Realms of Arkania I: Blade of Destiny Walkthrough

Creating a Party

The most important thing to have in the game is a good party. You can play with the party that Blade of Destiny gives you, I strongly recommend that you make your own party. In the Novice mode, the computer handles the skill increases for you; in the Advanced mode you handle them yourself. I recommend that you use the Advanced mode, as it allows you to control every aspect of your characters, especially skill and spell increases. Do not use the 'Choose Archetype' function in the generation program as it gives the unneeded attributes weak values. A good party should have two fighters (Warrior, Thorwalian or Dwarf) in it, as these characters will do a large amount of the fighting. You should also have a Magician, skilled in Combat spells, and a Green Elf of Silvan Elf (I prefer Green Elf). You can also have a Druid, but I choose not to have one. Although they have good Herb Lore and Nature skills, they are not very skilled in Combat spells (not having Fulminictus or Ignifaxus) and often they cannot do much in combat. They also cannot use metal weapons or armour, which is a major drawback. A Hunter can also be good, as they have good Nature and Survival skills, and can gather food and water efficiently. Don't bother with weak character archetypes like Jester, Rogue or Witch. These characters cannot do much, and their skills can be equalled by other characters. Witches have just about no offensive spells, and little other ones, and Dwarves can easily equal a Rogue's skills after a few levels When generating or levelling up characters, concentrate on getting good Haggle skills, Nature skills, Survival skills, Orientation skills, and Lockpick skills. At least one of your characters (preferably 2) should have good Healing skills (Treat Poison, Treat Disease, and Treat Wounds). These skills are invaluable on your adventures, especially if one of your characters has been poisoned while exploring a dungeon, etc. Elves should get good Perception/Danger skills, Nature skills, Herb Lore and Orientation skills, and Bambaladam, Lightning, and Fulminictus spells. Healing spells are also very useful. Nature skills will help the party when gathering food and/or herbs. Magicians should gain Spoken, Read/Write skills, also Ancient Tongues, Ancient Lore. Combat spells should be chosen as the preferred spells, but when levelling up, try for Horriphobus, Foramen, Penetrate and Transversalis. Transversalis is especially useful in dungeons and other places when you can't open a secret door or reach somewhere. One magic user should be able to cast the Dispell Domination and Dispell Transformation as soon as possible.

Beginning

At the beginning of the game you should stay in Thorwal and explore the town. All characters created in the Generation program can only be added to the party at the Temple of Travia in Thorwal, so experiment with different archetypes and decide which characters you want to go on the quest. The best healer is Noro Mystico, the best weapons dealer is Grollo, the best merchant is Stoerrebrandt-Grassberg and the best herbalist is Minna Musporeiken. A visit to the Four Winds Tavern at night may be useful, as you might hear the story of the Ship of Death. In the northwest part of Thorwal, near the Temple of Peraine, there is a magic college where you can have artifacts examined to see if they are magical. There is a dungeon to be explored in the west of Thorwal. To enter the dungeon, talk to Master Dramosch and he will let you

in. There are 4 floors and this is good for experience and there is some loot as well. You should frequent the taverns in the evenings, as the Hetman will make an announcement that he wants heroes to undertake a dangerous quest. To accept his quest, visit him in his office on the west side of Thorwal.

The Hetman

Go and speak to Hetman Tronde in his office. Tell the Hetguards at the gate that you are the heroes that the Hetman is looking for and they will convey you to him. He will tell you that he needs you to help him by going on a quest to retrieve the sword Grimring, which belonged to the famous Hetman Hyggelik, which will be able to protect Thorwal from an Orcish invasion. Ask the Hetman about payment and he will give you a Letter of Introduction, which will allow you to get supplies from Thorwal's Arsenal, and the name of one of Hyggelik's descendants, Isleif Olgardson, who lives in Felsteyn. **Hold on to the letter.** You need it to get one or more pieces of the treasure map that will lead you to Hyggelik's ruins. You can only get up to 30 Ducats' worth of supplies at the arsenal, but it costs you nothing.

