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Mark H. Walker

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Mark H. Walker

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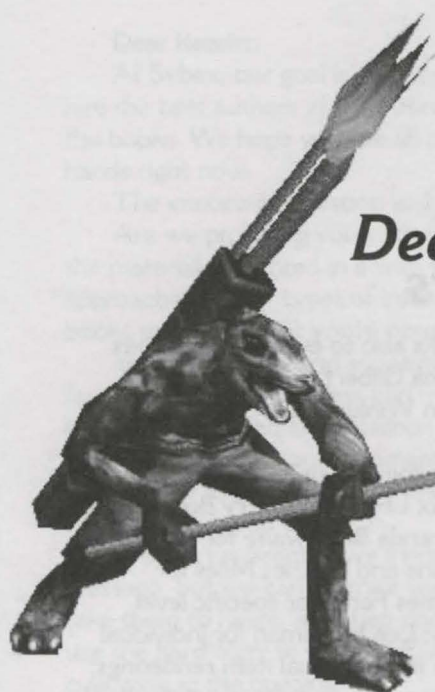
The editor,

Are you?

Dedication

To Sunshine.

Turn off that computer and go out and get some.





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Dan Brodnitz
Associate Publisher



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Introduction

Role-playing games have blossomed in recent years, becoming some of the most popular titles in electronic entertainment. This was not always so. Once upon a time, nearly two decades ago, only a handful of RPGs existed. These games, which offered a world of Tolkienesque fantasy and medieval-styled magic to small but devoted followings, were truly pioneers.

Wizardry was among those early games. Yes, before *Final Fantasy*, before *Legend of Zelda*, and before *Diablo*, *Wizardry* had opened the portal to an imaginary world of charismatic characters and intriguing storylines. Since the release of *Wizardry 7: Crusaders of the Dark Savant* several years ago, fans have anxiously waited for another chapter in the groundbreaking series. With the arrival of *Wizardry 8*, that long wait is now officially over.

The World of Wizardry 8

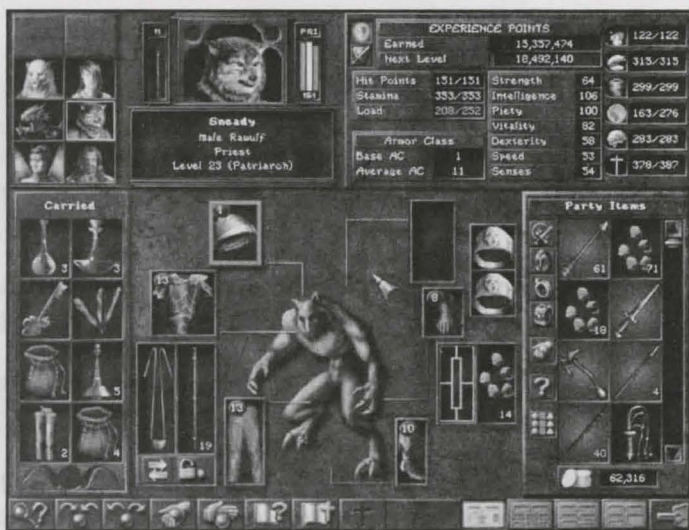
Wizardry 8 takes gamers on a journey through the world of Dominus. You begin in search of the Dark Savant, who ran off with the powerful Astral Dominae artifact at the conclusion of the last game. Along the way, you must make decisions that affect your party's fate, engage dozens of monsters in battle, converse with strange and eccentric creatures, unravel many mysteries, and even head out on numerous side-quests.

Sirtech Canada has implemented numerous changes in the new game. For the first time in the history of the series, *Wizardry* appears in full, high-resolution 3D splendor. Other revisions can be found in the character-building departments. You can now give your characters unique personalities and voices. Dominus is home to 11 playable races, consisting of such creatures as Hobbits, Dracons, Dwarves, Faeries, and, of course, Humans. Moreover, 15 different classes (as shown in Figure 1) are now available, including a wide and diverse range of beings like Bards, Mages, Ninjas, and Psionics.

Exciting exploits lie in store for both newcomers and veterans alike. *Wizardry 8* offers gamers two combat options: You can slice and dice villains with the standard phased-combat system or use the new and quicker continuous-combat system. Besides providing over a dozen combat maneuvers, the game now enables parties to fend off attacks from all sides. This allows you to sneak up behind monsters—or them to sneak up on you. This new aspect invites lots of variety and excitement and requires you to demonstrate more creativity when putting together party formations.

Fans old and new will find *Wizardry 8* addictive. Sirtech Canada has made the game accessible to people unfamiliar with the game's unique universe, offering a special beginning for those who did not play *Wizardry 7*. The game also features a detailed, easy-to-use automap and default combat settings. Long-time fans of the series will also discover plenty to love about *Wizardry 8*, including appearances by several characters from previous installments. Moreover, the latest engine enables you to import characters from *Wizardry 7* and *Wizardry Gold* into the game. It's truly a complete RPG experience.



**FIGURE 1:**

Parties consist of many races and classes.

How to Use This Book

Wizardry 8, like many RPGs, consists of a vast array of environments in a world filled with a plethora of characters, weapons, and magic. In fact, the *Wizardry 8* world is one of the most expansive and non linear in all of role-playing, with several starting and ending points. That means you need a thorough and in-depth strategy guide to make the most out of this magical realm. *Wizardry 8: Sybex Official Strategies & Secrets* supplies you with everything you ever wanted to know about Dominus and more.

As you would expect, hundreds of valuable tips, eye-catching insights, and key statistics are packed into its pages. You'll find profiles of Dominus inhabitants, a complete list of weapons, basic combat strategies, and walkthroughs that will take you from the beginning of the game through its dramatic conclusion.

The book is divided into five sections. Part I provides essential background information and statistics for getting started. Chapters 1 through 3 detail how to evade and smite enemies with navigational advice and combat strategies, effective party formations, and helpful hints on the use of magic and weaponry. Chapter 4 furnishes the statistical skinny on weapons, scrolls, amulets, and other artifacts. This part concludes with a bestiary and a listing and description of NPCs in Chapter 5.

You're now ready for Part II, the handy-dandy "travel guide" to Dominus. Each chapter here covers a major region within the game. For instance, Chapter 6 guides players through the monastery (see Figure 2), and Chapter 7 picks up the story in beautiful Arnika. Part III, which includes Chapters 14 and 15, focuses on the Umpani branch of the *Wizardry 8* quest, walking players through exotic locales such as Bayjin and the sea caves. Part IV once again whisks gamers to Bayjin, the Umpani base, and the sea caves, but this time from the perspective of someone who has sided with the spider like T'Rang.

**FIGURE 2:**

Your journey begins in the monastery.

Part V concludes the walkthrough with trips to the combat-intensive Rapax Castle and austere Ascension Peak. It also details the ultimate showdown with the Dark Savant at the Cosmic Circle. Along the way, you'll also discover several side-quests. Of course, you decide whether to participate in them or blaze a trail straight to the finish. Nevertheless, tips for trekking through these areas can be found in these pages.

Now that you know how to use this book, you're ready for the next step—reading it and applying the tips and walkthroughs to your game. I'm sure that you'll realize after just a few minutes of play that *Wizardry 8* is one of the most memorable RPGs ever made. Hopefully, you'll find that this book only enhances that experience.





PART I

Game Background and Stats

Every strong building has a solid foundation, and although we aren't trying to construct a fortress, the same holds true for solid gameplay—it must be built on a sturdy foundation. Think of Part I as that foundation, one created from essential background information and statistics. In Chapters 1 through 3 you'll learn how to fight gallantly, move effectively, create killer parties, and cast a spell. However, you'll find more than play mechanics in this section. Chapter 4 gives you crucial stats on the game's weapons and items, and Chapter 5 serves as a bestiary with helpful hints on the monsters and people that you'll meet in Dominus. So dig in, mason; it's time to lay your foundation.

Character Building



CHAPTER

1

As in all role-playing games (RPGs), creating and building a strong, diversified party of characters is essential to successfully playing through Wizardry 8. These parties, of course, are a reflection of the gamer's personality and can take on a multitude of forms. However, this does not mean that a successful group is subject strictly to the player's whim. All must still, in some sense, be well rounded and possess solid characters representing many of the different classes and skills. You need the right people in the right places to survive your adventures on Dominus.

Strategic thinking—as well as fighting—is required to emerge triumphant at the end of Wizardry 8. There is a strategy to putting together the right combinations of characters, races, attributes, and skills. This chapter is designed to show you how to do this quickly and efficiently. Among other things, you'll learn the most effective technique for allocating skill and attribute points to party members, see which races are best suited for certain professions, and discover several key group configurations. Your goal is to master these basics with utmost proficiency, and this of course will take some time due to the game's complexity.



Building Solid Characters

Once you get the hang of it, you'll soon be slicing through monsters like a hot knife through butter. But before you butter your bread, let's begin with the fundamentals of character development.

Characters, without doubt, are the cornerstones of a successful party. As you will learn, matching the man with the mission or the person with the passion is as important to RPGs as a kid's ABCs are to passing kindergarten. But don't stress; a lot of this is really just common sense. For instance, you probably wouldn't want to try to turn a Faerie, who is weak in Strength, into a buff and brawn Fighter (as shown in Figure 1.1). Nor would you put a Lizardman, who is running a quart low in the think tank, in a position that requires Intelligence (for example, a Mage or a Psionic). Instead, accommodate each race's strong points with the requirements of their profession. Developing solid party members always begins with a well-thought-out plan.



FIGURE 1.1:

Match races with professions that cater to their strengths; rolling up a Faerie Fighter is an obvious no-no.

Attributes and Skills

As stated in the game manual, each character has seven primary attributes. It's important to keep these in mind when choosing which race matches best with each profession. A brief summary of these essential statistics follows:

- ⑫ **Strength:** Any maneuver that requires physical strength, such as slashing at a monster with a sword, draws on this attribute. Warriors called upon to do the majority of melee combat should have high Strength scores.
- ⑫ **Intelligence:** This number represents a character's gray matter. It's most significant for Bishops, Psionics, and Mages, though other classes (the Ranger, for example) also benefit from a high score here.
- ⑫ **Piety:** Piety is a character's devotion to a particular subject, and as such is vital for Monks and Priests. It directly affects the amount of spell power received when characters in these classes gain levels.



- ☉ **Vitality:** Hit point totals, and the ability of a character to recover in battle, depend on Vitality. It's particularly crucial for front-line warriors, such as Fighters and Lords, to have good Vitality scores.
- ☉ **Dexterity:** Successfully manipulating bows, swords, gadgets, and other similar items is the providence of this skill. The more dexterous characters are, the more accurate they will be in combat.
- ☉ **Speed:** As quick characters strike sooner and more often, a high Speed score is beneficial to all classes.
- ☉ **Senses:** A high score in this skill allows characters to see monsters more quickly and they will be able to identify trapped doors, chests, and booby traps and discover hidden items more often than not. Parties that include a Rogue, Ninja, or Ranger with a high score in this skill will find it very beneficial.

Matching Races and Professions

Like many jobs in the real world, the professions in *Wizardry 8* demand special skills and attributes. You wouldn't hire a bricklayer to write code for the latest application software, just as you wouldn't sign up a Lizardman to cast Mage spells. High-Intelligence professions are ideal for Faeries, Elves, or Mooks. Front-line combat positions, on the other hand, demand high Strength and Vitality scores, which are usually present in Dwarves, Lizardmen, and Dracons. And professions such as Rogue require high Speed and Senses, attributes found most often in Hobbits and Gnomes.



NOTE

One of the most versatile races in the game is Human. Although they are not necessarily strong in any one department, Humans do not have any weaknesses. Accordingly, they serve equally well as Fighters or Monks, Lords or Psionics. Elves are similar in attributes scores, so they are also one of the most well-rounded species. Thus, they too could suitably fill a number of occupations.



With these ideas in mind, think of this section as a job placement service. Take the following information in hand and your characters will never find themselves—literally—in a dead-end job. Combining each profession with the best-suited races creates optimized characters. Each entry in the list below briefly reviews which races are the best matches with each profession (see also Table 1.1 for comparisons):

- ☉ **Fighter:** This is your typical frontline combat position. Dracons, Lizardmen, and Dwarves are best suited for such tasks. The Dwarf is, overall, the weakest choice because of this race's 35 base Dexterity points. Dracons have a ranged Acid Breath attack that adds more diversity to the traditional role of a Fighter.
- ☉ **Lord:** Think of Lords as Fighters with Priest skills. Thus, unlike the Fighter, they require good scores in two additional attributes: Speed and Piety. The Rawulf and Dwarf races excel in this crusader position. Humans, with their balanced base attributes, also are very capable Lords.





- 13 **Valkyrie:** This is roughly the female version of the Lord profession, again best relegated to Rawulfs, Dwarves, and Humans. Although similar to the Lord in many ways, the Valkyrie has several distinguishing characteristics. For starters, she is very good with pole-arm weaponry. This long weapon allows her to reach out and touch the enemy from the side boxes of the formation circle. Also, her ability to cheat death saves on the usage of Resurrection Powder.
- 14 **Ranger:** A profession best for scouting, the Ranger also has excellent ranged combat skills. The Mook, Felpurr, and Rawulf races, each of which have a high Senses base rating, fare well in this role. Felpurrs have the greatest Dexterity base rating of the three, a necessary attribute for accurately firing arrows. However, any of them will do, with the proper development. (Remember that there are exceptions to every rule; we played through the entire game with an Elven Ranger named Johanna.)
- 15 **Samurai:** Felpurrs are, hands down, the best species for this profession. Since Samurai skills stress Dexterity and Speed, two strengths of this feline race, the Felpurr is a natural match. Simply beef up the Felpurr's Strength, Vitality, and Intelligence attributes with initial bonus points during creation (see Figure 1.2) and you're ready to go.



FIGURE 1.2:

Beef up your character's crucial attributes with bonus points during creation.

- 16 **Ninja:** The Ninja can be considered a lightweight Samurai with Alchemy skills. Ninjas are also highly effective in both close and ranged combat. Felpurrs are ideal for this profession since they not only make great Samurai, but also easily fill the Ninja's base Senses requirement.
- 17 **Monk:** As a spiritual warrior of high mental skills, Intelligence, Senses, and Piety are a must for the Monk. Monks can get physical when necessary, so it's quite easy to think of them as fighting Priests. Rawulfs, which make excellent Priests, can be







good Monks, too. The canine race's penchant for learning, their adequate baseline Strength, and high Piety easily fill this job's prerequisites.

- ❶ **Rogue:** A critical position in every party, the Rogue is needed to pick pockets, pick locks, disarm traps, and handle just about any other task requiring cunning, stealth, and sleight of hand. The Hobbit, as tradition would have it, is geared for such pursuits more so than any other race. Hobbits have high base ratings in the Dexterity, Speed, and Senses departments.
- ❷ **Gadgeteer:** Hobbits also qualify as good Gadgeteers because of decent Strength and Intelligence levels. Gnomes and Mooks also will work well in this line of work. The Gadgeteer's tinkering skills and knowledge of modern weapons are always valuable to any party.
- ❸ **Bard:** The same attributes necessary for Gadgeteers are also requirements for Bards. Gnomes and Hobbits have the talents best equipped for the arts of music and persuasion. Although Strength is an important attribute, don't stress too much over it when creating a Bard; you almost certainly won't place the Bard on the front lines, since he serves a number of ancillary roles in addition to straightforward combat.
- ❹ **Priest:** As mentioned earlier, the Rawulf race is a good choice for Priestly duties. Of all the magic-related professions, the Priest is the most likely to get involved in hand-to-hand combat. Given its Strength, Vitality, and Dexterity, the Rawulf can easily get in a few whacks during battle. Its Piety also is instrumental for advancing rapidly in Priest skills. The Dwarf can also make a good cleric, but has one drawback; this race learns magic at a slower rate due to lower Intelligence.
- ❺ **Alchemist:** The Alchemist not only casts spells, but also has the knowledge to mix potions. Since the profession requires both Intelligence and Dexterity, Elves, Gnomes, and Hobbits are ideal for training in it. Faeries and Felpurrs are also capable Alchemists, but their wide range of skills caters to other frontline combat professions.
- ❻ **Bishop:** Magic-users capable of learning from all four spellbooks, Bishops have an extremely demanding role in *Wizardry 8*. With a minimum base of 55 points each in the areas of Intelligence, Piety, Dexterity, and Senses, Lizardmen and Rawulfs need not apply. Elves, Gnomes, and Faeries, however, often excel in this field.
- ❼ **Psionic:** If there's a character that understands the power of mind over matter, it's the Psionic. Since the job involves strong mental powers, it's also one of the most demanding "white collar" careers on Dominus. Faeries are good choices as Psionics, but Mooks will do well also.
- ❽ **Mage:** As powerful sorcerers, Mages require high Intelligence and Dexterity ratings. Felpurrs and Faeries more than fit the bill here. First, they score above average in both of these departments. Furthermore, they have the highest base Speed points, factors that affect initiative. Thus, if you're looking to work some magic, these two species will definitely do the trick.





Table 1.1: Matching Professions with the Right Races and Attributes

Profession	Key Attributes	Ideal Races
Fighter	Strength Vitality Dexterity	Dracon Lizardman Dwarf
Lord	Strength Piety Vitality Dexterity Speed	Rawulf Dwarf Human
Valkyrie	Piety Vitality Strength Dexterity Speed	Rawulf Dwarf Human
Ranger	Dexterity Senses Strength Intelligence Vitality	Mook Felpurr Rawulf
Samurai	Intelligence Dexterity Speed Strength Vitality	Felpurr
Ninja	Dexterity Speed Strength Intelligence Vitality Senses	Felpurr Mook
Monk	Speed Senses Intelligence Piety Dexterity	Rawulf

Profession	Key Attributes	Ideal Races
Rogue	Dexterity Speed Senses	Hobbit
Gadeteer	Strength Intelligence Dexterity Senses	Gnome Hobbit Mook
Bard	Dexterity Intelligence Senses Strength	Gnome Hobbit
Priest	Piety Vitality	Rawulf Dwarf
Alchemist	Dexterity Intelligence	Elf Gnome Hobbit
Bishop	Intelligence Piety Dexterity Senses	Elf Gnome Faerie
Psionic	Intelligence Piety Dexterity Senses	Faerie Elf
Mage	Intelligence Dexterity	Faerie Felpurr

Character Development Strategies

As outlined above, there is a clear advantage to matching race attributes with appropriate roles for each member in your party. It's not in your interest to ignore the logic of effective character creation. For example, if you're bent on turning a Faerie into a Samurai, disaster is sure to follow. By the same token, don't take a member of a marginally qualified race and try to overcome its makeup by shoveling attribute and skill points into its weaker traits. A better approach is to concentrate on the strong characteristics of each race when considering a profession.

Once you're actually playing, your party members will gain experience points, find and use an assortment of weapons, converse with other characters, and discover an array of artifacts. All of this will enable them to develop new skills and abilities throughout the game. Without continual development, all the combat skills in the world won't save your characters. And stimulating effective character development requires strategy.

Throughout the game you will face a number of other factors that determine character growth—and ultimately your party's success:

- ④ **The 3/4 Rule:** Characters will level up as they gain experience points. The key here is knowing how to distribute those newly earned skill and attribute points. That's where the 3/4 Rule comes in. It's simple to follow. Just distribute three-quarters of all these newly acquired points in that particular profession's key areas. For example, if your Hobbit Rogue has just leveled up, you want to add most of the newfound experience points to the key job attributes: Dexterity, Speed, and Senses. Next, distribute the remaining points to the other areas. The second screen covers skill bonus points. As a rule of thumb, you should apply three-quarters of these points to job-related skills, features that will help characters perform their primary jobs. For example, in the case of a Ranger, emphasize the Ranged Combat and Scouting category. Next, distribute the remaining points by order of importance.
- ④ **Utilizing Weapon Skills:** When a character uses a weapon, there is a chance that doing so will boost his or her skills in that particular area of combat. For example, using a sword may increase the Ranger's Close Combat skill. It may also increase the Sword skill.
- ④ **Use the Best with the Best:** Give the best weapons to the characters that can best use them. For example, if you find a great bow, don't give it to your Fighter. Instead, place it in the hands of a character with exceptional ranged combat skills, such as your Ranger. Likewise, if you find a special sword, don't bother giving it to a Psionic; you'll achieve better results by handing it to a master swordsman such as the Samurai.
- ④ **Boosting Other Skills:** Building a range of other character skills works in the same way as using weapons. Each time that characters converse with non-player characters (NPCs), their Communication skills increase (see Figure 1.3). By the same token, every time party members identify a monster, their Mythology skills are boosted. The same is true with other actions, such as casting spells, finding artifacts, scouting areas, and disarming booby traps.
- ④ **Change Professions with Care:** Although a character's profession is not set in stone, you should generally resist frequently switching occupations. This can result in characters that are not good enough in their particular skills to survive the more difficult battles. On the other hand, changing professions can be instrumental in bringing diversity to your party. Still, doing so requires some thought. Generally, you should change class early. Changing class beyond levels 10–12 doesn't give you many opportunities to develop your new class and its unique skills. Always make sure that the new profession complements the previous one. For example, turning a Samurai into a Fighter is a good idea since many of the Samurai's skills transfer to the Fighter—plus it adds the Berserk option. Another option is to change between





overlapping classes. For example, change a Mage to a Samurai or a Priest to a Lord/Valkyrie. This gives them the early five levels of spell skill advancement, though you'll have a lower HP in early levels. Don't play musical chairs too often, though. At the most, only two characters out of a six-member party should have changed careers by the time you complete *Wizardry 8*.

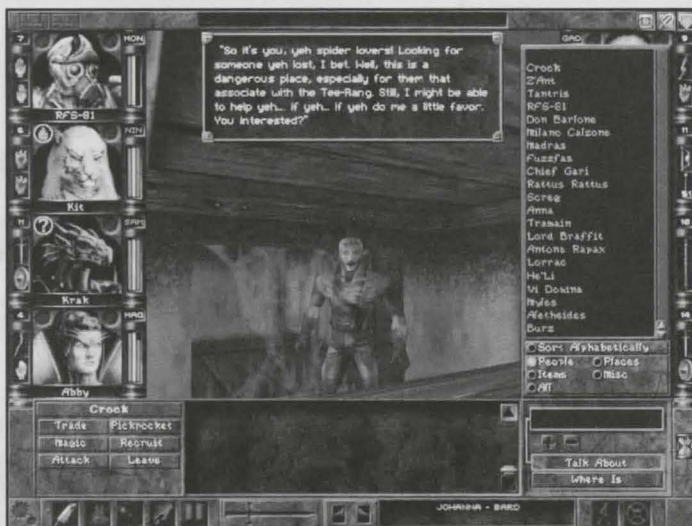


FIGURE 1.3:

Talking with other characters doesn't just reveal valuable information, it increases the Communication skill.



TIP

Remember to manipulate character skills to your advantage. Let's say, for instance, you converted a Ranger into a Gadgeteer at the 5TH level. This character has a low Engineering skill, which you'd like to boost. To do so quickly, have the Gadgeteer use the Static Rod in combat situations that don't require the bow. Each time the Rod is used, the character's Engineering skill may increase.



Building the Perfect Party

To build the perfect party, you need to gather together members with professions that complement one another. You need a group with strong frontline combatants, ranged sorcerers and/or archers, along with some stealthy and high-sensory individuals. This diversity makes play more evenly balanced. After all, there are locks to be picked, people to be questioned, and monsters to be killed. If your party can't do all of that, and do it all well, you won't complete the game.

Party Necessities

Every party requires some basic necessities before beginning its journey. While an effective party consists of characters that are good at their professions, at a deeper level you need to gather a group that, collectively, has all the basic skills necessary for advancing through



Wizardry 8. Navigating through the landscapes and structures of Dominus involves many different types of interaction. Each party needs characters that can perform these tasks:

- ❶ **Locating Objects:** You don't want to overlook any critical objects (for example, treasure chests and special weapons) that could ultimately improve your performance in upcoming battles. The Ranger's Senses and Scouting ability are particularly good for finding things.
- ❷ **Picking Locks and Disarming Booby Traps:** Some areas can be accessed only by picking locks. Disarming booby traps is also a necessary skill; otherwise, your party will be continually weakened by damage caused by the numerous dangerous traps spread throughout the game.
- ❸ **Communicating with Non-player Characters (NPCs):** This is important for gathering information and cooperating with certain personalities. Remember, Psionics and Bards have the charm and sophistication to get more out of acquaintances than the other professions.
- ❹ **Fighting in Hand-to-Hand Combat:** You need several strong and durable close-combat characters to protect members who are physically weaker. Fighters, Samurai, and Lords are all very good at close combat.
- ❺ **Attacking from Afar, Using Projectiles and Magic:** While weaker members should generally remain behind the front lines of combat, they should still be able to fight from a distance using spells and arrows (for example).
- ❻ **Healing Wounded Party Members:** When you battle monsters, you're sure to suffer injuries. That's why you need a magic-wielder capable of healing wounded or sick characters. Priests and Bishops serve this role quite well.

While the following abilities are less critical for your success than those listed above, they are nonetheless important. These are what I call sub-needs, and they include the following:

- ❶ **Mythology:** Recognizing monsters is often vital for using the proper kinds of attack.
- ❷ **Artifacts:** The ability to identify artifacts is definitely a critical skill. Consider the Astral Dominae, the artifact currently in the Dark Savant's hands.
- ❸ **Modern Weapons Skills:** Although your characters start *Wizardry 8* using medieval weaponry (for example, lances, swords, and bows), they'll soon discover a wide range of modern weapons such as omni guns (see Figure 1.4). Becoming skilled with the latter is necessary for tackling the higher-tier monsters found later in the game.

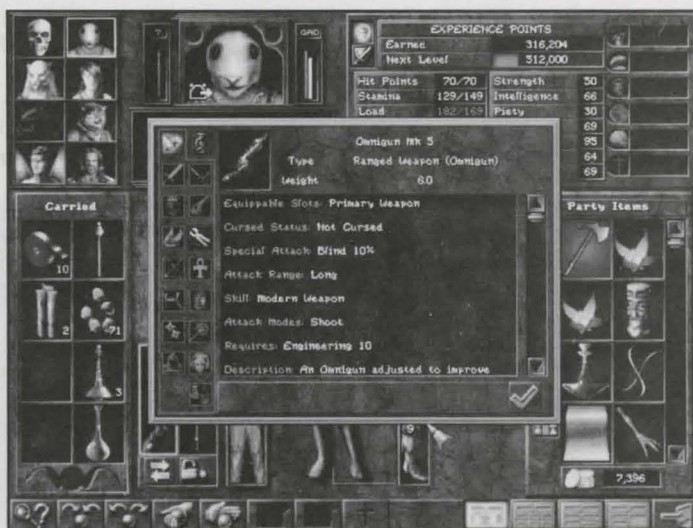
Keep all of these party necessities in mind from start to finish, from creating your characters and assigning professions to going toe-to-toe with monsters and distributing experience points.



NOTE

If your party does not include a Psionic or Bard, you'll have to increase the Communication points of some other character; otherwise, your party members will soon feel like outcasts. Talking to others is an important skill. Remember, though, you need only one good communicator for the entire group to be effective.



**FIGURE 1.4:**

A character or two should be able to handle modern weapons.

Different Party Configurations

The final step in building the perfect party involves considering which professions—as a collective group—are best equipped to handle the basic skills discussed earlier in this chapter. You now should realize that a party full of one particular race or profession won't go far. The best party is a well-rounded party. A medley of skills is necessary, which requires a diverse range of party members. Note that a “nonstandard,” less balanced party is also an option—for example, for those looking to create a party made up entirely of Faeries.

You can put together a group using a variety of effective configurations. Most of these will follow a simple party blueprint. Groups generally require two hand-to-hand combat characters (for frontline protection), a Ranger (for ranged combat and scouting), a Rogue (for picking pockets, picking locks, and disarming traps), and two spellcasters (one for inflicting damage upon opponents and one for healing your wounded characters). Bards and Gadeteers—which are used less often—add variety to this mix. Overall, you can slant parties in different ways, but each should nevertheless resemble a good deal of the following:

- ② Two hand-to-hand combatants (Fighter, Samurai, Valkyrie, Ninja)
- ③ One Ranger
- ④ One Rogue (Gadeteers and Bards learn Locks and Traps skills as well)
- ⑤ One healing spellcaster (Bishop, Priest, Lord)
- ⑥ One spellcaster with the power to inflict pain (Alchemist, Mage, Psionic)

The Hand-to-Hand Combat Party

This configuration works well for players who love sword-wielding action. Place two Fighters on the front line and use a Rogue to handle traps and picking locks. Make a Ranger responsible for scouting and ranged combat duties (the benefit of a Ranger is that it searches all of the time). A Monk or Valkyrie, each of which can learn Priest skills, can function as your healing spellcaster. Remember that the Valkyrie's skills at ranged close combat also

make her a great peripheral combatant. Place another hard-hitter, such as the Samurai, in the other spellcaster role. If pumped up with the correct skill bonus points, the Samurai can learn some of the Mage spells. While not as effective as the Mage, the Samurai can still lay some hurt on your opponents.

The hand-to-hand combat group is ideally suited with a mixture of raw power and special powers. The group, again, consists of the following:

- ② Two Fighters ② One Monk or Valkyrie ② One Rogue
- ② One Samurai ② One Ranger

The Ranged Combat Party

Not everyone like the slice-'em/dice-'em mode of battle. Although they'll still need a strong front line, some players may want to emphasize more ranged combat in their scenarios. The following configuration is designed for these people.

First, use a Valkyrie on the front line, combining her close combat skills with Priestly healing techniques. A Dracon Samurai can mix things up in the front row, and it can dispel its Acid Breath when standing some distance from opponents. Again, use a Ranger for scouting and ranged combat duties. Stress your Rogue's ranged combat skills, while emphasizing a Gadgeteer's long-distance modern weapons strengths. Finally, use your Mage's destructive magical powers from afar.

Every member of this team can attack enemies from a ranged distance. However, at the same time, they can fulfill the basic duties necessary for completing the game. These professions are again listed below:

- ② One Valkyrie ② One Rogue ② One Samurai (Dracon)
- ② One Gadgeteer ② One Ranger ② One Mage

The Magic-Oriented Party

The magic-oriented party (shown in Figure 1.5) is also a kind of ranged combat party in the sense that its spells are inflicted from afar. A Lord and Valkyrie are necessary to offer frontline protection. They also have the ability to learn Priest skills, which are essential for healing wounded group members. Although unable to work any magic, a Rogue (or a Gadgeteer or Bard) is necessary for disabling booby traps and picking locks. You may also want to accentuate the Rogue's ranged combat skills. Your Ranger, of course, must be used for locating objects. Meanwhile, a Mage and a Psionic or Alchemist are useful for ranged support. They can deliver some menacing magic against your foes.

Every member of this party can dish out damage from afar. Moreover, four of the characters are capable of casting spells of some sort. In review, the magic-oriented group includes these professions:

- ② One Lord ② One Rogue ② One Valkyrie
- ② One Psionic or Alchemist ② One Ranger ② One Mage

The Mechanical Party

This group is another variation on the ranged party. With the mechanical group, ranged attacks will come from guns and bows, in addition to magic. First, place a Fighter and a Lord





at the head of the formation. In addition to close-combat strengths, the Lord can learn and apply Priestly skills to heal people. Enlist two Gadgeteers for ranged support; their ability to use modern weapons from afar is a big plus later in the game. Utilize one of the Gadgeteer's Locks & Traps skill since you don't have a Rogue. A Ranger, again, is necessary for scouting tasks. Also, a Mage can add some finishing touches with offensively geared spells.



FIGURE 1.5:

This group is a sorcerer's dream.

This combination of characters is a fine mix of various long-range attacks. Used wisely, they can take your party far. The professions are, again, as follows:

- ☉ One Fighter
- ☉ One Mage
- ☉ Two Gadgeteers
- ☉ One Ranger
- ☉ One Lord
- ☉ One Mage

The Nimble Party

Perhaps the oddest of the configurations, the nimble party is still effective and provides a lot of fun. This group concentrates on stealth. If you don't want to sneak around, but want to pick a fight, developing a high initiative usually enables your characters to get in the first punch. Use a Ninja and Monk on the front line. Speed is an important attribute for both of these professions. A Rogue is necessary for those instances requiring sleight of hand, while a Priest can heal wounded group members and cast protective spells on the party. A Bard has musical skill necessary for playing the many instruments you find and can also fight from afar. The Mage has strong offensive capabilities and can also learn spells quicker than any other profession, which appeals to the group's emphasis on speed.

Since this party doesn't provide as much brute power as the others, *Wizardry 8* novices may shy away from it. More advanced gamers looking for a different style of play, however, are sure to welcome the change in pace. This group, again, consists of the following:

- ☉ One Ninja
- ☉ One Bard
- ☉ One Priest
- ☉ One Rogue
- ☉ One Monk

So there you have it, the best way to organize a party (beer and chips aside). While each of these questing parties is an excellent medium with which to experience *Wizardry 8*, feel free to dream up your own. Use your imagination and experience to create your own killer party.

CHAPTER

2

After reading the first chapter, you should have a better understanding of how to effectively build characters in the Wizardry 8 universe. This chapter will expand on some of these concepts and address some of the basics, such as properly getting around and surviving the hundreds of enemies that you'll face. The user manual discusses all of the game mechanics, so be sure to review it before reading the following pages.

Dominus is one of the most expansive worlds ever to grace an RPG adventure. It is full of vicious creatures, locked doors, hidden goods, and, of course, several eerie locations. You need to know how to guide your party through this vast universe with utmost precision and ease. What is the best way to locate hard-to-find goodies? How can you prevent monsters from sneaking up on your party? At which times in battle does the continuous combat mode work best? Why should you move during combat? For the answers to these questions and more, read on...

Getting Around

Navigating efficiently through the lands of Dominus is essential for experiencing *Wizardry 8* in its full glory. After all, you don't want to bypass an interesting side quest or miss any item that may make your missions easier. On the other hand, you don't need monsters pouncing unnecessarily on your party. Using specific game functions and spells will help tremendously in these departments. Moreover, learning to use the automap and knowing how to camp out safely will prevent you from ending up lost and confused.

Traveling Wisely

When not fighting or building up your characters' abilities, finding goodies and keeping your head up is the name of the game. There are several key spells and in-game functions that will help you do this. Keeping these in mind will make your trips through Dominus a pleasant experience.

For starters, you should generally navigate in full-screen mode. Without the character panels blocking your view, you can see more of the area through which you're traveling. Using this mode makes spotting monsters easier. The unobstructed peripheral vision is an aid for quickly and efficiently eyeing hostile creatures, especially early on, before your characters have learned the X-Ray spell. Of course, when preparing for battle, quickly switch back to the view with the character panels.

After your Mage can cast X-Ray, you can worry a little less about being ambushed by monsters. Be sure to travel with this spell activated, as it enables your party to spot hostile beings on the "radar" panel at the bottom left of the screen. Monsters are depicted as red dots, where unknown items appear as white dots. There are times when you'll need to avoid fights, such as when your party's health is low. The X-Ray feature enables you to choose when to fight and when to sneak away. Regardless of whether you're ready to do battle or not, though, no creature will be able to sneak up on your group if you're properly monitoring the radar screen (as shown in Figure 2.1).

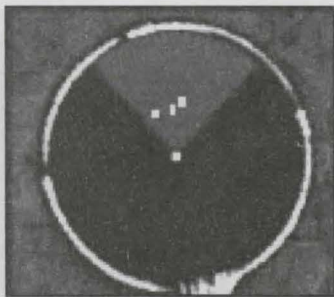


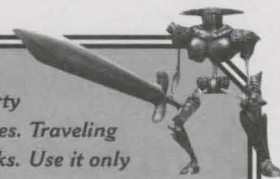
FIGURE 2.1:

Monitor the in-game radar screen for nearby monsters and items.

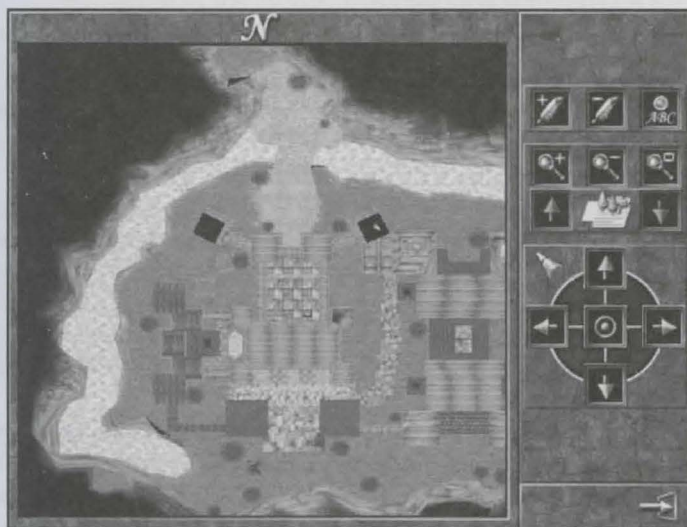
Detect Secrets is another useful spell when traveling. It won't help you avoid unfriendly monsters, but it will assist you in collecting some important and unusual goodies. Cast this spell whenever you come to a suspicious-looking place, such as a room with crates, a clearing featuring a hollow log, or a house standing out from a group of other cottages. First, make sure no monsters are nearby, then turn on search mode or cast Detect Secrets to help your party members find hidden items.

**TIP**

Never travel in search mode. While doing so increases your party members' ability to locate items, it decreases their ability to locate and fight creatures. Traveling with search mode switched on makes your adventurers susceptible to surprise attacks. Use it only after a room or area has been cleared of all hostiles.



Finally, you should consider one more tool when navigating through Dominus: the automap. Access the automap (see Figure 2.2) by pressing the Tab key (note that keys can be reconfigured). Use it extensively to orient yourself to your surroundings. You can even write on the map, something that should be done frequently unless you possess a photographic memory. Use it to label certain houses, the whereabouts of key characters, and the locations of locked doors.

**FIGURE 2.2:**

Use the automap to orient yourself to the strange domains of Dominus.

Choosing Rest Stops

Your party will need to rest for brief sessions on its long journey. Group members will need to catch some sleep and rejuvenate their health with periods of rest. A good night's sleep can restore health, stamina, and magical powers.

**TIP**

When resting, always keep your back to a wall, whether it's a cavern wall or room corner, or even just a large boulder or a group of trees. Doing this prevents creatures from surrounding you while asleep and directly attacking your weaker members (spellcasters and ranged weapon units).



Because Dominus is a dangerous world, making camp just anywhere is not particularly smart. If monsters are constantly awakening your party, the group's health will obviously suffer. The best places to rest include sheltered areas such as cleared rooms, vacant caves,



and abandoned cottages. Always make sure that a location is safe by eliminating any nearby monsters and constantly monitoring your radar screen for any threats moving into the area.

Combat

Wizardry 8 is a beautiful game, but you'll be doing more than sightseeing. Traveling and discovering goodies is an important part of the game, but the essence of any good RPG is its combat system. And Sirtech doesn't skimp on any of the fine details in this regard. Sure, fighting monsters can be a complex affair, but it's this complexity—which is intelligently presented—that makes the game so good. The following sections provide plenty of advice with which to make sense out of this detailed combat engine. Some of these tips may overlap with strategy presented in the party construction and magic chapters (Chapters 1 and 3, respectively).

Phased or Continuous Combat?

Wizardry 8 offers two combat modes: phased combat and continuous combat. Although they differ in style, one should not consider either a one-size-fits-all type of fighting. Instead, players gain more by viewing them as complementary modes of combat, either of which can be helpful, depending upon the situation and foe that your party is facing.

The two modes differ primarily in style. Phased combat is the regular, turn-based mode that you'll use most often. It enables you to be more exact, controlled, and poised in your attacks. Continuous combat, on the other hand, is similar to real-time action with its more free-flowing battles. It comes in handy when taking on easy-to-slay monsters. You need not worry about micromanaging every little detail of such encounters. Also, it allows you to change character action mid-round, which can be very helpful in tough battles (for example, you can refocus a Spellcaster to heal an injured party member).

Utilize these two approaches appropriately in your adventures and life in Dominus will be a lot easier. Make phased combat your default mode, since the vast majority of your time will be spent fighting either hordes of beasts or seriously powerful individual monsters (see Figure 2.3). Use continuous combat only against those creatures that pose little threat to your party.

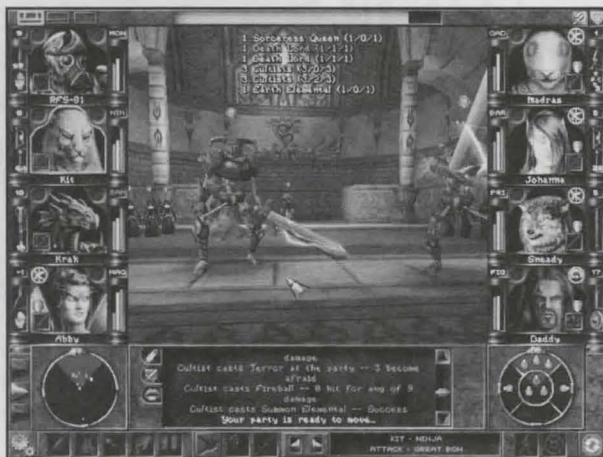


FIGURE 2.3:

Phased combat's precise control is essential for tackling tough creatures.



How to Fight

There are three steps in learning how to fight effectively in *Wizardry 8*. First, you need to know how to place your characters in formations that emphasize their strengths. Second, you need to master the three basic elements of fighting. Finally, we'll take a look at why moving is a good idea during certain situations. Together, these strategies will help you destroy the Dark Savant's evil minions, along with the other beasts you'll face.

Party Formations

You may have developed some tough characters, but your party members won't go far if they're not properly positioned. Setting up your adventurers in the right spots maximizes their performance in battle (see Figure 2.4). In general, you will want to place a typical six-member party in the following stances:

- ① Three of the strong, close-combat characters should man the front lines.
- ② Two members (one on each side) who excel in fighting with weapons such as halberds, staves, and lances, should be placed within the peripheral areas.
- ③ One or more magic users and long-range combatants should be protected within the formation's center.

TIP *An alternate formation strategy is to have an aggressive front line, specifically a heavy hand-to-hand extended front line. While this can be risky if enemies manage to get behind you, it can be very powerful if you have a lot of hackers (especially once you get RPCs in your party).*

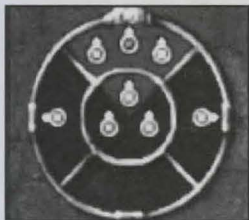
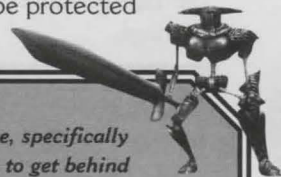
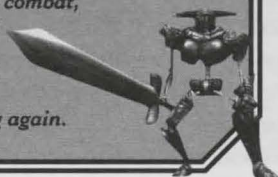


FIGURE 2.4:

The color-coded formation panel in the bottom right of your screen indicates where each character is positioned.

TIP *It's best to travel in the same formation in which you plan to fight. This strategy cuts down on any potential confusion when a battle begins. However, if you prefer changing your formation during combat, your party will revert to its prior formation when traveling again.*



Short-range weapon professions, such as Fighters, Samurai, Ninjas, and Lords, are best suited for battle on the front ranks. These are the heavily armored characters strong enough to sustain the most direct hits. Flank your second strongest members on the right and left sides of the formation. Traditionally, characters that use extended-reach weapons, such as Monks, Valkyries, Priests, and—to a lesser extent—Rogues, are adept in such positions. Their long reach makes them effective in many hand-to-hand combat situations.





Behind your front line and flank, position your weaker member(s). This spot will usually feature magic users such as Bishops, Mages, and Psionics, as well as ranged-combat specialists such as the Gadeteer and Ranger.

Fighting Basics

Theories on fighting are simple in statement but complex in execution. In essence, they can be summed up in three simple formulas:

- ❶ Do the most amount of good (for your party) or damage (to the enemy) possible during each turn.
- ❷ Place your weapons in the hands of those characters that can use them best.
- ❸ Know your enemies.

Realizing how each of these pointers relates to your situation is paramount to your success (see Figure 2.5). There are a lot of weapons, spells, and potions to keep track of in *Wizardry 8*. For some people, it's easy to get so bogged down in all these options that they lose sight of one basic fact: during every turn, you need to inflict the highest amount of damage possible upon the enemy. After all, your goal is to eliminate foes without suffering damage.



FIGURE 2.5:

Every battle requires that you keep the fighting basics in mind.

A couple of examples may best explain this concept in battle. For instance, a Dragon has the ability to breathe acid upon a cone of enemies. Let's say that he can inflict three points of damage upon five opponents. This means that the foe will sustain 15 points of damage in one turn. A Dragon who is a Samurai can use the Dual Weapons ability to attack twice with swords. He might then be able to dish nine points of damage with one jab and 10 points with the other. In this hypothetical instance, the Dragon's 19 point Dual Weapons attacks would surpass the Acid Breath attack in strength, making it a more ideal choice during your turn.

A synergistic approach is also necessary when considering how best to attack your opponents. For example, a wounded Samurai can spend a turn using a healing potion. However, this may not be the best use of your resources. You could instead have your Priest

heal the Samurai, and that character could get in an attack by swinging his swords. The key is to take everyone's abilities into account, including their abilities to attack and to heal. You want group members concentrating their talents in an effort to maximize the party's effectiveness during each turn.

NOTE

It generally doesn't matter how many enemies you hit, but rather how many points of damage that you dish out in a turn. Of course, the strength and powers of each opponent must be taken into account, for you also want to take out the most powerful opponent first whenever possible.



Matching weapons with each character's abilities is an important way to also maximize your party's potency. Make sure that you always equip your adventurers with the best weapons for their professions (see Figure 2.6). For example, you'd place a sword in your Fighter's hands, not a bow. In essence, you want the best weapons in the hands best able to use them. You also

want to deal out the strongest ammunition against the toughest enemies. In short, always make sure that your weapons suit your character and the situation.

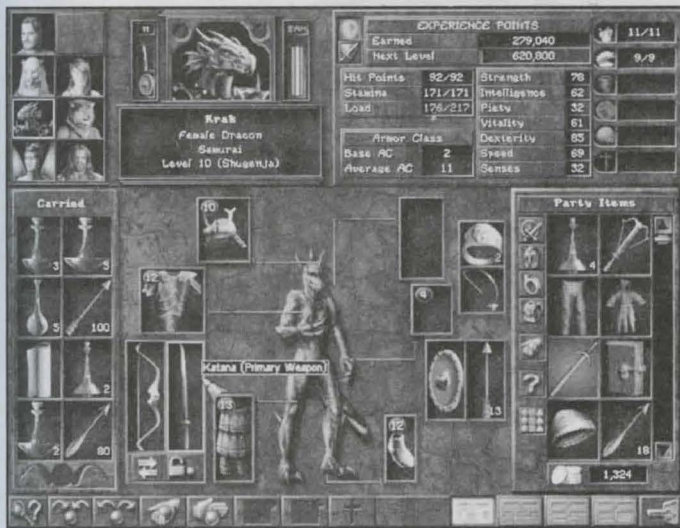


FIGURE 2.6:

Effective fighting requires placing the right weapons in the right hands.

NOTE

The Eye for an Eye spell doesn't affect magic indirectly targeted at those protected with the spell. For instance, you can summon an Elemental to fight such enemies without the Elemental's attacks being deflected back upon your party.



Knowing which weapons and spells to direct towards a foe requires that you know your enemy. Right-clicking opponents reveals any resistance they may have to a certain type of attack; the information that is revealed depends on your Mythology skill. For example, if the

enemy has a high Air realm resistance, don't cast Whirlwind. Instead, use an Earth spell such as Crush. Be aware of any strengths or weaknesses that enemies have. If they have the ability to use the Eye for an Eye spell, then you must refrain from using most types of magic against the creatures—or else the spell's damage will be reflected back upon your party. Right-click each enemy as you head into battle; it's the best scouting report you'll get.

Moving During Combat

The most important tactic to keep in mind when doing battle is that moving and fighting are not exclusively mutual exercises. You can move some distance and still get in a few jabs during the same turn. The Action icon next to a character portrait indicates whether a party member that has already moved can still attack (as shown in Figure 2.7). If so, let your weapons bite into the opponent. Of course, moving is useful for more strategies than just closing in on an enemy. You can use it to rush from an approaching foe or head into more advantageous terrain.



FIGURE 2.7:

This character's lit Action icon indicates that he can still attack his opponents—even after just moving.

You'll find that attacking an opponent and then retreating works well in certain situations. For example, creatures with close-combat attacks have no choice but to waste some of their turns chasing after you. This tactic does not always prevent the beasts from attacking your units, but it may cut down the number of times that they can hack into your characters. Running without attacking reduces this number even more.

Sometimes your group will need to retreat to more defensible terrain, to prevent opponents from flanking or attacking the rear of your party. Always keep your opponents in front of you. Shift your combat to ideal terrain (a narrow passageway tucked beneath rock walls is ideal) whenever possible.



The Magic of Dominus

CHAPTER

3

M*agic is a powerful force on Dominus. While it is not the only tool necessary for staying alive during your many hazardous escapades, it remains the most critical single ingredient for success. Sorcery plays an important role in battles when properly combined with your close- and ranged-combat units. After all, a well-protected Mage or Psionic is one of your most devastating offensive weapons. Moreover, several professions, such as the Priest, can heal wounded characters. Such powers are often essential for winning battles against foes armed with a variety of weapons.*



Spells in *Wizardry 8* comprise a wide range of these many weapons. For instance, you have incantations that hypnotize opponents, camouflage party members, purify the air, bolster the energy of allies, and strike enemies dead. Since the game manual already covers spell statistics, the following sections focus solely on the different types of magic and discuss how best to employ them. More than 100 spells have been broken into six different categories based on particular spell effects.



- ④ **Direct Damage:** This section includes spells targeted on single creatures (for example, Energy Blast, Make Wounds, and Frost), inflicting damage only on the specified victims and/or their armor.
- ④ **Area Damage:** Sorcery that targets a given area, inflicting damage and/or death on creatures within that region, is rounded up in this category. Spells such as Noxious Fumes, Quicksand, and Nuclear Blast are good examples of Area Damage incantations.
- ④ **Enhancement:** These spells enhance your character's offensive and sensory abilities on one spectrum (for example, Enchanted Blade and Bless), while others specifically protect your characters from being damaged by enemies (Armorplate, Magic Screen, and Guardian Angel).
- ④ **Hindering:** Hindering magic either hinders or completely prevents opponents from attacking your party. Examples include Sleep, Web, and Paralyze.
- ④ **Curative:** Special powers used to cure or heal a party member's affliction and/or bring the character back to life are rounded up in the Curative category. Resurrection, Cure Poison, and Heal Wounds are just some of the spells represented here.
- ④ **Miscellaneous:** This section consists of spells that do a variety of things, from persuading other characters to join your party to handling traps, locks, and pick-pocketing (for example, Knock-Knock, Detect Secrets, Charm, and Divine Trap).

The first five types of magic are indispensable during all aspects of combat, from offensive tactics to defensive maneuvers. Furthermore, the Miscellaneous spells come in handy during other parts of your quest. With these in your repertoire, your party will undoubtedly have an effective collection of weapons at its disposal (see Figure 3.1).





FIGURE 3.1:

Magic is an important ally in your battles on Dominus.

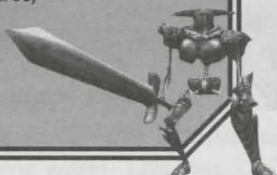
Direct Damage Spells

The most straightforward type of magic in *Wizardry 8*, Direct Damage spells consist of supernatural attacks cast upon a single enemy. However, unlike other spells targeted at an opponent, these deliver specific forms of harm. Some spells, of course, even inflict death. Like the other categories, this kind of magic is not restricted to just one realm, but instead is scattered throughout the sorcery worlds. Thus, Direct Damage spells come in a variety of flavors, such as Crush, Instant Death, Frost, Dehydrate, Cerebral Hemorrhage, Energy Blast, and Mind Stab, among others.



TIP

Before casting a spell, check your enemies' magic resistance by right-clicking on each. If an opponent has a 70% resistance to Fire attacks, then a Water-based Direct Damage spell such as Frost would be more effective than the Fire-related Energy Blast. This strategy, of course, holds true for all magic, not just the Direct Damage variety.



Direct Damage spells are very useful early in the game when they are usually the only forms of magic that you have at your disposal. At these times you will usually attack the most powerful creature in the opposing party with one of these spells. Obviously, you need to destroy the baddest of the bad guys to win many combat scenarios (see Figure 3.2).



**FIGURE 3.2:**

A sorcerer strikes one of the strongest opposing party members with a Direct Damage spell.

Of course, circumstances often dictate a change in plans. In some situations, attacking the most distant opposing party member is also a sound strategy. If you're facing a party of multiple creatures, your close-combat foes can dust off the nearest enemies while your Mage or Psionic assaults those that are farthest away. This enables your party to maximize its attacks on opponents. The opposite could result by having your Mage attack a hostile beast in front of your close-combat characters. For instance, the Mage could destroy the enemy in front of your Samurai and Fighter, leaving them with no one to attack and forcing the loss of a turn. Of course, you don't want that, so try to concentrate your Direct Damage spells on the most distant attackers, as necessary.

**NOTE**

Several spells could be grouped in more than one category. For example, a Concussion spell can knock an opponent unconscious, thus mimicking the effects of a Hinderling spell. Boiling Blood can be directed only at one opponent. However, if that character bursts, the explosion can deliver damage to nearby enemies (acting like an Area Damage spell attack).



Finally, Direct Damage spells are also useful in one other circumstance. Sometimes an Area Damage spell is not practical for attacking a group due to line of sight restrictions. For example, your Mage may sense five or six enemies, but because of this character's position the foes can't be targeted with an Area Damage spell. Rather than leaving your Mage idle, cast a spell such as Frost. Thus, when the enemies come into sight, this Direct Damage incantation will inflict some hurt on the approaching opponents. On the next turn—after your party has gained a clearer view of its enemies—let rip with an Area Damage spell.

Area Damage Spells

With few exceptions, Area Damage magic encompasses the most devastating offensive spells. They not only have the ability to affect multiple targets, they frequently are the most powerful spells, level-for-level, in a caster's inventory. For example, Fireball, which can strike several enemies at one time, delivers one more point of damage per level than the Energy Blast, a Direct Damage attack. Thus, not only can the Fireball hit more targets, it affects each opponent to a greater extent than a similar Direct Damage Fire spell. As with many good things, though, there is a drawback. In general, Area Damage spells require more Magic Energy than Direct Damage attacks; hence, try to strike multiple targets so as not to waste resources. Note that Area Damage spells are different from Cone spells: Cone spells attack the area immediately in front of the casters, while Area Damage spells emanate from a point chosen by the player.

Usually, Area Damage spells will be the first that your magic-capable characters cast. The reason for this is simple and ties in with the overall concept of combat: whenever you're fighting enemies in *Wizardry 8*, you want to do as much damage as possible in the shortest amount of time. This tactic naturally restricts the enemies' ability to inflict damage upon your party. Therefore, depending on your resources, you will often attack opponents with Area Damage spells in the first two or three combat turns (see Figure 3.3). At the very least, this will decrease several enemies' hit points, enabling the rest of your party to finish the opponents off. At best, Area Damage assaults may actually destroy several foes.



FIGURE 3.3:

Area Damage spells are most effective during the initial combat turns.

The final thing to consider is targeting. Once you've selected the spell and chosen a power rating, you must then aim that at a particular area. Obviously, clicking the battle region calls up the targeting wand. This wand follows the same laws of physics as your characters; thus, it cannot pass through obstacles such as walls and barroom counters. The thing to remember is that line of sight can restrict Area Damage spell capabilities.

One word of caution: Area Damage spells require more resources than those used for their Direct Damage counterparts. Use them in the early turns of combat, keeping relevant factors such as resource levels and line of sight in mind. Toxic Cloud, Fire Bomb, Whipping Rocks, Falling Stars, Iceball, and Ego Whip are some of the most devastating invocations in this category.

Enhancement Spells

Enhancement spells work as the name implies—they “enhance” an ally’s abilities. In some cases, this may mean increasing a character’s offensive strengths, while in other cases this may mean protecting a party member from harm. Overall, these spells should be invoked prior to entering combat or early on in the battle. For example, you can cast Enchanted Blade and Armorplate before heading into battle, ensuring that your spellcasters don’t have to waste a turn conjuring them when they could instead be hurling a Fireball. Remember that some magic cannot be cast until you enter the fray, including spells such as Bless and Guardian Angel.

The Enhancement category embraces a wide range of beneficial spells. Many momentarily bestow special powers to allies. For example, Superman provides your chosen friend with a burst of speed and energy. Other Enhancement spells provide purely defensive abilities to the party or individual. Ring of Fire, for example, thwarts aggressive enemies by placing a protective circle of flames around your party, while Body of Stone improves a character’s armor class, and Soul Shield provides resistance to Divine and Mental magic attacks (see Figure 3.4).



FIGURE 3.4:

Protective spells are part of Wizardry 8's Enhancement magic.

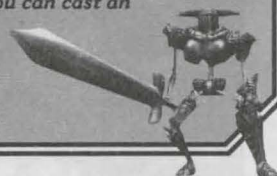
As with all spells, the best use of this sort of magic depends on the situation. In general, you will cast Enhancement spells before confronting an enemy. Some circumstances, though, require that you use these incantations during combat. For example, if you discover that an opponent can cast the Eye for an Eye spell—which reflects magical attacks back



upon your own party—it's best to use your spellcasters to improve other party members rather than implement an offensive spell (which will be reflected onto your party). Also, when fighting a monster with strong close-combat attacks and high magical resistance, you may invoke a Guardian Angel spell to protect your Samurai, Fighter, Valkyrie, or the like from the beast's devastating blows.

TIP

Most Enhancement spells are best when implemented just before entering combat, or when a foe is beyond the range of an offensive strike. For example, you can cast an Enhancement spell to buff up your party members for the coming battle, while the enemy uses its turn to move in. All in all, it's always a mistake to leave your magic-wielders idle or unprepared.



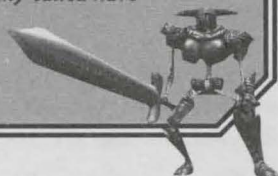
Hindering Spells

Although Hindering spells do not directly inflict damage upon opponents, they remain some of the most practical types of magic in *Wizardry 8*, preventing opponents from using their full strength or power. Some such spells, like *Slow*, merely reduce the speed at which enemies move; others, such as *Terror*, strike fear into opponents, affecting their performance on the battlefield. Other powerful Hindering spells include *Paralyze*, *Silence*, *Blinding Flash*, *Freeze All*, *Hex*, and *Web*. In general, such magic impedes a foe's ability to fight, making it easier to take the enemy out.



TIP

There is an art to using some Hindering spells. Sleep spells, for example, will often end the second that you strike the affected opponent. To take full advantage of this magic, focus your efforts on the enemies who are awake. When the bright-eyed and bushy-tailed have been vanquished, attack the napping foes one by one.



This category of spells offers players a more subtle way of vanquishing opponents. They are most effective when taking on a large number of enemies or a single tough foe with a large number of hit points. For example, eight or nine Tanto Wasps can quickly ruin a questing party's day. A wasp is not that strong by itself, but a group of wasps is quite formidable. To prevent this onslaught, you need to take out as many of these insects as possible in the first turn or two (see Figure 3.5). In cases such as these, Hindering spells are your best bet. Incapacitating these stingers with wings enables your party to take them out quicker than a can of Raid.

Hindering spells work because a paralyzed enemy, of course, cannot defend itself. Not only is the creature easier to hit when knocked out or otherwise held, the damage you inflict tends to be greater. But take note that all Hindering spells are not created equal. *Paralyze*, for instance, only affects one opposing party member, whereas *Sleep* can send a group of opponents to dreamland. Moreover, the two spells vary in strength even while providing the same basic results. Creatures that are paralyzed stay that way until the effects wear off. An



enemy remains asleep only until one of your characters strikes it. Spells such as Freeze Flesh combine the strong points of both these spells, stopping a group of enemies in its tracks.

To survive in *Wizardry 8*, you need Hindering spells. In fact, you must disable some of the meanest bosses for your party to have a chance at victory. These types of incantations are often the only way to tackle a powerful enemy creature. All in all, you'll save these powers for tough-to-handle combat situations.



FIGURE 3.5:

Hindering spells work well against a large number of opponents, such as the swarm of Tanto Wasps pictured here.

Curative Spells

Curative spells are similar to their Enhancement cousins. Where Enhancement spells bestow a character or group with special powers, Curative spells heal wounded party members. Examples of Curative conjurations include Sane Mind, Cure Poison, Cure Disease, Heal Wounds, Heal All, Restoration, and Cure Paralysis. Some, such as Lifesteal, can even steal energy from enemies and transfer it to your most injured party member. Every worthy group of adventurers needs at least one member capable of casting Curative spells; otherwise your stalwart band will be limping wounded into every battle.

The Priest (see Figure 3.6) and Alchemist are two of the most capable character classes for performing Curative spells. Teach them well, since Resurrection Powder is a rare commodity on Dominus, and you don't want to waste too much time hunting it down... or reloading saved games.

A healthy party is necessary to fight at full strength. You must constantly keep an eye on your group's collective health. When diseased or poisoned, have your spellcaster cure the ailment with a Curative spell. Heal All is quite versatile. Dead members can be brought back to this mortal coil with Resurrection. Although Curative magic rarely inflicts punishment (the Lifesteal spell mentioned above is one of the exceptions) on the enemy, they enable your party members to fight at their very best.



FIGURE 3.6:

Priests, such as the one in this party, are some of the most effective professions for casting curative spells.



Miscellaneous Spells

A good number and variety of spells fall under the Miscellaneous heading. Detect Secrets, Identify Item, Charm, Divine Trap, Knock-Knock, X-Ray, Shadow Hound, and Remove Curse are some of the most popular conjurations in this diverse lot. Although much of this magic is used outside of battle, it is an invaluable tool for your expeditions. After all, these spells are used to perform tasks such as popping open locks, circumventing booby traps, quickly identifying approaching enemies, and easily locating hidden goods. Without a strong arsenal of Miscellaneous spells, you won't find all of the rich treasures that the game has to offer.



NOTE *Identify Item*

is one of the most important spells in the Miscellaneous category. Learn it as soon as it's offered to your Priest or Psionic (luckily, it's offered quite early). You'll frequently come across numerous items in Dominus that are unidentifiable. This spell will take care of any uncertainties. That means you'll know if an item is cursed or not before you use it. Your party will be grateful.



Miscellaneous spells prove that magic need not be combat-specific to be useful. The X-Ray spell is an ideal "radar" tool for evading creatures. Mindread can reveal some important information that an NPC is withholding, and Detect Secrets is a spell that gives your party extrasensory powers, an ability necessary for finding many hidden items. Remove Curse enables characters to rid themselves of cursed items. Of course, some Miscellaneous spells are beneficial in combat. Turncoat, for example, can cause an enemy to switch loyalties and fight for your group.



[The following text is extremely faint and largely illegible. It appears to be a collection of articles or a long letter, possibly related to the Star Trek: Voyager cast mentioned in the captions.]



