

Dead Stones and the Coming of Doom Bastions.

Gluttony: Needed to get into the first coming of doom at X:49 Y:42. It will arrive on Day 35 of the adventure on an island northeast of the city. To get to the island, you can walk on some rocks from the northern side of the lake. The dead stone can be found in the secret Doomsayers hideout that is underneath the queens castle. To get a map to this hideout, see Bumpus in the kitchens inside the queens castle at X:56 Y:62

Hate: Needed to get into the second coming of doom which arrives several days after you destroy the first coming of doom. The dead stone can be found on a patrol of barrow trolls outside the second coming. Once the second coming has arrived at X: 7 Y: 9 Wander around the bastion until you are jumped by a raiding party of barrow trolls. This is a must win battle as you need to get the dead stone they are holding in order to enter the second bastion.

Fear: One of 3 dead stones need to enter the third Coming of Doom. To find this stone you must go to X:79 Y:56 Once inside that cave, walk east until you encounter a large group of Grekle guarding a cave X:32 Y:7 Inside that cave is a pit with a pulsating light. To get past that light you must use the ENCOUNTER button. USE a Mirror or cast the spell, PORTABLE HOLE, DIG, or MOVE EARTH.

Jealousy: One of 3 dead stones need to enter the third Coming of Doom. To find this stone you must go to X:49 Y:21 This leads through a tunnel to a small pyramid where you can get the stone.

Anger: One of 3 dead stones need to enter the third Coming of Doom. To find this stone you must go to X:39 Y:83 This leads through a tunnel to a small pyramid where you can get the stone.

First Coming

This bastion is pretty easy. It consists of two square floors. Once you enter, go to X:66 Y:16 to go to the top level. You will have to fight a couple of battles against some Earth Elementals to get there.

On the second floor, there is a place you can rest at X:65 Y:56

At X:70 Y:57 is a room full of mindless slime demons.

At X:63 Y:55 is a room full of beasts of burden.

At X:70 Y:50 you will encounter Lord Pusswart. There are a couple of ways you can handle this guy and some are better than others. You can either fight and destroy him then and there OR you can cooperate a bit.

Your best bet is to help him out. If you do, you will be teleported to fight HUNTOO. Once you are teleported to fight this guy, you can't get back until you have killed him. Inside HUNTOOS quarters is a door that leads to one of the best treasures of the game. The Hammer of Thor +7. It is also capable of casting a Quake Spell which does some pretty good damage.

You can destroy this bastion by either killing Lord Pusswart OR by completing his mission. If you complete his mission, he returns to the Abyss.

Second Coming

There are a number of battles in this bastion. The goal to the destruction of this bastion is killing the commander. The commander is a Neo-Viperion and can be located in the upper level. To reach the upper level you must enter one of a group of teleporters. They are located in a room at X:12 Y:45 Each of the three teleporters will take you to a different room that are all connected via secret passages. There are four rooms. The commander is in the room that is in the southwest corner of the second level.

At X:15 Y:4 is the teleporter back to the first floor.

At X:14 Y:11 is a Viperion priest who will help you destroy the commander in an effort to save his soul from damnation.

At X:3 Y:15 is a secret door that leads to the commanders quarters. After killing the commander, the bastion will begin to fade. If you are inside when it does your dead so beat feet and get out as fast as you can. At X:1 Y:9 inside the commanders quarters is a magic items called Fistful of Missiles.

Third Coming

This bastion has a lot of cool stuff and is pretty hard as far as getting through it. The big question that is on mind of everybody:

Q: How do I get that axe? A: Use a potion of gaseous form. The axe is on the ethereal plane and you must become ethereal yourself to grab it. Once you do, the potion will wear off and you will return to the material plane dragging the axe with you. This axe rocks as its a two handed axe +4. BUT, because it was on the ethereal plane it retains many properties of that plane. It only weighs 4 gold pieces. Due to its light weight, it can be wielded with only one hand.

At X:81 Y:7 is a crack in the floor that will take you to an underground hive. Shadow mites are guarding a strange breeding experiment that is being performed by the commander of this bastion. (A necrowizard). To destroy the experiment, click the Encounter button and perform the physical action of "Puncture the Cell" DO NOT cast any flame or electrical based spells. If you do, you will be in a hellstorm of flame as all the wax will catch fire and you will get pretty toasty.

At X:73 Y:81 is an animal pen. After you defeat the creatures, go to the back of the room at X:75 Y:78 and search the north wall. Its a secret tunnel that leads to a room filled with dead behemoth bodies. Click the ENCOUNTER button and cast ANIMATE DEAD. This will animate one of the dead bodies that will lead you to where the Necrowizard is. DO NOT puncture the abdomen of the critters as this will get you all covered with carrion worms. (Not a pretty picture.)

On the body of the dead Necrowizard will be one of the two dead stones you need to get into the 4th Coming of Doom.

There are some other things to do in this bastion, but that covers the ones that you may not be able to figure out on your own.

Fourth Coming

To find the 4th bastion, you need to go to X:89 Y:40 and enter the Renthou Gap. This will take you to the great Whitecap Mountain Valley.

In the valleys, go to X:75 Y:43 to find the 4th bastion. This bastion is where you will be able to gain access to the Abyss. There is a transporter to

another bastion in the Abyss. When you enter the transporter you must say a magic work of activation. To activate this transporter to the Abyss you need to speak the word "Shirak"

You need two dead stones to gain access to the 4th bastion. One you should have gotten on the dead body of the Necrowizard in the 3rd coming of doom. The other is located in a small pyramid at X:19 Y:2 in the valleys of the Whitecap Mountains.

When you approach the 4th coming, you will get the option to wait. If you do, a force of Ice Titans will arrive to do battle with the force that guards the 4th bastion. If you play your cards right, you can get two NPC ice titans to join your party.

At X:81 Y:7 is a crack in the floor that will take you to an underground hive. Shadow mites are guarding a strange breeding experiment that is being performed by the commander of this bastion. (A necrowizard). To destroy the experiment, click the Encounter button and perform the physical action of "Puncture the Cell" DO NOT cast any flame or electrical based spells. If you do, you will be in a hellstorm of flame as all the wax will catch fire and you will get pretty toasty.

Once inside the 4th bastion, go to X:42 Y:12 to find a long dead body behind the wall. Inside the body you will find Hedras Dagger. It's a huge +3 dagger that takes 2 hands to use. It can only be used by Fighters, Monks and Rangers. (Not too useful) On the floor is a copper disk. If you click the Encounter button and cast TOUNGES, it will reveal the command word to activate the portal to the Abyss. "Shirak" is the word.

At X:45 Y:6 is a room with a bunch of fire crabs. They are eating the dead bodies of all types of creatures. A few of the bodies are ice titans. If you have the two Ice Titan NPCs with you, they go bezerk and dive into a battle to destroy the crabs.

At X:41 Y:23 A special room. If you have Gilthanus (Ice Titan NPC) he can divine the command work to getting to the Abyss from his god.

At X:40 Y:43 A secret wall that gets you to the portal to the Abyss. When you return, you will have to locate several hidden walls to navigate your way out of the room that has the portal. (Pretty easy to do)