

# WRATH OF DENE THENOR

Based on the Nordic myth of a prince who made a pact with the devil, this one-character scenario unfolds on Nisondel and three other mini-continents linked by Inter-dimensional Doors. Your target — Lord Denethenor. This is an introductory-level game so combat and magic are simplified and take place on the surface map, as is character development: You earn Hit Points for walking around and don't have to amass experience points because your character cannot advance to higher levels. Finding the magic spells and figuring out which objects are needed to cast each one are the only real puzzles, and they are fairly easy. The birds-eye view is also less than demanding.

Programmed by Christopher Crim, the game will look familiar to *Ultima* fans, for the resemblance of its graphics and interface—towns, shops, prisons and ships—is striking. For that reason, and because it is easy, anyone who has ever completed an *Ultima* may find *Wrath* disappointing. However, the novice adventurer can feel a thrill of victory without being too frustrated by the trickiness and difficult stumbling blocks of harder games.

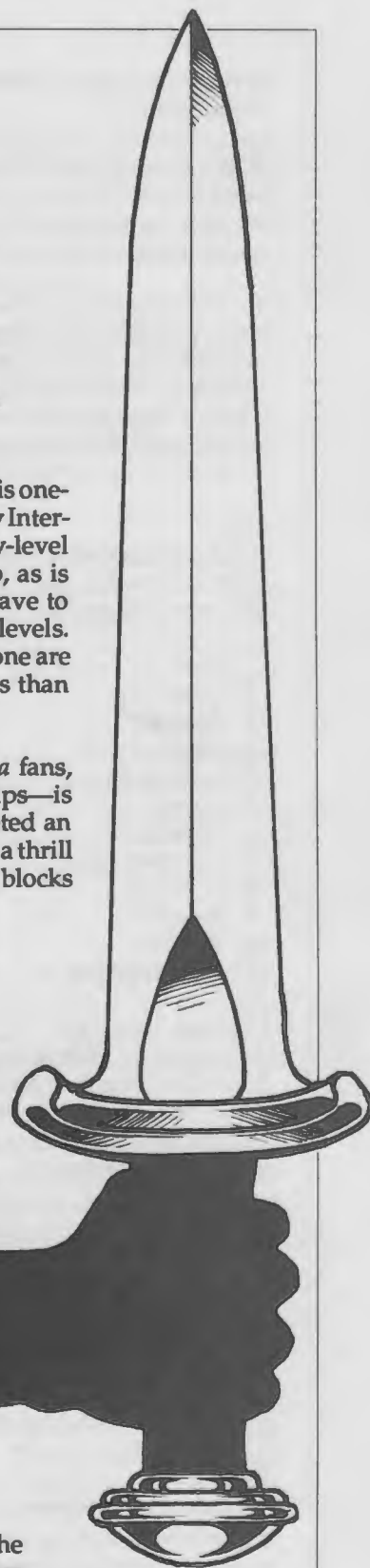
## The Walkthrough

### Character Creation and Development

You only have one character and can't make any decisions about him, so there's little to do until he gets his feet on the ground. With no experience points and levels to strive for, you can concentrate on developing Strength, Intelligence, Stamina and Hit Points. Strength is boosted by purchasing a stronger weapon. The best one is a rapier sold in Solrain

Argoth on Nisondel for 1,950 gold. Intelligence, which lengthens the effects of your spells, is enhanced by talking to the Lords in Castles Solrain, Mirrih and Estrine. Like Strength, the maximum is +30. Just

buy food to build up Stamina, which is vital for survival. Buy as much as possible early on, for it gets very expensive as you progress. Watch out for Demonglow, which eats up Stamina points. The safest place



to rest is in a spot surrounded by mountains on three sides. (Don't use a torch while resting; it attracts bloodbats.)

This is also a good combat tactic since you can only be attacked from one side. Once you learn the Monsrol or Inslerete spells, use them instead of combat spells, which use up more Stamina and destroy any gold or objects you might otherwise obtain, but combat is essential for obtaining magical items and gold. After acquiring enough food, weapons and armor, you will find it easier to avoid combat.