Leaving Thorwal

Before you set out from Thorwal, take a moment to check your characters. Make sure that they have enough rations and water, and check their hunger and thirst levels. While camping in the wilderness, it is possible to hunt for food and water, but you should be prepared for the worst. Make sure that your characters are well armed. If necessary, visit a blacksmith or weapons dealer to get the appropriate equipment. Also make sure that each character has some Whirlweeds on them for healing. Whirlweeds are cheaper than Healing Potions that restore the same number of LPs and can be stacked on a single space. However, if you find Healing Potions in dungeons, do not hesitate to use them if necessary. Keep Potent Healing Potions (which restore up to 30 LPs) and Miracle Cures (which restore all your LPs) until you *really* need them. One or two Magic potions for each magic user may also be a good investment, especially if you are going to be doing lots of fighting. Magic and Potent Magic Potions can also be found in dungeons. Also carry a sufficient supply of rope – you may need it to build a bridge.

The marshes along the Bodir River are dangerous. Save before attempting them, as you may lose equipment, and catch 'blue cough'. If you happen to lose the Letter of Introduction that the Hetman gave you, reload because you need this letter later on in the game.

All dungeons are laid out in a square. If your map does not have a complete square, then you have missed something e.g. a secret door.

On the road from Skjal to Ottarje, there is a cave inhabited by spiders. This can give experience.

On the road from Ottarje to Daspota, there is an abandoned inn where you can stay the night. There are lots of undead creatures in both the inn and the cellar, giving your party good experience.

Going from Phexcaer to Hermit's Lake some Gryphons will bar the way. You should offer to leave a security with them, as they will then ask you a riddle. "Unbroken it moves all things, but take away half and it becomes their end". The answer is **wheel**.

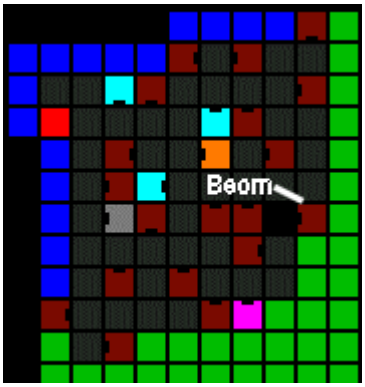
On the road from Daspota to Rybon, an adventuress will meet you and tell you that the Daspota treasure is on the road from Rybon to Thoss.

In Upper Orcam there is a Dwarven dungeon, with a treasure of 400 Ducats at the end. Use the statue with the movable arm to cross the pit.

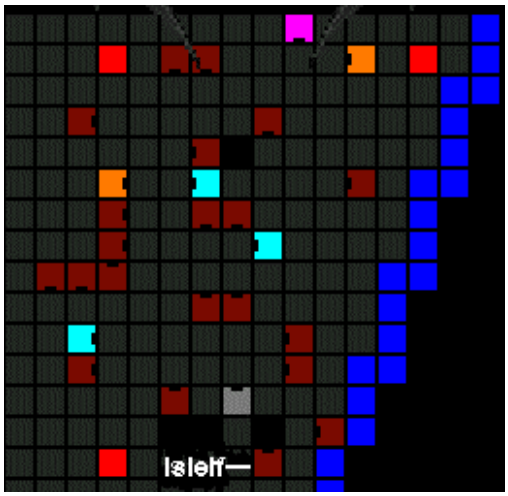
The Quest

(Note: These do not have to be done in any particular order, but I would advise talking to Beorn Hjallasson and Isleif Olgardson first)

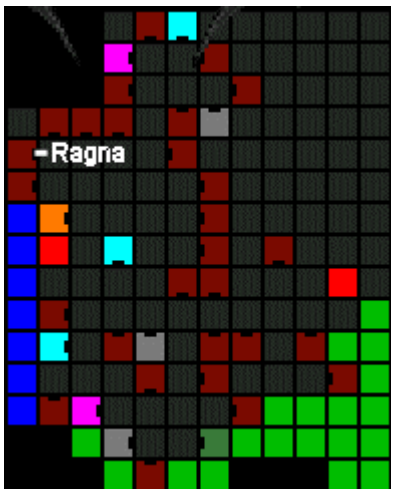
Go to Angobodirtal and talk to Beorn Hjallasson. He will only give a map piece when you keep on abusing him. Save before you visit, as it is quite difficult to get a map piece from him.



