

Exile's Journey

Prologue: Kingdom of Nysoroth, Castle

Hut at the bottom of the mountain

Items: Antidote,

You play as Kniryk, a Bard, and can only follow the path for now. Save at the heal point.

You can't cross the next bridge (as well as you can't push boulders yet), so return.

Act I: The Fated Trio

Kniryk's Hut (Home)

Items: Miracle Potion, 50 Gold, Defense Increase,

At the mountain you can now cross the bridge. Pull the lever to open the southern magical barrier (you can't go further). Leave this place.

Worldmap

Enemies are visible, but stick for the Hornets until you get better gear. You can rest for free at home. You can currently earn 3 Hornet Stingers (4 Gold each) and 5 Gold from the Goblin (they drop Goblin Sword). The monsters respawn when entering another location.

The Goblin Sword seems to be weaker than the Broadsword available in Colhaven, but it can afflict Poison.

Optional Locations: Keldorian Forest, Colhaven

Keldorian Forest

Items (forest): High Potion, Miracle Potion,

You can't swim yet, so no need to enter the cave.

Village of Keldor

Items: Sprint Shoes, Miracle Potions, Hematite

Colhaven

Items: Agility Increase, Attack Increase, Mana Water, Ale (waitress), HP Increase

Don't waste your money. If you want to spend your money then spend it on equipment like magic gear (Keldor), a shield and swords (Colhaven). The best equipment is still pricy (200 Gold each). At least get a heavy helmet, another shield and perhaps accessory for your next party member.

Kingdom of Nysoroth, Castle

Items: Pocket Shelter, Potion,

You still can't push boulders. Talk to the King to obtain 150 Gold. Talk to the Prince.

Arwald

Items: Mana Water x2, Healing Herb x2, Stimulant, Nysorothian Sword (next to its owner), Feathered Hat

Jespias joins. You can't leave town until the thread is over. Heal/Save before the boss.

Boss Demon: You cannot win this fight but receive 20 EXP.

Dargor joins the party (give him the Hat) but Jespias leaves. Let him use Tideslash against a group of imps. Return to the healing point for healing. Dargor stays in town but you have to return to the castle.

Kingdom of Nysoroth, Castle

Talk to the king to obtain the King's Letter. Dargor rejoins the party. Try to leave and then meet the Princess in the courtyard and obtain the Enchanted Ring.

On the bridge to Colhaven you meet Jespias again.

Colhaven

Dargor pays the inn. Talk to Arthur in the house near the eastern exit for the boat. Leave to the east to get it. It is recommended to restock on Antidotes and Eyedrops before you enter the Enchanted Forest (you have to travel north around the island) and perhaps to buy the best available magical gear in Keldar.

Enchanted Forests

Items (16 in total): Potion, Mana Water, Eye Drops, Antidote (MG), Philter of Phantom (MG), 3 High Potions 8 (MG), MP Increase (MG), Enchanted Forest Key (MG), Song Book #1 (MG), Mystic Increase (Key), Chainmail (Key, a bit tricky to reach), 3 Stimulants, Mana Water, Song Book #2, 5 Potions, Mana Water (2 statues riddle)

You can bypass the boulder to the eastern cave and later the pillars further north. So only the western forest is closed off for now. The monsters can cross those boulders.

Southern cave: As you cannot push the boulders yet, try to avoid the bats (escape the battle!) and the rolling boulders in the basement. Reward: Magic Gauntlets (for short: MG; now you can push those boulders!)

Graveyard (west, MG): The statues have to look at themselves. At the next trap: 3 N, 3 W, 2 N, 6 E, 2 S + 1 W for chest, reverse that step and go 1 E, 2 N, 4 W and then north. Step on the switch and reach the last chests as well as a healing point.

Boss Phantom: Weak to light (you have used the Song Book?).

Northern Cave: Step on the switch (removes the pillars you can bypass).

Note: Now that you have the MG, revisit the Castle and the mountains again.

Kingdom of Nysoroth, Castle

The Guard gives you the Storage Key. With this you can gather Nysorothian Light Armor Set, Nysorothian Sword and Nysorothian War Axe.

Kniryk's Hut

Items: Steel War Axe, Pocket Shelter

Open the door with the Enchanted Forest Key.

You have to put statues on the switches. The first can only be placed right next to it. Press the switch on the wall when you are stuck. Save end enter.

Further west step on the switch and push the statue on the other switch. That removes more pillars to the east. The next 2 statues open the small door there. Step on the switch in there to open the other big doors.

Step on the switches from left to right to lit up all torches.

Boss Crawler: No weakness. Just boost Jespias' Attack and then Power attack!

Sorcerer's Tower

Dargor leaves the party.

Enchanted Forest

Return to the King. The Worldmap encounters have changed. Have a light armor hat armor for the next character.

Arwald

Items: Healing Herb

Here you can buy better equipment. Play tag to receive Miracle Potion.

In one of the houses talk to the farther. He need's the alchemist's help, who lives behind the item shop. Only possible in Arc II.

Note: From now on you can find or buy elemental weapons and armor. Some can only be found, so keep all weapons and armor with such traits. Same with protection against status ailments.

Kingdom of Nysoroth, Castle

Items (during invasion): 3 Potions, 3 Mana Waters, Defense Increase, Nysorothian Heavy Armor,

Save before you enter the throne room.

Defeat the demons (weak to light). You can rearrange your party between battles. Save before you leave via the back door.

Adaem joins the party. Return to the castle and talk to the general in the throne room. Enter the courtyard. Return to the throne room and get your 250 Gold rewards.

Kniryk's Hut (Home)

Climb the mountain. Nice spot to grind and earn money. If you have trouble with the demons, equip Saint Robes.

Reach the ruins and enter the southern entrance (see above on how to enter there). You obtain the Dark Elf Song Book and learn Desert Song. Currently you can only use this here. Pull the lever and unlock the north eastern building.

Demonic Crypt

Items (8 in total): Power Bangle, Staff of Green Fire (SGF), Potion (SGF), Demonic Crypt Key, Song Book #3, Ice Axe, Demonic Crypt Key, Philter of Phantom

Those Spirits and Ghosts are immune to Holy. Evade the traps (don't hurt) to unseal the barrier to the south. First take the western path to reach the Staff of Green Fire and then lit up all torches. Continue on the eastern paths after you played Song of Desert and pull the lever.

With the Demonic Crypt Key you can enter the last building. Repeat the Green Fire riddle. Unlock the last door with the 2nd Key and play the Desert Song. Next pull all levers in time and save.

Boss Oni: Weak to holy, Backstab and Power Attack.

Kniryk learns Prelude of the Sun to destroy the portal. Cast Escape and rest at home.

Restock at Arwald before you enter the next ship. The captain should be at the pub in Colhaven. Talk to Holmes to travel between the islands.

Nysorothian Desert

Items: Snakeskin, Agility Increase, 2 Bandages, HP Increase, Red Wine, Silk x2, Attack Increase, Potion, 2 Antidotes, 10 Gold, Mana Water x2, Healing Herb, High Stimulant, MP Increase, Mystic Increase (behind a Lamia)

Your main goal is Seth to the west but the treasures are off the road. Ignore the cave for now.

You have 5 minutes to find the merchant at the oasis after you found the collapsed man. If you have trouble: just go west and then north at the intersection (or north of the carriage at the trade route). Exactly north of the oasis is the mentioned lamia. Buy a bottle of water and return before he dies. Reward: Mirror Scroll

Seth

Items: Mystic Increase (NPC), 50 Gold, Mana Water, Enchanted Necklace, Song Book #4, Dark Elven Pendant

Buy a Dark Elven Cloak to avoid battles in the maze. Some tribe uses the Shrine of Ifrit as hideout.

Enter the house north of the baker. Pilfer the basement and then rest upstairs.

Desert Maze

2xN, 2xW, N, W, N, E, N → Play the Desert Song on the dirt.

Shrine of Ifrit

Items (10 in total): Miracle Potion, Song Book #5, Dark Elven Scroll (Song of Truth), Desert Shrine Key, Hematite, Stimulant, 5 Potions, Mana Water, Amethyst, Firebrand (SGF)

Defeat the Dark Elf, heal and save. You can only enter the left room. First step on the left and right switch to gather some treasures. Then step on the middle one and the one in the next room. Cross the traps in time. You can only enter the left door and step on the switch. Heal/Save.

Right room: Follow the fire lit path. Step on the switch and return to the left room to reach the remaining switch. Further south is the last switch. Return to the right room and play the Song of Truth at the door hidden behind a sarcophagus and use the Desert Shrine Key.

Hidden room: Reveal two hidden switches to open the door. 3xN, 2xW, 2xN, 4xE, 2xN, 2xW, N (the 2nd switch reveals the solution). Step on the last switch. Don't forget to open the chest next to the riddle!