To conserve on charms, enter a town and use them to open all the locked doors and find where the important items and clues are hidden. Then turn off the computer and reboot. You'll have the necessary information and all your charms, which you can use to rob banks and perform other useful chores. If planning to loot labyrinths for treasure, map them with the Specere spell. (Except for Mount Restorn and its gold, maps provided here show only the best route through each dungeon.) When you identify a Door's location and destination, mark these on the map in the manual. This will be handy because you may want to return to an island later.

### Magic

You are supposed to find and converse with characters in certain towns to learn the spells, but the program does not check to see if you have done so. That means you can just type in the name and cast away. It's still more fun to discover these things on your own, but this chart will be handy if you get stuck.

Spell	Item	Where Found	Effect
1. Tulicarne	torch	Backwoods	lights torch
2. Specere	scroll	Castle Solrain	shows map
3. Monsrol	pendant	Lake Fionell	suspends time
4. Inslerete	dust	Lotrus Amphitheatre	invisibility
5. Lethren	return	Castle Drawn	casts Demonglow
6. Elresire	return	En Siev	mass damage
7. Desapar	return	Banshee	mass damage
8. Netrelon	charm	Solrain Argoth	opens locked doors
9. Resonim	return	Castle Mirrih	dispels Demonglow
10. Wethrir	return	Dry Gulch	magic bolt
11. Urenduiresex	return	Castle Denethena	kills Denethenor

### General Tips

Talk to all the characters for clues; none are hard to find and you won't have to solve riddles or puzzles. A cardinal rule is to always talk to a pub's bartender and buy a round for the house before approaching other characters. Otherwise you will start a brawl and will miss valuable clues. After robbing a town, you will be a wanted criminal for about a day before it is safe to return. Monsrol or Inslerete spells simplify any bankrobber's work. There are no trading posts after Mount Karibae.

### Nisondel

Nisondel is a good place to develop and equip your character. Go to Backwoods to buy a dagger and mfbso Uvmjdbsof tpvui of upxo. As soon as possible, visit Tpmsbj0 Bshpui and mfbso Ofusfmpo. Then head for Castle Solrain to raise your Intelligence. You can also buy armor here and mfbso Tqfdfsf in the spzbm qvc. Check out Esz Hvmdi for the Xfuisjs tqfmm. N. (through the soup kitchen door). A Cleric there will heal you for 50 gold. After acquiring four or five torches, enter Firetrench (see map) and cross to Pescara Bay. Steal a ship. When you've got at least 5,000 Hit Points and 2,500 Stamina, sail to the large island northwest of Nisondel and enter the Interdimensional Door to Cestiona.

### Cestiona

Go to Mblf Gjpfomm to learn the Monsrol spell from the cleric in the dpoep opsui of the nbmm. You can buy a handsword if you missed the rapier in Nisondel. Then proceed to Mirrih Argoth and rob it. Be sure to use the Ofusfmpo spell to open the door that has xbufs cftjef it. Do so with the "open door" command and you may espox. Bash heads until you have 2,360 gold to spare, then go to the Dimension Door south of Mirrih Argoth: from Argoth move 4-S, 6-E, 6-S, 7-W, 1-N, 2-W, 5-S, 1-W, 4-S, 7-E, 3-S and 2-E. (or go there anyway if you have enough items to sell to raise this amount, because you need a ship to reach Mount

Karibae to sell things and buy torches).

This maze takes you to the large island southeast of Cestiona, where you will find the Bay of Mirrih. (Do not rob it until you have visited the Castle.) Go there and buy metal plate armor. Then steal a boat and sail to Castle Mirrih. See Civj in a opsui dfmm in the evohfpo for the Resonim spell. Talk to Lord Mirrih to raise your Intelligence, cvu gps opx epo'u xpsxz bcpvu the hemlock he wants you to find. Return to Bay of Mirrih and steal another boat. Dock it as close as possible to the gold storerooms and rob them. Then escape on the boat. Avoid the "Hole" labyrinth, which has no clues and little treasure.

