

## Star Trail : Realms of Arkania II

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### WHAT IS STAR TRAIL?

The game comes with a manual, reference card and a fold-out colour map of the realm. The map covers about 400 by 300 miles of land, and has over a dozen villages/towns marked on it. The manual is 70+ pages, thoughtfully written and well indexed. There are no details of monsters or weapons in the manual, but there is enough info to get you going and involved in the game. A separate clue book (I don't have it) retails for \$13.99 or so.

The game features 3D graphics in towns and dungeons (similar to 'Arena: Elder Scrolls', but oddly without the people - encounters either yield pop-up menus or combat). Combat is isometric and turn-based with good, but not great, graphics. On the CD version there are combat sounds, including spell chants. Travel between towns is done on an overhead map, with movement restricted to paths that you find.

Characters can be from any of 12 races, and have around 50 skills they can develop, and a larger number of spells. You can skip a lot of the detail by playing in "novice" mode. There's a fair chance that if you'd like a cross between 'Arena' and 'Betrayal at Krondor', you'd like this game.

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### ADVENTURING

Star Trail has a relatively free-flowing plot; there are some linear elements, but you can spend a lot of time wandering rather aimlessly early on! To start off, save the woman being attacked by Orcs SW of the starting town - this gets you a bonus two levels of experience. Then make your general way towards the Finsterkamm and the dwarven pit. The quest in Gashok isn't too hard and can be completed early in the game.

**\*\* SPOILERS FOLLOW \*\***

If you go to sleep in the first inn SW of the starting town you will be visited in the night by someone seeking the missing axe called Star Trail (in fact it could be the first time you sleep at *any* inn - not sure on this :).

#### General

(Q) Iñe iãðñííææ iñeó÷àpò ÷àñòí áíeãpò - ÷òí ý iñáo ñããeàòù?  
Iñeóíæeòã "sleeping bags" èàe òíeüei Áú iñæãòã; iñe óíáíúðàpò òíeíãà è  
çàðãçíúã áíeãçíe òeíà ãðeííà. Áñãããã íãñeòã herbs äey çæeëæäíey è  
èã-áíey áíeãçíe. Á èãðã ðáí èð iðíãpò iññeíeüeó íæe÷íúé  
ðãñ÷ãò áíeãã iñeãçái äey Àãñ.

(Q) Ñíeíeüei iðíãíãíeüñðæy / áíãú íããí íãñòè ñ ñíáíé?

Ýòí çààèñèò ìò ìàñòà, äää Âû ìäðääàèääòðàñû; â ãîðàð è ìáèàñòýð òóñòóíé Âû äîèæíû ìàñòè ì òðàéíáé ìäðä äää ìíéíûð ìäðèà áîäû èàæäúé è, ì èðàéíáé ìäðä 6 ìàèäòíà ääû

(Q) Äää ìñáó ß ìíèó÷èòú alchemy recipes?

Èò ìáííáí áîèððä. Âû ìàéääðä äää â Dwarven Pit.

Vomicum: lamp oil, shurin bulb, mandrake.

Hylailian fire: 2 brandies, licorish, 2 lamp oils.

(Q) Ðúíêè èàæóðñý âñääää çàèðòúòúè?

Íäò! Çúíêè ðàáíðàðò ìàéí ääíû â ìäääèþ â Kvirasim (Fireday) è Gashok (Praisoday).

(Q) Êàéíà "obscure" spells ß äîèæáí çàèèñàòú ìíçæå?

Ííè áóäòò ìííääòú - ìíèèääíèä äää éííä÷í ààæíû:

Teleport Spell

MELT SOLID ( Öðàì Áâçúìýííáí )

BANE GHOSTS ( Öðàì Phex )

### The Dwarven Pit

The pit is in the Dwarven town in the Finsterkamm mountains. Herein lies the salamander stone and a few other handy items including a magic waterskin and a number of +5 STR belts.

It is important NOT to rob anything (the altar, the graves and the axes) else you'll anger the Dwarven god. You may find a rope, spade, crowbar and more than one lockpick useful for the pit. Oh, and a torch and tinder box.

(Q) How do I get in?

You can use the back entrance, but better still ask the priest in the temple of Ingerimm (inside the mountain) about the pit three times and he will give you the key.

(Q) How do I get out?

Either go out the back way, or get the key from the gnome and leave by the main entrance. The back tunnel will collapse the first time you pass through it. The back exit is at the lowest level. Just keep climbing down (not using the stairs) till you can go no further. Or you can leave a character with a key outside the double door entrance.

(Q) Where is the magical water skin?

The skin must be found in the watery level; if you turn the wheel on the higher level the water (and the skin) drain away. You need to turn the wheel later to get through the trapdoor on that level (and you need a crowbar for that).

(Q) When does the hammer strike?

