This is a write-up based on my play-through of *Draug's Ressurection*. Difficulty was set to "Warrior", with the encounters set to "No Random", and after-battle processing set to "Full Heal". Hopefully, this is at least entertaining!

Hide

<Session 1, playtime 0:00 - 0:27>
Draug. A terrible warlord said to bring entire nations to their knees, and spoken of only in whisper. That's who they say I was, and the name seems, or feels, familiar. Aside from that, I have no memories. It is said my memories could return if various artifacts can be acquired.

I have no particular drive. No place I wish to be, other than to return to the grave whence I came. Yet, it seems I am bound by a necromancer, and I am to search out those artifacts, with the help of a warrior named Clair.

We will soon visit the office of Ethel, who seems to have done some research as to the whereabouts of those artifacts. Perhaps she will also give us some guidance as to which artifact to aim for first?

<Session 2, playtime 0:27 - 1:00>
The run-down from Ethel follows.

My shield lies in the northwest, in Estoc. The mages there may be more inclined to relearn lost magics, but probably wouldn't be too inclined to simply hand over an artifact.

North of Wuzeer is a ruins may yet house my battleaxe. The place is ridden with traps, but, the weapon may be well worth the risk in obtaining it sooner rather than later.

A sanctuary in Midland Woods should house my gauntlets. It is likely to be guarded by priestesses, and an outright slaughtering them would eventually alert other sanctuaries to our activities, and would be met with resistance. Which more than suggests there is a more peaceful way of obtaining them, somehow.

On the southern island, lies Falsetto, and my breastplate. Chizuru is apparently already looking into how to obtain this artifact, but, it may yet behoove us to assist in what way we can.

Ethel has a hunch that in the endless sands of the desert northwest of Sapin houses an artifact. Precise details are sketchy, and it seems combing that desert is the only way to really find out.

Damian, the necromancer that has bound me, had sent a servant to fetch an artifact in the wastes north of Taiga. It has yet to return. We might want to investigate what happened to it at some point.

We also spoke of potential allies. There is Clair's sister, bound within Estaria Palace.

As mentioned, Chizuru seeks to reclaim my breastplate. If we're fast and lucky, we could meet up with her before she leaves for Whiterock Island, and convince her to work with us more directly.

Thrall, the aforementioned servant of Damian. Hopefully, it's merely wandering around the Northern Wastes, but, if an artifact is there, it could in trouble.

Ethel's cousin, Marcia, is the head priestess of Midland Woods, where the gauntlets lie. Getting to her might be difficult, due to my appearance. We'll need more than a bit of luck and diplomacy for everything to resolve peacefully there.

Loki is a mercenary that has had some history with Clair. Apparently willing to take any job, and for cheap, his last known whereabouts is the city of Wuzeer.

We were also given a map to refer to, and a method to call upon more aggressive beasts and denizens of the realm to attack us.

There is a store in-camp, and I thought it might be useful to purchase a Poison Tome. The wares in question took a whopping majority of our on-hand funds. However, perhaps simply being in battle and using techniques and magic, will assist in triggering memories as well. Perhaps that is why I was given that method to call upon battles at a whim in the first place?

<Session 3, playtime 1:00 - 1:29>
Even without the battle-call ability, we fought hard to get to a farm as a brief stop-over on our way to Estaria. Estaria is something of a more centralized location from which we can plan our next move than the camp. I discussed with Clair where we should go next, and I shared my opinion to join with Chizuru, even if it is but a temporary truce. She didn't seem to mind this thought process, so we shall see what comes of it.

If nothing else, we should be able to restock somewhat at Estaria. We used two potions just to get to this farm, and who knows what's between here and Estaria. To say nothing of what lies between there and Ob, and beyond, on Whiterock Island itself.

No specific memories of my past life have surfaced, but, perhaps this was expected. It might be too early still, or perhaps the hex placed on my consciousness really is such that I will not feel whole until my artifacts have been reclaimed. I'd frankly rather be sent back to my grave, but, of course, I don't think that's going to happen. There is conniving and stratagem involving my resurrection, even within the necromancer's camp, and who knows what kinds of plans would be concocted when others find out that I am alive, such as I am.

Was my resurrection, and this search, merely some political tool? What will I do, or think, when my consciousness, and memories, do return to me? Will my current 'life' have any affect? All I can ultimately do now is trudge forward.

<Session 4, playtime 1:29 - 1:50>
Made it as far as the Emerald Sanctuary. Thankfully, we did spend any items to get here from Estaria. Still, we will take a brief respite here before continuing to Ob. With any amount of luck, we can join with Chizuru there.

We are struggling with combat, and we've not used the battle-call ability since we left the necromancer's camp. Am I really Draug? Am I really an overly powerful warlord? It just doesn't feel like I am.

Though, I largely assume that the equipment that binds my memories also grant various enchantments to augment my combat prowess.

As it happens, I had something of a daydream? We were going south, and had a run-in with a group of monsters. There was one that we simply couldn't defeat. It could regenerate faster than we could reasonably deal damage to it, and it's rate of regeneration didn't seem to slow down at all. Also, any attempt at feeling also failed. It was a stalemate at best, a loosing scenario at worst.

I've a particular feeling that we might face such a foe soon, and that it would need to be taken care of before such regeneration takes hold.

<Session 5, playtime 1:50 - 2:12>
Arrived in Ob late at night. I didn't even realize how late it was until we got there. Clair had warned me it was more dangerous to travel at night. Perhaps that was the reason for these more difficult fights? I'm not even sure anymore.

We took a rest at the inn, and then scoured the town for Chizuru. She didn't seem happy to see me at all, so, asking her to help me directly didn't seem like the correct way to approach her. So, I said I was going after my breastplate on Whiterock Island, and that we would be working together.