Before leaving Cestiona, make sure your Stamina and Hit Point levels are high. Don't use the Interdimensional Door on Cestiona's southeastern shore, for it leaves you stranded on an island. Instead, take the one on the opsui fsonptu of the uisff jtmboet opsui xftu of Cestiona, which has a dead tree on it. Cast Resonim before leaving the boat, because the island is protected by a spell. Enter the door and you emerge on a small island. Enter this island's other door and you will appear just east of the Deledain Penetentiary in Arveduin.

#### Arveduin

Go to Castle Estrine and talk to Lord Estrine for an Intelligence boost. Steal a ship and rob the castle. It's an easy one, so return and rob it several times if you need gold. Sail to Castle Drawn to mfbso Mfuifsf jo uif upq ps cpuupn "nba" (see map). Then rob the Dead Forest Inn and pick up Jotmfsfuf at Mpuvt Bnqjuifbusf. In the group of rocky islands off the southernmost shore of Arveduin you can find a cave full of booty. It is visible only while a Monsrol spell is in effect, and you have to get out before the spell wears off. Otherwise the cave gets flooded and you may drown.

Several Dimension Doors lead from Arveduin to Mystenor, but most are dead ends. Enter any you find and cast Specere to observe their locations in Mystenor, then return to Arveduin. To find the real Door cvnq bmpoh uif dpbtu as you tbjm vq the opsui tipsfmjof. A secret passage will open up, leading to the Mt. Restorn labyrinth. Rob the gold and follow the map to exit the labyrinth, where the Interdimensional Door will take you to the Isles of Bregalad. But don't go until you've got at least tjy uipvtboe Stamina and Hit Points. Also take lots of gold.

#### Isles of Bregalad

You arrive just west of En Siev. Before entering, cast Npotspm to avoid combat with hordes of monsters. Then go in and head S. Enter the large building to the W. and go straight for the wbvmu in the tpvuifbtu part of the building. The labyrinth there leads to the real En Siev. Here you can load up on pendants, charms, scrolls and dust at the shop (maximum 99 of each), and mfbso uif Fmsftjsf tqfmm, xsjuufo on the xbmum in the cbs. Exit via the wbvmu, again using Npotspm.

Go S., get a ship and sail around exploring. Stick with your original ship until you've visited the Banshee and Swim Thru Dock, otherwise you may steal someone else's and then nobody will talk to you. The Banshee is found in the southwest corner of the island where Limbar's Fortress is located. (See the map in your manual.) There is another Banshee, but it is flooded and worthless. East of the real Banshee, the Bank of Denethenor is very easy to rob.

Ignore the island surrounded by light, since it is inaccessible from here. You can reach it later. Instead, sail to the far side of the npvoubjot opsui xftu of En Siev and enter the jomfu that goes south to a labyrinth. Make sure you have at least 7,000 Stamina and Hit Points before entering, then cast Monsrol. Upsdift xpo'u xpsl in this short maze. Go south until you can't move, then east until you hit a wall, and repeat these steps until you exit the maze. Then go to Shadowmere and buy lots of food. You need maximum Stamina and Hit Points, because the game gets nasty from this point on. Remain in Shadowmere (or just outside if you need to rest) until about 11:45 PM, when you should be in town, near the area where you entered. At njeojhiu an Interdimensional Door appears near here. This goes to the center of Mystenor. Upon arrival, cast Tqfdfsf to get your bearings, then go SE. and N. to the peninsula in the center of the lake. At the end you'll find the Red Sands labyrinth (see map). Enter it and exit in southern Mystenor.

#### Mystenor

Cast Specere again and move E. past the dead tree. When you can, start moving E., then N. to the

mountains. Move S., E. and N. about ten steps each. When you find a *tnbmm pqfojoh* along the water, follow this narrow path to *Sorie Gulch*, one of the game's most difficult obstacles. Enter and move to the far NW. corner, up against the wavy light. Cast *Npotspm boe Sftpojñ*. Move N., then E. (avoiding the red grass in case your *Resonim* wears out). Find the wall to the N. and move E. along it. Above the east corner you'll see a door with a wizard on the other side. Cast *Npotspm boe Ofusfmpo*, kill the wizard and go west through a tunnel in the wall.