After getting the stone, go to the altar room with the lit torches and stay there for a day.

(Q) What is the Asthenal Ring?

It seems to be a fire resistance ring. It's in the brazier on the first level north and east of the main pit double door.

You will take temporary damage retrieving it. It may be useful in the hot "hole" on a level further down, and possibly entering there with a rope ladder and the ring on may be worth trying.

(Q) How do I get across the fire plates?

You need the leathers from the chest; wear them and put them back when you are done (else the stairs won't come back). Take only one set for one person. The character crossing the plates should ideally wear the Asthenal Ring. To get to the golem you *\*must\** use a torch and tinder box, not magic light.

(Q) What is the answer to the gnome's riddle?

MOOSE!

(Q) Can I get the sword and the stone?

The only way I've found to get both the sword and the Salamander Stone and get out alive is to do things in this order: Talk to Golem first time. Go to far SE chest and take stone *\*but\** when offered chance to swap or not hit ESCAPE instead of choosing. Then go back to Golem and when he's done with the sword you'll get it.

(Q) My druid and elf aren't allowed in the pit - help!

Use spells to disguise them or make them invisible so that they can walk past the dwarf guards.

(Q) Where are the hot plates?

In the pit, there's a shaft you can climb up or down. Go to the top, search, and you'll find a key. Go down to the area filled with water (you need to drain this by turning the wheel in room with the dwarfs) Use a crowbar to open the slab, go down to this new level. There is one door you can open with a blank wall behind it. The new key opens this door.

## Gashok

Situated just north of Lowangen, the town of Gashok has at least one quest to solve.

(Q) I've heard the sword and bow of Artherion (sp?) mentioned, but haven't run into them in any of the dwarven pit/orc cave/phex temple (I've been through them all in this or other games...). where do you run into them?

To find these weapons you'll need to investigate the burnt out mill in the town. Ask around about it, one good place in particular is the market place area. The clues should lead you out of town to Artherion, and you can then help him.

## Lowangen

This is the city under siege by an Orc army. Here you will lose the Salamander Stone when you enter the city with it. If Antharon is with you, he will take it, if not, the stone will get lost in the crowd. You need to recover the stone and find the secret way out of the town. Be prepared to lose the

real Stone again when you leave town!

(Q) Can I sneak into Lowangen?

You'll have to give your non-magic items to the orcs first time in, but after that you should find a secret passage in/out. To keep your stuff put it in a warehouse or (much better) leave it with another party member outside the town in a temple (you can create just a "dummy" character or two for this).

(Q) Where is Black Jandora

Four squares west of the eastern wall, about halfway up.  
Or: 4 paces north of the Rod and Mare brothel in Colorful Flight.

(Q) Who is Gavron?

Usually, a party who enters Lowangen carries the stone with them and get it stolen by Gavron. To get it back you have to find him (wait in the Orc Death tavern). You will also find out about the fake stone if you get yours stolen. Or ask Dragan (close to the western wall) about Gavron.

(Q) Where is Vidaria Leechbronn?

Her house is located in Eydal...1 pace east and 3 paces south of the Canal Tavern.

(Q) Where is Vinsalter?

Find the Temple of Rahja on your automap, Vinsalter is five steps west and one step south of there.

(Q) How do I get into the castle?

You'll find out if you find Dragan and ask him about travelling.  
(This is important to do!).

## The Swamp

The swamp is in the middle of the main map.

(Q) How do I catch the Rantzy?

Equip a character with a net, then use it in combat, ie. equip the net in that character's left hand.

(Q) What do I do with the Swamp Rantzy wearing the necklace?

Catch him with the net. Then find heather plants W of there. When you get back near Lowangen use the 18th heather on him. There are also two documents related to this problem. (Or: Go to where the heather is. Pluck each bush, until you find the one that makes the rantzy react. Throw away heathers that do not make him react.)

To transform the character back into a human, have a character with adequate skills hold the rantzy, the document, and the magic heather. Use the document, then use the heather. If you do not have adequate healing skills, wait till you are about to enter Lowengrin. If your party has a healer, you can cure his disease and adventure with him.

(Q) How do you open the chest in the swamp?

Turn stepwise mode off to get into the chest.(!) You should then

be able to click on or press SPACE by the chest to open it. Some people report this as being rather buggy though ... it may depend on the character opening the chest.

[According to the sir-tech people, the only narrative requirements to open the chest are to have been to Lowangen, and to have talked to the witch (lady). You can email sirtech yourself "76711.33@compuserve.com", but if my experience is any measure, don't expect quick or intelligent responses.]

(Q) How do I get into the tower?

Talk to the witch. It seems wise NOT to pull up the witch's herb garden before you try to speak with her.

(Q) How do you appease the Fire Elemental?

Answer with one word at a time.....