Weapons and Other Items of Dominus

CHAPTER

4

The Wizardry 8 universe is huge. The many hours needed to explore every nook and cranny of Dominus aptly demonstrates this. As expected, with all this time spent gaming you're sure to run across numerous creatures and items. This chapter—as the above heading obviously indicates—is devoted to the latter. Here we'll look at the hundreds of weapons, suits of armor, potions, and the like to be found scattered throughout Dominus.



The Items of Dominus

Items within the game consist of an assorted lot, ranging from swords and shields to bagpipes and amulets. These goodies, when equipped on a certain character, often provide him or her with special abilities. Such abilities, of course, vary. Characteristics can include the following:

- ⊗ **Armor Class:** The higher the number, the more protection afforded your character
- ⊗ **Components:** These items are necessary to forge certain gadgets
- ⊗ **Damage:** This statistic covers the amount of damage that a given item can produce
- ⊗ **Elements Merged:** The two elements used to form the listed potion
- ⊗ **Location:** Where your party will find the item
- ⊗ **Professions:** All professions (for example, Ninja, Fighter, Bard, etc.) that can access the listed item
- ⊗ **Races:** Races (for example, T'Rang, Mook, Elf, etc.) that can use the item in question
- ⊗ **Required Alchemy Skill:** The level needed to merge elements for potions and the like
- ⊗ **Required Skill:** The level needed to use a forged gadget or potion
- ⊗ **Required Music Skill:** The level needed to play a musical instrument
- ⊗ **Resistances:** The amount of resistance (given in percentages) to opponents' spells and magic effects
- ⊗ **Special Attacks:** Special results (given in percentages) that are possible when attacking opponents with a particular weapon; also can include if item holds charges for casting spells
- ⊗ **Spell/Powers:** The spell and the given strength (power) that certain items produce

Not all items are entirely beneficial to their possessors. Some, for instance, are cursed. Such items cannot be removed without the assistance of a Remove Curse spell and, therefore, can become hindrances at times. All cursed items are marked in the following tables with an asterisk (*).

In the Damage column in the tables of this chapter, Damage is given as an equation, for example 1D10+6 (7-16). "D" represents an imaginary die with "X" number of sides, "X" being the number immediately following the "D" ("D10" is a ten-sided die). The number preceding the "D" is the number of times the computer rolls the imaginary die. Thus, "1D10" means that every time the weapon hits, it inflicts Damage equivalent to one roll of a ten-sided die (here 1-10 points of Damage). The number after "1D10," in this example +6, is added to one roll of the ten-sided die. Hence, a weapon that inflicts 1D10+6 will inflict 7-16 points of Damage each time it hits.

In the Special Attacks column of the tables in this chapter, the percentage given after the attack name indicates that in addition to the damage inflicted by the weapon, it has a certain percentage chance of succeeding with the Special Attack as well. For example, "Kill 2%" means that it has a 2% chance of killing its target.



Weapons

Fighting is an integral part of *Wizardry 8*. Not only will you be taking on the Dark Savant's minions, you'll also have to battle an assortment of other creatures, from pesky insectlike critters to demonic hordes. Luckily, the wide assortment of weapons at your disposal will help you defend yourself.

Arrows and Bows

Arrows and bows are integral ingredients in a party's long-range attack strategies. Ideal for group members such as Rogues and Rangers, these weapons are excellent for weakening enemies before rushing in to finish the job with your melee units.



Quarrel



DemonSting



Arrows and Strong Bow Quarrels

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Bundle of Armor Piercers	1D10+6 (7-16)	Kill 2%, Drain Stamina 10%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Bundle of Arrows	1D5+2 (3-7)	Drain Stamina 2%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Bundle of Barbed Arrows	1D8+4 (5-12)	Drain Stamina 15%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Bundle of Fear Bolts	2D4+3 (5-11)	Frighten 100%, Drain Stamina 2%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage

continued



ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Bundle of Hunter Quarrels	3D4+4 (7-16)	Drain Stamina 5%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Bundle of Lightning Bolts	5D5+5 (10-30)	Kill 8%, Drain SP 20%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Bundle of Mystic Arrows	4D4+4 (8-20)	Paralyze 35%, Kill 5%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Bundle of Peacemakers	6D6+4 (10-40)	Kill 20%	All	All but Rogue, Priest, Alchemist, Bishop, Psionic, Mage
Bundle of Precision Arrows	1D5+2 (3-7)	Blind 2%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Bundle of Quarrels	2D4+3 (5-11)	Drain Stamina 2%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Bundle of Shrike Arrows	1D6+3 (4-9)	Drain Stamina 5%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Bundle of Viper Arrows	1D9+5 (6-14)	Poison 100% (Strength 3)	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage

Bows and Crossbows

ITEM	SPECIAL ATTACKS	RACES	PROFESSIONS
DemonSting	Knockout 2%	All	All but Samurai, Monk, Priest, Alchemist, Bishop, Psionic, Mage
Doubleshot Crossbow	N/A	All	All but Samurai, Monk, Priest, Alchemist, Bishop, Psionic, Mage
Eagle Eye Bow	Kill 1%	All	Ranger
Elven Bow	Kill 5%	Elf	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage

continued



ITEM	SPECIAL ATTACKS	RACES	PROFESSIONS
Enchanted Bow	Kill 2%	All but Faerie	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Great Bow	Kill 1%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Greenwood Bow	Kill 1%	All	Ranger
Heavy Crossbow	N/A	All but Faerie	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Hunter's Bow	Kill 5%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Light Crossbow	N/A	All but Faerie	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Long Bow	N/A	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Short Bow	N/A	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Siege Arbalest	Kill 5%	All but Faerie	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Strong Bow	Kill 6%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Tripleshot Crossbow	Extra shots (2)	All but Faerie	All but Samurai, Monk, Priest, Alchemist, Bishop, Psionic, Mage

Axes, Flails, Hammers, and Maces

This category consists of close-combat weapons usually reserved for frontline party members such as Fighters, Lords, and Valkyries. Battleaxes, bipennis, flails, hammers, maces, scepters, and warhammers are included here.



Beastslayer



Flail



Hammer



Mace



Battleaxes and Bipennis

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Axe of Many Runes*	2D7+2 (4-16)	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger
Battle Axe	2D4+0 (2-8)	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger
Bearded War Axe	1D6+0 (1-6)	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger
Beastslayer	2D5+0 (2-10)	N/A	All but Faerie, Android	Fighter, Lord, Valkyrie, Ranger, Samurai
Bipennis	2D7+3 (5-17)	N/A	All but Faerie, Android	Fighter, Lord, Valkyrie, Ranger
Blades of Aesir	2D13+2 (4-28)	Kill 5%, Knockout 5% Spell: Iceball (power 5)	All but Faerie	Fighter, Lord, Valkyrie, Ranger
Cleaver	2D5+1 (3-11)	N/A	All but Faerie, Android	Fighter, Valkyrie, Ranger
Crusader's Two-Handed Axe	2D10+3 (5-23)	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger
Hand Axe	1D10+0 (1-10)	N/A	All but Faerie, Android	Fighter, Lord, Valkyrie, Ranger
Hatchet	1D8+1 (2-9)	N/A	All but Faerie, Android	Fighter, Valkyrie, Ranger
Plague Axe	2D5+2 (4-12)	Poison 5% (Strength 3), Disease 70%, Blind 5%, Nauseate 5%, Insane 5%	All but Faerie, Android	Fighter, Valkyrie, Ranger
The Ripper	3D8+3 (6-27)	Kill 5%, Knockout 5% Spell: Instant Death (power 4)	All but Faerie, Android	Fighter, Lord, Valkyrie, Ranger
Woodsman's Axe	2D6+1 (3-13)	N/A	All but Faerie, Android	Fighter, Ranger

Flails

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Anointed Flail	1D8+1 (2-9)	Knockout 5% Spell: Bless (power 4)	All but Faerie	All but Samurai, Rogue, Gadgeteer, Bard, Alchemist, Psionic, Mage
Flail	1D6+2 (3-8)	Knockout 5%	All but Faerie	All but Samurai, Rogue, Gadgeteer, Bard, Alchemist, Psionic, Mage
The Mauler	3D6+9 (12-27)	Kill 2%, Knockout 15% Spell: Crush (power 4)	All but Faerie	All but Samurai, Rogue, Gadgeteer, Bard, Alchemist, Psionic, Mage

continued



ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Zizka Star	2D6+1 (3-13)	Knockout 5%	All but Faerie	All but Samurai, Rogue, Gadgeteer, Bard, Alchemist, Psionic, Mage

Hammers and Warhammers

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Bec De Corbin	2D4+2 (4-10)	Knockout 5%	All but Faerie	Fighter, Lord, Valkyrie
Hammer	1D6+2 (3-8)	Knockout 5%	All but Faerie	Fighter, Lord, Valkyrie, Ranger
Vulcan Hammer	3D5+5 (8-20)	Knockout 10% Spell: Fireball (power 5)	All but Faerie	Fighter, Lord, Valkyrie
Warhammer	1D6+3 (4-9)	Knockout 5%	All but Faerie	Fighter, Lord, Valkyrie

Maces and Scepters

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Chieftain's Scepter	1D6+4 (5-10)	Kill 1%, Knockout 5%	All but Faerie	Fighter, Lord, Ranger
Diamond Eyes	3D6+4 (7-22)	Paralyze 20%	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Priest, Bishop
Disruptor Mace	1D8+1 (2-9)	Kill 1%, Knockout 25%	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Priest, Bishop
Enchanted Mace	1D6+3 (4-9)	Knockout 8%	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Priest, Bishop
Mace	1D6+1 (2-7)	Knockout 5%	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Priest, Bishop
Maiden Head	1D16+2 (3-18)	Knockout 10% Spell: Charm (power 5)	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Priest, Bishop
Morning Star	2D6+0 (2-12)	Knockout 5%	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Priest, Bishop
Stun Mace	1D6+2 (3-8)	Knockout 15%, Drain Stamina 25%	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Priest, Bishop
War Scepter	1D6+2 (3-8)	Knockout 5%	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Priest, Bishop



Polearms and Whips

Bo sticks, glaives, lances, spears, staves, sticks, and whips are most useful for long-range melee combat. Samurai, Ninjas, Valkyries, and Lords (professions often delegated to peripheral group positions during battle) will find these tools effective against hard-to-reach opponents.



Fauchard



Spear



Stun Rod



Vampire Chain

Bo Sticks

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Bo	1D6+0 (1-6)	N/A	All	Samurai, Ninja, Monk
Hayai Bo	1D8+4 (5-12)	Knockout 5%	All	Samurai, Ninja, Monk
Zatoichi Bo	3D6+7 (10-25)	Paralyze 15%, Kill 5%, Knockout 15% Spell: Blinding Flash (power 6)	All	Samurai, Monk

Glaives and Lances

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Fauchard	1D14+1 (2-15)	N/A	All but Faerie	Fighter, Lord, Valkyrie
Lance	1D12+2 (3-14)	N/A	All but Faerie	Lord, Valkyrie
Longstem Spade	1D4+5 (6-9)	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Ninja
Maenad's Lance	2D12+3 (5-27)	Kill 10%	All	Valkyrie
Naginata	1D12+1 (2-13)	N/A	All but Faerie	Ninja, Monk



Spears

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Awl Pike	1D8+3 (4-11)	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Ninja, Monk
Burning Spear	1D12+2 (3-14)	Spell: Ring of Fire (power 4)	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Ninja, Monk
Dread Spear	2D7+3 (5-17)	Hex 50%	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Ninja, Monk
Mystic Spear	2D7+3 (5-17)	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Ninja, Monk
Spear	1D8+0 (1-8)	N/A	All	Fighter, Lord, Valkyrie, Ranger, Ninja, Monk
Spear of Death	1D6+5 (6-11)	Poison 15% (Strength 2), Kill 2%	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Ninja, Monk
Spiked Spear	1D8+4 (5-12)	Drain Stamina 10%	All	Fighter, Lord, Valkyrie, Ranger, Ninja, Monk

Staves

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Bonebasher Staff*	2D7+5 (7-19)	Knockout 12% Spell: Concussion (power 5)	All	All
Cane of Corpus	6D6+6 (12-42)	Paralyze 50%, Poison 100% (Strength 10), Kill 15%	Faerie	Ninja
Crux of Crossing*	1D8+2 (3-10)	Knockout 5%	All	All
Ebon Staff	1D12+6 (7-18)	Blind 10%	All but Faerie	Priest, Alchemist, Bishop, Psionic, Mage
Flame Staff	2D8+5 (7-21)	Blind 20% Spell: Firestorm (power 5)	All	All
Holy Basher	1D9+6 (7-15)	Knockout 10%	All	Priest, Bishop
Mindblast Rod	1D10+5 (6-15)	Paralyze 20%, Knockout 5%, Drain Stamina 75% Spell: Nuclear Blast (power 3)	All but Faerie	Monk, Bishop, Psionic
Monstrance	1D8+1 (2-9)	Knockout 5%	All	Priest, Bishop



continued



ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Quarter Staff	1D5+0 (1-5)	N/A	All	All
Rammbus Staff*	2D5+5 (7-15)	Knockout 15% Spell: Lightning (power 5)	All	Priest, Bishop
Shillelagh	1D6+0 (1-6)	Knockout 5%	All	All
Shock Rod	1D8+1 (2-9)	Drain Stamina 50%	All but Elf, Gnome, Hobbit, Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Ninja
Short Staff	1D4+0 (1-4)	N/A	All	All
Spirit Staff	1D10+1 (2-11)	N/A	All but Faerie, Android	Monk, Priest, Bishop
Staff of Ash	1D10+4 (5-14)	N/A	All	All
Staff of Blessing	1D10+0 (1-10)	Knockout 5% Spell: Bless (power 3)	All	Lord, Valkyrie, Monk, Priest, Bishop
Staff of Charming	1D10+0 (1-10)	Knockout 5% Spell: Charm (power 4)	All	Lord, Valkyrie, Monk, Priest, Bishop, Psionic
Staff of Doom*	4D6+3 (7-27)	Paralyze 25%, Hex 10%, Kill 15% Spell: Death Cloud (power 5)	All	All
Stun Rod	1D10+5 (6-15)	Paralyze 20%, Drain Stamina 75%	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Ninja

Sticks

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Faerie Stick	1D5+0 (1-5)	Sleep 50%	Faerie	All
Notched Shaft	1D3+0 (1-3)	N/A	All	All
Wooden Dowel	1D3+0 (1-3)	N/A	All	All

Whips

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Bullwhip	1D6+0 (1-6)	N/A	All	All but Samurai, Rogue, Gadeteer, Bard, Alchemist, Psionic, Mage

continued

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Cat o' Nine Tails	6D3+3 (9-21)	N/A	All but Faerie	All but Samurai, Rogue, Gadgeteer, Bard, Alchemist, Psionic, Mage
Chain	1D6+4 (5-10)	Knockout 5%	All	All but Samurai, Rogue, Gadgeteer, Bard, Alchemist, Psionic, Mage
Vampire Chain	6D3+3 (9-21)	Drain Stamina 100%	All but Faerie	All but Samurai, Rogue, Gadgeteer, Bard, Alchemist, Psionic, Mage

Slings, Daggers, Darts, and Ninja Weapons

Bows and arrows are fine, but they're not the only items in the long-range arsenal at your party's disposal. Slings, darts, daggers (which are both long-range and close-combat weapons), and a variety of Ninja weapons come in handy during many a battle. The following tables are dedicated to these implements of destruction.



Dagger



Doom Dart



Sai



Sai

Daggers

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Doublestrike Dagger	1D4+0 (1-4)	N/A	All	All but Monk, Priest, Bishop
Main Gauche	1D5+0 (1-5)	N/A	All	Fighter, Lord, Valkyrie, Ranger, Rogue, Gadgeteer, Bard
Poignard	1D8+0 (1-8)	N/A	All	Fighter, Lord, Valkyrie, Ranger, Rogue, Gadgeteer, Bard

continued





ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Poison Dagger	2D3+2 (4-8)	Poison 50% (Strength 1)	All	All but Monk, Priest, Bishop
Serpent's Tooth	2D6+1 (3-13)	Poison 60% (Strength 0)	Lizardman, Dracon	All
Sprite's Dagger	1D12+2 (3-14)	N/A	Faerie	All but Monk, Priest, Bishop
Stiletto	2D3+1 (3-7)	Kill 10%	All	Fighter, Lord, Valkyrie, Ranger, Rogue, Gadeteer, Bard
Thieves' Dagger	3D4+2 (5-14)	Poison 20% (Strength 2), Kill 5%	All	Rogue
Throwing Knife	1D5+1 (2-6)	N/A	All	All but Priest, Alchemist, Bishop, Psionic, Mage
Throwing Stiletto	2D3+1 (3-7)	Kill 8%	All	All but Priest, Alchemist, Bishop, Psionic, Mage

Darts

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Doom Darts	1D5+3 (4-8)	Hex 80%	All	All but Lord, Valkyrie, Priest, Bishop
Feather Darts	1D5 +0 (1-5)	N/A	All	All
Poison Dart	1D5+3 (4-8) Bishop	Poison 100% (Strength 2)	All	All but Lord, Valkyrie, Priest,

Ninja Weapons

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Enchanted Wakizashi	1D10+2 (3-12)	Kill 2%	All	Samurai, Ninja
Ninjato	2D4+1 (3-9)	Kill 5%	All	Ninja
Nunchaka	3D4+0 (3-12)	Knockout 15%	All	Ninja, Monk
Sai	2D5+1 (3-11)	Kill 5%	All	Ninja

continued



ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Shurikin	1D6+1 (2-7)	Kill 1%	All	Samurai, Ninja, Monk
Wakizashi	1D6+0 (1-6)	N/A	All	Samurai, Ninja



Slings

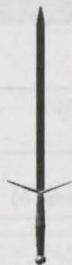
ITEM	SPECIAL ATTACKS	RACES	PROFESSIONS
Doubleshot Sling	N/A	All	All
Sling	N/A	All	All
Wrist Rocket	Knockout 10%	All	All

Swords

What would a good role-playing game be without plenty of swordplay? Well, *Wizardry 8* has more than enough swords for your fencing enjoyment, including flamberges, halberds, katanas, and rapiers. On a guard!



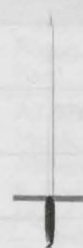
The Avenger



Excalibur



Katana



Longsword

Black Swords

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Blade Cuisinart	4D4+4 (8-20)	Kill 5%	All but Faerie	All but Ninja, Monk, Priest, Alchemist, Bishop, Psionic, Mage
Fang	2D8+8 (10-24)	Kill 10%	All	Fighter, Lord, Valkyrie, Samurai, Rogue, Gadgeteer, Bard

Fire Swords

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
The Avenger	3D8+5 (8-29)	Kill 10% Spell: Lightning (power 5)	All but Faerie	Fighter, Lord, Valkyrie
Sword of Fire	2D8+2 (4-18)	Spell: Fireball (power 4)	All but Faerie	Fighter, Lord, Valkyrie, Samurai

Flamberges

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Flamberge	2D7+2 (4-16)	N/A	All but Faerie	Fighter, Lord, Valkyrie, Vorpall
Blade	2D8 + 2 (4-18)	Poison 35% (Strength 2)	All but Faerie	Fighter, Ranger, Samurai, Ninja, Rogue, Gadgeteer, Bard

Great Swords

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Claymore	2D6+2 (4-14)	N/A	All but Faerie	Fighter, Lord, Valkyrie
Dragon Slayer	1D14+6 (7-20)	N/A	All but Faerie	Fighter, Lord, Valkyrie
Excalibur	4D8+4 (8-36)	Hex 25%, Kill 5% Spell: Lightning (power 6)	All but Faerie	Fighter, Lord, Valkyrie
Giant's Sword	3D8+4 (7-28)	Knockout 30% Resist Earth 5%	Mook, Rapax	Fighter, Lord, Valkyrie, Ranger, Samurai
Sword of Four Winds	4D5+5 (9-25)	Kill 2%, Drain Stamina 10% Spell: Asphyxiation (power 6)	All	Fighter, Lord, Valkyrie, Ranger, Samurai, Ninja
Zweihander	3D6+1 (4-19)	N/A	All but Faerie	Fighter, Lord, Valkyrie

Halberds

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Faust Halberd*	4D5+3 (7-23)	Paralyze 5%, Kill 5% Spell: Lifesteal (power 5)	All but Faerie	Fighter, Lord, Valkyrie
Halberd	1D12+1 (2-13)	N/A	All but Faerie	Fighter, Lord, Valkyrie
Raven's Bill*	4D5+3 (7-23)	Poison 25% (Strength 2), Kill 5%	All but Faerie	Fighter, Lord, Valkyrie

Katanas

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Bushido Blade	2D10+2 (4-22)	Kill 5%	All	Samurai, Ninja
Enchanted Katana	1D6+3 (4-9)	N/A	All	Samurai, Ninja
Katana	1D6+1 (2-7)	N/A	All	Samurai, Ninja
Muramasa	3D8+4 (7-28)	Kill 15%	All	Samurai
No-Dachi	2D7+2 (4-16)	Kill 2%	All but Faerie	Samurai, Ninja
Stinger	1D6+2 (3-8)	N/A	All	Samurai, Ninja



Long Swords

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Bastard Sword	2D4+2 (4-10)	N/A	All but Faerie	Fighter, Lord, Valkyrie, Samurai, Rogue, Gadgeteer, Bard
Bloodlust	1D9+4 (5-13)	N/A	All but Faerie, Android	All but Ninja, Monk, Priest, Alchemist, Bishop, Psionic, Mage
Broadsword	1D9+2 (3-11)	N/A	All but Faerie	Fighter, Lord, Valkyrie, Samurai, Rogue, Gadgeteer, Bard
DemonsBane	1D12+4 (5-16)	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger
Enchanted Broadsword	1D9+4 (5-13)	N/A	All but Faerie	Fighter, Lord, Valkyrie, Samurai, Rogue, Gadgeteer, Bard
Enchanted Longsword	1D7+3 (4-10)	N/A	All but Faerie	All but Ninja, Monk, Priest, Alchemist, Bishop, Psionic, Mage
Gleaming Sword	2D4+2 (4-10)	Blind 10%	All but Faerie	All but Ninja, Monk, Priest, Alchemist, Bishop, Psionic, Mage



continued



ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Instakiller	1D20+0 (1-20)	N/A	All but Faerie, Android	All
Ivory Blade	3D9+4 (7-31)	Knockout 1% Spell: Haste (power 3)	All	Fighter, Lord, Valkyrie, Ranger, Samurai
Longsword	1D7+1 (2-8)	N/A	All but Faerie	All but Ninja, Monk, Priest, Alchemist, Bishop, Psionic, Mage
Rapax Mageblade	1D10+6 (7-16)	N/A	Rapax	Mage
Saint Bastard	2D5 + 6 (8-16)	Knockout 5%	All but Faerie	Fighter, Lord, Valkyrie, Samurai, Rogue, Gadgeteer, Bard
Tarnished Sword	1D5+0 (1-5)	N/A	All but Faerie	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Walriblade	3D3+2 (5-11)	N/A	All but Faerie	All but Ranger, Monk, Priest, Alchemist, Bishop, Psionic, Mage

Rapiers and Light Swords

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Diamond Epee	1D10+2 (3-12)	N/A	All	Fighter, Lord, Valkyrie, Ranger, Rogue, Gadgeteer, Bard
Estoc De Olivia	2D9+5 (7-23)	Kill 5%	All	Ranger
Light Sword	5D8+0 (5-40)	Kill 10%	All	All but Monk, Priest, Alchemist, Bishop, Psionic, Mage
Mercucio's Blade	1D8+3 (4-11)	N/A	All	Bard
Rapier	1D7+0 (1-7)	N/A	All	Fighter, Lord, Valkyrie, Ranger, Rogue, Gadgeteer, Bard
Sword of Hearts	1D9+5 (6-14)	Kill 2%	All	Ranger, Rogue, Gadgeteer, Bard

Protective Equipment

Battles are a major part of *Wizardry 8*, so providing armor and shields to your party members is a necessity. Keep your characters healthy and whole with the assistance of protective equipment such as body armor, shields, leg greaves, gloves, footwear, and headgear.



Mirror Armor



Mail Mittens



Burgonet Helm



Round Shield

Upper Body Armor

ITEM	ARMOR CLASS	RESISTANCES	RACES	PROFESSIONS
Breast Plate	+8	N/A	All but Faerie	Fighter, Lord, Valkyrie
Bronze Cuirass	+6	N/A	All but Faerie	Fighter, Lord, Valkyrie
Caliban's Cuirass	+6	5% vs. Fire, Earth	All but Faerie	Bard
Chain Hauberk	+9	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Chainmail Doublet +2	+8	20% vs. Water, Air	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Cloth Shirt	+1	N/A	All but Faerie	All but Ninja
Deathmail*	-8	N/A	All but Faerie	Fighter, Lord, Valkyrie
Featherweight Armor	+10	N/A	All but Faerie, Android	Fighter, Lord, Valkyrie, Ranger, Samurai
Flak Jacket	+9	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Flak Vest	+7	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Fur Halter (Females Only)	+2	N/A	All but Faerie	All but Ninja

continued





ITEM	ARMOR CLASS	RESISTANCES	RACES	PROFESSIONS
Golden Breastplate	+16	15% vs. Fire, Water, Air, Earth, Mental, Divine	All but Faerie	Fighter, Lord, Valkyrie
Jazeraint Tunic	+9	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Leather Cuirass	+5	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Leather Hauberk	+7	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Mirror Armor	+14	20% vs. Fire, Earth	All but Faerie, Android	Fighter, Lord, Valkyrie
Oliveski Doublet*	-2	N/A	All but Faerie	All but Ninja
Quilt Tunic	+4	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Rapax Breastplate	+11	10% vs. Fire	All but Faerie	Fighter, Lord, Valkyrie
Red Silk Gown* (Females Only)	+3	10% vs. Mental	All but Faerie, Android	All
Steelhide Breastplate	+10	10% vs. Water	All but Faerie, Android	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Stud-Cuir Bra +2 (Females Only)	+6	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Suede Doublet	+3	N/A	All but Faerie	All but Ninja
Tarnished Mail	+4	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Trynnie Breastplate	+7	10% vs. Divine	Dwarf, Gnome, Hobbit, Trynnie	Fighter, Lord, Valkyrie, Rogue, Gadgeteer, Bard
Upper Black Gown of Death*	+12	90% vs. Divine	All but Faerie	All but Ninja
Upper Chain Mail	+10	10% vs. Fire, Water	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Upper Do-Maru	+6	N/A	All but Faerie	Samurai

continued



ITEM	ARMOR CLASS	RESISTANCES	RACES	PROFESSIONS
Upper Ebony Plate	+14	30% vs. Fire, Water	All but Faerie	Fighter, Lord, Valkyrie
Upper Gossamer Gown	+1	10% vs. Mental	Faerie	All
Upper Gown of Divinemail*	+10	10% vs. Divine	All but Faerie, T'Rang	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Upper Hi-Kane Do	+12	30% vs. Fire	All but Faerie, T'Rang	Samurai
Upper Ninja Garb	+3	N/A	All	Ninja
Upper Plate Mail	+10	N/A	All but Faerie	Fighter, Lord, Valkyrie
Upper Plate Mail +2	+12	20% vs. Fire, Water	All but Faerie	Fighter, Lord, Valkyrie
Upper Plate Mail +3	+13	30% vs. Fire, Water	All but Faerie	Fighter, Lord, Valkyrie
Upper Tosei-Do	+9	N/A	All but Faerie	Samurai
Zynaryx Plate	+6	N/A	Faerie	All but Ninja, Monk

Lower Body Armor

ITEM	ARMOR CLASS	RESISTANCES	RACES	PROFESSIONS
Bronze Greaves	+7	N/A	All but Faerie, T'Rang, Rapax	Fighter, Lord, Valkyrie
Chain Chausses	+9	N/A	All but Faerie, T'Rang, Rapax	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Chainmail Pants +2	+8	20% vs. Water, Air	All but Faerie, T'Rang	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Chamois Skirt (Females Only)	+3	N/A	All but Faerie	Ninja, Monk, Psionic, Mage
Cloth Pants	+1	N/A	All but Faerie, T'Rang	All but Ninja
Fur Leggings	+4	N/A	All but Faerie, T'Rang	All but Ninja
Jazeraint Skirt (Females Only)	+9	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage

continued





ITEM	ARMOR CLASS	RESISTANCES	RACES	PROFESSIONS
Leather Leggings	+5	N/A	All but Faerie, T'Rang	All but Ninja, Monk, Psionic, Mage
Lower Black Gown of Death	+12	90% vs. Divine	All but Faerie, T'Rang	All but Ninja
Lower Chain Mail +1	+10	10% vs. Fire, Water	All but Faerie, T'Rang, Rapax	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Lower Doll's Armor	+5	N/A	Faerie	All but Ninja, Monk
Lower Do-Maru	+6	N/A	All but Faerie, T'Rang	Samurai
Lower Ebony Plate	+14	30% vs. Fire, Water	All but Faerie, T'Rang, Rapax	Fighter, Lord, Valkyrie
Lower Gossamer Gown	+1	10% vs. Mental	Faerie	All
Lower Gown of Divinemail*	+10	10% vs. Divine	All but Faerie, T'Rang	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Lower Hi-Kane Do	+12	30% vs. Fire	All but Faerie, T'Rang	Samurai
Lower Ninja Garb	+3	N/A	All but T'Rang, Rapax	Ninja
Lower Plate Mail	+10	N/A	All but Faerie, T'Rang, Rapax	Fighter, Lord, Valkyrie
Lower Plate Mail +2	+12	20% vs. Fire, Water	All but Faerie, T'Rang, Rapax	Fighter, Lord, Valkyrie
Lower Plate Mail +3	+13	30% vs. Fire, Water	All but Faerie, T'Rang, Rapax	Fighter, Lord, Valkyrie
Lower Tosei-Do	+9	N/A	All but Faerie, T'Rang	All but Ninja
Mesh Leggings	+7	N/A	All but Faerie, T'Rang, Rapax	All but Ninja, Monk, Psionic, Mage
Oliveskin Leggings*	-2	N/A	All but Faerie, T'Rang	All but Ninja
Platinum Greaves	+16	N/A	All but Faerie, T'Rang, Rapax	Fighter, Lord, Valkyrie
Quilt Leggings	+4	N/A	All but Faerie, T'Rang	All but Ninja, Monk, Psionic, Mage

continued



ITEM	ARMOR CLASS	RESISTANCES	RACES	PROFESSIONS
Stud Chausses	+8	N/A	All but Faerie, T'Rang	All but Ninja, Monk, Psionic, Mage
Stud-Cuir Skirt (Females Only)	+6	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Suede Pants	+3	N/A	All but Faerie, T'Rang	All but Ninja

Capes, Cloaks, and Robes

ITEM	ARMOR CLASS	RESISTANCES	RACES	PROFESSIONS
Canezou Robe	+4	N/A	All	All
Cape of Stealth	+3	N/A	All but Faerie	All but Fighter, Lord, Valkyrie, Ranger, Samurai, Monk
Cloak of Many Colors	+3	10% vs. Fire, Water, Air, Earth, Mental, Divine	All	All
Cloak of Perception	+2	10% vs. Divine	All	All
Death Shroud*	+2	N/A	All	All
Dragonhide Cloak	+1	20% vs. Fire	All but Faerie	All
Forest Cape	+3	N/A	All	Ranger
Hunter's Cape	+2	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Rogue, Gadgeteer, Bard
Lower Robes	+2	N/A	All but Faerie, T'Rang	All but Ninja
Lower Robes +1	+3	N/A	All but Faerie, T'Rang	All but Ninja
Lower Robes of Enchant	+6	N/A	All but Faerie, T'Rang	All but Ninja
Midnight Cloak	+2	+5 in close combat	All but Faerie	Ninja, Rogue, Gadgeteer, Bard
Oilskin Cloak	+1	20% vs. Water	All but Faerie	All
Prospero's Cloak	+2	10% vs. Water	All	Bard
Robes of Rejuvenation	+6	N/A	All but Faerie	All but Ninja
Shadow Cloak	+1	N/A	All but Faerie	Ninja, Rogue, Gadgeteer, Bard
Upper Robes	+2	N/A	All but Faerie	All but Ninja
Upper Robes +1	+3	N/A	All but Faerie	All but Ninja
Upper Robes of Enchant	+6	N/A	All but Faerie	All but Ninja



Gloves

ITEM	ARMOR CLASS	RESISTANCES	RACES	PROFESSIONS
Chamois Gloves	+3	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Colbaltine Powergloves	N/A	N/A	All	Fighter, Lord, Valkyrie, Ranger, Rogue, Gadgeteer
Copper Gloves	+10	N/A	All but Faerie	Fighter, Lord, Valkyrie
Cuir Gauntlets	+5	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Doll's Gloves	+3	N/A	None	All but Ninja, Monk, Psionic, Mage
Mail Mittens	+6	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Mantis Gloves	+14	N/A	All but Faerie	Fighter, Lord, Valkyrie
Silken Gloves*	-1	N/A	All but Faerie	All but Ninja
Silver Gloves	+12	N/A	All but Faerie	Fighter, Lord, Valkyrie
Steel Gauntlets	+8	N/A	All but Faerie	Fighter, Lord, Valkyrie

Footwear

ITEM	ARMOR CLASS	RESISTANCES	RACES	PROFESSIONS
Ariel's Slippers	+5	10% vs. Air	All	Bard
Buskins	+3	N/A	All but Faerie	All but Ninja
Chain Hosen	+8	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Goatfoot Boots	+7	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Leather Boots	+5	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Leather Greaves	+6	N/A	All but Faerie, T'Rang, Rapax	All but Ninja, Monk, Psionic, Mage



ITEM	ARMOR CLASS	RESISTANCES	RACES	PROFESSIONS
Magnetic Boots*	-5	N/A	All but Faerie	Fighter, Lord, Valkyrie
Mantis Boots	+14	N/A	All but Faerie	Fighter, Lord, Valkyrie
Oberon's Greaves	+7	5% vs. Mental, Divine	All but Faerie, T'Rang, Rapax	Bard
Rubber Shoes	N/A	N/A	All but Faerie	All but Ninja
Sandals	+1	N/A	All but Faerie	All but Ninja
Silver Sollerets	+12	N/A	All but Faerie	Fighter, Lord, Valkyrie
Snakeskin Boots	+8	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Sollerets	+10	N/A	All but Faerie	Fighter, Lord, Valkyrie
Spiked Boots	+5	N/A	All	All
Tabi Boots	+3	N/A	All	Ninja
Winged Boots	+5	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage



Headgear

ITEM	ARMOR CLASS	RESISTANCES	RACES	PROFESSIONS
Armet	+10	N/A	All but Faerie	Fighter, Lord, Valkyrie
Assassin's Cap	+3	5% vs. Water, Mental	All	All
Bascinet	+6	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Bascinet and Camail	+9	N/A	All but Faerie	Fighter, Lord, Valkyrie
Beanie	N/A	N/A	All	All
Brilliant Helm	+6	N/A	All	All
Burgonet Helm	+8	N/A	All but Faerie	Fighter, Lord, Valkyrie
Canezou Helm	+7	N/A	All	All
Cap of Wiles*	-4	10% vs. Mental	All but Faerie	All but Ninja
Coif of Divinemail*	+8	10% vs. Divine	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard

continued



ITEM	ARMOR CLASS	RESISTANCES	RACES	PROFESSIONS
Crusader Helm	+8	10% vs. Divine	All but Faerie	Fighter, Lord, Valkyrie
Ebony Heaume	+14	30% vs. Fire, Water	All but Faerie	Fighter, Lord, Valkyrie
Faerie Cap	+4	N/A	Faerie	All
Feathered Hat	+2	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Flynn's Cap	+4	30% vs. Earth	All	Ranger, Rogue, Gadgeteer, Bard
Heaume	+12	N/A	All but Faerie	Fighter, Lord, Valkyrie
Helm & Coif	+7	N/A	All but Faerie	Fighter, Lord, Valkyrie
Helm of Insight Spell: Mindread (power 4)	+3	N/A	All but Faerie	All but Ninja
Helm of Serenity	+3	30% vs. Mental	All	All
Infinity Helm	+14	5% vs. Fire, Water, Air, Earth, Mental, Divine	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai
Leather Helm	+3	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Mail Coif	+5	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Mitre	+2	N/A	All	Priest, Bishop
Mitre De Sanct	+5	N/A	All but Faerie	Priest, Bishop
Necromatic Helm*	+7	50% vs. Fire, Mental	All but Faerie	All but Ninja
Ninja Cowl	+3	N/A	All	Ninja
Phrygian Cap	+4	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Poseur's Cap	N/A	N/A	All	All but Ninja, Rogue, Gadgeteer, Bard
Puck's Cap	+3	10% vs. Earth	All but Faerie	All but Ninja
Skullcap	+1	N/A	All but Faerie	All but Ninja
Steel Helm	+4	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Wizard's Cone	+2	10% vs. Divine	All	Alchemist, Psionic, Mage



Shields

ITEM	ARMOR CLASS	RESISTANCES	RACES	PROFESSIONS
Aqua Shield	+2	20% vs. Water	All but Faerie	All but Ninja, Monk, Psionic, Mage
Brimstone Shield	+2	20% vs. Fire	All but Faerie	All but Ninja, Monk, Psionic, Mage
Buckler Shield	+1	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Dragon Kite Shield	+4	40% vs. Fire, Water	All but Faerie	Fighter, Lord, Valkyrie
Granite Shield	+2	20% vs. Earth	All but Faerie	All but Ninja, Monk, Psionic, Mage
Heater Shield	+3	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Light Shield	+10	90% vs. Fire, Water	All but Faerie	All but Ninja, Monk, Psionic, Mage
Lithe Buckler	+1	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Philosopher's Shield	+2	20% vs. Mental, Divine	All but Faerie	All but Ninja, Monk, Psionic, Mage
Rainbow Shield Spell: Prismic Ray (power 4)	+4	15% vs. Fire, Water, Air, Earth, Mental, Divine	All but Faerie	Fighter, Lord, Valkyrie
Round Shield	+2	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Shield of Sacrifice	+3	N/A	All but Faerie	Fighter, Lord, Valkyrie, Ranger, Samurai, Gadgeteer, Bard
Shield of Soaring*	-3	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage
Shield of Winds	+2	20% vs. Air	All but Faerie	All but Ninja, Monk, Psionic, Mage
Thieves Buckler	+1	N/A	All but Faerie	All but Ninja, Monk, Psionic, Mage

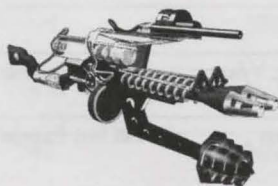


Guns and Gadgetry

The *Wizardry 8* universe meshes aspects of science fiction and modern warfare with archetypal fantasy elements. Nowhere is this more evident than in the game's weaponry. Napalm Bombs, Holograph Projectors, and Omniguns are at home in Dominus right alongside magic wands and potions. This section focuses on an assortment of bombs, gadgets, guns, and other advanced equipment found in the game.



Boom Bomb



Omnigun Mk.8



Flamethrower



Demon in a Box

Bombs

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Boom Bomb	Sonic Boom (power 4)	N/A	All	Samurai, Ninja, Monk
Cherry Bomb	Fireball spell (power 3)	N/A	All	All
Death Bomb	Death Cloud spell (power 3)	N/A	All	All
Earthshaker Bomb	Earthquake spell (power 6)	N/A	All	All
Fire Bomb	Firestorm spell (power 4)	N/A	All	All
Ice Bomb	Iceball spell (power 6)	N/A	All	All
Napalm Bomb	Ring of Fire spell (power 4)	N/A	All	All
Stink Bomb	Noxious Fumes spell (power 3)	N/A	All	All

Gadgets

ITEM	SPELL/POWER	COMPONENT 1	COMPONENT 2	REQUIRED SKILL
Demon in a Box	Psionic Blast (power 1)	Jack in the Box	Demon Doll (Upper Rapax Castle)	60

continued



ITEM	SPELL/POWER	COMPONENT 1	COMPONENT 2	REQUIRED SKILL
Duct Tape	Paralyze (power I)	Duct Tape (sold complete by Anna in Arnika)	N/A	N/A
Electro-shocker	Resurrection (power I)	Electrodes (sold by Anna in Arnika)	High Voltage Transformer (Mt. Gigas)	75
Forcefield Generator	Armorplate (power I)	Voltage Amplifier (Swamp, Crock)	Giant Magnet (Trynton)	30
Holograph Projector	Guardian Angel (power I)	Large Prism (Swamp, Crock)	Laser Pointer (Marten's Bluff, underground)	15
Invigorator Belt	Superman (power I)	Metal Belt (Southeast Wilderness)	Electrodes (sold by Anna in Arnika)	45
Jack in the Box	Terror (power I)	Hinged Box (Arnika)	Doll (Arnika)	5
Jackhammer	Earthquake (power I)	Chisel (Southeast Wilderness)	Pendulum (Rapax Castle, roof)	85
Lava Lamp	Hypnotic Lure (power I)	Glowing Goo (Trynton)	Orange Goo (Trynton)	30
Lightning Rod	Energy Blast (power I)	Lightning Rod (found complete in an upper monastery, chest)	N/A	N/A
Magic Mirror	Eye for an Eye (power I)	Shiny Chrome Plate (Trynton Zoo)	Magic Polish (Swamp, Crock)	45
Microwave Ray (Gun)	Boiling Blood (power I)	Microwave Chip (upper monastery)	Broken Blaster (Bayjin)	75
NegatAir	Asphyxiation (power I)	Long Metal Tube (Sea Caves, beach)	Vacuum Pump (Bayjin)	85
Noisemaker	Sonic Boom (power I)	Empty Bottle (various sites)	Gunpowder (Umpani base camp)	15
Regenerating Stone	Heal All (power I)	Electrodes (Anna, Crock)	Lazurite Stone (Southeast Wilderness)	60
Searchlight	Detect Secrets (power I)	Ptorch (Mt. Gigas Caves)	Magnifying Glass (upper monastery)	15
Strobe Light	Prismic Ray (power I)	Electric Lamp (T'Rang house)	Oscillator (Marten's Bluff, east)	70

continued





ITEM	SPELL/POWER	COMPONENT 1	COMPONENT 2	REQUIRED SKILL
VapoRizer	Instant Death (power 1)	VapoRizer (found complete in Bayjin chest)	N/A	N/A
Watchdog Alarm	Shadow Hound (power 1)	Electric Eye (Marten's Bluff, underground)	Loudspeaker (Mt. Gigas)	30
Water Cannon	Tsunami (power 1)	Hose (Mine Tunnels)	Bellows (Rapax Castle, Ferro)	85
X-Ray Scanner	X-Ray (power 1)	Scanner (Arnika, Mook)	X-Ray Chip (Arnika, spaceport)	45

Guns and Ammo

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Blunder Buss	2D24+0 (2-48)	Kill 5%	All but Faerie	Fighter, Lord, Valkyrie, Ranger
Broken Blaster	N/A	N/A	All	Gadgeteer
Bullet Stones	1D4+0 (1-4)	Knockout 4%	All	All Frontier
Phaser	3D10+0 (3-30)	Kill 5%	All	Fighter, Lord, Valkyrie, Ranger, Rogue, Gadgeteer
Gold Nuggets	4D4+4 (8-20)	Knockout 60%	All	All
Impaling Stones	4D4+2 (6-18)	Kill 2%, Knockout 9%	All	All
Medusa Stones	4D4+4 (8-20)	Paralyze 20%, Knockout 10%	All	All
Musket	1D24+0 (1-24)	Kill 2%	All	Fighter, Lord, Valkyrie, Ranger, Rogue, Gadgeteer
Mystery Ray	2D5+2 (4-12)	N/A	All	All
Omnigun Mk. 1	N/A	N/A	All	Gadgeteer
Omnigun Mk. 2	N/A	N/A	All	Gadgeteer
Omnigun Mk. 3	N/A	Blind 5%	All	Gadgeteer
Omnigun Mk. 4	N/A	Blind 5%	All	Gadgeteer
Omnigun Mk. 5	N/A	Blind 10%	All	Gadgeteer
Omnigun Mk. 6	N/A	Blind 10%	All	Gadgeteer
Omnigun Mk. 7	N/A	Knockout 5%, Blind 10%	All	Gadgeteer
Omnigun Mk. 8	N/A	Knockout 5%, Blind 10%	All	Gadgeteer

continued



ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Omnigun Mk. 9	N/A	Kill 1%, Knockout 5%, Blind 10%	All	Gadeteer
Omnigun Mk. 10	N/A	Kill 1%, Knockout 5%, Blind 10%	All	Gadeteer
Omnigun Mk. 11	N/A	Kill 2%, Knockout 5%, Blind 10%	All	Gadeteer
Omnigun Mk. 12	N/A	Sleep 1%, Paralyze 1%, Poison 1% (Strength 5), Hex 1%, Disease 1%, Kill 2%, Knockout 10%, Blind 10%, Frighten 1%, Drain HP 1%, Drain Stamina 1%, Drain SP 1%, Nauseate 1%, Insane 1%	All	Gadeteer
Spike Stones	3D3+2 (5-11)	Knockout 5%	All	All
Ta-Li Stones	2D5+2 (4-12)	Paralyze 10%, Knockout 10%	All	All
Zip Gun	1D12+0 (1-12)	Knockout 4%	All	Fighter, Lord, Valkyrie, Ranger, Rogue, Gadeteer

Modern Equipment

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Flamethrower	Firestorm spell (power 1)	N/A	All	All but Mage
Rockets	3D6+0 (3-18)	N/A	All	All
Rocket Launcher	N/A	N/A	All	All
Thermal Pineapples	Nuclear Blast spell (power 6)	N/A	All	All

Magic Items

What would a good RPG be without plenty of magical goodies? *Wizardry 8* doesn't disappoint in this regard. Your party will discover a number of enchanted items, ranging from potions and trinkets to musical instruments and magic wands. Many of these objects, of course, offer their possessors special powers.





Jewelry

Trinkets are not just a means of adornment in *Wizardry 8*. Amulets, bracelets, necklaces, and the like provide wearers with special powers. In particular, they offer resistance to enemy magic, enable a party member to cast spells on opponents, and boost armor protection.



Amulet of Life



Ankh of Death



Gem of Power



Aqua Ring

Amulets

ITEM	SPELL/POWER	RESISTANCES	PROFESSIONS
Amulet of Airs	Purify Air (power 4)	10% vs. Air	All
Amulet of Healing	Heal All (power 6)	50% vs. Divine	All
Amulet of Life	Resurrection (power 6)	N/A	All
Amulet of Nebdar	Hex (power 6)	10% vs. Fire, Water, 5% vs. Air, Earth, Mental, Divine	All
Amulet of Rainbows	Prismic Ray (power 4)	30% vs. Fire	All
Amulet of Spiders	Web (power 4)	10% vs. Water	All
Amulet of Static	Energy Blast (power 6)	5% vs. Mental	All
Amulet of Stillness	Paralyze (power 5)	10% vs. Water	All
Blarneystone Amulet	Charm (power 6)	N/A	All

Ankhs and Crosses

ITEM	SPELL/POWER	RESISTANCES	PROFESSIONS
Ankh of Death*	Instant Death (power 6)	N/A	All
Ankh of Dexterity	N/A	N/A	All
Ankh of Healing	Heal Wounds (power 6)	N/A	All
Ankh of Life	Resurrection (power 6)	50% vs. Divine	All
Ankh of Might	N/A	N/A	All

continued



ITEM	SPELL/POWER	RESISTANCES	PROFESSIONS
Ankh of Sanctity	N/A	N/A	All
Ankh of Speed	Haste (power 4)	N/A	All
Ankh of Youth	N/A	N/A	All
Cross of Protection	N/A	10% vs. Water, 20% vs. Divine	All but Ninja
Silver Cross	N/A	N/A	Priest, Bishop

Bracers

ITEM	ARMOR CLASS	RESISTANCES	PROFESSIONS
Bracers of Defense	+2	10% vs. Earth, Divine	All
Filcher's Band	+1	N/A	Ranger, Ninja, Rogue, Gadeteer, Bard
Tinker's Carryall Bracers	+1	N/A	Gadeteer

Locket & Medallions

ITEM	ARMOR CLASS	RESISTANCES	PROFESSIONS
Cameo Locket (Males Only)	+4	30% vs. Divine	All
Golden Medallion	+3	40% vs. Fire	All

Necklaces

ITEM	SPELL/POWER	RESISTANCES	RACES	PROFESSIONS
Amulet of Asphixiate	Asphyxiation (power 4)	30% vs. Air	All	All
Amulet Pro Magic	N/A	10% vs. Fire, Water, Air, Earth, Mental, Divine	All	All
Bat Necklace	N/A	50% vs. Fire	All	All
Emerald Talisman	N/A	30% vs. Divine	All	All
Gem of Power	N/A	5% vs. Fire, Water, Air, Earth, Mental, Divine	All	All

continued



ITEM	SPELL/POWER	RESISTANCES	RACES	PROFESSIONS
Helazoid Pendant	N/A	50% vs. Fire	All	All
Locket of Reflection (Females Only)	Eye for an Eye (power 4)	N/A	All	All
Necklace of Endurance (Females Only)	N/A	N/A	All but Faerie, Android	All
Pk Crystal	Psionic Blast (power 4)	50% vs. Mental	All	Psionic
Scarab Necklace*	N/A	20% vs. Mental	All	All
Valentine Necklace	N/A	10% vs. Mental	All	All

Rings

ITEM	SPELL/POWER	RESISTANCES	RACES	PROFESSIONS
Aeromancer's Ring	N/A	5% vs. Air	All but Android	All
Aqua Ring	N/A	20% vs. Water	All but Android	All
Brimstone Ring	N/A	20% vs. Fire	All but Android	All
Diamond Ring (Females Only)	N/A	30% vs. Divine	All	All
Fey Ring*	N/A	N/A	Elf, Faerie	All
Geomancer's Ring	N/A	5% vs. Earth	All but Android	All
Granite Ring	N/A	20% vs. Earth	All but Android	All
Hydromancer's Ring	N/A	5% vs. Water	All but Android	All
Mystic's Ring	Mindread (power 4)	10% vs. Mental	All	Monk, Priest, Alchemist, Bishop, Psionic, Mage
Pyromancer's Ring	N/A	5% vs. Fire	All but Android	All
Ring of Beasts	N/A	N/A	Felpurr, Rawulf, Trynnie, Rapax	All
Ring of Breezes	Purify Air (power 3)	20% vs. Air	All but Android	All
Ring of Felix	N/A	N/A	All	All
Ring of Life	N/A	N/A	All	All
Ring of Power	Restore Magic (power 3)	N/A	All but Android	All but Fighter, Rogue
Ring of Protection	N/A	N/A	All but Android	All
Ring of Reflexion	N/A	N/A	All	All
Ring of Regeneration	N/A 3	30% vs. Divine	All	All

continued



ITEM	SPELL/POWER	RESISTANCES	RACES	PROFESSIONS
Ring of Resounding	Shrill Sound (power 3)	N/A	All	All
Ring of the Road	Superman (power 2)	N/A	All	Bard
Ring of Sanity	Sane Mind (power 5)	10% vs. Mental	All	Monk, Priest, Alchemist, Bishop, Psionic, Mage
Ring of Stars	N/A	50% vs. Mental	All	All
Ring Pro Frost	N/A	40% vs. Water	All	All
Ring Pro Magic	N/A	10% vs. Fire, Water, Air, Earth, Mental, Divine	All	All

Musical Instruments

Music is an entertaining and unique method for taking on enemies. Party members with music skills (usually Bards) can obtain musical instruments from various Dominus sites. They can then employ them in a manner that produces effects similar to the magic of Mages and Psionics. (Note that some of these items are only available to parties imported from *Wizardry Gold* or *Wizardry 7: Crusaders of the Dark Savant*.)



Pipes of Doom



Infernal Horn



Lute of Sloth



Lyre of Cakes



Bagpipes

ITEM	SPELL/POWER	SPECIAL ATTACKS	REQUIRED MUSIC SKILL	LOCATION
Banshee's Howl	Hex (power 3)	N/A	60	Northern Wilderness
Chaos Drone	Pandemonium (power 3)	N/A	75	Southeast Wilderness
Piercing Pipes	Shrill Sound (power 3)	N/A	15	Arnika Road, chest
Pipes of Doom	Terror (power 3)	Paralyze 11%	5	Limited to imported parties



Drums

ITEM	SPELL/POWER	SPECIAL ATTACKS	REQUIRED MUSIC SKILL	LOCATION
Rousing Drums	Haste (power 3)	N/A	45	Swamp (hollow tree over Marten's Bluff exit)
Snare of Delay	Slow (power 3)	N/A	15	Trynton (ground level)

Horns and Bullroarer

ITEM	SPELL/POWER	SPECIAL ATTACKS	REQUIRED MUSIC SKILL	LOCATION
Angel's Tongue	Bless (power 1)	N/A	1	Upper monastery
Bullroarer	Whirlwind (power 3)	N/A	45	Trynton (upper branches, shaman's hut)
Cornu of Demonspawn	Banish (power 1)	N/A	70	Limited to imported parties
Horn of Fear	Terror (power 3)	N/A	5	Limited to imported parties
Horn of Prometheus	Fireball (power 3)	N/A	30	Limited to imported parties
Infernal Horn	Nuclear Blast (power 3)	N/A	90	Rapax Castle (dining room table)
Jericho Horn	Armormelt (power 3)	N/A	45	Marten's Bluff (underground, eastern area)
Siren's Wail	Insanity (power 3)	N/A	15	Trynton Graveyard
Soulful Sax	Soul Shield (power 4)	N/A	45	Saxx's personal item (Umpani base camp)

Lutes

ITEM	SPELL/POWER	SPECIAL ATTACKS	REQUIRED MUSIC SKILL	LOCATION
Dulcimer of Mending	Heal All (power 3)	N/A	60	Arnika Road (in house)
Lute of Sloth	Slow (power 3)	N/A	15	Limited to imported parties
Mandolin of the Magus	Magic Screen (power 3)	N/A	30	Marten's Bluff (in castle)

continued



ITEM	SPELL/POWER	SPECIAL ATTACKS	REQUIRED MUSIC SKILL	LOCATION
Poet's Lute	Sleep (power 3)	N/A	1	Bards automatically come with this instrument
Renaissance Lute	Restoration (power 3)	N/A	85	Sea Caves



Lyres

ITEM	SPELL/POWER	SPECIAL ATTACKS	REQUIRED MUSIC SKILL	LOCATION
Chromatic Lyre	Itching Skin (power 3)	N/A	5	Limited to imported parties
Hades Harp	Cerebral Hemorrhage (power 3)	N/A	85	Rapax Rift (High Priestess' apartment)
Lyre of Cakes	Heal All (power 3)	N/A	60	Limited to imported parties
Silent Lyre	Silence (power 3)	N/A	30	Mine Tunnels
Succubus Song	Lifesteal (power 3)	N/A	70	Mountain Wilderness



Violins

ITEM	SPELL/POWER	SPECIAL ATTACKS	REQUIRED MUSIC SKILL	LOCATION
Arresting Aria	Freeze All (power 3)	N/A	60	Arnika-Trynton Road (in house)
Frigid Fiddle	Freeze Flesh (power 3)	N/A	30	Mt. Gigas Caves
Strings of Seduction	Turncoat (power 3)	N/A	75	Bayjin
Viola D'Amore	Charm (power 3)	N/A	5	Arnika (He'Li's inn)



Potions and Powders

Magic can take many forms. Potions (classified below by their color) and powders are yet another way of casting spells against enemies. Note that alchemy skills are not necessary for all of these items. In fact, you can even take an empty bottle and dip it in the Swamp's oil pool to make a Cherry Bomb—even if none of your party members has abilities with alchemy. In the Spell/Power column, the power level given in parentheses refers to the spell level potency of the potion. For example, Doubleman Draught, listed as "(power 5)," invokes a 5TH level Superman spell.





Holy Water



Cherry Bomb

Blue Potions

ITEM	SPELL/POWER	ELEMENTS MERGED	REQUIRED ALCHEMY SKILL	RACES
Doubleman Draught	Superman (power 5)	N/A	N/A	All
Holy Water	Holy Water (power 3)	N/A	N/A	All
Magic Nectar	Restore Magic (power 6)	N/A	N/A	All
Potion of Heavy Heal	Heal Wounds (power 6)	Light Heal and Moderate Heal potions	15	All
Potion of Light Heal	Heal Wounds (power 1)	N/A	N/A	All
Potion of Moderate Heal	Heal Wounds (power 3)	N/A	N/A	All
Potion of Superman	Superman (power 5)	N/A	N/A	All
Tincture of Shadows	Chameleon (power 5)	N/A	N/A	All

Green Potions

ITEM	SPELL/POWER	ELEMENTS MERGED	REQUIRED ALCHEMY SKILL	RACES
Acid Bomb	Acid Bomb (power 4)	Stink Bomb and Boom Bomb	20	All
Moser's Mojo Tea	Restore Magic (power 2)	N/A	N/A	All

Purple Potions

ITEM	SPELL/POWER	ELEMENTS MERGED	REQUIRED ALCHEMY SKILL	RACES
Dark Nectar	N/A	N/A	N/A	All
Eye for an Eye Potion	Eye for an Eye (power 5)	N/A	N/A	All
Granite Potion	Body of Stone (power 5)	N/A	N/A	All
Milk of Magmanasia	Restore Magic (power 6)	N/A	N/A	All
Pickmeup	Restore Health (power 6)	Moderate Heal and Heavy Heal potions	20	All

continued



ITEM	SPELL/POWER	ELEMENTS MERGED	REQUIRED ALCHEMY SKILL	RACES
Potion of Cure Poison	Cure Poison (power 6)	Poison Reduction and Light Heal potions	15	All
Potion of Dracon	Breath Dracon Breath (power 5)	N/A	N/A	All
Potion of Haste	Haste (power 5)	N/A	N/A	All
Potion of Poison Reduction	Cure Poison (power 3)	N/A	N/A	All
Potion of Razor Cloak	Razor Cloak (power 5)	N/A	N/A	All
Renewal Potion	Renewal (power 1)	Cure Disease and Heavy Heal potions	50	All

Red Potions

ITEM	SPELL/POWER	ELEMENTS MERGED	REQUIRED ALCHEMY SKILL	RACES
Canned Elemental	Summon Elemental (power 6)	Fire Bomb and Ice Bomb	95	All
Cherry Bomb	Fireball (power 3)	N/A	N/A	All
Eau D'Rapax Perfume	N/A	N/A	N/A	All
Glowing Goo	N/A	N/A	N/A	Gadgeteer
Potion of Restoration	Restoration (power 3)	Heavy Heal and Heavy Stamina potions	50	All

Yellow Potions

ITEM	SPELL/POWER	ELEMENTS MERGED	REQUIRED ALCHEMY SKILL	RACES
Ale	Booze (power 1)	N/A	N/A	All but Android
Bottle of Old Jake's	Booze (power 4)	N/A	N/A	All
Chief's Swamp Malt	Cure Lesser Condition (power 6)	N/A	N/A	All
Dungore's Malt Ale	Booze (power 1)	N/A	N/A	All
Fuzzfas Fizzer	Booze (power 6)	N/A	N/A	All
Potion of Bless	Bless (power 6)	N/A	N/A	All

continued





ITEM	SPELL/POWER	ELEMENTS MERGED	REQUIRED ALCHEMY SKILL	RACES
Potion of Cure Disease	Cure Disease (power 6)	Cure Light Condition and Heavy Heal potions	40	All
Potion of Cure Light Condition	Cure Lesser Condition (power 6)	N/A	N/A	All
Potion of Guardian Angel	Guardian Angel (power 5)	Light Heal and Bless potions	15	All
Potion of Heavy Stamina	Stamina (power 6)	N/A	N/A	All
Potion of Moderate Stamina	Stamina (power 4)	N/A	N/A	All

Powders

ITEM	SPELL/POWER	SPECIAL ATTACKS	ELEMENTS MERGED	REQUIRED ALCHEMY SKILL
Concussion Powder	Concussion (power 3)	Knockout 100%	N/A	N/A
Cure Paralysis Powder	Cure Paralysis (power 6)	N/A	N/A	N/A
Devil Dust	Whirlwind (power 3)	N/A	N/A	N/A
Dust of Banishment	Banish (power 3)	N/A	N/A	N/A
Dust of Defection	Turncoat (power 3)	N/A	N/A	N/A
Dust of Dessication	Dehydrate (power 3)	N/A	N/A	N/A
Faerie Dust	Sleep (power 3)	N/A	N/A	N/A
Flash Powder	Blinding Flash (power 3)	N/A	N/A	N/A
Pandemonium Powder	Pandemonium (power 3)	N/A	Sneeze and Flash powders	50
Resurrection Powder	Resurrection (power 1)	N/A	Renewal Potion and Magic Nectar	80
Skeleton Powder	Instant Death (power 6)	N/A	Dust of Desiccation and Concussion Powder	70
Smelling Salts	Smelling Salts (power 4)	N/A	N/A	N/A
Sneeze Powder	Itching Skin (power 3)	N/A	N/A	N/A



Magic Staves and Wands

Magic staves and wands are tools often used by Monks, Priests, Bishops, and Mages. Forget the mundane Abracadabra! acts of local magic shows. Several of these wands carry strong special attacks, such as poisoning, paralyzing, and hexing opponents.



FlameQuencher Wand

Staff of Silence

ITEM	DAMAGE	SPECIAL ATTACKS	RACES	PROFESSIONS
Coil of the Serpent*	3D8+3 (6-27)	Poison 100% (Strength 7)	All	All
FlameQuencher Wand	1D8+0 (1-8)	Paralyze 5% Spell: Blizzard (power 2)	All	All
Knock Picks Knock	Knock spell (power 3)	N/A	All	All
Rod of Sprites	4D4+2 (6-18)	Hex 50%	Faerie	All
Staff Pro Paralysis	1D6+2 (3-8)	Paralyze 10%,	All	Lord, Valkyrie, Monk, Priest, Bishop, Psionic, Mage
Staff of 12 Stars*	3D4+4 (7-16)	Sleep 35% Spell: Restore Magic (power 6)	All	All
Staff of Silence	1D6+1 (2-7)	Spell: Silence (power 4)	All	Lord, Valkyrie, Monk, Priest, Bishop, Psionic, Mage
Thunder Stick	2D4+2 (4-10)	Spell: Earthquake (power 2)	All	All
Wand of Static	1D8+0 (1-8)	Spell: Energy Blast (power 2)	All	All
Wand of Winds	2D3+4 (6-10)	Spell: Whirlwind (power 4)	All	All
Winterwand	2D3+2 (4-8)	Paralyze 15% Spell: Iceball (power 4)	All	All
Ymmu's Paw	1D6+4 (5-10)	Hex 15%	All	All





Stix and Stones

Stix and stones can do more than break some bones in *Wizardry 8*. These implements of battle empower their possessors with supernatural abilities. Moreover, a lot of professions have access to these powerful tools.