She thought it was a waste of time and resources. Still, she decided to help regardless, and left for the docks. We talked to her husband, a skilled alchemist, and he whipped us a few extra potions for us from some of the local fauna we happened across.

However, now I'm beginning to see why Chizuru thought this wasn't such a good idea. On the boat, we were attacked by the Kracken, and both Clair and Chizuru went overboard to distract it. It would have been useful to know this was a potential issue before leaving the docks. Or, perhaps, even before leaving to visit Chuzuru! Now I find myself alone, searching from my comrades, for I don't feel particularly skilled enough to find my breastplate alone.

Yes, I regret my decision. I probably should have left the breastplate to Chizuru in the first place, and gone somewhere else entirely. However, rather than waste time with trying to deal with those regrets, the best thing I can do now is find those two as early as possible, and then, together, we can get that breastplate. The time for regrets can be later.

<Session 6, playtime 2:16 - 2:46>
The good news is that I reunited with Clair and Chizuru. The bad news is that the path to where my breastplate is seems to be blocked off by boulders, and is impassible.

Chizuru thought it proper to throw a few choice insults to me when we reunited, and perhaps I expected as much. I suppose she does not see a reason to respect me yet. From what I see of her in combat, she's a strong ally, and I've certainly a number of doubts she'll stay with me after this mess is said and done.

The question now is how this is going to be said and done. We're currently following a road northeast, with the thinking there might be a path around the mountains that could still take us to where we need to be.

I don't recall exactly what the map looked like, but, I seem to recall seeing some kind of town, village, or other settlement marked/labeled in that area. I will have to have a closer look later on. If I'm right, perhaps the denizens of that area might know a way, or help remove the boulders? I feel like I'm gasping at straws.

<Session 7, playtime 2:46 - 3:11>
The path split between north and east, and we decided on east. This lead us to the volcano where the breastplate lies. Chizuru's fire spells might not mean as much here, but, Clair should prove effective with her water magic.

It's strange. I had a brief vision of the world collapsing. Words appearing in my mind, relaying that there was some manner of fault. Yet, for the life of me, or what there is of it, I cannot remember those words.

Alas, the world is still very much here, and the task still in front of us.

<Session 8, playtime 3:11 - 3:32>
A giant door bars the way forward. There is a depression in the door, indicating a disk-shaped object could be inserted. I get the particular sense my breastplate is probably behind this door. As for the key, there were other paths we could explore in the volcano proper, and there was the path north we did not take before. Wherever it is, I've no doubts it is guarded. It's simply a question of what form the guard takes, and how best to deal with it.

Two more visions of the world collapsing, and this time, I could recall at least one instance of the cryptic words. Are were as follows.

RPGCode Error
Game/DR/Prg/WhiterockIsland/SENDCaveWestTOVolcano.prg
Near line 66: Unexpected error

Such things are beyond my understanding, and I did not wish to mention it to either Chizuru or Clair. All I do know is that the vision came to me as we were about to exit into another portion of the volcano. If such information is useful for solving this puzzle, the time was 4PM.

What I am noticing is a particular lag when exiting areas in certain parts of this volcano before such visions ensue. These brief respites we take do seem to help, somewhat, and there is some solace in that.

<Session 9, playtime 3:32 - 3:44>
More visions of the world collapsing. Is this some kind of omen? Are we doing something that we are not supposed to?

I'm terrified, not by what's around the corner, but, by these visions, and their increasing frequency of late. Clair and Chizuru are starting to notice, and starting to suspect that it's not my memories that is returning, but something else entirely.

I just want to at least make it to the breastplate. To be able to say that I can accomplish SOMETHING. However, as we wander, and find ourselves right back to the sealed door, I'm beginning to doubt the key to that door is even in here.

Night is falling, and we are weary. I may not need as much sleep as Clair of Chizuru, but, there is some solace in that. For if I have such visions in my waking moments, what kinds of nightmares would I have while asleep?

<Session 10, reloaded end-of-Session 3 save, playtime 1:29 - 1:48>
This is... Estaria? What just happened? I don't know, and I don't care. Some things I have forgotten, but, the visions were clear.

We stand once again before the gates of Emerald Sanctuary. However, we will not continue towards Ob, and meet with Chizuru. We will do what we can here for the gauntlets. Perhaps convince Marcia to join our efforts. I just hope things will actually work out this time.

<Session 11, playtime 1:48 - 2:28>
With Marcia's help, we are soon to be upon a Goblin camp. We'll have to pass through to get to the gauntlets.

I've certain doubts the Goblins will merely let us pass. If, perhaps, I had more artifacts on my person, perhaps the name of Draug might have more swaying power to avoid a fight.

Still, I will at least try to reason with them. Even if a fight does ensue, I'm slightly more confident in fighting Goblins than whatever could have been in Whiterock Volcano. We shall see, soon, if that confidence is well-placed, or no.

<Session 12, playtime 2:28 - 3:15>
So much for a peaceful solution! The Goblins pretty much attacked us on sight with no questions. I suppose I should have expected as much.

Perhaps letting them live will have consequences in the future, but the main threat seems to be the spiders. That, and I can feel the proximity of the gauntlets.

While I didn't feel that much different, we were ambushed by Goblins on the way back to the Necromancer camp, to say nothing of the Spider Queen blocking our path.

However, even with those trials, we now stand, once again, before the gates of Emerald Sanctuary. I relax a little in this. While Damian may shed some light as to why I felt no strong reaction on wearing the gauntlets, Ethel may have uncovered more information on other artifacts.

I don't know if Chizuru has left for Whiterock yet, but, those visions still haunt me. If she really can obtain it by herself, then, perhaps, we should let her do so. As for the other artifacts, perhaps only time will tell.