statue

Find the bedroom. Push on the headboard to reveal a secret area with some goodies inside, and then turn into the Lizard to hop behind the red altar on the other side of the room. See the crack? Enter it and change back into the Human. Push the first button you see as you move along the hallway, and then push the second button you see. If you don't push these buttons in sequence, nothing happens.

A secret door should open into the library. Press the button you see on the wall to leave the library. Turn right (to the south) and go to the room with the curved wall. Notice the new doorway on the northeast side. Enter the room. Notice the statues in niches. Place your statue in the empty niche. Take the green shard that appears on a pedestal. You should now have both green shards. Exit and continue to the west. Go through the curtain you opened earlier and find the room with the two floating bowls and put one shard in each bowl.

A passage opens behind the bowls. Go into the passageway! Time for some puzzles!

Three Puzzles

Go up the spiral staircase and over the bridge into the room with three consecutive doors. There is also an exit behind the three doors, but ignore it for now. Beginning with the left door, you need to enter each door and solve the puzzle or challenge within.



Amaze Me

This simple maze isn't hard to solve. Look at the automap, and notice how the raised ledges run from the middle to the west side and back to the middle on the far side, forming a fairly good path. Being careful of your footwork, walk or run and jump your way to the far wall. Jump into the hallway and pick up the statue.

Tilt Me

The center door leads to a room that appears normal. On the far end, hoppers cavort. The minute you enter the center area of the room, watch out! The floor tilts treacherously. Getting out is easy, though. Just press the two high buttons on each side, which are easy to reach when the floor tilts up toward the sides of the room. Pressing these buttons opens a door on the far wall. Enter it and take the statue.

Fire Me

All right, so we're not talking about that kind of fire. Avoid the lava. Don't fall in! There are three paths, each covered with fire. The fire looks far worse than it is, however. As long as Luther doesn't linger, he can pass through it without sustaining much damage. Pushing each of the three buttons causes a bridge to lower on the far right as you enter. Cross the bridge and take the statue you find there.

The Fourth Exit

Behind the three doors in the middle of the room is another exit. Take it now. Remember what you did with the flute in the Hive Caves? See



the angled slot? Insert the flute to cover the oil and proceed. Don't walk into the blades, and take the passage to your right to bypass the blade trap.

When you exit back into the main hallway, beware. If you walk in the center, a boulder will quite suddenly and firmly end Luther's life. Ouch. Be sure to walk to one side!

Three Statues and Another Puzzler

You soon come to a room with three pedestals. Place one statue on each pedestal, and an opening appears. Continue until you come to a room with a funny square wooden platform at floor level in the middle . . . and a bunch of hoppers. . . .

Let's see if you can figure this one out. Whistle, whistle, whistle. Yes? Outstanding!

No? That's all right. Your trusty author couldn't quite get it right either. This is an excellent puzzle. Kill the five hoppers. Without walking on the wooden platform yourself, place the hopper corpses there. When you have all five on the platform, hop on the platform. Did I mention you are about to face the faux-Belial?

Well, you are about to face the faux-Belial.

The Faux-Belial

This Belial is a bit more talkative than the dunderhead Belial you met in the citadel. Closer to the real thing, he is much tougher, too. Don't bother preparing before the battle by casting spells. Belial's conversation takes so long that by the time battle begins, your protective spells will have worn off.



Don't forget Dawn's advice! What was she saying . . . magic reflects . . . only the Ancients. . . . Oh, yeah. If Luther adopts his Beast form, he can win. With any other form, Luther loses. As the Beast, your tactical options are limited—no speed and no missile weapons to speak of. No spells either. Just stand there and hack away!

Finishing Up

The next room you can access after you kill the faux-Belial is a room of voices. These voices recount some of the more famous debates the Ancients had about the whole Belial situation, eons ago. Moving forward, put the dreamstone in the chalice. Sorry, you will have to leave it now because it is destroyed in the process that causes the City of the Ancients to resurface after all these years.

You, too, will go to the city, so I hope you have kept Luther's life insurance paid up. He may need it!

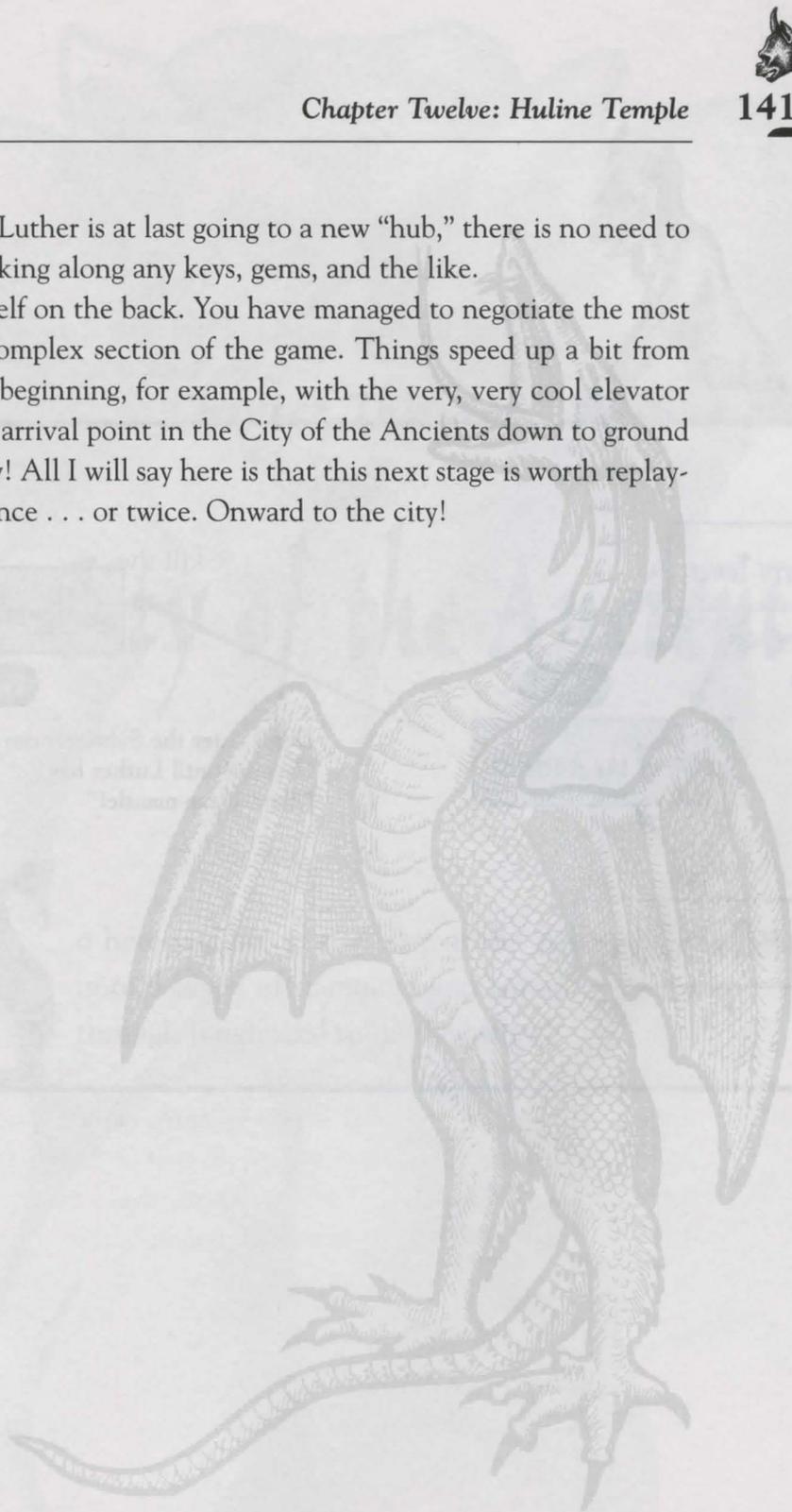
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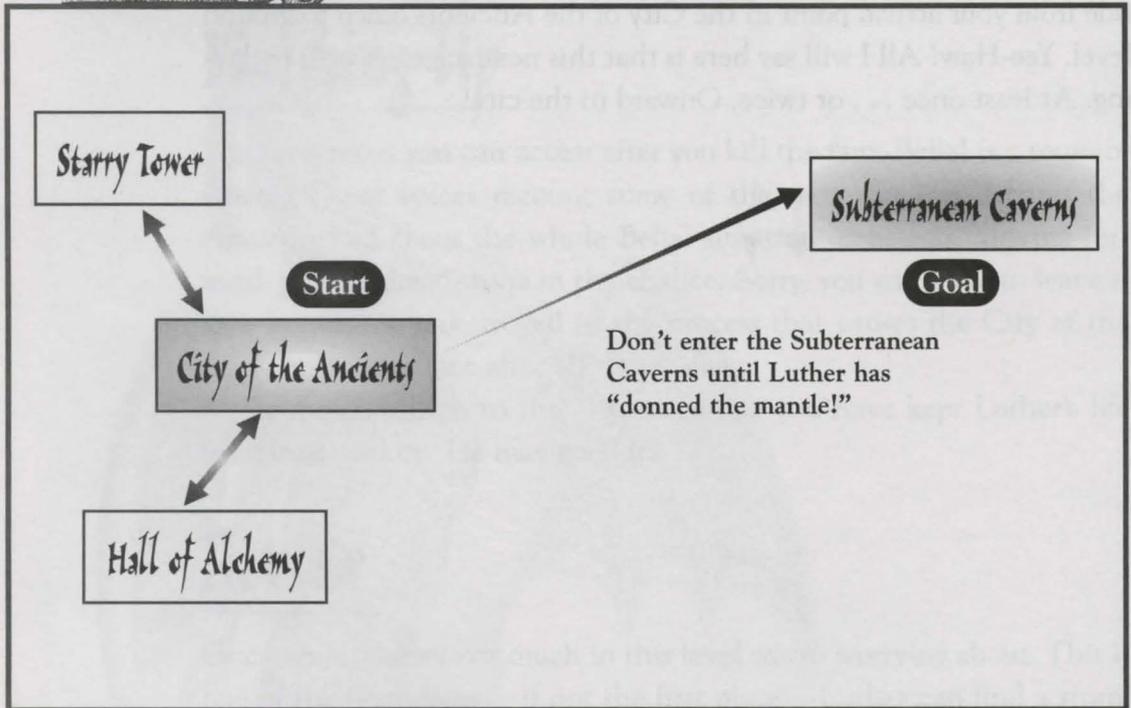
Once again, there's not much in this level worth worrying about. This is one of the first places—if not the first place—Luther can find a storm crystal, a more powerful version of a lightning crystal. These crystals can be handy for getting Luther out of a tight spot without having to die and reload the game a few times. Otherwise, there are no new notable weapons, no new armor, no new spells, and no new naturally occurring ingredients.