Fire Stix



Beckoning Stone

Stix

ITEM	SPELL/POWER	SPECIAL ATTACKS	RACES	PROFESSIONS
Cracker Stix	Energy Blast (power 3)	N/A	All	Ninja, Rogue, Gadgeteer, Bard, Alchemist, Psionic, Mage
Fire Stix	Magic Missiles (power 2)	N/A	All	Ninja, Rogue, Gadgeteer, Bard, Alchemist, Psionic, Mage
Icicle Stix	Frost (power 2)	N/A	All	All but Monk, Priest, Bishop
Rocket Stix	Magic Missiles (power 4)	N/A	All	Ninja, Rogue, Gadgeteer, Bard, Alchemist, Psionic, Mage
Sparkle Stix	Energy Blast (power 1)	N/A	All	Ninja, Rogue, Gadgeteer, Bard, Alchemist, Psionic, Mage

Stones

ITEM	SPELL/POWER	RESISTANCES	RACES	PROFESSIONS
Beckoning Stone	N/A	N/A	All	All
Mana Stone	Restore Magic (power 6)	N/A	All	All
Stone of New Life	Resurrection (power 6)	30% vs. Divine	All	All
Stone Pro Airs	N/A	50% vs. Air	All	All



Scrolls and Spellbooks

Paper items that either provide clues or empower certain members of your party with the ability to cast spells, scrolls and spellbooks are some of the most potent items to be found on Dominus. Note that all races have access to scrolls, notes, contracts, spellbooks, and the like.



Book of Hexes

Scrolls

ITEM	SPELL/POWER	SKILL/LEVEL REQUIRED	PROFESSIONS
Scroll of Armormelt	Armormelt (power 4)	Artifacts (level N/A)	All
Scroll of Armorplate	Armorplate (power 3)	Artifacts (level N/A)	All
Scroll of Crush	Crush (power 5)	Artifacts (level N/A)	All
Scroll of Cure Poison	Cure Poison (power 4)	Artifacts (level N/A)	All
Scroll of Ego Whip	Ego Whip (power 4)	Artifacts (level N/A)	All
Scroll of Enchanted Blade	Enchanted Blade (power 3)	Artifacts (level N/A)	All
Scroll of Fireball	Fireball (power 4)	Artifacts (level N/A)	All
Scroll of Freeze Flesh	Freeze Flesh (power 3)	Artifacts (level N/A)	All
Scroll of Haste	Haste (power 3)	Artifacts (level N/A)	All
Scroll of Heal All	Heal All (power 4)	Artifacts (level 10)	All
Scroll of Identity	Identify Item (power 4)	Artifacts (level N/A)	All
Scroll of Insanity	Insanity (power 3)	Artifacts (level N/A)	All
Scroll of Knock Knock	Knock Knock (power 4)	Artifacts (level N/A)	All
Scroll of Magic Missiles	Magic Missiles (power 2)	Artifacts (level N/A)	All
Scroll of Magic Screen	Magic Screen (power 3)	Artifacts (level N/A)	All
Scroll of Missile Shield	Missile Shield (power 3)	Artifacts (level N/A)	All
Scroll of Remove Curse	Remove Curse (power 6)	Artifacts (level N/A)	All
Scroll of Rest All	Rest All (power 4)	Artifacts (level N/A)	All
Scroll of Resurrect	Resurrection (power 6)	Artifacts (level 35)	All
Scroll of Slow	Slow (power 2)	Artifacts (level N/A)	All
Scroll of Terror	Terror (power 2)	Artifacts (level N/A)	All
Scroll of Whipping Rocks	Whipping Rocks (power 3)	Artifacts (level N/A)	All





Spellbooks

ITEM	SPELL/POWER	PROFESSIONS
Book of Acid	Acid Bomb (power 6)	Ranger, Ninja, Alchemist, Bishop
Book of Angels	Guardian Angel (power 6)	Lord, Valkyrie, Priest, Bishop
Book of Armormelt	Armormelt (power 6)	Samurai, Monk, Bishop, Psionic, Mage
Book of Armorplate	Armorplate (power 6)	Lord, Valkyrie, Priest, Bishop
Book of Banishing	Banish (power 6)	Lord, Valkyrie, Samurai, Priest, Bishop, Mage
Book of Barriers	Missile Shield (power 6)	Samurai, Bishop, Mage
Book of Blessings	Bless (power 6)	Lord, Valkyrie, Priest, Bishop
Book of Blinding	Blinding Flash (power 6)	Ranger, Ninja, Alchemist, Bishop
Book of Booms	Sonic Boom (power 6)	Ranger, Samurai, Ninja, Alchemist, Bishop, Mage
Book of Breath	Dracon Breath (power 6)	Ranger, Ninja, Alchemist, Bishop
Book of Burning Thoughts	Psionic Fire (power 6)	Monk, Bishop, Psionic
Book of Chameleons	Chameleon (power 6)	Ranger, Ninja, Monk, Alchemist, Bishop, Psionic
Book of Charming	Charm (power 6)	Lord, Valkyrie, Monk, Priest, Bishop, Psionic
Book of Corrosion	Acid Splash (power 6)	Ranger, Ninja, Alchemist, Bishop
Book of Crushing	Crush (power 6)	Ranger, Samurai, Ninja, Alchemist, Bishop, Mage
Book of the Dark Hound	Shadow Hound (power 6)	Samurai, Bishop, Mage
Book of Death	Instant Death (power 6)	Lord, Valkyrie, Priest, Bishop
Book of Dessication	Dehydrate (power 6)	Samurai, Bishop, Mage
Book of Detection	Detect Secrets (power 6)	Samurai, Monk, Bishop, Psionic, Mage
Book of Disease Cures	Cure Disease (power 6)	Lord, Valkyrie, Ranger, Ninja, Priest, Alchemist, Bishop
Book of Ego Whip	Ego Whip (power 6)	Monk, Bishop, Psionic
Book of Elements	Element Shield (power 6)	Ranger, Samurai, Ninja, Alchemist, Bishop, Mage
Book of Enchantment	Enchanted Blade (power 6)	Samurai, Bishop, Mage
Book of Energy	Energy Blast (power 6)	Samurai, Bishop, Mage
Book of Fiery Rings	Ring of Fire (power 6)	Ranger, Ninja, Alchemist, Bishop
Book of Fire	Fire Bomb (power 6)	Ranger, Ninja, Alchemist, Bishop
Book of Fireballs	Fireball (power 6)	Samurai, Bishop, Mage
Book of Freeze All	Freeze All (power 6)	Samurai, Bishop, Mage
Book of Freezing	Freeze Flesh (power 6)	Samurai, Bishop, Mage
Book of Frost	Frost (power 6)	Samurai, Bishop, Mage
Book of Fumes	Noxious Fumes (power 6)	Ranger, Samurai, Ninja, Alchemist, Bishop, Mage
Book of Haste	Haste (power 6)	Monk, Bishop, Psionic
Book of Heal All	Heal All (power 6)	Lord, Valkyrie, Priest, Bishop

continued



ITEM	SPELL/POWER	PROFESSIONS
Book of Healing	Heal Wounds (power 6)	All but Fighter, Samurai, Rogue, Gadgeteer, Bard, Mage
Book of Hexes	Hex (power 6)	Samurai, Monk, Bishop, Psionic, Mage
Book of Holding	Paralyze (power 6)	Lord, Valkyrie, Monk, Priest, Bishop, Psionic
Book of Holy Water	Holy Water (power 6)	Lord, Valkyrie, Priest, Bishop
Book of Ice	Iceball (power 6)	Samurai, Bishop, Mage
Book of Insanity	Insanity (power 6)	Monk, Bishop, Psionic
Book of Insight	X-Ray (power 6)	Samurai, Bishop, Mage
Book of Itching	Itching Skin (power 6)	Ranger, Ninja, Alchemist, Bishop
Book of Knocks	Knock Knock (power 6)	Samurai, Monk, Alchemist, Bishop, Mage
Book of Lesser Cures	Cure Lesser Condition (power 6)	All but Fighter, Samurai, Rogue, Gadgeteer, Bard, Mage
Book of Light	Light (power 6)	All but Fighter, Monk, Rogue, Gadgeteer, Bard, Psionic
Book of Lures	Hypnotic Lure (power 6)	Monk, Bishop, Psionic
Book of Mind Stab	Mind Stab (power 6)	Monk, Bishop, Psionic
Book of Mindread	Mindread (power 6)	Monk, Bishop, Psionic
Book of Missiles	Magic Missiles (power 6)	Samurai, Bishop, Mage
Book of Paralysis Cures	Cure Paralysis (power 6)	Lord, Valkyrie, Ranger, Ninja, Priest, Alchemist, Bishop
Book of Poison Cures	Cure Poison (power 6)	Lord, Valkyrie, Ranger, Ninja, Priest, Alchemist, Bishop
Book of Portals	Set Portal (power 6)	All but Fighter, Rogue, Gadgeteer, Bard
Book of Psionic Blast	Psionic Blast (power 6)	Monk, Bishop, Psionic
Book of Purification	Purify Air (power 6)	Lord, Valkyrie, Ranger, Ninja, Priest, Alchemist, Bishop
Book of Razors	Razor Cloak (power 6)	Ranger, Ninja, Alchemist, Bishop
Book of Relics	Identify Item (power 6)	Lord, Valkyrie, Monk, Priest, Bishop, Psionic
Book of Removal	Remove Curse (power 6)	Lord, Valkyrie, Samurai, Priest, Bishop, Mage
Book of Resting	Rest All (power 6)	Lord, Valkyrie, Priest, Bishop
Book of Retaliation	Eye for an Eye (power 6)	Monk, Bishop, Psionic
Book of Return	Return to Portal (power 6)	All but Fighter, Rogue, Gadgeteer, Bard
Book of Rocks	Whipping Rocks (power 6)	Ranger, Samurai, Ninja, Alchemist, Bishop, Mage
Book of Sanity	Sane Mind (power 6)	Lord, Valkyrie, Monk, Priest, Bishop, Psionic
Book of Screens	Magic Screen (power 6)	Lord, Valkyrie, Priest, Bishop
Book of Silence	Silence (power 6)	Lord, Valkyrie, Monk, Priest, Bishop, Psionic
Book of Sleep	Sleep (power 6)	All but Fighter, Lord, Valkyrie, Rogue, Gadgeteer, Bard, Priest

continued





ITEM	SPELL/POWER	PROFESSIONS
Book of Slowness	Slow (power 6)	Monk, Bishop, Psionic
Book of Souls	Soul Shield (power 6)	Lord, Valkyrie, Monk, Priest, Bishop, Psionic
Book of Sound	Shrill Sound (power 6)	Samurai, Monk, Bishop, Psionic, Mage
Book of Stamina	Stamina (power 6)	Lord, Valkyrie, Ranger, Ninja, Priest, Alchemist, Bishop
Book of Statues	Body of Stone (power 6)	Ranger, Ninja, Alchemist, Bishop
Book of Summoning	Summon Elemental (power 6)	Ranger, Samurai, Ninja, Alchemist, Bishop, Mage
Book of Superman	Superman (power 6)	Lord, Valkyrie, Priest, Bishop
Book of Terror	Terror (power 6)	Samurai, Monk, Bishop, Psionic, Mage
Book of Toxic Cloud	Toxic Cloud (power 6)	Ranger, Ninja, Alchemist, Bishop
Book of Traps	Divine Trap (power 6)	Lord, Valkyrie, Monk, Priest, Bishop, Psionic
Book of Webs	Web (power 6)	Lord, Valkyrie, Samurai, Priest, Bishop, Mage
Book of Whirlwinds	Whirlwind (power 6)	Lord, Valkyrie, Priest, Bishop
Book of Wounding	Make Wounds (power 6)	Lord, Valkyrie, Priest, Bishop

Keys, Cards, and Other Quest-Related Items

These items are necessary for completing many of the game's quests. A couple of goodies are listed that several non-player characters (such as Antone and Ferro) can forge into weapons for your party. Overall, you'll find many of these items critical for your success, or for simply moving forward in the game.



Skull



Pickled Trynnie

ITEM	LOCATION	SPECIAL USE
Anna's Keycard	Arnika (Anna)	Opens Anna's vault at the bank
Antone's Keycard	Arnika (Antone's bedroom)	Opens Antone's vault at the bank
Armory Key	Ferro the blacksmith	Opens Pagoda Armory in Trynton Upper Branches
Astral Dominae	Lower Marten's Bluff (Don Barlone)	Necessary for endgame
Astral Dominae (Fake)	Swamp (Dark Savant)	Can be traded for the Chaos Moliri at Arnika
Black Box	Bayjin	Must be fed into the Orbit Tracker to find coordinates for the Dark Savant's ship

continued



ITEM	LOCATION	SPECIAL USE
Blue Feather	Swamp	Fuzzfas will make the Earthshaker Bomb for you if you can give him a feather from this rare bird
Blue Flower	Marten's Bluff	A pointer to Crock's house
Blue Marble	Trynton Upper Branches	Use to enter the Trynton Pagoda (Upper Branches)
Chaos Moliri	Arnika (main level)	Necessary for endgame
Constable's Key	Rapax Key (Constable)	Opens the Rapax King's treasury
Covert Flag	Upper Mt. Gigas Caves	Give to Rubble as part of a continued training mission
Crude Iron Key	Upper monastery	Opens bell room in upper monastery
Dark Nectar	Rapax Castle (Ferro and Al-Adryan)	Pour on Al-Sedexus' bed during Templar initiation ritual.
Destinae Dominus	Sea Caves (Marten)	Necessary for endgame
Djinn Eye	Obtained when you kill a Djinn (though not every Djinn coughs up an eye)	Necessary for Antone to make and sell you special Featherweight Armor
Eau d'Rapax Perfume	Swamp (Crock)	Used to lure Raven Rapax into your clutches
Ebon Gem	Marten's Bluff	Antone needs this to forge the Ebon Staff for you
Giant Frog Leg	Swamp (obtained after killing Brekek)	Give it to Crock to release a hostage party member
Giant Picus Egg	Often obtained when you kill a Greater Picus	Antone needs this to forge a BeastSlayer Axe for you
Glumph's Identity Tag	Bayjin (Sergeant Glumph)	Solves the "Bring Back My Boys" quest
Gooda Vines	Trynton (Upper Branches)	Used to repair the bridge to Rattkin Tree
Head of Raven Rapax	Marten's Bluff	Must be brought to Z'Ant to solve one of the many T'Rang quests
Heart of the Sorceress	Southeast Wilderness Temple	Ferro needs this to forge the Vampire Chain for you
Helazoid Banner	Bayjin (Janette)	Must be taken to Braffit in Arnika
He'Li's Keycard	Arnika (He'Li)	Opens He'Li's vault at the bank
Hinged Box	Arnika	Gadgeteers can merge it with the Doll to make a Jack in the Box
Hogar Tusk	Often obtained after killing a Hogar	Ferro needs this to forge the Ivory Blade for you
Hook and Line	Sea Caves	Swing this item from the Sea Caves' overhang
IUF Identity Tags	Umpani base camp	Grants you access to various IUF locations
IUF Level 1 Security Pass	Umpani base camp	Grants you access to various IUF locations
IUF Level 2 Security Pass	Umpani base camp	Grants you access to various IUF locations
IUF Level 3 Security Pass	Umpani base camp	Grants you access to various IUF locations

continued





ITEM	LOCATION	SPECIAL USE
IUF Level 4 Security Pass	Umpani base camp	Grants you access to various IUF locations
IUF Level 5 Security Pass	Umpani base camp	Grants you access to various IUF locations
IUF Level 6 Security Pass	Umpani base camp	Grants you access to various IUF locations
IUF Top Security Pass	Umpani base camp	Grants you access to various IUF locations
IUF Top Security Pass (Fake)	Umpani base camp and Mt. Gigas (Sergeant Kunar)	Grants you access to various IUF locations
Initiate's Badge	Rapax Castle	Allows you to enter the initiate's chambers
Iron Weed Thorns	Often obtained when you slay Iron Weed Vines	Antone needs this to forge the Steelhide Breastplate for you
Key of Serenity	Trynton (Shaman Das)	Gives you access to the Helm of Serenity
Key to Marten's Tomb	Sea Caves (Skeleton)	Gives you access to Marten's Tomb
King's Apartment Key	Rapax Castle	Grants you access to the Rapax King's chambers
King's Cave Key	Upper Rapax Castle (table)	Activates the portal to the Dark Savant Tower
Marten's Badge	Arnika	Gives you access to the Higardi Lunar Legion post in Arnika
Mummy Dust	Often obtained when you kill Mummies	Antone needs this to forge the Ebon Staff for you
Mystery Potion	Trynton (Fuzzas)	When consumed with the Zuzu Petals, Shaman Das will reveal a bit of the future
NAS-81	Arnika (behind the Dark Savant's tower)	Needed to repair RFS-81
Ornate Metal Rod	Upper Rapax Castle	Activates a portal to Arnika
Pickled Trynnie	Rapax Castle (kitchen)	Should be given to Ferro
Piece of Coral	Sea Caves	Ferro needs this to forge the Ivory Blade for you
Piece of Obsidian	Rapax Rift	Ferro needs this to forge Mirror Armor for you
Piercer Modai Claw	Often obtained when you kill a Piercer Modai	Antone needs this to forge a BeastSlayer Axe for you
Plumed Serpent Feather	Often obtained by killing Plumed Serpents	Antone needs this to make and sell you special Featherweight Armor
Porthole	Anika (the dock near the sunken ship)	Merge with Pot with Hinge to make a secret Gadgeteer item
Portcullis Key	Rapax Upper Castle	Opens the portcullis on the upper floor of the Rapax Castle
Pot With Hinge	Marten's Bluff (room with trap door)	Merge with Porthole to make a secret Gadgeteer item
Prisoner's Chain	Rapax Rift	Ferro needs this to forge the Vampire Chain for you
Queen's Key	Upper Rapax Castle (wall safe)	Opens upper Rapax Castle room that contains the Ornate Metal Rod

continued

ITEM	LOCATION	SPECIAL USE
Ratt Key	Rattkin Tree	Opens the door to the Rattkin Breeders' house
Rift Key	Rapax Rift	Opens the locked door near the earthquake area in the Rift
Rotten Meat	Trynton Upper Branches (Trynnie Zoo)	Mix with Fairy Dust and feed to Bobo the Hogar, enabling you to retrieve the Shiny Metal Ball
Safe Key	Lower monastery	Opens a nearby safe that contains Resurrection Powder
Sanctum Key	Rapax Rift	Opens the Sanctum door, giving you access to the Staff of Ash and the Rift Key
Screg's Key	On Screg	Opens the door to the Chaos Moliri room in the Mook fortress. Only needed if you kill Screg
Sea Cave Gate Key	Sea Caves (Marten)	Opens the Sea Cave gate
Shiny Metal Ball	Trynton Upper Branches	Used in the Orbital Tracker
Silver Ore	Mine Tunnels	Ferro needs this to forge Mirror Armor for you
Skull	Arnika-Trynton Road	Antone needs this to forge Zynaryx Plate for you
Spider Silk	Trynton Upper Branches	Antone needs this to forge Zynaryx Plate for you
Steelhide Skin	Often obtained when you kill Ironskin Crocodiles	Antone needs this to forge the Steelhide Breastplate for you
Stockade Key	On Rapax Guard at Rapax Away Camp	Used to open the tree-prison door in the Rapax Away Camp/Wilderness Clearing
Stone Idol	Upper Marten's Bluff	Place on the pedestal within Trynton Upper Branches to gain access to Marten's place
Tanto Wasp Wings	Often obtained by slaying Tanto Wasps	Antone needs this to make and sell you special Featherweight Armor
T'Rang Arm	Upper Marten's Bluff	Bring to Sergeant Balbrak to complete an Umpani quest
Umpani Flag	Mt. Gigas (Sergeant Kunar)	Bring to Z'Ant to complete the "Flag Retrieval" quest for the T'Rang
Vampire Bat Wing	Often obtained when you kill Vampire Bats	Ferro needs this to forge the Vampire Chain for you
Venom Crab Shell	Often obtained when you kill Venom Crabs	Antone needs this to forge the Zynaryx Plate for you
Venom Sac	Often obtained by killing Poison Seekers	Antone needs this to forge Steelhide Armor for you
Wheel Key	Lower monastery	Opens the lower monastery Crypt that contains the DemonSting Bow and the DemonsBane Sword
Wooden Plank	Sea Caves	Creates a makeshift bridge in the Sea Caves so that you can reach Marten
Zoo Shed Key	On one of the monsters on the Rapax Roof	Opens a door on the roof of the Rapax Castle
Zuzu Petals	Trynton Upper Branches	These must be eaten to first talk with Shaman Das







The Creatures and NPCs of Wizardry 8

CHAPTER

5

We've taught you how to use both magic and a wide array of weaponry. Now it's time to teach you about the monsters that you'll be using that magic and weaponry against during your travels on Dominus. This chapter includes important information about monsters, various non-player characters (NPCs), and other beings that your party will encounter during its adventures.



Fighters and Guards

This is a broad category describing the intelligent beings that are either fighters, warriors, or are guarding areas. This includes the Rattkin, Higardi, the Dark Savant's men, Rapax, T'Rang, Umpani, and Sige.

Death Lords



You'll meet at least a couple of iterations of the Death Lord on Dominus. These powerful creatures average 402 hit points, wield Giant Swords, and boast an impressive number of spells, including Terror, Insanity, Magic Missiles, Hex, Toxic Cloud, Draining Cloud, Lightning, Death Cloud, and Death Wish. Additionally, Death Lords have high magic resistance (though they're somewhat susceptible to incantations from the Divine school). When fighting Death Lords, your best bet is to wear them down with arrows and then

cast Superman on your frontline warriors. At this point, you should be able to wade in and hack the monsters to death.

Higardi Bandits



Higardi Bandits come in several flavors: basic Bandits, Dungeon Crawlers, Rogues, Brigands, Cutpurses, Highwaymen, and Rogue Leaders. Roustabouts and Higardi Raiders are also similar to these types. Most attack with knives, either by throwing or slashing. The weakest of this class is the base-line Bandit, and the strongest is the Brigand, which averages 117 hit points. Rogue Leaders are also dangerous, as they're very accurate when tossing knives. They are all susceptible to magic, however, so it's best to whittle their numbers down to size with area-effect spells such as Fireball before closing in for the kill.

Higardi Bank Guard



These opponents are found at the Bank of Arnika. With 70 hit points each, they are fairly tough foes in the early stages of the game, so are best left alone. To add insult to injury, attacking the Higardi Bank Guards draws the attention of a tough Higardi Patrol, and that's a fight that you just can't win.



Higardi Patrols



Higardi Patrols and Higardi Guards can be pretty tough customers in the early portions of the game. Patrol members pack an average of about 90 hit points each, while Higardi Guards weigh in at an impressive 125 hit points apiece. Both types love to attack with their Stun Maces, which knock out opponents 5% of the time. A Higardi Guard's mace has a 5% chance of scoring an outright kill.

Higardi Lunar Legion Officer



Higardi Lunar Legion (HLL) Officers guard the HLL Outpost in Arnika. Armed with a Disruptor Mace, these troops can knock out their enemies and drain Stamina or Strength points 10% of the time. HLL Officers are somewhat challenged in regards to durability, possessing an average of 74.5 hit points each.

Higardi Spirits



Higardi Spirits are the wraithlike remains of departed Higardi who still haunt the physical world. They guard sunken treasure, the halls of Marten's Bluff, the temple in Arnika, and even a small portion of the Sea Caves. With the exception of the Higardi Spirit and the Rebel Specter, these ghosts are magic users, and hence parties with magical defenses will fair the best against them. Most Higardi Spirits know Sleep, Terror, Insanity, Slow, and Paralyze spells, and the Rebel Specter (which possesses an average of 165 hit points) can cast Terror, Blinding Flash, Freeze Flesh, Noxious Fumes, Silence, Iceball, and Boiling Blood.

Mook Guards



Mook Guards watch over the Chaos Moliri in the Mook's mission house in Arnika. You won't see them, however, unless you steal the Moliri. If you grab the original, a wall will disappear and the Mooks will attack (if you put the fake in its place, you avoid the attack). These guards have an average of 89 hit points each, but pack a mediocre physical punch. Conversely, they are powerful Psionics and can fling Make Wounds, Blinding Flash, Slow, Fireball, Freeze Flesh, and Asphyxiation spells with reckless abandon.





Rapax Archers



Rapax Archers, Templar Archers, and Bowmen are included under the generic category of Rapax Archers. The Rapax Archers are bow and arrow specialists, with 144 hit points each. They also have strong magic capabilities and are able to cast Bless, Heal Wounds, Make Wounds, Guardian Angel Web, Silence, Whirlwind, and Heal All spells. Templar Archers have more hit points, with an average of 225, and a slightly stronger attack than the Rapax Archers. Bowmen boast the most hit points of the three, at 325 each, and they like to fight in close quarters with swords.

Rapax Concubine, Initiate, Courtesan, and High Priestess



These three Rapax femme fatales look similar but attack differently. The Concubine is the strongest, possessing an average of 260 hit points and a tough dagger attack. Although the Priestess and Initiate have fewer hit points, offsetting this is the ability to cast some serious magical spells, including Bless, Heal Wounds, Make Wounds, Guardian Angel, Magic Screen, Silence, Whirlwind, and Hex. The Courtesan packs an even more impressive set of spells. Her arsenal includes Bless, Make Wounds, Web, Armorplate, Silence, Heal All, Hex, Lightning, and Instant Death. As with all magic users, it's best to combat this trio by casting Soul Shield, Eye for an Eye, and Magic Screens on your party before venturing too close.

Rapax Ghost and Vampiric Wraith



It seems that no one stays dead on Dominus. Both the Rapax Ghost and Vampiric Wraith return from the dark side to haunt your party. The Vampiric Wraith is the stronger of these battleaxe-wielding characters. Not only does it have nearly 70 more hit points than the ghost, but a better armor class to boot.

Rapax Guards



This category includes the Drunken Rapax found in the Rapax Castle cellar, Jail Guards, Prisoners, Berserkers, Guards, Patrols, Scouts, and Veterans. All are stout warriors. They run the gamut from the 403-hit-point Rapax Guard to the 228-hit-point Scout. None are magic users, but all are susceptible to both Water-based spells and Insanity. It's best to take care of these enemies from afar, or to immobilize them with Freeze or Web spells before sending in your melee specialists.



Rapax Knights



Included here are the Assassin, Samurai, Stockade Guard, and Templar Knight (all of the Rapax persuasion), with hit points ranging from the Assassin with 276 to the Knight with 341. Think of these Rapax as warriors who also know how to brew up some serious magic. Their spells include Enchanted Blade, Magic Missiles, Shrill Sound, Web, Magic Screen, Crush, Dehydrate, Hex, Firestorm, Enchanted Blade, Missile Shield, Fireball, Freeze Flesh, Noxious Fumes, Whipping Rocks, and Crush. They are vulnerable to Earth and Water spells, so keep that in mind when readying incantations of your own.

Rapax Templars



Answering roll call in this section are the magic-using Rapax Templar, Templar Master, Warlock, and Warmage. Each weighs in with somewhere between 200–260 hit points and each knows several spells. Their magical arsenals include the Templar Master's Nuclear Blast and lesser spells such as Magic Screen, Magic Missiles, Web, and Shrill Sound. These mages have poor Water-based spell resistances, so casting Blizzard or Ice Ball works well against them.

Rattkin Archers



The Rattkin Archer and its close relative the Rattkin Sniper are your basic, mid-level bowmen. The Archer averages 119 hit points, while the Sniper has a 149-hit-point median. Both may be camouflaged, which makes them hard to spot.

Rattkin Breeder



First encountered in the Rattkin Tree, these brutes carry axes and boast 320 hit points apiece. Your best bet is to immobilize them with a spell and then to simply hack away until done.





Rattkin Thieves



This category consists of Goons, Guards, Patrols, and Thieves. All of these foot-soldier rats like to move in close and mix it up, often with the assistance of the surprise gained by their camouflage abilities. Goons are the most durable, with an average of 230 hit points each.

Rynjin Footsoldiers



Elite, Empaths, Scavengers, Sentries, and Thralls comprise the group of basic Rynjin soldiers. Rynjin Footsoldiers are tough opponents. Not only are they good with their hands and feet, but—with the exception of the Thrall—each has powerful magic. The strongest warrior is the Elite, a soldier that comes complete with around 194 hit points and the ability to inflict an average of 22 hit points of damage with each successful strike.

Rynjin Chiefs



Think of these foes as the Rynjin demi-bosses. Rynjin Battlelords, Chiefs and Overseers are part of this category. Each Battlelord normally has 207 hit points and can deal approximately 15 hit points of damage per swipe in close combat. They are serious magic users who love to fling Psionic Blast at your characters. Despite their strong magic resistance, they can be webbed. The Chief is a big man on campus. Around 402 hit points are stuffed into his bony body, and he has numerous spells to cast. More often than not, he'll hit you with Cerebral Hemorrhage. On the other hand, Overseers are no more dangerous than Rynjin Scavengers.





Minions of the Dark Savant

The multitude of soldiers that the Dark Savant will throw across your path is covered in this section. From ranged fighters like the Gunner to close-combat specialists such as the Slasher, these are—for the most part—robots that mean business.

Savant Drone



The Savant Drone isn't so much a creature as a bobbing weapons globe. The Drone's forte is ranged combat; the Neuro Bolt that it fires has a 15% chance of paralyzing its target. They like to travel in threes, and each averages 55.5 hit points.

Savant Henchmen



The only non-androids working for the Dark Savant form the Savant Henchman category. This group includes Savant Behemoths, Savant Henchmen, and Savant Minions. Your first encounter with these cheery folks will usually come as you make your way up Ascension Peak. The Behemoths have the most hit points (approximately 460 each), but the Henchmen boast tougher attacks. All three varieties can attack from afar as well as from close range. None of them uses magic, but all possess strong magic resistance.

Savant Gunners



Included here are the Berserker, Destroyer, and Gunner. Both the Berserker and Gunner can attack at long and short range, although they prefer keeping opponents at a distance. The Destroyer specializes at close combat. All three types of Savant Gunner lack magical skills, and their hit points range from the Gunner, with 55, to the Berserker with 164.

Savant Orb



The Savant Orb is similar to the Savant Drone, but a wee bit less powerful. It has thinner armor than its Drone cousin, fewer hit points, and only a 5% chance of piling on additional effects, such as paralysis, on its target.





Savant Troopers



The Savant's Dark Trooper minions, including the Guard, Slasher, and Trooper, answer roll call here. Each excels with in-your-face combat. The Guard and Trooper are weak, though, averaging just 37 hit points each. Conversely, the Slasher boasts an impressive 235 hit points, and averages 12.5 hit points of damage each time that he strikes one of your characters. All Savant Troopers are easy prey to magic attacks.



Siges and Their Next of Kin

Siges are female Mages who wander the dregs of Dominus. All are mighty practitioners of the mystic arts but are susceptible to the cutting edge of a sharp sword...if you can get close enough to employ one.

Siges



Aeromancers, Geomancers, Hydromancers, and Pyromancers are the primary Sige variants. All utilize spells from the realm that their name implies. Other types, such as the Cultist, Dungeon Mage, and basic Sige use a mix of spell types. To battle these creatures, you must fling spells that prey on their weaknesses, and then close in to finish them with steel. Their hit points range from around 101 for the Aeromancer to 146 for the Geomancer.



Sige Ghosts



This category consists of Acute Spirits, Enlightened Spirits, Guardian of Knowledge, Sage Spirit, Sige Ghost, Sige Haunt, Sige Shade, Sige Specter, Sige Spirit, and Swamp Spirit. Think of these creatures as more powerful versions of the Aeromancer Sige. The Enlightened Spirit, which possesses an average of 299 hit points, is the toughest physically, but all are potent opponents that may cast serious spells such as Nuclear Blast, Magic Missiles, and a host of others. Again, the best strategy is to close in and take out these magicians in melee combat.





T'Rang

The T'Rang are spiderlike creatures who will offer to ally with your party in its quest to destroy the Dark Savant. Their rivals, the Umpani, also offer an alliance, so the following creatures may be friends or foes, depending upon which race you sign up with. Which bargain you accept does not directly affect the endgame—in fact, there is a way that you can unite the two races in a peace pact.

T'Rang Assassins



Assassin and Sentry T'Rang types are covered here. The two types are nearly identical. Both average 145.5 hit points and prefer to move in close and smack you with their PSI Rods. Doing so usually inflicts 16 points of damage. Both know a few spells, their favorite being Whipping Rocks.

T'Rang Controllers



The Controller, Keeper, and Sniper comprise this category. The Sniper is a weaker version of the Assassin and likes to do his work in close. Both the Controllers and the Keepers enjoy engaging your party from afar with shots from their Stun Rods. Additionally, Keepers like to cast Mind Stab spells. Keepers are also the strongest of the lot, weighing in at 128 hit points apiece.

T'Rang Overmind and Sentinel



Two similar creatures, the Overmind and Sentinel are somewhat passive, powerful beings. Each has an average of 279 hit points. They can move in close to join melee combat with your party with PSI Rods, or attack from a distance with a broad range of magic. Their spells include Shrill Sound, Slow, Psionic Fire, Silence, Eye for an Eye, Haste, Psionic Blast, Prismic Ray, and Turncoat. Overminds and Sentinels are vulnerable to Fire spells.

T'Rang Watcher and Guarder



Although the Watcher and Guarder look different from the T'Rang Sniper, they share a similar number of hit points (42.5 and 75, respectively) and a common melee attack strategy. While they are not strong adversaries on their own, they can be troublesome in larger packs.





Trynnie

Trynnies are the chipmunklike tree dwellers who inhabit Trynton. You can play the entire game without fighting one (Trynnie Ghosts aside), but if you do cross their paths you'll find that all but the best Trynnie fighters are no match for your party.

Trynnie Guards



Champions, Guards, Outcasts, and Patrols make up the standard Trynnie footsoldier complement. They are the basic Trynnie infantry and like to fight up close and personal. The Trynnie Champion is the stoutest of this lot, averaging 201 hit points and boasting the best natural armor class. All are vulnerable to Fire and Water magic.

Trynnie Ghosts



Transparent Trynnies make up this category. Included are the Ghost, Haunt, Shade, Specter, and Spirit, all of which are weak monsters. The Ghost, with an average of 102 hit points, is the strongest. All attack at close range with their Phantom Spears, and all are vulnerable to Divine magic. These undead creatures are susceptible to the Priest's Dispel Undead ability.

Trynnie Hunters



Hunters, Outlaws, and Spearman are in this group. Think of the Hunter and Spearman as Trynnie Guards with ranged attacks. Rather than engage your troops in close combat, both the Hunter and Spearman will stand back and toss their spears. The Spearman is a stout fellow to boot, averaging 164 hit points. Conversely, the Outlaw is a fighter with around 101 hit points who likes to mix it up with your troops from close range.

Umpani

The natural enemies of the T'Rang, the Umpani are the other race that offers to form an alliance with your party. The Umpani are strong creatures who have an affinity for gunpowder weapons. As they come from a militaristic society, most Umpanis are identified by their ranks.

Umpani Commander



The toughest of the tough, the Umpani Commander is one hard-nosed hombre. Commanders average 357 hit points each and can hurt characters both from in close with their Rhinablades (12 points average damage per strike) and from afar with their Blunderbusses (25 points average damage). Commanders also have strong magic resistance but are vulnerable to Air-based spells.

Umpani Lieutenant



Umpani Lieutenants are weaker versions of Umpani Commanders. They attack with both Rhinablades and Blunderbusses but average just 228 hit points each and have lower magical resistances.

Umpani Private



Privates are the cannon fodder of the Umpani army. They have around 185 hit points each and are armed with Walriblades that dish out an average of five points of damage per attack. These soldiers attack in close and are susceptible to all kinds of magic.

Umpani Renegade



These are the weakest Umpani with around 82.5 hit points. You'll meet them in a variety of places with a number of strange bedfellows, sometimes including Higardi Cutpurses. They attack at close range with Walriblades. Like Umpani Renegades, they are fully susceptible to magic attacks.





Umpani Sergeants



Umpani Sergeants are serious opponents who attack with their Walriblades in close and their muskets from afar. Of the two, the musket is more deadly. Hence, try to close with the Sergeants and finish them off with melee weapons.

Elementals

Elementals are large creatures devoted to the magic of the four primary elements of Air, Earth, Fire, and Water. Each group has a high resistance to magic based on the specific element. For example, a Fire-based attack would have little effect on a Fire Elemental. Along with these resistances, all Elementals have the ability to stage devastating melee assaults.

Air Elementals



A number of Air Elementals, such as the basic Air Elemental, Air Pawn, Lesser Air Elemental, and Minor Air Elemental, can only battle opponents with their windy fists. Others, like the Blast, Elemental Air Lord, Greater Air Elemental, Major Air Elemental, and Tempest, can cast spells and throw punches. Some popular spells in this group's arsenal include Whirlwind and Asphyxiation.

Earth Elementals



Earth Elementals rely less on magic than the other Elemental groups, packing quite a wallop with their fists. For example, the Elemental Earth Lord can deliver up to 133 points of damage with a single blow. It, along with the standard Earth Elemental, Earth Pawn, Greater Earth Elemental, Lesser Earth Elemental, Major Earth Elemental, and Minor Earth Elemental, just uses its fists. The Avalanche and Landslide variants, however, employ magic as well, including Crush and Whipping Rocks spells.

Fire Elementals



Many types of Fire Elementals use both spells and their fists. Blasts, Elemental Fire Lords, Fire Sprites, Greater Fire Elementals, Infernos, and Major Fire Elementals form this group. Popular spells in their arsenals include Fireball and Firestorm. The Fire Elemental, Fire Pawn, Lesser Fire Elemental, and Minor Fire Elemental have no magical attack capabilities.

Water Elementals



The majority of Water Elementals, like their earthen counterparts, lack spellcasting abilities. The Elemental Water Lord, Greater Water Elemental, Lesser Water Elemental, Major Water Elemental, Minor Water Elemental, Water Elemental, and Water Pawn only use their fists when attacking. The Riptide and Torrent, however, also practice magic and can use the Acid Bomb, Blizzard, and Noxious Fumes spells.

Other Creatures

This is a miscellaneous category of sorts that catalogues the rest of the monsters that your party will face in *Wizardry 8*. A wide array of beasts is included here, ranging from vines and Slimes to crocodiles and demons. Many creatures bear a resemblance to actual animals found in our world—although most are a little more exotic and are more dangerous than we're used to. Several mythological beasts also appear in Dominus.

Ants



Ants, aside from the Queen Ant, consist of two classes. The Soldier Ant is a low-level fighter that attacks opponents with a weak bite attack. The Fire Ant, on the other hand, is somewhat tougher since it can spit fire at your party. The key to fighting ants is to just wade in and hack at these creatures until they're no more.

Queen Ant



The Queen Ant is the most powerful of the ants, with an average of 195 hit points (nearly 10 times the hit point totals of her Soldier Ant minions). She also has both close-range (biting) and long-range (venom-spit) attacks. The latter can be a potent form of defense for the Queen when hard-pressed.

Apuses



Apuses are insectoid creatures that can either lay into parties with their beaks or fire poisonous thornlike missiles from their stingers. The Thrasher Apuses and Deathsting Apuses belong to this group. The latter is the tougher of these two pests, sporting an average of 87 hit points along with deadlier bites and projectiles.





Baruta and Tanika Fish



Think of these aquatic monsters as the piranhas of *Wizardry 8*. Although not that intimidating individually, these swimming enemies are annoying in groups. Unfortunately, Baruta Fish and their related species attack their targets in large swarms that sometimes contain up to 17 members. Try to immobilize as many of these hungry creatures as you can with spells such as Web. The Tanika Fish and Ravenous Baruta belong to this monster class as well.

Bats



A wide range of bats populates Dominus. These winged mammals usually appear in groups. Depending on the species, bats attack foes in a number of ways, including biting and frightening. When taking on these creatures, it's not a bad idea to keep your party's backs to a wall so that some of these flying rodents don't attack from behind. Bat species include the standard Bat, Bat Vampire, Contagion Bat, Dusk Bat, Giant Bat, Shrieker Bat, Twilight Bat, and Vampire Bat.

Centipedes



These fast, multi-legged insects will attack your party by either using their stingers or by shooting venom. They are also found in groups, which should be immobilized as soon as possible. Luckily, centipedes and their millipede cousins are not that tough to handle. Thanatopedes, however, put up much more of a fight due to stronger attacks and 94 hit points.

Crabs



Crabs are pesky crustaceans that populate several regions of *Wizardry 8*. For starters, you'll find them on the beach just outside of the Monastery at the very beginning of the game.

You'll also run into them in Rynjin and in the Sea Caves. These creatures come in several varieties, including Crabs, Crusher Crabs, Curare Crabs, Hardshell Crabs, King Crabs, Rock Crabs, Sand Crabs, Softshell Crabs, and Venom Crabs. They attack opponents with their pincers, a tactic that can be devastating because they often swarm parties in large groups. Therefore, Web and Turncoat spells should be employed against them whenever possible.



Crocodiles



Crocodiles can be found in the Swamp, in the river just outside of upper Marten's Bluff, and in the Trynton Zoo. These reptilian beasts are pretty tough in melee combat situations. Since they don't have long-range attacks, it's a good idea to battle crocodiles and their kin (Helligators, Ironskin Crocodiles, and Mauligators) from afar, using magic and projectile weapons. You can also immobilize them and then rush in and hack at their defenseless bodies.



Demons



This is a broad category that encompasses several types of evil monsters, including the Hellspawn and Pit Fiend, which are nearly boss-caliber monsters. Other creatures included in the group are the Cave Fiends, Chaos Demons, Depth Spawns, Greater Demons, Guardians of Chaos, and Lesser Demons. In combat, almost all of the demons rely on their claws (close range) and magic (long range).



Depth Dwellers



The Depth Dweller family consists of several aquatic monsters that you're apt to encounter in any underwater area, such as the Bayjin Shallows. The Depth Dweller and Shallows Dweller attack with their teeth and tentacles, while the creatures' cousin, the Depth Flayer, lashes opponents with only its tentacles. Avoid close-combat situations with all of these enemies, which usually attack in small groups.



Djinni



Since Djinni are serious spellcasters, they can be rather tough opponents. Spells vary with each type of Djinn. One of the most formidable is the Djinn of the Clouds, which is capable of casting Death Cloud and Toxic Cloud. The Imp of Discord, Djinn of the Sun, Djinn of the Blade, and the basic Djinn can all cast Boiling Blood, among an arsenal of other spells. Other varieties of Djinn include the Imp of Chaos and the Djinn of the Moon. Melee combat is the best way to take out all Djinni.





Flying Snakes



Although they can bite opponents, Flying Snakes are renowned for their ranged attacks, which usually consist of some form of putrid spittle. The Quetzalcoatl carries the most potent venom, delivering as much as 91 points of damage in just one shot. Other reptiles in this family include the Acid Wing, Bitter Wing, Blood Wing, Death Wing, Flying Snake, Night Wing, and Plumed Serpent.

Frogs



Several kinds of amphibious beasts lurk in the wetlands of Dominus, ranging from Brekek (a boss with 495 hit points) to the smaller Swamp Frogs and Viper Frogs. These latter two creatures attack with their lashing tongues and poisonous spittle, while Brekek relies on melee attacks from his tongue and arms. It's best to immobilize all of these frogs from afar with a Web spell before closing in for the kill.

Gazers



These three-headed beasts are deadly. Not only can they bite and propel poisonous spittle at their opponents, but many of them know a number of powerful spells. The ArmeGazer, Hypnotic Gazer, Maddening Gazer, Prismic Gazer, Shattering Gazer, and Storm Gazer are part of this lethal group.

Golems



Golems, beings of Hebrew mythology, are just one of the many types of creatures from ancient folklore roaming the world of *Wizardry 8*. These human-shaped monsters, molded from rock and soil, are known for their great strength. Pee Wee is a boss Golem that your party will meet when climbing Ascension Peak. He can stomp, punch, and hurl boulders at your characters. Some of his attacks can result in 118 points of damage. Other varieties of Golems found in the game include Anthracite, Coal, Flint, Granite, Guardian, Marble, Mucor, and Oozite.



Heads



Ghoulish noggins, existing as undead or as apparitions, populate Dominus. You'll "bump heads" with several of these creatures, beginning at the Monastery and in the cemetery on the Arnika–Trynton Road. Heads can attack opponents with their teeth, but they most often use magic (which varies depending on the head type). This group consists of Burning Heads, Gibbering Heads, Screaming Heads, Shrieking Heads, and Undead Heads. In general, swords and projectile weapons work best against them.



Hogars



This family of huge, rhinoceros-like beasts includes basic Hogars, Brute Hogars, and Battering Hogars. These monsters usually attack alone—though it's not uncommon to occasionally run upon a trio of them. As with most beasts that only have close-range attacks, it's best to soften up Hogars from afar with spells that reduce their offensive capabilities (such as Insanity and Hex). Once weakened, you can immobilize them with Freeze Flesh or Paralyze spells and then finish them off with your front-line troops.



Lava Lord and Fire Sprite



Your group will meet the fearsome Lava Lord at Rapax Rift. Not only does he, on average, sport 628 hit points, the Lava Lord swings his powerful club at opponents and can summon Fire Sprites, which have spellcasting capabilities (Fireball and Firestorm) and around 185 hit points. Luckily, this demonic bully and his minions are susceptible to Water-based magic, which must be used to put out their flames.



Mites



Mites are insects that attack your party with bites. The group consists of Forest Mites and Dungeon Mites. Although both creatures' mandibles deliver similar damage, the Dungeon Mite's 64 hit points gives them approximately three times as many hit points to work with, making it much more of a nuisance. Both types of mites appear in droves, at times attacking in groups of more than 15.



Modai



Modai are bipedal monsters with large claws that are used for close-combat attacks. A single swipe can rip 10 hit points from one of your characters. The Juggernaut, which has an average of 232 hit points, is the most powerful variety of Modai. They migrate in packs of five to nine members, meaning that battles against them can be quite challenging. The Piercer Modai and basic Modai have significantly fewer hit points and usually travel in smaller groups. Tackle all of these beasts from a distance, using magic and ranged weaponry.

Mosquitoes



Mosquitoes are similar to bats in that they attack in swarms and can quickly surround your characters. Therefore, you need to put some backs against a wall to minimize your party's vulnerability. Use area-effect spells that immobilize these creatures (such as Paralyze, Freeze Flesh, and Web). In general, you want to focus most of your firepower on just a few mosquitoes, Blood Drinkers, Soul Drinkers, Tiger Mosquitoes, and Tse Tse Flies per turn, and work at gradually clearing away these pests.

Mummies and Various Undead



Flesh Rippers, Grave Ghouls, Mummies, Tomb Reapers, and Scythes are undead creatures that rely on close-range attacks. Assaults range from a swiping claw to a dangerous touch that can cause special effects such as Paralyze, Possess, and Disease. Since all of the monsters listed above are undead, they are vulnerable to the Dispel Undead abilities of your Priests. Of course, always stay out of the reach of undead opponents—attack them from afar whenever feasible.

Picuses



These large, avianlike creatures are excellent at close-range combat, thanks to their devastating kicks and pecks. Two of the most dangerous Picus breeds are the standard Picus and the Greater Picus, which can carry up to 460 hit points apiece. They often travel in pairs. The Bull Picus (235–385 hit points), on the other hand, usually fights by itself. Rogue Picuses, which on average sport the fewest number of hit points at 232, roam in the largest groups, which sometimes include as many as six members. Luckily, these birds are susceptible to magic attacks, although they do have a high resistance to Earth-based spells.



Rats



Dominus' rodents come in several varieties: Chameleon Rats, Gnawer Rats, Pestilent Rats, Rabid Rats, and basic Rats. All of them attack in groups, so don't let the disgusting critters get the best of you by surrounding your party. Luckily, the rat family doesn't have any long-range attacks (they can only nibble), allowing your characters to weaken the creatures from a distance with area-effect spells like Nuclear Blast, Fireball, and Falling Stars.

Rays



Rays populate the water regions of Dominus, such as the Bayjin Shallows and the Underwater Caves. Several types of these creatures exist, all of which use ranged bolt attacks that do varying amounts of damage depending on the species. However, whereas the Death Ray, Manta Ray, and Cosmic Ray travel in packs, the strongest type of Ray—the Brother Ray—fights by itself. A variety of non-Water-based spells work well against rays.

Roaches and Beetles



Roaches, beetles, and the like scurry about in a number of areas. All of these insects will try to surround your party, so keep your backs toward a wall. Gregor (a semi-boss you'll find in the monastery), the Brain Borer, and Dung Beetle are three of the deadliest creatures in this group. Both the Brain Borer and the Dung Beetle have close-range (stings) and long-range (thorns can be fired from their stingers) attacks. The Roach, Swarming Roach, and Vile Roach can only bite their opponents, while the Water Scorpion's sole option remains stinging nearby enemies.

Scorchers



The Blistering Scorchers, Furor, Magma Scorchers, Molten Scorchers, Scorchers, and Sulfurous Scorchers comprise one hot family. Your party will begin to frequently meet Scorchers when heading through the Mountain Wilderness, and it will face them in other areas after that. These creatures, which usually attack in handfuls, can use their arms and/or claws in close combat. All members of the Scorchers family also use a group attack that consists of breathing fire. Furors have a burning need to use this strategy (90% of their actions consist of these group attacks).





Seekers



Seekers are lizardlike creatures that you meet throughout your *Wizardry 8* journey. Their attacks vary in strength depending on the level of the seeker involved. For example, the Lesser Seeker can only lash its tail at your party, while the Great Seeker can use its tail as well as spit venom (which paralyzes its target 80% of the time). Size also varies. The Lesser Seeker has as few as 16 hit points, and the Great Seeker can have as many as 185 hit points. The Poison Seeker, Stalker Seeker, and basic seeker are other variants of this species.

Sharks



Like the rays, you'll usually find sharks wherever there is water. As expected, these hungry beasts, which hunt prey in packs, are always ready to take a bite out of your party. However, the breeds in Dominus are not your usual kinds of sharks. Both Psi Sharks and Omega Sharks can cast a number of spells, including Paralyze, Psionic Blast, and Soul Shield.

Slimes



A multitude of slimy enemies exist, such as the Adamantium Slime, Emerald Slime, Enveloping Slime, Flesheater Slime, Green Slime, Hoarder Slime, Metallic Slime, Noxious Slime, Pustulant Slime, Quagmroth Slime, Slithering Slime, and Spewing Slime. All Slimes can lash opponents, and many can shoot goo and/or rotting flesh at targets. Moreover, Special

Attacks can result from these actions, most frequently Poison and Nauseate. A few Slimes even have group attacks, which consist of emitting a draining cloud or spraying a vile or sticky ooze. Only the Black Slime, Languid Slime, Oozing Slime, and Succubus Slime have all three capabilities.

Souleater



Powerful demons, Souleaters have a number of attacks at their disposal. First, they can thrash opponents with their tentacles, an action that has the potential to produce up to 96 points of damage per attack. A horde of side effects can result from this, most frequently Poison, Possess, Paralyze, or Blind. Second, a Souleater's claws can inflict up to 86 points of damage. Such attacks always Drain Stamina, knock out the target 50% of the actions, and kill the character 25% of the time. Souleaters can also consume souls with their group attack. It's imperative to kill these demons as quickly as possible. Close to melee combat

range as soon as you spot them, using your swords in unison with ranged attacks to whittle away at the 740–880 hit points that each carries.



Spiders



Spiders, again, are creatures that you will meet throughout *Wizardry 8*. These arachnids will swarm your party, trying to surround it. Thus, it's always a good idea to back your group to a wall and prevent this circling onslaught. All spiders can bite (Paralyze and Poison are common side effects). Many, such as the Cavern Spider, Ensnaring Spider, Giant Spider, Vile Spider, and Widowmaker Spider, can also spin a web as a group to immobilize your characters. Others lack a group attack, but can shoot webs at individual party members. This is true of the Small Spider and Wolf Spider.

Squids



These tentacled beasts usually roam the aquatic regions of Dominus in small packs. The Inky Squid (90–280 hit points) is known for its group attack, which consists of squirting ink at enemies. It can also use its tentacles to lash opponents with up to 16 points of damage. The Tantura Squid, which sports a higher range of hit points (ranging from 206 to 308), can also whip opponents with its tentacles; up to 20 points of damage can result from each swing. Instead of squirting ink, Tantura Squids emit a draining cloud as their group attack. All squids have a strong resistance to Water-based spells.

Swallowers



Swallowers are large creatures that will attack your group with their gnashing teeth. At their worst, they (with the exception of the smaller Nibbler variety) can gobble one of your characters whole. As the swallowed character remains in the monster's gut, he or she will continue to lose hit points and will eventually die if the Swallower is not killed. Only slaying the beast will force the regurgitation of the party member. Swallowers come in several types, such as the Gnashing Swallower, Ravenous Swallower, and basic Swallower. Attack these beasts in much the same way you would a Hogar, opening combat by attempting to immobilize them from afar with spells.

Tree Sprites



Tree Sprites are winged female magic users with a hefty resistance to Earth- and Air-based magic. Some of their most common spells include Blizzard, Falling Stars, Quicksand, and Whirlwind. Although the Leaf Sprite is the weakest by far in terms of hit points total (22–32), none of these Faerielike beings has strong close-range attacks (they use their fists). Because of this, Tree Sprites are often susceptible to melee assaults from swords, polearms, and the like, as well as projectile weaponry.





Unicorns

Unicorns are divided into Black and Crystal variants. These creatures, which often travel in small packs, rely on magic. Luckily, most unicorns have a tendency to run away from battle, a tactic that often allows you to take them on one at a time. In general, you should fight them by closing to melee range and using your weaponry rather than magic.

Black Unicorns



While the spells that they can employ vary widely, Insanity and Energy Blast are two of the most common incantations cast by Black Unicorns. Whereas the Dreadmare, Nightmare, and Nightmare varieties of Black Unicorns use sorcery, the Weird Nightmare can also fire small Energy Bolts at opponents. This action produces an average of 31.5 damage to victims, which are also frightened 70% of the time. All Black Unicorns have strong resistances to Fire magic.

Crystal Unicorns



In general, the types of Crystal Unicorns on Dominus have more similar traits than their more diverse Black Unicorn counterparts. For starters, all members of this group have at least 200 hit points. They also use a similar arsenal of spells, featuring Concussion, Element Shield, Fire Bomb, Freeze All, and Lightning. All three types—Adamant, Crystal, and Diamond—can also shoot small Energy Bolts. They are most resistant to Divine-based spells.

Vines



This group of botanical beasts includes the Acidvine, Bloodvine, Caustic Vine, Crawling Creeper, Crimson Poppy, Iron Weed, Rank Weed, Redweed, and Spore Plant. Each type has different strength levels, but nearly all of them have the ability to spit poisonous darts at your party. The most dangerous breeds, however, are the Caustic Vines, Crawling Creepers, and Crimson Poppies.

Wasps



These flying insects swarm opponents, so you want to avoid becoming surrounded by backing the party up to a nearby wall. All four types of wasp are restricted to close-range attacks. Their stings produce variable amounts of damage, and each Wasp type can inflict different side effects with their attacks. The Blind Wasp's sting can Blind and Paralyze, while the Swarming Wasp can Paralyze and Poison, and the standard Wasp can Paralyze. The most dangerous variant is the Tanto Wasp, which has the most hit points (80–150) and can inflict Blind, Drain Stamina, and Sleep with its stings. Thin out these pests by focusing attacks on a few members at a time. Wasps are usually susceptible to Web and Freeze Flesh spells.

Wood Spirits



Wood Spirits include the Guardian of Life, along with three age-based levels (Elders, Guardians, and Saplings) for the IronWood, Oak, and Willow varieties. Although these beings can swat your party with a quarterstaff, they rely more on magic (except for the Willow Sapling) than physical assaults. Some of this group's most popular spells include Earthquake, Lightning, Make Wounds, and Whipping Rocks. Wood Spirits vary in size, ranging from the 75 hit points sported by the average Willow Sapling to the typical IronWood Guardian's more impressive 632.5 hit points. It's best to immobilize Wood Spirits and then hack away at them with your close-combat weapons. Although vulnerable to Fire spells, be wary of those breeds that have access to Eye for an Eye (The Guardian of Life, Oak Sapling, Willow Elder, and Willow Sapling are the only ones that can't use this spell).

NPCs

When taking a break from monster-slaying duties, your party can chat with a number of interesting NPCs. These personages are, of course, more than just conversation pieces within the game. Besides revealing important story-building information, some characters can join your party, sell you valuable items, or engage group members in combat. Many NPCs play several roles and are often involved in key *Wizardry 8* quests. All of the game's NPCs are listed below, categorized according to their capabilities and purpose.

Recruitable Player Characters (RPCs)

These characters have the ability to join your party—if you let them. Some of these characters will simply ask to sign up on the quest because they have similar objectives, although others might charge a fee or expect some deed in return.



Drazic



Saxx



CHARACTER	RACE/ PROFESSION/ LEVEL	ATTRIBUTES	LOCATION	NOTES
 Drazic	T'Rang Ninja (Level 14)	Strength: 52, Intelligence: 50, Dexterity: 80, Speed: 100, Senses: 56	Rapax Away Camp	Release this Rapax prisoner to learn more about the Savant's plans
Madras	Trynnie Gadgeteer (level 8)	Strength: 50, Intelligence: 60, Dexterity: 91, Speed: 63, Senses: 68	Trynton	Offers a lot of information on the area and knows the location of the Silver Ball
Myles	Higardi Rogue (level 5)	Strength: 63, Intelligence: 40, Dexterity: 85, Speed: 70, Senses: 63	Arnika, Rapax Castle	Has the skills and knowledge necessary for completing several side quests
Private Sparkle	Trynnie Ranger (level 6)	Strength: 50, Intelligence: 50, Dexterity: 69, Speed: 60, Senses: 78	Umpani Base Camp	Knowledgeable about the planet and can lead you to Chief Gari
RFS-81	Android Trooper (level 10)	Strength: 70, Intelligence: 50, Dexterity: 58, Speed: 87, Senses: 60	Mine Tunnels	Fix the android with NAS-81 and it will provide information on the Dark Savant
Rodan Lewarx	Umpani Lord (level 14)	Strength: 64, Intelligence: 57, Dexterity: 76, Speed: 54, Senses: 53	Rapax Away Camp	Free this Rapax prisoner and he can help you kill the Rapax King
Saxx	Umpani Bard (level 8)	Strength: 53, Intelligence: 65, Dexterity: 87, Speed: 62, Senses: 59	Mount Gigas	Your party needs to be aligned with the Umpani in order to speak to Saxx
Sergeant Glumph	Umpani Fighter (level 11)	Strength: 96, Intelligence: 31, Dexterity: 53, Speed: 69, Senses: 44	Bayjin	Can give your party information for completing the underwater Umpani mission
Sexus	Rapax Mage (level 18)	Strength: 75, Intelligence: 100, Dexterity: 55, Speed: 41, Senses: 70	Rapax Castle	Will offer to join your party if you are a Templar Rapax— but you must pay him first

continued



CHARACTER	RACE/ PROFESSION/ LEVEL	ATTRIBUTES	LOCATION	NOTES
Tantris	T'Rang Samurai (level 6)	Strength: 50, Intelligence: 55, Dexterity: 55, Speed: 79, Senses: 52	Marten's Bluff	Will join your party if you're aligned with the T'Rang, but will exit when meeting Z'Ant at Ascension Peak (though he will leave you his sword, Stinger)
Urq	Mook Psionic (level 9)	Strength: 50, Intelligence: 100, Dexterity: 53, Speed: 42, Senses: 71	Arnika	Offers a lot of interesting information about the areas you'll discover, and will also pay your party to escort him to specific places
Vi Domina	Higardi Valkyrie (Level 6)	Strength 68, Intelligence 50, Dexterity 58, Speed 63, Senses 50	Arnika	Recently returned from a fling with the Dark Savant, Vi Domina will join you for several quests



Merchant NPCs






These NPCs sell goods, which can range from special weapons to magical potions. They can also offer pivotal information for your party's journey through Dominus. Note that merchant NPCs carry a limited amount of spellbooks at any given time, and that these supplies vary. Just because a merchant has a particular book in stock during your first visit doesn't mean that it will still be there for your second time perusing his or her wares.



Antone



Fuzzfas

CHARACTER	RACE/ PROFESSION	OCCUPATION	LOCATION	SPECIAL ITEMS AND/OR INFO
	Higardi Valkyrie	Seaside shopkeeper	Arnika	Sells cloth and leather items, armor, bows, arrows, and ammo; also features Mental spellbooks levels 1-3, and a Bank Card that can be stolen with a successful pickpocket attempt
Antone	Rapax Fighter	Weapons maker	Arnika	Can forge the Beastslayer Axe, Ebon Staff, Featherweight Armor, Steelhide Armor, and Zynaryx Plate from specific raw materials
	Half Human & Half Demon	Bounty hunter	Mountain Wilderness	Sells various items; is interested in the diamond ring taken from Becky (his half sister) in <i>Wizardry 6</i>
Braffit	Higardi Lord	Temple keeper	Arnika	Sells Renewal potions and spellbooks and Divine spellbooks, levels 1-3
	Trynnie Rogue	Traveling salesperson	Monastery	Sells Musket balls, arrows and ammo; he also provides a lot of necessary information for getting you started on your journey
Crock	Higardi Monk	Merchant	Swamp	Sells Eau D'Rapax Perfume, Ninja garb, arrows, ammo, and level 4 spellbooks; he can also direct you to Marten's whereabouts
	Rapax Fighter	Armorer	Rapax Castle	Sells armor, weapons, potions, powders, bombs, arrows, ammo, Samurai items, and level 5 spellbooks; he can also forge the Ivory Blade, Mirror Armor, and Vampire Chain from specific items
Fuzzfas	Trynnie Alchemist	Potion dealer	Trynton	Sells a variety of goods and will make the Earthshaker Bomb; he'll also give you some free potions if you mention He'Li
	Higardi Valkyrie	Innkeeper and bartender	Arnika	Will give you the Tincture of Shadows if you've stolen the Chaos Moliri; she also has a Bank Card that can be stolen with a successful pickpocket attempt

continues



CHARACTER	RACE/ PROFESSION	OCCUPATION	LOCATION	SPECIAL ITEMS AND/OR INFO
Sadok	T'Rang Alchemist	Merchant of Healing Potions	Marten's Bluff	Sells Resurrection Powder, arrows, ammo, and Water and Air spellbooks, levels 1-3
Sergeant Bildublu	Umpani Fighter	Bartender	Umpani Base Camp	Will discuss the Trynnie and the Cosmic Circle
Sergeant Kunar	Umpani Fighter	Commissary keeper (and a T'Rang spy)	Umpani Base Camp and Mount Gigas	Sells Umpani flags; if aligned with the Umpani, he'll sell you musket balls, arrows, ammo, and Fire and Earth spellbooks, levels 1-3

Quest NPCs

NPCs detailed in this section play pivotal roles in your quests (although not all of them are integral to completing the game) and perform many specific actions. Some of the most important characters in *Wizardry 8* are listed in here, including Marten, Z'Ant, and the Dark Savant.















