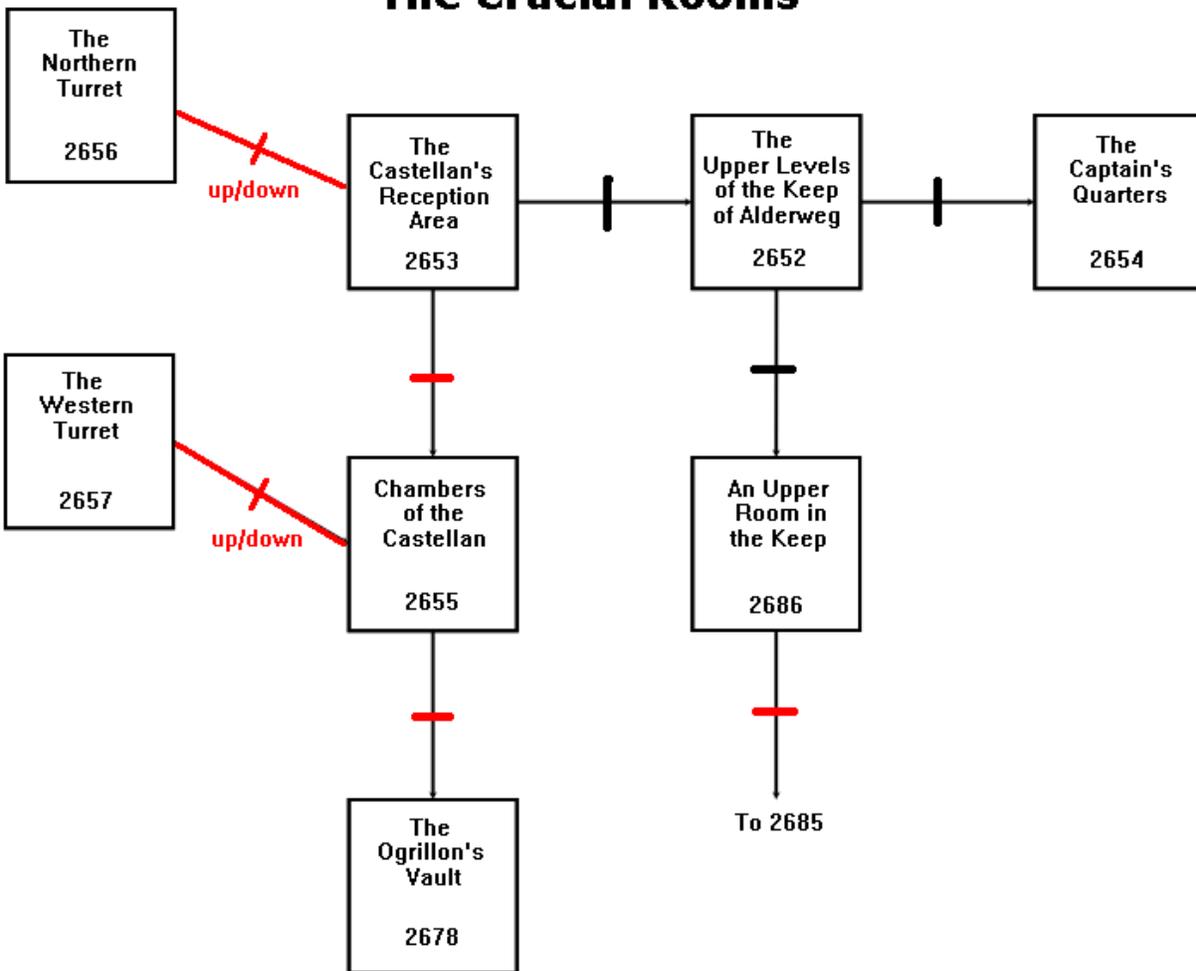


The Crucial Rooms



Spolier Alert: This information is only for Immortals, not players!

Here is how I made it work: refer to the diagram of the Crucial Rooms.

At game start, the Ogrillon is loaded in a load room and the Gauntlet as well as the summoning gems for the Ogrillon, Loganarc, and Chief's Daughter do not exist yet (they have not been invoked). When a player enters 2653, a taskmob moves the Ogrillon to 2655, invokes the Gauntlet, and gives it to the Ogrillon. Summoning gems for the Ogrillon, Loganarch, and the Daughter are invoked by taskmobs and dropped in rooms 2657, 2678, and 2653 respectively. Then the taskmobs go to a dead end room. Result: only one copy of each of these 3 summoning gems exists per game, and only one copy of the Gauntlet exists per game. While the Ogrillon and Loganarc and Daughter may repop, the players can only access them via the gems, so they can only see one each of the Ogrillon, Loganarch, and the Chief's Daughter per game. They can only get one Gauntlet per game.

As soon as a player enters 2655, the Ogrillon displays messages and then transes to a cell, from which the player can get it only by taking the gem from room 2657 and sacking it in room 2627. All gems must be sacked in room 2627 - The Hidden Dungeon.

The players have to tediously travel betwixt these crucial rooms and the summoning dungeon room to get and sac gems to summon the mobs. Upon entering the Vault (2678) they can get gold plus the gem for the Loganarch.

As soon as a player enters 2655, the Ogrillon displays messages and then transfers to a cell, from which the player can get it only by taking the gem from room 2657 and sacking it in room 2627. All gems must be sacked in room 2627 - The Hidden Dungeon.