Love, Mercy, Pity, Justice, Life ... any of these will do.

### Blood Peaks and the Orc Pit

Herein lies a lot of fights, a couple of NPC's and the Salamander Stone (if you lost it "to plan"). You are brought here if you are captured by an orc patrol near Lowangen (which is NOT good as you lose a lot of your kit).

### Tiefhusen

A port in the NW of the map, Tiefhusen contains the Temple of Phex and is a place to go to find Star Trail.

(Q) Who do I ask about Star Trail?

Try the priest in the Hesinde(?) temple, or ask in the tavern.

(Q) Where is Hensgen?

You should be able to find him sitting by a tree outside the city walls (I think it's in the north, but I'm not sure).

### The Phex Dungeon

This dungeon is good for experience, though not a lot more.

(Q) Can I escape the first skeleton trap in the Phex dungeon?

There is a way: you should find another scroll in that region. When you pick it up, the barrier vanishes

(Q) What is the answer to the the riddle?

- NIGHT.

(Q) How do I solve the "Memory Game" ?

You have to find the animal representing Phex.

Look into your Manual. It should become pretty clear.

(Q) How do I get the Helmet and Shield of Phex ?

When you take these items, a Poltergeist appears and blocks your way

back out. He can be dispelled using the BANE GHOSTS spell.

(Q) I searched the whole dungeon, but I still can't open some secret passages. What must I do ?

Solve all the riddles. You also have to put 60 Ducats(sp?) into the bowl standing on a desk (or it may be >50 Ducats, but by now 9 Ducats won't hurt you :)

Tjolmar

Try here for the Temple of Nameless.

(Q) Can someone please tell me how to finish this level?

Do you mean the door behind the secret passage in the south-eastern part of the level? You need a statue to open this door. Opposite the secret passage is another secret door (on the west wall) and behind you'll find the statue.

The Final Dungeon and the Temple of Nameless

(Q) How do I get in?

Look at the scroll you get from the Dwarf's house; it has the letters "2L 4R 4L" on it; you have to push the walls in the right order, ie. 2 Left, 4 Right and 4 Left from that passage.

(Q) Which four-digit code do I have to enter on one of lowest floors?

The code is 1325 and I got the answer from someone else who never explained how \*they\* got it. Apparently the code in the German (original) version of the game is 1945; it's obtained as follows - the answer is related to the message on the wall opposite the stairs. You'll probably have a document with the word 'cult' on it. Look for the letters 'c','u','l' and 't' in the message (they should appear only once). Count the position of the letters starting from the beginning of the row they're in (NOT from the beginning of the word they're in)!

(Q) How do I release the girl?

To free the NPC you have to use melt solid (if you have spent more than 100 D to HESINDE(?) during the game she will help you by increasing melt solid by 15 points; the girl NPC will help you on the first two levels and then disappear (too much fear).

(Q) What do I do with the 4 amulet chunks?

There is a crack near the southeast corner of the map. It requires a sun-shaped key to open a secret door. Get all the amulet pieces (don't worry about putting them together) then immediately go to that crack on the wall. It should open once all the pieces are there. I had to use teleport \*a lot\* to get those damn pieces.

(Q) Any other points?

- to get the key from the plant and go out of the room you have to split your group, but you can bring out all of them.
- the visible door (first level) is an illusion.

## WEAPONS

	Attack		Defense		Weight	Type
	Damage	Bonus	Bonus	Bonus		
Knife	1-6	-3	-4	10	pointed	
Obsidian dagger			1-6	-2	-3	pointed
Kukris mengbilar (*)	2-7	-3	-4	20	pointed	
Dagger	2-7	-2	-3	20	pointed	
Asthenil dagger	2-7	-2	-3	20	pointed	
Kukris dagger (*)	2-7	-2	-3	30	pointed	
Heavy dagger	3-8	-1	-2	30	pointed	
Foil	4-9	0	-1	30	pointed	
Epee	4-9	0	-1	35	pointed	
Rapier	4-9	0	-1	35	pointed	
Wolf knife	4-9	0	-1	50	pointed	
Magic wand (+)	2-7	0	0	70	polearm	
Quarterstaff	2-7	0	-1	70	polearm	
Catchogre	3-8	-2	-3	30	polearm	
Trident	4-9	0	-3	90	polearm	
Pike	4-9	-1	-4	150	polearm	
Whip	1-6	0	-6	60	edged wpn	
Grain flail	3-8	-2	-3	100	edged wpn	
Sickle	3-8	-3	-4	30	edged wpn	
Scythe	4-9	-3	-4	100	edged wpn	
Seal Slayer	4-9	0	0	60	edged wpn	
Cutlass	4-9	0	-1	70	edged wpn	
Sabre	4-9	0	0	60	edged wpn	
Mace	5-10	0	-2	110	edged wpn	
Kunchomer	5-10	0	-1	70	edged wpn	
Babak Bully	6-11	-1	-2	120	edged wpn	
Morning Star	6-11	-1	-3	120	edged wpn	
Gruufshark	7-12	-2	-4	180	edged wpn	
War Hammer	5-15	-2	-4	150	edged wpn	
Goupillon	6-21	-3	-4	240	edged wpn	
Short sword	3-8	0	-1	40	sword	
Sword	5-10	0	0	80	sword	
Asthenil Sword	5-10	0	0	80	sword	
Sword of Artherion	6-11	+3	-1	80	sword	
Rondracomb	4-14	-2	-2	150	2-handed	
Bastard sword	6-11	-1	-2	140	2-handed	
Two-handed sword	6-16	-2	-3	160	2-handed	
War axe		6-16	-1	-4	150	2-handed
Skraja	4-9	0	-2	90	axe	
Hatchet	5-10	0	-3	120	axe	
Halberd	5-10	-1	-3	150	axe	
Orc hook	6-11	-1	-3	120	axe	
Short bow	4-9	0	0	20	missile	