Al-Sedexus



The Dark Savant





CHARACTER	RACE/ PROFESSION	OCCUPATION	LOCATION	QUEST
	Rapax Mage	Servant of Al-Sedexus	Rapax Castle	Part of the Templar Rapax Initiation
	Rapax Rogue	Servant of Al-Sedexus	Rapax Castle	Part of the Templar Rapax Initiation
	Rapax Rogue	Servant of Al-Sedexus	Rapax Castle	Part of the Templar Rapax Initiation
	Rapax Rogue	Servant of Al-Sedexus	Rapax Castle	Part of the Templar Rapax Initiation
	Demon	Rapax Demoness	Rapax Castle, Rapax Rift	Part of the Templar Rapax Initiation
	Higardi Monk	Temple keeper	Arnika	Give him the Fellowship Key and he'll tell you how to obtain the Wheel Key, necessary for getting Cierdan's armor
	Trynnie Lord	Trynnie leader	Trynton	Wants you to destroy the Rattkin Breeders
	Rapax Samurai	Guard of the King's Treasury	Rapax Castle	Possesses the Treasury Key
	Higardi Monk	Merchant	Swamp	Wants you to kill Brekek; he will also sell you the Eau D' Rapax Perfume, necessary for completing the quest to kill Raven Rapax
	Deity	Arch-Villain	Swamp, Cosmic Circle	Will convince the party to kill the Rattkin; he will also drop a fake Astral Dominae, which can be traded for the Chaos Moliri
	Rattkin Rogue	Rattkin Razuka leader	Trynton	Will sell you the real Astral Dominae
	T'Rang Ninja	Rapax prisoner	Rapax Away Camp	His release, as well as Rodan's, is necessary for establishing peace between the T'Rang and Umpani

continues









CHARACTER	RACE/ PROFESSION	OCCUPATION	LOCATION	QUEST
Ferro	Rapax Fighter	Armorer	Rapax Castle	Advises you to see Rapax King
Fuzzfas	Trynnie Alchemist	Potion dealer	Trynton	Gives you free potions if you say that you know He'Li and sells Mystery potion required to see Shaman Das
General Yamir	Umpani Lord	Imperial Umpani Federation leader	Umpani Base Camp	Yamir's consent is necessary for establishing an alliance between the Umpani and T'Rant
Lorrac	Higardi Valkyrie	Bank teller	Arnika	You have several quest options with Lorrac, including robbing the bank, returning the stolen diamond to her for a reward, or giving her a Bank Card to enter the safety deposit box area
Madras	Trynnie Gadgeteer	Trynnie Gadgeteer	Trynton	Will help you kill the Rattkin Breeders
Marten	Higardi	Legendary figure of Dominus lore	Sea Caves	Possesses the Destinae Dominus
Milano Calzone	Rattkin Rogue	Rattkin Razuka member	Trynton	Talk to him in order to see Don Barlone
Myles	Higardi Rogue	Rogue	Arnika, Rapax Castle	You have a variety of quests you can go on with Myles, such as rescuing Vi Domina, retrieving the diamond, and robbing the Bank; also, you can release Myles from the Rapax Castle prison and join him in looting the Rapax weapons stash
Rafe	Rapax Fighter	Prisoner of Al-Sedexus	Rapax Rift	Free Rafe from his cage and remove the Mark of Death

continued





CHARACTER	RACE/ PROFESSION	OCCUPATION	LOCATION	QUEST
	Rapax Lord	King of the Rapax	Rapax Away Camp	Interrogate the Umpani and T'Rang prisoners, and then kill the King to prevent the Rapax from destroying the Trynnies
	Rapax Lord	Imprisoned Rapax Queen	Rapax Away Camp	Steal a key from the Rapax King to release the queen from her cage
	Rattkin Rogue	Con artist	Arnika	Arnika Bank robbery (hoax)
	Umpani Lord	Rapax prisoner	Rapax Away Camp	Free Rodan to establish an alliance between the T'Rang and the Umpani, and then kill the Rapax King
	Rapax Samurai	Temple of the Initiate Guard	Rapax Castle	Lets the party into the temple if they pay a tithe and say "Al-Adryian"
	Mook Mage	Mook expedition leader	Arnika	Can offer your party special information and the Mook alliance letter from the Umpani
	Umpani Fighter	Imperial Umpani Federation Officer	Umpani Base Camp	Will ask you to join the Umpani forces, prompting several training exercises
	Umpani Fighter	Commissary keeper (and T'Rang spy)	Umpani Base Camp, Mount Gigas	Sells flags that will end Z'Ant's Umpani flag mission; Kunar will also help the party destroy the Umpani ship
	Umpani Fighter	Imperial Umpani Federation Officer	Umpani Base Camp	Appears in IUF training exercises
	Trynnie Priest	Legendary Trynnie holy man	Trynton	Gives you the Key of Serenity and tells you how to obtain Marten's Idol and diary

continues

CHARACTER	RACE/ PROFESSION	OCCUPATION	LOCATION	QUEST
Surdan	Rapax Samurai	Gate guard at Al-Sedexus' Temple	Rapax Castle	Part of the Templar Rapax Initiation
Urq	Mook Psionic	Escort	Arnika	Pays your party to escort him to specific places
Vi Domina	Higardi Valkyrie	Savant prisoner	Arnika	Your party needs to rescue her from the Dark Savant
Z'Ant	T'Rang Ninja	T'Rang Leader	Marten's Bluff	Sends your party on several quests, including the retrieval of an Umpani flag, the murder of Raven Rapax, the theft of the Chaos Moliri, and the discovery of the location of the Dark Savant's ship

Other NPCs

This is a miscellaneous category featuring all of the NPCs that didn't qualify for the other lists. As you might guess, most of these characters play a minimal part in the game.






Aletheides



Bela





CHARACTER	RACE/ PROFESSION	OCCUPATION	LOCATION	NOTE
 Alethedies	Android	Messenger of Cosmic Lords	Monastery	Sets up the <i>Wizardry 8</i> saga
Amit	Trynnie Priest	Toll keeper	Ascension Peak	Will charge you a fee to pass through; if you refuse to pay, your party will have to face Pee Wee
Anselm	Higardi Monk	Head of the Brotherhood of the Ascension	Wilderness	Appears near the game's end, asking you to battle the Dark Savant
 Bela	Dragon	Bounty hunter	Wilderness	Offers information on the Dark Savant. If you import a party that got the Diamond Ring in Bane of the Cosmic Forge, you can give it to Bela.
Jan-Ette	Helazoid Valkyrie	Survivor of a spaceship crash	Bayjin	Gives your party some background info on the Dark Savant.
Phoonzang	Cosmic Lord	Legendary wizard of Dominus lore	Cosmic Circle	You'll learn more about this renowned figure toward the end of the game
Private Panrack	Umpani Fighter	Umpani Base Camp guard	Umpani Base Camp	Will discuss Umpani matters with you; if you try to steal the nearby flag, Panrack will attack your party
Rapax Prince	Rapax Lord	Royal pain	Rapax Away Camp, Rapax Castle, Ascension Peak	The prince's army must be defeated at Ascension Peak
 Tramain	Higardi Lord	Higardi Lunar Legion head	Arnika	Talk with him to prevent being attacked by Higardi Guards





PART **II**

Main Story Walkthroughs

You've mastered the basics of Wizardry 8. You know how to fight, move, and cast; you built an awesome questing party; and you know the statistics. Now it's time to take that experience on the road. Part II starts you on the road that ultimately leads to the final confrontation with the Dark Savant. Beginning with the monastery and continuing through the Northern Wilderness, this section will be your guide through a plethora of exotic locations where you'll fight bats, crabs, slimes, huge Ratkin Breeders, ghosts, and huge animals called Hogars. But you'll never get to fight them if you're reading this, so grab your sword; it's time to go questing.

The Monastery



CHAPTER

6

The journey to Dominus ends rather abruptly...with a crash landing. Not content with becoming beach bums, your party recovers from the bumpy ride and heads to a strange-looking edifice that stands some distance away. You discover that this building is an old monastery abandoned by the Higardi. Well, almost abandoned.

A number of critters now seem to call this impressive structure home. And none of them are happy to see you. Roaches, giant crabs, and spiders scurry about the perimeters. Other yucky creatures patrol the area, too, such as bats, slimes, and a handful of thieves. The darkness and medieval splendor only add to the eerie character of the setting. But, believe it or not, the place is equipped with a few high-tech appliances, including a computer and a microwave. Here are some instructions on getting through the monastery alive—and using at least one of those modern conveniences to your advantage.


On the Beach

Your starship has crashed on an idyllic beach, as shown in Figure 6.1. Pieces of the metallic behemoth are scattered across the white sand, submerged in the crystal water. Water tumbles down the rock mountain face, and in the distance you see an indefinable structure perched on a high plateau. The quest begins.



FIGURE 6.1:

The beach where your adventure starts

 **NOTE** *Throughout each walkthrough, we'll refer to locations by number. These numbers correlate to locations on the maps found at the beginning of the walkthroughs for each new area.*



While you can enter the lower monastery (see Figure 6.2) through the doors south of your starting position, take out the crabs to the west first. Doing so provides additional experience points, something that you need right now. You also need to slay these critters in order to claim some loot. No doubt the crabs will prove a bit tricky at this early point in the game, so initiate combat from afar,

pricking the crustaceans with arrows and ranged magic. Make sure that your fighter-types are in the front of your party formation before the crabs close in. Hack the remaining creatures at close range and you'll soon emerge victorious from the fight. Open the chest and take your reward. Not bad pay for five minutes of work.

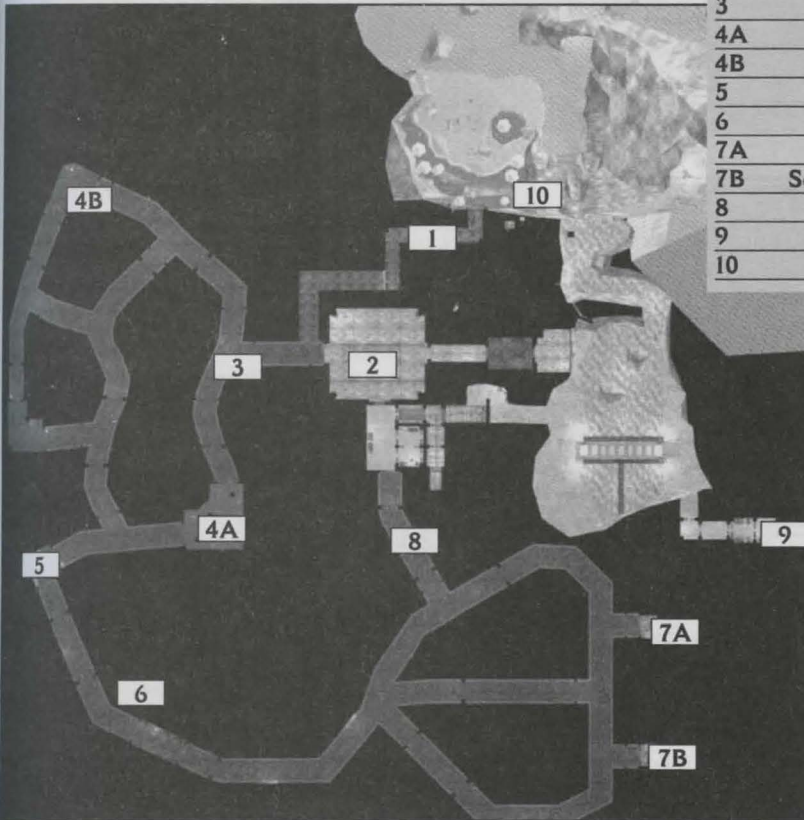
You'll find even more "work" in the water. Wade north into the surf until you come across several more crabs that will take exception to your splashing. Destroy them as you did the first of their kind. If you continue along the shore, you'll find a path to your right that leads to more crabs and a gazebo that contains some valuable items.

**NOTE**

The game randomly generates many of the monsters and the hidden items as you load each level. In the crabs' beach chest following the first battle, you might find a long sword, and in the next game, quilt leggings and feathered darts. While we may quote certain hit point values for some creatures, given a random element your game might not exactly match.



Lower Monastery



1	Door
2	Room
3	West corridor
4A	Chest
4B	Crates & barrels
5	Room
6	Room
7A	Chamber
7B	Southernmost chamber
8	Knock Picks
9	Mini-boss fight
10	Gregor

FIGURE 6.2:

The lower monastery

Now it's monastery time. Enter the **door (1)** and follow the halls until you meet your first group of Green Slimes (as shown in Figure 6.3). No real challenge here. These creatures aren't as tough as the crabs, and like the pincer-bearing crustaceans, these gelatinous foes lack a ranged attack. Inflict as much damage as possible from afar using ranged spells such as Energy Blast or Frost. Once the slimes are weakened, your warriors should be able to finish them off. Continue up the halls.

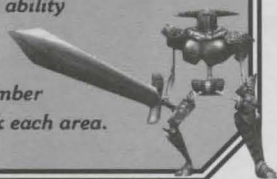


FIGURE 6.3:

These slimes are no match for your fearsome party.

**TIP**

Move adjacent to barrels, crates, bookshelves or any other container and use the Search function to check for hidden items. Or use a Ranger, who has the special ability to continually Search so you'll never have to remember to carefully check each area.



Enter the **large room (2)** before you. To the south is a locked door. Don't worry about that right now; we'll open it a little bit later. Directly in front of you lies a small library. A spellbook is located in one of the bookshelves and there may be other hidden items in this area. Search everything here carefully before moving on.

Leave the room through the **west corridor (3)**. Prepare for random encounters and treasure throughout these halls. A **chest (4A)** awaits, and hidden items lie in the **crates and barrels (4B)** nearby. Hack and slash whatever

monsters you meet, then gather your treasures and continue into the next **room (5)**. You'll find more valuable items here, mostly potions. Continue southeast until you enter the **room (6)**, as shown in Figure 6.4. The unidentified chapeau you'll find is a magical item known as a Roguish Cap. Plop it on a non-Thief's head for a +10 on the Lock-Picking skill. This is a great bonus for a party low on Roguish characters, for the boost to Lock-Picking is highly valuable. But you will not be able to create the ultimate Thief with it, since it cannot be worn by the Thieving classes of Rogues, Gadgeteers or Bards.

Follow the corridor until you reach two **chambers (7A, 7B)** that lead off to the east. Both contain some hidden goodies. The **southernmost chamber (7B)** has a lock. This should, however, be no sweat for whoever is wearing the Roguish Cap. Beware of the roaches that wait inside. When you're finished exterminating these bugs, trace the corridor to the northern passageway. Head north and snap up the **Knock Picks (8)**; they will be a big help with future lock-picking. Continue north for the first **mini-boss fight (9)**.

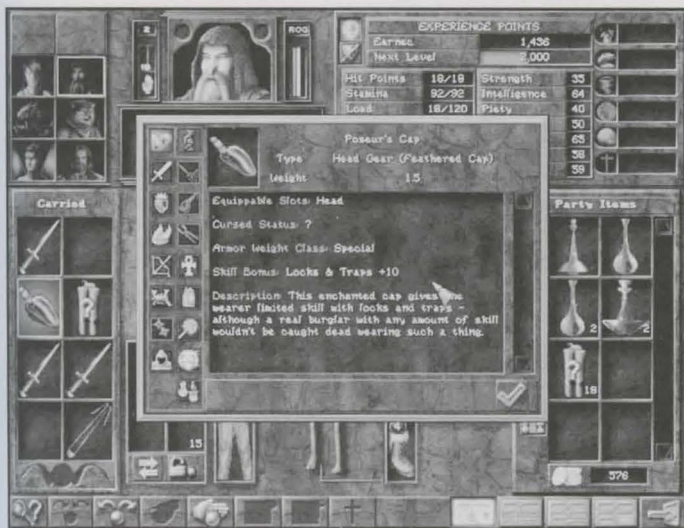


FIGURE 6.4:

This Roguish Cap is a handy addition to a non-Thief's wardrobe.



The King Crab

Not really a boss, but the toughest competition that you've yet faced, the King Crab (see Figure 6.5) has around 27 hit points—a laughable sum later in the game, but serious opposition now. It normally takes the giant clawed beast a turn to reach you, so make sure that you hit it with everything you have as it approaches. Just remember that this crab will only come as close to your party as it needs to in order to hit with its extended range attack, so once the King Crab has come within clawing range, you'll need to close in with your fighters and put the thing out of its misery.



NOTE

Nothing bad will happen if you are standing on the bridge near the underground pond. You'll simply get a free ride up, and some new creatures to slay. You'll still be able to finish the walkthrough, but it will make it much more difficult to snare the Resurrection Powder described in the "Gregor" section below.



After the King Crab succumbs, search the room for additional goodies. The door in the northern wall is the same previously glimpsed from the large entry room. Unlock it now; we'll use the access that it provides in a few minutes.

Leave through the room's east exit and follow the hall to the underground pond. You will find a bridge with a red button located on the bridge support, but do not press it just yet. Instead, cross the bridge and march down the south passage. You'll find some items and a locked chest in the room into which the passage leads. Tripping the lock

triggers a projectile booby trap, which may be Dagger Scatter or Poison Darts, either of which will inflict a relatively small amount of damage to the offender. Quickly scoop up the items in the chest and retrace your steps.

Now hop into the pond and battle the four attacking Tanika Fish. Wrap up this wet work and then move north. Inch up to the waterfall ledge, being careful that you don't fall. Look down and you'll see a bag of Resurrection Powder on the rock below (see Figure 6.6).



FIGURE 6.5:
The King Crab is a semi-tough customer.

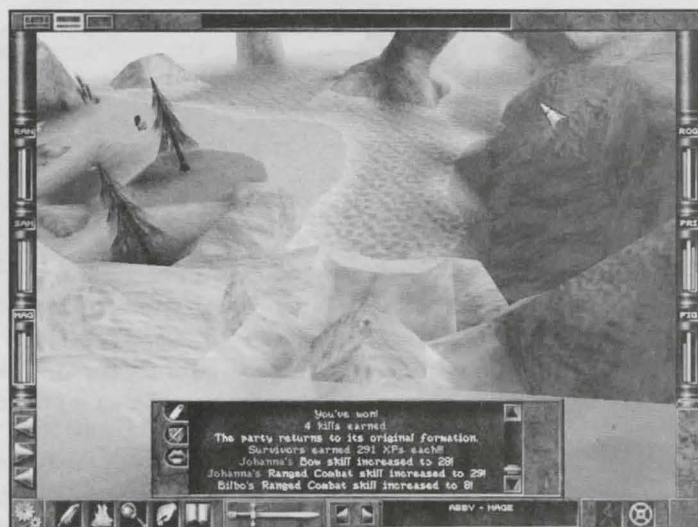


FIGURE 6.6:
Helpful Resurrection Powder can be found below the waterfalls.

Creep over the upper falls to avoid taking damage. Grab the bag and then repeat your careful maneuvering over the lower falls. Take a deep breath and return to the entrance chamber. Go through the previously locked door, take a right at the intersection, then walk up the hall to face another quasi-boss encounter with a big roach named **Gregor (10)**.

Gregor

Think of Gregor (shown in Figure 6.7) as a king roach. With 37 hit points, the massive insect is tougher than anything you've faced so far, and thus merits at least respect, if not fear. He is not, however, indestructible. The best tactic to use when facing him is to take one round of ranged shots—with magic spells, traditional missiles, or a combination of the two—and then close in for the kill.



FIGURE 6.7:

Gregor is one tough bug.

Web, Paralyze, or Sleep spells also work wonders against Gregor. As noted above in the section on the King Crab, the best of the three incantations is Paralyze. Immobilize the giant pest and you can finish it off in short order, saving your party members a lot of grief.

The Last Footsteps

After Gregor's demise, exit the northwest passage. You'll enter a **room (11)** (see Figure 6.8) with a healing pool and several crypts. Don't open the crypt in the **northeast corner of the room (12)**, as it's booby-trapped and contains nothing of value. Click the healing pool located at the north end of the room to receive a health boost.

Return to Gregor's chamber and exit the south passage. Take the first right and head to the **switch room (13)**. After you defeat a swarm of Wolf Spiders that will engage the party at this point, activate the red switch on the wall; this will open the entrance to the upper monastery.

But don't leave this level yet. There's still more lower monastery fun to come. Exit the Wolf Spider room, trace the passage south, and then head east to a room with a **statue (14B)**. Keep an eye out for goodies; you'll find a bag of **Concussion Powder (14A)** in a corner of this room. As shown in Figure 6.9, click the skull in the statue's hand and snatch the key that appears in the wall to the right of the figure.



WARNING

Clicking just anywhere on the statue triggers a trap door directly in front of it that will drop you and your crew back into an earlier part of the level. Carefully position your party to avoid this trap and stand to the side of the statue when clicking the skull.

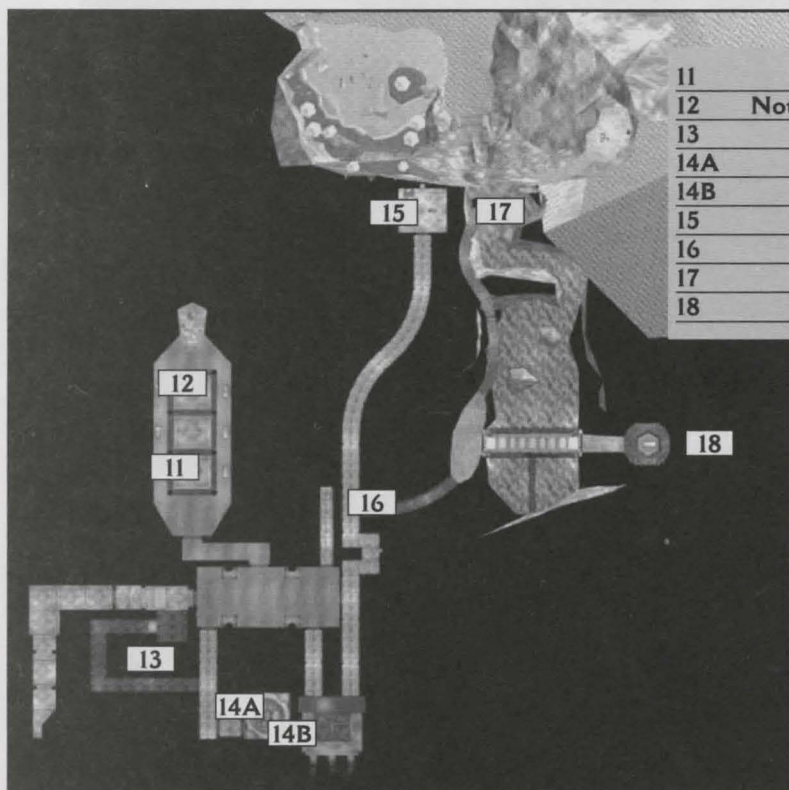


Retrace your steps back to Gregor's room. Exit via the southeast tunnel this time and follow it to a room with nine roaches. By now these insects should be little more than





experience points waiting to be taken. Continue to the northernmost room. Use the key acquired from the statue to open the safe found here. Inside you'll discover a couple of packs of Resurrection Powder.



11	Room
12	Notheast corner of the room
13	Switch room
14A	Concussion Powder
14B	Statue room
15	Spider room
16	Passageway
17	Burz
18	Crypt

FIGURE 6.8:
*The lower monastery,
Part 2*

Retrace your route south along the corridor that you walked along to reach the safe with the Resurrection Powder. Take a left (east) at the inter-

secting **passageway (16)**. Follow this path north until you find **Burz (17)**, a Trynnie trader. Chat him up, and make sure to ask about Marten's messenger, Arnika, and Trynton. Buy provisions and make sure to pick up some powder and shot, which will come in very handy later.

Leave Burz and head back to Gregor's chambers one final time. Take the exit that you opened in the **spider room (15)** and head for the upper monastery (see Figure 6.10). Occasionally a herd of Swarming Roaches will block your departure from Burz. If you have been real nice, Burz will help you fight them.



NOTE

*En route to Burz you may cross the bridge that you raised earlier. Doing so leads to a **crypt (18)** that cannot be entered until you get the Wheel Key from Arnika. When opened, however, you'll find that it contains the DemonsSting Bow and DemonsBane Sword.*



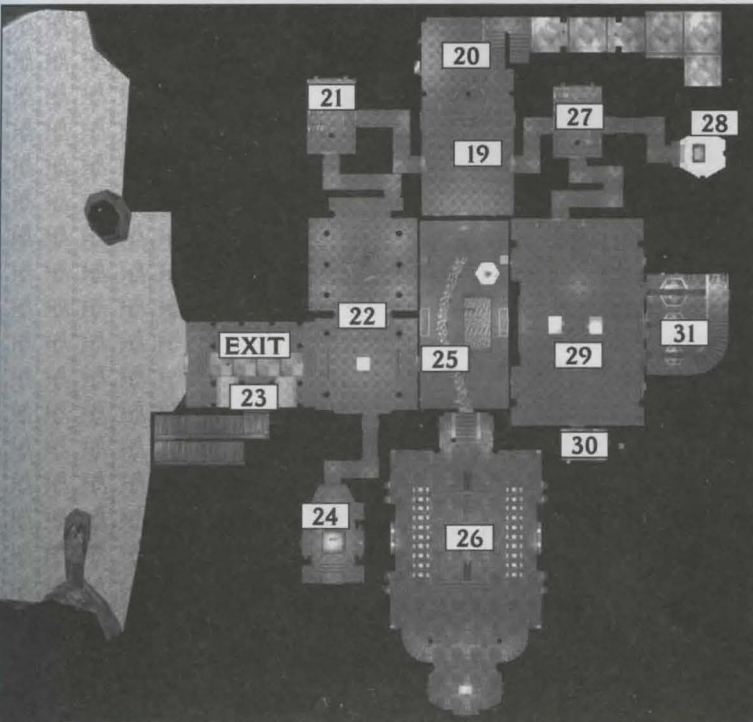
**FIGURE 6.9:**

Click this skull to gain access to a key.



Upper Monastery

One monastery level down, one to go. The entrance to this floor leads to a **large room** (19). Rats will often assault you here. Defeat them and stroll over to the boxes. Open them and pluck their contents.

**FIGURE 6.10:**

Map of the upper monastery

19	Large room
20	Main room
21	Room of beds
22	Statue room
23	Study
24	Armor chamber
25	Arboretum
26	Aletheides
27	Room
28	Thief room
29	Hall of Silence
30	Southern room
31	Bell room

Continue north into the next **room (20)**. Ascend the stairs and you'll soon enter a room with electronic gadgets and a large window. After you ring the monastery's bell (see note in this section), this window shatters. Check both desks for items, grab everything that you find, and then go back to the entrance chambers. Take the west exit to a **room of beds (21)**, as shown in Figure 6.11. You'll find several hidden items in here, so make sure to check each bed. Exit the room to the south and get ready to do battle.

There can be as many as six Higardi Bandits in the **room (22)**. These villains would have provided a tough fight a bit earlier on the lower monastery level...but that isn't the case at this point. First immobilize the bandits with Sleep or Paralyze spells, then make your brawny non-magical party members with the swords earn their keep.

Taking the western exit leads to a large room (marked "Exit" on the map) with double doors in the west wall. These double doors lead to the road to Arnika. Don't leave the monastery just yet, however.



FIGURE 6.11:

Don't these beds look comfy?

A set of stairs set into the room's southern wall lead to a **room (23)** that holds a pair of computers and a chest. In the chest you'll find a Crude Iron Key, a lightning rod, and possibly some Fire Stix that fire Magic Missiles. We'll use the iron key later in this walk-through, so be sure to hold on to it. You'll also notice another room behind the glass. Don't sweat that room right now; we'll shatter that glass later.



NOTE

One of the crates in the upper monastery entrance room can only be opened from inside the circle of boxes. To do so, you must ring the upper monastery bell, which shatters the glass in the window above. You can then jump inside the circle and open the box. Inside you'll find a Hunter's Cape (AC +2, Senses +5).



Return to the monastery exit room, and move east. Take the next hall to the south. Trace this passage until it opens into a **chamber (24)**. Open the chest found there to search for more items. See the armor in the glass (see Figure 6.12)? It's strong Samurai body armor called Tosei-Do (AC +9). This glass will also break when you ring the bell.

Make sure to snatch the horn found opposite the chest. It's called the Angel's Tongue, and it allows the user to cast a Bless spell. Of course, you must have the appropriate Music skill to use it.

Leave the Angel's Tongue room and backtrack to the cubicle with the **statue (22)**. Walk through the east exit to the **arboretum (25)**. You'll now be accosted by a handful of Seekers and Lesser Seekers. Destroy them and head for the southern door, which leads to an encounter with the mysterious **Aletheides (26)**, depicted in Figure 6.13.



FIGURE 6.12:

The Tosei-Do armor will suit a Samurai perfectly.

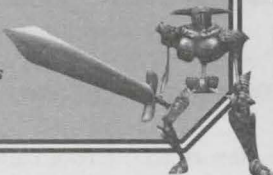
Listen to what Aletheides says. It will add an entry to your journal. Then turn and face the mysterious warrior again and listen further. When his monologue has wrapped up, check the stage in this room for items, then turn on your heels and march north to the next **room (27)**. Search all the beds and you'll find some Cure Poison and Smelling Salts. Exit east and stroll over to the other **room (28)**. Inside you'll find thieves, but they can be easily defeated.

Scoop up the goodies that can be found behind the thieves and then jog through the **northern room (27)** into the Hall of Silence.



TIP

As the name would imply, the Hall of Silence neutralizes your magic users. They will be unable to utter the words to cast a spell. Be sure to change your weapons and adjust your formations accordingly.



Head into the **southern room (30)**. Crank the microwave oven found here up to maximum power and press the red button. Grab the chip that it coughs up when it breaks. Walk back into the **Hall of Silence (29)**. Use the Crude Iron Key to open the door to the **bell room (31)**. Several bats will swoop down on you here. Remember that your magic-users won't be able to cast spells while standing in the Hall of Silence, as seen in Figure 6.14. On the other hand, retreating into the **southern room (30)** allows your Mages to speak, and hence magically hammer the bats (who will follow your party into the room).



After you've battered down the bats, return to the bell room. Sprint to the upper level and open the chest found there. Inside you'll most likely find an assortment of weapons, which may include shuriken (a nice treat for any Ninjas in the party), and possibly armor and potions. Go downstairs, turn up the bell box to max, and ring the bell again. This breaks all the glass in the upper monastery. Now it becomes goodie-grabbing time.



FIGURE 6.13:

Aletheides, the enigmatic stranger



FIGURE 6.14:

Keep your magic-users out of the Hall of Silence.

Exit the bell room and go south to the **chamber (6)** with the armor encased in glass. Now you can pick up the Tosei-Do armor—hope you have a Samurai in your party. March over to the **study (23)** and grab the Fellowship Pass by the desk. Finally, return to the balcony in the large **main room (20)**. Jump onto the boxes below and open the final box to receive a spanking-new Hunter's Cape.

It's time to bid adieu to the upper monastery. Return to the room and depart through the west doors. You're off to Arnika!



CHAPTER

7

The journey to Arnika begins outside the gate of the monastery. The road to the village isn't long, but it is challenging. At the same time, however, the challenges faced along the way to Arnika are minor in comparison to what you will find in the town itself. From the Dark Savant's minions to mysterious new weapons, Arnika is full of what role-playing gamers crave—adventure.

The Road to Arnika

It is in Arnika that you'll garner your first new party members: Myles and Vitalia. Both will prove to be valuable assets, though it will take more than new blood to emerge alive from the many tough battles that lie ahead. Before you arrive in Arnika, you'll have many opportunities to earn a few extra experience points and toughen up your party on the road (see Figure 7.1).



FIGURE 7.1:

The road to Arnika

Exit the Monastery and pass beneath the towering **stone arch (1)** shown in Figure 7.2. Follow the path—there is really no other way to go. As you would expect on such a dangerous world as Dominus, there will be a variety of creatures and characters determined to make your journey through the countryside much more hazardous than it needs to be. You'll battle King Crabs, similar to what was once considered a "semi-boss," by the handful over the miles ahead. Additionally, more than a few Rogues and Thieves will attempt to thwart your passage. While these adversaries are not serious challenges, neither are they to be trifled with. Keep the party well rested to ensure sure that your magic-users are always ready for battle.

Take a left at the first trail and proceed south. You'll often meet six Acidvines here. These can be tricky. Use area attacks, such as Fireball spells, or even Sparkle Stix to thin both the Acidvine numbers and hit points. Use obstructions, such as the stone pillar in the center of the passage, to shield your party from some of the plants.



FIGURE 7.2:

These arches mark the beginning of the road to Arnika.

After the vines have been cut down, continue south on the path. At its end you'll meet Higardi Cutpurses and Higardi Bandits (see Figure 7.3). Again, the Fireball spell is an effective recourse here. Defeat these taffers and open their nearby chest to find bagpipes capable of casting the Shrill sound and other potions, armor, and weapons. Be sure to take everything—after all, the thieves no longer have any use for these items.




FIGURE 7.3:

These bandits are no match for your party.

Return to the main road and head west. The route will soon open into a large clearing. In the northern part of this space is a **large house (2)** that serves as a teleportation site for the Umpani. Although you can't enter the house now, it will be important later on in your quest.






NOTE *Wasps will sometimes attack you near the teleportation site. They are very fast and possess deadly poisonous stingers. On the flip side they don't have a lot of hit points and can be easily killed.*



Continue moving west into the green woods. You'll eventually spot a sign that points south to Arnika. Take some time here to rest and recuperate from your recent exertions, then follow the directions on that sign and prepare for more battle.

Frequently, numerous bandits wait south of the sign. Individually, the bandits aren't tough, but they can be tricky when they attack in large groups. Use "mass-appeal" spells/attacks such as Fireball and Dragon Breath to simultaneously attack these foes. Magic of this sort will dramatically lower their hit points. Consider casting a Sleep spell if you want to simply put a lot of them out of commission with one blow—you may need that advantage to win this battle.

Continue south until you find the Arnika-Trynton Road and then (finally) Arnika itself. Enter the village and the next portion of your saga will begin.




NOTE *If you decide to head north at the Arnika sign, you'll find yourself in the Northern Wilderness. That adventure is detailed in Chapter 13.*




Arnika

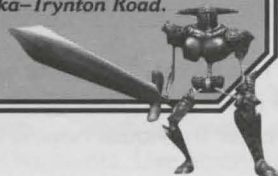
So, you enter the first of the many villages that you will visit over the course of *Wizardry 8*. Arnika (see Figure 7.4) is generally a peaceful town, but trouble can be found here if you go looking for it. In fact, there is trouble here even if you don't go looking for it.



Your first hint that things aren't as placid as they could be is the presence of a 5th level Rogue named Myles. He'll meet you at the front gate of Arnika and invite you to help rescue a beautiful woman from the Dark Savant's troopers. He'll join your party if you accept the offer. Myles makes a nice addition to any group of adventurers, especially those that have no Rogue in their lineups.



TIP *You can click Arnika's entrance fountain to heal your troops. This might come in handy after the recent battles on the Arnika-Trynton Road.*



Move straight into Arnika, ignoring the buildings for now, and you'll soon discover the spaceship wreck. It's on your right at the third intersection. Seven Higardi Raiders can be found guarding the vessel. Massacre them and scoop up the weapons that they leave behind.

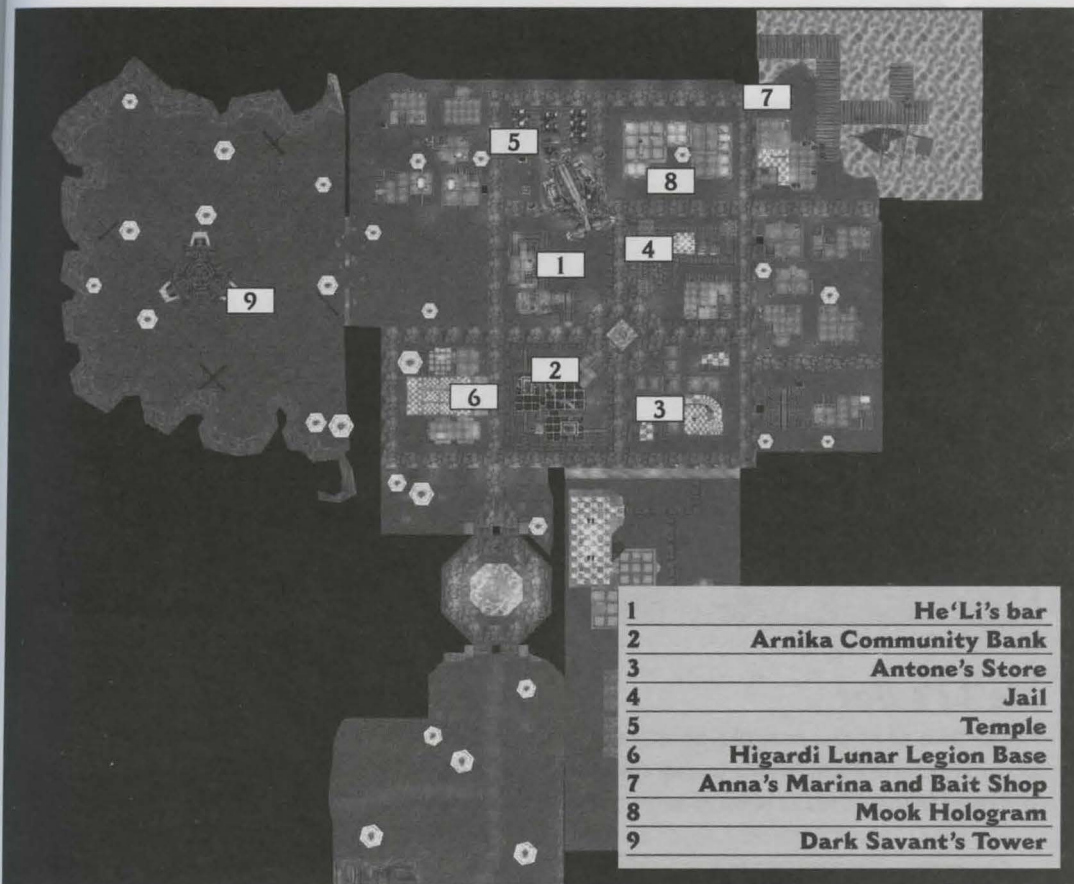


FIGURE 7.4:

Arnika

The Wrecked Starship

Rest your troops, enter the crashed starship, and grab the steel gauntlets and Black Box that lie near the entrance. Cast Bless and Armor Plate on your party before proceeding any further; the next fight is a humdinger and you'll need to be prepared. Two rooms branch from the spaceship "foyer." The left one holds a group of the Dark Savant's android Troopers (see Figure 7.5) that must be slain before they kill the captive that they're holding. Spells that prevent these mechanical adversaries from attacking their prisoner are useful in this fight. Anything that downgrades their offensive abilities, such as Flash or Sneeze Powder, is a good thing to pull out of your backpacks here.

After the Savant's Troopers have been destroyed, you'll meet their captive, the lovely Vitalia. Talk with her, invite her to join your party, and then head over to **He'Li's bar (1)**, which is located to the south of the ship. Before you leave, take a look around the burning house and find the hinged box hidden inside. You'll pass a Phoonzang statue en route to



He'Li's. Click on the water to heal hurting party members (in addition to ramping up their Artifact skills).



FIGURE 7.5:

The Dark Savant's warrior 'bots are tough customers.

He'Li's Bar

He'Li, like all of the non-player characters in *Wizardry 8*, is bursting with personality. Chat her up and she'll ask Myles to pay his tab. Do it if you feel charitable; it's only a paltry 50 gold and having the barkeep as a friend might come in handy later on.

NOTE *If you refuse to pay Myles' tab at He'Li's bar, the owner will refuse to do business with you. So pay up, and don't try anything funny. If you attack her or she catches you attempting to pick her pocket, she'll call the Higardi Patrol, and that's a fight you can't win.*



Exit the main bar through the only interior door and then enter the first room on your left. In it you'll find a violin that invokes the Charm spell, but requires a 40 Music skill to use it, and a locked chest. Myles should be able to handle the chest. Inside you'll find several handy items as well as He'Li's ID card.

Continue down the hall and enter the next room. There's another chest in here. Have Myles

open it and "liberate" its contents. Trod down the hall when you're finished looting and climb the ramps to the second floor. There you'll find six Higardi Raiders spoiling for a fight (shown in Figure 7.6). Give them what they want and then walk over their corpses and pick the lock on the chest they were guarding. If you botch the lock-pick work, the chest may cast Rune of Madness or Alarm on the party member making the attempt. Successful picking may reveal a host of familiar items. Take what you want and return to the main barroom. Buy and trade a bit here if you like and leave the bar when you're finished.

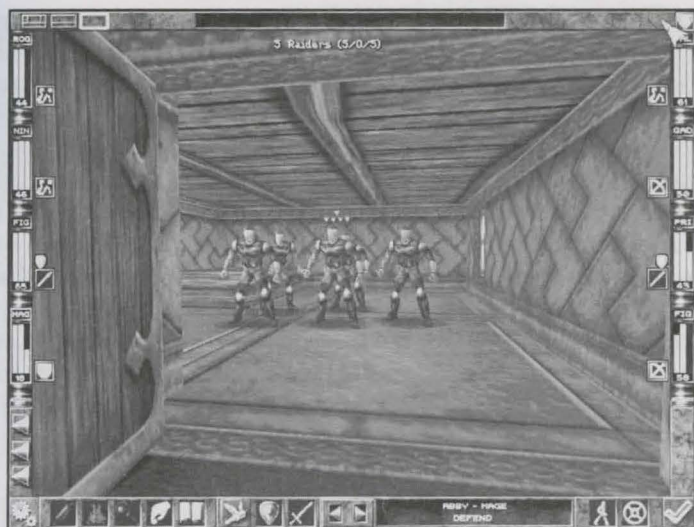


FIGURE 7.6:

Higardi Raiders are prepared to defend their bounty.

Beware of an ambush by the Dark Savant's androids outside of He'Li's bar. These mechanical monsters are always tough enemies to overcome. If you're having trouble, try leading them back into He'Li's establishment. Not only does fighting them in the bar's narrow halls prevent the androids from flanking your party, but He'Li will also help you in the battle.

The Arnika Community Bank

After you're safely back on the streets of Arnika, run a couple of errands. First, saunter over to the **Arnika Community Bank (2)**. Inside you'll meet Lorrac, a slightly cold yet efficient teller, see Figure 7.7.



FIGURE 7.7:

Watch your step around Lorrac—she's always ready for a fight.



You can try showing Lorrac an ID card to gain access to the elevator in the room next to the bank counter, but if you don't have one in your inventory, peek behind the counter and you will see three buttons. Pressing the red button opens the elevator, while pushing the yellow or green ones will start a battle with Lorrac (who apparently also serves as a vault guard) and some members of the Higardi Patrol. It's another of those fights that you can't win, so don't bother starting it.

Press the red button and take the elevator down to the lower level. There you will find several personal vaults. These belong to He'Li, Antone, Anna, and Marten. Keycards are needed to open these doors, so ignore them for now and continue wandering around the hall. You'll next run across three public vaults that can be broken into. Use Myles's lock-picking skills to open these chambers. The first two hold a wide assortment of goodies, and they may include a great bow, potions of Razor Cloak and Heavy Heal, Viper arrows, an Ankh of Dexterity, and chain chausses. The third public vault not only holds a nice store of items, but the bank's Guardian Golem as well.

The Vault of the Guardian Golem

The Guardian Golem, shown in Figure 7.8, is the toughest boss that you have faced to this point in the game. With over 430 hit points, it will take a few smacks to kill. Cast Armor Plate, Enchanted Blade, and Bless on your troops before Myles picks the lock on that third door, then retreat as soon as the door is opened.



FIGURE 7.8:

The Guardian Golem is a serious boss, with a devastating close-quarters attack.

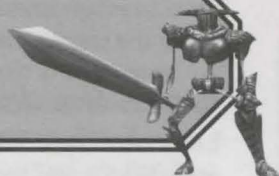
Zap the Golem with whatever ranged spells and weapons you have as soon as it rears its ugly head. Paralyze is a great spell to cast here. If you manage to freeze the creature in its tracks, your fighters can wade in and whack it to death before it can regain mobility. Barring that, throw Flash Powder to reduce the monster's effectiveness. Enough of it will let you gain the upper hand.

After defeating the Golem, snap up your just reward from the chests inside the vault. You may be able to locate a bronze cuirass, some Devil Dust, and a Granite potion inside this vault.



TIP

Don't waste your magic with anything less than a 5th level spell when battling the Guardian Golem. The creature can be a difficult opponent, and you'll need strong incantations to penetrate its hide.



Browsing Through Antone's Store

Leave the bank when your robbery is complete and head over to **Antone's Store (3)**, as shown in Figure 7.9. Antone buys and sells a multitude of weapons and armor. Take a gander at what he has, and give some thought as to what he might be willing to buy. Sneak back to his room and unlock his chest to get his keycard and a stash of loot. You can use Antone's card on his bank vault.



FIGURE 7.9:

Antone's Store is well stocked with weapons and armor.

Besides buying and selling normal armaments, Antone also deals in specialty equipment, which includes:

- ⑧ **Beast Slayer Axe:** Piercer Modia Claw, Picus Egg, and a cleaver (the one from the monastery)
- ⑧ **Ebon Staff:** Wood Spirit Staff, Ebon Gem (Marten's Bluff), and Mummy Dust
- ⑧ **Zynaryx Plate:** Venom Crab Shell, skull (crypt), and Giant Spider Silk
- ⑧ **Steelhide Breastplate:** Steelhide Crocodile Hide, Poison Seeker Sac, and Iron Weed Thorn
- ⑧ **Featherweight Armor:** Tanto Wasp Wings, Plumed Serpent Feather, and Djinn Eye

You'll normally have to kill the associated beasts to get these items. Sometimes you may have to kill several of them. After you collect the materials, bring them to Antone and he'll make the piece...for a reasonable fee, of course.

On to the Jail

Leave Antone's Store and walk northeast to the **jail (4)**. You'll need to pick both the outside lock and the lock to the jail proper to gain entrance to the facility. Myles is capable of handling both, but feel free to use your Knock Picks if the security system proves too problematic.

Once in the office, search the three corner lockers. They hold Marten's ID, a valuable item that will be needed later to enter the Higardi Lunar Legion (HLL) base, discussed in this chapter. Take note of the computer monitor nearby, which flashes a useless system warning. The bulletin board in the room states that Marten is a wanted man, and the papers lying on the desk are unreadable. Exit the room by pressing the button next to the force-field-shrouded door.

Three jail cells lie in the connecting corridor. Each is accessed by pressing the buttons on the panel located in the end of the corridor, as shown in Figure 7.10.

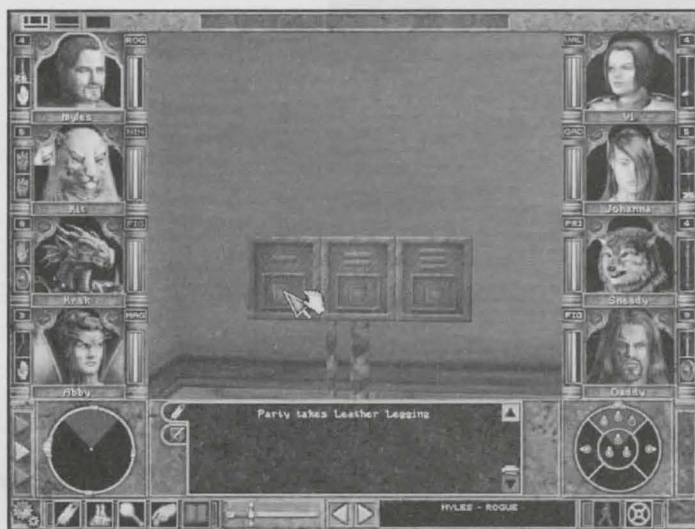


FIGURE 7.10:

This panel drops the forcefield in front of each jail cell.

Fight the two Higardi Bandits in the first jail cell. They'll cough up items (randomly determined) when they die. Take a gander at the magnificent tree etched on the cell wall. Enter the second cell, which appears empty. Look closer and pry up the loose floor planks covering a tunnel to the bank vault. There you will find a Diamond Epee (rapier +3 to hit, +4 to Initiative), an Amulet of Stillness (casts a 5th level Paralyze spell and holds four charges), and an Oilskin Cloak (AC +1, 20% water resistance). Use the machine in the corner to teleport out of the room and you'll emerge across the street from He'Li's bar.

The Temple

March over to the **temple (5)** and enter via one of the ramps. Descend through the halls in the center of the building until you reach Lord Braffit's room. Speak with him about the



Ascension and ask him if he knows the whereabouts of the Wheel Key. He'll also be glad to heal any hurting party members. With the Wheel Key, you can return to the upper monastery and enter the crypt (see Chapter 6 for more).



NOTE

If you show Lord Braffitt the Fellowship Pass you will receive information about the Wheel Key. You will also want to return to him later to complete a small quest—simply give him the Helazoid banner that you get from Janette in Bayjin and you will receive a significant amount of experience points.



Exit the temple and re-enter through the ground entrance. Trace the passageway down. You'll enter a large room with a small, illuminated statue. Clicking the sculpture replenishes a small bit of the selected party member's magic energy. Leave the room via the door with the carpet hanging over it and walk down the passageway to the next room. A handful of Higardi Spirits wait here. This isn't a particularly

tough fight. The spirits average 25 hit points each, and they only attack with their hands. After you've sent them to the great beyond for a second time, scour the room for the Wheel Key (you'll find it floating above the floor), as shown in Figure 7.11.



FIGURE 7.11:

Finding the Wheel Key is worth the trouble.

Return to the room with the lit statue and take the other exit. A few feet down the hall you'll find a locked door. Have Myles unlock it and you'll be able to enter what is obviously the monks' bunkroom. Turn on search mode. A character will soon find a Ring of Protection (AC +1), a Necklace of Endurance (regenerates Stamina), and possibly some Pickmeup potions (which boost both Health and Stamina). Exit the temple and head to the **Higardi Lunar Legion base (6)**.

Higardi Lunar Legion (HLL) Base

If you have Marten's ID (you should have picked it up in the jail), the HLL door scanner will let you into the base. Jog to the end of the hall, hang a right, and weave through the



next two rooms until you see the lift shown in Figure 7.12. Take the small elevator upstairs where you'll meet Tramain. Talk with him about Marten and you'll learn that Marten stole the Destinae Dominus and fled to Trynton. If you ask Tramain, "Where is the Destinae Dominus?" he'll tell you that Crock, who lives in the swamp (see Chapter 9 for more) near Marten's Bluff, might know more. Thank Tramain and close the conversation.



FIGURE 7.12:

Ride this lift up to Tramain's office.

Return to the main hall and then explore the rooms south of the hall. One of these chambers holds a replica of the Dominus star system and several lockers. The lockers house various items, so you may find a pair of steel helmets (AC +4), assorted powders and potions, and ale. Leave the HLL compound and head northeast to **Anna's Marina and Bait Shop (7)** (see Figure 7.13).



TIP

If you like, you can pick-pocket Tramain for the 200 gold he's carrying. You can even fight the old-timer if you want. A successful battle will net more than 2,500 experience points, but remember that the Higardi won't be too pleased with you after this.



Anna's Marina and Bait Shop

In addition to her main line of business, Anna sells ammo and she likes to talk a lot. Indulge her and you'll be granted a unique perspective of Marten's theft of the Destinae Dominus. If you ask her about the Mook (we'll visit them next), she'll say that they have an item similar to the Destinae Dominus hidden in the old town hall. You won't, however, be able to look at it alone. You'll need to show the Mook an alliance letter from the Umpani or T'Rang before getting the chance at a peek, and that won't be forthcoming for some time yet.

Make sure to check out Anna's wares before leaving. She has a nice supply of shrike and barbed arrows, spiked stones, and some strong armor and spellbooks. She will buy your used armor and excess ammo.



FIGURE 7.13:

Anna's is an important stop along your journey—you can pick up supplies and gossip.

Head to the back room of Anna's place. There you'll find a locked, booby-trapped chest, so take care not to trip it or you'll be taking some pointless damage. Once the chest has been opened, you'll find Anna's keycard along with a random selection of goodies. You can usually find a potion of Superman (more energy and power), scrolls of Magic Missiles and Fireball, and copper gloves (AC +10) inside. Leave the shop and head back to the Arnika Community Bank via the docks. Look around and you'll find more Flash Powder next to some crates.

En route to the bank you may stop and talk to the **Mook hologram (8)** depicted in Figure 7.14. It won't do much until you give it an alliance letter from the Umpani or T'Rang, but it can't hurt to get familiar with it now.

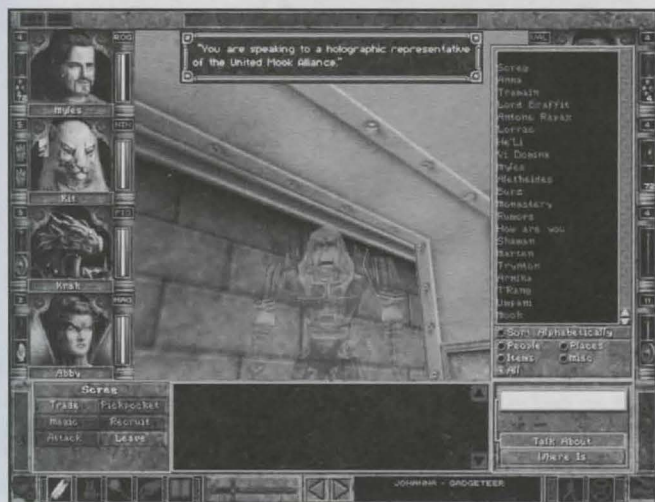


FIGURE 7.14:

This Mook hologram is important later in the game.

Once at the bank, present any of the keycards to Lorrac and she'll call the elevator to take you below to the vaults. Check the name over each vault and use the correct keycard

in the slots. In Antone's vault is the sword Bloodlust, which seriously pumps up the bearer's initiative, and adds the Berserk attack to its bearer as well +5 to the Sword skill. Unfortunately, this sword is cursed, so the warrior who wields Bloodlust will not be able to change weapons after the blade has been equipped, unless a curse removal spell is cast. He'Li's and Anna's vaults contain quite a few useful items, such as Smelling Salts, Cure Paralysis powder, an Enchanted Bow (+2 to hit, +2 Initiative—not quite as good as a great bow), Cure Paralysis powder, chain chausses AC +9), and a bronze cuirass.

Leaving Arnika

Leave the bank and head over to the **Dark Savant's tower (11)**. You'll need the NAS-81 potion that can be found behind it. The bad news is that you will also find a handful of Savant Troopers and a Savant Orb. Take them down (Bloodlust really shines here when put in the hands of a competent Fighter), and pick up the potion. After you have this necessary elixir, it's almost time to leave Arnika.

First, however, drop by the spaceport. You'll need Myles to pick the lock on the entrance. After he does, you'll be confronted by four Savant Gunners. They use energy weapons, but are not too tough for your crew to overcome. Slay them and enter the large spaceport building, see Figure 7.15. Inside you'll find a Black Box Analysis Center. The one that you removed from the crashed spaceship is too damaged to analyze, but maybe you'll find another Black Box later.



FIGURE 7.15:

The Spaceport contains valuable equipment that will assist your party.

Outside of the main building is the Mook space plane, Callisto. There isn't much to do there, but the nearby hangars hold an empty bottle, a Boom Bomb (renders opponents unconscious or terrorizes them), a potion of Haste (speeds up characters), and—hidden in the second hanger—Fire Stix, which fire magic missiles.

After you've picked up the items in the hangars, take the elevator to the top of the tower. On the top floor are a broken Orbit Tracker and an X-Ray Chip. Take the chip and then leave both the spaceport and Arnika.



CHAPTER

8

You leave Arnika much stronger than when you entered. Certainly you'll need every bit of that newfound strength during your next journey. In Trynton your party members will meet a number of hideous creatures from the insect kingdom, including beetles, spiders, roaches, ants, and wasps. These are primers for your key battle with the Rattkin Breeders further down the road.

Of course, fighting numerous battles is not the only action you have to look forward to in Trynton. Your party will also confiscate lots of magical rewards and converse with a number of interesting personalities, characters who will either help or hinder your progress.

The Arnika–Trynton Road

Exit Arnika and head south on the Arnika–Trynton road as seen in Figure 8.1. Take a time out along the way and scoot over to the monastery. Use the Wheel Key to open the crypt there and retrieve the DemonsSting Bow and the DemonsBane Sword. They're nice weapons to have for use in dealing with the many random encounters on the road.

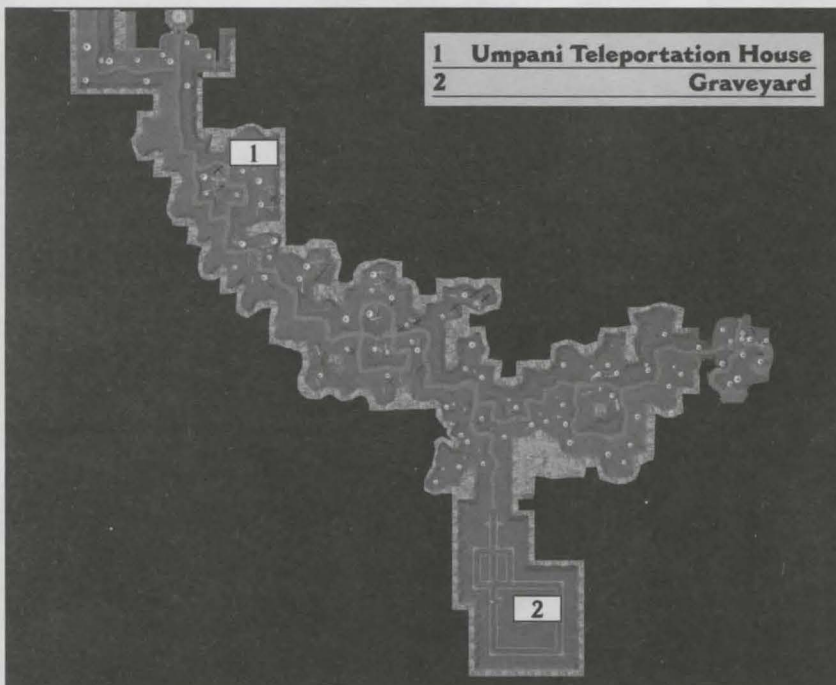


FIGURE 8.1:

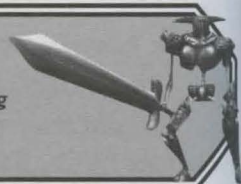
The Arnika–Trynton Road

Initially, you may meet Acidvines or Soldier Ants. Neither variety of creature is too tough to handle, but beware of the Twilight Bats. These winged monsters boast about 65 hit points each and can blind your adventurers with their attacks. Neither are the 100 HP+ Pincer Modias pieces of cake. By the way, make sure to recover the claws from any Pincer Modias you defeat. Antone, the weapon shop owner back in Arnika, can use them to fashion a nice weapon.



TIP

Move off the road and up an embankment if you need to camp during your journey to Trynton. Baddies will often pass along the road during the night, so the only place to grab a peaceful sleep is out of sight behind a tree.



After a couple of minutes traveling down this road, you'll see a house to the east, as shown in Figure 8.2. It's an **Umpani Teleportation House (1)**, which cannot be entered from the outside. Mark its location and continue south, fighting random encounters as you go.



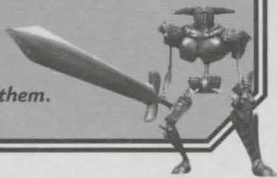
FIGURE 8.2:

The Umpani Teleportation House

On the road, you'll eventually meet Rattus. He'll ask you to return to Arnika and cash his check at the bank, where he's had some problems of late. Go figure. It's not mandatory that you accept his proposal, but if you do, he'll reward you with your first modern weapon: a zip gun that comes complete with powder and shot. But even if you agree to visit the bank, don't return to Arnika. If you show the check to Lorrac, she'll call the guards, who will call a Higardi Patrol, and you'll end up fighting another unwinnable battle. So, accept the quest, but don't follow through. You can also cast a Charm spell on Rattus and then pick his pockets for the 500 gold he carries.

TIP

On your way to the graveyard, cast the X-Ray spell, if you know it, and make sure that Myles is leading your party. X-Ray enables you to spot possible adversaries before they see you (they show up on your radar), and Myles can then help you sneak around them.



Continue southeast. The monsters that you encounter become *much* more difficult from this point on. You'll meet a new version of the Acidvine called Crimson Poppies, which not only sport well over 100 hit points each but can render their victims unconscious with a single strike. Additionally, it's possible to stumble on more than one group of monsters simultaneously.

Continue south into the **graveyard (2)**. If you enter at night, you'll find mummies on the prowl. Each mummy packs about 150 hit points beneath those rotting bandages, but as there are eight of you against just

one mummy (at a time), the ensuing fight isn't much of a contest. Be wary, however, of a mummy's ability to knock out members of your party. You may also encounter some restless undead wandering around this boneyard.

There's a mausoleum (see Figure 8.3) in the middle of the graveyard that features a dagger-trapped chest inside. Have Myles disarm the chest. Once opened, the chest may contain several significant items: plate mail (AC +10) and chain hosen (AC +8). You may also find around the room a skull (more on that later) and the Siren's Wail, an instrument that causes insanity. This item can be very helpful, but you'll need a Music skill of at least 10 to use it.



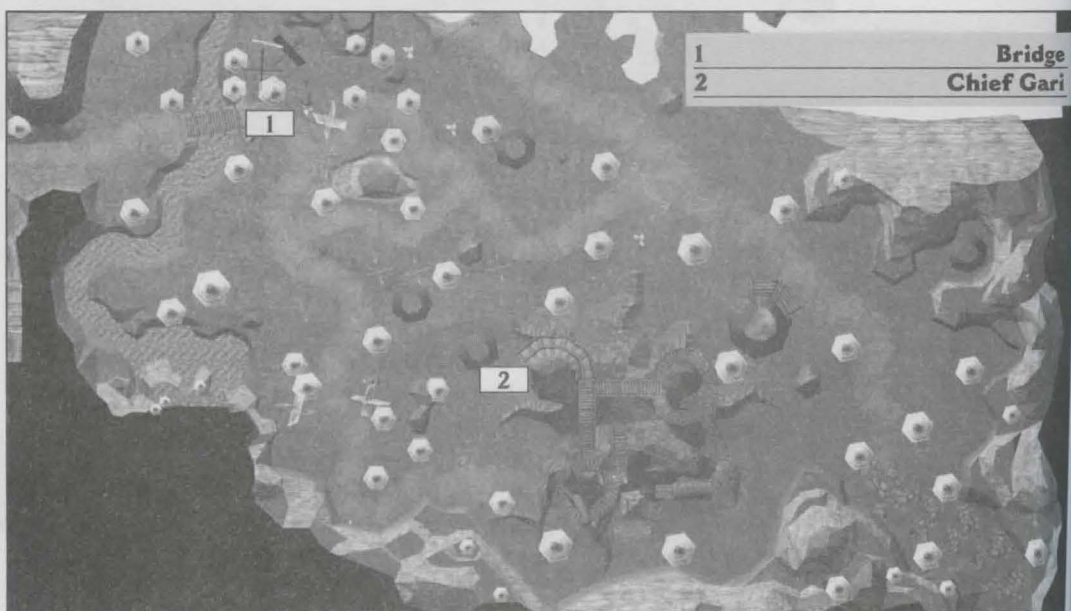
**FIGURE 8.3:**

This mausoleum contains more than dusty corpses—plenty of valuable loot can be found inside.

Exit the graveyard when you've collected all the items and travel east to Trynton.

Lower Trynton

Cross the **bridge (1)** to enter lower Trynton (see Figure 8.4A). Vitalia will leave at this point and return to Arnika. There are several bands of roaming monsters in Trynton that are best to avoid at this point, so be sure to use the X-Ray spell and do a lot of sneaking around.

**FIGURE 8.4A:**

Lower Trynton



For those who don't wish to explore each room, we've included a three-dimensional map (see Figure 8.4B) that shows the quickest way through lower Trynton.

