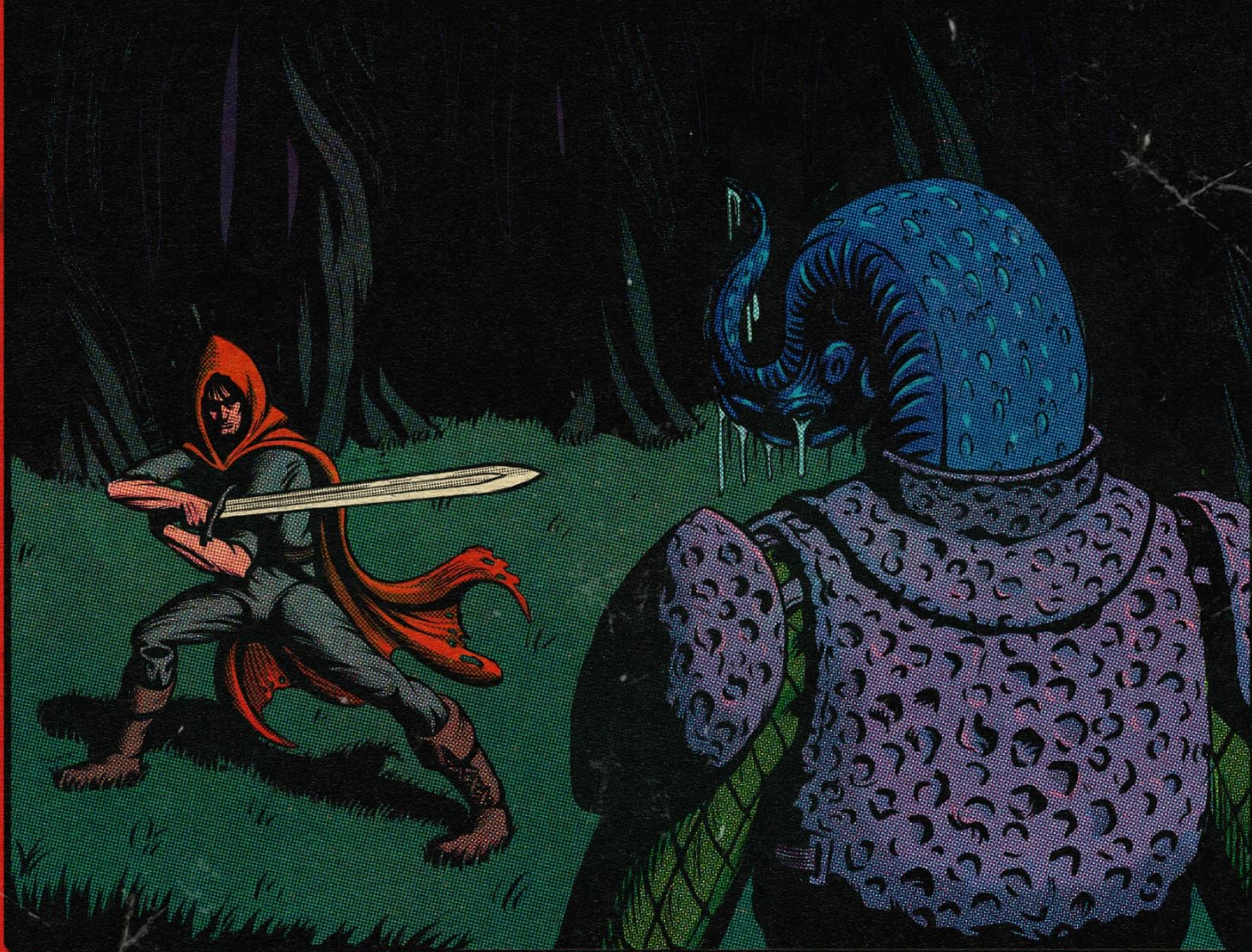


POOR LOCKE

INCLUDES
THE OFFICIAL
GAME GUIDE
& WORLD MAP

CRIMSON CAPES

INSTRUCTION MANUAL



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INTRODUCTION

MIGHTY ATOP HIS THRONE, **KING AMVRYSSEAS** RULED OVER THE KINGDOM OF **AMVROS**. COMMANDING STEEL AND MIND, THE **POWER OF THE KING** WAS UNMATCHED. AND COVETED BY MANY.

A **CONSPIRACY OF MAGES** ATTEMPTED TO OVERTHROW THE KING AND **STEAL HIS POWER**. THEY CORRUPTED HIS KNIGHTS. COMMANDED TERRIFYING MONSTERS. AND EVOKED HORRORS BEYOND ALL COMPREHENSION.

THUS BEGAN THE **WITCHING WAR**.

FOUR MAGES PULLING THE STRINGS OF CORRUPTION.

ZERFALON THE ILLUSIONIST SWAYED THE ORDER OF THE **ELK KNIGHTS** AGAINST THE KING.

TIP'LEZAR THE SHAMAN OF THE **MERGONT WILDMEN**, CUT OFF THE ROADS TO THE OUTER FORTRESSES SO THAT REINFORCEMENTS WOULD NEVER ARRIVE.

TUL AKASH THE BLOOD MAGE, RALLIED THE MONSTERS DRIVEN OUT BY THE KING AND UNLEASHED THEM UPON THE SUBJECTS OF **AMVROS**.

NOPAR-TEL THE BLACK WIZARD, PULLED THE STRINGS OF CONSPIRACY AND BROUGHT AN UNIMAGINABLE CURSE UPON THE KINGDOM.

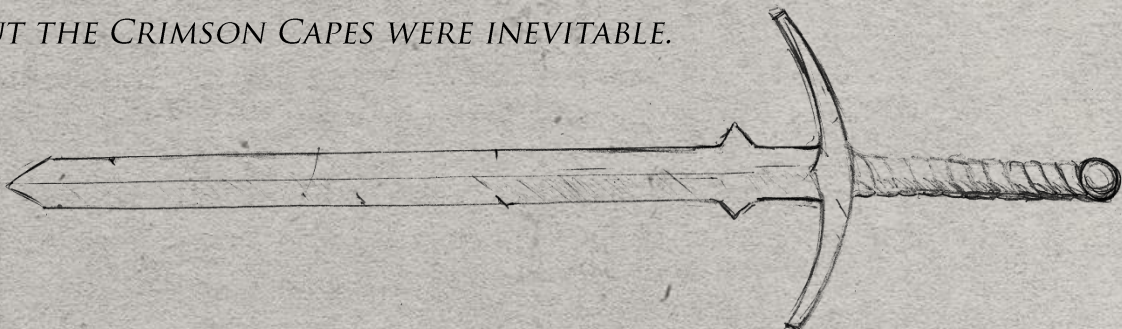
BUT KING **AMVRYSSEAS** WOULD NOT SUFFER THE CONSPIRACY TO SUCCEED.

HE COMMANDED HIS **LEFT HAND, MILON THE TEMPEST** TO GATHER THE STRONGEST WARRIORS AND FORM A **GUILD OF WITCH HUNTERS**.

THE **KING'S SISTER, AELIA THE CRIMSON WITCH** SEWED MAGICAL CAPES TO PROTECT THE WITCH HUNTERS. THE **CRIMSON CAPES**, DYED IN THE BLOOD OF THE KING'S ENEMIES, WERE THE LAST STAND AGAINST THE CONSPIRACY OF MAGES.

AT THE FINAL DAYS OF THE **WITCHING WAR**, THE CONSPIRATORS WENT INTO HIDING.

BUT THE **CRIMSON CAPES** WERE INEVITABLE.



BEGINNING

CULTIST VILLAGE

WHILE HUNTING FOR A NECROMANCER, **MILON** FINDS HIMSELF AT A VILLAGE DEEP IN THE FOREST. HE ASKS A YOUNG BOY NAMED **TANASVOS** IF THERE IS A WITCH DOCTOR AT THE VILLAGE AND THE BOY POINTS HIM TOWARDS THE RIGHT DIRECTION.

HERE YOU WILL DELIVER THE **LAW OF THE KING** TO THE CULTISTS THAT PROTECT THE NECROMANCER. YOU WILL LEARN THE BASICS OF COMBAT AND HOW TO TRAVERSE THE GAME'S WORLD.

AT THE END OF YOUR MISSION, YOU WILL FIGHT THE NECROMANCER BIN'ESH AND YOU WILL LEARN THE POWER OF YOUR CRIMSON CAPE.

INTERFACE

THIS SECTION EXPLAINS THE USER INTERFACE AND WHAT EVERY ELEMENT MEANS.

HEALTH: YOUR HEALTH. IF THE RED BAR IS DEPLETED, YOUR HERO WILL DIE.

CHARGE: YOUR CHARGE. THIS RESOURCE IS CONSUMED WHEN YOU CAST YOUR CAPE'S RECALL OR WHEN YOU PERFORM A COMBAT DISCIPLINE.

DISCIPLINE: YOUR COMBAT DISCIPLINE. EACH HERO STARTS WITH THE "FLOURISH" DISCIPLINE AND THEY CAN UNLOCK MORE WITH EXPERIENCE WHILE RESTING.

ITEM BELT: HERE YOU WILL SEE WHAT CONSUMABLE ITEMS YOU HAVE EQUIPPED.

MULTIPLAYER STATE: IF YOU ENGAGE IN MULTIPLAYER, YOU WILL SEE THIS ICON CHANGE COLORS, DEPENDING ON YOUR PREFERRED ROLE.



CONTROLS

NORMAL ATTACKS

THERE ARE TWO KINDS OF NORMAL ATTACKS: LIGHT AND HEAVY.

LIGHT ATTACKS ARE FASTER, MAKING THEM HARDER TO DEFLECT, BUT THEY DEAL LESS DAMAGE AND IF AN ENEMY DEFLECTS A LIGHT ATTACK, YOU WILL GET PARRIED.

HEAVY ATTACKS ARE SLOWER, AND EASIER TO DEFLECT, BUT THEY DEAL MORE DAMAGE AND EVEN IF THEY GET DEFLECTED, YOU WILL NOT BE OPEN PARRIED.

DEFENSIVE ACTIONS

YOU CAN EITHER DODGE OR DEFLECT AN INCOMING ATTACK. PHYSICAL ATTACKS CAN ALWAYS BE DEFLECTED, BUT MAGIC ATTACKS CAN ONLY BE DODGED.

IF YOU DEFLECT AN ENEMY WHO IS OUT OF STAMINA, YOU WILL PARRY THEM, OPENING THEM FOR CRITICAL DAMAGE.

COMPOSITE ATTACKS

EACH HERO CAN UNLOCK UP TO FOUR COMPOSITE ATTACKS. THESE MOVES HAVE SPECIAL ABILITIES LIKE INFLECTING BLEED OR DAZE, BEING UNBLOCKABLE, OR DRAINING ENEMY STAMINA.

TO PERFORM A COMPOSITE ATTACK, AFTER YOU UNLOCK IT, YOU HAVE TO PRESS A DIRECTION BUTTON (UP OR DOWN) AND LIGHT OR HEAVY ATTACK.