Long bow	5-10	0	0	30	missile
Bow of Artherion	7-12	0	0	30	missile
Crossbow	7-12	0	0	200	missile
Heavy crossbow		8-13	0	0	220 missile
Throwing knife	1-6	-3	-4	10	thrown
Shurikan	2-7	0	0	15	thrown
Born thorn	3-8	-1	-3	30	thrown
Francesca	4-9	-1	-3	60	thrown
Throwing axe	4-9	-1	-4	120	thrown
Cutting tooth	5-10	0	0	50	thrown

(\*) weapon carries poison

(+) can hold special charges

Note certain weapons can only be used by certain character races.

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## ARMOURS

Name	AR	Hind	At	Pa	Weight
Quilt Armor	2	2	1	1	120
Leather Armor	3	3	1	2	180
Toad Skin Armor	3	3	1	2	150
Chain Shirt	4	4	2	2	320
Scale Armor	5	4	2	2	480
Shield	1	0	0	0	140
Iron Shield	2	1	0	-1	200
Leather Cap	1	0	0	0	90
Pot Helm	2	1	0	1	100
Iron Helm	3	2	1	1	180
Leather Greaves	1	0	0	0	70
Chain Greaves	2	2	1	1	80
Plate Greaves	2	1	0	1	100
Skull girdle	-	-	-	-	10 Necrophobia -4

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## CREATURES

Name	Lvl	At	Pa	AR	MR	Att	Dam	LP	AP
Orc	1	3	0		2	-17	1 3-8	13	0
Stag Beetle	1	8	2		3	10	1 2-7	30	0
Frost spider	1	9	0		1	10	1 2-7	16	0
War Ogre	13	17	14		6	0	1 8-18	60	0
Goblin	3	7	3		2	4	1 4-9	18	0
Lion	1	11	6		1	4	2 5-10	40	0
Elf	4	12	9		3	4	1 5-10	44	20

Harpy	1	15	10		2	10	1	5-10	40	0
Forest gnome	1	14	6		6	7	1	7-12	28	0
Tusk tiger	1	15	7		1	-2	2	5-20	52	0
Robber	8	15	12	3	5	1	7-12	57	0	
Deregon	(*)		10		8	6	2	6	1	7-12 62 0
Exholt (*)	10	16	14	3	6	1	7-12	72	0	
Ogre	1		9	3	3	-2	1	8-18	48	0
Arkanian	3		5	3	3	-3	1	5-10	36	0
Gargoyle	1	10	5	6	12	1	7-12	60	0	
Dwarf undead	8		9	5	3	5	1	7-12	40	0

(\*) Individual "NPC" in game.

This is not a complete list of adversaries!

Life Points are LPs observed from healthy opponents via spellcasting; these will vary for individual creatures. It may be that other stats vary too (including for example their levels for orcs).

Beware the priests in Phex; they cast weapon-breaking spells.

#### ----- NPC's

There are a number of NPC's you can encounter. These include:

- Antharon some miles before Lowangen, he just needs the group to go there, but if you make the dwarfen pit with him, he stays with the group (until Lowangen, where he takes the Salamanderstone which will be stolen anyway)
- some sort of magician (GESTALTWANDLER) in the orc pit, it did not take him (after i knew waht he really wanted)
- some sort of Orc prisoner in the orc pit, he will just help you fighting and leave the group when you go out the pit
- a warrior (female) in the temple of the nameless god, all she thinks is that it is still cold (she was frozen), but she will help you in the first two levels.

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That's all - please e-mail additions/corrections to [tjc@ecs.soton.ac.uk](mailto:tjc@ecs.soton.ac.uk)