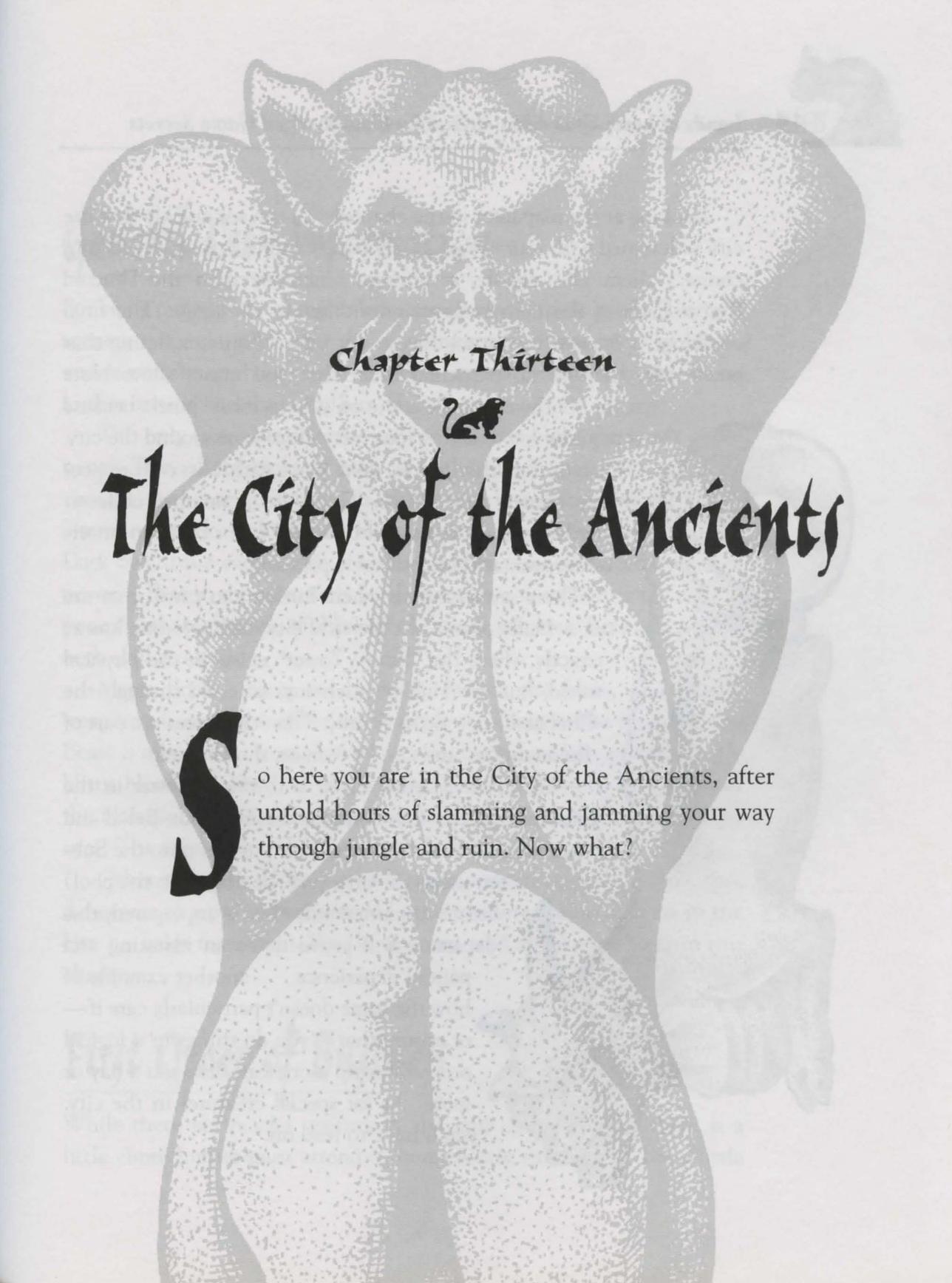


And since Luther is at last going to a new “hub,” there is no need to worry about taking along any keys, gems, and the like.

Clap yourself on the back. You have managed to negotiate the most difficult and complex section of the game. Things speed up a bit from here on out—beginning, for example, with the very, very cool elevator ride from your arrival point in the City of the Ancients down to ground level. Yee-Haw! All I will say here is that this next stage is worth replaying. At least once . . . or twice. Onward to the city!







Chapter Thirteen



The City of the Ancients

So here you are in the City of the Ancients, after untold hours of slamming and jamming your way through jungle and ruin. Now what?

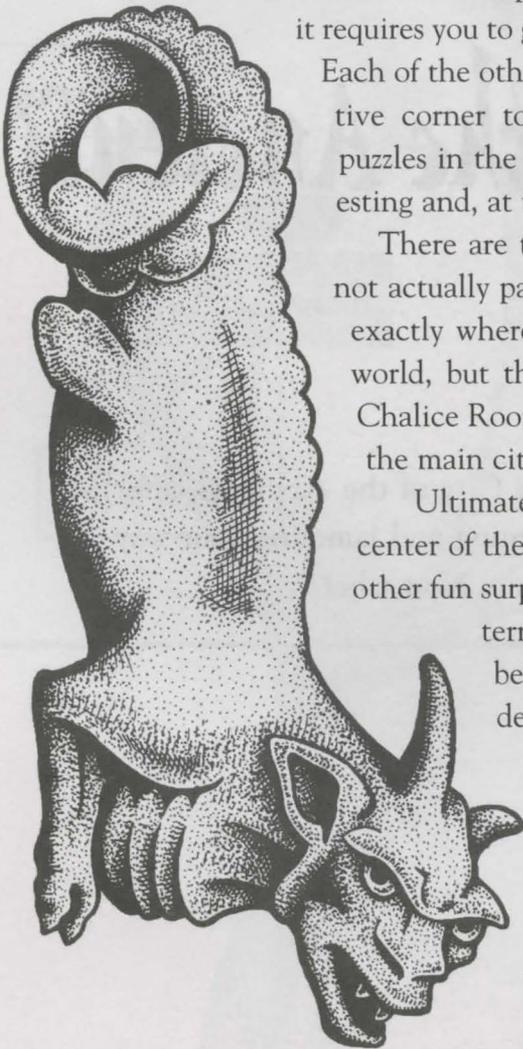


Looking at the map later in the chapter, you can see quickly that the city is designed with four towers at its corners and with wide avenues to connect them all—clearly, a different ambiance than the Dracoid Ruins! Each of the corners contains a different challenge. The final challenge is located in the southwest, but other than completing that puzzle last, there is no particular order that you must follow. Note that the southwest puzzle is the only “non-local” puzzle because it requires you to gather four ivory chips from around the city.

Each of the other puzzles takes place within its own respective corner tower areas. There are a number of lesser puzzles in the city as well that lead to, or result in, interesting and, at times, valuable prizes.

There are two areas where Luther can travel that are not actually part of the physical city itself. No one knows exactly where the “Starry Tower” exists in the physical world, but the Hall of Alchemy, accessed through the Chalice Room, floats nearby. The other areas are part of the main city and can be seen on the city map.

Ultimately, Luther’s goal is to raise a tower in the center of the city that contains the final faux-Belial and other fun surprises. Be careful not to travel onto the Subterranean Caverns (via the dragon in the pool) before it is time! If Luther is unprepared, this departure will prove to be an irritating and painful experience . . . another example of how the game doesn’t particularly care if—or ensure that—you do things in a logical order. This tip alone can save you a day or more! As for special creatures in the city, you’ll have to read on.





General City Information

For being pulled from a jungle abyss, the city looks quite good! The open scenery is a great relief after the enclosed spaces of the previous levels, and moving around the city is a cinch—except for the blobs that chase Luther around and try to eat him, that is.

The only new critter in the city proper, the blobs are tough opponents. They shoot globs of blob at Luther, and when they get close enough, they rear up and try to whack him into guacamole for a nice afternoon snack. Fighting the blobs while Luther is equipped with the Dark Sword is a simple task, assuming he has reached a decent level of power—that is, the twentieth level or so. (It is much easier to be more powerful than magical, so think of the twentieth level here as covering both skill groups.)

Magic doesn't seem to do much against the blobs, and missile weaponry is equally ineffective. Fighting the blobs as the Lizard or the Beast is a bad idea, so stick with Human Luther and chop 'em to little blitty, bloody, blobby bits. You should allow Luther to be hit by one of the blob globs at least once, as the animation effects are hilarious. The eyes! The eyes! Okay, okay—go look for yourself.

Other than the blobs—which, in low number, really aren't that dangerous to a properly equipped Luther—there are no dangers in the city . . . aside from traps, that is. You can read about traps later in this chapter.

First Order of Business

While there are puzzles waiting in the four corner towers, there is a little chore Luther must attend to immediately to make his life a little



easier for the short term and to make exiting the city possible in the long run. Despite being under water all this time, the city is dry, bone dry. Those Ancients really knew how to build a place, eh? Sure they did. But what about some water?

After you arrived in the City of the Ancients and rode the elevator to the ground level, head to the south. You will have to travel around the large square in the center of the city. (It looks empty, right? That's where the faux-Belial appears in a tower that rises from the ground.) You must go either to the west or to the east before you can go south in order to find the fountain at the end of an avenue directly to the south of where you enter the city.

Sound confusing? It won't be after you take a quick tour. Ignore side trips for now. And take care of whatever blobs happen to make themselves a nuisance. If they gang up on Luther, they can be deadly. You will know that you have found the correct avenue when you check the automap and see the southern end of the street has a raised area with a dry fountain in the center.