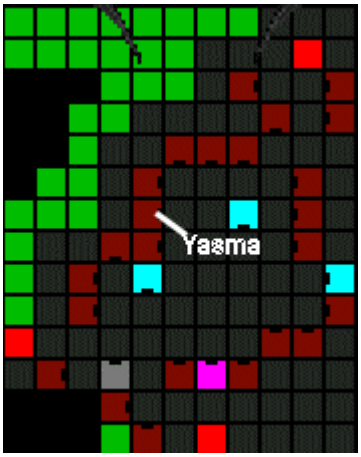
Continue to Felsteyn and talk to Isleif Olgardson. He will give you a map piece. Both Isleif and Beorn will give you names of people who can help you; you should record these and follow them up.



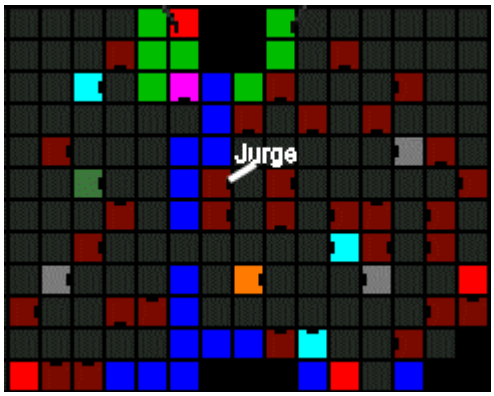
Ragna Firunjasdotter lives in Vidsand and will only part with a map piece after a polite request to look at it. If you ask her if you can keep the map, she will only let you look at it and not take it. You have to be careful what you say to her, as if you even slightly offend her, she will not give you the map. Save before talking to her.



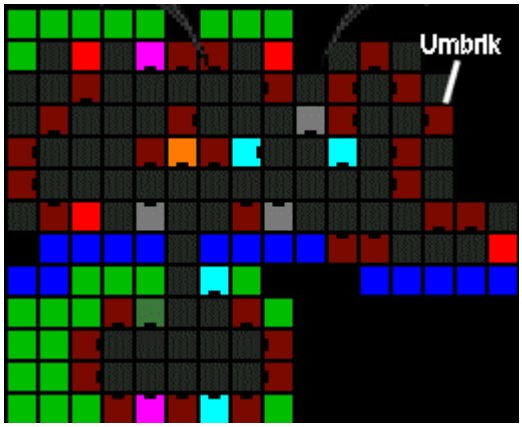
Yasma Thinmarsdotter used to live in Clanegh, but has now moved to Thoss. She used to own a map fragment, but it was stolen by a dark mage. She will tell you where to find him. His fortress is on the road from Thoss to Rybon. Use the bag the Orcs were carrying when you first entered to open a door and continue into the rest of the fortress. An Elven woman will approach you and give you a vial of Elixir of Courage. A lot of the entrances to the secret passages look just like walls, but to find out which are walls and which are entrances, just try to walk straight through them. The spell 'Penetrating' comes in useful here. You will have several encounters in the secret passages with magicians and Orcs, and when you finally defeat the dark mage, the map fragment will show up on your screen.



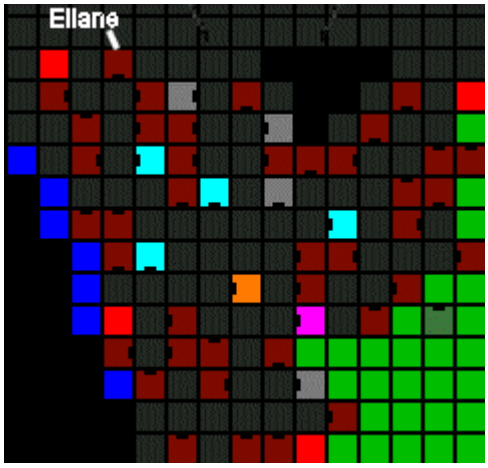
Jurge Torfinson lives in Skjal and he will demand to see the Letter of Introduction you got from the Hetman before giving you a map piece.