COMBAT DISCIPLINES

ALL HEROES START WITH THE "FLOURISH" COMBAT DISCIPLINE AND CAN UNLOCK UP TO FOUR MORE. ONCE YOU UNLOCK YOUR FIRST DISCIPLINE, YOU CAN SCROLL OVER THEM DURING GAMEPLAY.

EACH DISCIPLINE UNLOCKS A SPECIAL MOVE THAT IS PERFORMED IN TWO PARTS: FIRST YOU PRESS THE DISCIPLINE BUTTON TO PERFORM THE DISCIPLINE AND THEN LIGHT OR HEAVY ATTACK TO EXECUTE THE FINISHER.

CONSUMABLE ITEMS

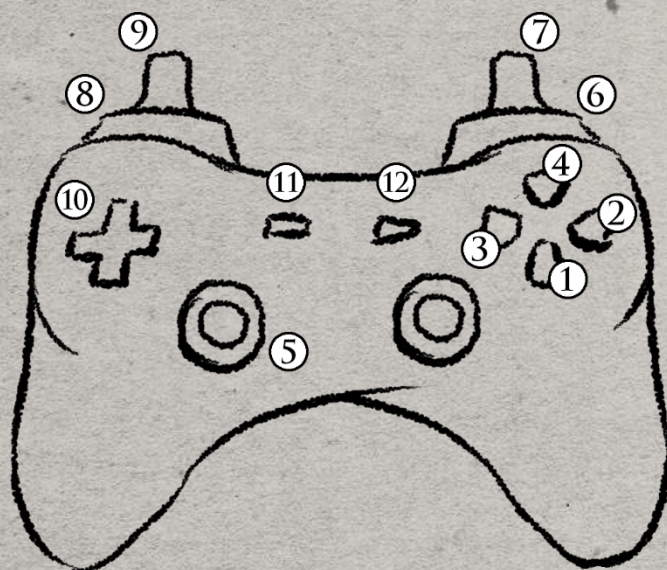
YOU CAN CARRY UP TO FOUR CONSUMABLE ITEMS AND SCROLL THROUGH THEM.

EACH ITEM HAS A DIFFERENT CARRY CAP. FOR EXAMPLE, YOU CAN CARRY UP TO THREE TURQUOISE PETALS, NINE THROWING KNIVES AND ONE KOBOLD BREW.

YOU CAN USE YOUR CURRENT ITEM AT ANY TIME DURING GAMEPLAY.

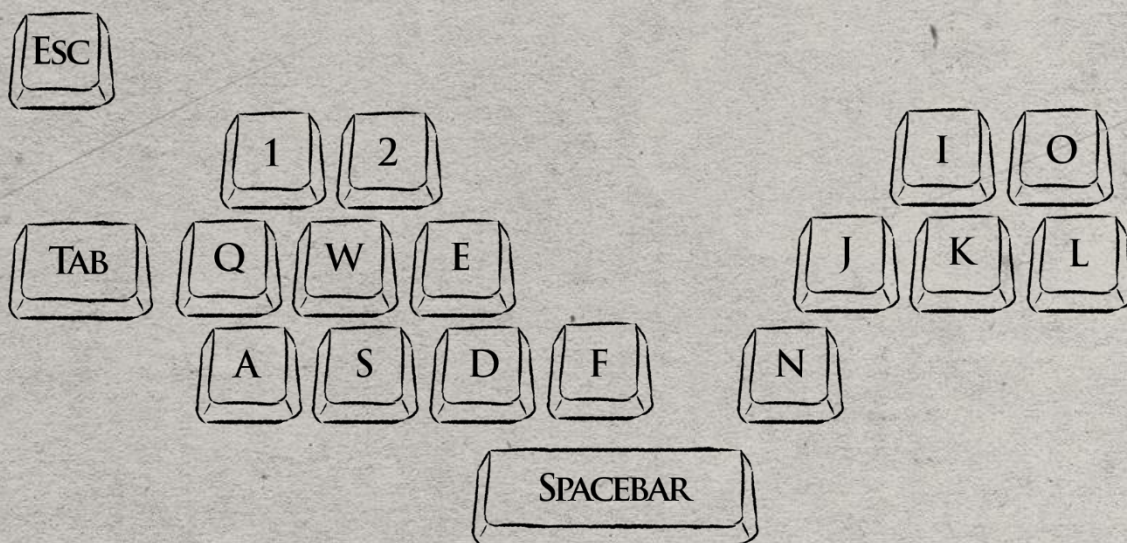
CONTROLS LAYOUT

DEFAULT CONTROLLER LAYOUT



1. INTERACT
2. FOOTWORK
3. USE ITEM
4. CAST RECALL
5. MOVEMENT
6. LIGHT ATTACK
7. HEAVY ATTACK
8. DEFLECT
9. DISCIPLINE
10. SCROLL ITEMS/DISCIPLINES
11. EQUIPMENT
12. PAUSE BUTTON

DEFAULT KEYBOARD KEYS



ESC	PAUSE
1 - 2	SCROLL ITEMS
Q - E	SCROLL DISCIPLINES
WASD	MOVEMENT
SPACEBAR	FOOTWORK
F	INTERACT

I	DISCIPLINE
O	USE ITEM
J	DEFLECT
K	LIGHT ATTACK
L	HEAVY ATTACK
N	CAST RECALL

TIP: CONTROLS CAN BE CUSTOMIZED THROUGH THE "OPTIONS" MENU

PROGRESS & EXPLORATION

RESTING & SAVING

THROUGHOUT THE KINGDOM OF AMVRÒS, YOU WILL FIND TURQUOISE FLOWERBEDS. THESE MAGICAL FLOWERS HAVE HEALING PROPERTIES TO THOSE WHO CONSUME THEIR PETALS.

YOU MAY REST ON THOSE FLOWERBEDS, IN ORDER TO REPLENISH YOUR HEALTH AND COLLECT THREE TURQUOISE PETALS TO USE LATER.

WHENEVER YOU REST, THE GAME IS BEING SAVED AND THE ENEMIES RESPAWN.



REST MENU

GUILD: IF YOU HAVE UNLOCKED MORE HEROES, YOU MAY CHANGE YOUR CURRENT HERO THROUGH THIS OPTION.

SKILLS: THROUGH THE SKILLS MENU YOU CAN ACQUIRE NEW MOVES FOR YOUR CURRENT HERO AND NEW COMBAT PROPERTIES.

MAP: YOU CAN SEE WHAT PART OF THE WORLD MAP YOU HAVE EXPLORED AND SOMETIMES, WHAT LIES AHEAD. YOU CAN ALSO FAST TRAVEL TO THE FLOWERBEDS YOU HAVE RESTED AT.

BLOOD MEMORY: YOUR CRIMSON CAPE ABSORBS THE BLOOD OF THE ENEMIES YOU KILL. SOMETIMES, THIS BLOOD CONTAINS MEMORIES OF THIS WORLD.

BLACK WOLF: IF YOU EXPLORE THE WORLD, YOU WILL FIND A BLACK WOLF THAT WILL TAKE A LIKING IN YOU AND ACCOMPANY YOU DURING YOUR QUESTS.



Left to right: Skean, Feiyoun, Jonai and in the front: Milon.

GUILD

FROM THIS MENU YOU CAN ACCESS THE HEROES YOU HAVE UNLOCKED AND SWITCH BETWEEN THEM.

MILON: THE LEADER OF THE GUILD. HE HAS THE MOST HEALTH OF ALL THE HEROES AND HIS NORMAL ATTACKS DELIVER THE MOST DAMAGE. HIS RECALL CALLS DOWN LIGHTNING TO HIS SWORD, FURTHER AMPLIFYING HIS COMBAT EFFECTIVENESS.

SKEAN: MILON'S MOST TRUSTED FRIEND AND BEST STUDENT. HE IS EXCELLENT AT PUTTING PRESSURE ON HIS OPPONENTS WITH CONTINUOUS ATTACKS. HIS RECALL ENGULFS HIM IN FLAMES, DEALING DAMAGE TO ENEMIES CLOSE TO HIM.

FEIYOUN: COMING FROM A FOREIGN KINGDOM AND TRAINED IN ACROBATIC COMBAT, HE PERFORMS EVADING MANEUVERS AND REPEATING ATTACKS. ALL HIS WEAPON ATTACKS INFLICT BLEEDING ON HIS TARGETS. HIS RECALL MAKES HIM INVISIBLE FOR A SHORT AMOUNT OF TIME.

JONAI: BEING THE YOUNG PRODIGY OF THE GUILD, HE HAS A VARIETY OF MOVES FOR EVERY SITUATION. HIS ATTACKS ARE FAST AND ALL HIS MOVES ARE SWIFT. HIS RECALL IS QUICKENING, BLESSING HIM WITH MORE SPEED AND DAMAGE.

SKILLS & EXPERIENCE

WITH EACH ENEMY YOU DEFEAT, YOU GAIN COMBAT EXPERIENCE. YOU CAN SPEND THOSE EXPERIENCE POINTS IN THE SKILLS MENU TO ACQUIRE NEW ABILITIES.

EACH HERO HAS FOUR COMPOSITE MOVES, FOUR COMBAT DISCIPLINES AND THREE HERO ABILITIES.

COMPOSITE MOVES: SLIGHTLY MORE COMPLEX TO PERFORM THAN NORMAL ATTACKS, THESE MOVES ARE DEFINED BY THEIR SPECIFIC USEFULNESS. SOME ARE THRUSTS THAT COVER MORE RANGE, OTHERS ARE PUNCHES OR KICKS THAT DEplete STAMINA AND OTHERS CAN CAUSE BLEED OR DAZE THE ENEMY.

COMBAT DISCIPLINES: THESE SPECIAL MOVES ARE PERFORMED IN TWO STEPS. FIRST YOU HAVE TO PERFORM THE DISCIPLINE STANCE AND THEN CHOOSE THE FINISHING VARIANT, LIGHT OR HEAVY ATTACK.

ALL HEROES HAVE THE "FLOURISH" DISCIPLINE BY DEFAULT.

ONCE YOU ACQUIRE A NEW DISCIPLINE, YOU CAN SCROLL THROUGH THEM DURING GAMEPLAY. ONCE YOU PRESS THE DISCIPLINE BUTTON, YOUR HERO WILL PERFORM THE CORRESPONDING STANCE AND THEN YOU CAN PRESS LIGHT OR HEAVY ATTACK TO PERFORM THE SPECIAL MOVE.

IF YOU HAVE ENOUGH CHARGE, THE DISCIPLINE WILL CONSUME THE REQUIRED CHARGE AND ENHANCE ITS DAMAGE AND PROPERTIES.

WHEN A COMBAT DISCIPLINE CONSUMES CHARGE, YOUR HERO WILL LEAVE A TRAIL OF AURA.

TIP: YOU CAN ALSO SAVE YOUR EXPERIENCE POINTS AND SPEND THEM ON VARIOUS MERCHANTS AND PEDDLERS YOU WILL FIND.

Pommel Strike

Composite Move: Perform a quick high strike, great for interrupting enemies.

Use: Hold up and press Light Attack.