Do you see that ball floating over the fountain? Destroy it. Use whatever means you like. Once destroyed, the ball cracks open and releases water back into the water system of the city. The raised area is actually a fountain. See all the black stuff that just grew in lumps everywhere? Collect nine clumps of this black lichen. (It's fun to plant this stuff during the solution to a later puzzle.)

Congratulations. You're now officially dubbed a Knight in the ancient and holy order of the Plumber (not to be confused with the Knights of the Bath). You can begin solving the minor or major puzzles in any order, except for the southwest tower as described earlier.

Northwest Tower

When you enter this area it appears chaotic at first. Sections of wall move up and down, alternately blocking and allowing passage. Several strange objects hover in the air above these moving walls: a white ball, a fire ball, and what looks like a spinning brick. (Other gameplayers have reported the “brick” to be a spinning stone disk.)

Solving this room is really quite simple. The blue bow destroys the fireball. A third-level summoned imp destroys the ice ball, as will a fireball cast using the spark spell altered by a pyrapod. And good ol’ fashioned kinetic violence—errr, just go up and hit it—destroys the spinning brick.

When you have accomplished these simple tasks—some of which require you to stand on top of a moving wall section when it is flush with the ground and heading toward the upper level of the room—a door opens in the far end of the chamber. As with all the corner puzzles, a fireball bursts out a glass pyramid that you may have already noticed. The fireball travels slowly into the room that has opened until it hits a tower door.

That tower door then opens. Go inside and go up the stairs until you see a box and a shimmering disk. Grab the box and push it through the shimmering disk. Check to see that you did not accidentally push the disk out of the tower into the room you were previously in. The box is supposed to be transported elsewhere. Once you have made sure the box has vanished from the local scene, step through the disk yourself.

Luther finds himself in what I call the Starry Tower area. Check the chapter section below on this area to see what you need to do with the box and to find out how to return to the city.



Northeast Tower

Known as “the greenhouse,” you can get to this area two ways. First, you can just walk up the broad avenue and enter from the south. Second, the canal that starts near the fountain in the southern part of the city—remember turning on the water?—runs all the way north to this area.



Note

Taking the canal halfway to the northeast tower leads you to the southeast tower area.

In this area, there is an access route to the canal, as mentioned above. When you negotiate the short distance in the water between this foyer to the tower and the canal bank, be careful. The canal is deep, and Luther can drown in it. The water in the upper level of the room is shallow, and Luther can walk through it safely.

There is a yellow eight-sided figure floating near the street entrance in this area. Clicking on it operates a water valve in each of the little “plots” that line each side of the room, allowing water to wet the earth. Opposite the floating figure is an hour-glass-like structure on a pedestal. Clicking on it appears to do nothing but make chiming and ticking noises for a short period of time.

This is where you can use the black lichen. You can also use aloe, if you are short of the first herb. “Plant” some of the lichen in each plot. If you plant it correctly, it breaks into small black chunks. Unless you collected a lot of lichen, you may have to return to the canal to collect some more. (Okay, I’ll own up. In fact, you don’t have to plant anything in these plots. But isn’t it fun to make things grow?) Once all the plots are filled, put a silverleaf—you do have one, don’t you?—into the glass pyramid and operate the yellow floating figure to water the plots. Then



Note

If you don't have a silverleaf on you— shame, shame, shame . . . SHAME! You can get one in the city, but it is a considerable amount of work. See how to get another silverleaf later in the chapter.

use the hourglass. Voilà! The lichen grows. A plant bursts from the glass pyramid. A fireball slowly wafts its way to the tower in the middle of the round room. When it hits the doors, they open.

Enter the tower, climb the stairs, and move the box and Luther through the shimmering disk. This transports you to the Starry Tower. Read about that area in the section on the Starry Tower later in this chapter.

Southeast Tower

Solving this area provides a reward beyond a trip to the Starry Tower. You can access this tower area by floating down the canal from the fountain. Follow the interior canal bank to a descending stairwell.

Try the doors to the west until you find one that lets you continue west. Continue to the west, leaving the doors open behind you, until you arrive at a room with a statue of a head over a pool of oil. Prepare for injury.

Ignite the oil with a spark spell. You will sustain some damage from the resultant blast. A bow appears. Take it and retreat to the east. (You may have to experiment with the exact timing for your escape.) Once you have reached the end of the doors, the path to the tower opens.

Enter the tower. Move Luther and the box through the shimmering disk, being certain not to move the box, by mistake, just to the other side of the disk. The disk transports the box and Luther to the Starry Tower



area. Read about the Starry Tower and what to do there later in this chapter; return to this point in the book after reading below.

The Dark Bow has the same property as the Dark Sword: when it strikes, it can drain mana and health from the intended target and replace lost mana and health to Luther—a powerful weapon! For now, however, do not surrender the blue bow. It comes in handy again, very close to the game's end!

Southwest Tower

Once Luther has four ivory chips, either by finding two to add to the two he has carried since the museum—oh so long ago—or by finding all four in the city, he can enter this final area of the city. (See the ivory chip quests later in this chapter.) Once he completes the puzzle in the southwest tower, Luther will be able to confront the final faux-Belial in the tower that rises in the center of the city.

Completing this puzzle consists of entering the foyer outside the tower and placing the ivory chips in four pedestals. The glass pyramid shatters, as in the other tower areas, and a fireball floats to the tower and opens the door to the Starry Tower.

Enter the tower, move the box through the shimmering disk—again making sure that you did not accidentally move the box back into the area you came from. Follow and complete the final step of the Starry Tower process in that area. Once you have finished, return to the city.

What Next?

If you have completed the tower puzzles, you can continue to the center of the city to confront the final faux-Belial. There are other minor puzzles throughout the city you may want to try, but it doesn't matter in



which order you complete them, except for the ivory chip puzzles at the southwest tower, of course.

Below there are descriptions of the various minor puzzles remaining in the city. They are presented in no particular order because, again, the order does not matter here.

Secret Storeroom

If you find a room with many doors that you cannot open, you have found the secret storeroom. But how do you get in? Your so-called friends may say that you need the skeleton key from the very beginning of the game . . . and if you don't have it, tough luck . . . unless you want to play the game all over again.

You know better, though, don't you? This game is careful about providing all the necessary tools to open areas and to complete different tasks at any given level. Sure, there are key items you cannot do without, but Luther has a built-in safety device to help keep you from throwing them—and your game—idly away.

Other than the doors, the only odd thing about the room is a desk with a quill pen, but why is it behind a force field? What to do? What to do? If you had this room opened and you could spark off the ball of light from the golden bars, the force field would disappear. If you cannot do this, take an ivory chip, find the statue that has the vertical gold bars, and put the chip at the base of the pedestal on the east side. Follow the spark of light that shoots out. (See the silverleaf section for a more detailed description.) When the light branches, take the right branch into the room with all the locked doors.

Huzzah! With the force field gone, you can click on the pen to open a chamber that leads to a door that opens with an ivory chip. Use a chip to open the door—don't forget to retrieve it!—to get a skeleton key. Use that key to open the doors to the secret storeroom.

Behind each door is a different type of ingredient from earlier levels. There is a pile of lamplight eggs, some rainbow sulfite, a poison sac, and so forth. Between these items and the items found in the “Transformations-R-Us” room, you should be able to find one of just about every raw ingredient in the game.

A shot from the blue bow breaks the glass covering, allowing you to grab the key. Stand just outside the door, though, because if you get too close, Luther takes a good crack on the head when the ceiling collapses.

See? You didn’t need to carry that skeleton key all this time after all!

Chalice

In this area, there is a chalice and little else. Hmmm. What could possibly go in that chalice? Try mandrake root. With the chalice full of the green stuff, click on it. Luther falls asleep and dreams in the area that can be seen at a distance from the Starry Tower area. There are scrolls littering the ground and spells and recipes galore. Luther must hurry, though, because his stay in this “Hall of Alchemy” is limited.

Since you won’t find anything in the Hall of Alchemy (author’s term) that you cannot find in Chapter 3, there is little reason to spend much time here.

Dragon Special Scene Area

When you enter this area, you can see a picture of a resting dragon. But what does it do, and what does it mean? Despite years of research and millions of dollars, the answer is still unknown. Maybe it is just a piece of fine art.



If it does do something, it isn't vital to completing the game. Thorough research will reveal that a certain conversation occurred here when all the Ancients except Anu (a.k.a. "The Draracle") decamped for parts unknown.

Transformations-R-Us

When you come to the room with the displays of various items from the game, you have found a potentially useful toy. See the pedestal? See the big stone slab right behind it? Placing an item of the same kind as in one of the exhibits turns your item into something else. (You can take the items from the exhibits if you wish, but see the warning below.)

The most useful item you can manufacture is probably a ring of regeneration. You may also want to generate various items that you may need if you have run out of them, such as an ice seed needed in one of the chip quests described later in the chapter.



Caution

Some of the exhibit items are in large displays at the end of short hallways. Be careful not to stand too close when Luther grabs the item. The exhibit doors close and can crush Luther quickly if you are not careful!

Silverleaf Chasm

You can get silverleaf in the City of the Ancients, but it takes a bit of work. Once you find the room without a floor—with two out-of-reach niches each with a silverleaf plant—you are in the right place. But how can you get the silverleaf?



Well, it is complicated. First, on the east side of the city, find the pedestal in the middle of the street that has a series of gold bars sticking up vertically. Unusual, even for the city, eh? Look carefully at the east side. See the ivory-chip-shaped indentation? Good! Don't do anything here just yet!

Be sure that you have found both entrances to the silverleaf room. One entrance is open and obvious; on the opposite side, the other entrance is blocked. It simply takes a mouse-click of Luther's hand, however, to clear it. Open the blocked passage, and then return to the gold bars. If you have killed most or almost all of the blobs, turn into the Lizard. Luther in Human form works just fine, too.

Place the chip in the base of the pedestal. Turn around. Hop on the "sidewalk" to get a better view. Turn and face the gold bars. See the funny dingus rise up out of the pit behind the bars? Wait a second or two until a little ball of light shoots out. Chase that ball of light! It moves down the avenue in the direction you are supposed to go. A Human Luther can keep pace with it, more or less, while a Lizard Luther can actually outpace the ball—be careful. When the ball splits and the two balls diverge, follow the ball that goes to the left.