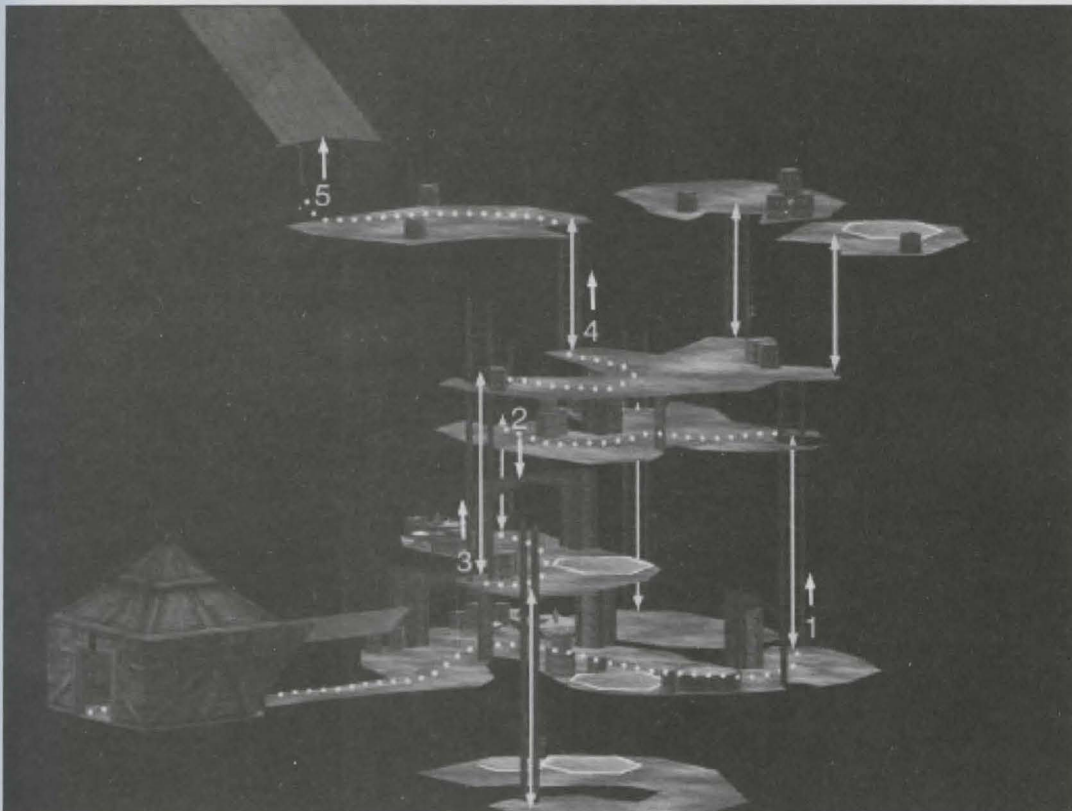


FIGURE 8.4B:

3D route through lower Trynton

Head southeast until you meet **Chief Gari (2)**, shown in Figure 8.5. He's a Trynnie with a bit of a gripe; Rattkin have been attacking his village. He'll ask you to kill the Rattkin Breeders, which live in the Fifth Bough of Trynton. If you agree, he'll let you have a pass into the Great Tree.

Go immediately to the Great Tree and ascend the first ladder. In front of you is another ladder (in front of a light brown wall). Take this one down to a room populated with Vile Roaches. These bugs have about 120 hit points each and can poison with their bites. After the roaches have been stomped on, scoop up the Ring of Breezes (AC +1, two charges of Purify Air, +20% air resistance). You may also find the Snare of Delay (casts the Slow spell, but a character needs a Music skill of 10 to operate it) that can be sometimes be found nearby.

Climb back up the ladder and cross the room to the ladder located behind the crates. Take it down to a room that is similar to the first one you entered after leaving Chief Gari, then descend another ladder to a room with several Wolf Spiders, shown in Figure 8.6.

After the spiders have been eliminated, pick up the Forest Cape (AC +3) and the tarnished mail (AC +4) lying beside their bodies. Retrace your steps to the previous room via the ladder that you used to enter the Wolf Spider chamber. Now descend via the ladder next to the barrels.



FIGURE 8.5:

Chief Gari, the head Trynnie

In the room below, you'll find three potions of Restoration and one potion of Moderate Heal. Remember, to find these items you must place your party in search mode. Three ladders grace this room's walls. The right-hand ladder leads to a battle with a Crawling Creeper. With only 107 hit points, the creeper is nothing more than experience points waiting to be added to your coffers. Kill it and return to the three-ladder room.

Now ascend the center ladder to a chamber where another easy battle awaits. The Dung Beetle here has fewer hit points than the average senior citizen. Destroy it in short order and search the room for a cutlass (inflicts 2–7 Damage). Once again return to the three-ladder room. Climb up the left-hand ladder and you'll find a bundle of arrows and a rope that leads to the First Bough. Climb the rope.



FIGURE 8.6:

Eliminate the Wolf Spiders and retrieve two pieces of armor as your reward.



The First Bough

Up the left-hand ladder you'll find a pool that generates a random result. Click it at your own risk. It may cure hit points, up your magic energy, or boost your Stamina. On the other hand, it may hex you. But hey, life is full of surprises.

Follow the wooden walkway until you enter a house. Search the building's north wall to find leather greaves (AC +6) and a bottle of Dragon Breath potion (roughly equivalent to an Acid Breath spell). On the table is a potion of Haste, and beside the table lies a bundle of barbed arrows (7-14 Damage, +1 to hit, 15% chance of draining Stamina). Exit the house and continue along the pathway.

The route you are on soon circles around a huge tree. Enter the tree-trunk house via its door to the west. The chest holds shuriken throwing knives and a Fireball scroll. Exit the room and continue following where the path leads you. Be careful not to fall off Marten's Pagoda, as shown in Figure 8.7. Enter the elevator and use it to rise to Trynton's upper levels.

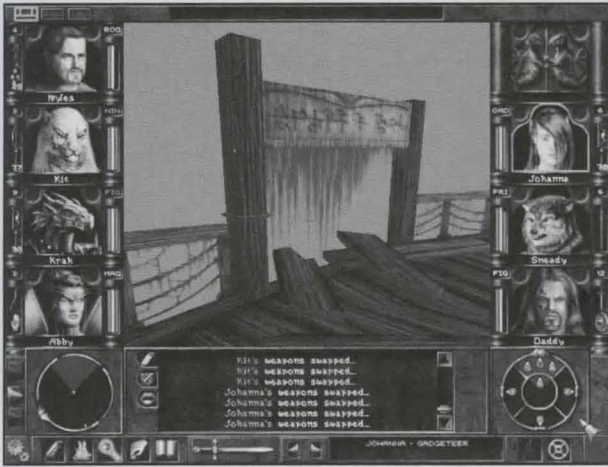


FIGURE 8.7:

Marten's Pagoda—be careful if you're afraid of heights.

Upper Trynton

Upper Trynton (see Figure 8.8) is a tangle of catwalks hung between towering oaks. Beautiful, yes, but rather dangerously so, as who knows what waits behind the intriguing scenery.

Follow the initial catwalk past the Second Bough sign. Duck down the west branch and into the **Trynnie house (1)**. Inside you'll find three Trynnie Warriors, a Boom Bomb (which causes a Sonic Boom spell effect) and a potion of Cure Disease. Leave the house and return to the intersection.

Continue to follow the catwalk. Click the water in the **magic fountain (2)**, shown in Figure 8.9, and it will ask you the following riddle:

"As time moves, so it creates...the lessons learned and the ways of fate...I am each one and yet still all known, seen and done before."

1	Trynnie House
2	Magic Fountain
3	Fuzzfas
4	Sanctuary
5	House
6	Trynnie Zoo
7	Building
8	House
9	Madras's Place
10	Four-way Intersection
11	Pagoda Doors
12	House

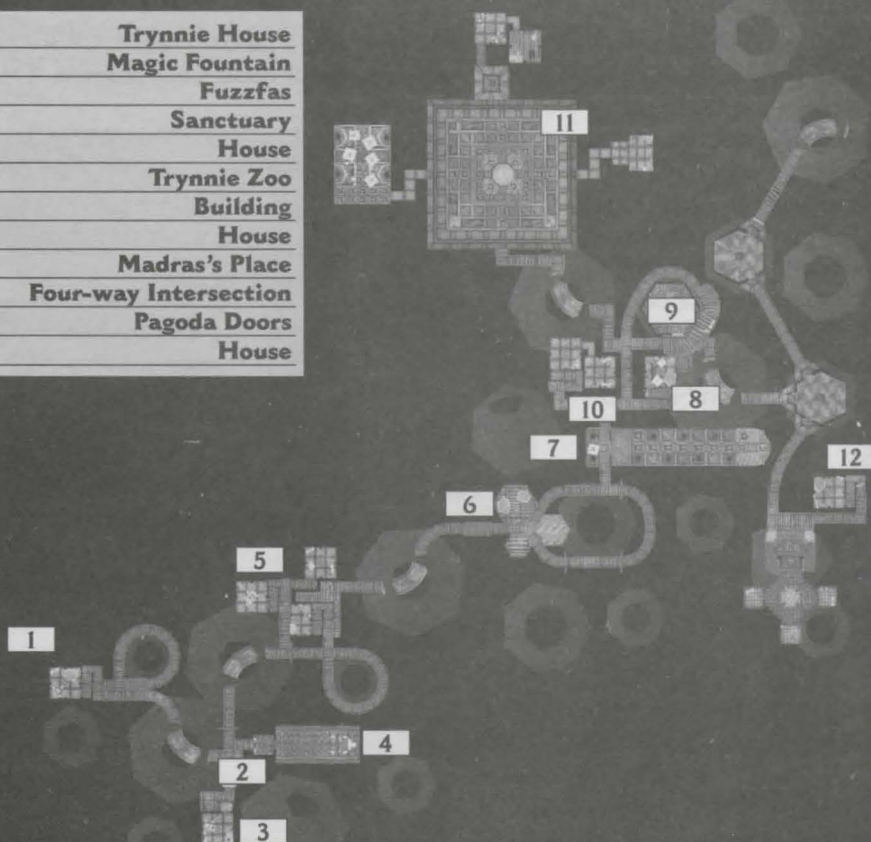



FIGURE 8.8:

Map of upper Trynton

 **NOTE** You can attack the Trynnies at any time in upper Trynton. They cough up some cool stuff when they croak, but overall it's a losing proposition. If you attack, more will come. If you manage to kill them, mightier Trynnie Champions will come. In other words, the Trynnies are best left alone.



The correct answer is "Experience." After you've replied correctly, all party members will be rewarded with +5 Intelligence and 1,000 experience points. Additionally, the fountain will reveal a Book of Detection, which allows a magic-user to learn the Detect Secrets spell.

Continue to the three-way intersection. Blinding Wasps or Vile Spiders may attack you here, but neither will prove to be a serious challenge. Moving south takes you to **Fuzzfas (3)**, an inept Trynnie Wizard. Speak with him about Marten and the Shaman. Buy some barbed arrows, hunter quarrels, Flash Powder, and a Mystery Potion. You may also charm



him and then lift nearly 1,000 gold, some nondescript orange goo, and a dagger from his pockets. By the way, if you start a second conversation with Fuzzfas, he will mention the Seventh Bough.

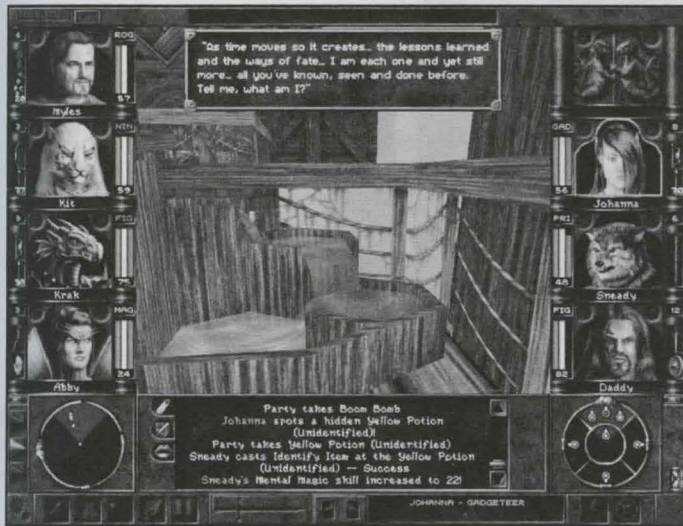


FIGURE 8.9:

Correctly answering this riddle will earn your party +5 Intelligence and 1,000 experience points apiece.



Bedtime for Bobo

Return to the three-way intersection and march east to the **sanctuary (4)**. Five Tree Sprites are guarding its door. These little buggers can dish out about 15 points of ranged fire damage each, but will succumb quickly to a Fireball or Whirlwind spell. Each will drop a Pickmeup potion and Feather Darts (Initiative +4) when it dies. Jog into the sanctuary and click the back of the altar (to either side of the lizard head) to pull down a couple of Gooda vines that will be of use later.

Leave the sanctuary and follow the path north through the tree. Take your first left and enter the **house (5)**. Inside you'll find nothing but an empty bottle. Continue through the house, then move through the northwest corner passage to the back room, where two Giant Spiders await. Kill the arachnids and pick up the spider silk that they drop. You'll need this as part of Antone's recipe for Zynaryx Plate.


Return to the path and move up to the Third Bough. The first location you'll explore is the **Trynnie Zoo (6)**, as shown in Figure 8.10. You'll notice Bobo on your left as you enter. He is one bad dude, but a little light in the gray matter department. Walk over to the meat dispenser and pull the handle. Then pick open the last cage in the row and kill the Tree Sprites in it for their Faerie Dust, Feather Darts, and a Sprite's Dagger (1-12 Damage, +4 to hit).

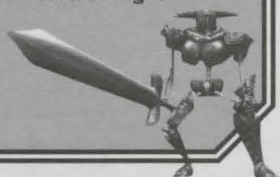
Mix the meat with the Faerie Dust and place it in Bobo's trough. He'll eat it and soon fall asleep. With this brute out of the way, pick the lock, rush into Bobo's cage, and grab the silver sollarrets (AC +10) and the Silver Ball. You can use this metal sphere to fix the broken Orbit Tracker back at the Arnika spaceport.



FIGURE 8.10:

Welcome to the Trynnie version of a zoo.


 **TIP** You don't have to drug Bobo to retrieve the valuables in his cage. You may, if you wish, fight him. The best way to win that scrap is by casting a 6TH level or higher Paralyze spell on Bobo and then hacking him to death.

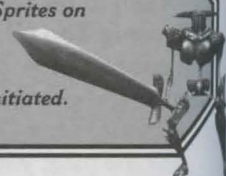


If you choose to fight Bobo, take a moment to rest and recuperate in his cage after you slay him. Just walk in and shut the doors; no one will disturb your sleep. After you awaken, scoot across the hall to the crocodiles. Have Myles pick the lock on the door and kill the three reptiles inside. Each has about 75 hit points, so this isn't a big chore. Grab the shiny metal plate that can be found there; your Gadgeteer can use it later.

Madras's Place and the Pagoda

Take the first left upon exiting the zoo. The ramp here leads to a large meeting hall-like **building (7)**. At the far end of this structure you'll find some Zuzu petals. Pick them, as you'll need both the petals and the Mystery Potion for an important task at the Seventh Bough.

 **TIP** You may have to fight Shrieker Bats, Blinding Wasps, or Tree Sprites on the ramp leading to the building with the Zuzu petals, and these can be difficult battles. It helps to tag along with a Trynnie patrol headed in the same direction, because the Trynnies will help you fight if they are in the area when combat is initiated.



Leave the building and walk north. Take your first right and enter the **house (8)**. Destroy the two Crawling Creepers there and grab the Blue Marble that they're guarding. You'll need this to enter the pagoda. Check out the fake wall in the northeast corner of the house. Open it, stroll onto the porch, and unlock the chest to claim your just reward: a Book of Removal (it allows magic-users to learn Remove Curse). Return to the walkway and move north.



Follow the path around the big tree and into a nearby house. This is **Madras's place (9)**. On the first floor of his home you'll find Magic Nectar and a giant magnet. If you look on the table you'll discover an Acid Bomb. Go upstairs and talk with Madras, who will ask you to kill the Rattkin Breeders. If you accept the job, he'll give you some Desiccation, Flash, and Faerie Dust powder.

Exit Madras's house and retrace your steps down the spiraling walkway until you reach a **four-way intersection (10)** that you passed earlier. Read the signs at the intersection—one reads Fourth Bough, the other Fifth Bough. Take the path to the Fifth Bough. Use the Blue Marble to open the **pagoda doors (11)**, but don't go in. Once you enter the pagoda (see Figure 8.11), you can't use magic, and this is one location where you're going to need your spells.



FIGURE 8.11:

Prepare your party for melee combat—magic isn't allowed within these walls.

NOTE The game randomly generates many of the monsters and items as you load each level.



the last battle is finished; you'll never win without the assistance of your magic-users.

After eliminating these adversaries, enter the pagoda. It's a verdant, cavernous building, as shown in Figure 8.12. Three passages lead north, east, and west from the room. Walk through the north passage. This feeds into a disheveled room (obviously the scene of a recent fight), a small bridge, and finally a space in which four Rapax Scouts are assailing a pair of Trynnie Warriors. Kill the scouts and pick up the assorted goodies that they leave behind. The best of the lot includes a kabuto (Samurai headgear AC +6), an Aqua Ring (AC +1, 20% water resistance), a Shield of Winds (AC +2, 20% air resistance), Tosei-Do armor (AC +9 Samurai body armor), and a scroll of Resurrection. There is also a sacred tome that hints at the ingredients needed to consume in order to see the future (Mystery Potion and



Zuzu leaves). On the way out, pick up a scroll of Enchanted Blade found in the first room, and take a moment to admire the loving detail that Sirtech put into this game—even the smashed lantern's freed lightning bugs flicker feebly on the table.



FIGURE 8.12:

This pagoda contains several pieces of excellent Samurai gear.

Return to the pagoda and cast Armor Plate and Enchanted Blade on your troops. Then open the east door and march down the hall. This is the way to the pagoda armory; it holds lots of good stuff, but it also holds three Tree Saplings, each weighing in at approximately 300 hit points. The Tree Saplings (see Figure 8.13) are big creatures, but as the saying goes, “the bigger they are, the harder they fall.”

Have your wizard-types fling area-effect spells, such as Fireball, while Priests (or others) attempt to paralyze one or two of the treelike enemies. If you have Flash or Sneeze Powder, throw it in the opening turn or two. The goal is to decrease the saplings' effectiveness, whether by reducing their effective numbers (through paralyzing, for example) or by hampering those who can fight (by blinding or otherwise irritating them). As soon as you've evened the odds, close in for the kill, bringing all your warriors into play against one enemy. Wait until a foe falls before moving on to the next.

There are lots of spoils to reap after defeating the saplings. Two chests are situated on the table adjacent to the south wall, and two more lie inside the locker that stands next to the north wall (turn the helmlike wheel on the locker to access its chests). Notable prizes within include a scroll of Freeze Flesh, a Book of Removal, plate mail (AC +10), and potions of Dracon Breath and Guardian Angel.

Go back to the pagoda and proceed through the west hall, which leads to the aforementioned and much-anticipated Seventh Bough. Walk onto the altar, drink the Mystery Potion, eat the Zuzu leaves, and the Shaman there will reveal a bit of the future. Specifically, he tells you that the Destinae Dominus is with Marten, and that perhaps you'll find Marten at the bluff that bears his name.

Leave the pagoda and return to the **Fourth/Fifth Bough intersection (10)**. Follow the walkway marked Fourth Bough, climb the ladder in the room you enter there, and head south into a **house (12)**. Kill the two Blinding Wasps that currently call the building home and pick up their loot. Unfortunately, nothing special can be found here—the wasps “owned” just a few arrows, bows, slings, and bullets.

When you leave the house, you'll walk right into the waiting clutches of a Giant Bat. The bat boasts about 370 hit points, but as it flies alone, don't expect too much of a fight. Kill it quickly and move to the other side of the walk to Marten's place. You can't get in at the moment, though. In front of the house is a pedestal (see Figure 8.14) upon which you will later place an idol (more on that later).



FIGURE 8.13:

Attempt to blind, paralyze, or just magically annoy these big monsters before going toe to twig with them.



FIGURE 8.14:

Marten's pedestal. Come back later.

Leave this location and march northeast to the broken bridge. Merge the two vines that you pulled down in the sanctuary to get across, and say hello to the Rattkin Tree.

Rattkin Tree

The recently repaired bridge connects to a large tree that you can walk right through. More often than not, several Twilight Bats will confront your party on the tree's far side. These bats were a challenge on the Arnika–Trynton road, but your party is much more powerful



now. Dispose of the bats and continue on the walkway. You'll soon pass a **house (1)** on the east (see Figure 8.15). Remember its location, but ignore it for now.

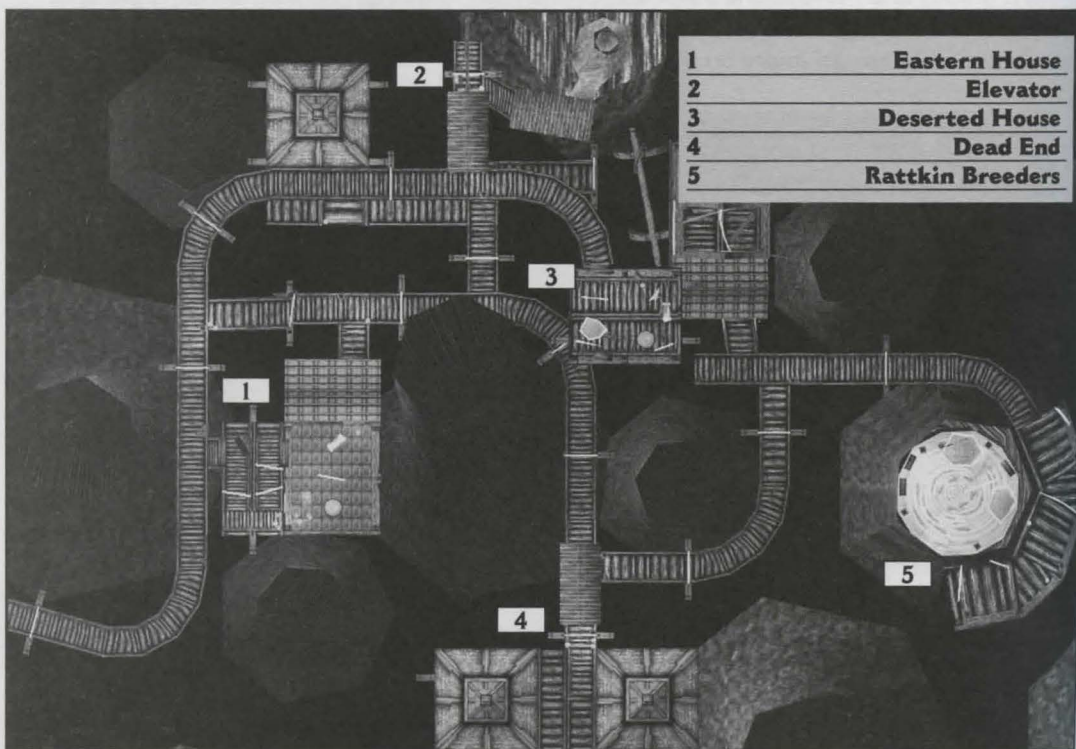


FIGURE 8.15:

The Rattkin Tree.

Keep following the walkway to an **elevator (2)** that leads to Trynton. There's no need to go back there at the moment, so keep moving ahead. Eventually, you'll come to a **deserted house (3)** with some Sneeze Powder inside.

Retrace your steps to the **eastern house (1)**. Unfortunately, you can't open the front door without the Key of Serenity. The Shaman will give you this key, but only if you bring him Marten's Idol from Marten's Bluff. So forget this for now. Take the rope down at the end of the adjacent passageway and pick the lock on the door that you'll find there. Again you'll enter a house. A sign can be seen on a wall nearby that reads "The third messenger gains knowledge." As the shaman told you, you are the third messenger, but accessing the fountain behind the doors will have to wait.

Go back outside and return to the main walkway (the one that leads to both the elevator and the Sneeze Powder house). Head east and take the first left (north), then head west at the next intersection. Enter the house there. You'll immediately have to fight three Rattkin Thieves (80 hit points or so apiece) and two Rattkin Archers (125 hit points each). Kill them and pick up the Ring of Protection, Viper arrows (100%, +3 to hit), and a potion of Heavy Stamina—a nice reward for a measly five kills, or so you would think. Unfortunately,

exiting the house will bring down a world of hurt; you'll now have to fight Swarming Wasps, Blinding Wasps, and Twilight Bats (see Figure 8.16).

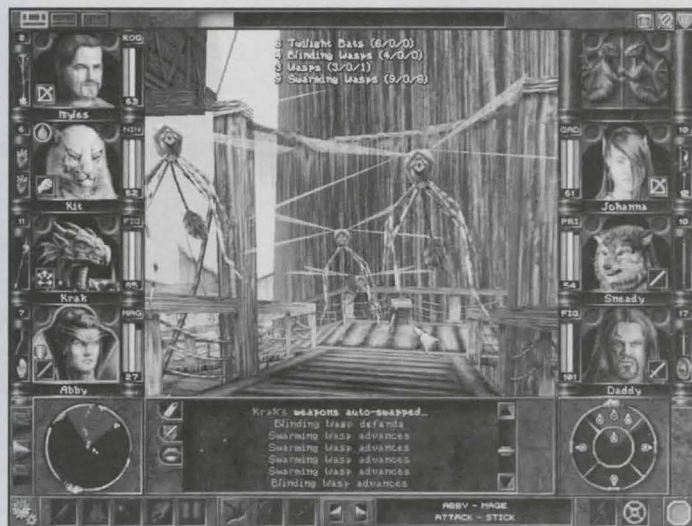


FIGURE 8.16:

Prepare for the onslaught upon leaving the house.

Return to the main walkway once the carnage is through and head south. Enter the building at which the path meets a **dead end (4)** and you'll meet Milano Calzone. Ask him about the Dark Savant and he'll take you to meet his boss, the Don. By the way, you can also ask Milano for more information on the Helm of Serenity.

Follow Milano to the Don and agree to pay him if he can obtain the Dominae. You may also pay 1,000 gold for a bit of protection or the same amount to take out a hit on someone. There is also a chest in the room. It is booby-trapped with the Philosopher's Bane trap that turns some of the party's gold into lead if triggered. In the chest you'll find several items, most notably the Zweihander (inflicts 3–15 Damage, –5 Initiative), and a Book of Hexes (that basically impedes everything that the enemy does).

Before leaving the building, duck into the room at the other end of the hall. It holds the Ratt Key (needed shortly) and two chests, one with a Stunner trap. The best items you'll find in the chests are a Wrist Rocket sling, (+5 Initiative, +3 to hit), a beanie (Intelligence –10), and some Hunter's quarrels. Exit the structure and head north to your confrontation with the **Rattkin Breeders (5)**.

The Rattkin Breeders

No doubt you are primed for the breeders by this point, but the Don's dudes aren't finished with you yet. Upon exiting the Don's place, three Rattkin Goons will assault you. These creatures are cowardly, so cast a Fear spell on them to reduce their efficiency and perhaps make one or two retreat. Hack them up one at a time, or try Paralyze or Sleep spells. After the goons are gone you'll be assailed by a swarm of wasps and Blinding Wasps. Counter-attack with a Dracon Breath spell or two and you'll soon be moving through the fat tree until you reach the breeders' door.



Make sure that you take a moment to rest before entering the Rattkin Breeders' domain. You'll need everyone with all of their spells and at maximum strength here. Cast Armor Plate and Enchanted Blade on the party, and make sure you have distributed your potions logically amongst the party members. Then open the door with the Ratt Key.

Rattkin Breeders are *huge* monsters (see Figure 8.17) that will come right after you! A 5th level Freeze Flesh spell will normally paralyze one of them, so cast one as quick as you can. If you're lucky, you'll freeze the breeder in the doorway and block the others from getting by. Move through the door with your Fighter (the Bloodlust sword comes in handy here, giving most Fighters three swings). Chop down the first Rattkin Breeder, rinse, and repeat.

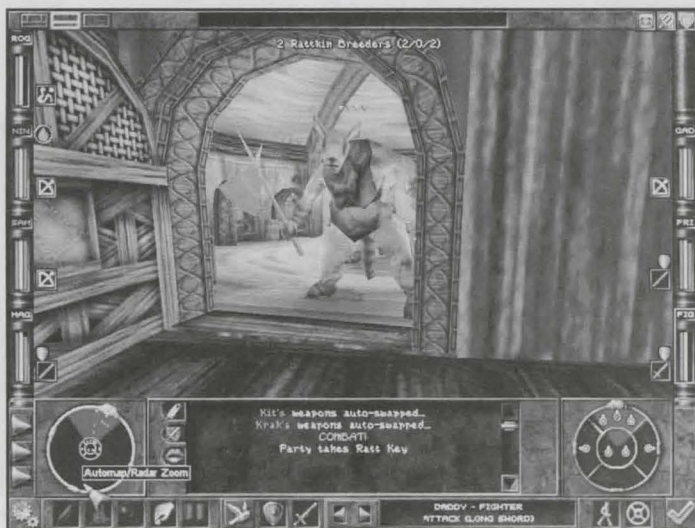


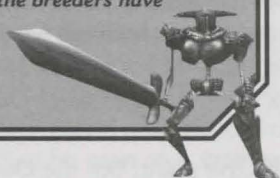
FIGURE 8.17:

Rattkin Breeders are so big that one whack from their axes can kill.



TIP

If you stay in the hall outside the breeders' shop, the Rattkin Archers can't fire at you. After the breeders have been eliminated, you can take on the archers in a separate battle.



With your enemies dead, reap the spoils of war. Chief among these spoils are two Flaming Spears (Damage 1–12, Initiative –3), a Ring of Beasts (AC +2, Senses +10, Mythology +20), a great bow, and barbed arrows. There is also a Filcher's Band (AC +1, Pickpocket +15) hidden in the room. You might have to cast Detect Secret to find it.

Retrace your steps to the entrance to Rattkin Tree and exit to the upper boughs of

Trynton. Return to Madras, but be aware that you might meet a new monster—the Thrasher Apus. Talk with Madras and reap 5,000 experience points. Ask Madras to join you and he and his nifty Omnigun Mk 4 will sign up. Return to Rattkin Tree and take the elevator down and move southeast to find the swamp and the next chapter of your quest.



The Swamp and Mines

CHAPTER

The swamp is the first location in the game where you won't need to fight (unless you go looking for one). There are several creatures for your slaying pleasure (especially in the Bayjin area), however, if you're interested in picking up some experience points. You'll get a better understanding of the Wizardry 8 story and how you fit into it as you travel through the swamp.

Down in the Swamp

Instead of chasing after kills in the swamp (see Figure 9.1), this walkthrough will concentrate on moving through the area with the express purpose of quickly reaching the mine tunnels. After passing through the tunnels, we'll arrive at lower Marten's Bluff to see a man about an artifact.

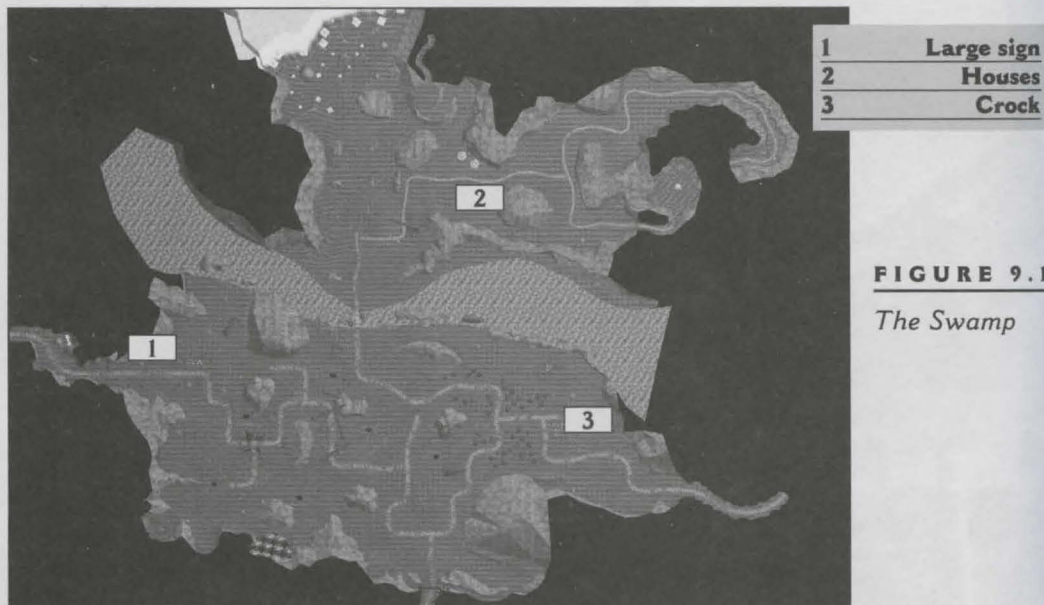


FIGURE 9.1:
The Swamp

Begin on the path through the swamp, staying on it until you see a **large sign (1)**. An evil entity is near. That's right; when you approach this sign, you'll encounter the Dark Savant (as shown in Figure 9.2) for the first time in the game. He's actually quite hospitable! The chief menace of *Wizardry 8* rants for a few moments at your party. It seems that the ultimate bad guy doesn't enjoy being tricked, and he believes that the Rattkin have the true Astral Dominae. Before disappearing into the darkness, however, he leaves behind the fake Astral Dominae, which for the moment you can just stick into your inventory. You'll use the fake later in the game to trade the Mooks for the Chaos Moliri.

Once the Dark Savant is gone, continue north until you reach the water's edge. Take a right here, heading east. Stay along the water until you find a bridge. Cross this bridge and then, once again, turn east. You'll soon find a pair of **houses (2)**, as seen in Figure 9.3, which contain quite a few goodies. A potion of Restoration, Fire Stix, and Shrike arrows are amongst the items stashed in these homes.

If you have a party member capable of casting a Detect Secrets spell, use it here. This will help you turn up a kabuto and chain hosen. Even though you've already discovered items like these before, the chain hosen is still a valuable find, and the spare kabuto will come in handy if you have more than one Samurai in your group.

Continue moving roughly to the east, tracing the path as it veers a little to the north. The road leads into the mine tunnels. Say goodbye to the creepy-looking swamp for now.



You'll be back, though. For starters, you still need to visit **Crock (3)**. The swamp is also an intermediate path to other destinations. Thus, you have to traverse this area once again to reach the Southeast Wilderness. But, at this moment, we need only worry about the mines.



FIGURE 9.2:

The Dark Savant welcomes you to the swamp.



FIGURE 9.3:

Spending time to search these grounds will pay off.

The T'Rang Base and the Mines

Follow the trail through the woods to the location shown in Figure 9.4. Here you'll find a handful of Savant Troopers and a Savant Gunner fighting against an enemy that can't be readily seen **(1)**. Take out the visible Savants. This shouldn't be too much of a challenge at this stage of your party's development. Have a Mage employ a Web spell to immobilize some of the Troopers, while the rest of the party bang on them from afar. Madras' Omnigun, archers' bows, and ranged spells should do the trick.





NOTE

The Savant Troopers may not always be present. If there is no battle, you may walk up to RFS-81, chat with him, recruit him, and administer the NAS-81.

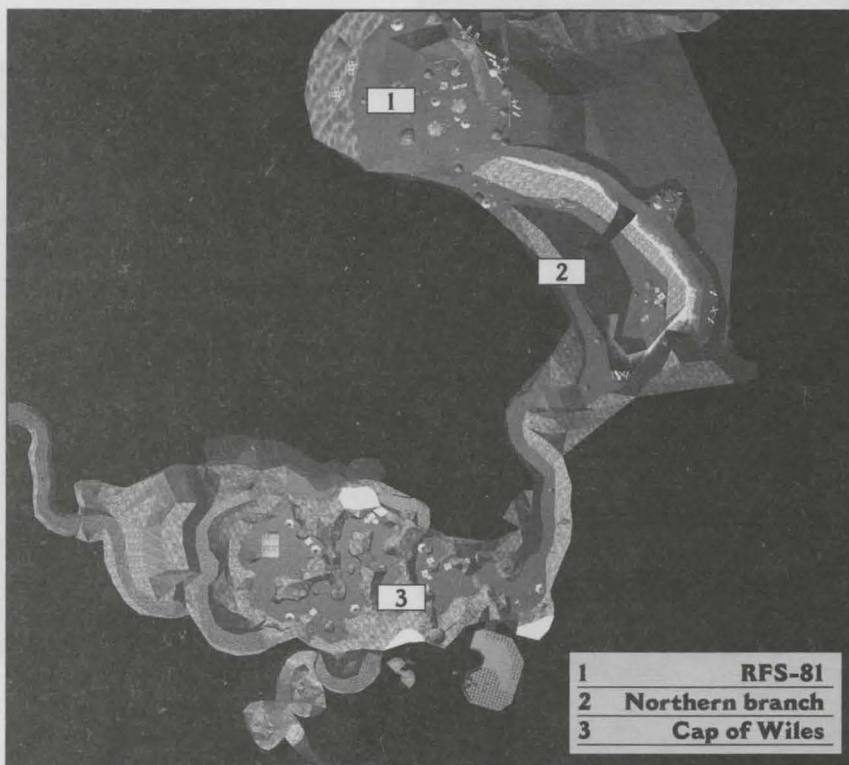


FIGURE 9.4:

The Mines

NOTE

Don't worry if you don't have any NAS-81 on you at the time you rescue the malfunctioning Savant Trooper. RFS-81 can still join your party, even if it isn't repaired. Other Savant Troopers, when killed, sometimes drop the needed solution, so you should eventually be able to acquire some of the uncommon liquid.



Finally, the Savant Troopers and Gunner will succumb, and you'll catch up with their initial opponent. It turns out that the enemy that the Savants were attacking was another Savant Trooper, named RFS-81 (see Figure 9.5). The android has a malfunctioning system that needs NAS-81 for the fix. If you recall, NAS-81 was the name of a potion located behind the Dark Savant's tower in Arnika. This potion will cure RFS-81, and if you have an extra party slot available, you can ask the Savant Trooper to join your group.

The Savant camp—where you meet RFS-81—boasts several rewards for your recent victory. You'll find mail mittens (AC +6), shrike arrows, and Boom Bombs. After you pick up

all the loot, head east up the hill (behind the Savant camp). This is a very narrow, ridge-lined path. Follow it as it gradually curves. When the trail splits, take the **northern branch (2)**. Here you'll find a chain hauberk (AC +9), which provides its wearer with some helpful torso protection.

Return to the location where the path divided and head south. Your party should soon discover a hidden steel plate stuck in the ground. Be careful! It turns out that this is an avalanche trap. You want to trigger it without getting hurt. First, creep up to the plate. The second you hear that the trap has been activated, retreat as quickly as possible and the avalanche should miss you.



FIGURE 9.5:

RFS-81: Your personal Savant Trooper

A rock switch (see Figure 9.6) lies east of the boulders. If you can't find the lever, use your Ranger and turn on search mode. Activate the switch when you locate it. Doing so pops open the door to a T'Rang base. Unlike anything your party has yet seen, the T'Rang base is made from metal, and electronic displays bleep and flash around the elevated control center. Enter the facility and speak with Tantris. He won't talk much since you haven't done anything for the T'Rang yet. It looks like you'll have to go see Z'Ant (more on Z'Ant later) to get more out of him. (Be sure to return to Tantris after Z'Ant has given you a mission. Tantris gladly joins your party once you are fighting for the T'Rang Empire, and his sword-fighting skills will make a welcome addition.)

A panel with four red buttons is located on the south wall. Press the top left button and another panel will spring from the northeast wall. Some directions are inscribed there. You'll need to remember these, for they'll be necessary to program the mine car.

Down	N/A	N/A
Right	Down	N/A
Down		

Now it is time to exit the T'Rang base. Retrace your steps to the "Y" in the passage and take the passage not yet traveled. Exiting is easy: just tap the button adjacent to the gate and the lasers will stop. Exit and head west.



Take note of a barred entrance (or perhaps a window) that leads to a cave. You can't break in here, but the portal may be important later. North of the window location you'll find a **Cap of Wiles (3)** (Initiative +10, Mental Magic +10, +10% vs. Mental Magic). It is cursed, however, and cannot be removed from a party member's head without invoking the Remove Curse spell. Along the way, you'll also find a Silent Lyre, which prevents opponents from using vocal magic against your party, but requires a Magic skill rating of 25 to use.

Continue west until you find a wooden building. Snatch up the length of hose outside the building (your Gadgeteer may be able to use it later) and enter the structure, which is obviously the home of the mine cart you've acquired the instructions to operate. Set the switches on the wall as your were shown in the T'Rang base. Mount the center cart and pull the lever. Wheee!



FIGURE 9.6:

The rock switch is tucked away behind some plants.

NOTE

Mosquitoes, wasps, Seekers, bats, and crocs might accost your party as you follow this trail. None is a strong enemy, but repeated battles will gradually weaken your party. You may return to the T'Rang base to camp, rest, and restore your energies.



Tromp down the path on which the cart empties you. Notice the flying snakes to your right, but they usually won't attack. Make sure to pick up the Giant Silver Nugget before you proceed on to the lower portion of Marten's Bluff.

CHAPTER

10

It's time to leave the mines and head to Marten's Bluff. Your party is looking for the infamous Marten, who—if you'll recall—stole the *Destinae Dominus*. You need to track him down and see if he can offer your group any clues as to the Dark Savant's plans. Of course, along the way you'll chat with more characters, pick several locks, slay a lot of monsters, collect some goodies, and even form alliances. You'll begin this leg of the journey in lower Marten's Bluff and work your way up. As you go, your party will unravel more of the Wizardry 8 mystery. Good luck.



Lower Marten's Bluff

Enter lower Marten's Bluff (see Figure 10.1) and head down the corridor. You'll likely meet a war party of three or four millipedes. Luckily, these creatures—with their 30 to 45 hit points each—are just fodder for your party at this stage of the game. Slay the Millipedes, and then continue west to the **main room (1)**. There is a series of doors along the walls of this area. Beginning with the first portal to your left, examine each entrance while moving in a clockwise manner.

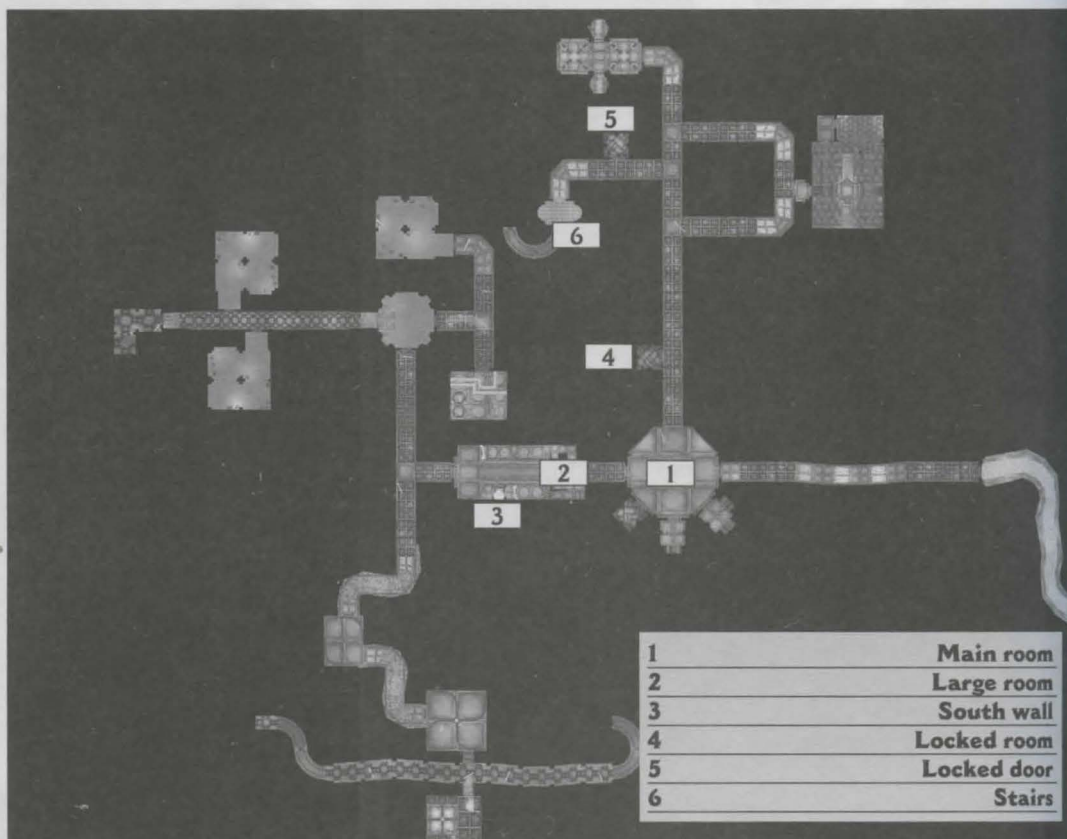


FIGURE 10.1:

Lower Marten's Bluff

The lock to the first room's door is difficult to pick. Madras is your best bet for gaining access here. The door will eventually open, revealing three millipedes. These pests should bite the dust even faster than the previous ones. You're rewarded with a flamethrower (–6 Initiative) and Concussion Powder.

Move clockwise to the second room. Luckily, its lock is easy to pick and no one waits inside to ambush you. Moreover, it's stocked with valuable items. You may find the Oscillator—an object that a Gadgeteer can later fuse with other trinkets to create

something new—copper gloves (AC +10), potions of Heavy Stamina and Restoration, and a Pulse Pick, which you'll use to unlock the next couple of doors.

NOTE

Of course, any strong character can force open a locked door. Each attempt subtracts points from his or her Stamina rating, but the diminished statistic will rapidly build back up. Eventually, your character should be able to break open the door.



past the fourth door, which actually leads to a small hallway. Inside you'll find two T'Rang Watchers guarding a small foyer. Since you're not yet aligned with the T'Rang or the Umpani, they won't offer any information. Thankfully, neither will they attack you. Continue past the Watchers into a **large room (2)** that contains two T'Rang Assassins, who won't bother you either. Take a look around. A Nargisst Command Station (see Figure 10.2) is situated to the right of the Assassins. You can use the station to talk with the T'Rang mothership. There's not much you'll learn here now. However, you can later accept a quest from the Umpani to destroy the mothership. It is here that you will come to overload the ship's systems, ultimately destroying it.



FIGURE 10.2:

The Nargisst Command Station is your link to the T'Rang mothership.

A small passageway lies north of the control station. It leads to Z'Ant, the strange looking alien you've heard of before. Z'Ant, of course, is the man with the plan. In fact, he's the creature you need to talk to if you're going to align with the T'Rang. While you're at it, be sure to also question him about the Dark Savant and Marten. Next, accept Z'Ant's offer of a quest. He'll ask you to steal a flag from an Umpani base that lies north of Marten's





Bluff. With this, your alliance with the T'Rang is now complete. Before you leave, place a portal in Z'Ant's chambers at the Nargisst computer.

NOTE

Wizardry 8 gives players a great deal of freedom in regards to T'Rang and Umpani relations. For instance, you can make an alliance with the T'Rang and still doublecross the species by also making a pact with the Umpani. Moreover, you can accept quests from both parties. Keep in mind that double agents can be caught!



Return to the room with the Nargisst Command Station. Next, take the passage on the south side of the room. It leads to a door that again requires the Pulse Pick. Pop open the portal and head into the massive area beyond. A healing machine is situated against the east wall. Just walk up to it and click the water to bring your weary adventurers back to the pink of health. An elevator that can take you to the upper levels is also located on the **south wall (3)**. The door on the

west wall can't be opened at this time (it leads to a portion of Marten's Bluff that will be discussed in the next chapter). Attempting to force this door damages your party, so ignore it. If your group, in haste, has already tried this door and sustained a few bumps and bruises, simply head to the healing machine.

NOTE

While upper Marten's Bluff will be detailed later in this chapter, you can take the elevator in the massive room with the healing machine to the upper levels. If you do so, move north to exit the castle and then circle west to the catapult; pick up the upper Marten's Bluff walkthrough at that point. We don't recommend taking this shortcut, because you'll miss the chance to grab several valuable items, such as the Enchanted Sword.



Head back to the large enclave to which this room is attached. Take the northern passageway. You'll soon reach another **locked room (4)** with items. The first hallway that runs east leads to a heavily guarded T'Rang room. Don't tempt the guards or they'll start a fight, alliance or not (for more on this room, see Chapter 11). Follow the hallway until you reach the point where it intersects with the main hall. Swing north and travel down this stretch. You'll come to another room with more T'Rang guards. Again, there's no admittance to this room.

Follow the main passage south. Take the first branch heading east. This is a right turn. A few feet down the right wall, you'll find a **locked door (5)**. Pick the door's lock and head inside. A round shield and various arrows are located here. Take whatever you need and continue to trace this passage west and then south. Climb up the **stairs (6)** and enter the upper level of Marten's Bluff.

Upper Marten's Bluff

Enter upper **Marten's Bluff (1)**, as seen in Figure 10.3. Turn on your search mode to find the Dulcimer of Mending (heals all, can only be wielded by Bards of the 11th level or above with Music skills of 60). Be wary of attacks from the hall. Higardi and Rebel Spirits will often accost your party at this spot.



FIGURE 10.3:

Upper Marten's Bluff



NOTE

There is a positive side to the spirit attack when you first enter the topmost section of Marten's Bluff—these spirits will frequently cough up Armor Piercer arrows when they die.



1	Marten's Bluff
1A	Large central room
2	Southern guard tower
3	Guard tower
4	Western perimeter courtyard
5	Castle courtyard
6	Inner castle area
7	Western guard tower
8	East guard tower
9	Swamps
10	Lower level



Head toward the **southern guard tower (2)**. Use caution when crossing the **large central room (1A)**; a column here spits arrows at regular intervals. Time your movement carefully and you'll avoid the shafts. Pull the lever located on the wall (as shown in Figure 10.4) to open a door in another part of the castle. Also hidden in this room are four helpings of Flash Powder and a bronze cuirass. Collect these items and march northeast to the **guard tower (3)**.



FIGURE 10.4:

Pulling this switch opens a door elsewhere in the castle.

In the vicinity of the guard tower you'll find a beautiful sword hovering on the far side of a small room. Do not head straight for it. Instead, hug the wall and walk around the edge of the room to the obviously magical blade and grab it. It's an Enchanted Broadsword (Damage 5-13, +1 to hit, +1 Initiative). Give this sword to a capable fighter and then walk to the center of the sword room, where the floor will now lower you into the moat.

Follow the moat to the right. Eventually you'll pass under a natural bridge that will be used a little later to re-enter the swamp. For now, however, climb the bank on the far side of the bridge and walk to the castle. You may fight several random encounters with Deathsting Apuses, Ironskin Crocodiles, and the like during this short journey. Sidle over to the west side of the castle, where a catapult can be found in the **western perimeter courtyard (4)**. Ready the war machine by clicking on the winding handle and then release the arm by clicking the lever on the back of the catapult. The arm then impales itself in the wall (shown in Figure 10.5), providing the perfect bridge for your party to enter the castle.

A dead T'Rang lies in the **castle courtyard (5)**. Grab the unfortunate alien's severed arm, the wires nearby, and whatever else you can find here. Enter the **inner castle area (6)** through a door unlocked when you pulled the switch in the **southern interior room (2)**. In the **western guard tower (7)** you'll find a Mandolin of Magus, which, when used, increases your party's resistance to all realms of magic (requires a 5th level Bard with a Music skill of 30 to use). There are also potions of Heavy Heal and Superman and some Magic Nectar scattered on the floor.

Move to the **east guard tower (8)** and pick up the scrolls of Freeze Flesh (paralyzes opponents) and Whipping Rocks (missile attack). Between the two scrolls is Marten's Idol (see Figure 10.6). Save your game before grabbing the statue. The screen blackens as you do so and your party falls into a deep slumber. When you awaken, you'll find that one of your characters (randomly determined) has left the party. Worry not, however, as your ally will return within the next couple of chapters. Exit the idol room, scooping up the blue flowers that have fallen to the floor as you leave. The flowers provide a crucial hint to locating your lost party member.



FIGURE 10.5:

Use this war machine for a simpler task—a makeshift bridge.



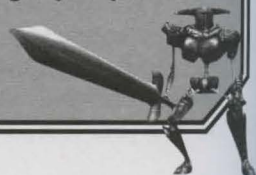
FIGURE 10.6:

Taking Marten's Idol will remove a character from your party.



**TIP**

If you are unlucky, the game may choose to kidnap your most valuable character at upper Marten's Bluff. While you can accept this loss and soldier on—the challenge is fun—you can also revert to your most recent saved game and try again (and again, and again). In fact, you can keep trying until the game abducts the character you feel that you can live without.




Completing the Bluff

Once you've nabbed Marten's Idol, your work is done. Exit the castle to the north, crossing the moat via the natural bridge (see Figure 10.7), and exit to the **swamps (9)**. While en route, examine the rooms adjacent to the elevator to the **lower level (10)**. The wall switches give access to these spaces, and another wall switch activates the hydraulic ram that smashes anything in the center of the elevator room. Great way to “crush” your enemies, no? Don't forget to search the corners of the final unexplored courtyard—weapons, armor, and ammo are stashed around the perimeter.



FIGURE 10.7:

Cross this moat and make your way back to the swamp.



Return to the Swamp and Marten's Bluff

CHAPTER

11

With Marten's Idol in hand, your party must now travel back through the swamp, searching for your lost comrade. Fortunately, the blue flowers that you found after your friend's kidnapping provide a clue. If you can find a place where such flowers thrive, perhaps you can also find your missing friend. Although it covers familiar territory, this section will do much more than reiterate your previous itinerary. For instance, you need to find your lost party member. Second, more monsters await in the swamp, and you'll need to speak with characters such as Crock and Brekek. There are also formerly impassable rooms at Marten's Bluff that need to be searched after rescuing your fellow party member.

So there's something old, something new, something borrowed (er, kidnapped), and something blue awaiting your adventurers here. Read on for a guide that will take you safely through these regions, leading you to everything that you need to find and more.



Return to the Swamp

As soon as you gained Marten's Idol, your party lost a member. Well, it's time to find that missing person or creature. An old geezer named **Crock (I)** can help you locate the lost companion. His house is situated to the northeast of your starting location (as shown in Figure 11.1). Head to Crock's, but be wary of the enemies strewn along your path. In particular, Swarming Wasps and Ironskin Crocodiles populate this region. So be careful.

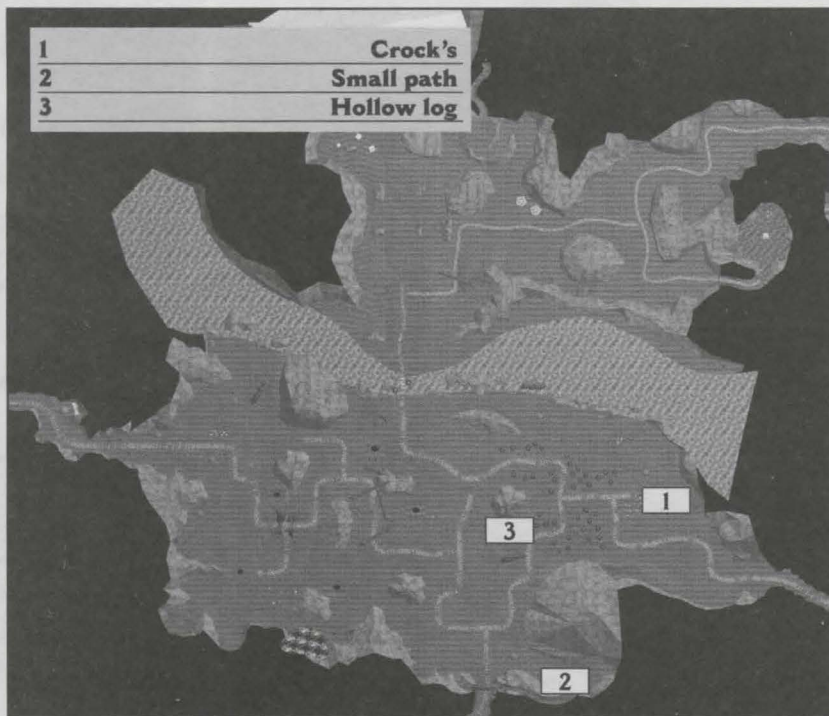


FIGURE 11.1:

The Swamp

Place your back to a wall (or some other form of cover) when fighting Swarming Wasps and cast a Guardian Angel spell on your front rank fighters. These two actions will prevent the wasps from surrounding you and will enable the front rank to take the wasps' stings without incurring significant damage. Area effect spells, such as Fireball, should also work well against Swarming Wasps, simultaneously damaging many of the flying insects.

Ironskin Crocodiles are horses, or rather reptiles, of a different color (see Figure 11.2). Keep your distance from these savage beasts and pelt them with ranged spells, arrows, darts, and stones. Once you have weakened the tough-hided monsters, paralyze them (Freeze Flesh or Paralyze work reasonably well), and then wade in and finish them off with your sword swingers.

If you wish to avoid combat on your way to Crock's house, use an X-Ray spell to identify enemies' locations. By utilizing these magical abilities, your group can then go where these monsters are not. Usually, this entails heading off the beaten path, as many of your run-ins will come on the stone trail.

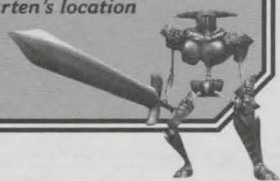


FIGURE 11.2:

Keep your distance and try to paralyze Ironskin Crocodiles before engaging in battle.

TIP

You can save a step and just murder Crock. After slaying him, pick up the items that he leaves behind, including the Eau D'Rapax perfume, Magic Polish, a large prism, and a Voltage Amplifier (your Gadgeteer can use the last three items). Then jog up the stairs to the top floor. Your missing party member, along with several goodies, can be found stashed in a chest. There are several reasons why you may not want to kill Crock, though. Most importantly, he will give you directions to Marten's location in the sea caves.



You can't miss Crock's house—some familiar blue flowers surround it that look like the same variety of flora found where your party member was kidnapped. Go in and talk to Crock. He'll allude to the fact that he can help locate your lost friend. Unfortunately, there's a stipulation: you must first slay Brekek, a giant frog that has been terrorizing the swamp folk. Agree to kill the monster and then head on your merry way.

Finding Brekek won't be easy. You'll often run into other creatures if you're not careful. Continue to use your spellcasters' X-Ray abilities to avoid unwanted skirmishes with these monsters. During your search, make sure to check out a

hollowed-out log bridge above the entrance to the swamp; you can access it via a **small path (2)** (as shown in Figure 11.3). Inside the bridge you'll find a Ring of Sanity (10% resistance vs. mental magic, five charges of Sanity), and Rousing Drums (counters Slow spells, can only be played by a Bard of level 8 or higher with a Music skill of at least 45).

You'll also find a bit of a boss called a Steelhide Crocodile hidden in a large, **hollow log (3)**. This armored behemoth has over 500 hit points. The best way to tackle the reptile is by first paralyzing it and then hitting it with everything that you have. When the big croc dies, it will leave behind its skin, which as you may remember is one of the ingredients that Antone of Arnika needs to make the Steelhide Breastplate.





Continue searching until you find Brekek. He is located in a cul-de-sac just north of Crock's house. To get there, you must take the river bridge to the west of Crock's and wind back around to the east edge of the swamp. When you locate the giant frog, lead off your attack with Freeze Flesh, Paralyze, or Web spells; be sure to immobilize the beast before closing in for melee combat. Fire and water spells work best against the massive amphibian. Use Fireballs and Cherry Bombs to whittle away at the monster's hit points before wading in for the kill. Then use your Fighters, Samurai, and Ninjas to hack at the amphibian while your magicians cast their most powerful spells. The creature should soon succumb to your assault, leaving a rather large frog leg behind. Search the area, picking up the frog leg and the other goodies strewn about his lair.



FIGURE 11.3:

Take this path to the log bridge.



NOTE

The Eau D'Rapax Perfume is needed for the Raven Rapax quest you can accept later. You can either buy this item from Crock or just take it from his corpse.

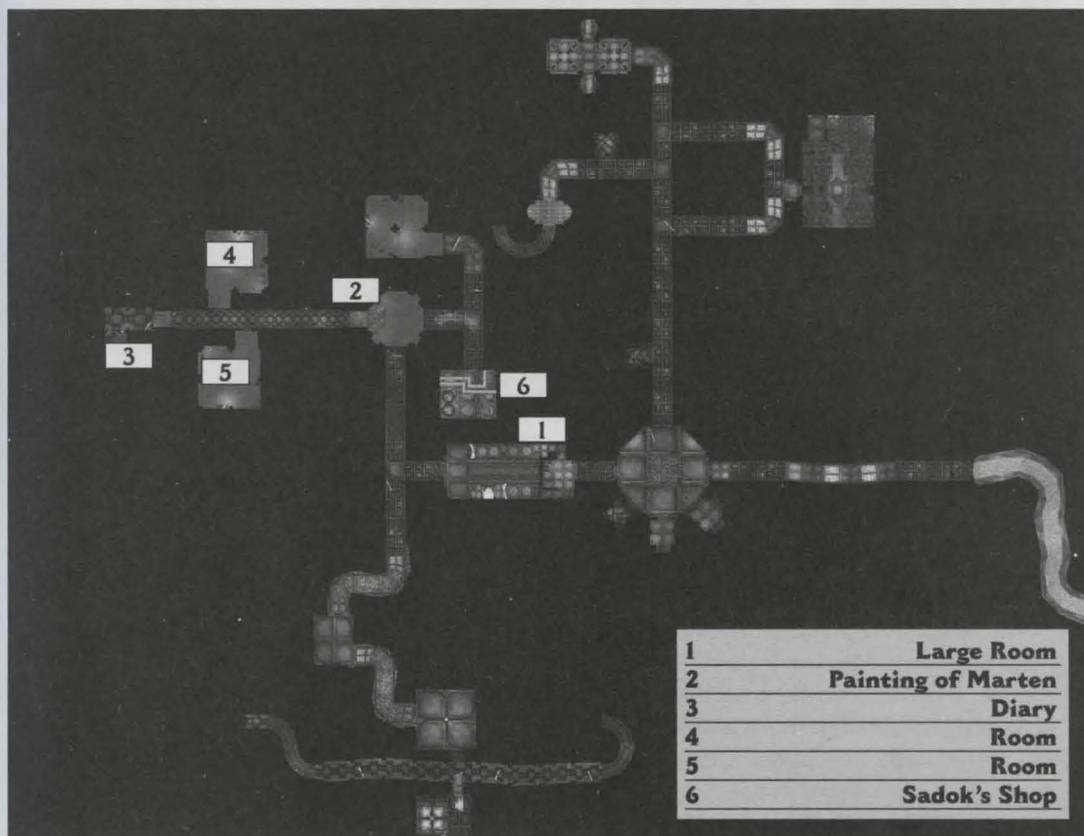


Take the frog leg to Crock, who will then return your lost party member. A number of valuable items are hidden upstairs, but you'll have to kill Crock to get up there. Consider whether this is worthwhile, as Crock is the sole purveyor of fine ammo and potions in the swamp. You may need his goods later. If you do kill the surly shopkeeper, expect to find a chest with Mantis Gloves (+14 AC, +3 Dexterity) and a handful of Doom Darts (4–8 Damage, +4 Initiative, hexes targets 80% of the time on successful hits). Collect these valuables and then prepare to return to Marten's Bluff. Abandon Crock's house, heading southwest to the point at which you re-entered the swamp.