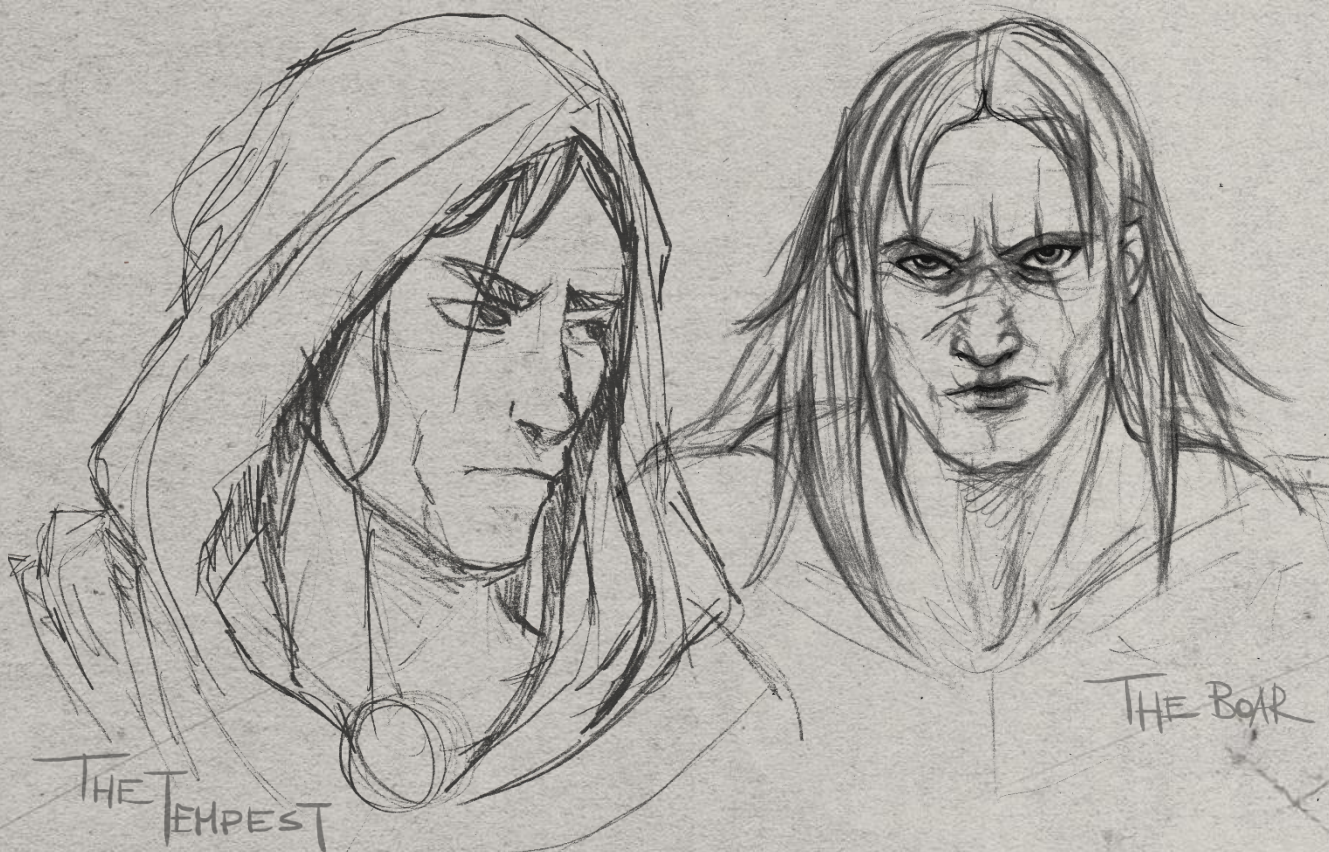
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MAP

AS YOU EXPLORE THE WORLD, YOU WILL DISCOVER NEW FLOWERBEDS. WHENEVER YOU REST IN A NEW FLOWERBED, YOUR MAP WILL REVEAL THE REGION AROUND THAT RESTING POINT. SOMETIMES THE MAP WILL HELP YOU SEE WHAT LIES AHEAD, OR EVEN SUGGEST SECRET AREAS.

YOU CAN FAST TRAVEL BETWEEN FLOWERBEDS YOU HAVE ALREADY VISITED.



BLOOD MEMORY

WHILE YOUR CRIMSON CAPE ABSORBS THE BLOOD OF THE FALLEN, IT WILL UNLOCK MEMORIES CONTAINED IN IT. THESE MEMORIES TELL THE STORY OF THE WORLD AND SOMETIMES, THEY REVEAL SECRETS OF THE PAST.

BLACK WOLF

DEEP IN A DARK CAVE, WOUNDED AND STARVED, THERE LIES A BLACK WOLF. IF YOU FEED THE ANIMAL, IT WILL REPAY THE KINDNESS WITH LOYALTY. ONCE YOU TAME THE WOLF, YOU WILL BE ABLE TO SUMMON IT WHENEVER YOU REST AND IT WILL FIGHT BY YOUR SIDE.



TRAVERSAL

STANDARD MOVEMENT

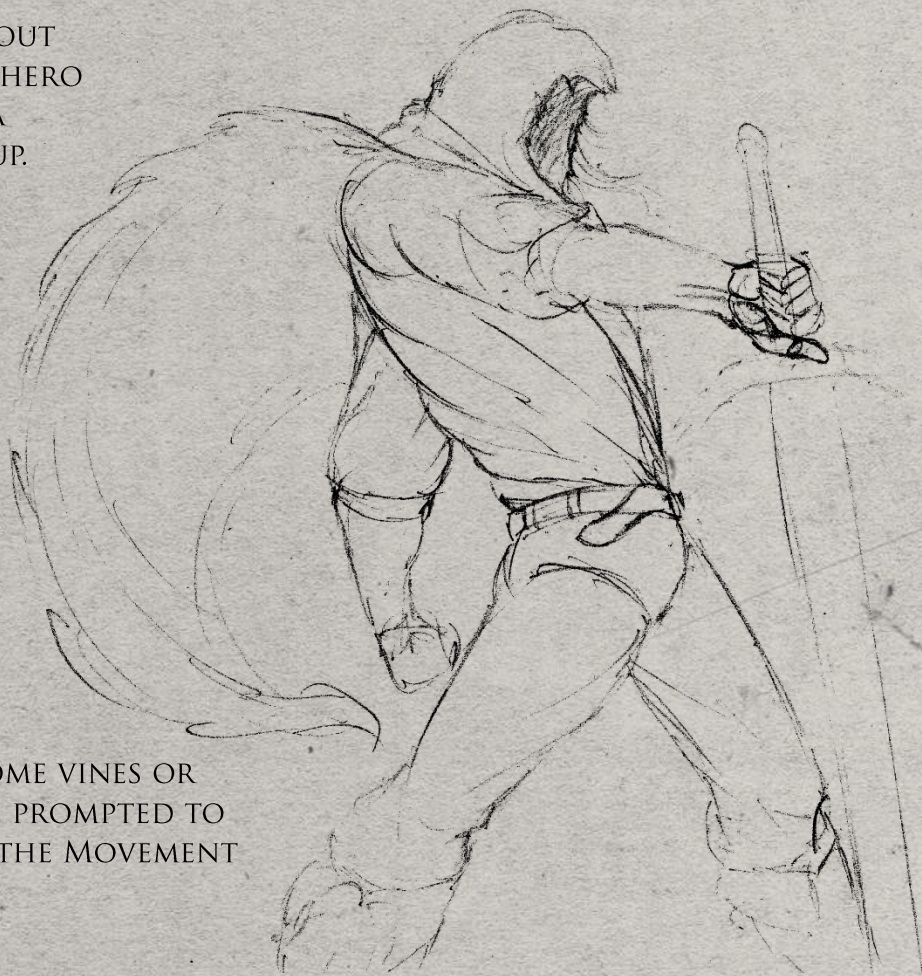
YOU CAN MOVE THROUGH THE WORLD BY PRESSING THE MOVEMENT BUTTONS ON YOUR KEYBOARD OR GAMEPAD.

YOU CAN ALSO RUN IF YOU HOLD THE FOOTWORK BUTTON.

JUMPING

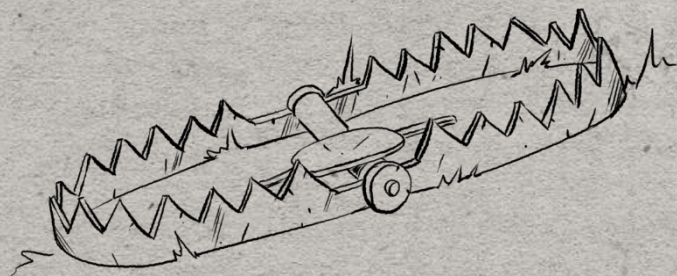
IF YOU APPROACH A LEDGE WHILE RUNNING, YOU WILL JUMP.

DO NOT WORRY ABOUT LONG JUMPS, YOUR HERO WILL TRY TO GRAB A LEDGE AND CLIMB UP.



CLIMBING

IF YOU ARE NEAR SOME VINES OR STAIRS, YOU WILL BE PROMPTED TO CLIMB THEM WITH THE MOVEMENT BUTTONS.



TRAPS

YOU CAN AVOID TRAPS WITH A LUNGE OR A DODGE, BY TAPPING ONCE THE FOOTWORK BUTTON.

COMBAT

ENEMY HEALTH & STAMINA

THE MAJORITY OF YOUR ENEMIES WILL DISPLAY A RED BAR FOR HEALTH AND A YELLOW BAR FOR STAMINA.

YOUR ATTACKS DEAL DAMAGE TO BOTH THOSE STATS. COMPOSITE MOVES AND DISCIPLINE ATTACKS, DEAL MORE DAMAGE TO THESE STATS, DEPENDING ON THE PROPERTIES OF THE MOVE AND IF IT IS USING CHARGE.

ATTACKING

IN MELEE COMBAT, PUTTING PRESSURE ON YOUR ENEMIES IS VITAL. KEEPING THEM OCCUPIED WITH LIGHT AND HEAVY ATTACKS WILL OPEN A PATH TO VICTORY.

LIGHT ATTACKS ARE HARDER TO BLOCK BUT THEY DEAL LESS DAMAGE.

HEAVY ATTACKS ARE SLOWER AND EASIER TO DEFLECT BUT THEY DEAL MORE DAMAGE.

DEFLECTING

A VERY IMPORTANT PART OF COMBAT IS YOUR DEFENSE. YOU CAN DEFLECT ALL THE PHYSICAL ATTACKS THROWN AT YOU, BY PRESSING THE DEFLECT BUTTON AT THE RIGHT TIME. YOU DO NOT HAVE TO FACE THE INCOMING ATTACK.

IF YOU DEFLECT AN ENEMY WHO IS OUT OF STAMINA, YOU WILL THROW THEM OFF-BALANCE, WHICH LEAVES THEM OPEN FOR A CRITICAL HIT.

DODGE & FOOTWORK

SOME ATTACKS CANNOT BE DEFLECTED. THESE ARE THE UNBLOCKABLE ATTACKS AND THE MAGICAL ATTACKS. IN ORDER TO AVOID TAKING DAMAGE, YOU CAN TAP THE FOOTWORK BUTTON AND EITHER LUNGE FORWARD OR DODGE BACKWARD.