Middle room: Defeat the Dark Elves and obtain the Portal Map. Lit up the green fire, heal/save before you follow the culprit. Take your chance to heal your comrades before the battle.

Boss Ifrit: Defeat his minions with light and the boss itself with ice.

Act 2: The Stygian Portals

Seth

Return to the leader to obtain the Hell Gate Map. Return to your ship.

Note: the weapon shop of Colhaven has updated its assortment.

Arwald – Curse of the Vampire Queen

Items: Bone Shield (in town), High Potion x2, Stimulant, 25 Gold, Mana Water, Healing Herb

Enter the house north of the item shop (remember that request) to gather Healing Herb and talk to the alchemist. The Vampire Queen seems to live in the well just outside his house. Buy at least 6x Garlic and protect against ice (and wear fire weapons)!

Use you Garlic on the Vampires.

Boss Vampire Queen: Use Garlic each time the formation changes and Fire. Drops the Blood Spear.

Report to the alchemist. Reward: 250 Gold

Note Sidequests: Even if you can do them now, it is recommended to do one of the Hell Gate spots first to gain a healer.

Kingdom of Nysoroth, Castle – Call of the Kraken King

Talk to the sailor. There is a cave on a little island to the south. When you have found his crew, you will find Capt'n Glenn at the Colhaven Pub.

Siren's Oceanside Dwelling

Items: 25 Gold, Mana Water x2, High Potion, Kraken Armor, Kraken Key

Water protection and Thunder weapons are recommended. Make use of the healing point further in.

Boss Kraken: weak to thunder?

Use the Kraken Key to free the crew x4 and return to the Colhaven Pub to obtain a Sapphire.

Temple of Light

Found SW of Arwald

You need to present a holy artefact to the statue in the east.

Sharks of the northern Island and Siren's Oceanside Dwelling

Water protection and some shocking skills are recommended.

Glencoe

Items: Balloon Animal (clown), Pocket Shelter, Attack Increase

Give the little girl the Balloon animal and obtain a Mammoth Tusk

Upgrade you equipment and buy the Song Book #9.

Blacksmith home – The Three Dragons of Wyrms Peak

North of the desert. Talk to the NPC to start. At Wyrms Peak (that mountain near the great bridge) holds 3 dragons.

Swamp

Items: Shadow Garb, Shadow Boots, Shadow Mask

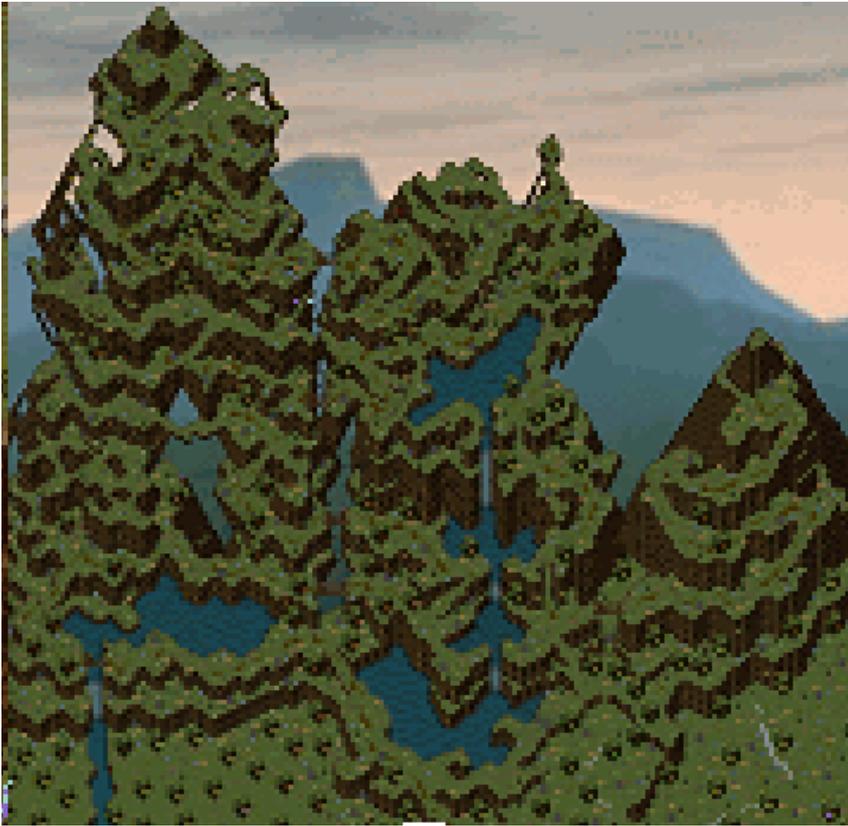
The whole party should wear Safety or Protective Boots. Water Protection and Thunder weapons are recommended.

Wyrms Peak

Items: Wyrms Peak Map, High Potion x3, Bandage x2 (behind a Cyclops), Antidote, Mana Water 2, Angel Feather, MP Increase, HP Increase, Stimulant x2, Healing Herb, Haste Scroll, Pocket Shelter x2, Miracle Potion, Thunderbrand, Dragon Staff (after Bahamut), Shock Staff, Tortoiseshell, Attack Increase, Defense Increase, Mystic Increase, Dragon Slayer Bow + Dragon Slayer Spear, Steel Helmet, Agility Increase,

Protect against earth. Harpies, Griffons, Sylphs and Garudas are weak to fire. The Cyclops are weak to wind. Red Sparrow is weak to ice.

Management of your resources are necessary.



You start at the lowest of the lakes of the middle peak. Next you will reach the left lake. Follow the path higher up but get the treasures. When you reach an intersection, some Wyverns wait to the east over the bridge. So climb further up first until you got the Pocket Shelter.

Defeat the first Wyvern and keep climbing up first to reach the first dragon (prepare when you reach this place).



Blue Dragon: Protect against Water and stick to thunder.

Go further west from here until the chest with the Thunderbrand.



Boss Bahamut: Protection against Thunder and Wind would be recommended. Use debuffs on him twice each and hit him hard (but no elements). When Jespias has already learned Skull Splitter, buff this attack.

Return to the location of the Blue Dragon and then head down on the east side of the mountain. At the bottom you will find the grave of a former Dragonslayer and behind it his weapons. Now cross the bridge to the east peak.



Prepare here!

Boss Dragon: Protect against fire and attack with ice.

Leave with escape when you're done (you arrive before the swamp).

Blacksmith Home

You can now craft 3 Dragon gears, as you already have found a great spear and bow, you should either get an Axe or Sword and the Armor Set.

Forest west of desert



You cannot pass.

Styre Forest

North of the desert (there is a Fenrir strolling near the dock). Head to the settlement there.

The gnome tells you of Styrewood, which can now be found outside.

Styrewood

Items: Gnomish Sword, High Potion

Enter the house with the banner and then rest in the inn (you won't be able to return to your ship now).

You have to battle with Kniryk and the princess. Prepare and put her in the back row. Jaspian joins in the next battle. After that, Leyna joins the party.

Note: You can't return here, so you can miss both items.

Styre Forest – Towering Fortress of Taranis

Items (6 in total): Mithril Armor, Malachite, Haste Scroll, Song Book #6, Thunderbrand & Philter of Phantom (find your way between the big trees)

Press the "1" key to switch between Kniryk and Nessa.

With Nessa enter the building right behind her. Activate the switch and let Kniryk enter that now open building and activate the switch. Enter the cave with Nessa and activate the 3rd switch. Now you can reach the rope with Kniryk and the 4th switch will open 2 more doors. You have to activate the 2 last switches at the same time to open the big gate.

When you reach the 2nd small wooden door, enter and unlock a shortcut to the healing point.

Note: Hunt for Unicorns, their Horn is worth 100 Gold!

In the tower make use of Nessa again. The monsters won't respawn, so you can explore. When Nessa stands on the 1st switch, Kniryk can find a secret switch with the Song of Truth in the basement. Turn to Nessa and go further up to the next switch. Climb up with Kniryk and pull the lever before he steps on one of the switches. Follow up with Nessa and step on the other one. Save/heal on the top floor.

Boss Asura: Listen to Adaem's words. Guard when the boss uses Vulnerability and cast some buffing spells. Adaem's Backstep is really effective. Drops a Mystic Increase.

Play the Prelude of the Sun and cast Escape to leave the tower.

Hund

Go south from Glencoe.

Items: Defense Increase, Steel Shield, Haste Scroll, Miracle Potion

Buy and equip 3 Dwarven Rings.

Fire Cavern / Dwarven Palace

Items (14 in total): Dwarven Sword (lore puzzle), Dwarven Boots, Stimulant x2 (one only with the boots), Explosive (barracks), Dwarven Battle Axe (barrack), Fire Shield (village), Philter of Phantom (village), Song Book #7 (village), Malachite (palace), White Wine (DPK), Haste Scroll (DPK), Dwarven Bow (DPK), Mirror Scroll (Song of Truth)

Protect against fire and use ice weapons/skills.