When the ball of light reaches the silverleaf room, a floor appears. Go out on the floor, but be careful of the pits that still reach all the way down to the former floor level. Pick at least one silverleaf for yourself. If you hear a bell, that's the sign that your time in the floorless room has nearly expired. Not too long after the bell sounds, the floor disappears. You want to be out of the room when that happens.

When you're all done, don't forget to retrieve your ivory chip! You will need it to finish the city level!

Chip Quest: Water Torture

In this side room, there is a chip behind a force field. Spark the globes, and then spark the revealed globes after sparking the first globes. Orient yourself carefully and take the chip. When you have it in hand, the room is plunged into utter darkness. Oh no—there's a flood, too!

You can stand fast and drown, or you can turn to the south. Use the automap to freeze time and walk up to the wall there. Click on the wall to make the sliding wall move aside, so that Luther can skirt through.

Chip Quest: Leap of Faith

When you find the room with a vast expanse between you and a gargoyle with a chip, don't despair. Don't bother looking for chains, buttons, or a magical dingus. There is nothing at all to this trick.

Just walk directly over to the gargoyle and collect the chip. Yes, just like in that Indiana Jones flick—as long as Luther does not deviate from a straight line between the gargoyle and the exit, he comes out unharmed.



Note

It helps if you can have an inventory slot available when you start this process because, if you try this quest with full hands and a full bag, you may throw the ivory chip away by mistake.



Chip Quest: Dancing Chip in the Fountain

This puzzle is deceptively simple. When you enter this room, you can see a chip bouncing in a fountain. Try leaping for it. Try standing in the fountain and craning your neck to reach it. Try sparking the old fountain to scare the chip into your hands.

None of these things will work. You may guess that freezing the water would work. But how? In fact, there are many methods you can use here. A level-three mists of doom spell, for example, freezes that fountain solid. Why? . . . who knows?

That axe you acquired from the lake in the Claw Mountains does the trick, too—it is a blizzard weapon, after all. A storm crystal also will freeze the fountain. The blue bow works—as may the Valkyrie cross-bow—but why a fire weapon would work is beyond me. At any rate, if nothing you have works, pick up an ice seed in the Transformations-R-Us room, described earlier in the chapter.

Once you freeze the fountain, break the ice. Pick up the chip from the icy remains and move along!

Chip Quest: Be a Blockhead

When you find a room with three fountains and two vases, it's time to be a blockhead. Don't bother breaking the vases here or downstairs, for there are no treats hidden within.

Do you see the box and the raised square in the floor? Slide the box onto the raised square. The box settles just a bit. Now go downstairs and do the same thing with the box you find there.



Now, how do you get up on that ledge? It is too high to jump . . . or is it? Stand on the box and jump for the raised area. It may take you a few tries, but you can make it. Don't worry about the water—it's too shallow to harm Luther. Jump down on the other side. Do you see another box and another raised square?

No? Good because there are only two raised squares: one on the first floor and the other one behind you. The box here has a different purpose. Look at that ledge from which you have just jumped. Hmmm. A little high. Go ahead and move this last box up to the edge. (You'll thank me in a minute. Trust me!)

Enter the next room by going upstairs. (It doesn't matter which way you go). The second you grab the chip you have to make a run for it to prevent the ceiling from crashing in on you. Check the map, think out your route, and *then* grab the chip and go. You may have to try more than once, but Luther can do it even as the Human. The Lizard also works because of its size and speed, although the Lizard's perspective may be a bit more disorienting than the Human's. Don't try this quest with the Beast.

Remember . . .

Once you have all four ivory chips, you can access the southwest tower area. But that doesn't mean you have to do it right away. Just remember that you cannot complete the southwest tower area until Luther completes the other three tower areas first.





Starry Tower

This way-out tower is technically part of the city, but if that is really the case, the subway system is (way) out. Way far out. As in “not on the planet” far out. When you first arrive here from the city, after having completed your first tower puzzle, be sure to take some time to wander around. The view is breathtaking.

When you first arrive, you are in one of four corner towers on a flat, nearly featureless plain. Take the box you pushed ahead of you and place it in the square hole where you entered. (Don’t push it back through the shimmering disk by accident!)

Outside, a yellow eight-sided figure appears, probably coming from the opening in the floor. Click on it. Turn around and watch the first portion of the tower rise from the center of the empty plain. Wow, cosmic. Note that, back in the city, a similar structure has risen from the ground as well.

As you return three more times, this process becomes routine. Put the box in the hole. Go out on the plain to click on the figure. Watch the new architecture rise and take its place on the larger structure. After you have done this four times, you’re done.

Can you see the other ground floating in the distance? It’s the “Hall of Alchemy.” (Remember that neither the “Hall of Alchemy” nor the “Starry Tower” are game terms, just handy reminders.)

With all four parts of the building raised in the city, you can access the final faux-Belial. Be sure that you complete all of your minor quests before entering this new tower. You will return to the city after beating the faux-Belial, but you probably won’t feel like completing any side journeys at that point. You’ll be too hot for the final sequence of levels.

The Last Faux-Belial

When all four tower puzzles have been solved, and the structure in the Starry Tower is complete, a tower rests in the center of the City of the Ancients. Enter through the sparkling door to go toe-to-toe with the final faux-Belial.

If Luther is reasonably tough and adequately equipped with the Dark Sword and some decent armor, this battle should be fairly easy. Even if you have been playing a mere average game, Luther is now tough enough to deal with this challenge without breaking much of a sweat.

You should definitely fight this last faux-Belial head-to-head, as his distance attack is mightier than Luther's. A quick shot or two of ancient magic—whatever the flavor—can't hurt either and may be necessary to finish the job quickly.

Just advance. Do you see the horizontal bars of light? What are you supposed to do here? Do you need to move past them? Zapping the bars does nothing. There are no buttons or switches to throw. Hmmm. What to do?

Just walk into them! Ahhhh . . . the “mantle of the ancients.” Guess what, Luther? If all the evidence is accurate, you are now immortal and powerful. Huzzah!

Leave this area and find the dragon room (not the dragon special scene room). Chop the dragon to bits and pass through the door to enter the Subterranean Caverns. That's the end of the city! Don't leave until you have finished exploring.

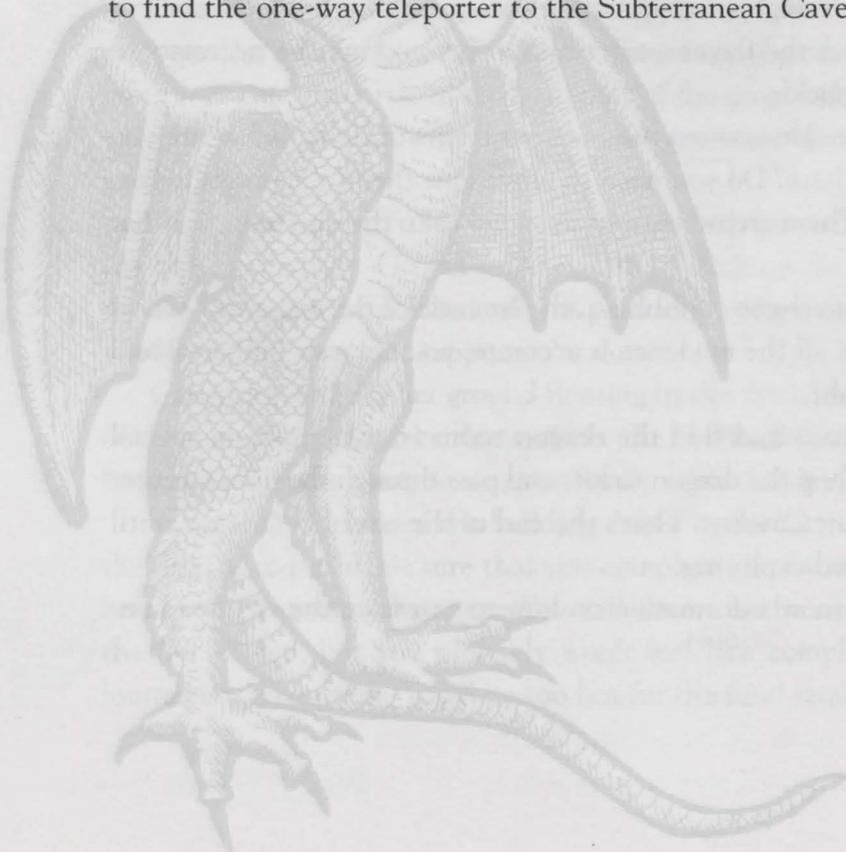
If you need more information on how to exit from the city, read on.