IF YOU PRESS AN ATTACK BUTTON AFTER A LUNGE OR DODGE, YOU WILL PERFORM A DODGE ATTACK.

IF YOU HOLD THE FOOTWORK BUTTON WHILE MOVING, YOU WILL RUN.

BY PRESSING AN ATTACK BUTTON WHILE RUNNING, YOU WILL PERFORM A RUNNING ATTACK.

AS YOU GET MORE FAMILIAR WITH THE COMBAT YOU WILL BE ABLE OUT-SPACE YOUR ENEMIES, MEANING TO BE JUST OUTSIDE THE RANGE OF THEIR ATTACK. THIS CAN BE DONE BY PREEMPTIVE DODGES OR BY RUNNING.

COMPOSITE MOVES

BESIDES YOUR NORMAL ATTACKS (LIGHT AND HEAVY) YOU CAN UNLOCK COMPOSITE MOVES. THESE CAN BE DONE BY HOLDING UP OR DOWN ON YOUR MOVEMENT LAYOUT AND PRESSING LIGHT OR HEAVY ATTACK.

THESE SPECIAL MOVES HAVE DIFFERENT PROPERTIES AND EFFECTS ON YOUR ENEMIES AND THEIR USEFULNESS IS DEFINED BY YOUR PREFERRED PLAYSTYLE.

COMBAT DISCIPLINES

THERE ARE FOUR COMBAT DISCIPLINES YOU CAN UNLOCK FOR EACH HERO, WITH "FLOURISH" BEING THE COMMON FIFTH DISCIPLINE.

EACH COMBAT DISCIPLINE HAS A DIFFERENT PROPERTY AND ENEMIES REACT TO THEM.

FOR EXAMPLE, THE COMMON "FLOURISH" DISCIPLINE MAKES THE ENEMIES LESS LIKELY TO DEFLECT AN ATTACK COMING IMMEDIATELY AFTER YOU PERFORM THE FLOURISH.

WHENEVER YOU USE A DISCIPLINE AND YOU HAVE ENOUGH CHARGE, IT WILL BE CONSUMED IN ORDER TO AMPLIFY THE DAMAGE AND THE EFFECTS OF THE DISCIPLINE. THIS IS BEING DISPLAYED BY YOUR HERO LEAVING A TRAIL OF AURA.



RECALL

EACH CRIMSON CAPE HAS A UNIQUE SPELL WOVEN INTO ITS FABRIC. THIS SPELL IS CALLED A RECALL.

EVERY HERO HAS A DIFFERENT RECALL THAT COMPLIMENTS THEIR ARCHETYPE.

FEINTS & TAUNTS

UNTIL YOU UNLOCK MORE COMBAT DISCIPLINES, YOU WILL HAVE TO RELY MORE ON THE BASIC MANEUVERS OF COMBAT. THESE ARE FEINTS AND TAUNTS, THAT YOUR OPPONENTS WILL REACT TO.

WITH ANY COMBAT DISCIPLINE SELECTED, IF YOU HOLD UP AND PRESS THE DISCIPLINE BUTTON, YOU WILL PERFORM A FEINT AND TRICK YOUR ENEMY INTO DODGING.

IF YOU HOLD DOWN AND PRESS THE DISCIPLINE BUTTON, YOU WILL PERFORM A TAUNT AND COMPEL YOUR ENEMY TO ATTACK YOU.

WHILE THESE MOVES ARE BASIC AND DO NOT LEAD TO DIRECT DAMAGE, YOU WILL FIND THEM SERVING YOU WELL UNTIL YOUR HERO BECOMES STRONGER.



CONSUMABLE ITEMS

YOUR EQUIPMENT BELT CAN CARRY UP TO FOUR CONSUMABLE ITEMS. YOU CAN SCROLL THROUGH THOSE ITEMS AND USE THEM DURING GAMEPLAY.

EACH ITEM HAS A DIFFERENT USE AND PROPERTY. THERE ARE HEALING ITEMS, THROWING DAGGERS, BOMBS, MAGIC POTIONS AND MANY MORE FOR YOU TO DISCOVER.

EQUIPMENT

YOU CAN EQUIP ONE WEAPON GEM, ONE ARMOR MATERIAL AND TWO FETISHES ON YOUR HERO. THESE SPECIAL ITEMS AFFECT THE WAY YOU EXPERIENCE THE GAME AND CAN HELP YOU COMPLETE YOUR BUILD.

EACH HERO GETS A SLIGHTLY DIFFERENT BUFF/DEBUFF FROM THOSE ITEMS.

STATUS EFFECTS

THERE ARE MANY FACTORS THAT DECIDE THE OUTCOME OF A FIGHT. STATUS EFFECTS, BUFFS AND DEBUFFS ARE VERY IMPORTANT. WHATEVER RULES APPLY TO YOU, ARE ALSO APPLIED ON YOUR ENEMIES.



BLEED

WHILE YOU ARE BLEEDING, YOU LOSE HEALTH FOR A SHORT AMOUNT OF TIME. YOU CAN ALSO HAVE HEAVY BLEED INFLICTED UPON YOU, WHICH DEALS MORE DAMAGE OVER TIME, BUT FOR THE SAME DURATION.

DAZE

WHILE YOU ARE DAZED, YOUR CHARGE IS BEING DRAINED AND YOUR ATTACKS BECOME WEAKER, DEALING LESS DAMAGE.

DISORIENTED

WHILE YOU ARE DISORIENTED, YOUR VISION WILL BECOME BLURRY. ENEMIES WHO BECOME DISORIENTED, DO NOT ATTACK UNTIL THEY REGAIN FOCUS.

CRITICAL HITS

YOU CAN INFLICT ADDITIONAL DAMAGE ON ENEMIES, BY PUTTING THEM IN UNFAVORABLE SITUATIONS. THE SAME DAMAGE CAN BE APPLIED TO YOU.

PARRIED

AN ENEMY WHO IS PARRIED, IS CONSIDERED OFF-BALANCE AND AN IMMEDIATE WEAPON ATTACK ON THEM WILL BE A CRITICAL HIT.

DEFLECTION RECOVERY

IF YOU ATTEMPT A DEFLECTION AND DO NOT BLOCK AN ENEMY ATTACK, DURING THE RECOVERY OF THE ATTEMPT YOU ARE CONSIDERED OFF-BALANCE AND AN IMMEDIATE PHYSICAL ATTACK ON YOU WILL BE A CRITICAL HIT.



ADVANCED TECHNIQUES

AS YOU BECOME MORE FAMILIAR WITH THE COMBAT SYSTEM AND ITS MECHANICS, YOU MAY WANT TO DELVE INTO MORE ADVANCED FEATURES AND BEHAVIORS. THIS SECTION WILL COVER ENOUGH TO GET YOU STARTED.

COMBAT FLOW

ALL HEROES HAVE THE ABILITY TO ENTER INTO A STATE OF FLOW. WHENEVER A HIT LANDS ON THE OPPONENT (HIT CONFIRMATION), YOU HAVE A FEW MILLISECONDS TO PRESS A NORMAL ATTACK BUTTON. IF YOU TIME IT RIGHT, THE NEXT SWING WILL COME OUT FASTER. YOU CAN KEEP THIS UP AS LONG AS YOU CAN, ALWAYS TIMING THE BUTTON PRESS AFTER YOU GET THE HIT CONFIRMATION, ENTERING THE STATE OF COMBAT FLOW. MASHING THE ATTACK BUTTONS OR PRESSING TOO EARLY/TOO LATE, WILL GET YOU OUT OF THE FLOW.

EARLY HIT RECOVERY

AFTER GETTING HIT, YOU CAN RECOVER EARLY IF YOU HOLD A MOVEMENT BUTTON PRESSED. THIS DOES NOT APPLY WHEN YOU ARE PARRIED OR OFF-BALANCE.

DEFLECT CANCEL

ALL HEROES CAN CANCEL THEIR NORMAL ATTACKS EARLY IF YOU PRESS THE DEFLECT BUTTON AFTER PRESSING A NORMAL ATTACK BUTTON. THE ONLY HERO WHO CAN CANCEL HIS ATTACKS AT A LATE STAGE IS MILON.

DISCIPLINE CANCEL

WHENEVER YOU ARE IN A DISCIPLINE STANCE, YOU HAVE MORE CHOICES THAN COMMITTING TO A LIGHT OR HEAVY FINISHER. YOU CAN CANCEL THE STANCE WITH A DEFLECT, A COMPOSITE MOVE, OR A DODGE.

FEINT CANCEL

SIMILAR TO THE DISCIPLINE ONE, YOU CAN CANCEL A FEINT, TAUNT OR FLOURISH WITH A DEFLECT, A COMPOSITE MOVE, OR A DODGE.

STUNLOCK ESCAPE

IF YOUR HERO IS GETTING HIT BY MORE THAN ONE OPPONENT, YOU CAN ESCAPE BY TAPPING THE FOOTWORK BUTTON. YOU WILL BE GIVEN ACTION PRIORITY AND YOU WILL BE ALLOWED TO ESCAPE WITH A DODGE.



RECALL CANCEL

YOU CAN CANCEL AN ACTION AT ANY TIME BY CASTING A RECALL. YOU CAN ALSO CANCEL OUT OF A HIT OR A PARRY WITH THIS TECHNIQUE.

UNINTERRUPTED

SEVERAL HERO SKILLS AND ITEMS CAN GRANT YOU THIS PROPERTY. WHILE IN A STATE LIKE THIS, YOUR HERO STILL TAKES DAMAGE FROM ENEMY ATTACKS, ALTHOUGH LESS, BUT IS ALSO ALLOWED TO COMPLETE THEIR ACTION.



DIFFICULTY

THERE IS NO RIGHT AND WRONG WAY TO ENJOY THE GAME. SURE, THERE ARE MORE EFFICIENT WAYS THAN OTHERS, BUT THE GOAL IS FOR YOU TO HAVE FUN. IF YOU FIND AN ENEMY TOO DIFFICULT OR THE COMBAT TOO CHALLENGING FOR YOU, THERE ARE MANY WAYS TO PROGRESS PAST THESE OBSTACLES. EACH HERO HAS AT LEAST ONE SKILL YOU CAN ALWAYS RELY ON, TO CRUSH THE PVE OPPOSITION.

THE INDEX FINGER SKILLS OF ALL THE CHARACTERS ARE THE MOST USEFUL TO THAT PURPOSE.

YOU MUST ALSO REMEMBER TO AIM FOR BREAKING ENEMY STAMINA AND THEN DEFLECTING THEM TO THROW THEM OFF-BALANCE.

IN ALMOST ALL THE CASES, IT IS PREFERABLE TO DEFLECT AN INCOMING ATTACK THAN DODGING IT, UNLESS IT IS UNBLOCKABLE. DODGING ALWAYS TAKES LONGER TO RECOVER COMPARED TO A DEFLECTION.

GAME FEATURES & EVENTS

HUNTS

THESE ARE SPECIAL EVENTS THAT TAKE PLACE IN CERTAIN PARTS OF THE WORLD AND THEY NEED TO BE ACTIVATED OR ACCESSED AFTER ACQUIRING AN ABILITY OR BY DEFEATING A BOSS.