Prepare the way for the lore to break through the rubble. The switch resets the whole puzzle (but keeps the paths open). Unlock the shortcut before you venture deeper.

Avoid the Golem. First go west and south to pull the lever. Next go east and cross under the bridge. Equip the Dwarven Boots and get the treasure and head north. Push the statue on the switch to open the door. Start the next lore loaded with the Explosives.

Enter the palace. You can only go west for now. You can't enter the storage and kings chamber yet, so follow the blood trail. Oreth joins the party and you obtain the Dwarven Palace Key (DPK). If you have to change him for another character, choose Adaem, as his fire is not effective here.

With the DPK enter the east wing. Use the Song of Truth to move the golem at the king's chamber.

Enter the basement and use the Desert Song. Push the armours out of the way and press the button. The lever will reset this puzzle. Save/Heal.

Boss Demonic Serpent: Weak to wind. Protect against earth.

Play the Prelude of the Sun.

Keldorian Forest

At the bridge you were told to go to the village.

Keldor

Items: Miracle Potion (Shop Keeper before the raid)

Talk to Dan to defend the Village. Reward 300 Gold.

Keldorian Forest

Enter the cave and use Song of Truth.

Water Cavern / Temple of Llyr

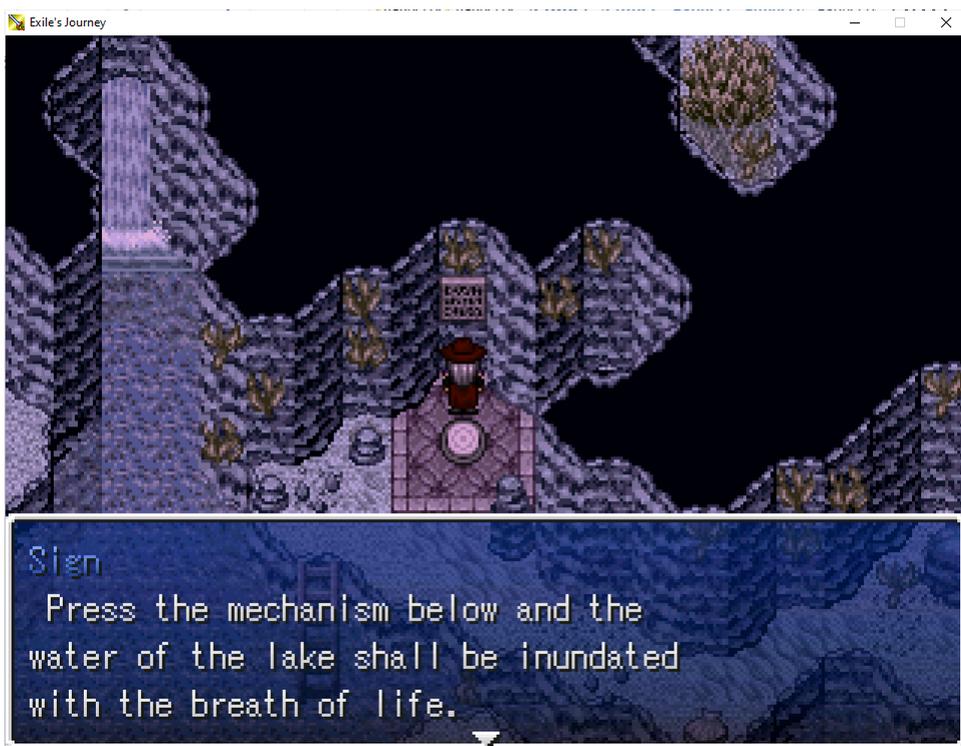
Items (13 in total): White Wine, Waterbrand, Water Cavern Key (building, lever 3), Mana Water, Miracle Potion, High Tide Scroll, Shrine of Llyr Key, Water Axe, Water Bow, Song Book #8, Blue Robe, High Potion, Agility Increase (behind Grell)

Note: Play this dungeon with enough light (especially epileptics)!

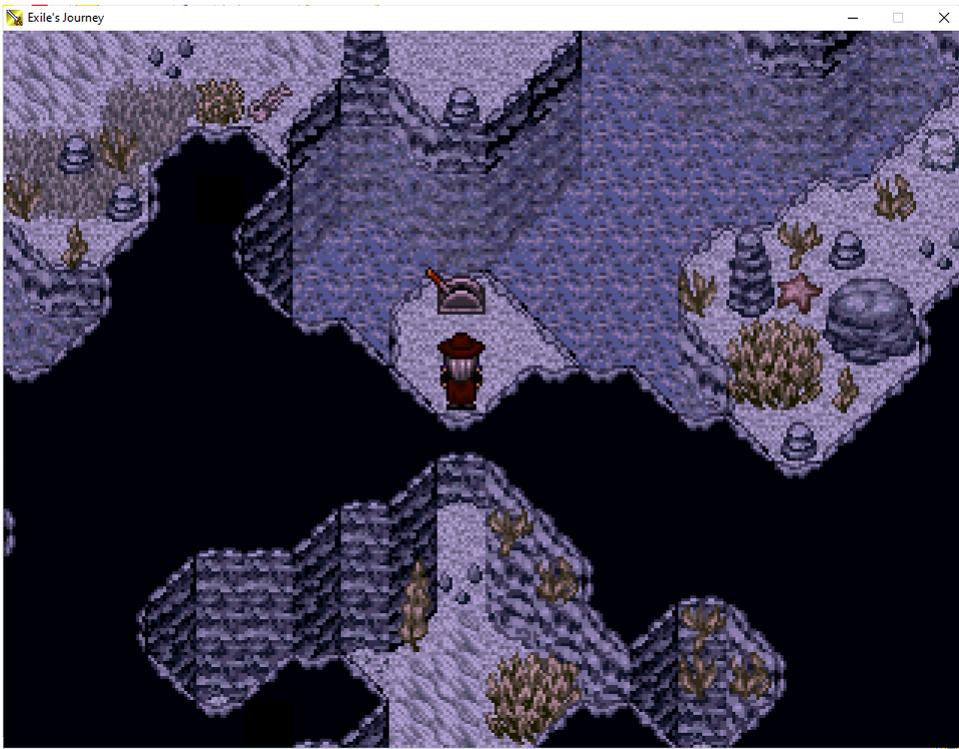
Change to water protection and thunder weapons. Go forward until you can pull lever 1.



Return to the beginning and head south to this place.



Now you can walk underwater and collect some treasures. Pull lever 2.



Head south to the deeper waters and pull lever 3. Return, get the Key and go through the now open passage. Open the door further west and gather the remaining treasures. Play the Desert Song and enter the temple.

To the west avoid the traps and find the next Key. Use the key and step on the switch to drain the water. To the east you can gather some more treasures and lever 4. To the west you can find 2 more treasures.

Heal/Save before you enter the last room.

Boss Hydra: Weak to thunder. Water protection is recommended.

Play the Prelude of the Sun.

Kingdom of Nysoroth, Castle

When you have closed all 3 gates, return to the general on the balcony.

Checkpoint



Cross.

Fortress

Items: MP Increase, Lightning Bow, Silver Sword, Silver Spear

Get the items from the wall.

Talk to the researcher twice to start the **Blessing of the Light Goddess sidequest** and get the location of the Temple of Light.

You can actually read the books in the last shelf. Enter the throne room to proceed.

Dargor rejoins the party. Get another treasure from the roof (small doorways next to the stairs).

Enter the basement when you have all treasures.

Enter the next room. Go upstairs to obtain the Lightbringer.

Seth – The Holy Spear of Ra

Enter Ravka's house and then talk to Rarin upstairs.

Enter the desert cave at the north eastern end of the desert.

Catacombs of Ra

Items: Bandage, Malachite, Red Wine, Stimulant, Silk, Serpentine (Trap door riddle), Star Glyph (western snake riddle), Moon Glyph (trap floor riddle round 2), Garnet (roof), Fire Staff (roof), Sun Glyph (roof)

The Sphinx drops Angel Feather!

To both sides of the 1st terrace cast Song of Truth and press the switches. Push the snakes to the switches (MG). Ignore the next snake riddle to the east for now.