Head N. about 20 steps when you leave the tunnel and cast *Jotmfsfuf*. Get a boat and sail SE. out of *Sorie Gulch*, then west to a lake with an island in the center, the big one due north of *Red Sands* on the manual's map. Dock your ship on the north side next to the wavy light. Cast *Resonim* and go to *Castle Denethena*. Buy food and exit to rest if you need to restore *Hit* and *Stamina Points*, which should be at least 9,000 before proceeding. Then kill *Lord Denethenor* and *jnnfejbufmz npwf poup ijt uispor*. The castle turns to rubble and you *mfbso uif gjobm tqfmm, Vsfoevjsftfy*. Exit and head for the *Interdimensional Door* on the island's northwest corner. Cast *Monsrol cfgpsf foufsjoh*. The door goes to *Death Meadow*. Go about 30 steps E., then 35 N. to the *Interdimensional Door* just east of the sign. If unsure, cast *Specere* and look for a *cmbdl trvbsf*.

Enter this Door and you will emerge on the island surrounded by light in the *Isles of Bregalad*. Slay the monsters and converse with the cleric, *Janai*, who gives you the *ifnmpdl* requested by *Mipse Njssji*. Reenter the Door and you'll come out in the mountains with a Castle to the south—the *sfbm dbtumf pg Mipse Efofuifops*. If your *Hit* and *Stamina Points* are not 8,000+ (or you just want to play it safe), take the hemlock to *Lord Mirrih* in *Dftujpob* and he will boost your *Intelligence* to +30. You can also increase your *Stamina* and *Hit Points* on the way back. To do so, reenter the door you just exited and you'll come out *opsuixftu pg Dbtumf Efofuifob*. Sail E., then N. and W. to the south bank of the river, halfway between its two bends. Dock the boat and go SW. a short way to an *Interdimensional Door* that is ringed almost completely by mountains northwest of *Red Sands*. This goes to *Arveduin*. From there take the Door east of *Deledain Penetentiary*, then the one on the small island to reach *Cestiona* and *Castle Mirrih*.