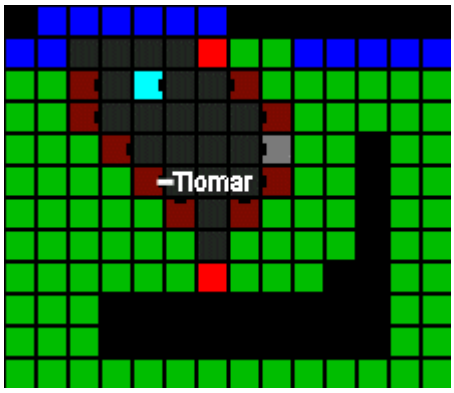


Umbrik Sevenstones lives in Orvil, and he will ask you to destroy the dark Druid Gorah before giving you a letter to help you get a map piece. His hut is on the road from Orvil to Ottarje, and his sign is 3 hawthorn bushes in a row. You have to bring Umbrik his rune bone. Go into the clearing and fight him and his wolves. Try to kill them as quickly as possible, as some Harpies and a forest lion come to join in the fight, and then Gorah summons a demon. Your Magician should try to attack Gorah as soon as possible, keeping his distance and using Ignifaxus or Fulminictus to kill him. Preferably, two characters should attack Gorah, as he can only attack one at a time. When he is dead, search the hut. The rune bone that Umbrik wants is in the chest, but go back to Orvil and save before opening it, as the lock is poisoned, and if your party leader fails to pick the lock, he will get poisoned and die. For this reason, it is good to have one of your characters skilled at healing.



Eliane Windenbek lives in Varnhome. She tells that she will give you a map piece when you have done her a favor first. She tells you that the Nameless God is trying to get a foothold in the North, and that there is a Temple of his on Hjalland. When you destroy the temple, she will give you a map piece. To do this, go to Ljasdahl (the largest island in the Gulf of Prem, and once there, you will find a signpost that leads all the way around the island and back to Ljasdahl. On the way there, you will find the Temple in the cellar of an old stable. Go down and explore, but there are lots of cultists, so carry plenty of Whirlweeds. There are also some crossbow traps in the floor, which do significant damage to your party members. On the second floor there is a chest with a crystal as a lock. Save the game before attempting to open the chest. The chest can be opened by either a Destructibo or Ignifaxus spell. One of them will work, just keep reloading and trying again. Watch out for the pit in front of one of the doors. If it is dark enough, your characters will fall in. When you come to the wall with the lever, get one of your characters to hold it down (preferably your weakest character), as it will reveal a secret passage in the north of the map. Go through the passage and fight the priests. When you have killed them, take the black figurine that is on an altar somewhere in the room. There is also a chest with a coronet in it that increases Magic Resistance, but save first as the chest is poisoned. Take the black figurine to Eliane and she will give you a map piece.





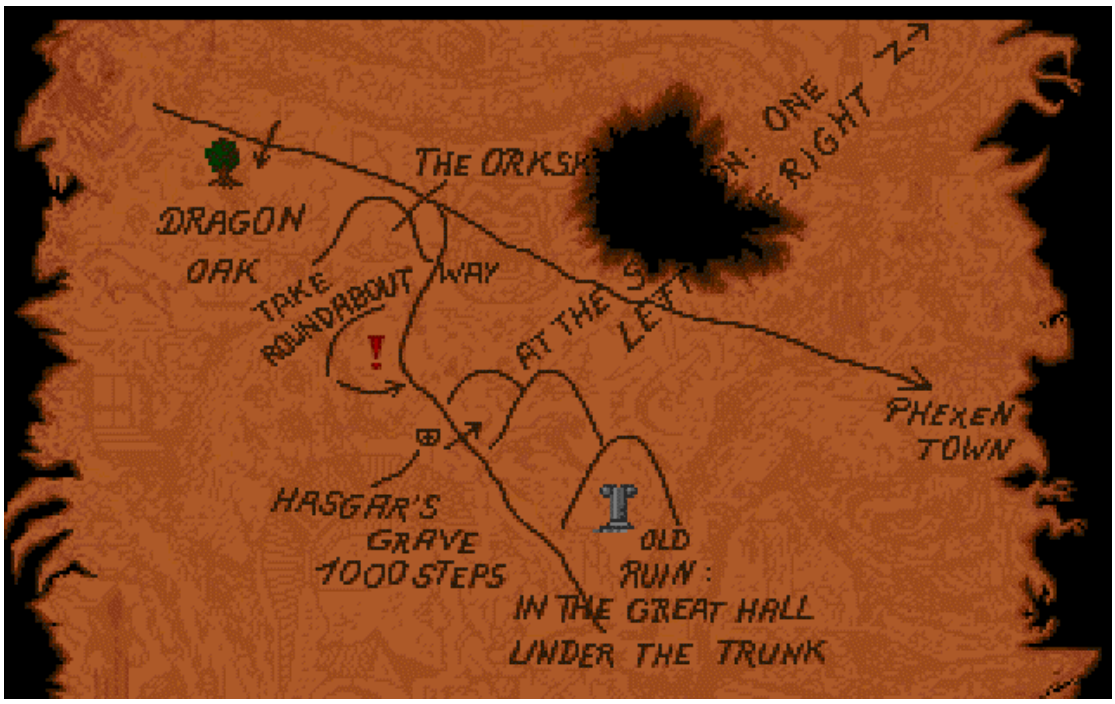
Tiomar Swafnildson in Brendhil will only give you a map piece when you present him with the Letter of Introduction from Umbrik Sevenstones. If you try to visit him without the letter, he will not be there.