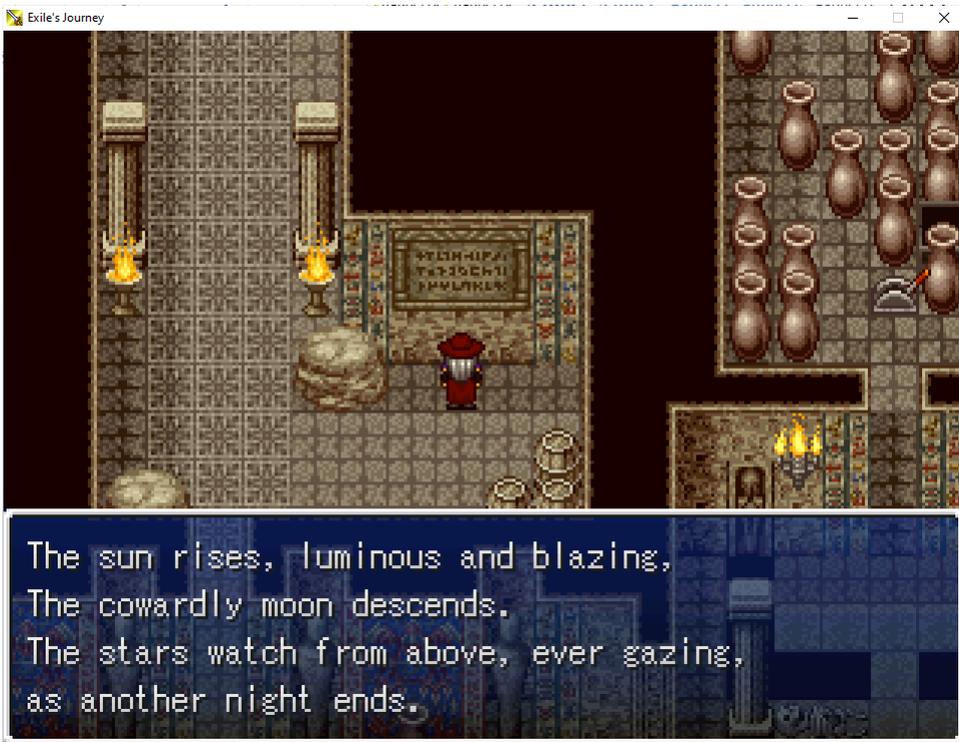
Trap floor riddle (1st round): stand below the 2nd lever every time you pull it, go north and press the button.

Reach the western snake riddle: Push the lower snake to the lowest switch. Circle around and push the other first to the east, then north to the next intersection. Circle around and push it to the west and then down. Take the reward and step on the switch.

Eastern snake riddle: Push the statues on the switches,

Trap floor riddle (2nd round): pull the 2nd lever, save and pull the statues on the switches. Take your reward and step on the switch. Now go upstairs.

Roof: Take the last reward and step on the switch. Re-enter the pyramid and go to the now open room.



That's

the solution. Enter the basement.

Items (basement): Philter of Phantom, High Potion, Turquoise, Lapis Lazuli, Bandage, Dark Bow, Dark Elven Pendant, Red Wine, Darkbrand(behind the Quetzalcoatl), Amethyst

Basement: Go south and step on the switch. Push the upper snake to this tile (screenshot) the eastern one in front of the button, now move the left one (not the already moved) to the eastern snake, then one down and to the eastern switch. Push the lowest 2 tiles up, on to the right and on the upper switch. Now move the snake at the button down to the lower switch. Last push the snake on the screenshot one tile down, circle around and then push it on the remaining switch. Step on the switch.

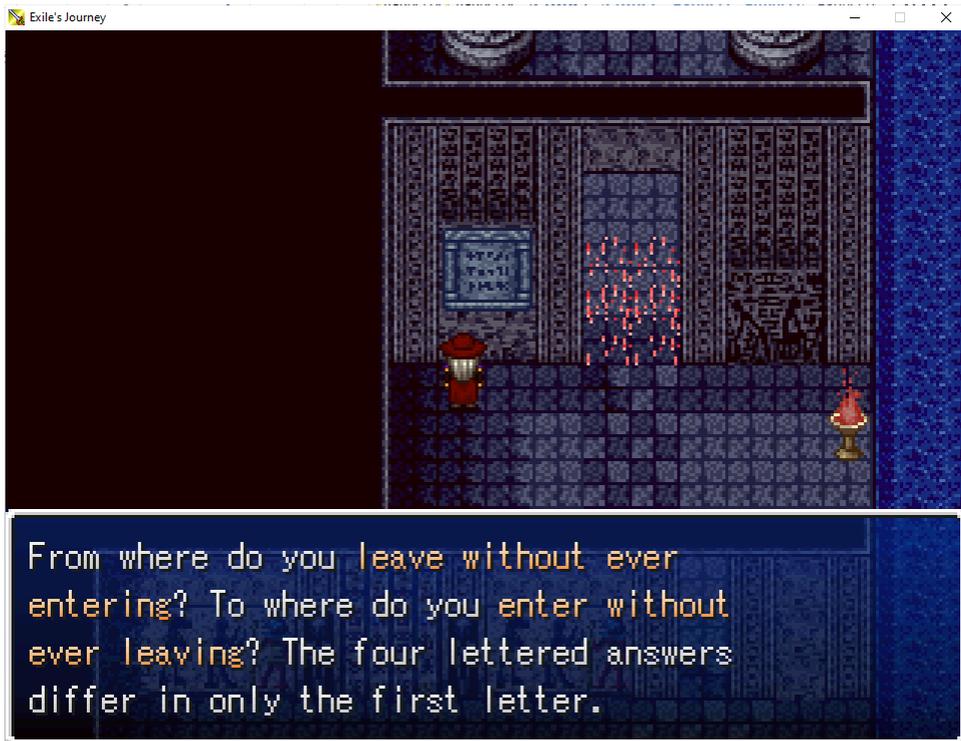


Reach the next switch and collect 8 treasures on the way.

Avoid the trap and reach the last chest and switch. Heal and Save!

Boss Lilith: Calls Cobra's for help. Immune to fire, weak to ice. Protection against confuse is recommended.

Heal save and go further north.



WOMB; TOMB

Take the Spear of Ra!

Temple of Light - Blessing of the Light Goddess

Items: Mystic Increase, Haste Scroll, Healing Herb, Temple of Light Key, Wind Staff, Miracle Potion, 2 White Wines, Healing Staff, Wind Bow, Pocket Shelter, Unicorn Horn (to the NW)

Present the Lightbringer to the statue east of the entrance. Switch to dark or dragon weapons.

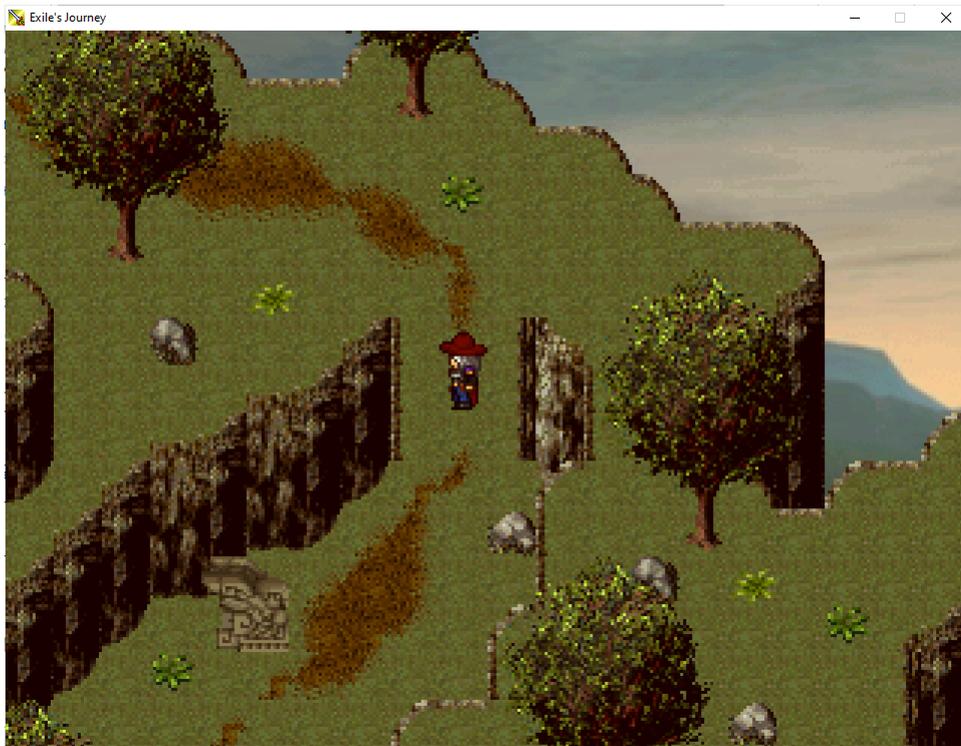
Pull both levers and enter the building. Avoid the traps, reach the basement and pull the lever.

Leave the building and investigate the east side. Reach the next switch (you will reach the chest later).

Enter the building and the 2nd basement. Pull both levers and then leave the building.