HUNTS TAKE PLACE IN PROCEDURALLY GENERATED AREAS, FILLED WITH ENEMIES AND TRAPS. AT THE END OF EACH ONE IS THE HUNT BOSS, WHICH REWARDS YOU WITH ITS CORRESPONDING UNIQUE PIECE OF EQUIPMENT.

YOU CAN END A HUNT ANY TIME BY THE REST MENU.

MULTIPLAYER

FROM THE PAUSE MENU, YOU CAN EXPLORE THE MULTIPLAYER OPTIONS.

Co-Op

YOU CAN HOST A GAME, WHICH OPENS A LOBBY AND A COOPERATOR CAN JOIN YOU. BUT BEWARE, YOU CAN GET INVADED BY PLAYER DEATHBLADES.

ALTERNATIVELY, YOU CAN JOIN A HOST AS A COOPERATOR.

YOU CAN ALSO PLAY WITH A FRIEND IF YOU BOTH HAVE THE SAME PASSWORD.

WHENEVER YOU KILL A BOSS IN CO-OP, BOTH COOPERATORS ARE HEALED AND THEIR TURQUOISE PETALS ARE REPLENISHED. THE SESSION ENDS WHENEVER THE HOST DIES OR LEAVES THE AREA.

IF YOU KICK A COOPERATOR, THE SESSION REMAINS OPEN UNTIL YOU END IT.

PvP

AS A DEATHBLADE, YOU CAN INVAD A CRIMSON CAPE WHO IS HOSTING A GAME. YOUR OBJECTIVE IS TO KILL THE HOST, COLLECTING THEIR SOUL FOR THE DEADTREE OF POINTER'S WOODS.

YOUR SESSION ENDS IF THE HOST DIES, IF THEY ACTIVATE A BOSS OR IF THEY LEAVE THE AREA.



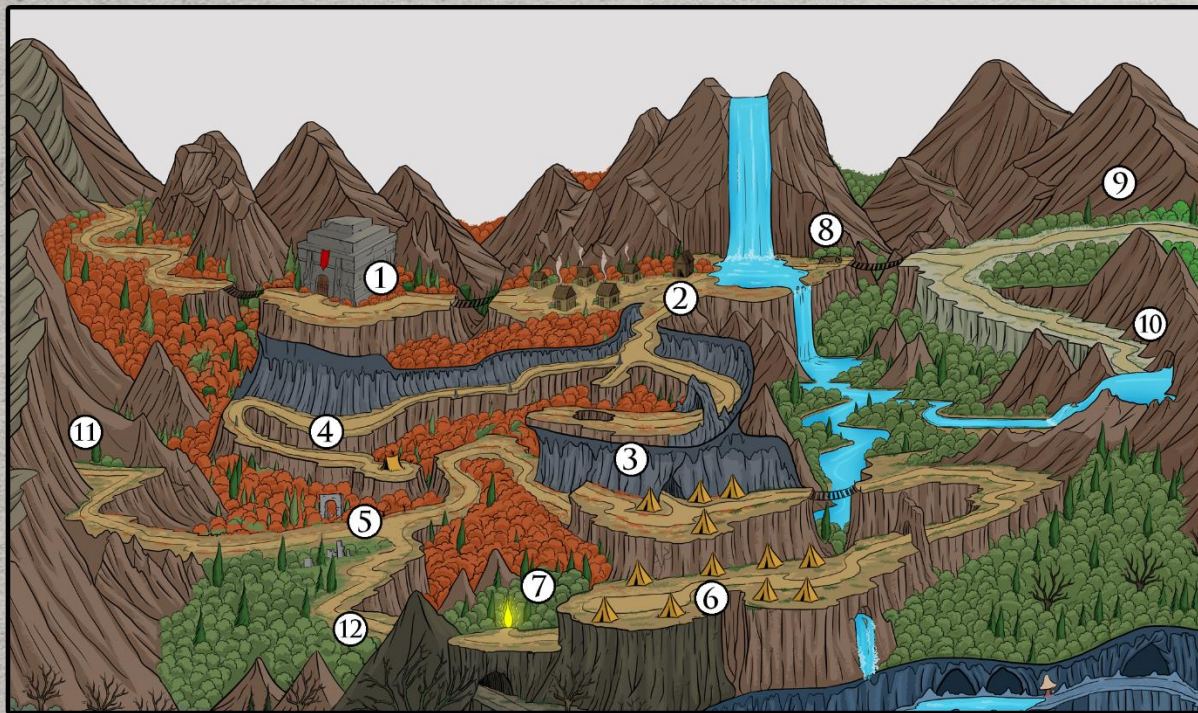
OFFICIAL GAME GUIDE

YOU CAN REFER TO THIS GUIDE TO HELP YOU PROGRESS THROUGH THE GAME.

BEWARE OF SPOILERS!

PROVIDENCE

THE HOME OF THE CRIMSON CAPES IS CONNECTED TO THE AREAS THAT YOU WILL VISIT DURING YOUR ADVENTURE. HERE YOU WILL LEARN THE BASICS OF COMBAT FROM A CHALLENGING GNOLL CAMP AND MEET MANY NPCs WITH THEIR OWN QUEST LINES.



1: THE GUILD HOUSE

WHAT USED TO BE A TEMPLE TO THE UNDYING GODS, HAS BEEN REPURPOSED TO HOST THE GUILD OF THE CRIMSON CAPES. HERE YOU WILL MEET MANY OF THE GUILD MEMBERS, MILON'S SPOUSE THE CRIMSON WITCH AND MILON'S SON KIMON. THERE ARE TWO IMPORTANT ITEMS HERE TO FIND: THE CHAIN SHIRT ARMOR AND THE RING OF RETURNAL.

2: CROSSROADS

AFTER PASSING THE HAMLET NEXT TO PROVIDENCE, YOU WILL FIND A TURQUOISE FLOWERBED NEXT TO A CROSSROAD. THE PATH TO THE EAST LEADS TO ELARISAD AND SWALLOWER'S RETREAT. IF YOU GO SOUTH, YOU WILL EVENTUALLY FIND YOURSELF ON THE ROAD TO MOUNT MERGONT AND POINTER'S WOODS. IF YOU MAKE A JUMP TO THE WEST THOUGH, YOU WILL FIND YOURSELF IN AN OMINOUS CAVERN.

3: AMBUSH

IF YOU TAKE THE SOUTHERN ROAD FROM THE CROSSROADS, YOU WILL ENCOUNTER A TRAP SET BY A PACK OF GNOLLS. THE GROUND WILL SHAKE AND FALL, BUT YOU SURVIVE THE PLUNGE.

4: THE THING BELOW PROVIDENCE

SHOULD YOU MAKE THE JUMP INTO THE CAVERN, YOU WILL SOON BE SURROUNDED BY GIANT WEBS AND HUMAN REMAINS. YOU HAVE ENTERED THE LAIR OF THE SPIDER THAT LIVES UNDER THE GUILD HOUSE. IF YOU DEFEAT THE BEAST, YOU WILL BE REWARDED WITH A SILK VEST ARMOR. GOING FURTHER INTO THE CAVE, THERE ARE TWO EXITS. ONE LEADS YOU INTO THE GUILD HOUSE, THE OTHER GOES DOWN INTO THE CAMP OF A PEDDLER

5: MIGHTY WIZARD

ON YOUR WAY TO THE WEST, YOU WILL MEET YOVREH, WHO CLAIMS TO BE A MIGHTY WIZARD. SOCIALIZING ISN'T HIS STRONG SUIT AND YOU WILL SOON COME TO KNOW THAT.

6: GNOLL CAMP

BY NIGHT, YOU ENTER THE GNOLL CAMP AND TAKE THEM OUT ONE BY ONE. AT THE CENTER OF THEIR CAMP, YOU WILL FIND THE GNOLL ALPHA. IF YOU DEFEAT HIM, YOU WILL SKIN HIS FUR TO USE FOR ARMOR, AS YOUR PRIZE.

7: HYENA IN THE FOREST

THE ENTRANCE TO THE FOREST OF PREZETON IS BLOCKED BY A WALL OF THORNS. IF YOU USE SKEAN'S RECALL AND BURN THE THORNS, YOU WILL BE ABLE TO ENTER THE HUNT.

8: HEADING EAST

ON YOUR WAY TO THE EAST YOU WILL MEET LORD BESTERMONT, THE RIGHT HAND OF KING AMVRYSEAS. THERE IS ALSO FITOS THE BOTANIST, WHO IS LOST AND ASKS FOR THE WAY TO ELARISAD.

9: PATH TO ELARISAD

IF YOU FOLLOW THE CLIFF TO THE EAST, YOU WILL FIND YOURSELF ON THE PATH TO THE VALLEY OF ELARISAD.

10: INTO SWALLOWER'S RETREAT

BELOW THE CLIFF IS A SMALL POND AND THE ENTRANCE TO A SUBMERGED CAVERN. THROUGH HERE YOU CAN ENTER SWALLOWER'S RETREAT.

11: ONTO MOUNT MERGONT

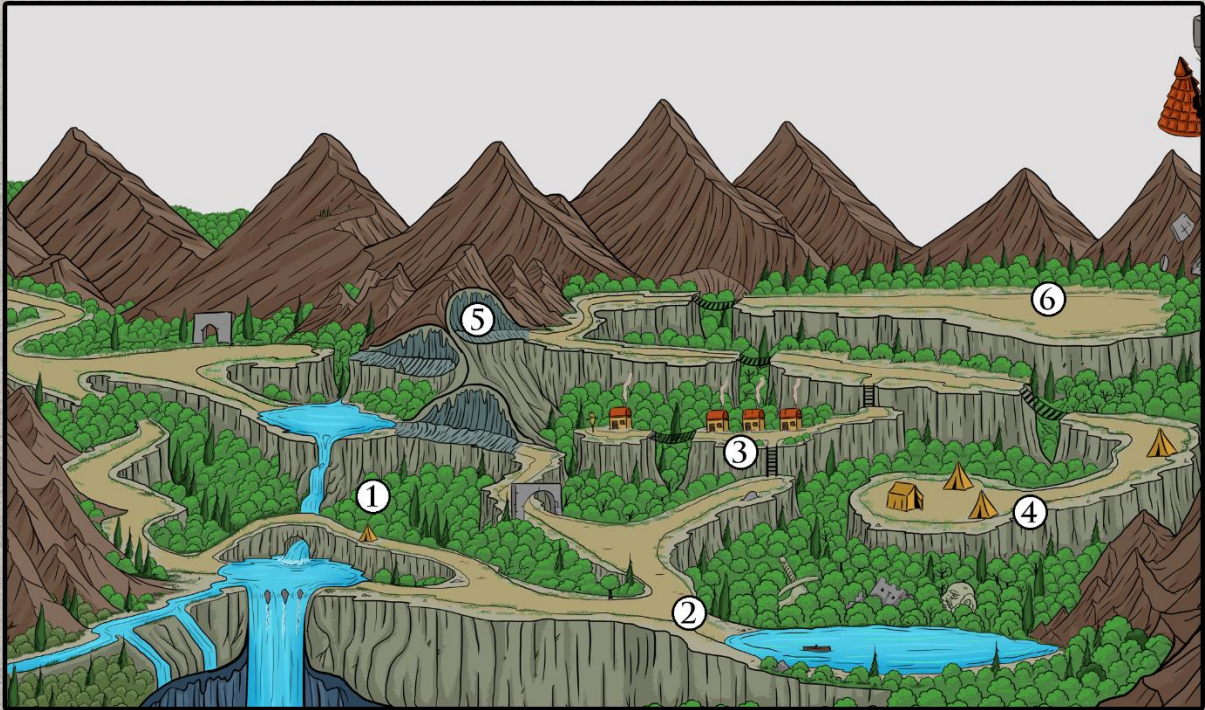
IF YOU KEEP HEADING WEST, PAST YOVREH, YOU WILL SEE THE WAY TO MOUNT MERGONT.