Swafnhild Egilsdotter lives in Skjal, but she is usually at sea aboard her ship 'Pride of Hjalland'. You will meet her at a port at some stage during your travels and she will take you to Aryn to get a map piece. She will then drop you off at Prem or Ottarje, depending on where you want to go.

Treborn Kollberg is a travelling merchant whom your characters will meet at some stage during your travels. He will offer to sell you a map piece for 60 Ducats, but he will allow you to trade with him to get the funds. If your characters should decline to purchase the map fragment, they can visit him in Clanegh.

The Unicorn can be found on the road from Phexcaer to Hermit's Lake. If you remain calm and do not draw your weapons, it will go away to get a map fragment. You may have to return in a week's time.

Once you have collected all the map fragments, the map should look like this:



Retrieving Grimring

Now that you have all the map pieces, you should go to Skelellen, and travel to Phexcaer. On this route, you should come across a cave inhabited by Orcs. In this cave you will find an Orcish battle plan. It tells you that the main Orcish army camp is somewhere between Phexcaer and Hermit's Lake, and that the Orcs intend to attack Thorwal in the last week of Peraine in Year 17 Hal. There will be a chest with a riddle on it: 'Who is the Lord of Death, Master of Blood and revenge?' The answer is 'Tairach'. (It is on one of the statues in the same room as the chest). Inside the chest is a Red Moon Disk, which I haven't found a use for yet.

Travel from Skelellen to Phexcaer again, or from Vilnhome to Phexcaer, and your party will find the path to Hyggelik's ruins using the map. You will come across a ruined castle. Proceed with caution, as there is a lot of rubble where your characters will injure themselves, so carry plenty of Whirlweeds. In the northeast room, the eastern wall will be littered with rubble, and the game will ask you if you want to search the rubble. At one spot, you will uncover a chest with a ladder in it leading to the second floor. On the second floor, your characters will come upon a large door with no lock, but with mirrors to the north and south. Split your party and move one to each mirror. Have each party pull the lever, and then have one party go around and try and join with the other one. The game will tell you that you can only shake hands through the mirror. Take your active party back to the mirror on their side, and pull the lever again. This time the game will give you the option of pulling the lever in the corridor behind the mirror. Pull this lever and have your other party do the same. The door will open. Continue through the door. If you see any gold coins on the floor, **do not pick them up,** as they are cursed and Hyggelik will not give you his sword if you do. The same goes for any of the chests with treasure inside. You will then fight lots of Zombies, which are relatively easy to kill. Save your magic for the final fight, where there will be two Skeletons as well as the Zombies. Kill them all and Hyggelik will appear. Ask if he is Hyggelik and say that you are there on the Hetman's orders. You will then tell him your story, and he will give you the Grimring Sword.

The Final Battle

Take Grimring and go back to Phexcaer. Then travel from Phexcaer to Hermit's Lake, with your strongest character (and preferably the one with the best Sword skill) carrying Grimring. About halfway, your characters will set up camp until the Orcs attack (or will attack them if they are already there). Once the Orcs arrive, the character with Grimring will challenge the Orcs to a fight. They will give you half an hour to prepare. Drop all non-essential items, like food, hammers, crowbars, etc to give your characters as many Movement points as possible. You will then fight, and hope that the Gods are with you during this battle. Once all the Orcs are dead, enjoy the closing sequences. After everything has finished, you will then be able to save your game for the second game in the Realms of Arkania series, Star Trail.

Appendix: Map of Thorwal and environs

Written by Drizzt Do'Urden

s-inglis@clear.net.nz
Drizzt_DoUrden52@hotmail.com