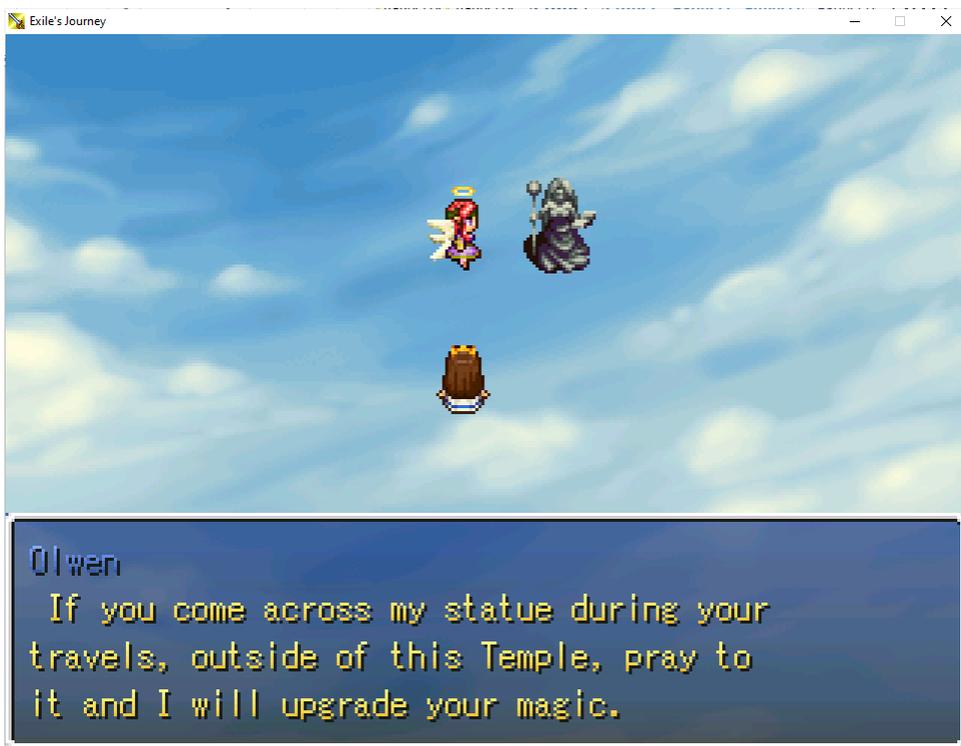
Enter the upper floor of the building through the left door. Pull the lever and enter through the right door again. Get the Key and pull the other lever. Now unlock the door and enter the roof.

From here you can reach the mentioned chest to the east:



Heal/Save.

Boss Seraph: weak to darkness. Leyna has to fight her alone.

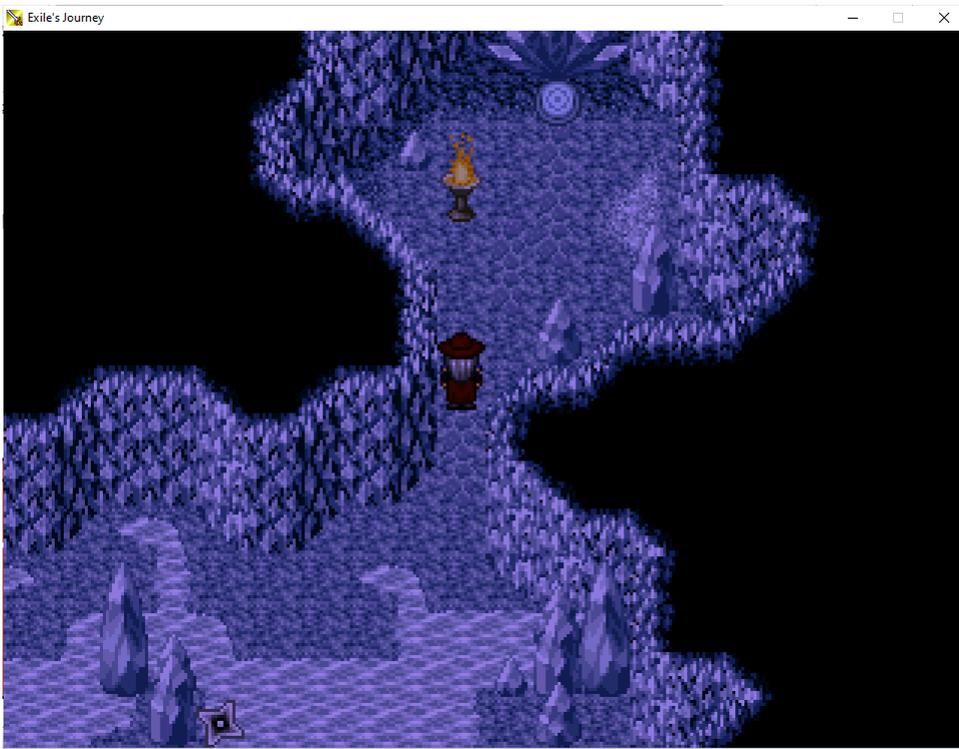


Leyna has learned Holy 2!

Ice Cavern of the Northern Wind / Palace of Clíodhna

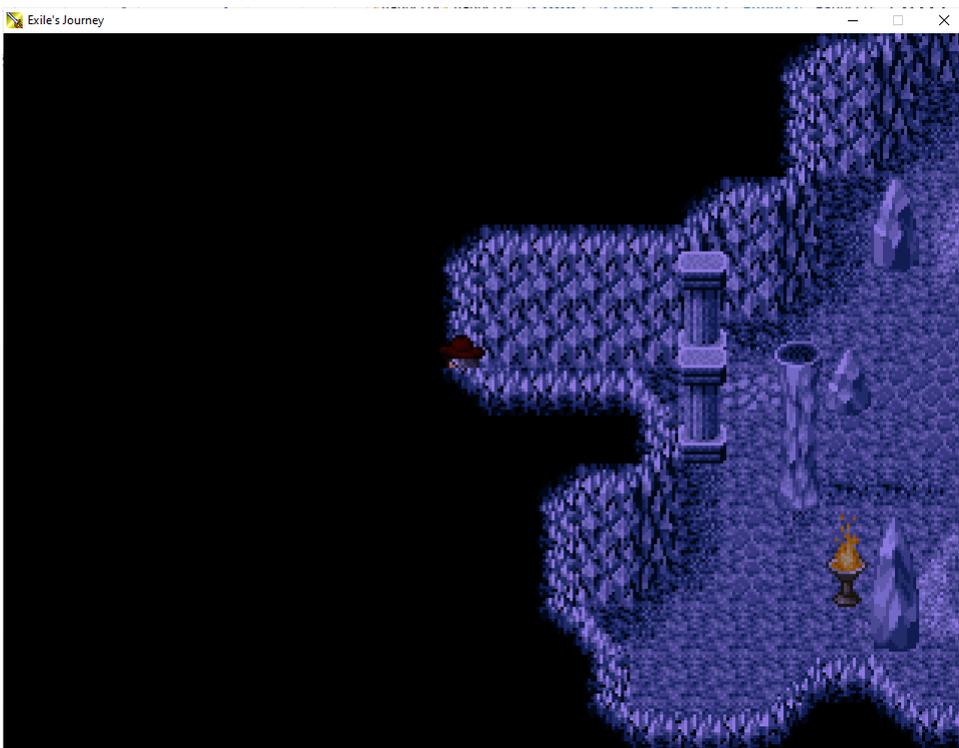
Items (20 in total) Map 1: White Wine, Mithril Armor, Haste Scroll (match your timing), Ice Staff, Ice Boots, Ice Brand (hidden passage) = 6 treasures

Protect against ice and switch to fire/dragon/light weapons. First head north and the SE until you reach this point:



A statue appears further north. Push it to the pillar! Get the Ice Boots and equip them.

Return to the intersection and head west.