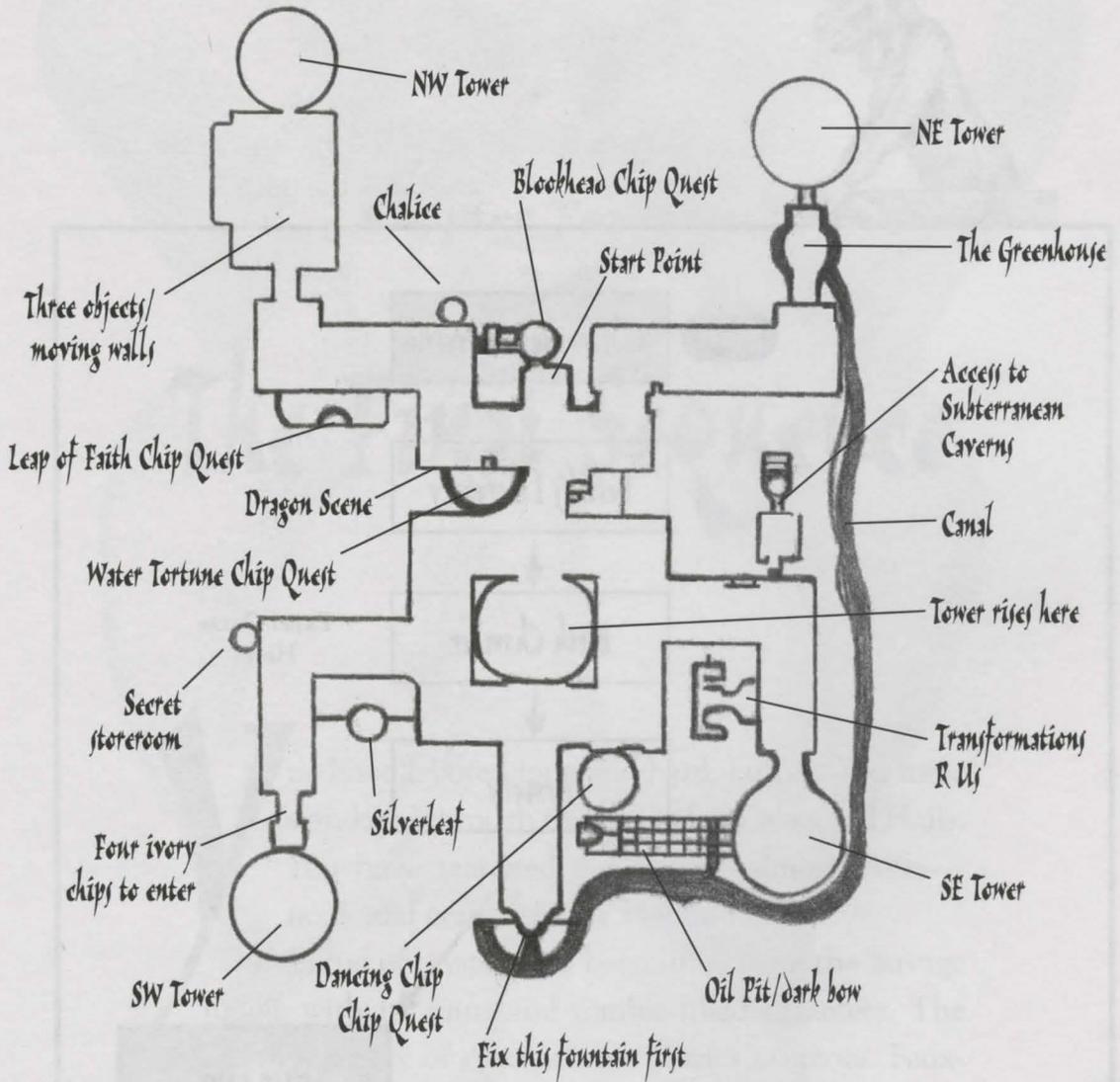


Exiting the City

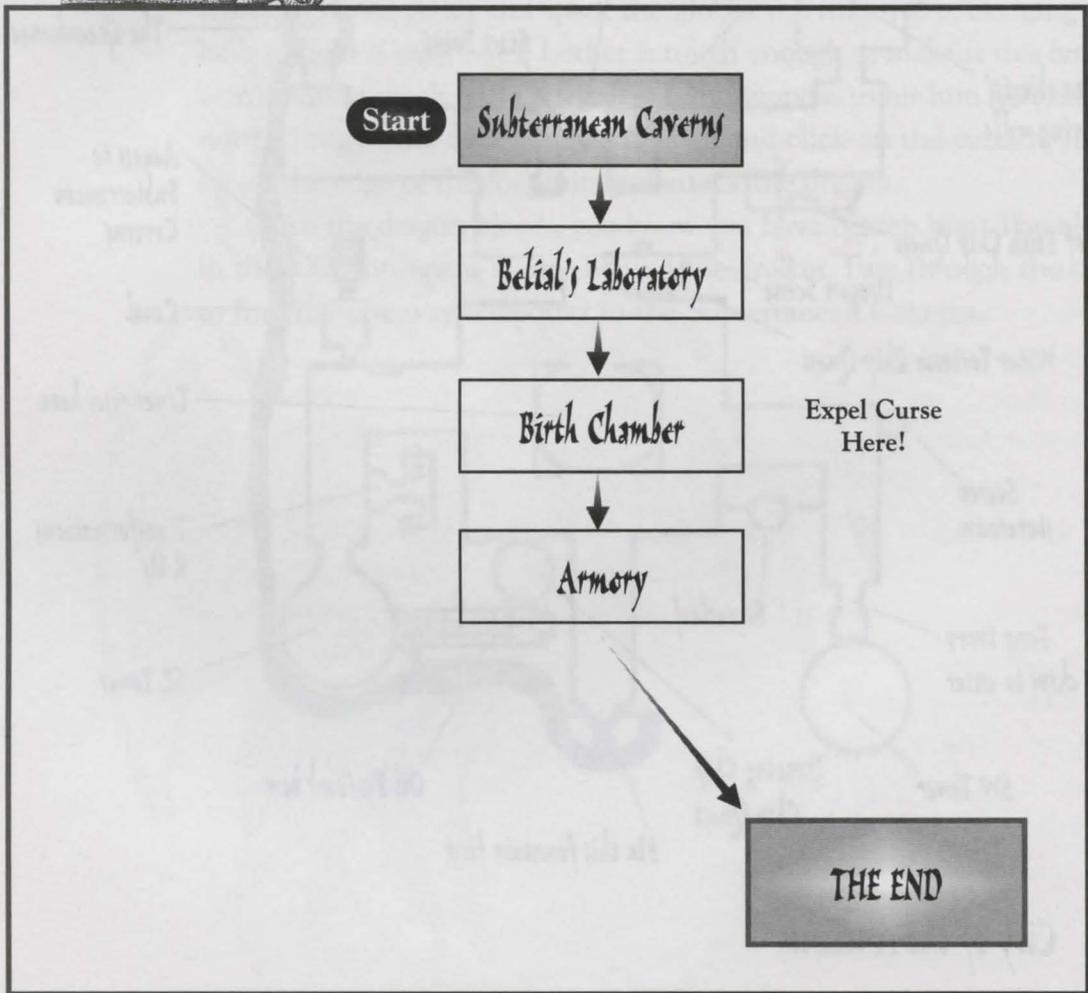
When you find a room that shoots balls of light at you from both sides of the room, you have found the exit. Open the doors on the right and left sides of the room and spark the globes you find there. Dodging the balls of light is easy, but if Luther is tough enough to make it this far, he won't sustain much harm if a ball of light happens to hit him here. Head north through the door you just opened and click on the curtain. Jump up on the edge of the fountain and attack the dragon.

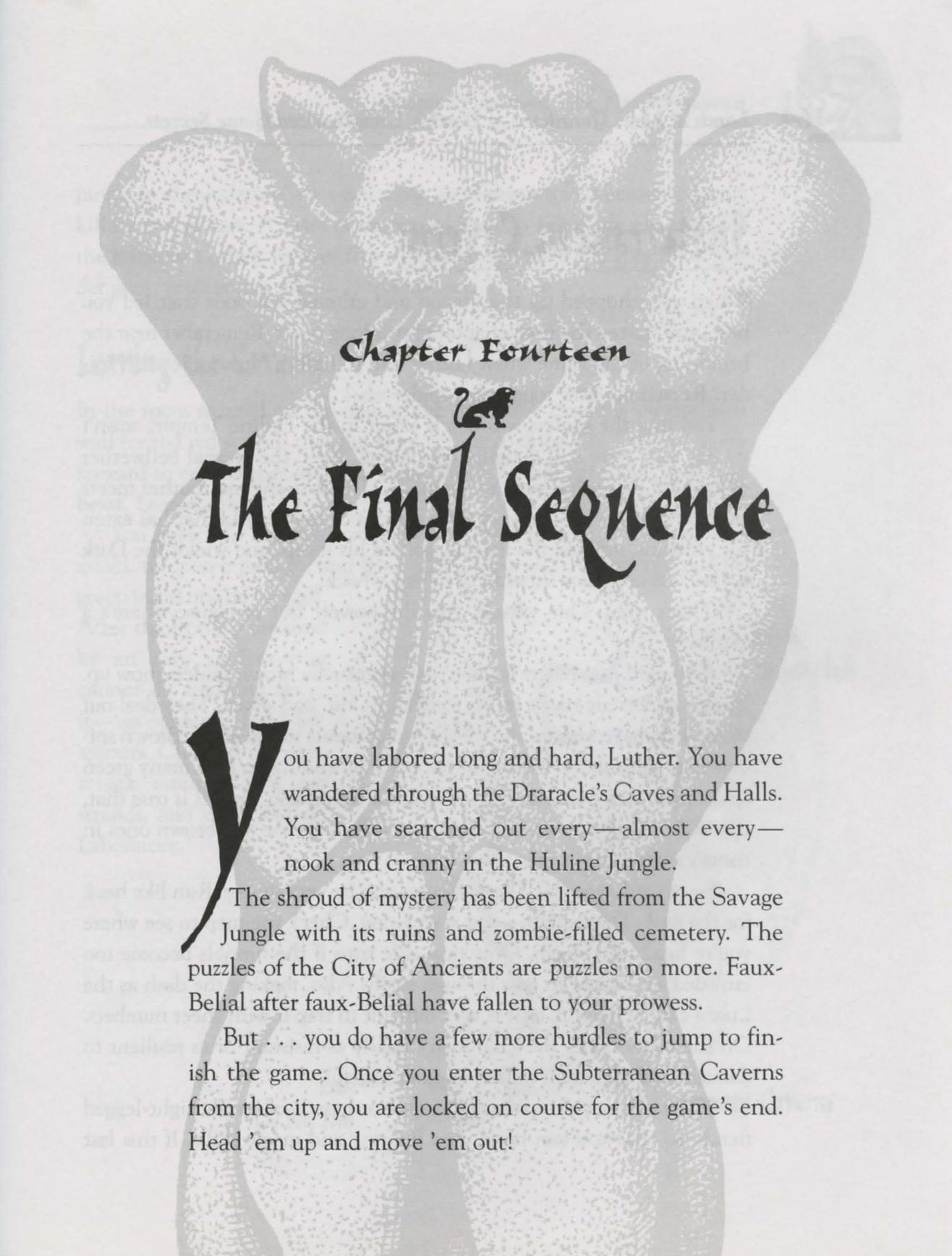
Once the dragon bleeds, you know you have beaten him. The blood in the fountain opens a door behind the dragon. Pass through the door to find the one-way teleporter to the Subterranean Caverns.





City of the Ancients





Chapter Fourteen



The Final Sequence

You have labored long and hard, Luther. You have wandered through the Draracle's Caves and Halls. You have searched out every—almost every—nook and cranny in the Huline Jungle.