Return to Marten's Bluff

Enter upper Marten's Bluff. Fight your way to the castle's main gates, battling Greater Seekers and perhaps some Ironskin Crocodiles. Once you reach the front gates, enter and proceed to the elevator. Your adventures in the upper passages of Marten's Bluff are just about over. Descend to the **large room (1)** (as shown in Figure 11.4).

Use the severed T'Rang hand/arm you found earlier (see Chapter 10: Marten's Bluff) to open the door at the west end of this large room. If you recall, this was the door that not only wouldn't budge before, it would also inflict damage upon your party. Now, via the T'Rang hand, you can open this portal. At the first intersection, check out the first painting to pick up some mythology points. Stroll north up the hallway. You'll come across a **painting of Marten (2)** (shown in Figure 11.5). Click this picture and a riddle will appear: "Tell me this, who you be, and then by chance your fortune see." The correct answer is, of course, "Marten." After typing this in, the painting will roll into the ceiling, revealing a secret passageway.



1	Large Room
2	Painting of Marten
3	Diary
4	Room
5	Room
6	Sadok's Shop

FIGURE 11.4:

Lower Marten's Bluff



Walk to the end of this corridor, where you'll find Marten's room. **Marten's diary (3)** is lying on the table next to his bed, but all of the pages except one have been ripped out. Read this surviving page by clicking the diary. A cryptic message, "Eternal trust survives the soul," is inscribed here. Do not forget these words. Next, search the room for some goodies. Exit the room.

Retrace your steps up the hallway. At various points here and throughout most of lower Marten's Bluff, you'll encounter Rebel Spirits or Higardi Spirits. These are not tough opponents. Close quickly, and take them out with blade and pike. Enter the room to your left. Cast a Detect Secrets spell and use your best scout to search the area. You'll find a potion of Moderate Heal, a Book of Remove Curse, and a bassinet (+6 AC, medium weight) in this **room (4)**. After you've collected all of the goodies, leave this area.



FIGURE 11.5:

Answer another riddle to uncover a secret route to Marten's private chambers.

Cross the hall, heading south. Look for another **room to your right (5)** and prepare for some more looting. Here you'll find the Blarneystone Amulet (AC +1, Communication +20, with seven charges). Unfortunately, it's a cursed item. Place it on a character's arm and you won't be able to remove it without a Remove Curse spell. The room also holds potions of Granite and Cure Disease, Icicle Stix (fires the equivalent of a 2nd level Frost spell), a Forest Cape, a Brilliant Helm (AC +6, Intelligence +20), some Resurrection Powder, a Cherry Bomb, and a Razor Cloak, to name but a few of the highlights. After raking in the items, head back past **Marten's painting (2)** to **Sadok's shop (6)**. Sadok has lots to offer: bullet stones, arrows, quarrels, spell books, and even several bags of Redemption Powder. Also search this shop for potions and a laser pointer.

If you wish, you may continue south, but eventually a group of T'Rand will stop you. It seems that their friendship only goes so far. Trade and barter with Sadok, then once again take the elevator to upper Marten's Bluff. Exit the bluff and re-enter the swamp.



The Southeast Wilderness and Wilderness Clearing

CHAPTER

12

Conquering the Southeast Wilderness and Wilderness Clearing are not necessary to complete your quest on Dominus. Nothing in these areas will advance the plot, nor will you meet an awesome NPC eager to join your party. Still, exploring these lands will garner your party valuable combat experience and some even more valuable items. But be forewarned, however—these are not locales for the faint of heart. There is some serious opposition here, and plenty of it. So, if you find that your party is frequently overwhelmed in these areas, perhaps it's time to choose the better part of valor and back out for the time being. Remember, you can always return when your party is stronger.



Southeast Wilderness

Exit Marten's Bluff and return to the swamp. If you haven't already checked out the hollow log above the path leading into the marshland, make sure to do this now. In the log is a blue feather that can be brought to Fuzzfas in Trynton. He'll be able to use it to make an Earth Shaker Bomb. Head in the direction of Crock's house when your log exploring is complete. Follow the path south of the building to the east. This path exits to the Southeast Wilderness (see Figure 12.1 for a complete map of this area).

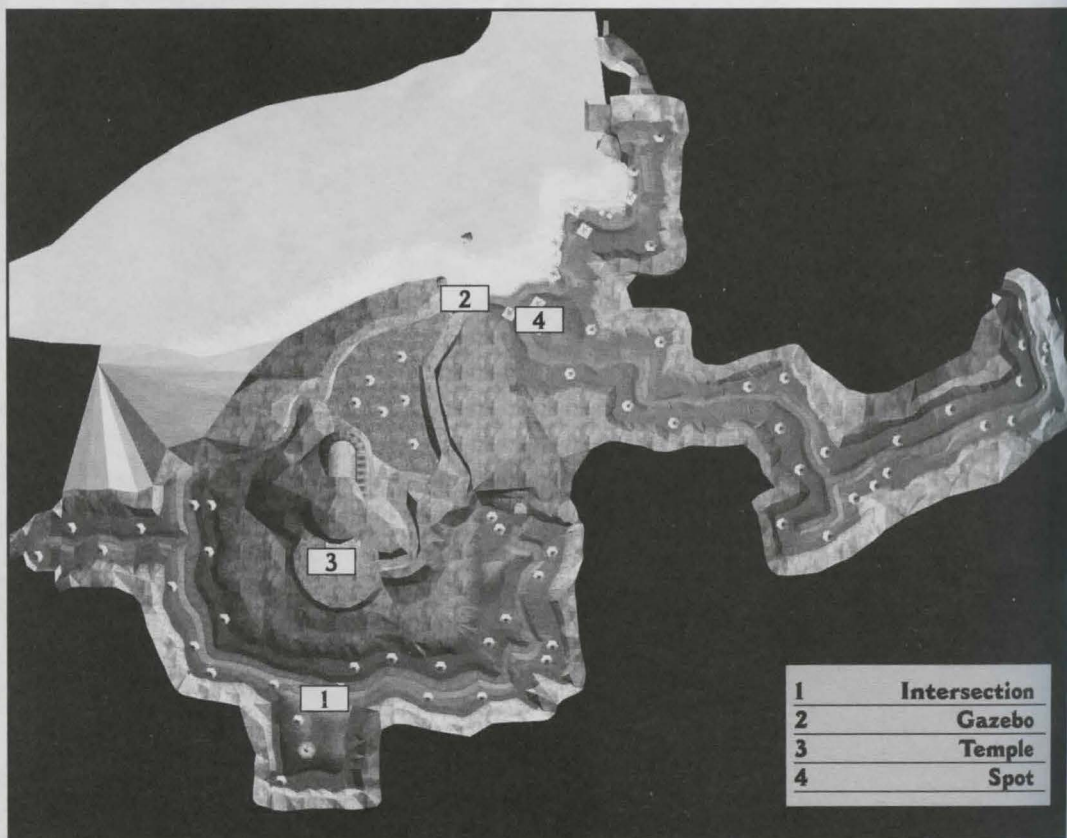


FIGURE 12.1:

The Southeast Wilderness

Follow the Southeast Wilderness path to an **intersection (1)**. Take a left there and follow this path. A Swallower will often accost your party not far down this road. These dangerous creatures can (unsurprisingly) swallow a character in one bite, and if the Swallower isn't slain before the character's health depletes (anyone gulped down loses hit points every round they are in the monster's gullet), the character dies. The good news is that the Swallower only boasts 120 hit points and is susceptible to water-based spells such as Freeze Flesh.



Hack the beast down and move on. Be wary of nine Swarming Wasps patrolling the area, however. At the bottom of the mountain you'll find a **gazebo (2)**. Inside lies a delicious spread of goodies: a Chaos Drone (invokes Fear and Insanity, but can only be used by 14th level Bards with Music skills of at least 75), shriek arrows, Mystic arrows, and hunter quarrels.

It's time to muster all your courage and follow the path south, up the hill to the **temple (3)**. Here a big battle awaits. At the temple you'll find a Sorceress Queen, a pair of Death Lords, six Cultists, and three Siges (as shown in Figure 12.2). Be prepared for a bruising fight.



FIGURE 12.2:

A herd of evil entities stand ready to guard their temple.

Creep into the temple courtyard and dispatch the three Siges—the other baddies usually wait inside the temple. Retreat, rest, and heal before entering the building proper. Tiptoe back to the temple when you're ready and position your party so that only one or two enemies are in view. Then start firing. Hopefully, you can take down a couple of the temple guardians this way. When melee combat looms, cast Summon Elemental and move in behind whatever elemental is called up. With luck, the elemental will absorb most of the remaining attacks.

Because the Sorceress Queen and her Cultists possess such powerful magical skills, you'll want to move in quickly to finish them off in close-quarters combat. After the temple guardians succumb, enter search mode and have your Mage cast Reveal Secrets. Pick up all the items that the spell uncovers and exit these hallowed grounds. Before you leave you may want to check out the lower mausoleum where you can get some pretty good items, most notably Fang. You'll also find some more undead to kill.

Now head back to the southern "T" in the **path (1)** and proceed east. Down this road you'll find another challenge (see Figure 12.3). Five Frightmares, two AeroMancers, and a Minor Air Elemental roam this path. If you're lucky, you won't encounter them at the same time, which would lead to a horrendous clash that even the most powerful group of adventurers would have a difficult time surviving.





FIGURE 12.3:

One of the many Frightmares your party will encounter

Thankfully, you'll usually spot the Frightmares first. These are dangerous creatures, however, even on their own. Their "Rear" can frighten your characters and even cause them to Turncoat and attack their fellow party members. Additionally, Frightmares frequently protect themselves with Eye for an Eye, which reflects the magical damage that they receive. On the other hand, they frighten easily themselves, so you'll rarely have to fight all five of them in a single battle. It's best to attack them from outside the range of their rear attack (which is a "thrown" ranged spell). It takes patience to destroy them from afar, but such a plan is doable.

After "corralling" the Frightmares and whatever other monsters you encounter here, head back to the hilltop temple vicinity and move northeast along the beach until you reach a fork in the road. Take a right at this **spot (4)** and head east to enter the wilderness clearing.

Wilderness Clearing

Again, this isn't an area that you need to visit to complete *Wizardry 8*, but it does offer a couple of exciting battles and plenty of experience points.

Enter the clearing as shown in Figure 12.4. Tramp north and you'll undoubtedly cross paths with a pair of Swallows and a handful of Tanto Wasps. These are not big battles. Use whatever tactics you prefer to destroy them and then move on. At the north end of the **clearing (1)**, you'll find Rex, a friendly Hogar (see Figure 12.5). The beast won't speak with you, but it will faithfully follow you throughout the area. Rex moves slowly and is easy to lose, however. So remember to let him catch up or go back to retrieve him. And make no mistake, Rex's help will soon be most welcome. Also patrolling the north end of the clearing are three Greater Picuses (approximately 340 hit points each) and more Tanto Wasps.

Keep an eye on your radar and try to fight the Greater Picuses and wasps separately. Additionally, attempt to face each in the **narrow corridor (2)** that leads east from where you meet Rex.



- | | |
|---|-----------------|
| 1 | Clearing |
| 2 | Narrow corridor |
| 3 | Gazer's cave |

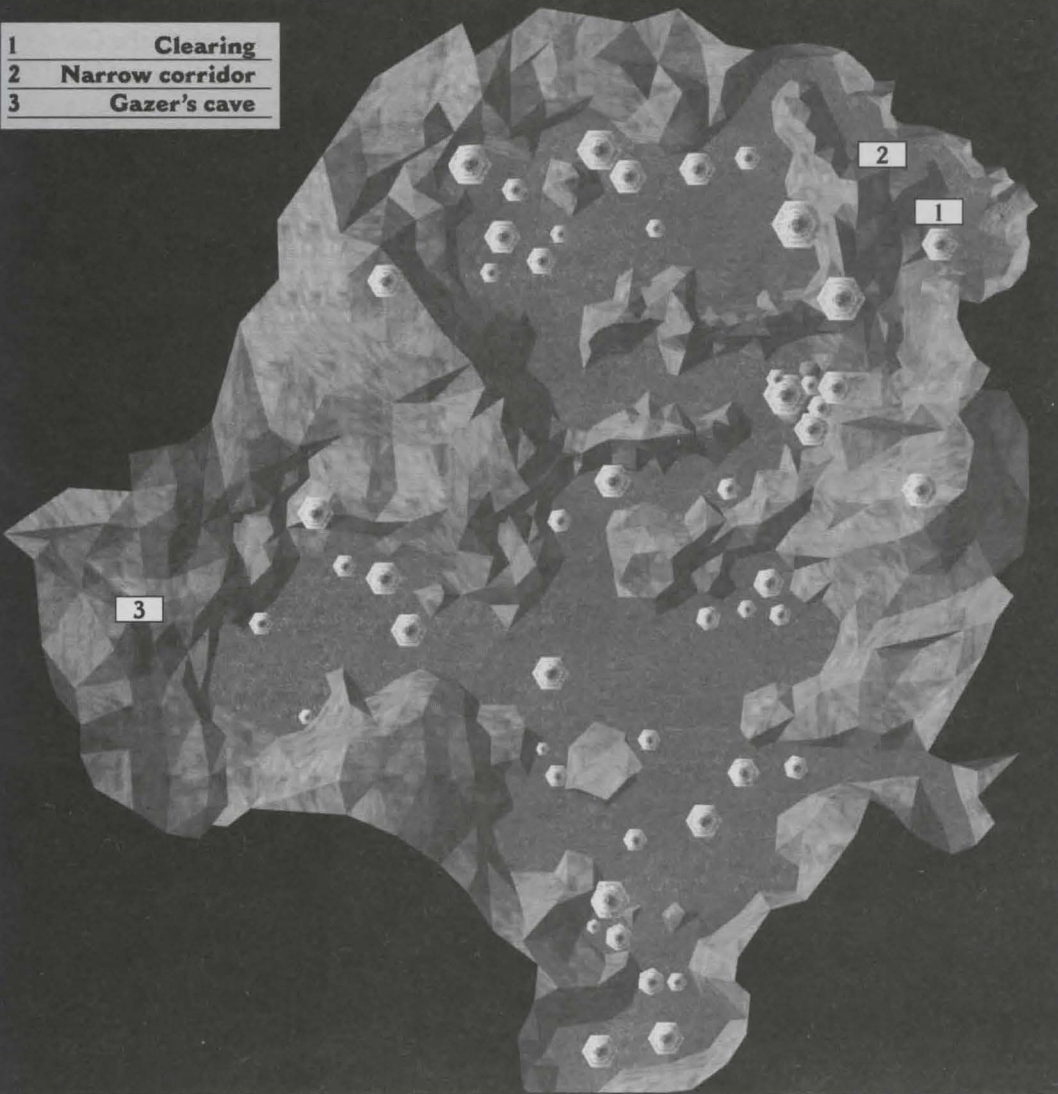


FIGURE 12.4:

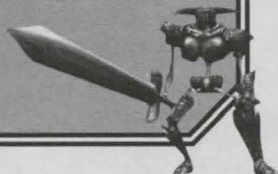
The Wilderness Clearing

After defeating the Greater Picuses and wasps, head south to the **Gazers' cave (3)**. En route you'll meet a pair of Gnashing Swallows and Brute Hogar (which boasts 500+ hit points). Fortunately, these aren't perceptive monsters. Use an X-Ray spell to avoid the Brute Hogar, but attack and destroy the Gnashing Swallows. Remember that these behemoths are susceptible to Freeze Flesh spells. Stop them in their tracks and cut them to ribbons.



**TIP**

Fighting the wasps or Greater Picuses in the narrow canyon that leads east from Rex's meeting grounds prevents enemies from circling around your party and attacking from behind. If your enemies are all in front of the party, protect your front rank of warriors with Guardian Angel. The Picuses and wasps will waste their energies attempting to hurt the enchanted front rank, leaving your other adventurers free to do some damage.



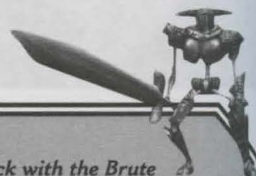
Once the Swallowers have been removed from the scene, travel south to the Gazers' cave. The Gazers (300+ hit points) here are tough customers. If you can summon an elemental, do so. Get behind the conjured creature and let it absorb most of the Gazer attacks while you inflict damage from afar. Following this battle, enter the cave and claim your reward, which consists of a Napalm Bomb, a Book of Instant Death (teaches the Instant Death spell), and Enchanted Robes (AC +6, wearable by most spellcasters).

**FIGURE 12.5:**

Rex may be a little slow, but he can soak up quite a bit of damage for your party.

**TIP**

Those with level 13 or 14 characters may want to try their luck with the Brute Hogar before leaving the wilderness clearing. The beast is by no means invincible, but you'll need a party capable of taking a 120 hit point chunk out of it during each and every turn. Otherwise the animal will run through your party like a hot sword through butter.



Return to the Southeast Wilderness and then exit the region on the north road leading to the Mountain Wilderness.



If you enter the Wilderness Clearing early in the game, it will be more or less an empty clearing. Sure, there are plenty of monsters to fight, as we mention throughout the chapter, but none of them significantly affect the flow of the game. However, once you've collected two of the artifacts (Chaos Moliri, Astral Dominae, or Destinae Dominus), the Rapax move an army into the Wilderness.

More importantly the Rapax have imprisoned a T'Rang and an Umpani in the Wilderness. If your party is Rapax aligned (you have become a Rapax Templar), the Rapax King will ask you to interrogate the prisoners. Speak with them. Both realize that the only way to stop a Rapax/Dark Savant alliance is with an even more powerful Umpani/T'Rang merger. You may free both by liberating the key from the sleeping guard.

Once Rodan and Drazic are free, the king becomes hostile. This means much fighting with the Rapax, but it's worth it. If you do not kill the Rapax King before ascending, Trynton is destroyed and all Trynnie are exterminated (as shown in the endgame). Freeing both Rodan and Drazic (one will refuse to leave without the other) activates the peace mission (unless you have destroyed either the Umpani or T'Rang ship). Take Rodan and Drazic to General Yamir and Z'Ant.

The leaders determine that they can work together to destroy the Savant's ship. Z'Ant provides a T'Rang Tracking Device to use with the Umpani canon at Mt. Gigas peak and General Yamir gives them the IUF Top Security Pass to give them access to Mt. Gigas Peak. Go to the canon and use it to destroy the Dark Savant's ship. Note: This peace mission is optional; you need not undertake it to finish the game.







CHAPTER

13

One of the most noteworthy aspects of Wizardry 8 is that it's a true non-linear game. Players have a lot of freedom when exploring areas and fighting monsters. The Northern Wilderness represents something of a watershed moment where that style of gameplay is concerned. After completing your explorations of this region, you'll need to choose either the T'Rang path or the Umpani path to the endgame. While you may always return and follow the road not taken later, for your first trip through the game you'll need to pick one side.

Making Preparations

Unless you've been playing on Easy mode, you have probably noticed that your party was often challenged to the max as it traveled through the Southeast Wilderness and the Wilderness Clearing. Well, now the opponents only get tougher. You'll need a host of special equipment and a few party member changes to survive the rest of this trip. So, before heading to the Northern Wilderness, pause a moment to strengthen your troops.

Exit the Southeast Wilderness to the swamp. Next, return to Tantris. Go to upper Marten's Bluff and take the elevator inside the castle down to Tantris. Or proceed through the mine tunnels back to Tantris. Drop RFS-81 from your party and recruit the T'Rang Samurai, who happens to be a much more capable fighter than the Dark Savant's reject robot. Tantris carries a Stun Rod and even knows a bit of Fire magic. Overall, he will endow your group with a greater chance of surviving the treacherous encounters that lie ahead.

Trudge from the mine tunnels back to the swamp and make your way towards Trynton. There you need to search out the merchant named Fuzzfas, see Figure 13.1. When you reach his shop, offer him the blue feather (for more, see Chapter 12: The Southeast Wilderness and the Wilderness Clearing). Fuzzfas will then make the Earthshaker Bomb for you. This takes some time, however, so continue your quest while the merchant/weapon-smith does his work.



FIGURE 13.1:

Fuzzfas is a reliable supplier of powders and potions for your party.

Begin killing time with a trip back to the Rattkin Tree. Place Marten's Idol upon the Fifth Bough's pedestal and the door directly in front of you will pop open, revealing Shaman Das. The sage has been waiting for the third messenger, who not so coincidentally is you. However, you've still got to prove that. First, Das asks, "Who sent you?" Reply, "Marten" and he will prompt you for the secret message. The not-so secret answer is "Eternal trust survives the soul." Das will then give you the Serenity Key, which is necessary for obtaining the Helm of Serenity.



Although you've finished talking with Shaman Das, don't leave his chamber yet. Plenty of goodies are stashed in the two areas that flank the shaman's room. The eastern one contains items such as Bracers of Defense (good for a +2 AC bonus and 10% resistance against Earth and Divine magic), a Mitre de Sanct (special headgear for magic users that carries a +5 AC bonus), and the Mystic Spear (does 5–17 Damage per strike and gives the wielder +2 to hit and +2 Initiative). You'll find potions of Renewal and Summon Elemental in the western room. Remember that such objects are randomly determined, so those mentioned here are merely representative of what you'll find.

After looting the nearby chambers, head back to the Rattkin Tree. The first room to your right contains the Serenity Helm. Take another right and follow the passageway to the locked portal, which can be opened with the Serenity Key. Too bad picking up the helm itself won't be this easy. Rattkin Thieves—and perhaps some Rattkin Goons—are stationed inside. In fact, there may be as many as 12 enemies (see Figure 13.2).



FIGURE 13.2:

You must go through this rat pack to obtain the Helm of Serenity.

Showing the Goons and Thieves who's the big cheese is as tough as building a better mousetrap. Remember to move back as often as necessary when fighting against sword-wielding Rattkin Thieves. Retreat from the rodentlike antagonists, engaging them with your bows, rifles, and long-range magic spells. Fireball, Whirlwind, and Noxious Fumes incantations work well against enemy hordes such as these. Freeze Flesh, Web, and Sleep are also useful because they can reduce the number of opponents attacking at one time. Once the gang has been weakened or paralyzed, close in and finish them off with your close-combat units.

Now it's time to grab the Helm of Serenity. Click the sign located on the floor, as shown in Figure 13.3, and it will speak to you of knowledge. Click it again and it will slide away, revealing the matted, hay ceiling of the room below. This chamber holds the Helm of Serenity. Step onto the hay and your party will fall into this secret area. Open the chest and snatch the Helm of Serenity (which gives the wearer a +3 AC bonus and 30% protection against Mental magic). You may also find a Shadow Cloak (+1 AC bonus for the wearer), a

DoubleStrike Dagger (causes 1–4 damage and provides +1 to hit and +4 Initiative bonuses), steel gauntlets (which are good for a +8 AC bonus), and bronze greaves (which provide a +7 AC bonus). Grab all of these goodies and equip your party as appropriate.

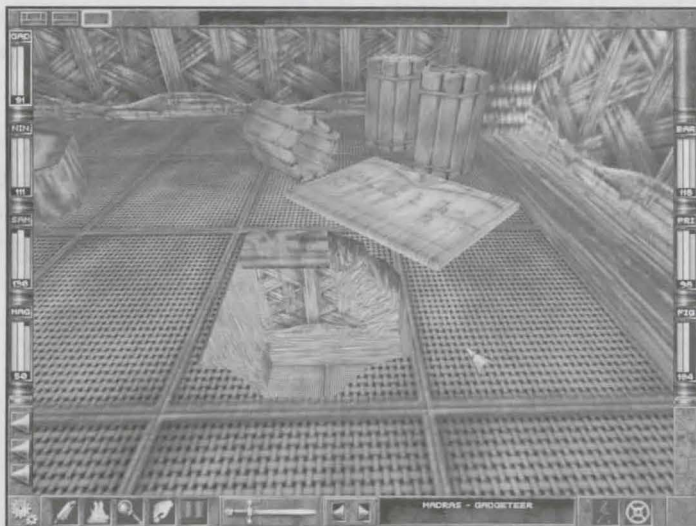


FIGURE 13.3:

Click this sign on the floor to uncover a secret chamber.

Abandon the Rattkin Tree and return to Fuzzfas. Collect your Earthshaker Bomb and then exit Trynton. You might want to drop by Arnika and visit Antone, who can construct Zynaryx Plate, Steelhide Armor, Featherweight Armor, a BeastSlayer Axe, and an Ebon Staff for your party if you have collected all of the necessary components (see Chapter 7: Arnika for the list of components). By now, you will have accumulated most if not all of the goodies necessary to make these special items.

After completing these tasks, you have a buffed party capable of handling the baddies in the Northern Wilderness. Head along Arnika Road. Hang a right where the path forks and make your way north. Exit the Arnika Road area into the Northern Wilderness and you're ready for the next leg of your journey.

On to the Northern Wilderness

Passing through the Northern Wilderness is necessary to reach the Umpani base camp. You must reach the camp, of course, to grab the Umpani flag and take it back to Z'Ant, the T'Rang leader, (for more, see Chapter 10: Marten's Bluff)—who has another quest waiting. However, while you're here, go ahead and explore the area (shown in Figure 13.4). After all, you'll find a lot of items that will help you with your journey. Unfortunately, this is a dangerous area that several types of creatures call home (they're one of the reasons why you spent all that time buffing up). In particular, you'll find Hogars, Juggernauts, Swallowers, Rogues, and Highwaymen lurking in the shadows.

Stay on the beaten path. About a third of the way into the Northern Wilderness, your party will reach the **ruins (I)**. Take out the Rogues and Highwaymen patrolling in the neighborhood, then garner the bounty scattered throughout the crumbling buildings.



Continue along the road, gradually veering south as you move east. You'll eventually reach a stone wall. Trace this structure as you proceed east. In the **clearing (2)**, you'll probably discover a basic item such as a long bow. Although your long-range units are at this time likely carrying more sophisticated projectile weapons, such an item may come in handy for selling later.

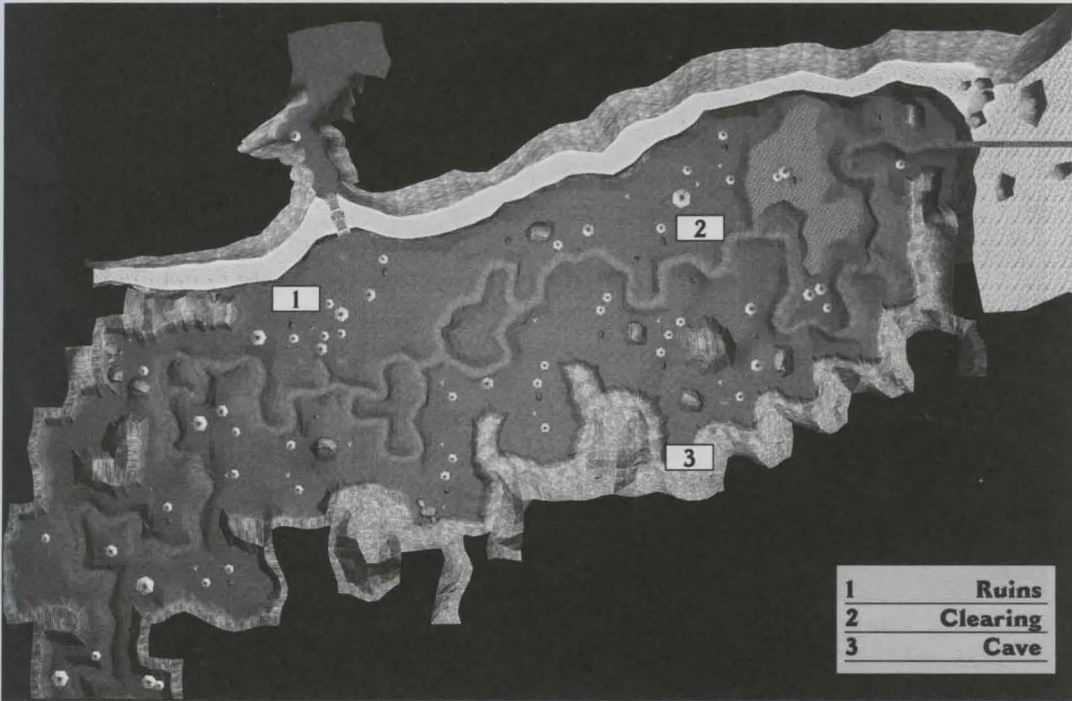


FIGURE 13.4:

The Northern Wilderness

NOTE

The Northern Wilderness contains several random encounters with various monstrosities. Therefore, you could run into a number of different creatures in various parts of the map. Be careful.



Continue tracing the southern edge of the area until you reach a **cave (3)**. Be careful—a Battering Hogar (shown in Figure 13.5) is guarding the cavernous area. Before opening battle, cast Guardian Angel on your front row of close-combat specialists. This spell will help protect them from the Hogar's devastating attacks. Also, use Freeze Flesh,

Web, and Paralyze magic on the Hogar. Once hindered, it becomes easy prey for your attacks. If you're unable to render the beast helpless, you'll have to constantly heal your front-row units during the several intense rounds of combat you'll no doubt experience.



When the Hogar does fall, step over its body and enter the nearby cave. You might be able to discover a host of things inside, including a scroll of Slow (which works similarly to the Slow spell), a Banshee's Howl (an instrument that hexes targets and is only usable by an 11th-level Bard with a musical ability of 60), a Walrblade (which does 5–11 Damage, but penalizes the user with –3 Initiative), Firesticks, a scroll of Whipping Rocks, and a Book of Return. Again, the objects you find here are randomly generated and saved the first time you enter the area and could differ from game to game.



FIGURE 13.5:

The Battering Hogar is a vicious creature.

NOTE

The Book of Return that you may find in the Battering Hogar's cave is valuable if your party has someone who can learn the Return to Portal spell. A Set Portal spell enables you to set a portal at any area on the map; the Return Portal spell allows you to return to it. They will save your group members a lot of walking.



Head northeast after you've filled your inventory slots. You'll soon come to a lake (as shown in Figure 13.6). Have your party wade across the shallow body of water, making its way to the island not far offshore. You'll find a number of goodies stashed here, possibly including Shrike arrows, a buckler shield (which gives a +1 AC boost), a chain hauberk (provides +9 AC), and a Book of Frost (allows a spellcaster to learn the Frost spell). Once you collect the loot, exit the island from the east.

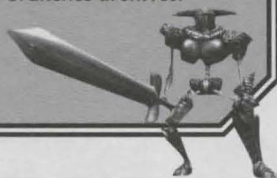
**FIGURE 13.6:**

Wade through this shallow lake to reach the island.



TIP *Return Portals*

can be found in Hogar's Cave and a shack in Bayjin. Set Portals are located in a Mook Building in Arnika and Trynton upper branches archives.



Wade back through the water until you return to the shore. Pick up the trail and continue east. You'll come to a swinging bridge guarded by a Marble Golem. First, wear the monster down by attacking with bows, guns, and ranged spells. Once you have weakened him, wade in and take out the creature with your close in fighters. While your party can now cross the bridge to the Mountain Wilderness (discussed in Chapter 12: The Southeast Wilderness and Wilderness Clearing), that's not where you need to go right now. Ignore this route for the time being and hike north.

In a short time you will come to a river. Follow it west, passing the lake and island once again. Continue tracing the river's edge until your party reaches a steel bridge. Turning right onto the bridge will take you to the Umpani base camp. As a T'Rang, Tantris will naturally leave your party just before entering the base. Fear not, though—he will rejoin the group should you return to Marten's Bluff.



PART III

Umpani Aligned Walkthroughs

You've made the decision to join the Umpani; Part III details your adventures on this branch of the Wizardry 8 quest. Traveling with the mechanically inclined Umpani, you'll likely come across items such as musket balls and muskets, as well as various characters like Sergeant Rubble and Saxx. In the ensuing chapters, you'll also see some interesting sites such as Bayjin, the Sea Caves, and the Mount Gigas Caves and fight some fierce monsters. Let's get started.



Umpani Base Camp and Mount Gigas Caves

CHAPTER

14

By taking this path, you will join forces with the Umpani. As a strong and technologically advanced race of aliens, the Umpani make good allies. Much of what happens to an Umpani aligned party also happens to those who choose to side with the T'Rang. Nevertheless, there are differences, so we will cover each path separately. Here we join the Umpani in the fight against the Dark Savant.



The Umpani Base Camp

Exit the Northern Wilderness and jog over to the Umpani base, as shown in Figure 14.1. If Tantris is with your party, he will leave now. Private Panrack will then meet you at the front gate. Answer his questions however you like. As long as you don't try to openly steal the Umpani flag in front of the base, he will let you pass.

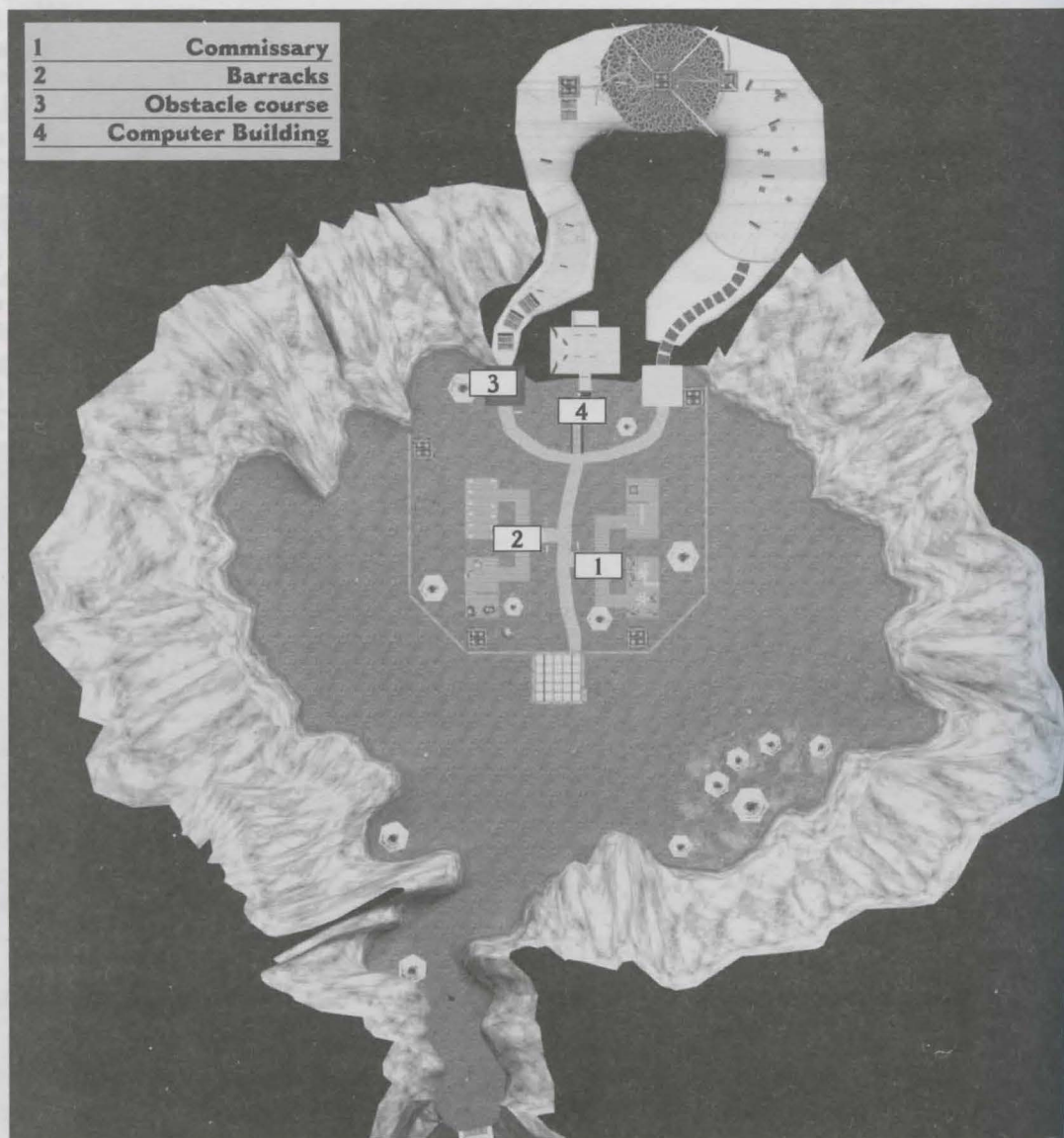


FIGURE 14.1:
Umpani base camp



Walk north into the base and take the first right, which leads toward the **commissary (1)**. Once in the building, bear left to enter the commissary itself. Speak with Sergeant Kunar there and buy the Umpani flag. Stroll down the hall to the bar where you'll encounter a musician named Saxx. This Umpani is a 7th level Bard, capable of using most of the instruments you may have found along your way. Once you enlist in the Umpani army, you may recruit Saxx into the party if you like, as he might come in handy in the upcoming battles. Keep in mind that he will depart before you enter the next major game section, the underwater areas. Now cross the street to the **recruitment center and barracks (2)**. Talk to Balbrak in order to enlist. Doing so not only places you firmly on the Umpani alliance path, but also earns your characters 500 experience points each. If you have another opening in the party, you may sign up Sparkle the Trynnie. She's a 6th level Ranger who might prove useful until someone better comes along. Of course, three chapters ago a 6th level anything would have been useful, but by now most party members should be pushing 12th or 13th level. So, unless you're in dire need of a Ranger, Sparkle is just filler material to add to the number in your party.

Wandering among the tables in the recruitment room reveals that not only are the Umpani planning an assault on Marten's Bluff, but that they are also exploring Mount Gigas and have lost an exploration party in the sea caves. Interesting information, but none of it is currently critical or of much use to the party.

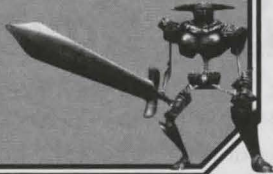


TIP

Use a Divine Trap

spell to ease the burden of disarming a chest's trap. To detect which kind of trap guards each chest, have the member of your party with the best Lock & Trap skill inspect them.

After you know what the trap is, you can disarm it.



Traipse down the hall to the IUF barracks. Here sit many lockers and chests. Inside them you'll find a host of supplies. Although exactly what each locker/chest contains is randomly determined when you load this level, musket balls, Healing potions, Sneeze Powder, Hunter's Quarrels, and potions of Cure Poison are among the items you'll discover.

After you've finished looting the barracks, exit the recruitment center and follow the path north to the **obstacle course (3)**. Speak with Sergeant Rubble and enter the course. A series of ramps comprise the first section. These challenges won't make anyone break out in a sweat,

but the descending teeth (see Figure 14.2) that follow can be a bit of a problem. Dash through the instant that the first set of teeth begin to lift and you should survive.

Run up the stairs that are your next obstacle and leap onto the moving platform. Drop off the platform when it passes over the shore. Fight the dummies there and scour the vicinity for items. Pick the lock on the door and dash down the hall into the last room. Sergeant Rubble is there to congratulate you and bestow 5,000 experience points on each of your characters. Pick up the Healing potion and the level 2 IUF Security Pass there. Use the pass to exit the obstacle course door.

Jog back to Sergeant Balbrak. Although he's not overly impressed with your accomplishments, the hard-nosed military man will give you what turns out to be a simple quest: bring him a 100% T'Rang artifact from Marten's Bluff. It just so happens that you should have the severed T'Rang arm that you found at the bluff (for more, see Chapter 10: Marten's Bluff). Show it to Balbrak and he'll hand your party 40,000 experience points, a commissary credit, and a level 3 IUF Security Pass. He also tells you to report to Rubble for more training.





Give Rubble a rest for now and head over to the commissary. You may buy and sell lots of items here, including Impaling Stones, Shrike arrows, barbed arrows, and musket balls. Freshly equipped, it's time to find Rubble and continue your training. To do so, enter the Mount Gigas Caves.

Stroll over to the EWAXX **Computer Building (4)**. Present your level 3 security pass at the door and you'll be permitted to enter the lower Mount Gigas Caves.

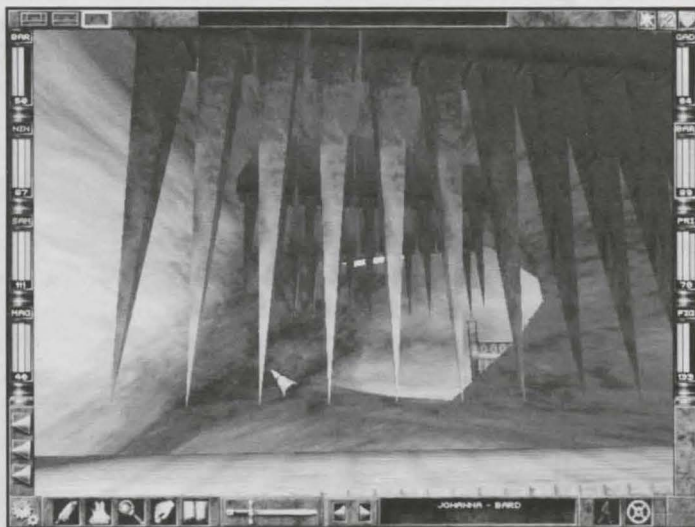


FIGURE 14.2:

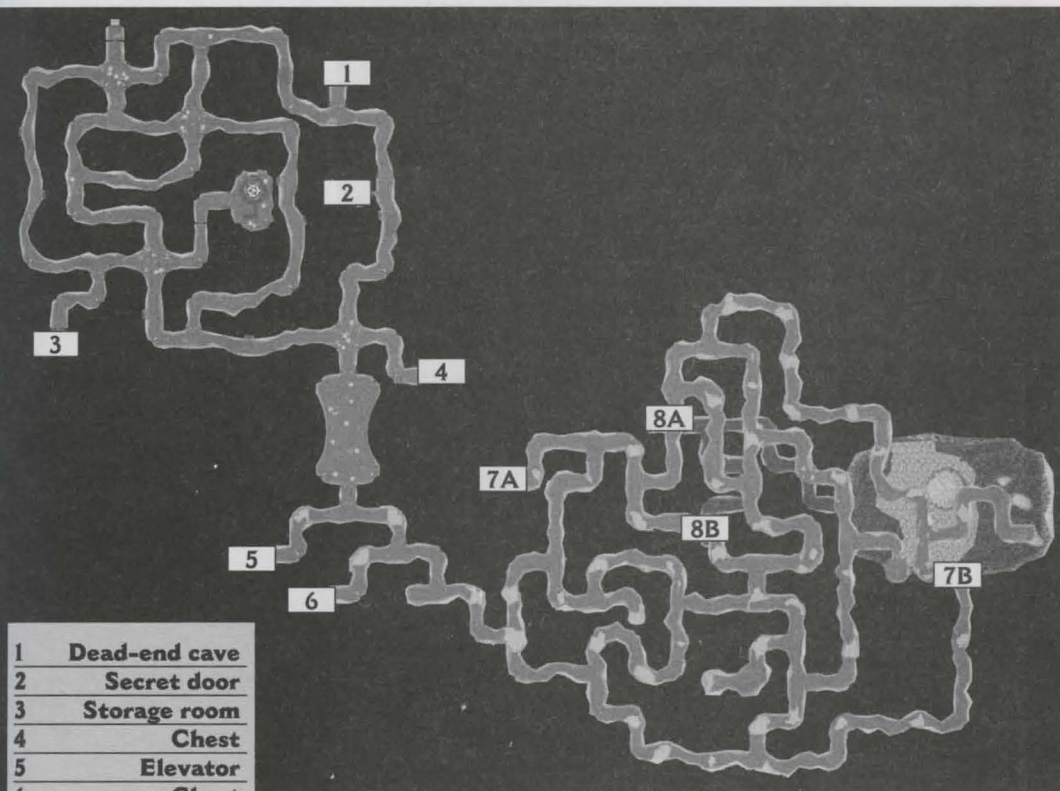
One situation where brushing twice a day isn't much help

The Lower Mount Gigas Caves

It's possible to move quickly through the Mount Gigas Caves, see Figure 14.3, but by doing so you'll miss out on some cool stuff. Sergeant Rubble is in the upper caves, but don't worry about getting to him right away. First, take some time to explore the lower levels.

Head east to the pressure switch located in the **dead-end cave (1)**. Place something heavy—like the Giant Silver Nugget you probably acquired earlier (see the end of Chapter 9: The Swamp and Mines, although you can acquire it later)—here. Once activated, the pressure switch will open the **secret door (2)** located at the dead-end passage leading west. In the room behind the secret door are several items and a trapped chest. A musket, a scroll of Insanity, and assorted other goodies can be found here.

Head to the **storage room (3)** located at the southwest corner of the maze of caves. Inside you'll find a plethora of items. Quarrels, musket balls, and Healing potions are good examples of what can be picked up here. The collection here is nothing stunning, but certainly features a number of useful items. Leave the storage room and move east to the **chest (4)** placed in the dead end. If you like, you may now head south to the **elevator (5)** (see Figure 14.4) and exit to the upper Mount Gigas Caves, or continue scrounging this area for more useful material.



1	Dead-end cave
2	Secret door
3	Storage room
4	Chest
5	Elevator
6	Chest
7A	Chest
7B	Chest
8A	Hole
8B	Chest

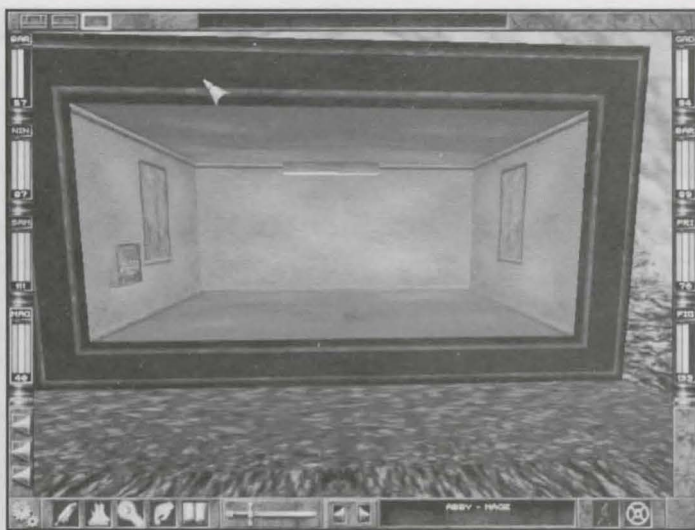
FIGURE 14.3:

The lower Mount Gigas Caves

South of the elevator in a side passage is another **chest (6)**. Loot it and move on. There are several more **chests (7A, 7B, 8B)** scattered around this level. Note that you'll need to drop through the **hole (8A)** to reach the **chest (8B)**. You'll fight numerous random battles as you march through the halls, but none of them should be a serious challenge to your party. Cave Spiders, Apuses, and several species of roaches and bats are on the menu of potential foes.

Be attentive to the crates you pass. Turn on search mode and cast a Detect Secrets spell in order to find all of the neat stuff that has been planted in or near the crates. Once you've picked up all the items that you can find, plod back to the elevator and head for the upper Mount Gigas Caves.



**FIGURE 14.4:**

The elevator that ascends to the upper Mount Gigas Caves

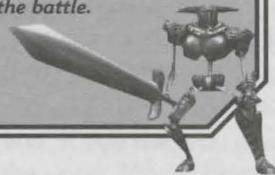
The Upper Mount Gigas Caves

Welcome to the upper Mount Gigas Caves (see Figure 14.5). In here you'll fight a few battles, receive additional training, and get a cool new weapon. Begin by moving north from your **entrance position (1)** to the **teleporter (2)**. The teleporter transports you to that sealed house you kept passing on the Trynton road earlier in the game (for more, see Chapter 7: Arnika). Search the building and you'll find the Dulcimer of Mending (Heals all, but takes Music 60, and Bard Level 11 to use), a musket, and some musket balls. You may leave the house for a bit of fresh air, but be advised that there are numerous Higardi Highwaymen in the vicinity. When you're finished, use the teleporter to return to the upper Mount Gigas Caves.



TIP

Beware of hordes of Shrieker Bats and Pestilent Rats that frequently roam the caves near the upper Mount Gigas Caves' control panel. Keep one eye on your radar as you repair the machine. If the rats approach, try to put your back to the wall before beginning the battle.



Head east to the **faulty wall (3)**. Behind this crumbling structure are three Apuses. Kill them and then reap your rewards. Among the items that may be found here are 10 rockets next to the crate, other items, and even more rockets inside the crate.

Continue east and then north to the noncommissioned **officer's quarters (4)**. In here you'll find lots of good stuff. Some notable items that can be acquired here include the Bascinet and Camail Helmet (gives the user a +9 AC

bonus), Peacemaker arrows (which do 10–40 Damage, gives to hit +3, and there is 20% chance of a kill per successful hit), and stud chausses (armor that gives its wearer a +8 AC boost). North of the NCO's quarters is a **healing fountain (5)**.

Head southeast to the **control panel (6)** that lies in the center of the upper Mount Gigas Caves (see Figure 14.6). Throughout the caves you'll meet Shrieker Bats, Bat Vampires, and just plain old bats. None should pose a problem at this stage of the game. Present your level 3 IUF Security Pass to the machine. It will promptly break, but that's okay, you can fix it. Click the green wire first, then the blue wire, and finally the white wire to get the device up and running again.

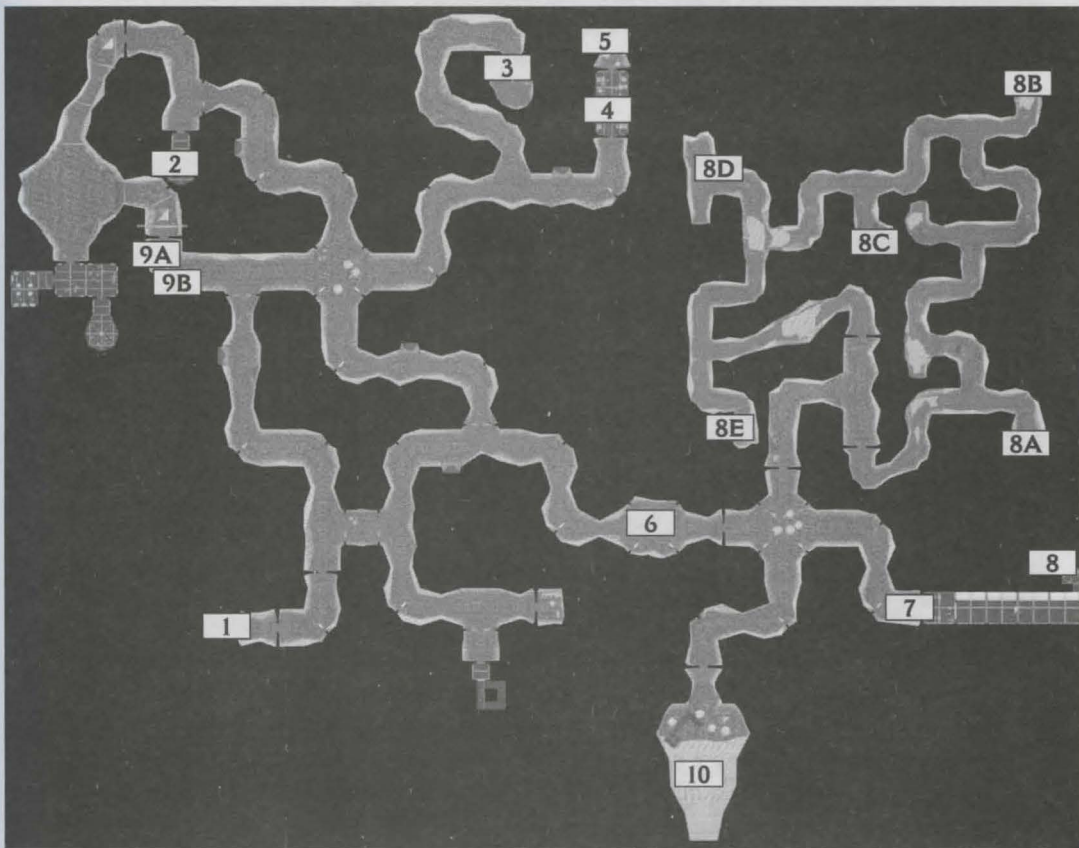


FIGURE 14.5:

The upper Mount Gigas Caves

1	Entrance position
2	Teleporter
3	Faulty wall
4	Officer's quarters
5	Healing fountain
6	Control panel

7	Gunnery range
8	Covert operations training site
8A, 8B, 8C, 8D, and 8E	Flags
9A, 9B	Two doors
10	Underwater Training Unit



Now move southeast to the **gunnery range (7)**. You'll meet your old friend Sergeant Rubble here. He'll give you a rocket launcher, some rockets, and 5,000 experience points. Use the launcher to take out the dummies on the range. After destroying the dummies, march over to the northern room and grab the additional rockets stored there.

Exit the range and head over to the **covert operations training site (8)**. Rubble will ask you to bring him **five flags (8A, 8B, 8C, 8D, and 8E)**. A number of critters, from Deathsting Apuses to Flint Golems to Djinnns, guard the flags. Killing the Djinn yields the Djinn Eye, which will come in handy later. Gather the five flags and return to Sergeant Rubble. Give them to him and you'll be granted a level 4 IUF Security Pass and 50,000 experience points. Now head back to Sergeant Balbrak and you'll also receive a new quest.



FIGURE 14.6:

This ID card reader will need a bit of repair work before you can proceed.

Return to Arnika

Balbrak has a simple job for your band of warriors: bring back the Chaos Moliri from the Mooks in Arnika. To trick the Mooks into allowing entry to their Arnikan house, Balbrak provides your party an alliance letter. Hold onto it. This portion of the walkthrough is identical for both the Umpani- and T'Rang-aligned paths, although Z'Ant provides the letter in the T'Rang section of the walkthrough. Start off by returning to Arnika. March north when you enter the city. Watch your radar for dangerous Savant Gunners and Savant Troopers. Engage the Troopers from afar with your ranged weapons and magic. Take on the Gunners in close with melee weapons like swords and axes. If you meet a combination of the two deadly foes, take out the Gunners first.

The Mook house you're looking for is located in the northeast sector of Arnika, exactly where you left it in Chapter 7: Arnika. Speak with the Mook hologram once again, but this time present him the letter after paying your respects.



The door to the house will open and permit you to enter. You'll soon see Screg, the head of the Mook mission on Dominus; speak with him and he will grant you permission to see the Chaos Moliri and accept your offer of an alliance between the Mook and Umpani. Turn west inside the building and you'll soon come across a metal door. Behind this door (see Figure 14.7) is the Chaos Moliri. Take the artifact and leave the fake Astral Dominae (see Chapter 9: The Swamp and Mines) in its place. The Mooks will be none the wiser.

On the other hand, if you don't have the fake Astral Dominae, you'll have to just swipe the Chaos Moliri and then fight your way out of the Mook house. If you must battle the Mooks, attempt to immobilize as many of them as possible with spells such as Web, Paralyze, and Freeze Flesh.

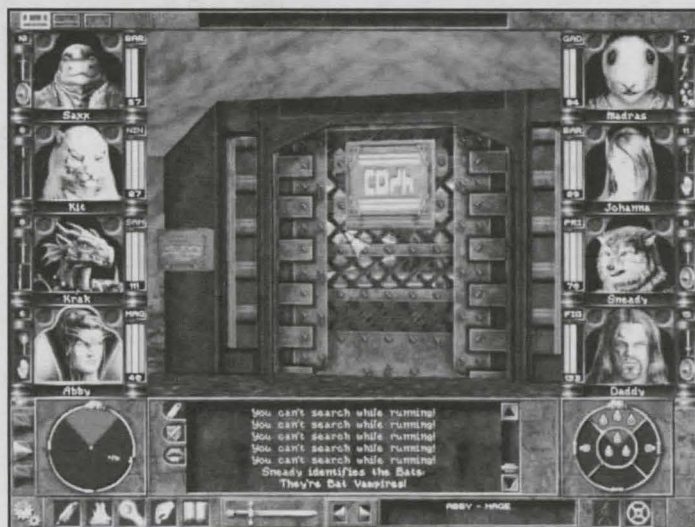


FIGURE 14.7:

Swap your fake for the real goods.

NOTE

Take a stroll on the upper level of the Mook house, where you can meet Urq and recruit him into your party. Urq is a 9th level Psionic with a useful repertoire of spells such as Mind Stab and Insanity. There are also some valuable items lying about.



With the Chaos Moliri in hand, exit Arnika and return to the Umpani base camp. Present the Mook's letter to Balbrak. He'll present you with a login password, and a level 5 IUF Security Pass. Now it's time to visit Umpani General Yamir in the upper caves.



Back to the Upper Mount Gigas Caves

Make your way to the upper Mount Gigas Caves as you did earlier in the chapter. There are **two doors (9A, 9B)** in the northwest portion of the upper Mount Gigas map (refer to Figure 14.5). Use your security card to open either.

Move through the caves to the northwest anteroom. Just south of this room is a smaller cave with a musket. West of the musket is a pile of items. Again, these are randomly determined when you enter the level. Scoop up the goodies and move south to General Yamir's quarters. Yamir is a kindly general, who cares about the Umpani who serve him. He's particularly concerned about the special forces unit that never came back from the Bayjin/sea caves area, and he wants your party to rescue it. Salute the old man and place a portal in his quarters. Head back to Sergeant Rubble at the **Underwater Training Unit (UTU) (10)** in the southeast part of the map for further instructions.

Pay attention to Rubble's orders and walk south of the facility where you'll find eight sets of scuba gear. Put one set in each party member's miscellaneous items slot. With the items equipped, you're now ready to enter the underwater caves.





The Underwater Caves and Bayjin Shallows

CHAPTER

15

***I**t's now time to rescue General Yamir's lost Special Forces unit. That, however, isn't all that will be covered in this watery walkthrough. While in the Underwater Caves, your party will need to take a moment to speak with Marten and retrieve the Destinae Dominus. Then you'll have to tie up a few loose ends and rejoin the T'Rang-aligned walkthrough at Rapax Rift.*

Despite subtle differences in the Umpani and T'Rang walkthroughs, many of the events covered are identical. As such, some of the following text is roughly the same as that used to guide T'Rang-aligned parties through these areas. Rest assured, we will tell you where the differences exist.



Underwater Caves

Enter the Underwater Caves (as shown in Figure 15.1) from the **upper Mount Gigas Caves (1)**. Swim toward the south. You'll have random encounters with Psi Sharks, Manta Rays, Depth Dwellers, and Depth Flayers in this section. Use Magic Screen and Soul Shield to protect you from the Psi Sharks, and Missile Shield against the Mantas. Of course, Armorplate and Enchanted Blade will help against both. Remember to equip your party with items that enhance its resistance to Water-based attacks.

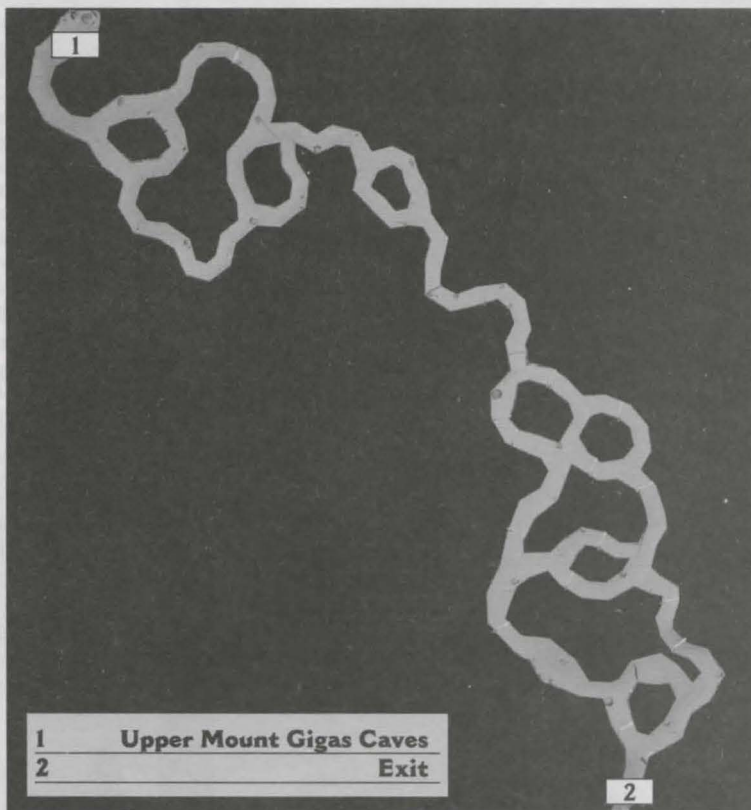


FIGURE 15.1:

The Underwater Caves

Continue south to the **exit (2)**. Leave the Underwater Caves and enter the Bayjin Shallows.

Bayjin Shallows

The Bayjin Shallows (as shown in Figure 15.2) remain the same Bayjin Shallows whether you traverse them as a T'Rang-aligned party or one allied with the Umpani. The only significant difference is that you enter the Shallows from the north when working with the Umpani and from the west when in the employ of the T'Rang.

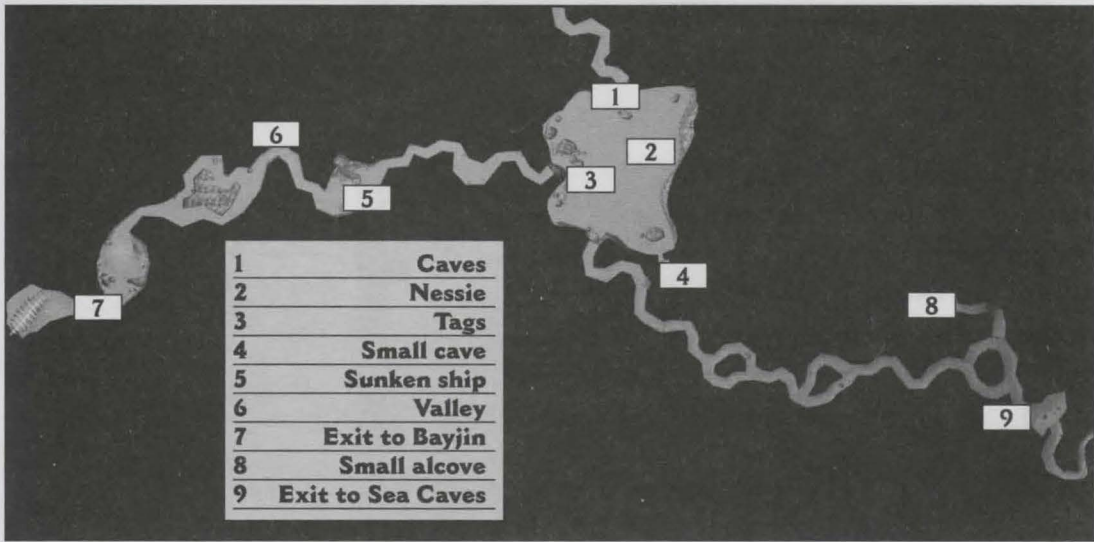


FIGURE 15.2:

Bayjin Shallows

Enter the Bayjin Shallows from the **caves (1)** and drop into the valley. As shown in Figure 15.3, guarding the valley is **Nessie (2)**, the boss of all Sea Dragons. You can't win this battle, as Nessie has over 800 hit points, so don't even fight it. If you have a Tincture of Shadows potion, drink it now, and head southeast. Nessie may still detect your party, but keep moving. It takes time for Nessie to target your party, so use the Run command during combat to hug the walls of this area and make your way to the tags. Pick up the **tags (3)** and catch the updraft just west of their location. This updraft will raise you to a new level. Continue to run west along this new passageway until you're far enough away to end your encounter with Nessie.