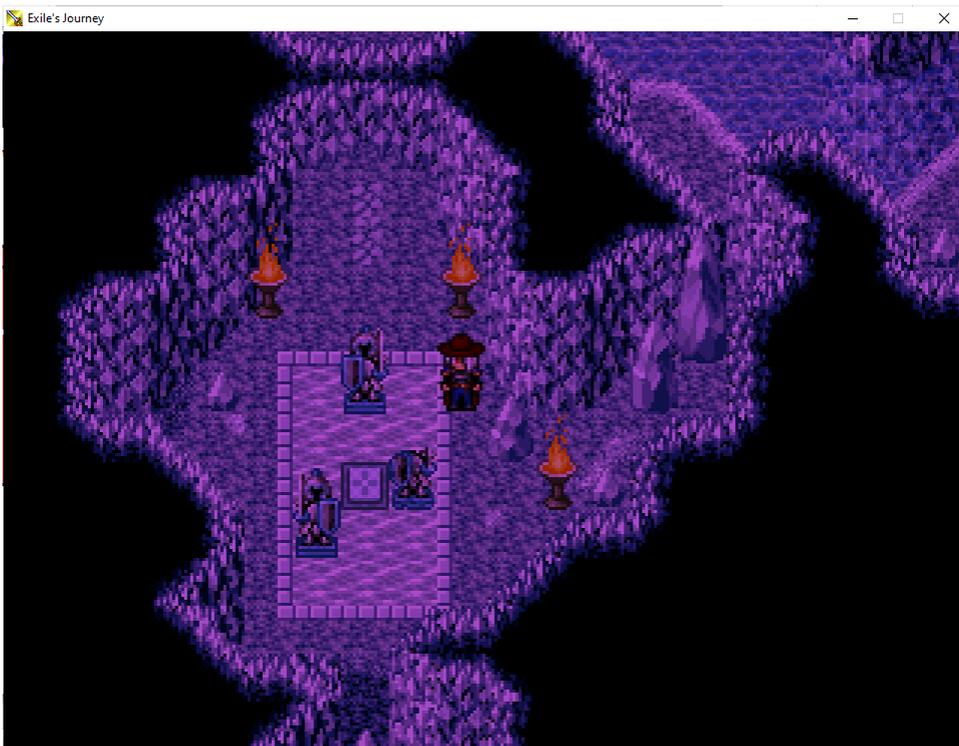
Right south of the hidden passage is the next switch which removes 2 ice pillars to the north. Heal/save and proceed.

Items Map 2: Mana Water (no chest), Emerald, Spell Book #1, High Potion (no chest), MP Increase, Silver Sword = 6 Treasures

Cast Song of Truth to reveal three statues. Push them to this: Then push the left up, right, down and left. That removes on set of pillars.



The Song of Truth reveals another set of 3 statues. Screen shows another possible step (solution should be obvious now). Removes the pillars at the ice field.



Items Palace 1st floor: Silk, White Wine, First Floor Graveyard Key (via 2nd floor balcony) = 3 Treasures

Enter the palace via Desert Song. Reach the west switch via the balcony. Ignore the main room (all paths are locked) and go upstairs.

Items Palace 2nd floor: Enchanted Amulet (room north of stairs), Turquoise, Song Book #10 = 3 Treasures

Get the Key! That unlocks the door of the east room. Go downstairs and enter the main room to unlock the doors.

Step on the switch at the graveyard. Return to the 2nd floor and push the statue on the switch. Return to the main room and go to the east basement.

Let the statue slide to the east, north and west. Push it further west and let it slide south, west, north. Push the other statue fully to the west and then north.

Return to the 2nd floor and push the statue on the other switch. Enter the west basement and get the Ice Palace Master Key. Return to the 2nd floor and unlock the south door. Step on the switch and remove the pillars in the west basement.

Items Basement 2: Volcanic Breath Scroll

Heal/save.

Boss Cerberus: weak to fire.

Get the item and save (**point of no return for this part**).

The time should be sufficient. Turn first west to get the Mirror Scroll, then follow the path and go east at the next intersection to get the Miracle Potion. Enter Hell.

Town	Elemental Weapons	Elemental armor
Arwald	Fire, Water, Shock Staff	Blue Robe (water/ice) Red Robe (fire) Saint Robe (dark)
Glencoe		Elven Clothes (earth) Elven Dress (earth)
Seth	Fire Staff Fire Axe Fire Spear	Fire Shield
Hund	Fire Staff Fire Axe Fire Bow Dwarven Bow (earth)	

Act 3 Into Infinite Obscurity

The Shores of Hell

Items: Mana Water, Healing Herb, Philter of Phantom, Demonic Helmet, High Potion, Blood Sword, Amethyst

First get the items in the south, and then proceed slowly to the north. The exit is marked with two torches.

Croespentre

Buy the Spellbook #7. Here you can buy weapons and armour of all elements.

For 500 Gold each upgrade you can strengthen your elemental weapons (later staffs, too).

Enter the house near the bridge to the east (the Gateway to the north is locked). After the campfire, visit your companions with Kniryk.

Note: the following little sidequests are missable!

Cameron misses Clair, a silver blond pigtail with a sweet voice. You obtain a Spiced Mead.

Evelyn searches for a mythical potion to recover her memories.

Aeronwy wants Kniryk to teach her some songs later.

Get to bed after you have talked to all.

Leave the village to the west.

Loch Anam

Items: Turquoise, Shadow Garb (see screenshot)

Talk to Cameron and answer "Blond" to obtain a Spell Book #2.

Aeronwy can teach you the Song of Restoration.



In the middle of the lake is a cave you cannot enter yet.

Tower / Shrine of Mad Laughter

Items (17 in total) outside: Eye Drops, Spiced Mead

Morgana needs proof of her being the princess of this country.



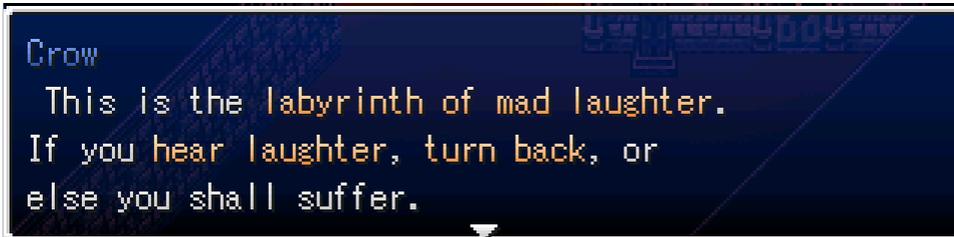
so don't enter until you need to and

then save prior!

Get to the end of that stairs. You can at least save at the healing point. Defeat the Mimic to obtain a Miracle Potion.

Items Maze: Bandage, Stimulant, Mirror Scroll, Spell Book #3, Silk

One of the Crows will disable sound based puzzles, if you chose so.

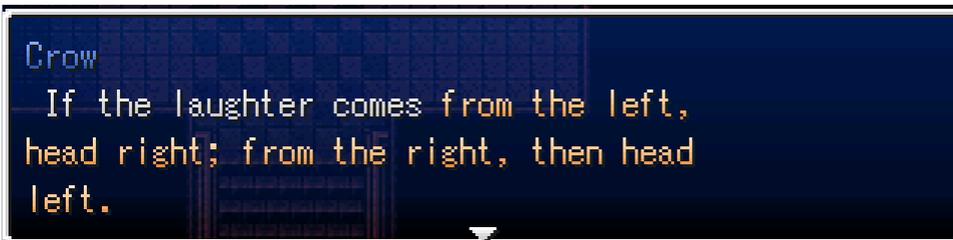


First go up to reach chest #1 and then return to the crows.

Go left and reach chest #2 from the left. Return to the intersection and go further up to the next intersection. There is the chest #3 further left (remember that place).

Go up there to the crow and chest #4.

Return to chest #3 turn up at the next intersection, then right till the end and up to reach chest #5. Go left to the next turn up to reach the healing point.



Crow
If the laughter comes from the left,
head right; from the right, then head
left.



Crow
From both directions... Then
run straight ahead and don't look
back.

You need headphones...

Solution: E, W, N, E, E, N, W, N

Save and step on the switch to open the door.

Back in the Tower; use the balcony to reach the chest with Silk. Go upstairs.

First arrow riddle: The start should be clear. Next left and right to reach the chest with Angel Feather. Get back up on tile next to the chest.

Go left, down, down, left, down: Step on the switch to change the direction of 4 tiles.

Left, down, middle left to the torch, going one tile left and down leads to the next stairs or if you go down at the tile next of the right pillar to the chest with Sapphire.

Go further up.

Talk to the woman in the cell and go further upstairs.

At the Guard Floor get the Silk Ribbon and go further upstairs.

Statue riddle: The statues have to look at the cross. Reward: Eye Glyph.

Return to the Guard Floor and insert the Eye Glyph, lit up all torches and step on the switch.

Return to the first arrow riddle, follow the farthest left arrows and take the big stairs.

Light up those torches and those on the balcony. Defeat the Mimic to obtain the Prison Key.

Items Prison: Philter of Phantom, Demonic War Axe, Saint Robe

Free the Meara, your upgrader for staffs. Return upstairs to solve the next riddle.

Green Flame riddle: Light them from right to left. For the last, go one down and then ever left from the lowest right torch. Take the Laughing Glyph.

Return to the Guard floor and insert the Glyph. Return to the 1st floor.

Now climb up the tower and light up all remaining torches!

Heal/save.

Boss Lich: Weak to holy.

Step on the switch outside to light the beacon.

Croespentre

Upgrading Elemental Weapons

Note: Unequip the weapons you want to upgrade!!!