The shroud of mystery has been lifted from the Savage Jungle with its ruins and zombie-filled cemetery. The puzzles of the City of Ancients are puzzles no more. Faux-Belial after faux-Belial have fallen to your prowess.

But . . . you do have a few more hurdles to jump to finish the game. Once you enter the Subterranean Caverns from the city, you are locked on course for the game's end. Head 'em up and move 'em out!



Subterranean Caverns

When you chopped up the dragon and entered the door that led you here, you started the final chapter of this long quest. Remember near the beginning of the game when Luther had to fight a bluish, greenish spider? Remember how tough that spider was?

Fighting the spiders was much easier in the Huline Temple, wasn't it? But they were still doughy opponents. Well, the eternal bellwether of Luther's power has rung in again. . . . The first enemies Luther meets in these caverns are the very same species of spider. If Luther has eaten his vitamins, donned the mantle, gained his levels, and wields the Dark Sword, these spiders should fall in one whack.

That's right. One whack. Ah, the power! But of course, there's a catch.

If you kill the spiders you see first, eventually brown spiders show up. Brown spiders are nasty, much tougher to kill, and smart. They deal out massive damage and are the toughest opponents in the game. Brown spiders may show up on a one-for-one basis depending on how many green spiders you slay, but it is difficult to know for certain. And it is true that, if you don't kill any weak spiders, you will never see any brown ones in these caverns.

So what do you do? These caverns can be very simple. Run like heck for the exit. That's right—just start going. Check the map to see where you're heading, though. Only take side trips if the tunnels become too crowded for Luther to pass through easily. Also, making the dash as the Lizard can be helpful, as it is very difficult to trap it with sheer numbers. On the other hand, the Lizard isn't nearly as resistant or as resilient to damage as the Human Luther is, so be careful!

Then again, you may want to face a bunch of tough eight-legged fiends, so that you can hone your fighting and magic skills. If this last

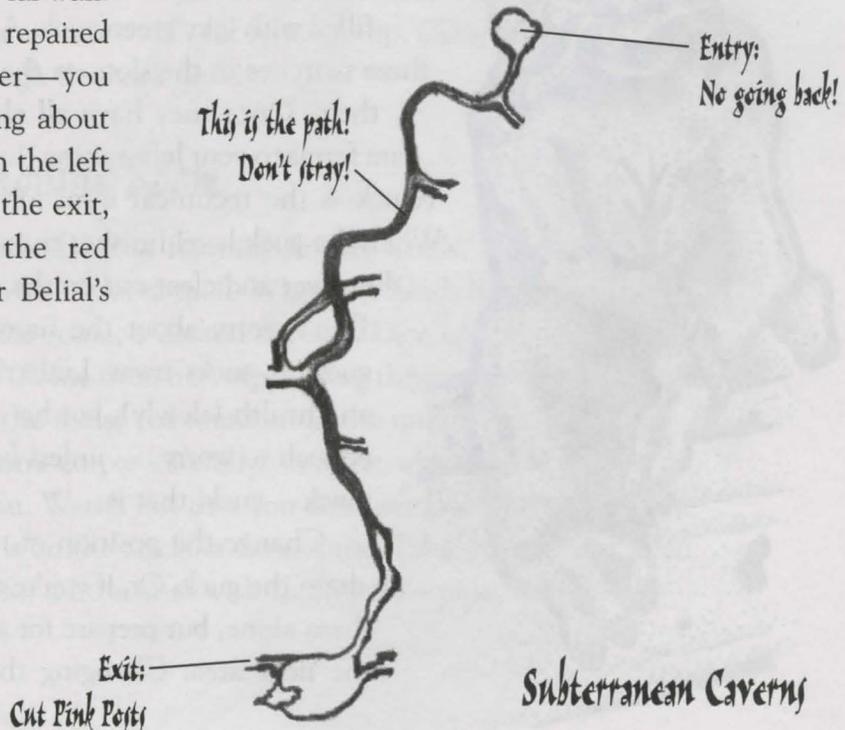


pinnacle of grandeur is what you want, go to the exit first before you start killing the spiders. A mass of brown spiders can cause trouble even for the toughest Luther. At least this way, when you have had your fill of spider gore, you can cut your way to freedom.

Leaving the Caverns

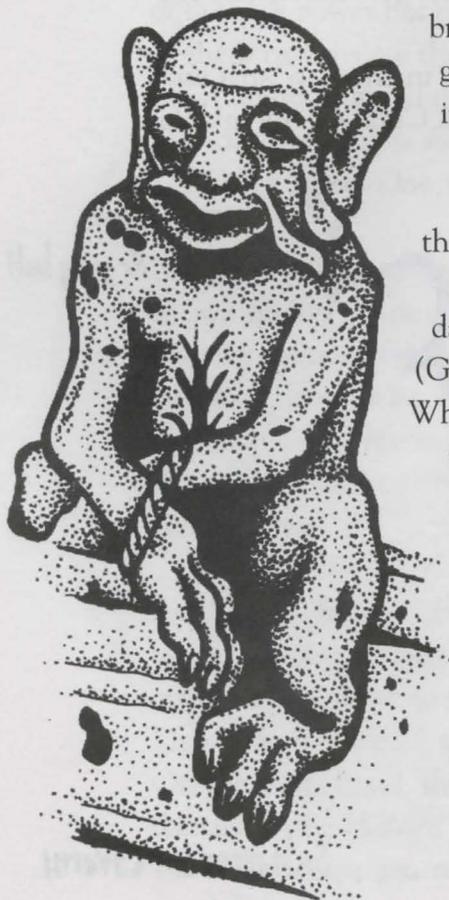
In the room marked on the map as the exit, look carefully on the west wall for the red strands that run from ceiling to floor. Cut 'em and move forward to enter a special scene area. Watch Luther get sucked into the beast. Eeeeeuuuw.

You have two choices here. Click to the left in the new area and attack to open a passage, and then move forward. Click on the middle green frond on the far wall. After the frond is repaired by an icky spider—you cannot do anything about it—an opening on the left appears. Click on the exit, attack more of the red strands, and enter Belial's Laboratory.



Belial's Laboratory

Here you meet Baccata. He has just finished off yet another one of the faux-Belial's, saving you from another treacherous task. He gives Belial's Horn to you, but only after he instructs you to save Dawn. Sadly, Baccata passes away. Be sure you keep the horn. Down the corridor is a bloody room. (Don't step in the pool!) Can you see the small grate way down on the far wall and the bars?



As the Human Luther, attack the bars until they all break. Then, change into the Lizard and enter the gutter. Go forward, left, and *then* up. Change back into the Human Luther. Turn on manual targeting and look across the sewer-like cavity partially filled with icky green guck. Aim carefully at the three switches in the slots on the wall and shoot at them. Once they have all changed position, a dam forms to your left, raising the level of the guck. (Guck is the technical term for Goo and Muck.) When the guck level finishes rising, you can jump in the sewer and clear out on the other side.

Don't worry about the harmful effects of the guck. It sucks away Luther's mana (quickly) and health (slowly), but he won't be in it long enough to worry . . . unless he messes up in the muck—guck, that is.

Change the position of the switches again to drain the guck. Or, if you're a brave soul, leave them alone, but prepare for a real challenge in the next area. Changing the switches drains



the next area you are about to enter. You can survive this next area in guck by running very fast if you wish, but why would you want to?

Enter the next area. Make your way down the corridor until you find a door. Click on it to open it. Go forward and turn right. Watch out for the croc-critters in the guck. When you have a chance to turn again, turn right. Follow the corridor as it courses southward, and then turn east. Go straight until you come to a ledge. Walk forward and fall down into some guck rapids.

Continue forward until you reach a low area. Duck a little and move forward. If you are fast enough, you won't drown in the time it takes you to move forward and enter the next room. Quickly jump out of the guck.

That's the quick and easy way through the guck. In another method, you open the door, go east, go north, go west, and go north until you see a chasm. Click on the lever to lower a bridge. Then look waaaaay up. Trigger the way-up switch with your bow. Go up. Congratulations. You have entered through the back door!

Belial's Summoning Room

Find the room with the four floating ghostly heads. Shoot each one with a level-one mists of doom spell. When the heads have all gathered in the middle of the room, a demon appears. Dice up the demon, and take the Ancients' Stone from his corpse. Drag the corpse down the hall to the room with the messy red fountain in the middle.

Drag the demon's corpse carefully onto the white circle on the far side of the fountain. Watch out that you don't set foot in the fountain! When the corpse is on the circle, a door opens. Take the corridor to an elevator. It's time for a little chat with that vixen mystic, Dawn.



Birthing Chamber

After you exit from the elevator, you meet Dawn. Continue to “speak” with her by clicking on her. She explains what you have to do next. Listen carefully because killing Belial in the womb isn’t the answer. Instead, she wants you to help Belial be borne by expelling your curse into the mother beast. Youch! If you continue the conversation long enough, she offers Luther the ruby of truth. It is unclear, however, what this ruby is good for.

This area consists of two rooms. The outside room is safe; you can always retreat here to rest. The inside room contains the mother beast. You can attack it, but all you get for your trouble are fireballs shot back in Luther’s face. All you need to do here is use the curse spell at the ancient magic level—level-five.

If you lay the curse right, a purple glob shoots from Luther and enters the mother beast. At this point, the “Belial’s birth” scene plays. As soon as he is out (and about), Belial has a little chat with you before he sets some demons on Luther and runs away.

Kill the demons. Take the Ancients’ Stones from the demon corpses if you need them. Attack the door to get through. The chase is on! In the next room, shoot the blue pillars to create a path. Go on. Fight the demons as they appear and go on. When you meet Belial again, it’s Mommy time.

Fighting Scotia

Mommy isn’t really Mommy, and Luther knows that, but whatever this thing is, it is tough. Go ahead and hack away at it. This faux-Scotia tosses magic around like it was popcorn. (It’s a great light show.) At any rate, she’s hard to kill in any regular combative fashion, but just dial up a



level-five prism spell (Trinity) and away she goes. Hubba hubba!

The moving pillars are your next challenge. Jump on one, and then wait for an opportunity to jump further across. You may fall off a time—or six!—trying to manage this trick, but the designers have obligingly included two stairways back up to the beginning. One fall won't kill Luther, but several consecutive falls may. Be careful . . . unless you want to reload.