NOTE

*More loot is available southeast of the updraft that enables your escape from Nessie. If you haven't taken too much damage, run to the **small cave (4)**, where Davey Jones' Locker awaits. Inside, you'll find serious goodies.*



Head west to the **sunken ship (5)**.

Buccaneer Ghosts protect the wrecked vessel, so be ready for a fight. Try to position your party so that the ghosts must not only come to you, but that only part of their number can attack you at any given time. Earth magic works well against them, but the sharp edge of a powerful sword is even better.

When the ship's guardians have been vanquished, explore the wreck site to find some high-end gear both scattered nearby and stored in a chest. The goodies might include an Aqua Shield (AC +2 and 20% vs. Water), the Najinto

Sword (2–13 Damage, Initiative –4), and various scrolls. (Please note that items are generated randomly in many places in this chapter.)



FIGURE 15.3:

Nessie, the Sea Dragon

More trinkets (perhaps including a valuable Ice Bomb) await your sticky fingers at a bend in the **valley (6)**. Keep an eye out for coral, because Antone's brother, Ferro, can use it to make a unique item for you when you visit him in the Rapax Castle. You may run into a wandering party of Rynjin on your way out of the area. When you've finished collecting treasures, **exit to Bayjin (7)**.

Bayjin

Okay, now it's time to find those missing Umpani Special Forces. Enter Bayjin (as shown in Figure 15.4) from the **Bayjin Shallows (1)**. (Note that you can also enter Bayjin from the **swamp (5)**.) There are some items, possibly Resurrection Powder and a Potion of Superman, along with a Rynjin Empath in the **walkway building (2)**. The pier leads to a small village. In the center of these hovels you'll find a Rynjin Chief—who has over 400 hit points—along with some Sentries and Thralls. Fireball, Sonic Boom, and Web spells are effective weapons against such foes, as of course are your sword blades and arrows.

After your party has destroyed most of the villagers, enter the **large house (3)**. Sergeant Glumph and Ja'nette are imprisoned in cages inside. Speak with the latter, and she'll give you the Helazoid Banner, which can be taken to Braffit in Arnika for some serious experience points. Now go over to Glumph and set him free. He is all that remains of the Special Forces party that General Yamir sent to Bayjin. Recruit him and move on. A third cage in the house contains a Mystic Spear (delivers 3–17 Damage, +2 Initiative), a magic violin called the Strings of Seduction (it invokes the Turncoat Spell), and Mantis Gloves (+14 AC, +5 Dexterity).

After collecting the trinkets and resting for a while, leave the large house. Ransack the other huts in the village, kill the remaining Rynjin sentries, and trace the beach northwest to the **wrecked Higardi ship (4)** (see Figure 15.5). Your trek will probably include more random encounters with Rock Crabs, as well as with Rynjin Sentries, Thralls, and Scavengers.

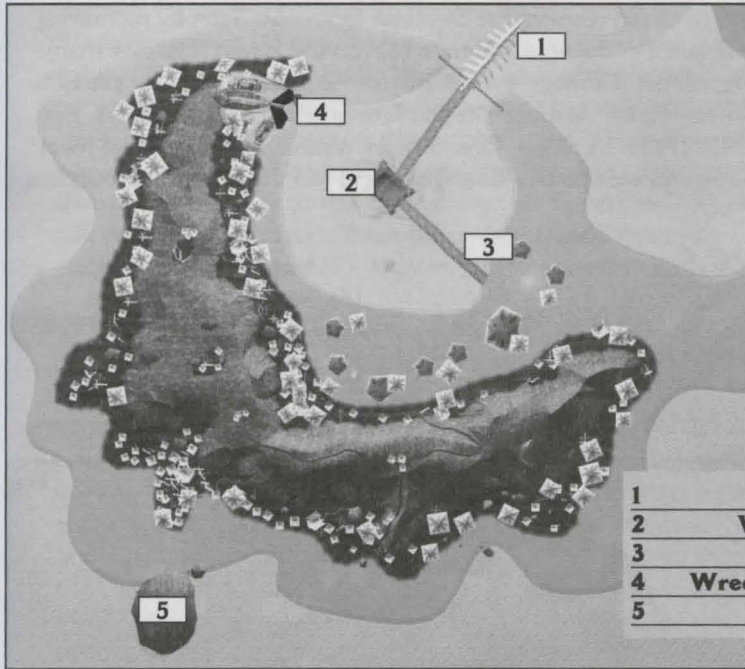


FIGURE 15.4:

Bayjin

- | | |
|---|----------------------|
| 1 | Bayjin Shallows |
| 2 | Walkway building |
| 3 | Large house |
| 4 | Wrecked Higardi ship |
| 5 | To Swamp |

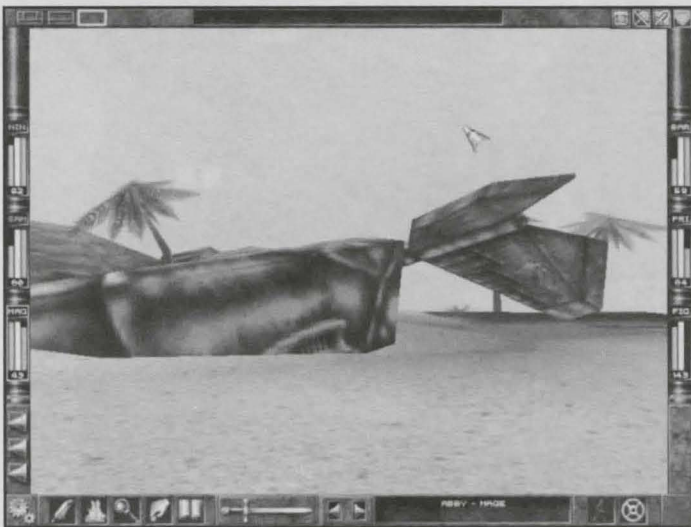


FIGURE 15.5:

This Higardi ship didn't have a soft landing.

Locate the black box inside the Higardi spacecraft. Some other items are in the ship, too, including a Vacuum Pump and a Broken Blaster. All it takes to fix the blaster is a Microwave Chip and the talents of a Gadgeteer to assemble the pieces. When finished with your work, you'll have a spanking new Microwave Ray. When fired at an opponent, it will boil the enemy's blood in a manner similar to the Boiling Blood spell. Unfortunately, a level 14 Gadgeteer with a 75 Engineering skill is needed to use it.



Before returning Glumph to Yamir, retrieve the *Destinae Dominus*. Start by reentering the Bayjin Shallows. Grab the items in the **small alcove (8)** (on the Bayjin Shallows map). Your loot could include a Plague Axe (Damage 4–12, Initiative –2, Poison 5%, Disease 15%, Nausea 5%, Insane 5%), Armor Piercer Arrows, Dragon Kite Shield (AC +4, 40% vs. Fire, 20% vs. Water), and Plate Mail (AC +13, 30 vs. Fire, 30% vs. Water). Return to the main passage and continue east until you **exit to the Sea Caves (9)** (on the Bayjin Shallows map).

The Sea Caves

Take a plunge to get to the Sea Caves (see Figure 15.6). Enter the region via the water from the **Bayjin Shallows (1)**. Beware, as always, of random battles. Head south along the beach to the **southern cave entrance (2)**. Before entering the cave, pick up the Long Metal Tube south of the entrance; a Gadgteer can put this to good use.

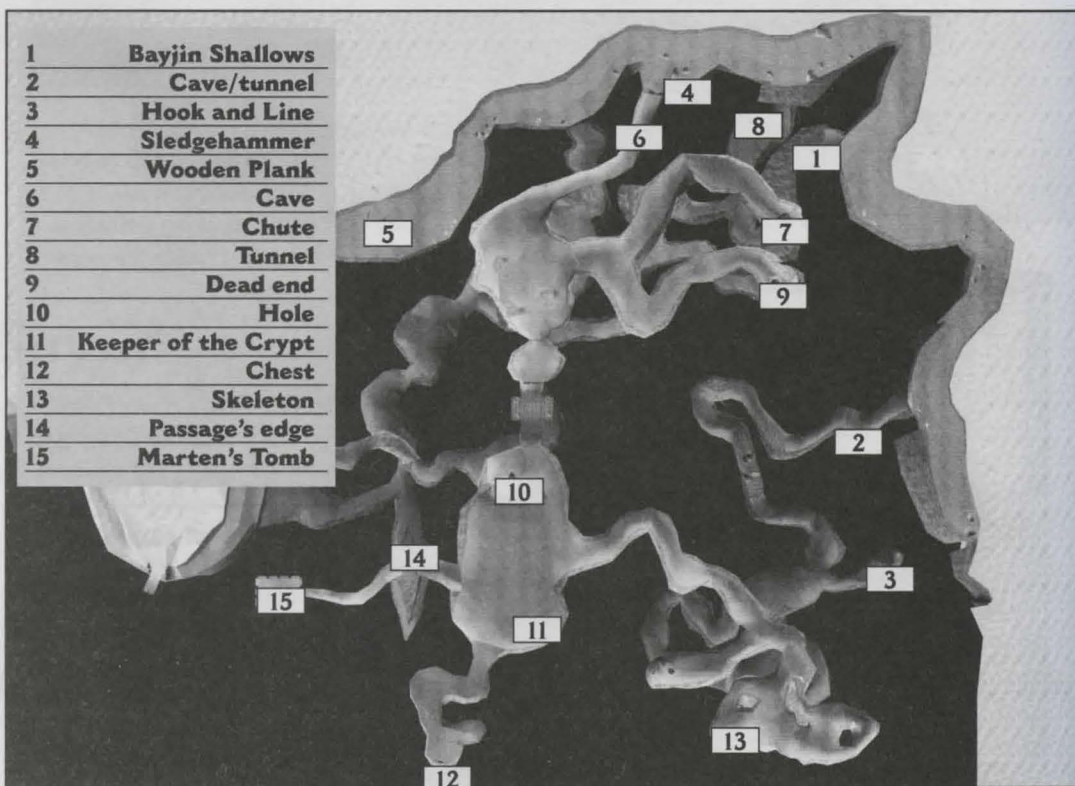


FIGURE 15.6:

The Sea Caves

Enter the **cave/tunnel (2)**. Trace the tunnel path for a bit, and then take the first left. You should be heading east at this point. At the end of this tunnel, your party will discover a **Hook and Line (3)**. Snatch it up, for you'll need it shortly. Additionally, you'll find items, which may include a Scroll of Missile Screen, Magic Nectar, Ankh of Dexterity, and Mystic



Arrows. Retrace your steps to the beach. Move due north, then west. You'll find a **Sledgehammer (4)** in this area. Add it to your inventory and then head southwest, following the beach. Random battles against crabs occur in this region, but they shouldn't be very difficult. Remember, crabs are susceptible to Web spells.

Continue southwest on the beach. To the left of the path lies a shipwreck, and near the wreck a **Wooden Plank (5)**. Again, this is another item that you'll need later, so pick it up. Backtrack your way to the spot where you found the Sledgehammer. Enter the **cave (6)** just east of this location. Trace the cavern's walls, gradually moving east. Jump down the chute at the **dead end (9)**. Beware, there's another **chute (7)** that zips you down to the dead end of the **tunnel (8)**.

After jumping down the correct chute, your party will emerge in a large space to the southwest. There may be some items lying about, such as Concussion Powder and Barbed Arrows. Look up and you'll spot a **hole (10)** in the ceiling that can be climbed through with your Hook and Line. Your group will then end up in yet another large room.

This time, though, a boss fight awaits with the **Keeper of the Crypt (11)** and a handful of Rebel Specters (see Figure 15.7). It's a good idea to use Armor Plate, Enchanted Blade, and Magic Screen before challenging the Keeper. For extra protection, cast Guardian Angel on your front-row characters. Hit this boss with everything you have until you destroy him. He's almost immune to magic, and he normally casts Missile Shield as his first action, so you'll have to do most of your fighting at sword range. Defeat the Keeper and it will cough up a Giant's Sword (7–28 damage, TH +2, Initiative –2, Knockout 30%, Strength +5, 5% vs. Earth). This is an awesome weapon, though you'll need a Mook in your party to use it. If you don't have a Mook at present, you can always hold on to the sword and recruit Urq when you return to Arnika. Once Urq levels up, you can switch him to the Ranger class and equip him with the Giant's Sword.

A **chest (12)** lies south of the Keeper's crypt (as shown in Figure 15.6). Collect the goodies inside, which could include a Renaissance Lute (restores a single target), a Hunter's Bow, a Book of Resting (teaches the Rest All spell), and Ebony Plate (AC +14, +30% vs. Fire and Water). Also roaming this area are Sige Ghosts (approximately 150 hit points each) and Trynnie Specters (around 75 hit points each). Don't forget to use your Priest's Turn Undead power here.

Now, walk over to the large room that lies south of where you originally found the Hook and Line. There's a **Skeleton (13)** here with a key to Marten's Tomb. Another skeleton is in this area, too. Check both for items.

With the key in hand, head to the west of the room where your party fought the Keeper. You'll find a passage there. Look for a pair of Spike Boots on one of the skeletons laying about the area and slip them on a character. Doing so lets him or her walk down the slippery passage. Place the plank at the **passage's edge (14)** as a makeshift bridge, cross over it, and head up to Marten's Tomb. If you don't have the shoes, slide down the passage with the plank in hand and click the edge of the chasm to set it in place. With luck, you'll stop sliding on the plank. Back up a bit and then run across the plank and up the passage to **Marten's Tomb (15)**.

Use the Marten's Tomb key to enter this sought-after figure's place of final repose. At last, you have caught up with mad Marten. Tell him that you've been looking for him and that you seek knowledge. Marten will then give you the Destinae Dominus and the Sea Caves Gate Key. The Sea Gate Key opens a set of double doors near the ladder you climbed





earlier. Put the Destinae in the personal inventory of the character wearing the Helm of Serenity, otherwise your entire party will go permanently insane. Solving the Destinae Dominus quest gives your party 400,000 experience points.



FIGURE 15.7:

The Keeper

Tying Up Loose Ends

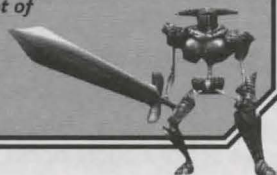
Return to General Yamir's office via the portal that you set up there. He'll throw quite a few experience points at you for finding Sergeant Glumph and give you one more mission: the destruction of the T'Rang transporter.

Take this assignment and go to Lower Marten's Bluff (as shown in Figure 15.8). Head to the **Power Station (1)** as soon as you arrive. You'll need to get inside and flip a switch so that it shows red. To do so, you must fight both the guards outside the room and the T'Rang on the inside. With the T'Rang dead, and the switch flipped, it's time to go to Z'Ant's chambers. By now, the T'Rang will be on to you, and you'll have to fight your way through many to reach his room.



TIP

You can avoid fighting the T'Rang between the Power Station and Z'Ant's chambers if you placed a portal in Z'Ant's chambers at the Nargisst computer during your earlier visit. After you flip the power switch, simply teleport to the Nargisst and avoid a lot of bloody battles. Of course, you'll still have to fight the T'Rang at the Nargisst.



Tell the Nargisst computer terminal (as shown in Figure 15.9) in the outer chambers to increase the power, by typing "power" and "increase." This overloads the terminal and prevents more T'Rang from teleporting to the planet. It also smothers the T'Rang on the spaceship with young T'Rang and kills them all. Note that if you blow up the T'Rang mothership, you will not be able to do the peace mission.

Now, head back to Yamir, but be sure to make a stop off with Don



Barlone and pick up the Astral Dominae. Head back through the Swamp and Trynton to Rattkin Tree. En route, pick up Madras at his workshop in Upper Trynton. Fight through random encounters with Rattkin Snipers and Goons, and get the Astral Dominae from Barlone (he's in the same place that you left him after your first visit). You'll either have to kill him or pay 80,000 in gold to obtain the item (the amount can vary based on your Communications skill). Killing Barlone will not only yield the Astral Dominae, but also a stash of valuable items.

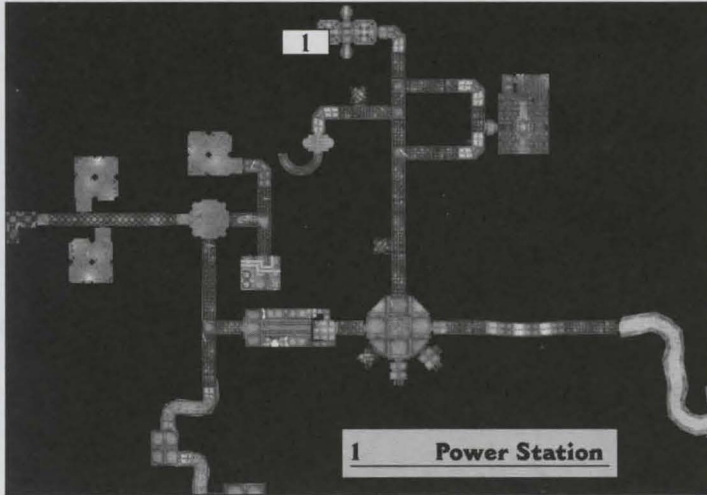


FIGURE 15.8:

Lower Marten's Bluff

Your party now has the Astral Dominae, the Destinae Dominus, and the Chaos Moliri. You're almost ready for the endgame. Report back to General Yamir and prepare for a march to Rapax Rift.



FIGURE 15.9:

The Nargisst computer will take you where you want to go today.






PART **IV**

T'Rang Aligned Walkthroughs

In Part IV, you'll cover the same ground traveled in the previous section, but this time through you'll be aligned with the T'Rang. You'll proceed through the Umpani base and learn where to steal some cool stuff, before making a quick return to Arnika. Next, you'll walk through the swamp to Bayjin and fight your way through the tough Ryjin troops. Finally, after dodging a sea dragon, you'll end up in the Sea Caves. It's here that you'll finally meet Mad Marten. After that...well, you wouldn't want it spoiled for you, would you? Follow along and you'll find out yourself.



Umpani Base Camp, Return to Marten's Bluff, and Arnika

CHAPTER

16

You've decided to side with the T'Rang, or at least you have come to the segment of your quest where you're willing to do the T'Rang's bidding. Either way, the next chapters deal with the T'Rang quests and how to solve them. In this first chapter dealing with the T'Rang quests, your party will buy the flag that Z'Ant requested, return it to him, kill a Rapax Assassin that prowls the halls of Marten's Bluff, and return to Arnika.



The Umpani Base Camp

Exit the Northern Wilderness and make your way to the Umpani base camp (as shown in the Figure 16.1 map). If Tantris is with your party, he will leave at this point. Private Panrack will meet you at the front gate. Answer his questions however you like. As long as you don't steal the Umpani flag in front of the base, he will let you in.

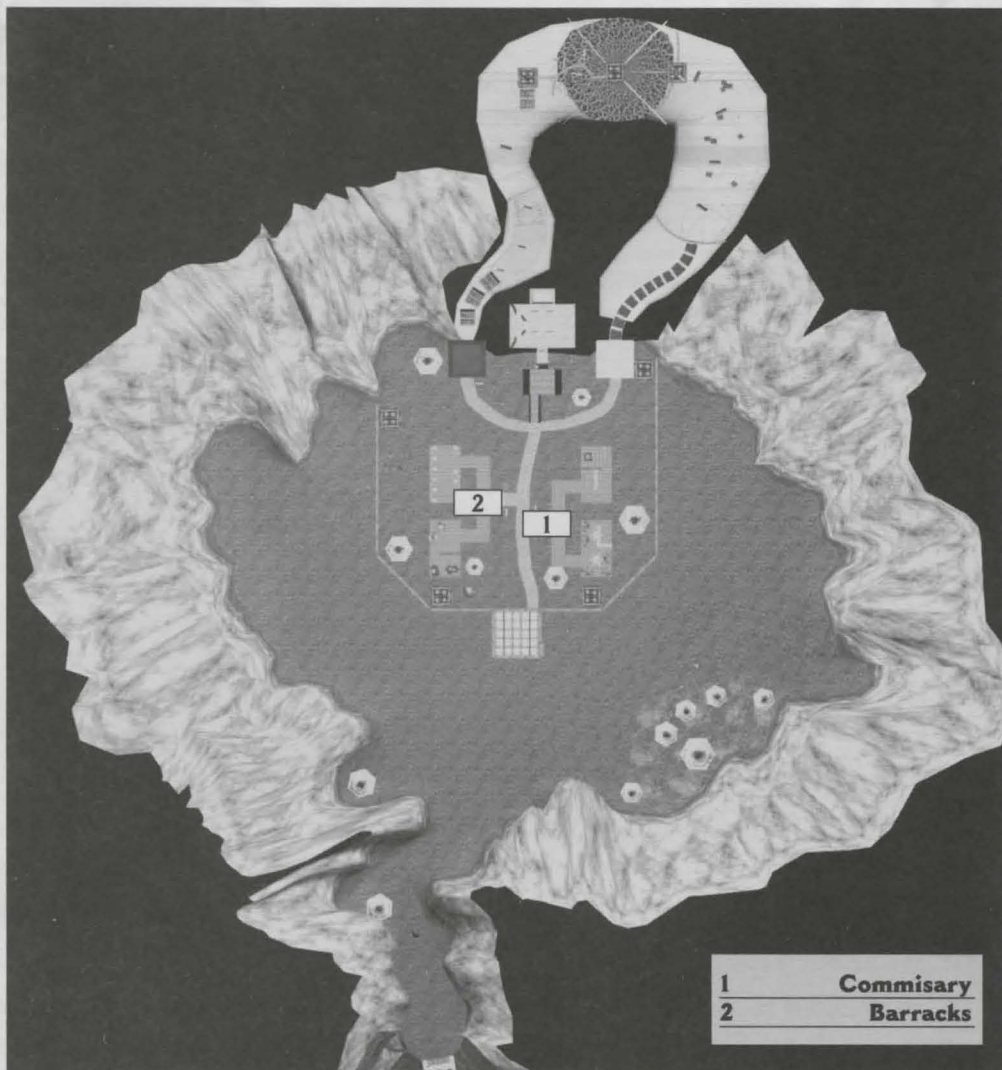


FIGURE 16.1.

The Umpani base camp



Walk north into the base. Take the first right into the **commissary building (1)**. Once inside, bear left to enter the eatery itself. Speak with Sergeant Kunar there and buy the Umpani flag on display. Stroll down the hall to the bar. Unless you've enlisted in the Umpani army (not exactly a good move if you're planning on siding with the T'Rang here), the barkeep will tell you to get lost. You may recruit the bar's musician, Saxx, if you like, but he'll leave the party when you enter T'Rang territory.

The Umpani Recruitment Center and Barracks

Cross the street to the **recruitment center and barracks (2)**. Ignore Balbrak here, but sign up Sparkle the Trynnie. She's a 6th level Ranger who will prove useful, at least until someone better comes along. Browsing the tables in the recruitment room reveals that not only are the Umpani planning an assault on Marten's Bluff, but that they are also exploring Mount Gigas and have lost an exploration party in the Sea Caves.

NOTE

Although Sparkle is an adequate warrior, she is aligned with the Umpani and will abandon your party when you enter Marten's Bluff, which is a T'Rang base. You can pick Sparkle up again when/if you return to the Umpani base camp.



Move down the hall to the Umpani barracks. Here are many lockers and chests containing a host of supplies. Although exactly what each locker/chest contains is randomly determined, you're likely to discover Musket Balls, Healing Potions, Sneeze Powder, Hunter's Quarrels, and Potions of Cure Poison. Use the Divine Trap spell to ease the burden of deciphering each chest's trap. To determine which types of traps are present, have the party member with the best Lock and Trap skill inspect each chest. After you know what a specific trap is, you can disarm it. After you've finished looting the barracks, return to Marten's Bluff.

Marten's Bluff

Take the Umpani flag purchased from Sergeant Kunar to Z'Ant. This won't be easy. Monsters are lurking in the shadows of the Marten's Bluff Castle. Helligators and Thrasher Apuses are good examples of what you'll encounter here. Take your time and avoid rushing forward, as this will draw crowds of monsters into combat. Keep your back to the rock cliffs whenever possible and run for the castle entrance as soon as it comes into view.



TIP

If you haven't already done so, duck into the small cave pond to the north of the trail that leads to Marten's Bluff. Battle the two Shadow Dwellers there and snap up the goodies that they guard. The randomly generated items here might include Magic Nectar, an Enchanted Mace (4-9 Damage, Knockout 8%), and a Boom Bomb.





Z'Ant will be pleased to see you and the flag that you're now carrying. In fact, he'll be so pleased that he'll hand over 2,000 gold, and each party member will receive 40,000 experience points for solving the quest. No sooner does he congratulate you on your success than he asks you to undertake another mission for him. It seems that a Rapax Assassin is loose in Marten's Bluff. To kill him, you'll need Rapax perfume and a bit of guile.

Taking Care of an Assassin

First, you'll need something that the Rapax can't resist—Eau D'Rapax. Crock, the man in the Swamp, has some. If you murdered Crock earlier, you'll already have a bottle of the scent in your inventory; otherwise, you'll need to return to Crock's place and either murder him for the perfume or purchase it. With the Eau D'Rapax in hand, return to Marten's Bluff.

On the upper level, you'll find Tantris waiting. Recruit him if you like, and then move to the room to the right (west) of the upper elevator room. You'll see a switch beside a sign with a Rapax straw dummy painted on it (as shown in Figure 16.2). Pull the switch to drop the Rapax dummy from the ceiling.

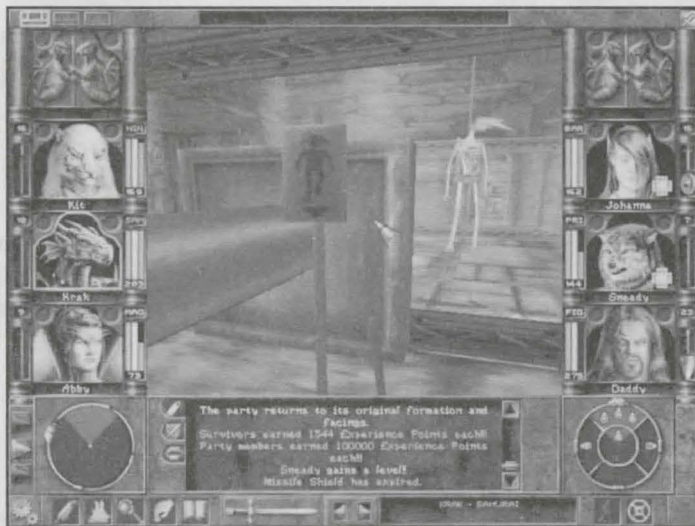


FIGURE 16.2:

Pull this switch to drop the Rapax dummy.

Enter the elevator room and open the north door. Now sprinkle the perfume on the Rapax dummy and run back to the switch room. Just south of the dummy switch is a control station. Stand there and wait for the Rapax Assassin, lured by the perfume, to enter the elevator room from the north. Activate the switch and the hydraulic rams will converge, crushing the Rapax. Of course after luring him with the Eau D'Rapax on the dummy, you can just choose to kill the Rapax the old-fashioned way. Reenter the elevator room and grab the Rapax's head, along with a few items that it was carrying.

Give the head to Z'Ant to complete this quest and earn 4,000 gold. Each party member will also receive 8,000 experience points. Z'Ant is obviously pleased with your work, as he now asks you to steal the Chaos Moliri from the Mooks in Arnika. He also gives you an alliance letter to take with you.

Return to Arnika

As one of the *Wizardry 8* character voice-overs says, “This dustup will be dead easy” — unless, of course, you failed to get the fake Astral Dominae from the Dark Savant when he appeared to you earlier in the Swamp. Without the counterfeit artifact, you’ll have to fight your way out of the Mook house, and it won’t be pretty.

Enter Arnika and march north. Watch your radar for Savant Gunners and Savant Troopers waiting in ambush on the streets. Engage the Troopers from afar with your ranged weapons and magic. Take on the Gunners in close with swords and axes. If you meet a combination of the two enemies, take out the Gunners first.

Burglarizing the Mook House

The Mook house, shown in Figure 16.3, is located in the northeast sector of Arnika, exactly where you left it earlier. Once again, speak with the Mook hologram, but this time present it with the letter after paying your respects.



FIGURE 16.3

The Mook house

The door to the house will open, permitting you to enter. You’ll soon see Screg, a Mook leader. Speak with him and he will grant you permission to see the Chaos Moliri.

Head west inside the building and you’ll soon come to a metal door. Behind this door is the Chaos Moliri. Grab the Moliri and put the fake Astral Dominae in its place; the Mooks will be none the wiser. On the other hand, if you don’t have the fake Astral Dominae, you’ll have to fight your way out of the Mook house. If you must battle the Mooks, attempt to immobilize as many of them as possible with spells such as Web, Paralyze, and Freeze Flesh.




 **NOTE**

It isn't necessary to immediately retrieve the Chaos Moliri, especially if you have the fake Astral Dominae. Take a stroll on the upper level of the Mook house first, where you might meet up with Urq and recruit him into your party. There are also some valuable items lying about.



With the Chaos Moliri in hand, exit Arnika and return to Marten's Bluff. Z'Ant will reward you handsomely for your accomplishments. Better still, he will have a new quest for your party. He wants you to locate the coordinates of the Dark Savant's ship. To do so, you must travel to Bayjin and then again to Arnika. So put on your traveling shoes and turn the page.





Bayjin and the Sea Caves

CHAPTER

17

You've retrieved the Chaos Moliri for Z'Ant, but now he wants your party to locate the Dark Savant's ship. It appears that the only way to do this is to recover the Black Box from a Higardi spacecraft that was shot down over Bayjin. Once you find the device, you must take it to the Orbital Tracker at the Arnika airfield. Placing the box there will reveal the location of the Dark Savant's ship.

First, however, you must go to Bayjin, and then don some Scuba Gear and head to the Sea Caves. Trips to Arnika and Mount Gigas will follow, setting the stage for the final battle.



Through the Swamp—Again

Leave Lower Marten's Bluff and travel north through the Swamp. Place a portal somewhere in the middle of the Swamp—it will be needed after you finish with the Sea Caves. In the north center of the Swamp lies a plateau that houses the entrance to Bayjin. Unfortunately, several Rynjin Sentries, along with an Empath, patrol this area. These creatures are some of the toughest opponents in the game.

Still, they're not invincible. To defeat these Rynjins, creep up on them *slowly*. Once the battle is set, retreat from the Sentries using the rock walls of the hillside as a shield. Run during your first turn, then fight on the next. Repeat this tactic and your enemies will spread out, making the battle much easier. As an added bonus, the Empath will often stay in the camp, if you handle things properly.

Frequently use the Fireball spell during combat against the Sentries and employ Magic Screen to lessen the effects of their magic. Also be sure to use Magic Nectar to "refill" your magic users' powers, enabling them to recast spells. Meanwhile, close in on the enemies with your sword-wielding characters and the Rynjin should soon succumb to this multi-pronged assault. Ascend to the plateau after the area has been cleared. Exit the Swamp and head to Bayjin.

Bayjin

Enter the tunnel to Bayjin, wary of the enemies that may spring up in the area. Your party might encounter more Rynjin Sentries and Rock Crabs. When you exit the tunnel, you'll have to fight a pair of Rynjin Thralls, fishlike creatures that are less powerful than the Sentries. Slay the Thralls, then hang a right. Be careful as you move through this area (see the Figure 17.1 map of Bayjin), as the place includes more random encounters with Rock Crabs, as well as with Rynjin Sentries, Thralls, and Scavengers. After each fight, be sure to take a moment to heal up. Cast Enchanted Blade, Armorplate, and Magic Screen on your party to make these upcoming battles less painful. If you have two party members capable of casting the Portal spell, you may rest in comfort. Place one portal in Lower Marten's bluff and one at your current location. Transport back to the bluff for healing and re-equipping, and then return when ready to once more do battle.

NOTE

Rock Crabs are sensitive to Earth magic, so the Web spell is useful for immobilizing them. They are also susceptible to Fire magic, such as Fireball, Energy Blast, and Firestorm. Perhaps most of all, though, they're vulnerable to a brute with a sharp blade.



Curl around the island, heading north. Swing left and you'll notice a series of huts. In the center of these hovels, you'll find a Rynjin Chief—who has over 400 hit points—along with some Sentries and Thralls. The Fireball and Sonic Boom spells are effective weapons against such foes, as of course are your sword blades.

Once your party destroys most of the village baddies, enter the **large house (1)**. Sergeant Glumph and Ja'nette are imprisoned in cages inside. Speak with the latter, and she'll give you the Helazoid Banner. You



can take this object to Braffit in Arnika for some serious experience points. Now go over to Glumph and set him free. Although he won't join your party if you're aligned with the T'Rang, you can still kill him to obtain his Dog Tags (which will come in handy later). A third cage within the house contains a Mystic Spear (delivers 317 Damage, +2 Initiative), a magic violin called the Strings of Seduction (it invokes the Turncoat Spell), and Mantis Gloves (+14 AC, +5 Dexterity).

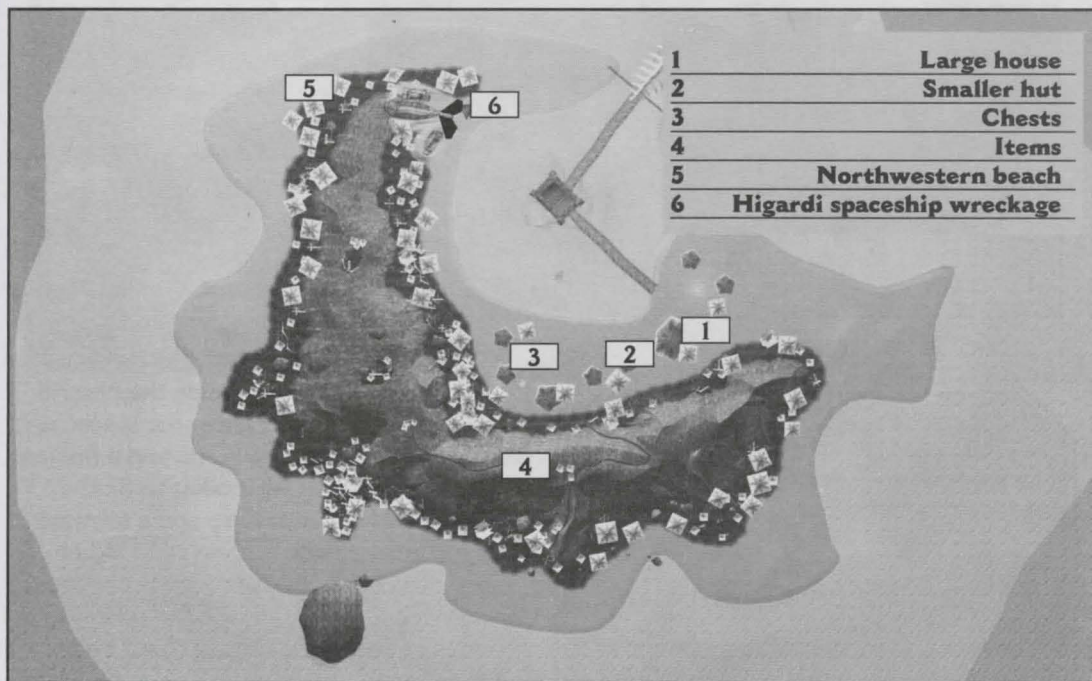


FIGURE 17.1:

Bayjin

After collecting these items and resting for a while, leave the large house. Head west to the **smaller hut (2)**, which is situated next to the one where Glumph had been held captive. You'll probably have to battle Rock Crabs, Curare Crabs, and some Rynjin folks on your way through the village (see Figure 17.2). Be prepared. In this house, you'll find eight sets of Scuba Gear, necessary equipment for the next leg of your journey. There are several other cottages in this area. Be wary of the Rynjin Sentries as you gather the various items and loot the **chests (3)**.

When you finally leave the village, climb the rocky hillside. There are some **items (4)** stashed up above, but first you'll most likely have to go through some Sea Sprites. Use close-combat and ballistic weapons and these winged spellcasters will quickly become mincemeat. Ascend the mountains to a path running along the top. Stay on this trail, grabbing any strewn items you might pass. Continue north, descending to the **northwestern part of the beach (5)**. Loot the chest in this area. Curl east alongside the hillside. The **Higardi spaceship wreckage (6)** lies nearby.

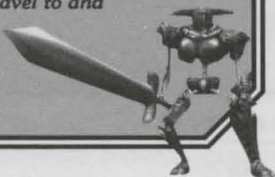


**FIGURE 17.2:**

This is not paradise. The Bayjin island has a heavy Rynjin and crab population.

**TIP**

The Bayjin beaches are crawling with Rynjin and crabs. Once you finish one battle, you'll frequently take just a few steps before entering another. Luckily, you can avoid some of these pests by using the mountain trail to travel to and from the northwestern end of the map.



Locate the Black Box inside the Higardi ship. Some other items are in the spacecraft, too, including a Vacuum Pump and a Broken Blaster. Grab them. All it takes to fix the blaster is a Microwave Chip and a talented Gadgeteer to assemble the pieces. When fixed, you'll have a brand new Microwave Ray that can boil the blood of an enemy in a manner similar to the Boiling Blood spell. Unfortunately, only level 14 Gadgeteers with 75 Engineering skills can use this nifty weapon.

Your party now needs to bring the Black Box to the Arnika airfield, but a detour to the Sea Caves via the Bayjin Shallows is required first. Return to the small village where you fought the Rynjin Chief and take the northwest path into the bay. Don your Scuba Gear (by putting a set of the equipment in each character's miscellaneous slots) when you reach the bones of the huge monster, and then wade into the Bayjin Shallows. The Scuba Gear will occupy one miscellaneous slot, and the other slot should be reserved for any item or artifact that offers an increased resistance to Water-based magic.

The Bayjin Shallows

Enter the Bayjin Shallows (refer to the map shown in Figure 17.3) at its **western end (1)**. Once again, you'll need to fight through more Rynjin. After the waves have settled, swim east to a **mini-cave (2)** in a southern passage, where you'll be able to find interesting items such as an Ice Bomb. This is also a reasonably safe place to rest your party, although



wandering Manta Rays may still attack you here. East of this southern passage is a shipwreck protected by Buccaneer Ghosts.

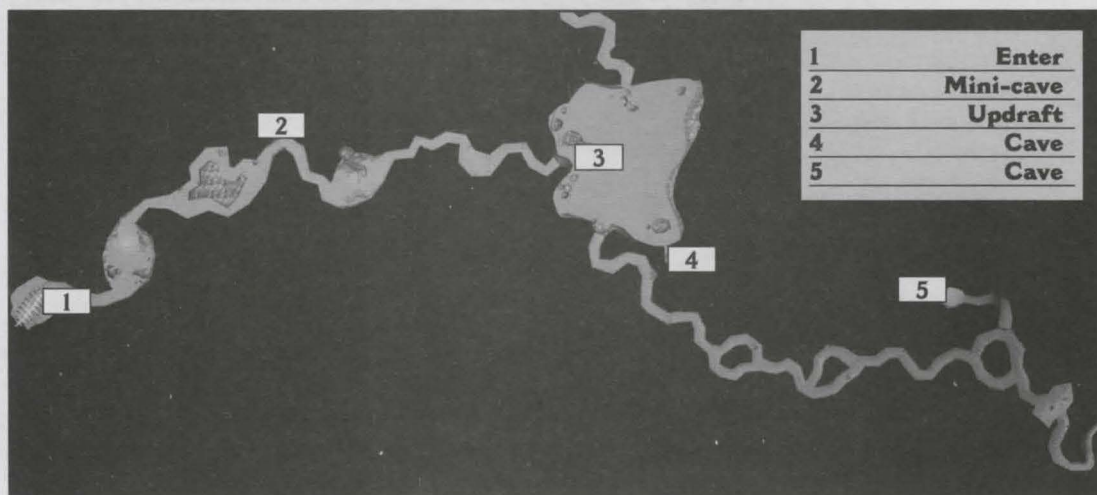


FIGURE 17.3:

The Bayjin Shallows

NOTE

More loot is

available east of the updraft that enables your escape from Nessie. If you haven't sustained too much damage, take a detour and enter the small cave (4) here. Inside you'll find Davey Jones' Locker, complete with a selection of items that may include a Coif of Divine Mail (AC +8, HP Regeneration +1, Vitality +5, and 10% vs. Divine magic), Ring of Regeneration (AC +2, HP Regeneration +4, 30% vs. Divine magic), and a Book of Fireballs.



Try to position your party so that the ghosts must not only come to you, but that only part of their group can attack you simultaneously. Earth magic works well against them, but a powerful sword wielded by a skilled warrior is even better. Some high-end gear can be found in and around the wreck, and in a chest inside; you might uncover an Aqua Shield (AC +2 and 20% vs. Water, the Najinto sword (2–13 Damage, Initiative –4), and various scrolls.

Continue east after vanquishing the Buccaneer Ghosts. Just a few hundred feet away the trail drops down sheer cliffs into a valley. Guarding this valley is Nessie (see Figure 17.4), a mighty sea dragon. Nessie has over 800 hit points, so this is one battle that you can't hope to win. If you have a

Tincture of Shadows potion, drink it and then jump off the cliff and head to the right (south). Nessie might still be able to see your party, but ignore her as best you can and run toward the **updraft** (3) located southeast of where you initially entered the valley. This updraft will lift you to a new level. Continue to run away from Nessie along this new passageway until you're far enough away to escape her.





Follow this passageway to the east, watching for Psi Sharks, Manta Rays, Depth Dwellers, Depth Flyers, and other monsters. Magic Screen will help protect you during the Psi Shark fights, and Missile Shield will help against the Mantas. In both scenarios, your best option is to close with the enemies and kill them with sharp steel. On the other hand, you can attempt to wrap up the Deep Dwellers with Web spells before closing in for the kill.

A short **cave (5)** branches off north of the passage. In the cave you'll find a Plague Axe (Damage 4–12, Initiative –2, Poison 5%, Disease 15%, Nausea 5%, Insane 5%), Armor Piercer Arrows, a Dragon Kite Shield (AC +4, 40% vs. Fire, 20% vs. Water), and Plate Mail (AC +13, 30% vs. Fire, 30% vs. Water) or some similar high-end goodies. After you've finished your scavenging, return to the main passage and continue east until you enter the Sea Caves.



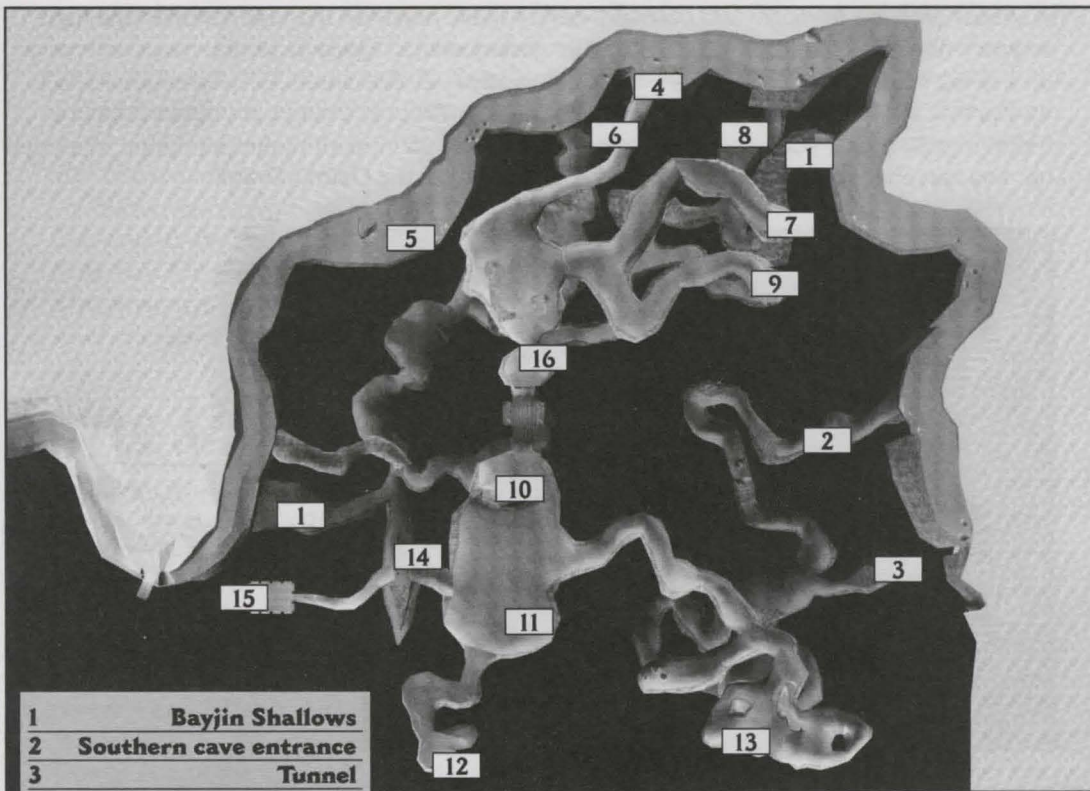
FIGURE 17.4:

Nessie, queen of the deep

The Sea Caves

Take a plunge to get to the Sea Caves (see the Figure 17.5 map). Enter the region via the water from the **Bayjin Shallows (1)**. Beware, as always, of random battles. Head south along the beach to the **southern cave entrance (2)**. Before entering the cave, pick up the Long Metal Tube south of the entrance, as a Gadgeteer can put this to good use.

Enter the **cave/tunnel (2)**. Trace the tunnel path for a ways and then take the first left. You should be heading east at this point. At the end of this **tunnel (3)**, your party will discover a **Hook and Line**. Snatch it up; you'll need it shortly. Additionally, you might find such items as a Scroll of Missile Screen, Magic Nectar, Ankh of Dexterity, and Mystic Arrows. Retrace your steps to the beach. Move due north and then west. You'll find a **Sledgehammer (4)** in this area that should be added to your inventory. Head southwest, following the beach. Random battles against crabs occur in this region, but none of them should pose much of a challenge. Remember to use Web spells if the crabs are proving to be a bit of a threat.



1	Bayjin Shallows
2	Southern cave entrance
3	Tunnel
4	Sledgehammer
5	Wooden Plank
6	Chute
7	Chute
8	Dead end of tunnel
9	Chute
10	Hole
11	Keeper of the Crypt
12	Chest
13	Skeleton
14	Passage's edge
15	Marten's Tomb
16	Sea Caves Gate

FIGURE 17.5:

The Sea Caves

Continue southwest on the beach. To the left of the path lies a shipwreck, and near the wreck a **Wooden Plank (5)**. Again, this is another item that you'll need later, so be sure to pick it up. Walk back to the spot where you found the Sledgehammer and enter the **cave (6)** just south of this area. Trace the walls of the cavern, gradually moving east. Jump down the **chute at the dead end (9)**. Be careful you take the right one, though, as there's **another chute (7)** that zips you down to the **dead end of the tunnel (8)**.

After jumping down the correct chute, your party will emerge in a large space to the southeast. There may be some items lying about, such as Concussion Powder and Barbed Arrows. Use your Hook and Line to climb up through a **hole (10)** in the cavern roof here. Your group will clamber into yet another large room. This time, though, a tough fight awaits you with the **Keeper of the Crypt (11)** and a handful of Rebel Specters (see Figure 17.6).

It's a good idea to use Armorplate, Enchanted Blade, and Magic Screen spells on the party before challenging the Keeper. For extra protection, cast Guardian Angel on your front-row characters. Hit this boss with everything you have until it goes down. The Keeper





is almost immune to magic and normally casts Missile Shield as the first action in the fight, so you'll have to do most of your fighting in close quarters. Once dead, the beast will cough up a Giant's Sword (7–28 Damage, TH +2, Initiative –2, Knockout 30%, Strength +5, 5% vs. Earth). This mighty weapon can only be used by a Mook, though. If you don't have a Mook in your party, you can always recruit Urq when you return to Arnika. Once Urq levels up, you can change him to a Ranger and equip him with the Giant's Sword.



FIGURE 17.6:

Welcome to the Keeper's Crypt.

A **chest (12)** lies south of the Keeper (see Figure 17.6). Collect the goodies inside, which could include a Renaissance Lute (restores a single character), a Hunter's Bow, a Book of Resting (teaches the Rest All spell), and Ebony Plate (AC +14, +30% vs. Fire and Water). Also roaming this area are a Sige Ghost (which has approximately 150 hit points) and Trynnie Specters (each of which has around 75 hit points). Both types of undead are of course vulnerable to a Priest's Turn Undead power, so be sure to use it frequently here.

Now head to the large room that lies south of where you originally found the Hook and Line. There's a **skeleton (13)** here that has the key to Marten's Tomb. Another skeleton is in this area, too, so check it for items as well.

After wrapping up your looting, head west of the room where your party fought the Keeper and you'll discover a passage. If you have a pair of Spike Boots, slip them on a character, as doing so lets you walk down the slippery passage. Place the plank at the **passage's edge (14)** as a makeshift bridge, and then cross it and head to Marten's Tomb. If you don't have the shoes, slide down the passage with the plank in hand. Click the edge of the chasm to place the plank and you'll stop sliding. Back up a bit and then run across the plank and up the passage to **Marten's Tomb (15)**.



Use the key to enter Marten's Tomb and you'll catch up with mad Marten at last. Tell him that you've been looking for him and that you seek knowledge. Marten will then give you the Destinae Dominus and the Sea Caves Gate Key. Put the Destinae Dominus in the personal inventory of the character wearing the Helm of Serenity, otherwise your entire party will go permanently insane. Solving the Destinae Dominus quest gives your party 400,000 experience points.

Return to your portal in the Swamp. If you didn't place a portal, you'll have to travel overland to the **Sea Caves Gate (16)** in the northeast. Open the door with the Sea Cave Gate Key. On the other side is a faux stone wall that can be broken down with your Sledgehammer. Take the northern passage on the other side to the beach and then move south to reenter the **Bayjin Shallows (9)**. Make your way to the Swamp via Bayjin.

Tying Up Loose Ends

Although you're basically finished with Bayjin and the Sea Caves at this point, there's still work to be done. Head back through the Swamp and Trynton to Rattkin Tree. En route, pick up Madras at his workshop in Upper Trynton.

Fight through random encounters with Rattkin Snipers and Goons, and get the Astral Dominae from Don Barlone in the Swamp. You'll either have to kill him or pay 80,000 in gold to obtain the item (the amount varies based on your Communication skill). Killing Barlone will not only yield the Astral Dominae, but also an Amulet of Asphixiate (Asphixiation power 4 and 30% vs. Air) and the Thieves' Dagger (5–14 Damage, +2 TH, Initiative +3, Poison 20%, Locks and Traps +10). Your party now has the Astral Dominae, the Destinae Dominus, and the Chaos Moliri, meaning that you're almost ready for the endgame. For now, however, just head back to Arnika.

Arnika

Once in Arnika, head over to the temple. Talk with Braffit and give him the Helazoid Banner, for which you'll be rewarded with a hefty hunk of experience. This is also a good time to recruit Urq the Mook.

NOTE

If you take Urq to Marten's Bluff—a place you must go to report the coordinates of the Savant's ship to Z'Ant—he'll give you 500 gold.



Next, go to the airfield in Arnika. Place the Black Box—the device that your party found in the Higardi ship wreckage—into the analyzer there. Target coordinates of 1, 1, 2 will come up. Then place the Shiny Metal Ball into the Orbital Tracker. This fixes the device, allowing you to enter the target coordinates of 1, 1, 2. The Orbital Tracker will then compute the coordinates of the Dark Savant's ship as 10:24, information that the T'Rang leader will be very pleased to receive.

Zip back to Lower Marten's Bluff and tell Z'Ant what the Dark Savant's coordinates are. Z'Ant will then send you on one final mission—to blow up the Umpani spaceship.





The Umpani Base and Mount Gigas

Set a portal in lower Marten's Bluff near Z'Ant, and then head to the Umpani base camp. Tell Sergeant Kunar in the commissary that the Destiny arrives tonight. Answer "Z'Ant," when he asks who sent you. You'll also need to agree to pay for his services. After the negotiations have been completed, Kunar will give you a high-level pass (and 20,000 experience points) and tell you to go to the top of Mount Gigas.

Sever the latch cord and enter "transfer to base" into the computer. Go to the EWAXX Computer Building in the Umpani base camp and use your card to enter the mountain and to activate the elevator. Then head to the elevator on the Gigas Caves map (#4 on that map) and take the elevator to the upper Caves. In the upper Caves, walk to the elevator located east of your starting location and take it up to the peak of Mount Gigas.

Mount Gigas' Peak

Prepare for more action on the peak of Mount Gigas as shown in the Figure 17.7 map of the location. Enter on the west side of the **Mount Gigas' peak (1)**. Search around the crates found here for useful items. You may find Armor Piercer Arrows, Magic Nectar, and other interesting trinkets. Move north and you'll come upon a big anti-ship **missile (2)** that the Umpani have readied for the Dark Savant's ship. They don't know where the Savant's ship is, though—but you do.

Continue northeast from the ship. Unlatch the cord on the **large structure (3)** (as shown in Figure 17.8) here, and then head southeast past the **Control Building (4)**. You'll now see that the Umpani missile is lined up on the **T'Rang ship (5)**. Return to the Control Building and climb the ramp to the control computer where an Umpani Commander stands guard. Kill him and enter the words "transfer to base" into the computer, causing the Umpani spaceship to crash and explode. (Note that if you blow up the Umpani ship, you'll be unable to complete the peace mission.) Your party will take damage, so it's a good idea to make sure that you have invoked an Armorplate spell first.

After the ship plummets to the earth, you'll receive 100,000 experience points for each party member. Return to the Marten's Bluff portal and report the completion of your mission to Z'Ant. If you didn't place a portal at Marten's Bluff, you'll have to retrace your steps out of the Gigas Caves and Umpani base, fighting hordes of Umpani along the way.

Z'Ant will give your party 100,000 gold and 600,000 experience points. He will put together troops for the final battle on Ascension Peak, where you'll need to join him. To do that, you'll have to go through the Rapax area. So head to the Mountain Wilderness and then enter the Rapax Rift. By the way, whether you're helping the Umpani or the T'Rang, the Rapax Rift walkthrough to follow is identical.



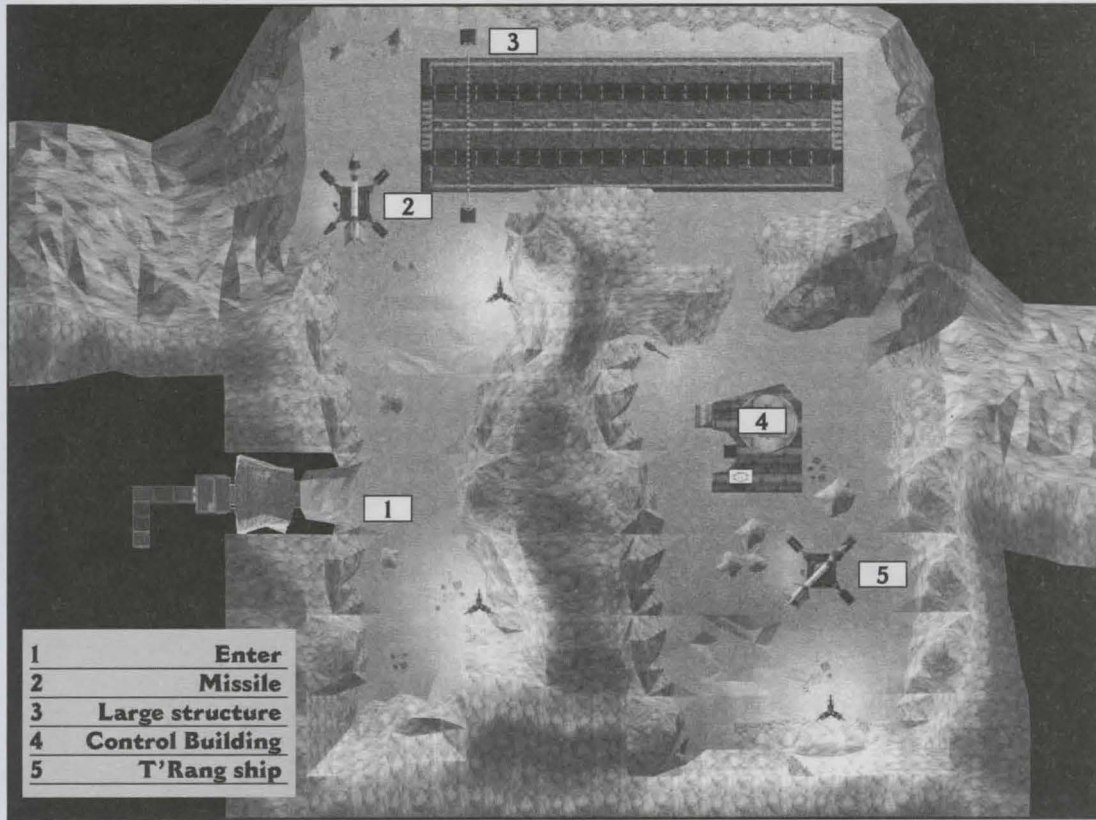


FIGURE 17.7:
Mount Gigas' Peak

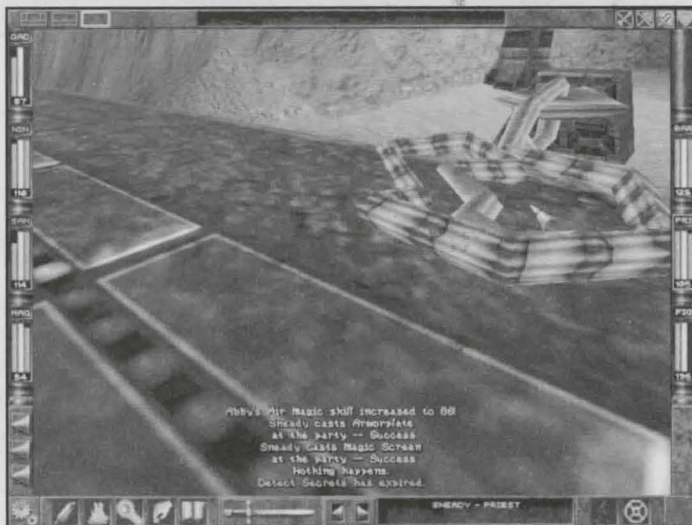


FIGURE 17.8:
*Release this cord to start
some fireworks.*






PART

Final Levels Walkthroughs

You've battled through thousands of monsters and walked hundreds of miles, all for the ultimate showdown with the Dark Savant. Nevertheless, you still have a little way to go before that final meeting. This section of the book will take you through the final levels. First, you'll have to battle your way through the Rapax castle. Then, with your newfound Templar status, you'll be granted an evening of bliss. Next, you'll have to battle your way up Ascension Peak. At its summit, you'll meet the Dark Savant. He'll flee; you'll follow and the final stage will be set. Play on.



The Mountain Wilderness and Rapax Rift

CHAPTER

18

Your party members have much to do before they fight the Dark Savant at Ascension Peak. For openers, they must traverse the land of the Rapax in order to reach its archenemy. And to get to Rapax Rift they must first enter the Mountain Wilderness. Both locations present their own sets of difficulties, so don't begin planning that final confrontation with the Dark Savant just yet.



Mountain Wilderness

Begin your journey by entering the Mountain Wilderness (refer to the Figure 18.1 map for specific locations) from the Swamp. To the right is the entrance to Rapax Rift, guarded by a Rapax war party. Defeat the Rapax, but ignore the entrance to Rapax Rift for the moment.

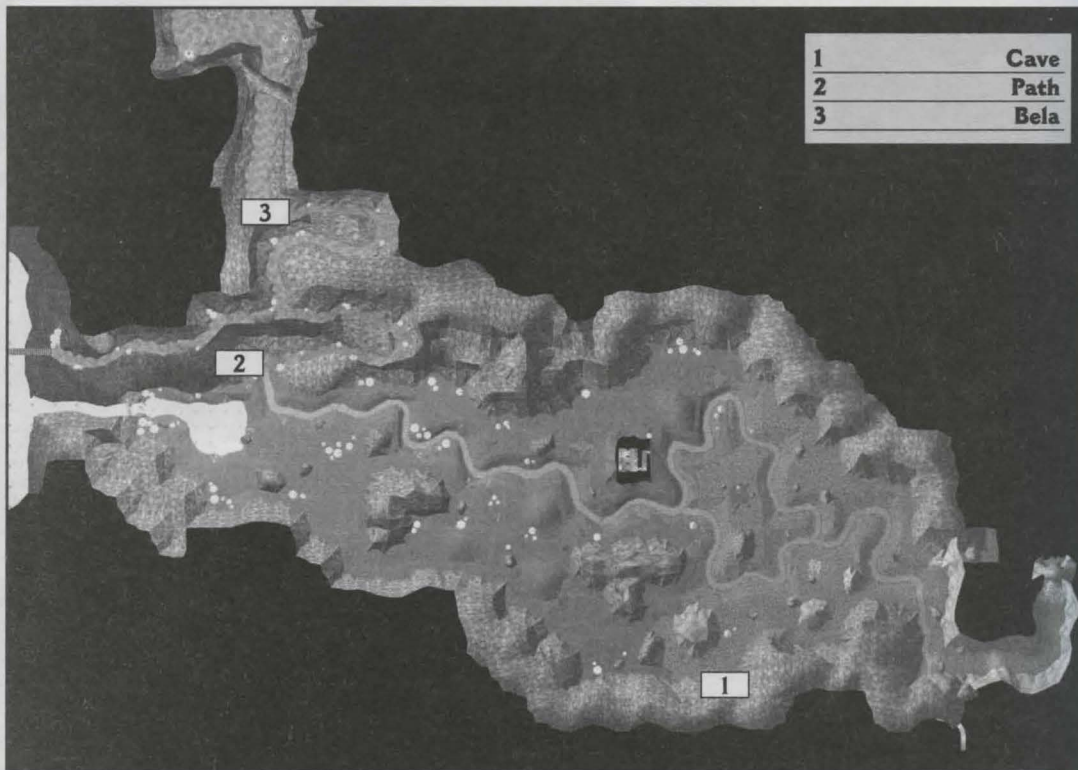


FIGURE 18.1:

The Mountain Wilderness

Instead, trace the mountain wall west into the Mountain Wilderness, where you'll soon meet wandering parties of fire-breathing Scorchers. They have approximately 300 hit points each and possess the ability to throw miniature fireballs at individual party members. Nevertheless, they are no serious threat to your party at this stage in the game. Also wandering in the area are Fire Ants (approximately 95 hit points apiece) and Marble and Granite Golems (350–450 hit points each).

In a small, mountain-wall **cave (1)** in the vicinity can be found Anslem and his fellow Higardi in the process of fighting several Rapax Bowmen and a Rapax Patrol. Help the Higardi defeat the Rapax and talk with Anslem, who is also seeking a confrontation with the Dark Savant. Ask him about the Dark Savant and Cosmic Lord to receive some nice background information about events. Unfortunately, neither he nor his Higardi Adept Brothers will join your party.