12: ROAD TO POINTER'S WOODS

BELOW THE PATH TO MOUNT MERGONT, YOU CAN ENTER A CAVE THAT WILL TAKE YOU STRAIGHT INTO POINTER'S WOODS.

ELARISAD

THE VILLAGE OF ELARISAD IS LOCATED IN THE MIDDLE OF A GREEN VALLEY. OLD RUINS RISE BETWEEN THE LUSH TREES AND THE COLORFUL BUSHES. ZERFALON THE ILLUSIONIST WILL TRY TO SCARE YOU FROM COMPLETING YOUR MISSION.



1: EXPLORING THE RUINS

HIDDEN BEHIND A BUSH AFTER THE FIRST TURQUOISE FLOWERBED, THE STATUES OF OLD HEROES SHOW YOU THE WAY TO A PEDDLER WITH A UNIQUE SELECTION OF ITEMS: FUSE BOMBS, CALTROPS, THROWING DAGGERS AND THUNDERSTONES.



TIP: ELARISAD STRAWBERRIES ARE A POTENT HEALING ITEM THAT REGENERATES BOTH YOUR HEALTH AND CHARGE FOR A WHILE. IT IS WISE TO ALWAYS KEEP SOME IN YOUR INVENTORY.

IF YOU CLIMB THE IVY RIGHT AFTER THAT FIRST TURQUOISE FLOWERBED, AND YOU HAVE ADVISED THE BOTANIST FITOS ON THE CORRECT PATH FOR ELARISAD. HE WILL ASK YOU TO FIND HIM A STRAWBERRY. IF YOU HAVEN'T LOOTED ONE FROM AN ENEMY, THE AREA QUEST WILL REWARD YOU WITH THE OPTION TO BUY THEM.

2: NEAR THE POND

IF YOU TRY TO CROSS THE EASTERN POND, YOU WILL MEET THE DREADFUL LIZARD OF ELARISAD. SHOULD YOU SLAY THE BEAST, YOU WILL MEET KNIGHT PIERRE ON THE OTHER SHORE. THIS WILL START HIS QUEST OF CONQUERING THE FLYING TOWER.

3: THE VILLAGE

BY TALKING TO THE VILLAGERS, YOU LEARN THAT LOCAL BANDITS HAVE MADE THEIR LIFE MISERABLE. IF YOU WANT TO LIBERATE THEM, YOU WILL HAVE TO TRAVEL TO THE BANDIT CAMP TO THE EAST. YOU WILL ALSO MEET A TALKING SCARECROW, THE GARDENER OF ELARISAD. HE WILL ASK YOU TO FIND ITS NEEDLE AND STITCH ITS WOUNDS.

4: BANDIT CAMP

CLIMBING EAST FROM THE VILLAGE, YOU WILL FIND YOURSELF IN THE MIDDLE OF THE BANDIT THAT TERRORIZES THE VILLAGERS. IF YOU DEFEAT THEIR LEADER BLAGGARD STAMUS, YOU CAN RETURN TO THE VILLAGE AND INFORM THEM. IN RETURN, YOU WILL LEARN INFORMATION ABOUT THE GRYPHON OF ELARISAD AND HOW TO DEFEAT IT.

5: STRANDED KNIGHT & OLD NEEDLE

BEFORE YOU CLIMB A CLIFF TO THE WEST, YOU CAN PUSH THROUGH THICK BUSHES AND FIND A SECRET CAVE WHERE A STRANDED ELK KNIGHT HAS MADE HIS HOME. SHOULD YOU CLIMB THE IVY BEFORE THE CAVE'S ENTRANCE YOU WILL FIND TWO BANDITS. IF YOU HAVE ALREADY TALKED TO THE SCARECROW, YOUR HERO WILL KEEP AN EYE OUT FOR A NEEDLE THAT IS DROPPED NEAR THEM. YOU CAN RETURN THE OLD NEEDLE TO THE SCARECROW AND IN RETURN, IT WILL TELL YOU TO KEEP IT, GIVE YOU A ONE-TIME CONSUMABLE STRAWBERRY SEED, AND WILL SELL ITS PRODUCE TO YOU. THESE ITEMS ARE EXTREMELY USEFUL AND RARE: GREEN APPLES, ELARISAD STRAWBERRIES, HONEYCOMBS AND SWEET WATER.

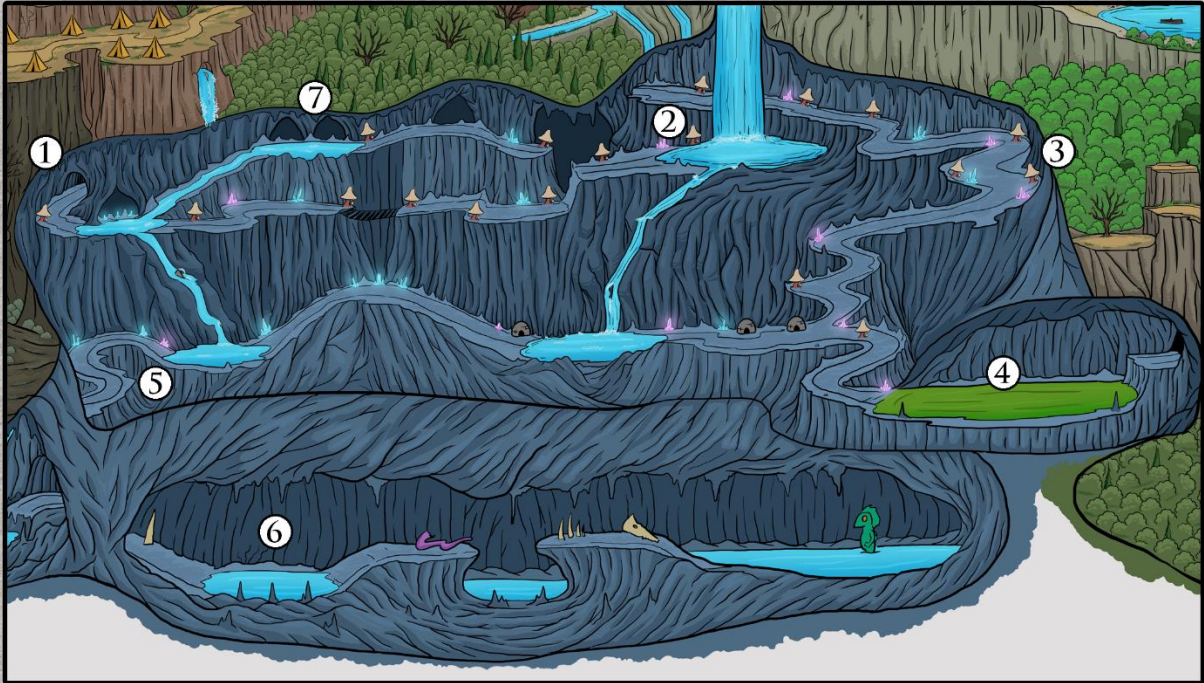
6: THE GRYPHON OF ELARISAD

IF YOU INITIATED PIERRE'S QUEST LINE, YOU WILL MEET HIM AT THE FLOWERBED BEFORE THE GRYPHON. IF HE SURVIVES YOUR FIGHT WITH THE BEAST, YOU WILL MEET HIM LATER ON THE FLYING TOWER. IN ORDER TO WOUND THE GRYPHON, YOU WILL NEED TO EQUIP A MALICE GEM. THE ONLY WAY TO ACQUIRE ONE, IS BY DEFEATING THE SOULEATER NAGA AT THE SWAMP OF POINTER'S WOODS. AFTER YOU HARM THE GRYPHON AT LEAST ONCE WITH THE GEM EQUIPPED, ITS PROTECTION WILL BE BROKEN, MAKING IT WILL BE VULNERABLE TO ALL ATTACKS AND ITEMS.



SWALLOWER'S RETREAT

ONCE THE KINGDOM OF A FISH KING, SWALLOWER'S RETREAT IS NOW INFESTED WITH KOBOLDS THAT WILL DEFEND THEIR TERRITORY AGAINST INTRUDERS. YOU WILL FIND THAT THERE IS MORE HERE THAN WHAT MEETS THE EYE.



1: CLOSED ECOSYSTEM

THE UNIQUE FUNGI OF THE AREA, ARE USED BY KOBOLDS TO MAKE THEIR UNIQUE BREW.

2: KOBOLD SETTLEMENT

YOUR DISRUPTING PRESENCE WILL NOT BE TOLERATED BY THE KOBOLDS OF THE CAVERNS. IF YOU FIGHT GROUPS OF KOBOLDS, THEY WILL TRY TO FLANK YOU.



YOU SHOULD AVOID SURROUNDED, EITHER BY DODGING TO A MORE OPEN POSITION, OR BY THROWING CALTROP, BOMBS OR DAGGERS TO HINDER ENEMY MOVEMENT.

3: THE BOTANIST

AFTER THE WATERFALL FLOWERBED, YOU CAN MAKE A JUMP TO YOUR RIGHT, AND IF YOU HELPED THE BOTANIST AT ELARISAD, HE WILL BE STRANDED HERE. HE WILL ASK YOU FOR THREE THUNDERSTONES AND IF YOU HELP HIM, HE WILL OFTEN VISIT THE HUNT OF THE HYENA AND THE HUNT OF BLACK BLOOD WHERE HE WILL SELL YOU STRAWBERRIES, SCALLIONS, KOBOLD BREW AND THE VERY RARE ELK WINE.

4: HEAD OF THE SNAKE

MAKING A RIGHT TURN FROM THE LOWER KOBOLD HUTS, YOU WILL FIND AN ACID LAKE. IF YOU WANT TO SURVIVE, YOU WILL HAVE TO EQUIP THE OUROBOROS RING, FOUND BY DEFEATING MURZ-GAK THE ORC. INSIDE THE LAKE, NOPAR-TEL HAS LEFT HIS SNAKE FAMILIAR TO GUARD THE PASSAGE TO GLUTTON'S FIELD.

5: MURZ-GAK

IN ORDER TO PROGRESS TO GLUTTON'S FIELD, YOU WILL ENTER THE LAIR OF MURZ-GAK, THE ORC. THE TOWERING CREATURE IS A SERVANT OF NOPAR-TEL, WHO HIMSELF WILL JOIN THE FIGHT AND CAST MAGIC SPELLS AT THE ARENA.