Next, to the Armory. Be careful! On your way there, notice the red hole in the wall to your left as you enter a new corridor. It spits fireballs. Enter the hall, move forward, and then immediately jump onto the ledge on the side of the hall. Move forward again. When you run out of ledge, jump down and forward. This keeps the fireball trap from operating. Those fireballs are nasty! You don't want to tangle with them!

The Armory

This room is pretty scary with its moving pillars, ice traps, and flaming spears. Fortunately, the solution is easy. Inside the room, there are three floating objects similar to the ones in the northwest tower in the City of the Ancients. To your left, there is a spinning brick (or disk). Straight in front of you, there is a white ball, and to your right a fire ball. Starting on your left, hack the stone brick. You can also shoot it, for example, with the dark bow.

Don't brush into anything, or Luther suffers the p-p-p-pain! Destroying the stone causes all the stone pillars to cease moving, making the next step easier. Shoot the white ball with a fireball from a pyrapod-altered spark spell or with a level-three imp. Blast the fireball with the blue bow. Continue forward immediately because, in a short time, the objects return and the room begins to be a very dangerous place again.

You know that you're moving fast enough when you confront Belial, who creates a faux-Draracle for you to fight. He is much less of a

challenge than Scotia was, so fight him any way you please. The Dark Sword works pretty well. . . .

After the faux-Draracle is dead, force the door open. In the hall beyond, be sure you save the game. You're one door away from Belial! Run down the hall and attack the door. Go through once you have it open. Belial begins to speak.

The End

There are many opinions about the game's ending. It is your author's strong suspicion that there is a bug in the game, and that a patch will be needed before anyone can experience the ending the way it is supposed to play out.

Belial's speech is amusing. When he begins to summon a gold point of light by his head, you know the fight is on—this is the tricky part.

It doesn't seem to matter which weapon you use to attack Belial. The blue bow, the Dark Sword, Belial's horn . . . they all have the same effect. You can even begin chasing Belial around the room with any one of these options. He begins to use different magic spells against Luther, including the pink pillars of the Ruloi—but with one blow, you can initiate the scene described below.

Sooner or later there is a jump in the graphics, and all of a sudden Belial is on the other side of a chasm from Luther. He speechifies for a moment, vowing never to return, before he slumps over.

Yawn.

There has to be a bug here! Oh well, only time—and patches to the game—will tell.

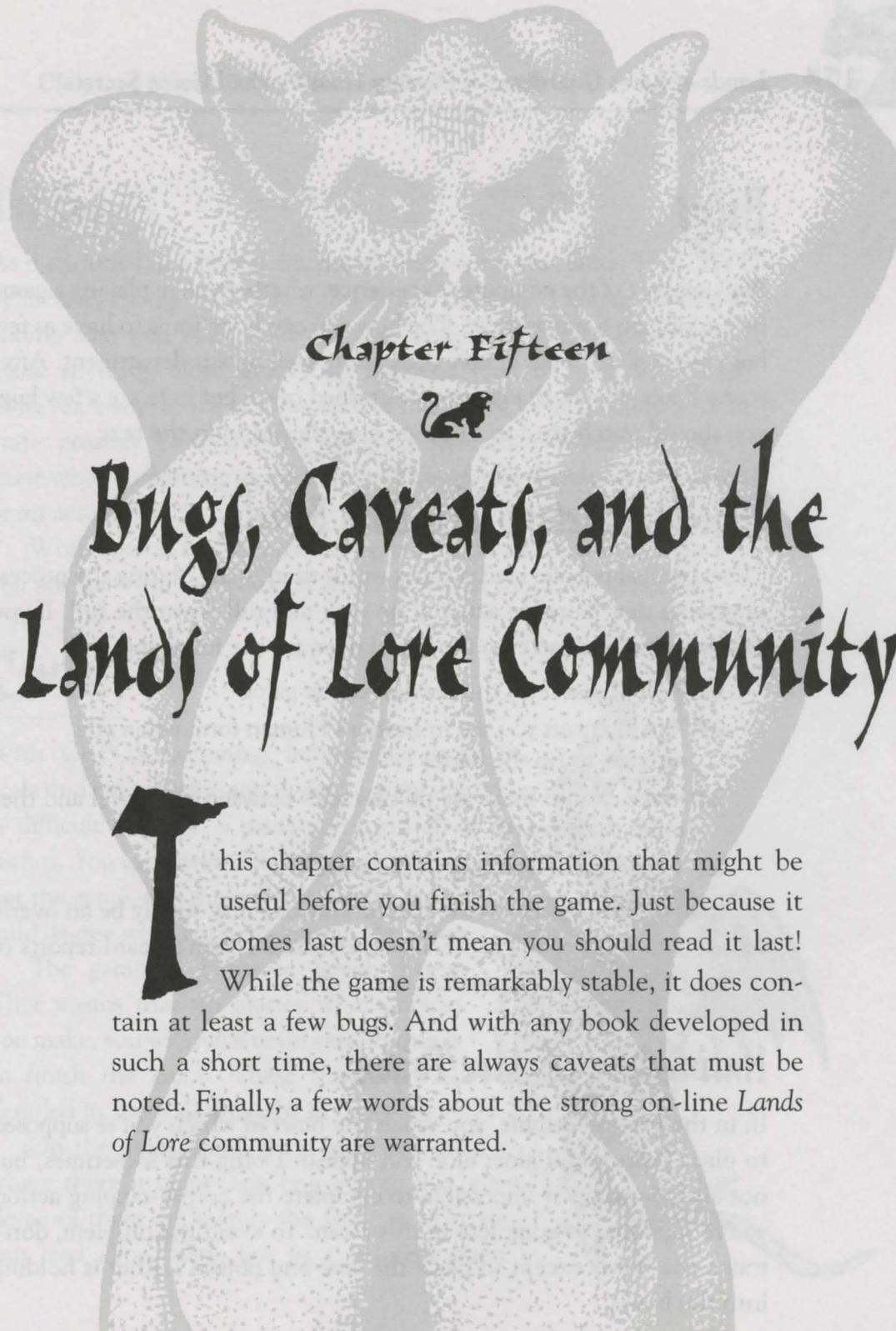
Luther's Reward

The final video scene shows Luther with that vixen mystic, Dawn, when the Draracle drops in to say he's leaving. And leave he does, vanishing in an instant.

No mention is made of Luther's apparently still-in-force elevation to immortality, which makes one wonder if that is a loose end in the game . . . or a hint of sequels to come! If he's tough enough to give the boot to one of the Ancients—and all the Ancients have left town—that makes Luther the biggest dog on the street, doesn't it? Sounds like a great opportunity for a little power-grabbing to me. . . .

Musings aside, that's the game. The next chapter discusses some universal game elements. Enjoy!

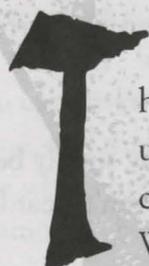




Chapter Fifteen



Bugs, Caveats, and the Lands of Lore Community



his chapter contains information that might be useful before you finish the game. Just because it comes last doesn't mean you should read it last!

While the game is remarkably stable, it does contain at least a few bugs. And with any book developed in such a short time, there are always caveats that must be noted. Finally, a few words about the strong on-line *Lands of Lore* community are warranted.



Bugs

Bugs are part of the computer experience, whether you're playing a game or working on a spreadsheet. The best you can hope for is to have as few bugs as possible. *Lands of Lore* does pretty well in this department. After many hours of play, the game only crashed once, but here are a few bugs you should watch out for. They are also alluded to in the text.

Dracoid Cemetery: That Darn Barrel!

Others probably have used harsher words than “darn” during the process of getting that barrel to actually tip over and roll down the hill. If you discover that you can't tip the barrel over, try the following:

- ☞ Reload and retry this section of the game
- ☞ Make certain you are in Luther's Human form when you attempt to tip the barrel
- ☞ Make certain there are no obstacles between the barrel and the tomb to the north
- ☞ Click on the very top of the barrel

If all else fails, wait for the patch. This bug may simply be an overly sensitive portion of the game, however, and I haven't heard reports of people being impossibly stuck.

Huline Temple: Aloe/Poison

If, in the Huline Temple, you touch the bowl in which you're supposed to place poison and aloe, aloe will appear. Doing this sometimes, but not always, makes it impossible to complete the corpse-zapping action you're supposed to complete in this room. To avoid the problem, don't touch the bowls except to place the aloe and poison Luther is holding into the bowls.

The End

As mentioned in Chapter 14, the ending seems a bit lame. This may be deliberate, though one hopes this is not the case! Despite playing the ending over and over, however, your eagle-eyed author can't seem to make anything more interesting happen. That the graphics "jump," however, is suggestive of some kind of rough edit (which would be deliberate, possibly a shortcut the designers resorted to when finishing the game when something at the end didn't work out the way they wanted), or an actual bug.

Which one is it? Only the first game patch will tell, and by the time you are able read this book, at least one patch should be available.

Caveats

With CRPG's becoming increasingly large in scale and ever more complicated, it is increasingly difficult to "play" a game and learn all of its secrets. You can make different choices throughout the game, and these choices influence to a mild degree what happens later in the game.

The game is, however, largely linear. That means that no matter what choices you make, you will have to do certain things to finish the game. These things are all detailed in the walkthroughs in this book.

On the other hand, there are some areas where there is more than one way to skin a cat. Some of them are merely the same as what you can read about here, but in a different order.





Others are quite different entirely. Following is a general description of an alternate way to complete a portion of the Huline Jungle. This alternate method is hinted at in the walkthrough. This is a more complete description.

The Bad Luther's Huline Village Experience

If you don't feel like being nice in the village, lurk around all the corners you can find. When you hear the password, you're on the right track. When you try a door that won't open unless you've heard the password, you're on the right track. This is the thief's guild.

The deal is: if you kill Kelsrick, the thief will give you the sword the armorer otherwise sells you for the power orb. If you do this, you will get access to a bunch of Ancients' Stones from the king (after you kill Kelsrick, flip the switch), and be able to trade the power orb to fix the broken sword from the museum. Many say the broken sword, once fixed, is in fact the best weapon in the game . . . especially after it has been turned into the darksword. This, however, is merely rumor and hard to substantiate.