NOTE

If you were able to battle your way to Bela before you collected the second of the Chaos Moliri, Destinae Dominus, Astral Dominus trio, hopefully you remembered to place a portal at Ascension Peak. If this is the case, simply teleport there when you're ready.



Move northwest following this conversation. Eventually, you'll cross a **path (2)** that will lead you to **Bela (3)**. This man/demon hybrid (see Figure 18.2) will cough up some more knowledge about what awaits you on Ascension Peak. He'll also ask you to help him. Agree and he'll tell you that you need to disarm the bomb in the Dark Savant's tower in Arnika and then meet him on Ascension Peak. Unfortunately, you can't access the mountain via the entrance behind Bela, as the Rapax blocked the pass when you obtained the second of the three artifacts (Chaos Moliri, Destinae Dominus, Astral Dominus).

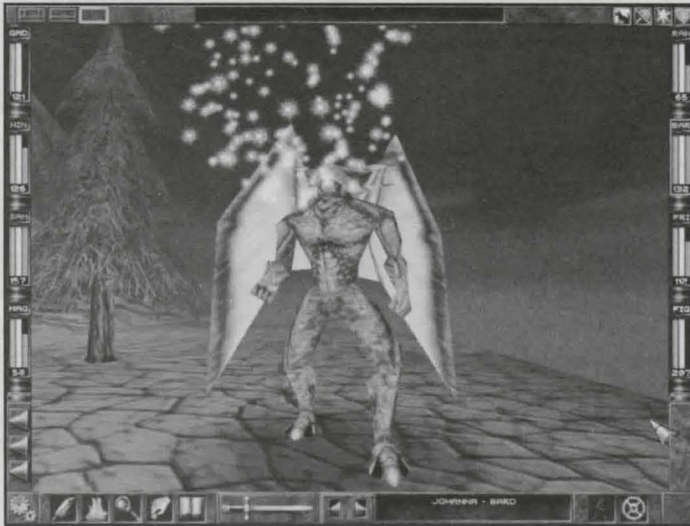


FIGURE 18.2:

Half-human, half-demon Bela aids in your quest.

Continue along the path to the west after wrapping things up with Bela. Nearby is a swinging bridge that leads to the Northern Wilderness, but you don't need to go that way right now. Keep the cliff face on your left (there are items hidden in this area) and return to the entrance to Rapax Rift.

The Rift

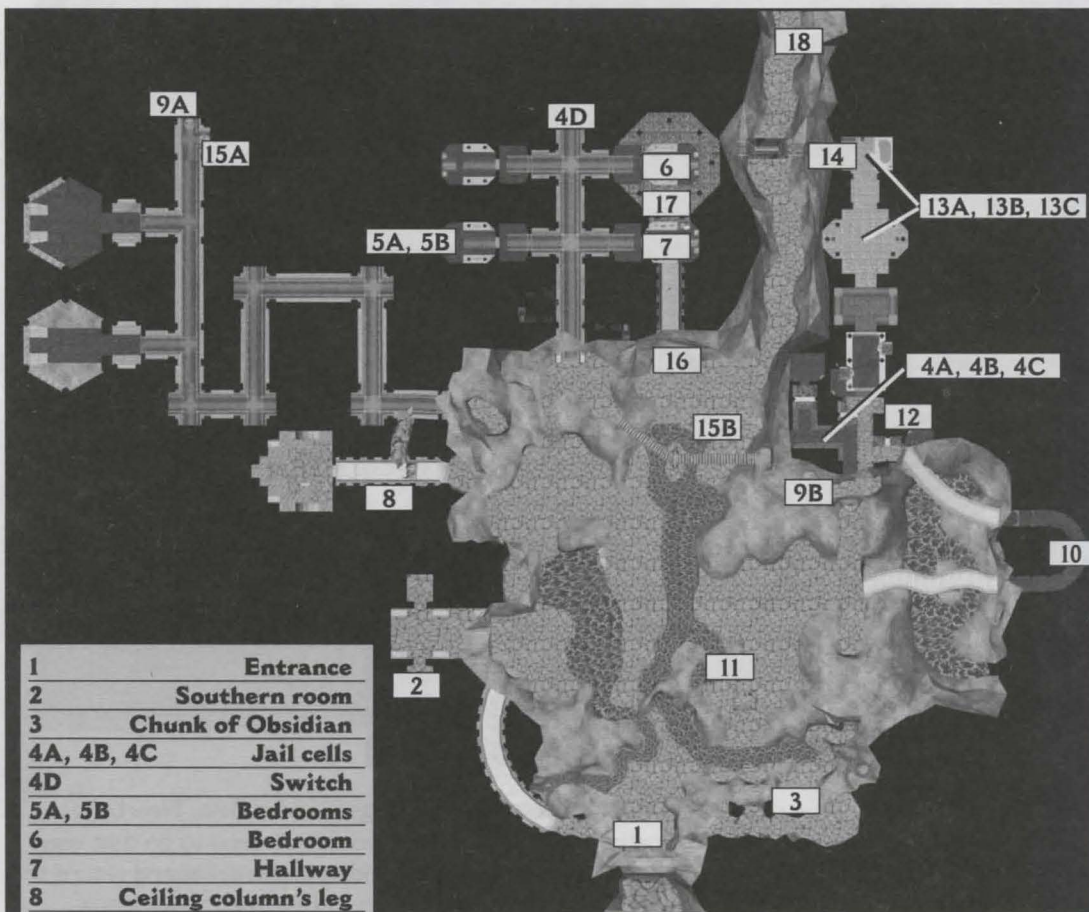
Enter Rapax Rift (see Figure 18.3 map) from the Mountain Wilderness exit. Most NPCs will leave your party here, so you'll likely be reduced to your original number before you can proceed.

After passing through the **entrance (1)** to Rapax Rift, trek northwest until you encounter a couple of Rapax Patrols. Following these battles, move through the curved tunnel leading to Rapax Prison. Continue north, but head west the first chance you get and





enter a large chamber with two adjoining rooms. The **southern room (2)** contains an imprisoned Rapax named Rafe, while the other is home to a pair of Rapax undead. Briefly chat with Rafe to learn why he is awaiting execution. You can try to help him by picking the lock and opening the cage door, but Rafe refuses to escape unless his Mark of Death is removed. To do this, your party will need the Staff of Ash. Unfortunately, you don't have it at the moment—but you will soon. Leave the chamber and continue exploring the region (don't worry, Rafe isn't going anywhere).



1	Entrance
2	Southern room
3	Chunk of Obsidian
4A, 4B, 4C	Jail cells
4D	Switch
5A, 5B	Bedrooms
6	Bedroom
7	Hallway
8	Ceiling column's leg
9A	North teleporter
9B	Sanctum
10	Hall
11	Staff of Ash
12	Hinged panel
13A, 13B, 13C	Chests
14	Beckoning Stone
15A, 15B	Teleporters
16	El Dorado
17	Al-Sedexus
18	Courtyard

FIGURE 18.3:

Rapax Rift



Retrace your steps to the location where you first entered Rapax Rift. This time, however, head east from the entrance. You'll soon locate a **Chunk of Obsidian (3)** that can be collected for later use by a merchant named Ferro (who can craft a weapon). Head north up the inclined walk and cross the bridge to your right. Several **jail cells (4A, 4B, 4C)** containing some goodies are located at the end of the bridge. You may drop the bridge grating over the lava moat by pulling the lever in front of each cell (as shown in Figure 18.4), though you won't be able to enter the cells until you've activated a **switch (4D)**.



TIP

Whenever you dismiss characters from the party, check the inventory screen. Your remaining characters will have to pick up their load of items and this can encumber the party (noted by red numbers in the inventory screen load block). If so, drop or sell equipment until you're within your load allowance or your characters will not move or fight efficiently.

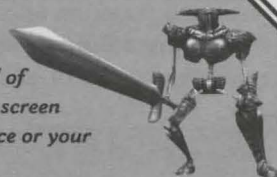


FIGURE 18.4:

Pull this lever to lower the gate.

Cross the hanging bridge to the west. Move northwest, being careful to avoid the lava, and you'll soon arrive at the Initiate's Hall. Head down the long corridor here. Each room off this hall contains Initiates (Mages with 170 hit points each) and some items. Hang the first and second lefts from this hallway to collect more artifacts stashed in adjoining **bedrooms (5A, 5B)**. Next, go to the end of the main corridor and hit the **switch (4D)**—this will open the jail cells.

Before returning to the cells, however, hang a left down another hallway and snatch the Sanctum Key from yet another **bedchamber (6)**. Make your way back to the main corridor. Briefly head south before taking another left and grab the FlameQuencher Wand (Damage 1–8, TH +1, Initiative +5, Paralyze 5%, four charges of the level 2 Blizzard spell) from the bedroom at the end of this **hallway (7)**. You'll need this to deactivate the Fire Temple.



Exit the bedchamber area, dropping to the ground level via the steep path directly south of the exit. Often, you'll encounter a squad of Rapax Veterans and Berserkers here. These warriors are tough in close battles, but very beatable with ranged weapons. Open the battle by softening up the Rapax with Web, Insanity, Hex, Slow, or even something really powerful like Nuclear Blast or Falling Stars. Cast Superman on your frontline fighters and then wade in for the kill.

After this battle, head west into a corridor where Rapax Veterans, Berserkers, and Initiates are lying in wait for you. Use the Eye for an Eye spell to neutralize the Initiates, and eliminate the Veterans and Berserkers as described previously. You need to take a right to reach the Sanctum teleporter, but the corridor is filled with lava. To fix this problem, pull on the **ceiling column's leg (8)**, as shown in Figure 18.5. Rocks will topple onto the lava, enabling your party to clamber across the hallway to your right.



FIGURE 18.5:

Pull on this leg to bring down the ceiling.

The teleporter itself is located at the end of a network of tunnels. You'll have to fight your way to it through a swarm of Initiates and the occasional Priestess. There are two teleporters at the end of the tunnels. The **north teleporter (9A)** leads to the **Sanctum (9B)**, while the other **teleporter (15A)** leads to El Dorado.

Take the Sanctum teleporter and vanquish the two Rapax Priestesses who wait on the other side. Use the Sanctum Key on the Sanctum doors. On the other side, hang a right and follow the long, curving **hall (10)** until it opens onto a small plain. You may encounter a massive wave of Rapax foes here. Retreat back into the hallway so that only a few warriors follow you at a time to do battle. Ahead lies the flaming pagoda that holds the Staff of Ash (see Figure 18.6). Stick the FlameQuencher Wand you found in one of the bedchambers into the keyhole here to stop the fire. If you have difficulty applying the Use command to the wand, go into the inventory screen, pick up the wand, exit inventory, and apply the wand to the keyhole.

Your next task is to battle the Lava Lord (650-plus hit points) and his four Fire Sprites (220+ hit points each). While this isn't an easy fight, remember that such fiery creatures are susceptible to Water-based spells. Hence, Freeze Flesh or Paralyze can stop them in their



tracks. After mopping up the horned enemies, you can finally grab the **Staff of Ash (11)** and the Rift Key.

Head back to Rafe's cage and free him (the correct lock/pointer combination from left to right is left/bottom/left). Give him the Staff of Ash and this time he'll have no problem making his escape. You'll gain 100,000 points and Rafe will provide cryptic directions to the door that leads to Al-Sedexus's altar. This is the door to which the **second transporter (15A)** leads. You already know where it is, but you'll need the Beckoning Stone to open it.



FIGURE 18.6:

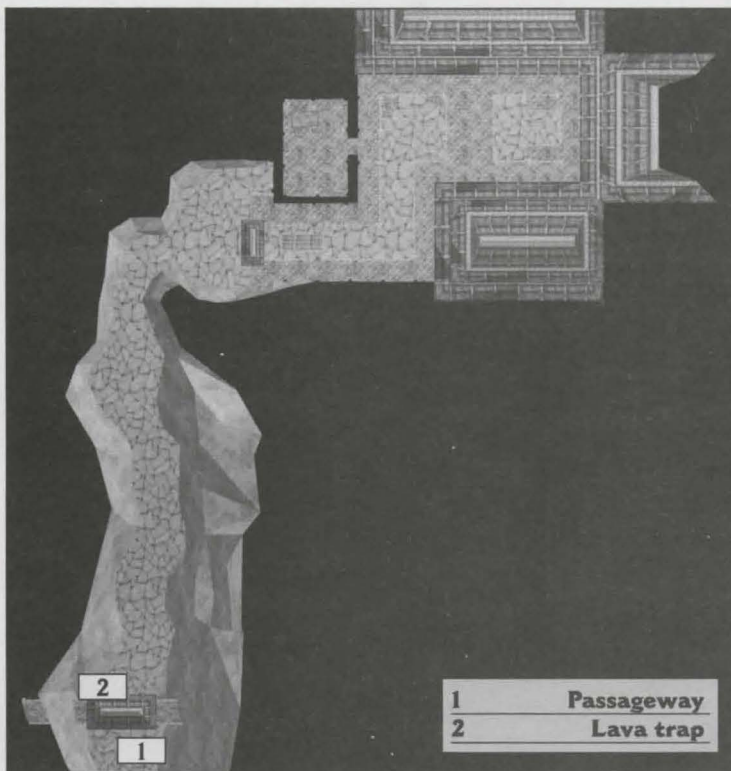
Anyone got a fire extinguisher?

Return to the Sanctum's entrance and walk north. You'll notice a **hinged panel (12)** on the right. Disarm the panel and the trap that it controls and then head north. Enter the large chamber and loot the **three chests (13A, 13B, 13C)** there for a number of helpful items and the **Beckoning Stone (14)**. One of the chests is hidden behind the dressing screen. Now, dash back to the **El Dorado teleporter (15A)** in the northwest corner of the map. Take the Beckoning Stone to El Dorado and place it in the door.

At this point, the **demon boss El Dorado (16)** will appear. Since magic has little effect on El Dorado, use sharp steel to extinguish this hellish creature. Cast Superman and Guardian Angel on your frontline fighters and use your best arrows. Hack and pincushion him until he succumbs. When El Dorado has been finished off, head north through the passageway to pay a visit to Al-Sedexus, a **demon goddess (17)** who wants to meet you at Rapax Castle. Then go north and leave Rapax Rift for the **Courtyard (18)**, which you must go through to enter Rapax Castle.

The Rapax Courtyard

Exit Rapax Rift and enter the Courtyard (see Figure 18.7). You'll immediately set foot in the middle of a huge **passageway (1)**. Be wary of the **lava trap (2)** up ahead and stay near the wall as you pass through. Head north some distance, fighting Rapax Archers, Patrols, Samurai, and Veterans along the way. You'll need to take the ramp to the upper level to clear all of the Rapax.

**FIGURE 18.7:***Rapax Castle Courtyard*

Enter the dining room on the upper level and collect the items there. Use the search command to find even more hidden items. Return to the lower level and head east through the double doors. The Rapax Castle entrance is just ahead.

The Main Castle

The Rapax Main Castle is a vast area. Accordingly, two maps are needed to cover the complete complex (see Figure 18.8 and 18.9). You can get lost easily, so feel free to often refer back to these maps.

Enter the castle from the **Courtyard (1)**. You will immediately encounter hordes of Rapax enemies, including Samurai, Warmages, Archers, Bowmen, Berzerkers, and Veterans. Fortunately, they attack in parties of manageable size. Defeat each group, heal, and move on to the next battle. Samurai and Berserkers are susceptible to both Web and Insanity spells. After clearing these initial waves of enemies, head north to locate the **Ring of Life (2)** (AC +1, Regeneration +1, Vitality +5).

Exit this room and locate a Rapax merchant named **Ferro (3)**, who also happens to be Antone's brother. Discuss the Rapax alliance with the Dark Savant. Ferro will mention the capture of a T'Rang and an Umpani in the Wilderness Clearing, information necessary for completing an alternate ending to the game. Adjacent to Ferro's storefront is his forge room and another chamber with an elevator that hides a hole in the floor under it. Raising the



elevator will allow you to enter the Main Castle level from the secret passage described in the section on the Castle Cellar. If you give Ferro some pickled Trynnie, he'll give you a key to the cabinet that you'll find by riding the elevator up.

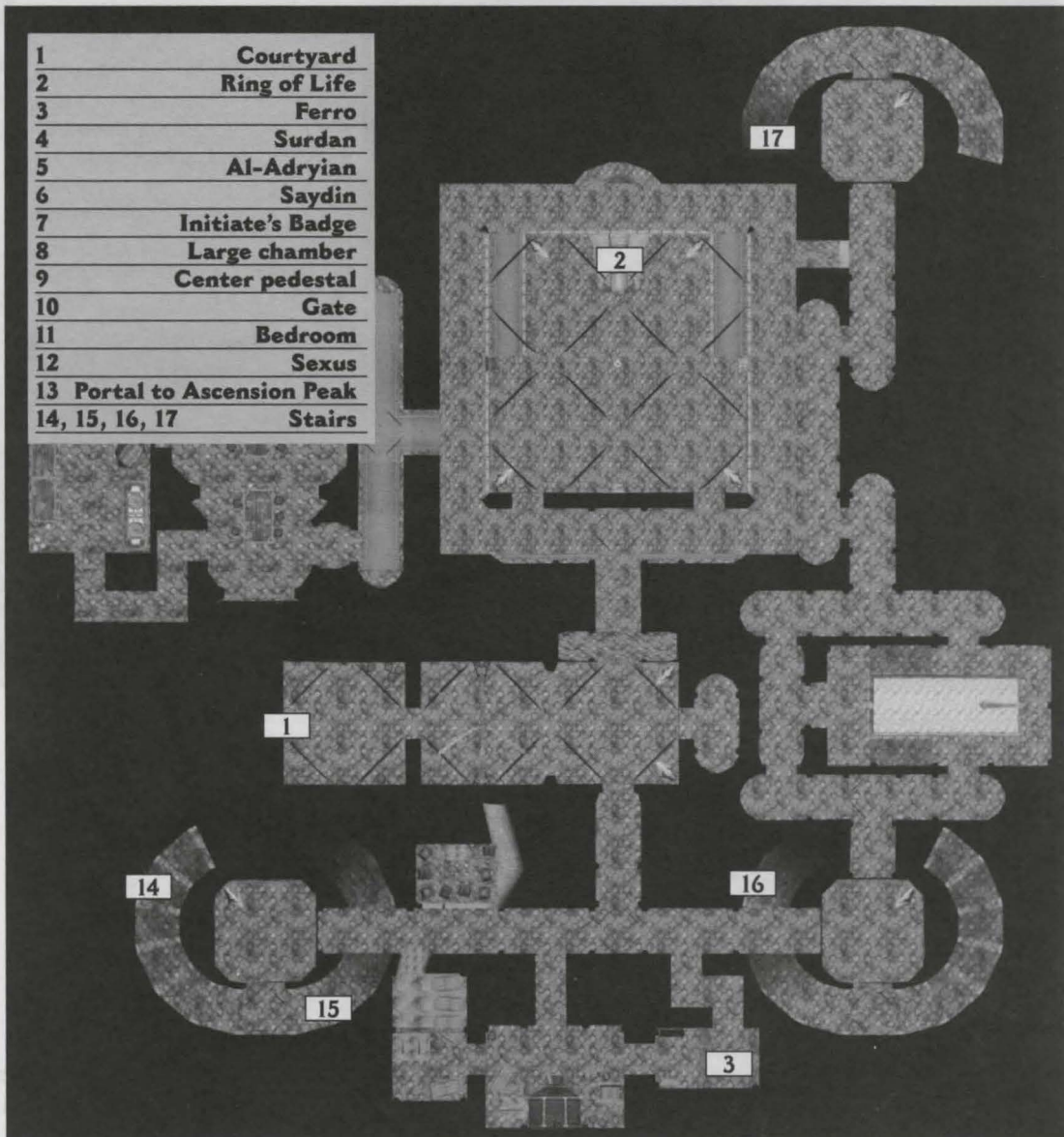


FIGURE 18.8:

Rapax Main Castle, lower

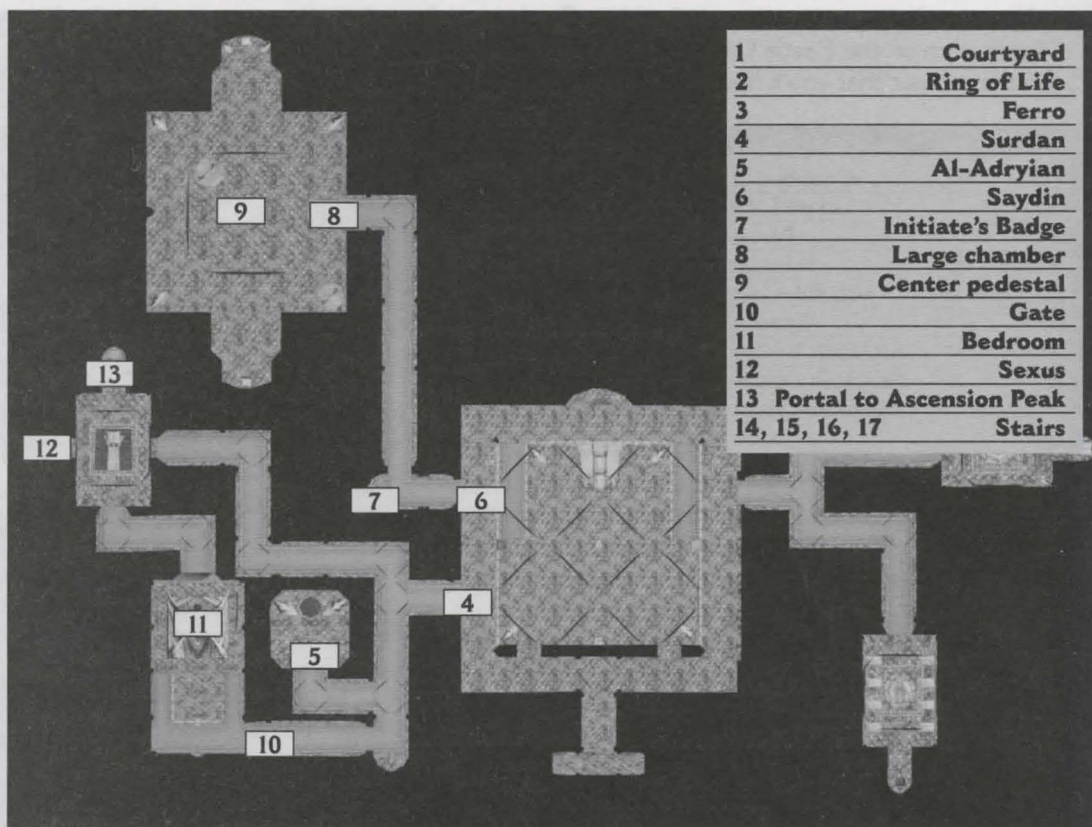


FIGURE 18.9:

Rapax Main Castle, upper

NOTE

Mirror Armor has a 20% resistance to Fire and Earth spells. It can only be worn by Fighters, Lords, and Valkyries. The Ivory Blade has an Armor Class bonus of +1, a +5 Initiative bonus, and a +4 to hit bonus. Fighters, Lords, Valkyries, Rangers, and Samurai can be equipped with the weapon. The Vampire Chain (+3 hit bonus) gives many of the frontline classes an extended attack range.



Ferro can use his forge to create three types of weapons for your party. However, you must have the “ingredients” necessary for building them. The Rapax merchant uses obsidian, silver ore, and the Locket of Reflection to make Mirror Armor. A Hogar Tusk, coral from the Sea Caves, and a Ring of Protection are necessary for creating the Ivory Blade. Finally, Ferro can transform a Vampire Bat’s Wing, a Prisoner’s Chain from the rift, and the Heart of a Sorceress into the Vampire Chain.

The Temple of Al-Sedexus

Now it's time to begin your journey to the Temple of Al-Sedexus. Return to the room where you found the Ring of Life. On the upper level waits a Rapax Guard named **Surdan (4)**. Talk with him and answer "yes" to his question to become Initiates. Then go see the temple leader. Enter through the gate, which leads to another network of halls. Hang a left, then an immediate right. Continue along this corridor to **Al-Adryian (5)**.

Al-Adryian will tell your party that your initiation is incomplete and that you must go to Saydin and collect the three pieces of Al-Sedexus' Canezou outfit. He'll also give you Dark Nectar. Head back to the gate where you met Surdan and take a left, heading north.

Saydin (6) is up ahead. He'll ask for a tithe of gold, but you'll also need to answer a question before being allowed to pass. Reply "Al-Adryian" and the Rapax Guard will finally let you by. Head into the hallway to collect the **Initiate's Badge (7)**. Continue down the passageway, turning right, then left, and you'll eventually reach a **large chamber (8)**.

This area will lead your party to several puzzles and items. First, head to the **center pedestal (9)** to descend to a room below. On each level, you will need to fight different pairs of Elemental Lords. Each has a natural weakness. For instance, the Water Elementals are susceptible to fire spells, and most can be paralyzed with Web spells. Activate the nearby switch and prepare to answer a few riddles. The first is posed by Al-Asaiz. You'll be rewarded with the Canezou Robe when you provide the correct answer, "Flesh." The elevator will then descend once more. Activate the switch to speak to the next riddler, Al-Madeus. Type in "Mind" after he poses his riddle and you'll be granted the Canezou Helm. The elevator descends again to a final brain twister, this time posed by Al-Lure. Answer "Heart" and you'll get the Canezou Dagger. You'll also receive 50,000 experience points for solving each of these puzzles. Teleport back to Al-Adryian and you will be confirmed as Initiates.

The next step is to become a Rapax Templar. Dress one of your male characters in the Canezou outfit. Adorn him with the robe and helm, stick the dagger in his primary weapon hand, and then march him to the locked **gate (10)**. Using the Initiate's badge, open the gate. Take another right and you'll enter the demon goddess' **bedroom (11)** (see Figure 18.10).

Summon Al-Sedexus by pouring the Dark Nectar given to you by Al-Adryian onto the altar (Rafe also has Dark Nectar for sale). Al-Sedexus appears, asking her new devotees (that's you) three questions. The first answer is "Flesh," the second is "Mind," and the third is "Heart." The character wearing the Canezou outfit must then make a sacrifice—he gets a night of "bliss" with Al-Sedexus.

Each party member will receive 100,000 experience points after your character's night of passion with Al-Sedexus. In the cold light of morning, go speak to **Sexus (12)** about the Dark Savant. Sexus, by the way, is a Rapax Mage who will also offer you his services, albeit for a fee, if you've attained the rank of Templar by this point.

WARNING

The Rapax Templar ceremony has some drawbacks for the character dressed in the Canezou outfit. First, if he leaves the castle while Al-Sedexus still lives, he will be hexed and will slowly lose health until he returns. Second, he fathers the demon goddess' child, a creature that will later fight you on Mount Gigas' Ascension Peak.





FIGURE 18.10:

Al-Sedexus's bedroom

North of Sexus is a **portal to Ascension Peak (13)**. Before using it, however, the party will need to disarm the bomb in the Savant's Tower. To do that, you first need to find the portal to the tower in the upper Castle. Use the **stairs (14)** to enter this area. (You can also enter the Rapax Castle cellar via the **stairs (15–17)**, but that location will be covered a bit later in this chapter.)

The Upper Castle

Ascend to the upper Castle (see Figure 18.11 and Figure 18.12 for maps). Begin your itinerary in the lower middle part of the map. Trek north to the stairs that are located in the north and take them to the upper-level zoo. March south to the **Rapax Prince's bedroom (1)**. Pick the lock and enter the room. You'll find both Doll's Armor (AC +5, only wearable by a Faerie) and Doll's Gloves (AC +3). There is also a large stone statue inside the room. Walk behind the statue and turn the spear. Now you can push the statue aside and reveal a secret passageway. Jump down this chute to end up in a nearby chamber containing the King's Key on a **table (2)**.

Exit the room and work your way east. Pick up the **Deposit Slip (3)** as you proceed. Leave the chamber the same way in which you came and head west to the **chest (4)**. This container holds some serious treasure, such as the Staff of Paralysis (Damage 3–8, Initiative +1, Paralyze 10%, 50% resistance vs. Water), Skeleton Powder, and Hi Kane Do (AC +12, 30% vs. Water).

After picking everything up, move to the room to the south. Place the Deposit Slip into the tube there and you'll be able to acquire the Queen's Key from the **wall safe (5)**.

Enter the large room to the east. On the far side of the wall is a small **keyhole (6)**. It is hard to see, but once you get near it your party members should alert you. When you do locate it, use the King's Key on it to open a door into a room that holds a **portal to the Savant's Tower (7)**. If you have a party member who knows the Set Portal spell, set a portal of your own before traveling to the Savant's Tower.

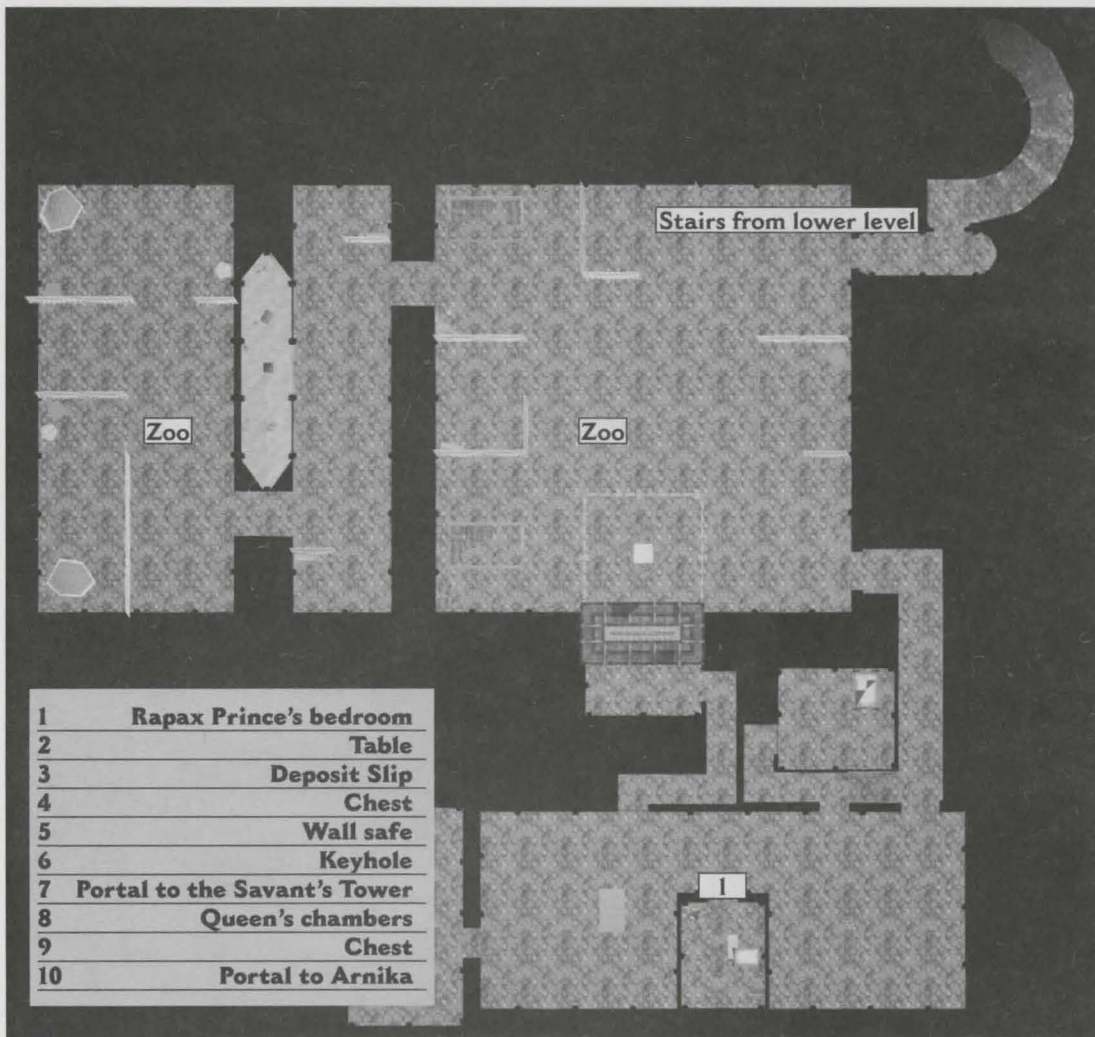
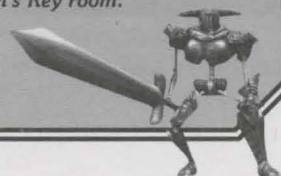


FIGURE 18.11:

Rapax upper Castle and Zoo

**TIP**

Your party may pass through the southern wall of the Queen's Key room. It's a nice shortcut to the passage that in turn leads to the Rapax Main Castle. It is, however, a one-way shortcut; you may pass south through the wall, but you can not return the same way.





1	Rapax Prince's bedroom
2	Table
3	Deposit Slip
4	Chest
5	Wall safe
6	Keyhole
7	Portal to the Savant's Tower
8	Queen's chambers
9	Chest
10	Portal to Arnika

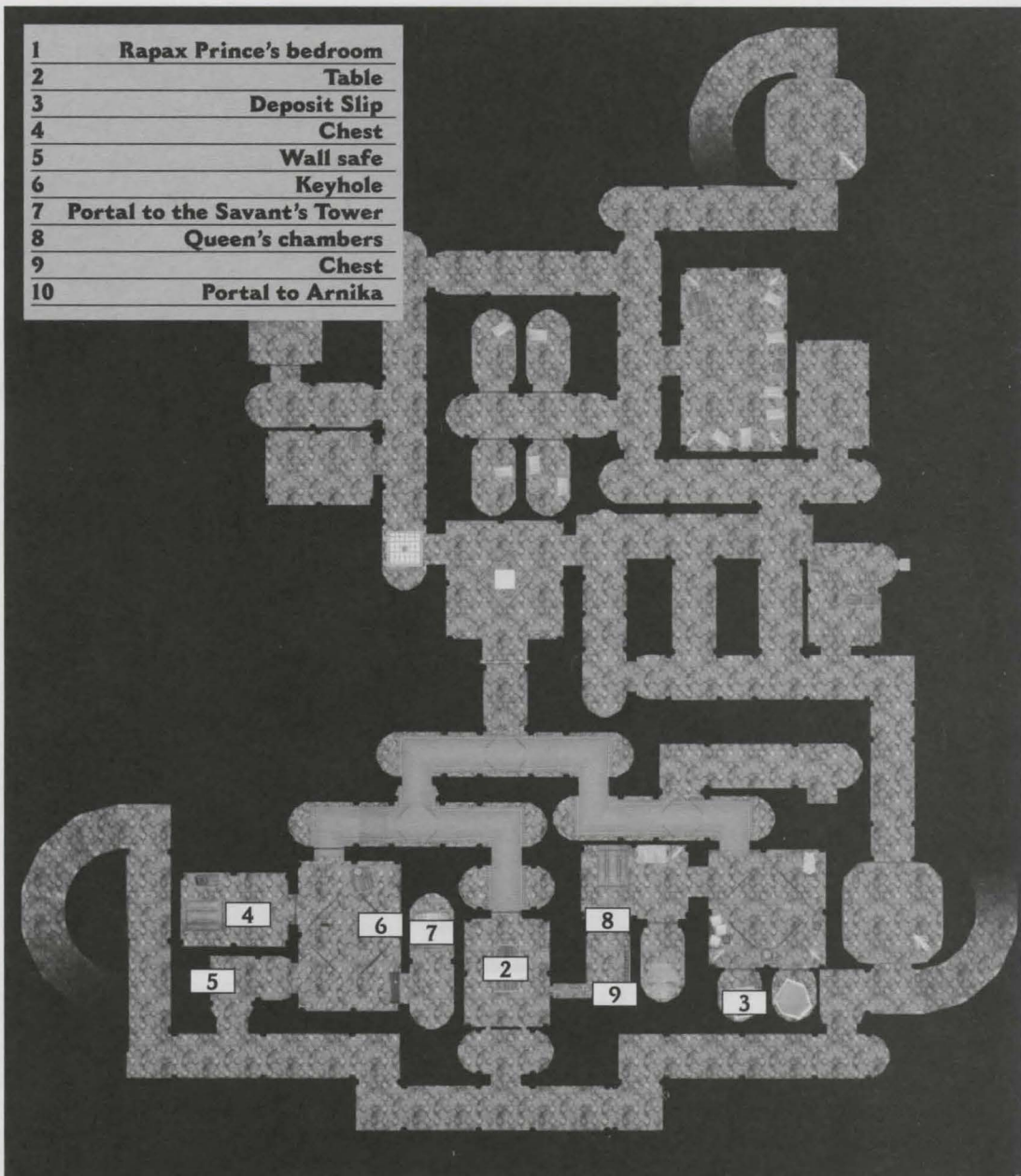


FIGURE 18.12:

Rapax upper Castle and lower rooms



Enter the tower portal as shown in Figure 18.13. You'll have to fight some of the Savant's cronies here, but it's nothing that you can't handle. You now have to deactivate a bomb. If you go to the Cosmic Circle before doing so, the bomb will detonate and you'll automatically lose the game. The bomb deactivation code is square, triangle.



FIGURE 18.13:

Inside the Dark Savant's Tower

You can now return to the Main Castle and take the portal to Ascension Peak. However, you should kill AI-Sedexus before you leave the fortress, as the character that bedded her is enthralled and will otherwise be hexed when he leaves the castle. You can find her back in her Rapax Rift lair. She's an 1,100+ hit point boss, with the ability to quickly summon eight Rapax Templars to help her, but at this stage of the game she really is no match for a well-prepared party. Move away from the Templars and concentrate all of your ranged weapons and Water magic on AI-Sedexus; your characters should be able to inflict 150–225 points of damage per turn. Mop up the Templars after the goddess dies.

You may also want to explore a bit more on this upper level and then check out the cellar. If so, walk back to the large room in which you used the King's Key. Work your way east to the **Queen's chambers (8)**. Use the Queen's Key to open the door. You'll find the Potion of Heavy Stamina on the shelves. Open the **chest (9)** and take its contents, including the Ornate Metal Rod. There are usually a number of other high-end items in the chest, possibly including a Cape of Stealth (AC +3, Stealth +3).

Head east to the adjacent room, where you'll find a **portal to Arnika (10)** that can be activated by using the Ornate Metal Rod. Note that you don't have to go to Arnika at this point, but the portal is there if you decide to head back for supplies or to wrap up an unfinished quest. March back to the Upper Castle entrance, descend the stairs to the Main Castle, and descend once again to enter the Castle Cellar. Cruising the cellar isn't mandatory to complete the game, but doing so turns up a few goodies.



The Castle Cellar

There are three entrances into the Rapax Castle Cellar, marked on the main map as locations 15, 16, and 17 (see Figure 18.8). Duck down the stairs at location 15 first. You'll pop into the northwestern portion of the **Castle Cellar (1)**, as seen in the Figure 18.14 map. You'll find a chest and some items in this room.

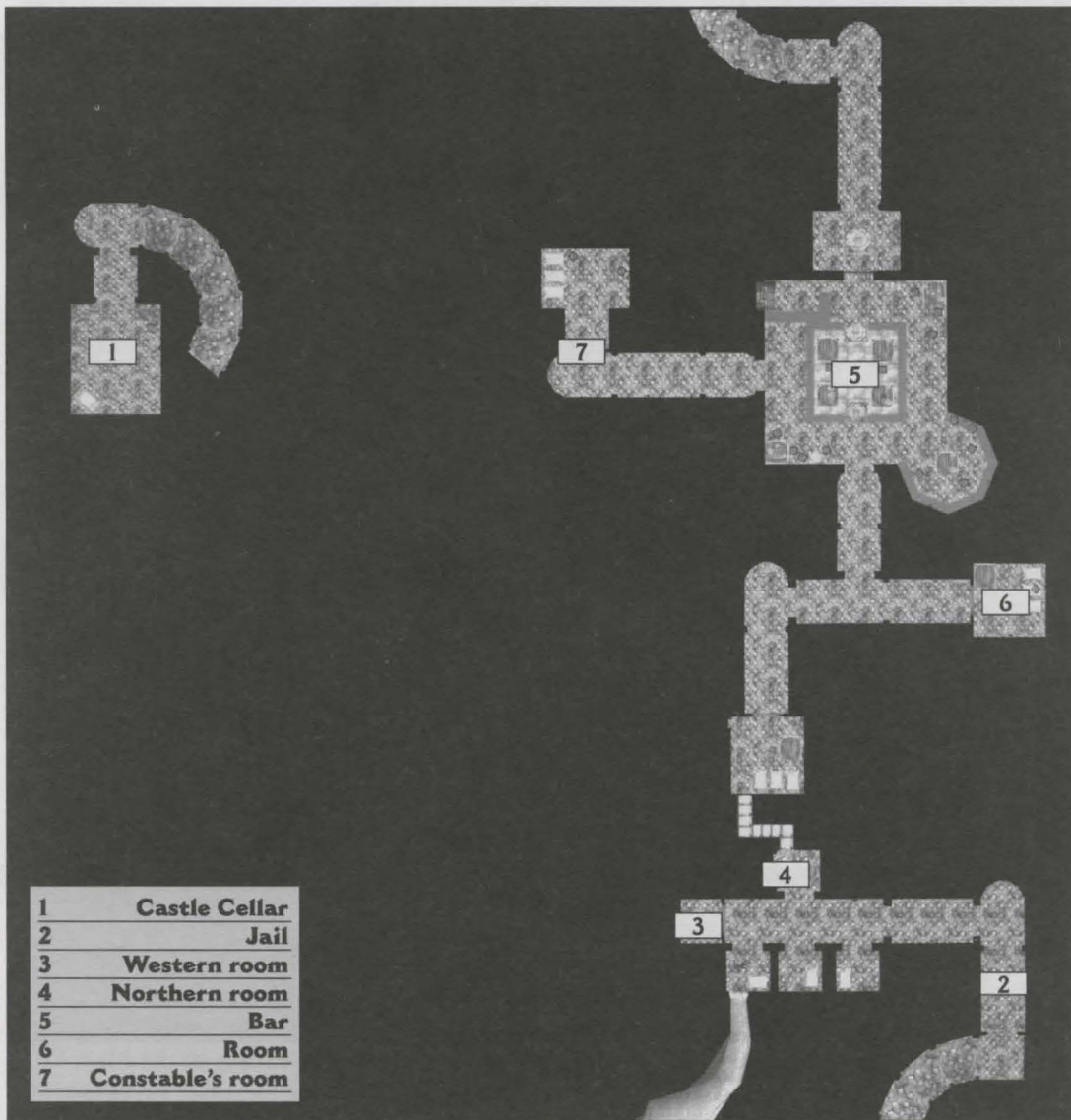


FIGURE 18.14:

Rapax Castle Cellar



Return to the Main Castle and descend again using the stairs at location 16. Stroll down the hall and into the **jail (2)**. Each of the cells is locked. In the southwestern cell are a few items (Barbed Arrows, an Acid Bomb, and an empty bottle).

Return to the main passage. In the **westernmost room (3)** is a chest containing some useful randomized equipment, perhaps including Fear Bolts, a Fire Bomb, and a Death Spear (Damage 6–11, Hit +1, Initiative –1, Poison 15%, Kill 2%). Return to the main passage and enter the **northern room (4)**. Pull the lever in the northwest corner to open another secret passage. Move through the passage and push on the wall at the far end. This leads into a barracks room with some items. There is nothing major here, though you may find Poison Arrows and an empty bottle.

Continue to follow the hallway. In the **bar to the north (5)**, a handful of intoxicated Rapax is brawling (see Figure 18.15). Go ahead and join the fight if you're looking for more experience points. After the Rapax have been cleared, you can pick up the Bonecrusher Brews scattered about the bar. Return to the east–west passage and enter the **eastern room (6)**. Again, there are a couple of intoxicated Rapax to fight. Kill them and pick up more spoils of victory (Barbed Arrows and more Bonecrusher Brews).

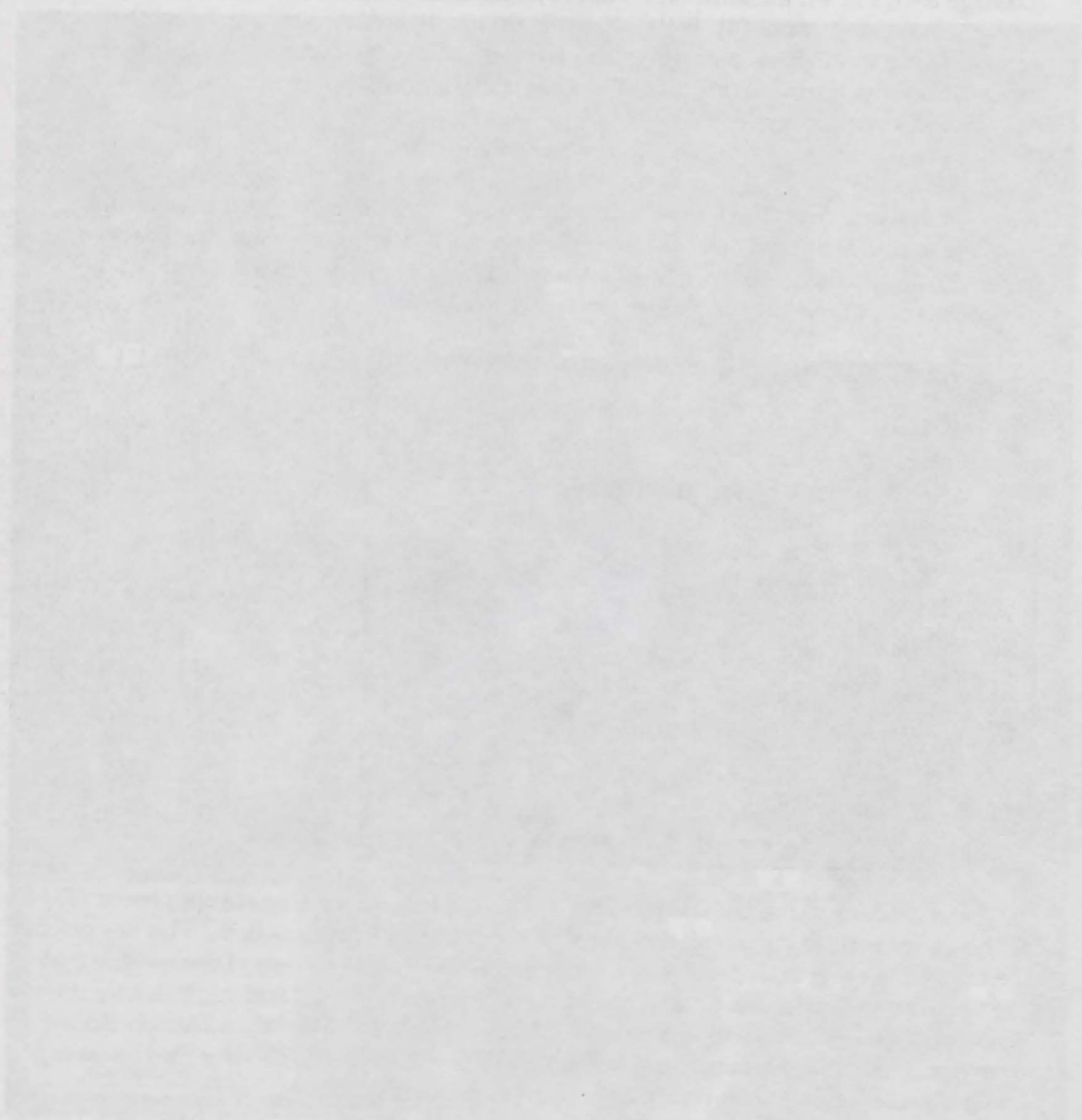


FIGURE 18.15:

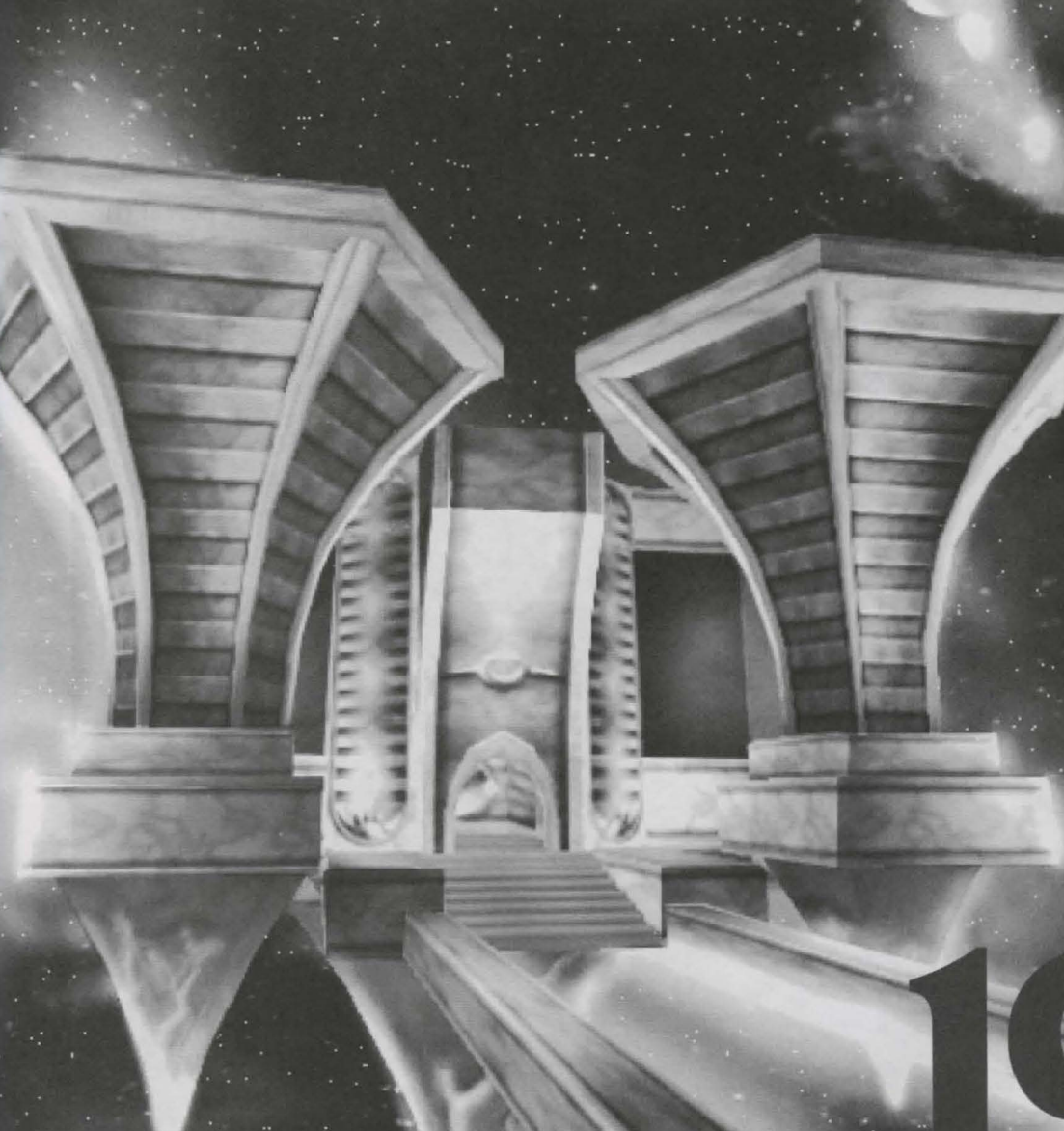
These brawling Rapax never expected a fight like this.

Now, go back to the bar and head west. Pick the lock on the **Constable's room (7)**. Kill him after you get inside and take the Constable's Key off his dead body. This key unlocks the Constable's safe in Upper Rapax Castle. In the safe you'll find three Deposit Slips that can be taken to the deposit tube on the upper level. Insert the slips and you'll receive the Assassin's Cap (AC +3, Critical Strike +20, 5% vs. Water and Mental), a Zatoichi Bo (Damage 10–25, Hit +4, Initiative +4, Paralyze 15%, Kill 5%, 15%, Blinding Flash, power 6), and an Amulet of Rainbows (Prismic Ray with four charges, 30% vs. Fire).

When you've satisfied your curiosity and completely looted the castle basement, return to the portal on the main level and beam directly to Ascension Peak.



Super Game Center



Ascension Peak and the Cosmic Circle

CHAPTER

19

This is it—the final confrontation of Wizardry 8. This is what you have striven for since those early moments in the Monastery. All that's left for your party now is the placement of the Chaos Moliri, Astral Dominae, and Destinae Dominus in their proper spots and a final meeting with the Dark Savant. Well, that and a little bit of combat...



Ascension Peak

Enter Ascension Peak (as shown in the Figure 19.1 map) by the **Rapax Castle portal (1)**. Be wary, as Blistering Scorchers (with approximately 300 hit points each and the ability to cast fireballs) are lying in wait. Kill them and move on.

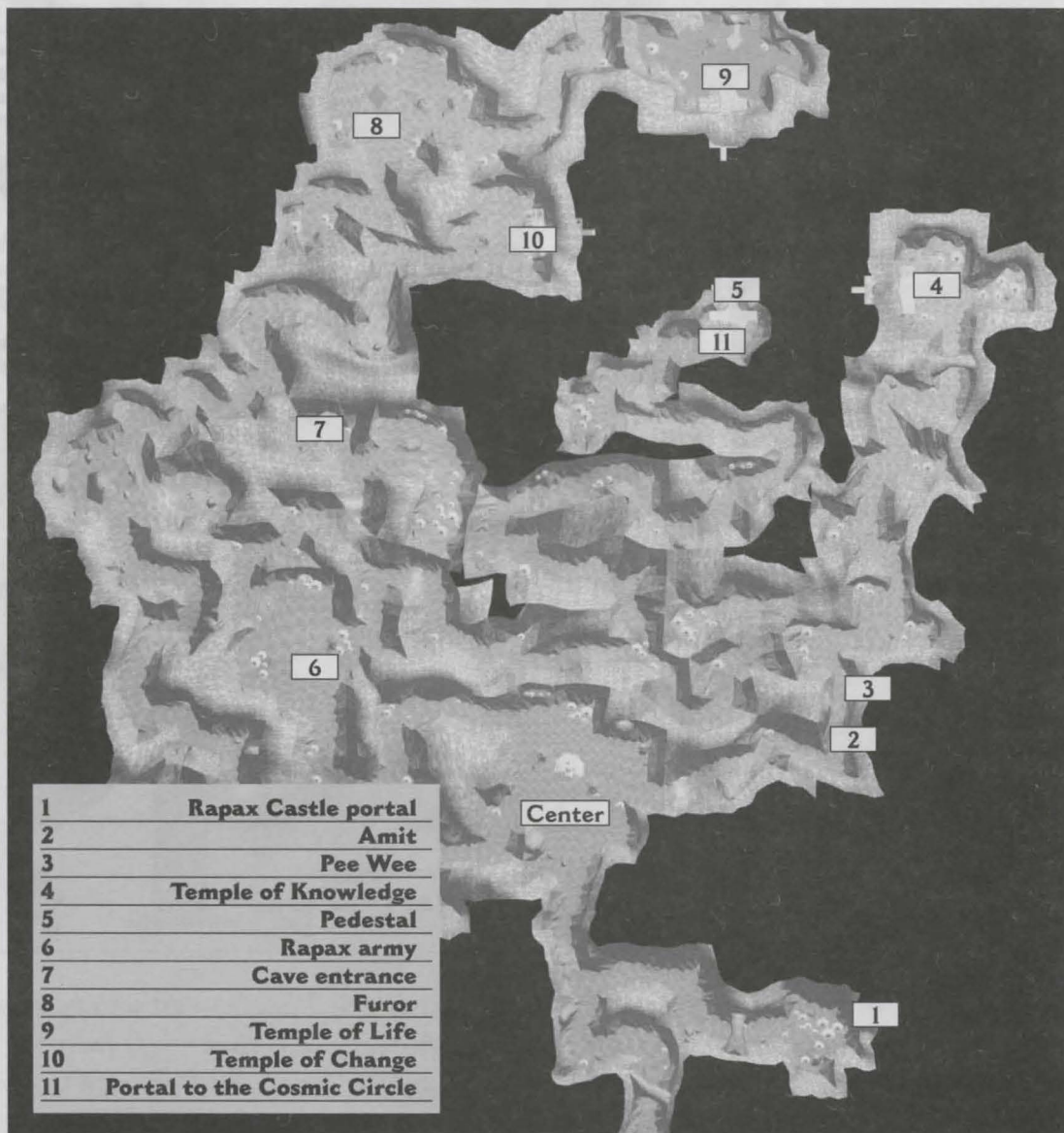


FIGURE 19.1:

Ascension Peak



Throughout the paths and cul-de-sacs of Ascension Peak, use your radar and Search skills to scavenge the many potions and ammo scattered about. March north to an encounter with some of the Dark Savant's Henchmen and perhaps a trio of Maddening Gazers. Use the canyon's rock wall to shield your party from some of the bad guys while you attack the others. Head east after the conclusion of this battle. Unlock the gate you find and talk with **Amit (2)**, who will ask for a wee bit of cash before letting you through his pass. You can either pay Amit or fight his pet Golem, **Pee Wee (3)** (see Figure 19.2). Despite Pee Wee's 1,000-plus hit points, the creature isn't that hard to take down as he rarely connects with his blows. Wade in close, cast Superman on your swordsmen, and slash away at the behemoth until it falls. Check out Pee Wee's alcove for a locked chest of goodies.



FIGURE 19.2:

Say hello to Pee Wee.

Continue north, fighting your way through Crystal Mares. They are susceptible to damage from Concussion spells, so keep some of these handy as you proceed. You'll also meet Maddening Gazers, which are susceptible to cold, hard steel. Alethiedes waits at the **Temple of Knowledge (4)** with a pair of riddles. Answer "knowledge" and "man" and you'll be permitted to pass through the doors and portal. Place the Destinae Dominus on the **pedestal (5)** inside; you're one-third of the way home. Return through the portal. You'll arrive in the center of Ascension Peak.

Move west to face the **Rapax army (6)**. Consisting of six Rapax Archers, six Templar Knights, three Templars, the Rapax Prince, and the daughter born of the union between your party member and Al-Sedexus, it's not all that impressive when the battle starts. It doesn't remain that way for long, however, as the Templars summon Elementals and the Prince and your daughter call in additional Rapax reinforcements. Fortunately, some of your Templar brethren will help out. Kill your daughter and the Prince as soon as possible. Weed out the massive force facing you with Death Wish and Asphyxiation spells, and then wade in and chop up the remaining troops.

March north to the **cave entrance (7)**. You may meet an IronWood Elder and a handful of Mountain Sprites on the way. The Elder is a level 25 Mage, so it's best to close





with both him and his pet Sprites and finish them with hand-to-hand weapons. A passage beyond the cave entrance takes you to a clearing populated by the 1,300-hit-point Dragon named **Furor (8)** (see Figure 19.3). Thankfully, Furor isn't as strong as its hit point totals indicate. Steel is your best bet here, although the Dehydrate and Concussion spells also damage the beast.



FIGURE 19.3:

Furor, the scaly one

Kill the dragon and head to the **Temple of Life (9)**, fighting Mountain Sprites and IronWood Elders along the way. An Oak Guardian and a handful of Cliff Sprites guard the temple proper. Cut them down and enter the building, where again you're confronted with a pair of riddles. The answers here are "life" and "Phoonzang." Enter them correctly and you'll be teleported back to the **pedestal (5)**. This time set the Astral Dominae in place there. Return via the teleporter to the center of Ascension Peak.

The final artifact can be found in the **Temple of Change (10)**. Head southwest from the center of Ascension Peak and then continue to follow the path as it bends north. Make no mistake, this road isn't an easy one to travel, as you'll meet a Souleater with more than 800 hit points along the way. This demonic beast has strong magic and is best dispatched at the end of your swords. Near the Souleater is a shallow cave where you'll find plenty of Barbed Arrows. Near the area where you fought the Souleater is a collection of Ta-Li stones that should be scooped up.

Continue north, fighting Hellspawns, 450-hit-point beasts with powerful Fire magic. Three Djinni of the Clouds and a Greater Demon stand watch over the Temple of Change itself (see Figure 19.4). Make sure that you have some Resurrection Powder handy before you fight these creatures, because you're almost certain to lose a couple of characters to these powerful mages. The Greater Demon can cast Nuclear Blast, Boiling Blood, and Quicksand; the Djinni can cast Draining Cloud, Death Cloud, and Toxic Cloud. Conversely, both the Demon and the Djinni are susceptible to Freeze Flesh and Silence. Additionally, a strong Banish spell can lay a real hurting on the Demon. Casting Eye for an Eye on one of your party is another good idea here, along with Silence and Paralyze.



FIGURE 19.4:

Fearsome guardians watch over the Temple of Change.

Frankly, the temple itself looks a little run down. Columns lie shattered on the floor, a fire burns in the corner, and the place could use a good dusting. The inelegant surroundings haven't dissuaded Aletheides, though, as he's waiting for you with two more riddles. Answer "change" and "Dark Savant" and you'll soon find yourself back at the **pedestal (5)**. Place the Chaos Moliri there and return to the center of Ascension Peak.

Now, all you need to do is head north to the **portal to the Cosmic Circle (11)**. Of course, it's not quite that easy. You'll have to fight your way through Sulphurous Scorchers and similar monsters on the lower side of the mountain. As you make your way to the top, Plumed Serpents and Bitter Wings will attack in a series of somewhat randomized encounters.

Just below the portal temple, you'll fight a Landslide and a Major Earth Elemental. The Landslide is a powerful being sporting 600-plus hit points and a strong punch. Weaken him from afar with Air magic and arrows before moving in for the kill. At the temple, you'll see the Dark Savant and Bela. Furious that you have deactivated his bomb, the Savant flees through the cosmic portal. Bela beckons you to follow him through to a final confrontation with the Savant.

The Cosmic Circle

Enter the Cosmic Circle. No map is needed here—the story and cutscenes will propel you to the ultimate meeting with the Dark Savant (as shown in Figure 19.5) and the book at the Cosmic Forge. You have three choices here: you may tear a page from the book (bringing Phoonzang to life), hand the Dark Savant the book, or begin writing in the book.

Tearing the page or writing in the book provokes the Dark Savant into opening battle with your party. This isn't a tough fight. The trick is to close rapidly and concentrate all of your power on the Savant himself. He'll summon Savant Henchmen to aid him against Bela and your party, but when the Savant succumbs to your fierce assault, the Henchmen will implode.

**FIGURE 19.5:***Meet the Dark Savant.*

Choosing to hand the book to the Dark Savant antagonizes Bela, and you'll then have to fight the winged half-demon. This battle is even easier than the one against the Savant. Bela has one-third of the Savant's hit points (330), and with the Savant's aid, Bela will soon die.

Which ending is right for you? Ah, you'll have to see for yourself; we wouldn't want to spoil the story.

S Y B E X

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The race for the Ascension has begun. The Dark Savant holds the Astral Dominae, and with it, the secret of life itself. Hundreds of vicious monsters, powerful demons, and shady characters stand between you and two other highly coveted artifacts—the Chaos Moliri and Destinae Dominus. Your quest is to obtain all three of these powerful relics. The catch: your party of adventurers is not the only one vying for the ultimate prize.

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Mark H. Walker is a former U.S. naval officer and a veteran Electronic Entertainment/IT journalist. He has authored or contributed to more than thirty books, including game user manuals, industry analyses, general computer books, and strategy guides. He has also written hundreds of articles for computer gaming magazines and websites.

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