DEFEAT THE ORC AND YOU WILL FIND THE OUROBOROS RING. YOU CAN EQUIP THE RING AND CROSS THE ACID LAKE ONTO GLUTTON'S FIELD.

6: THE KING OF SWALLOWER'S RETREAT

GOING RIGHT FROM MURZ-GAK'S FLOWERBED, IF YOU DO NOT CLIMB THE IVY BY THE WATERFALL, YOU WILL FIND THE HIDDEN ENTRANCE TO THE DOMAIN OF YISHOLFENN. THE FISH LORD WILL SPEAK IN AN UNFAMILIAR LANGUAGE, BUT IF YOU HAVE THE SAVAGE TONGUE EQUIPPED, YOU WILL BE ABLE TO COMMUNICATE. IF YOU KILL HIM, YOU WILL BE REWARDED WITH THE COMBER HEAD FETISH, WITH MAKES EFFECTS FROM CONSUMABLES LAST LONGER. IF YOU BECOME FRIENDS, HE WILL SELL TO YOU BOTTLED MIST, NIGHT HERBS, SWEET WATER AND COLORDUST. THE LAST ONE IS A CONSUMABLE THAT ONLY YISHOLFENN CAN PROVIDE. IT DISORIENTS THE ENEMIES AND MAKES THEM DIZZY.

7: THE OLD ONE

BEFORE ENCOUNTERING THE FIRST KOBOLDS BY THE WATERFALL, YOU CAN JUMP TO THE LEFT INSTEAD. IF YOU KEEP HEADING LEFT, EVEN AFTER ENCOUNTERING A WALL, YOU WILL PASS THROUGH A CREVICE INTO THE DOMAIN OF SYLL'ECTIS. THIS POWERFUL ENTITY FROM ANOTHER WORLD, COLLECTS PEOPLE AND TOYS WITH THEM. BY ATTACKING ITS EYE DIRECTLY, YOU WILL DEAL MORE DAMAGE INSTEAD OF THE TENTACLES. BY BANISHING IT, YOU WILL BE REWARDED WITH ITS EYE, ALLOWING YOU TO SEE THROUGH ILLUSIONS.

MERGONT FOOTHILLS

THE TRIBE OF WILDMEN THAT INHABITS THIS MOUNTAIN IS A SWORN ENEMY TO THE KING. THEY WORSHIP THE ANCIENT DRAGONS THAT ONCE RULED OVER THE LAND.



1: HIGHWAYMEN

AS YOU TRY TO CROSS THE STONE BRIDGE AND START YOUR ASCENT, YOU WILL BE STOPPED BY A BAND OF ROBBERS. THERE ARE THREE OF THEM: ONE WITH A GREATSWORD, ONE WITH A RAPIER AND AN ARCHER. YOU COULD EITHER MAKE A RUN FOR THE ARCHER FIRST AND THEN FIGHT THE OTHER TWO, OR STICK TO THE RIGHT SIDE OF THE BRIDGE, BLOCKING HIS AIM.

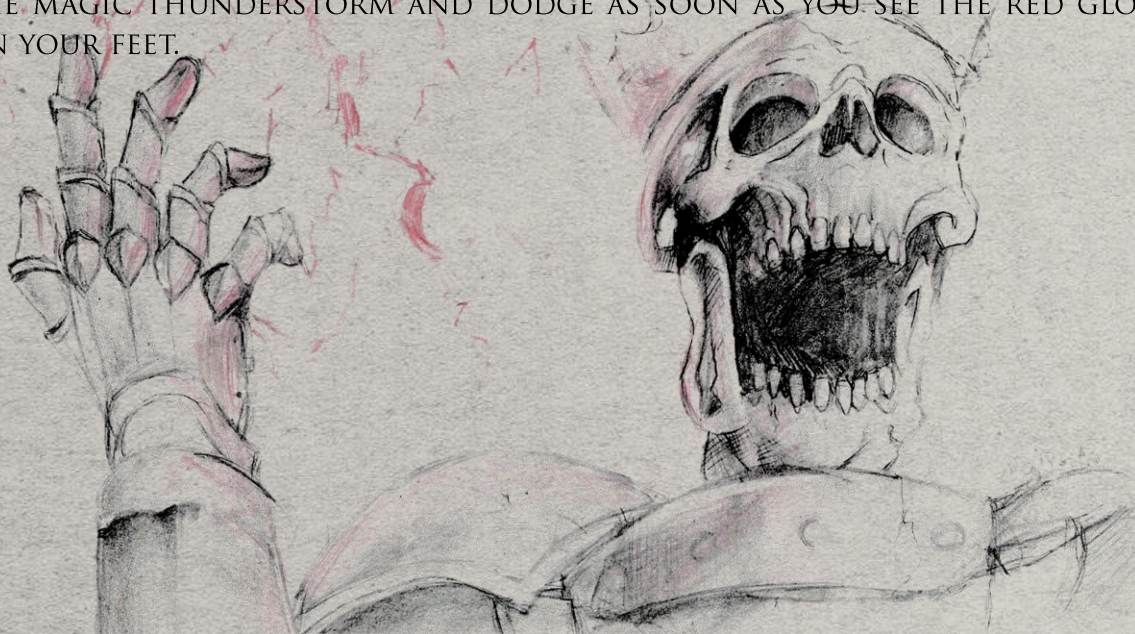
2: A COLD BATH

CONTINUING WESTWARD AFTER THE BRIDGE, YOU WILL FIND A SMALL POOL WHERE YOVREH THE WIZARD WILL BE TAKING A BATH. YOU INTERRUPT HIS BATH, AND IT WILL MAKE HIM EVEN ANGRIER THAN BEFORE. A CHANCE TO ANNOY A WIZARD SHOULD NEVER BE MISSED.



3: SECRET PATH

WHILE CLIMBING, YOU WILL PASS BY A WILDMAN WIELDING TWO SWORDS. CLIMBING THE IVY TO THE WEST, YOU CAN PUSH THROUGH THE BUSHES AND YOU WILL DISCOVER THE SECRET PATH TO THE TEMPLE OF GURMENOR. BE CAREFUL OF THE MAGIC THUNDERSTORM AND DODGE AS SOON AS YOU SEE THE RED GLOW ON YOUR FEET.



TIP: LOOK OUT FOR GURMENOR'S ATTACKS THAT HIT THE GROUND. A THUNDER WILL STRIKE WHERE HIS MACE HAS LANDED. AFTER DEFLECTING THE MACE, DODGE FORWARD.

4: THE TRIBE

IF YOU JUMP TO THE RIGHT INSTEAD OF ENTERING THE BUSHES, AND KEEP CLIMBING UP THE MOUNTAIN, YOU WILL EVENTUALLY PASS THE TRIBE'S SETTLEMENT. AT THE SNOWY AREA, YOU WILL NOTICE THAT ALL THE TRAPS ARE POINTING TO THE EAST. HERE YOU WILL MEET A PILGRIM TRYING TO REACH THE TOP OF THE MOUNTAIN WHO WILL INFORM YOU ABOUT A BEAST THAT TRIES TO LURE PEOPLE AND EATS THEM. BY NIGHT, YOU REACH THE BEAST AND IF YOU DEFEAT IT AND RETURN TO THE PILGRIM, HE WILL SELL YOU BLACK DUST, BONE DUST, BOTTLED MIST AND RED MEAT.

5: KING OF THE SKIES

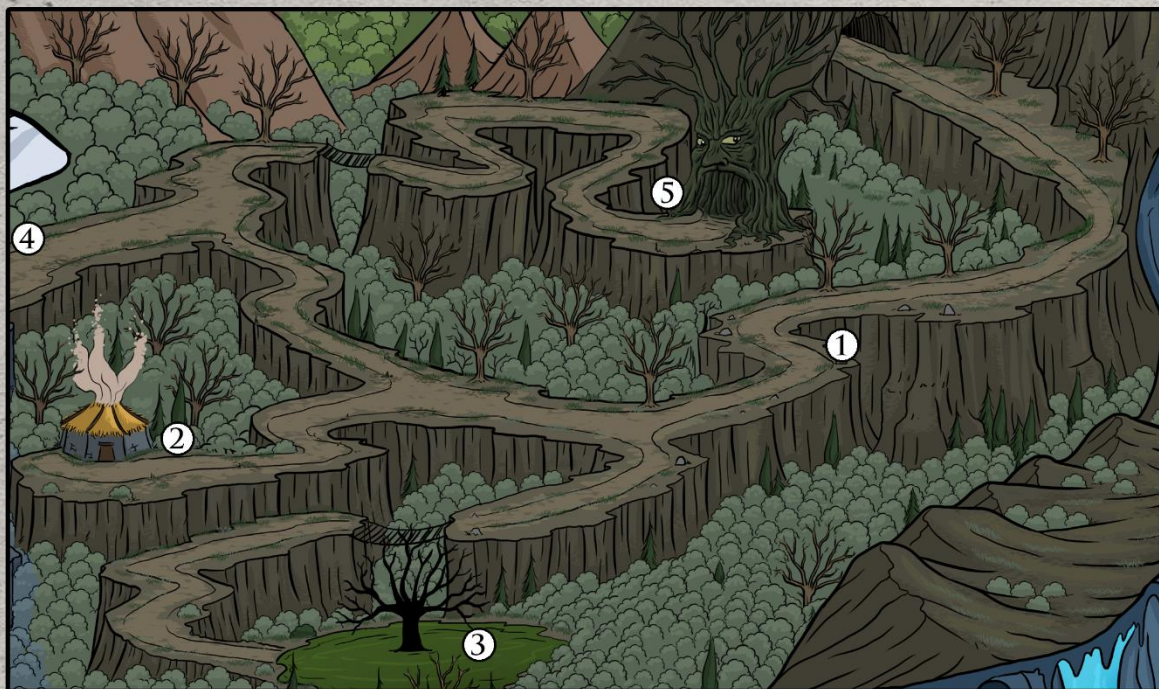
BY STAYING ON THE SECRET PATH AND ENDURING THE MAGIC THUNDERSTORM, YOU WILL FIND A DILAPIDATED TEMPLE CRAWLING WITH CULTISTS. AT THE THRONE ROOM, THERE IS THE SKELETON OF GURMENOR, KING OF THE SKIES. READING THE PROPHECY BY THE THRONE ROOM FLOWERBED, IT SAYS THAT THREE THUNDERS MUST STRIKE. IF YOU THROW THREE THUNDERSTONES AT THE KING'S SKELETON, HE WILL BE AWOKEN.

6: GURMEN CATACOMBS

AFTER DEFEATING KING GURMENOR AND WALKING BACK TO THE ENTRANCE OF THE TEMPLE, THE FLOOR WILL COLLAPSE. DOWN THERE, YOU WILL FIND THE SECRET ENTRANCE TO THE GURMEN CATACOMBS HUNT.