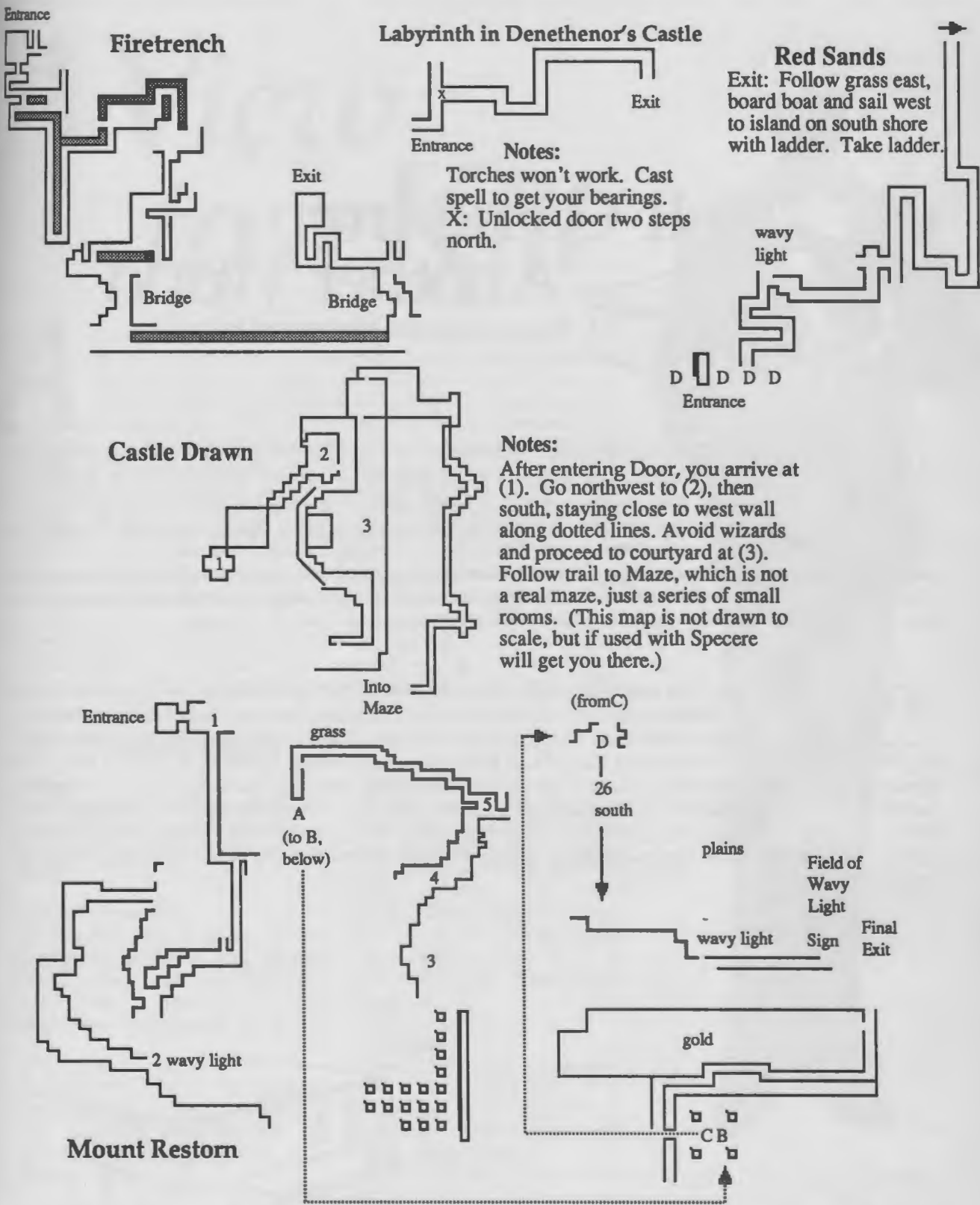
#### Lord Denethenor's Destruction

In the Castle, *Npotspm* spells won't work, but you can use *Jotmfsfuf*. Enter and *hp evf T.* until you see a *mbeefs*. Cast *Inslerete cfgpsf* entering the labyrinth. See the map for directions, and cast a *Specere* now and then to get your bearings. (Even with a map this is may take a few tries because torches won't work here.) When you exit, go west to the brickway and continue NW. to the place where the brickway narrows to one space. If you pass through this arch without first casting *Jotmfsfuf* you will *ejf jotuboumz*. If your *Intelligence* is +30, cast *Inslerete* and move up to the wavy light, then cast *Resonim*. Move W., open the door with *Netrelon* and go to the intersection.

If your *Intelligence* is under 30, you will have a harder time. Cast *Resonim* and wait for the *Dreyx* to attack you. Hopefully a number of them will be killed when the spell wears out. Kill any that make it across, then cast *Inslerete* and pass through the arch, *tupqgjoh bu uif xbwz mjhiu* to cast *bopuifs Sftpojñ*. Move W., cast *Netrelon* on the door and go west to the intersection.

From the intersection go south through the door and follow the brickway to the south, then east until you see two doors. Open the lower door with *Netrelon*, stop at the wavy light and cast *Resonim*. Move E. to the last cell on the south side and cast *Netrelon* to enter. Go S. through the wall to the wavy light. Cast *Resonim* and go E. along the path formerly occupied by the light. Stop at the next brick junction, where you see *bopuifs xbwz mjhiu up uif opsui*. Keep casting *Resonim* and go N. past the next two brick junctions until you see a hole in the west wall.

Move W. through the hole until you reach the light, then cast *Sftpojñ* and go S.. Cast *Inslerete*, move SW. around the corner and line up horizontally, not diagonally, with *Lord Denethenor*. Then cast *Vsfoevjsftfy*. When the magic word is spoken, the *dbtumf dpmmbqtft* and you're *ufmfqpsufe up tbgfuz*.



From south door at (1), go to wavy light at (2), cast resonim, then east and north to pit at (3). Take boat at (4) to door at (5), then enter Dimension Door at (A). Arrive at (B), get gold north of there and enter Door (C) to reach (D). Go south and southeast through door to field of wavy light and take ladder east of the sign.

# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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