Weapon	Base stats	Upgrade	Cost
Firebrand	+20 ATK + 3 MYS	+65 ATK	500 Gold
Icebrand	+20 ATK + 3 MYS	+65 ATK	500 Gold
Thunderbrand	+20 ATK + 3 MYS	+65 ATK	500 Gold
Waterbrand	+20 ATK + 3 MYS	+65 ATK	500 Gold
Darkbrand	+20 ATK + 3 MYS		
Lightbringer	+65 ATK + 15 MYS	Attacks twice	Finding all treasures in the final dungeon
Fire Axe	+15 ATK – 2 AGL	+70 ATK – 2 AGL	500 Gold
Ice Axe	+15 ATK – 2 AGL	+70 ATK – 2 AGL	500 Gold
Shock Axe	+15 ATK – 2 AGL	+70 ATK – 2 AGL	500 Gold
Water Axe	+15 ATK – 2 AGL	+70 ATK – 2 AGL	500 Gold
Demonic War Axe	+60 ATK – 6 AGL		
Demonic Battle Axe	+70 ATK – 6 AGL		
Fire Staff	+20 ATK + 20 MYS, Fire 2, Burnflame 2	+40 ATK + 30 MYS, Fire 3, Burnflame 3	700 Gold
Ice Staff	+20 ATK + 20 MYS, Ice 2, Glacier 2	+40 ATK + 30 MYS, Ice 3, Glacier 3	700 Gold Found in dungeon
Shock Staff	+20 ATK + 20 MYS, Bolt 2, Stormfront 2	+40 ATK + 30 MYS, Bolt 3, Stormfront 3	700 Gold
Water Staff	+20 ATK + 20 MYS, Aqua 2, Tideslash 2	+40 ATK + 30 MYS, Aqua 3, Tideslash 3	700 Gold
Wind Staff	+20 ATK + 20 MYS, Wind 2, Gale 2	+40 ATK + 30 MYS, Wind 3, Gale 3	700 Gold
Earth Staff	+20 ATK + 20 MYS, Rockfall 2, Earth Crush 2	+40 ATK + 30 MYS, Rockfall 3, Earth Crush 3	700 Gold
Holy Staff	+20 ATK + 20 MYS, Holy 2, Sacriment 2	+40 ATK + 30 MYS, Holy 3, Sacriment 3	1000 Gold
Demonic Staff	+20 ATK + 20 MYS, Dark 2, Devil's Touch 2	+40 ATK + 30 MYS, Dark 3, Devil's Touch 3	1000 Gold
Healing Staff	+20 ATK + 20 MYS, Healforce 2, Recover 2, Curing 2, Revive 2		850 Gold
Dragon Staff	+25 ATK + 25 MYS – 5 AGL, Volcanic Breath, Blizzard Breath, Thousand Volts, Wave of Chaos, Wave of Betrayal, Wave of Slumber, Violent Hurricane		
Fire Spear	+20 ATK		
Demonic Spear	+50 ATK double Attack		
Spear of Ra	+60 ATK		
Fire Bow	+30 ATK	+60 ATK	500 Gold
Water Bow	+30 ATK	+60 ATK	500 Gold
Lightning Bow	+30 ATK	+60 ATK	500 Gold
Dwarven Bow	+30 ATK	+60 ATK	500 Gold
Dark Bow	+30 ATK + 3 MYS		

Forest of Eternal Autumn

Items: Mana Water (southern shore), Spell Book #4 (near waterfall), Miracle Potion (near waterfall), Agility Increase (north shore, west), Healing Herb (south shore, west), Stimulant (behind a tree), 3 Spiced Meads (hut), Attack Increase (find your way through the trees next to the gate)

You can walk over the shallow waters. The path at the waterfall to the east is currently blocked but you can reach a chest further east. Follow the river to the west.

Before you meet with the wanderers at the north, head east (north of the waterfall) and play the Song of Truth creating a shortcut to the forest entrance.

Step on the switch at the gate to stop the waterfall. There is another switch in behind the waterfall.

Groeslon Abbey

Items outside: Mana Water, MP Increase, Turquoise, Haste Scroll

Items 1st floor: High Potion, Stimulant (west small room, SW corner), Groeslon Abbey Key



Unlock the door.

Items 2nd floor: Sapphire, Demonic Staff (east small room)

Step on the switch. Go upstairs.

Play the Song of Truth to get the Spell Book #5. Step on the switch on the balcony.

Items Basement:

Heal/Save.

Careful, your party will be divided.

Scenarios

Make use of your elemental weapons and now is the best time to use spell books to help disadvantaged parties.

Jaspias and Leyna

Items (outside of Abbey): Angel Feather, Garnet, 2 Bandages

Mt. Mynydd

Items: Pocket Shelter, 3 Spiced Meads, Mana Water, Demonic War Axe, Demonic Shield

Talk to Cameron.

Enter the INN. Leave and Morgana joins the party. Her class is similar to Dargor.

Traveller's Store

If missed a certain Song Book, the Bard Sidequest (see Loch Anam) or the Healing Staff, you should restock on healing potions and herbs. At least get some Antidotes for Adaem.

Tywyllmire Bog

Items: Haste Scroll (SW corner of Map), Attack Increase (just north of the Haste Scroll), Mystic Increase (far south below the ruins), Healing Herb (north of switch #2), Mana Water (east of gate), 3 Bandages (NE corner of Map), High Potion (south of the bandages), Stimulant (ruins), Pocket Shelter,

You can buy a Tywyllmire Bog Map from Perth for 100 Gold.

You can walk in the water. The Shock Staff is effective.

Switch #1 is in the Ruins, you reach it from a ladder right north from where you first enter the water.

Switch #2 is in the SE corner of the map.

In the NW corner of the Map is a cave. At the end of that cave is switch #3.

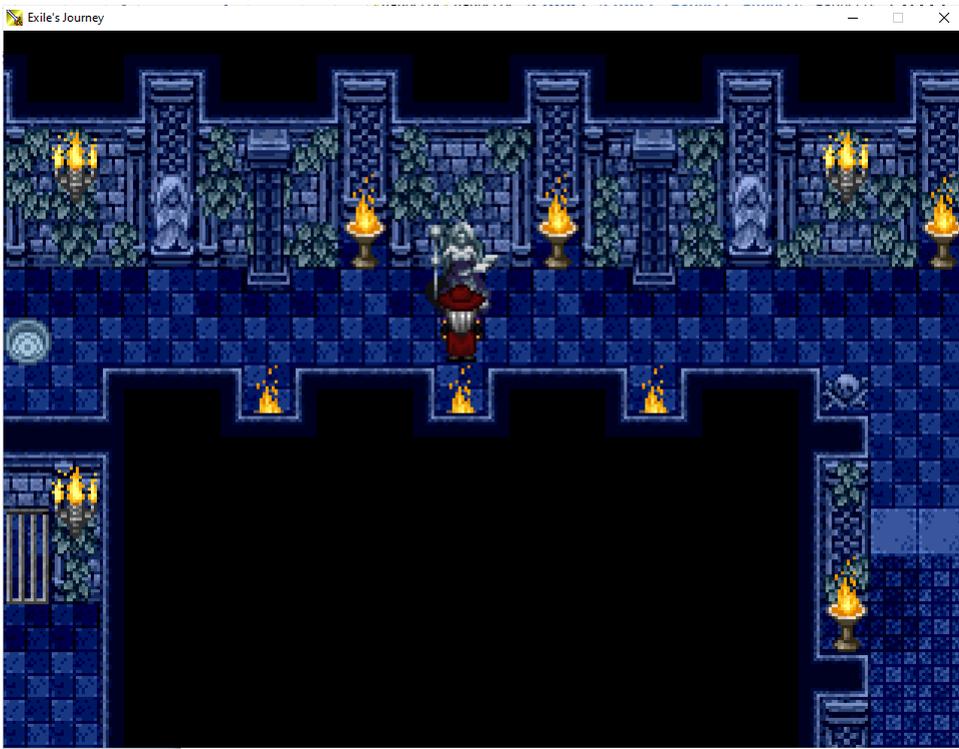
Near the NE corner of the Map is another cave containing an Earth Staff.

South of that cave is the entrance to the Ruins.

Leave the bog and go a bit further to end that scenario.

Kniryk and Adaem

Items (outside of abbey): Garnet, Demonic Spear (find your way through the southern trees)



Return here with Leyna!

Shrouded Woods

Enter the INN. The innkeeper sells items.

Talk to Aeronwy to learn Lullaby. Now go to sleep.

Equip your holy weapons (or the best but not dark elemental) and Saint Robes or Demonic Armor.

Near the entrance is a wooden switch that seems to do nothing. Remember that place.

Go further west and look for a little opening to the south to find a Mystic Increase. Directly north you can find a Healing Herb. Go further west and the next item you can find south of the path is Silk.

Next you reach a clearing. North is a cliff. Walk to the west there to gather a Vampirism Scroll. Climb up the ladder.

Now it is a bit lighter and you only have to cross the cave. Step on the switch and then return to the forest entrance.

Go north.

Stray from the light and despair will follow – Follow it lest you wallow in darkness.



at the 5th stop you can find a Mirror Scroll.