There is also a way to kill folks by destroying the dam and triggering a flood. How one destroys the dam isn't clear, but now that you know it is possible, it should be easy for you to manage. This method, however, does not gain you the Ancients' Stones.

Others...

There are other tricks and side-paths to be found in the game, none of which are necessary to achieve ultimate success. The ruins, especially, conceal a good number of nonobvious side-adventures. Can you find the serpent statue? Can you get the ring out of the room with a locked gate? Can you find something secret in the palace?



The Lands of Lore Community

If you have access to the net, you also have access to a strong on-line community of people who play this game.

Web Pages

As of this writing there are two fundamentally useful web sites you can visit that carry detailed information about the game. Typing in various keywords into any search engine will lead you there. I don't want to name the sites here, because web pages change so frequently there is a good chance the information will be out of date when you read this and go looking for yourself.

Basically, both pages currently available present information about the game. One page in particular has a tiered hint system that allows you to look up hints about different areas of the game without necessarily giving away the whole ball game, as this guide often does. Sorry, but space constraints kept me from presenting the information in a vague form and in a detailed form!

Other elements of the pages include lists of items, spells, and so forth, which may or may not be complete or accurate. Most useful, however, are the message boards where guys like Red Cinema, Xxit, and Janus used to hang out when they were hot on the trail of winning the game. When you play, others will be posting. If you can find an archive of the message boards, you may be able to find an answer to a particular question.

Since you bought this book, however, you have a source of information that is generally superior to what you will find on the web. On the other hand, it is a big game...and someone else's perspective can sometimes be very useful!

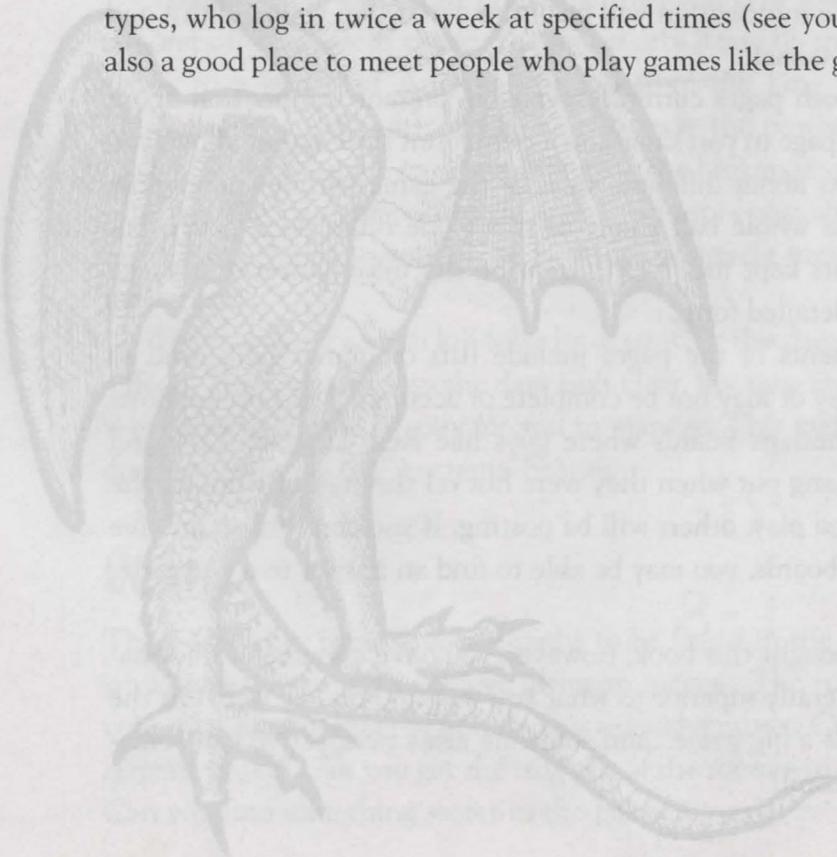


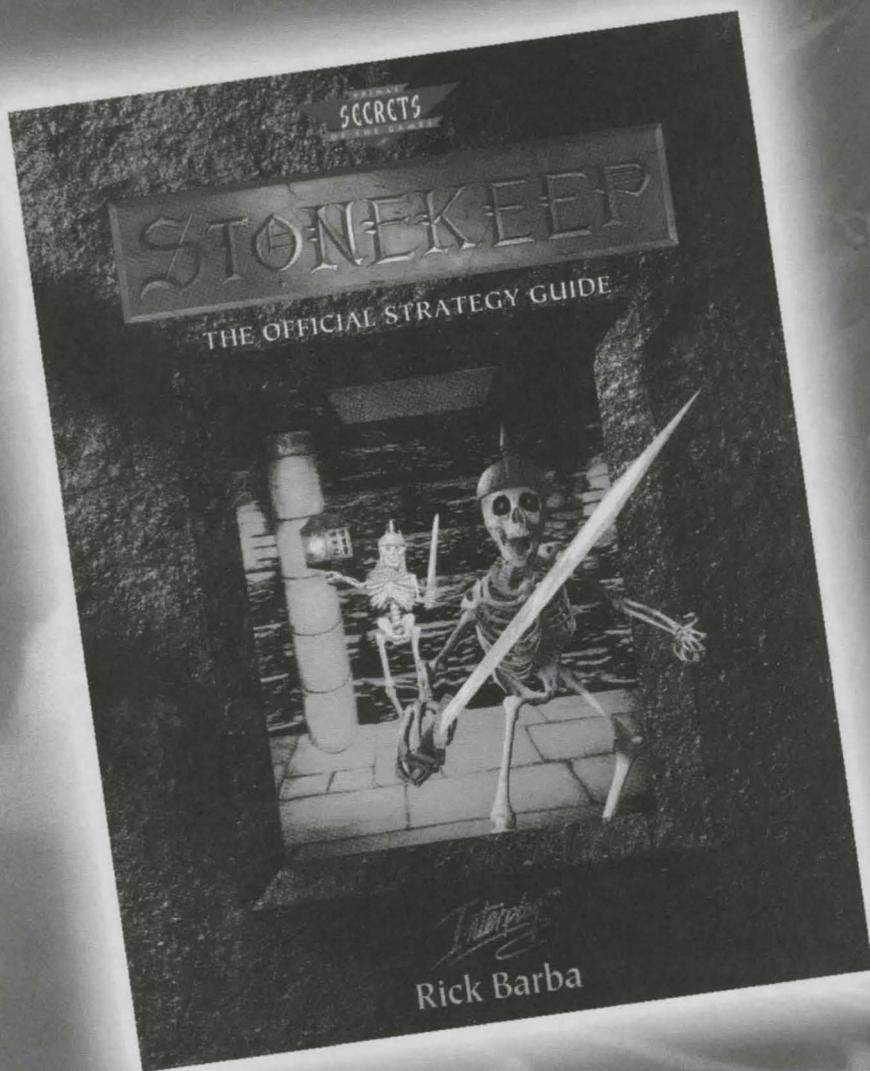
Westwood Chat

This utility is extremely easy to use. Assuming you have access to a standard ISP to which you can dial up a PPP type connection, you can use Westwood Chat. Running the software is child's play. Once you connect, Westwood's server will automatically update your version of the software.

The main attraction of the chat software is just that: chatting. You can give yourself any nickname you like (a polite one, of course) and dive right in. There is a general chat area, or you can split off into a private chat room if the main area is too busy or too public for your needs.

This can be a good place to visit to get in touch with Westwood types, who log in twice a week at specified times (see your manual). It's also a good place to meet people who play games like the games you play.





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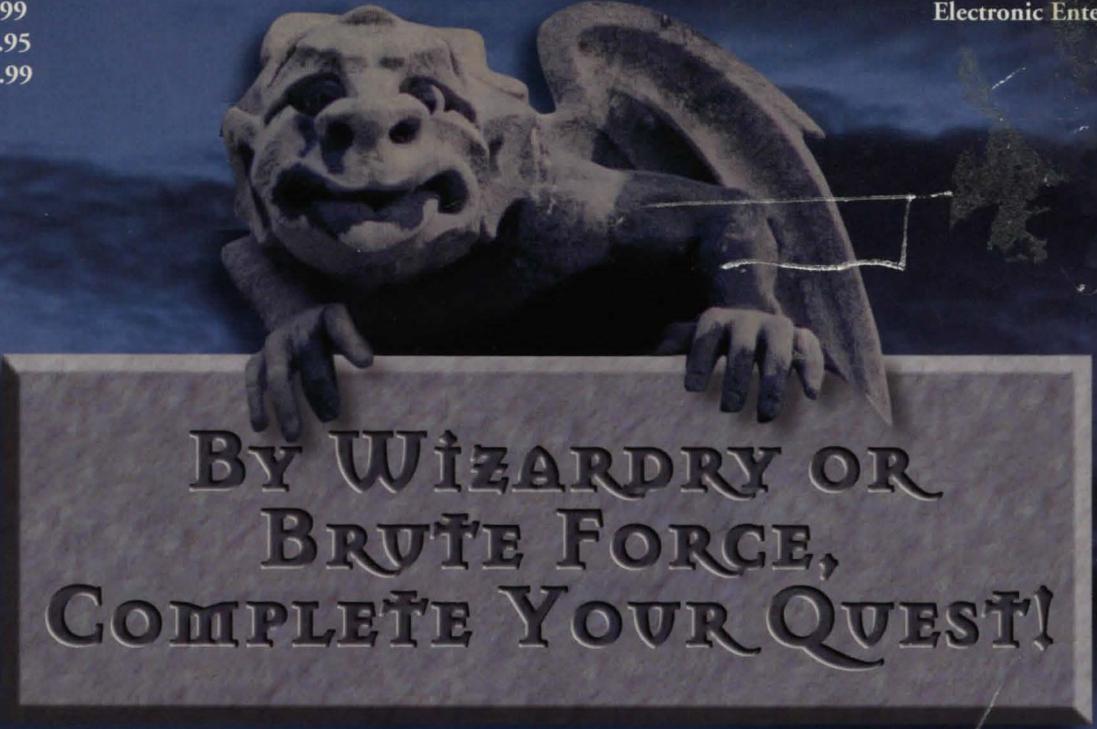
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