That means: follow that fireball... When you now step on the wooden switch you can teleport between this place and the entrance. Leave the Woods, unequip Adaem and go north until the scenario ends.

Dargor and Oreth

Myrna joins the party and is a passable healer. Depending on the level of the party, that can be really hard. Grind a bit in the abbey. If you still have not used the Spell Books, teach Dargor Holy 2 and Dark 3 (Spell Books #5 and #7).

You can skip the Forest of Eternal Autumn.

Croespentre

Talk to Elpin and then enter the inn. A must have for this scenario: Demonic Staff +1 (for grinding), Shock Staff +1 and Thunderbrand +1.

Loch Anam

Enter the cave in the middle of the lake. Switch to thunder based weapons.

Items: Shadow Sword, MP Increase, Mana Water, White Wine,

The south door is open. Turn all tiles to red. Unlock the last door before you go further.

Heal/Save.

Boss Tiamat: Weak to thunder!

Enter the portal.

Kingdom of Nysoroth, Castle

Talk to the King.

Forsaken Castle Arddlech

Jaspias and Leyna

Items (18 in total) until reunion: 25 Gold, 2 Mana Waters, High Potion, Stimulant

Item courtyard: Annwyn Armor

Fire is your best friend outside. You have now 4 possibilities NW, N, NE and SE (other end of SW wall). Switch your elements depending on the enemy.

NW entrance: In the kitchen find the **Servant's Key**. Upstairs you can return to the great stone bridge, the SW wall and NW wall (Servant's Key needed).

Items SW wall: Ice Staff +1

From there you can exit to the Abbey to strengthen Leyna's Holy Magic to Tier 3.

At the NW wall you can reach a ladder down, a **Ruby** and a locked door. Down the ladder you activate a trap. Step on all switches to proceed further. Don't push the arrow trap back or you have to leave the room to reset the puzzle. Activate that trap and let it hit all targets. Push the next target on the silver switch and the statue on the other. You need the **Soldier's Key** to reach the lever. Outside gather the High Potion, cross through the tunnel to reach the castle town.

Items Castle Town: Annwyn Bow

You can only enter the pub. Unlock the doors to the smithy. Upstairs is a healing point and a ladder to the east wall. Get the **Mana Water** and defeat the Dark Knight to reach the **Sapphire** and stairs with more Dark Knights. Get the **Diamond**, ignore the locked shutter but play the Desert Song at the next (behind is the healing point from before).

Get out again and enter the graveyard to the north. Pull the lever to open the last shutter and revive the skeletons. In the riddle room step on the switches to see the sequence (**31243412**). That opens the shutter at the graveyard. Unlock the church. Upstairs take the **Lapis Lazuli** and enter the balcony (small door) to obtain the **Soldier's Key**. The other door leads to the **Castle Arddlech Map**.

Pull the lever in the barracks mentioned above! Enter the room upstairs and reach the top floor. The lever opens the shutter at the Castle Town. Up or down? Downstairs is the dungeon. Pull the lever to reveal the path you have to push the statue. Get the **Royalty Key**! Go now upstairs and unlock the door to proceed. From there you can reach the other entrances.

Throne Room: if you take the stairs you reach a healing point. Unlock the remaining doors. One of the last treasures, **Annwyn War Axe**, can be found going straight north behind the throne until you can enter the balcony. Go back and get downstairs at the first opportunity. In another room you find a **Sacriment Scroll**.

Heal/Save.

Exit through the steel doors. Chose who will fight.

Kniryk vs. Antonin: weak to light. Just defeat him (heal with a high potion if you must). Drops the Song Book #11.

Jaspias vs. Antonin: Debuff and then defeat him. Drops the Song Book #11.

Light up the beacon.

Groeslon Abbey

Enter the part you couldn't enter yet, play the Song of Truth and get the Spell Book #6.

Croespentre

Talk to Elpin.

In the inn talk to Aeronwy to learn the Sonatina of Souls.

You have now reached the POINT OF NO RETURN.

Gateway

Just cross.

Ruined Sanctum

Talk to Odin.

Boss Odin: Poison and debuff him.

Now Jaspias can summon Odin in battle.

Once you step on the bridge (worldmap), an event will take place.

Frontline

Eliminate 5 Dark Knights with Oreth, Myrna and the 2 Knights who you have fought earlier with. One of them even learned Holy 2 (their multi hit normal attacks are stronger, though).

Items: Nysorothian Sword +1, Nysorothian Shield +1, Nysorothian Armor Set +1

Report to Tedmund.

Cathedral of Ominous Fate

Items (22 in total)

Light weapon and protection against dark are recommended.

Entrance/1st floor:

1. Avoid the traps to the west and push the statues on the switches.
2. Lever riddle: pull all levers!
3. Avoid the traps and eyes to the east. The eyes move when they see you. Take the **Dark Knight Armor**.
4. Avoid the next trap and get the **Dark Knight Helmet** and reach the next lever. Return to the start and go upstairs to the NW.

2nd floor:

1. Go downstairs at the 1st opportunity and get the **Dark Knight Shield**.
2. Enter the balcony and reach the Lake of Life-force.

Lake of Life-force:

1. Find the **Demonic Ring** to the east
2. Go south and defeat the skeleton guarding the bridge.
3. The doors of the south building are locked so go further east. Get the **Miracle Potion** before you enter the door to the north.
4. Get the **Mana Water** and leave the east building via the west exit (the other is locked).
5. Go west, get the Blood Cavern Map and enter the east door of the west building.
6. Defeat Tiamat (weak to thunder). Drops the **Blood Cavern Key**.
7. Unlock the locked doors to find:
 - a. South: **Ruby, Blood Pendant, Pocket Shelter, Chaos Staff +1**
 - b. South: pull both levers to open the path to the north building
 - c. East: **Dark Knight Cape**
8. Defeat Asura and step on the Teleporter

2nd floor:

- a. Get the **Diamond** and enter.
- b. Avoid the traps and pull the lever downstairs. That opens the shutter on the 1st floor.
- c. Get back to the 2nd floor via the 1st floor and go west.

3rd floor:

- a. Press the west button and then the east button and go through the northern door before it closes.
- b. Press the button at the pillar and move further up.

4th floor: defeat the Lich and go upstairs.

5th floor: reach the top but gather the **Emerald** on the balcony and the **MP Increase** (ladder) on the way. Pull the lever and use the teleporter.

2nd floor:

- a. Pull the lever to open the big gate.

- b. Pull the lever downstairs to open another gate on the 1st floor leading to an Agility Increase, Magic Pendant and another lever. Pull it and go back upstairs until the 3rd floor.

3rd floor: you can only step on the black tiles, watch closely. Gather the Miracle Potion and Diamond (via the west stairs).

4th floor:

- a. Gather the Philter of Phantom
- b. Pull the lever to open the gate in the trap room of the 2nd floor. Go there.
- c. Reach the top.

Roof:

- a. Heal/save
- b. Gather HP Increase and Sapphire.
- c. Defeat the Behemoth: shower it in debuffs and then attack it.
- d. Heal/save.

Note: If you have collected all treasures in the main dungeons and all upgraded equipment, your Lightbringer will be upgraded to dual attacking.

Nysoroth Castle

Prepare Dargor's party.

Boss Annwyns people: Either attack with AoE skills/spells or defeat the enemy's healer first. And let Myrna take care of healing.

Cathedral of Ominous Fate

Save and go upstairs.

Touch the Crystal.

Crystal World

Go south and east to gather Spell Book #9 and then west to gather an Angel Feather. At the end you can go east to reach the starting point again. Touch the small crystal to change the tiles.

Note: Teach the Focus spell to Leyna to recover MP.

Press further east. At the first opportunity turn south and touch the small crystal. Go north and upstairs.

At the first intersection go first west to obtain the Song Book #12 and then east to gather the Spell Book #10.

Further north push first the outer boxes up and then the middle to the side.

Heal/save. You can buy items from the crow.

Boss King Arwan: weak to holy, shower him in debuffs and buff your party. Drops Demon's Great Scythe.

Nysoroth Castle

As you have to leave Leyna behind, equip Dargor with the Healing Staff +1.

In the courtyard you can talk to Evelyn and others. Leyna is on the balcony.

You can't push boulders anymore... Talk to Elidyr at the bridge.

Revisit some locations like the Enchanted Tower or the alchemist of Arwald. Did you ever talk to the dog hating woman in Glencoe with Orleth in party?

You have now another chance to finish the sidequests.

Seth

Read the reaction of the people and visit Rarin and Ravka.

Head to the Shrine of Ifrit when you are ready.

Final Battle: Kniryk vs. Zibinx, just defeat him and then drink Philter of Phantoms!

Final Boss Dark Zibinx: weak to light, careful, he is more trouble than Arwan.

Congratulation, you finished this game.

Enjoy the credits.