POINTER'S WOODS

THE DARK FOREST WAS THE HUNTING GROUNDS OF THE KINGS OF OLD, UNTIL THE DEADTREE WAS AWOKEN. ALWAYS HUNGRY, ALWAYS GREEDY, IT CORRUPTS THOSE OF WEAK WILL AND TURNS THEM INTO DEATHBLADES. THEY SERVE THE DEADTREE BY FEEDING IT THE SOULS OF UNLUCKY ADVENTURERS.



1: FEAR OF THE DARK

DARK SHADOWS AND WISPS FILL THE DAMP ATMOSPHERE OF THIS PLACE. AFTER RESTING AT THE FIRST FLOWERBED OF THIS AREA, YOU WILL MEET YOVREH AGAIN, IF YOU INTERRUPTED HIS BATH ON MOUNT MERGONT. HE INFORMS YOU THAT HE WILL GO TO THE FIRST TREES TO TRY AND STEAL A DROP OF GIANT'S BLOOD FROM THE MAGE TUL AKASH.

2: WITCH'S HUT

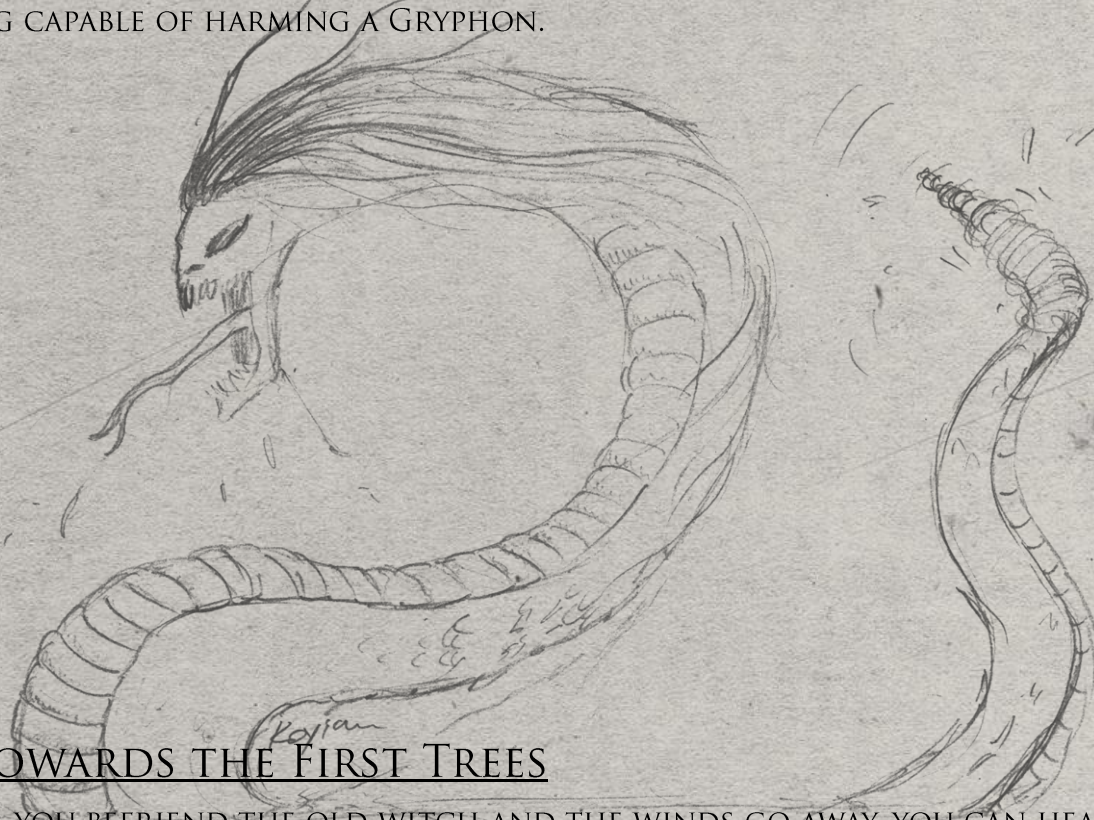
HEADING WEST FROM THE FIRST FLOWERBED AND AFTER JUMPING OVER A CLIFF, YOU WITNESS A FLOCK OF SPARROWS PLUNGING TO THEIR DEATHS. LOOKING UP, YOU WILL SEE A STRONG WIND BLOWING DOWN, AND EVEN IF YOU TRY TO CLIMB, YOU SLIP AND FALL. DESCENDING INTO THE WESTERN PATH, YOU WILL SEE A HUT AND AN OLD WOMAN WAITING BY THE DOOR.



THE OLD WOMAN ASKS YOU FOR A GREEN APPLE AND IN RETURN SHE WILL MAKE THE WIND GO AWAY. YOU CAN PURCHASE A GREEN APPLE FROM THE SCARECROW OF ELARISAD, IF YOU COMPLETED ITS QUEST. BY GIVING HER THE APPLE, SHE TAKES A LIKING IN YOU AND SELLS YOU VOLCANIC SALTS, SCALLIONS, CAPER STEMS AND ACID VIALS.

3: SOULEATER NAGA

IF INSTEAD OF JUMPING ACROSS THE CLIFF AT THE FIRST FLOWERBED, YOU CAN CLIMB DOWN SOME VINES. AFTER FIGHTING SOME GHOSTS HAUNTING THE WOODS, YOU WILL ENTER A SWAMP. A HORRIBLE BEAST LIVES IN THESE WATERS: A SOULEATER NAGA. SHE HAS THE DEFORMED FACE OF A WOMAN AND THE BODY OF A SNAKE. YOU CAN EQUIP THE OUROBOROS RING YOU FOUND ON MURZ-GAK TO RESIST HER POISONOUS VOMIT. WHENEVER SHE PLUNGES INTO THE WATER, YOU CAN TELL WHEN SHE WILL ATTACK YOU BY THE FOAM FORMING AT YOUR FEET. MAKE A DODGE WHEN YOU SEE THE FOAM AND YOU WILL EVADE HER ATTACK. IF YOU KILL HER, YOU WILL FIND A PURPLE MALICE GEM IN HER HEART. YOU WILL NEED THIS ITEM TO DEFEAT THE GRYPHON OF ELARISAD, BECAUSE IT IS THE ONLY THING CAPABLE OF HARMING A GRYPHON.



4: TOWARDS THE FIRST TREES

AFTER YOU BEFRIEND THE OLD WITCH AND THE WINDS GO AWAY, YOU CAN HEAD WEST AND DESCEND INTO THE FIRST TREES. ON YOUR WAY THERE, IF YOU HAVEN'T MET SYLL'ECTIS ALREADY, A TENTACLE WILL APPEAR AND ABDUCT YOU BACK TO ITS LAIR IN SWALLOWER'S RETREAT.

5: THE DEADTREE

IF YOU JUMP TO THE EAST AFTER YOU CLIMB THE IVY BY THE WITCH'S HUT, YOU WILL FIND A CORRUPTED TORTURER WHO WILL TRY TO COLLECT YOUR SOUL FOR THE DEADTREE. AFTER YOU DEFEAT HIM AND BURN A WALL OF THORNS WITH SKEAN'S RECALL, YOU WILL BE ABLE TO ENTER THE HUNT OF BLACK BLOOD.

FIRST TREES

THE PILLARS OF THE WORLD ARE BEARING ITS WHOLE WEIGHT. THESE TREES WHO ARE SUPPORTING THE GROUND SURFACE, HAVE SEEN COUNTLESS AGES PASS THEM BY. UNCHANGING AND UNWEATHERING.



1: MEETING WITH SKEAN

SKEAN WILL BE WAITING FOR YOU BY THE ENTRANCE TO THE AREA. HIS RECALL HAS THE ABILITY TO BURN BOTH ENEMIES AND THORNS. HE CAN ALSO BURN THE THORNS BEFORE THE DEADTREE OF POINTER'S WOODS AND THOSE AT THE HUNT OF THE HYENA IN PROVIDENCE.



2: BLOODSTONE GEM

IF YOU FOLLOWED YOVREH ON HIS JOURNEY, HE WILL BE WAITING AT THE EDGE OF A BRANCH, DISAPPOINTED. THE INGREDIENT HE WAS LOOKING FOR, WAS ALREADY USED UP AND TRANSFORMED INTO A GEM. HE WILL GIVE YOU THE BLOODSTONE GEM AS A REWARD FOR KEEPING UP WITH HIM.

3: GUARDIAN OF THE TREES

THE SATYRS INHABITING THE AREA HAVE NO TOLERANCE FOR INTRUDERS. WHAT THE KING SEES AS A HIDEOUT FOR A CONSPIRATOR, THEY SEE AS A SACRED PLACE. WATCH OUT FOR THEIR SUPPRESSIVE FIGHTING TECHNIQUES. THEY ATTACK IN PAIRS AND THEY USUALLY HAVE AN ARCHER IN THEIR GROUP. THE STRONGEST AMONG THEM, THE GUARDIAN OF THE TREES, WIELDS A MIGHTY GREATBOW AND PREFERS FIGHTING FROM A DISTANCE.



TIP: TRY LURING THE SATYRS ONE AT A TIME. IF THEY COME AFTER YOU IN A GROUP, GO FOR THE ARCHERS FIRST.

4: SHAPESHIFTER

AT THE TOP OF A TREE, YOU WILL FIND SOMEONE BEARING YOUR RESEMBLANCE. THAT IS TUL AKASH, WHO HAS READ THE BLOOD ON YOUR CAPE AND CAN TRANSFORM TO EVERY ENEMY YOU HAVE FOUGHT. DURING THE FIGHT HE WILL TAKE MANY FORMS OF STRONGER AND WEAKER ENEMIES. YOUR CHANCE TO DEAL DAMAGE WILL BE DURING THE WEAKER FORMS.

OVERWHELM HIM WITH CONSECUTIVE ATTACKS TO DEplete HIS WEAK FORM STAMINA, AND PARRY HIM TO DELIVER A CRITICAL HIT. IF HE TAKES A PLAYER FORM, HIS LIGHT ATTACKS CAN BE PARRIED WITHOUT NEED FOR STAMINA DEPLETION.



TIP: TUL AKASH READS THE BLOOD ON YOUR CRIMSON CAPE AND HE TAKES THE FORMS OF ENEMIES YOU HAVE KILLED. IF YOU REACH HIM BEFORE DEFEATING MANY ENEMIES, HE WILL TAKE LESS FORMS DURING THE FIGHT.

MERGONT SUMMIT

MIGHTY WARRIORS REST ATOP THIS MOUNTAIN. A GREAT BATTLE ONCE TOOK PLACE HERE, BETWEEN THE GURMEN CLAN AND AN INVADING KINGDOM.



1: MEETING WITH FEIYOUN

AS YOU MAKE YOUR WAY THROUGH THE SNOW, YOU WILL SEE FEIYOUN SCOUTING THE PLACE.

2: SHRINES TO THE FALLEN

ENTERING THE GLACIER, YOU WILL BE ATTACKED BY THE SPIRITS OF THE FALLEN WARRIORS. THESE SPIRITS CAN ONLY BE HARMED WHEN THEY ARE CLOSE TO THEIR SHRINES. LOOK OUT FOR CANDLES BURNING ON STONE ALTARS.



3: TRIBE CHIEFTAIN

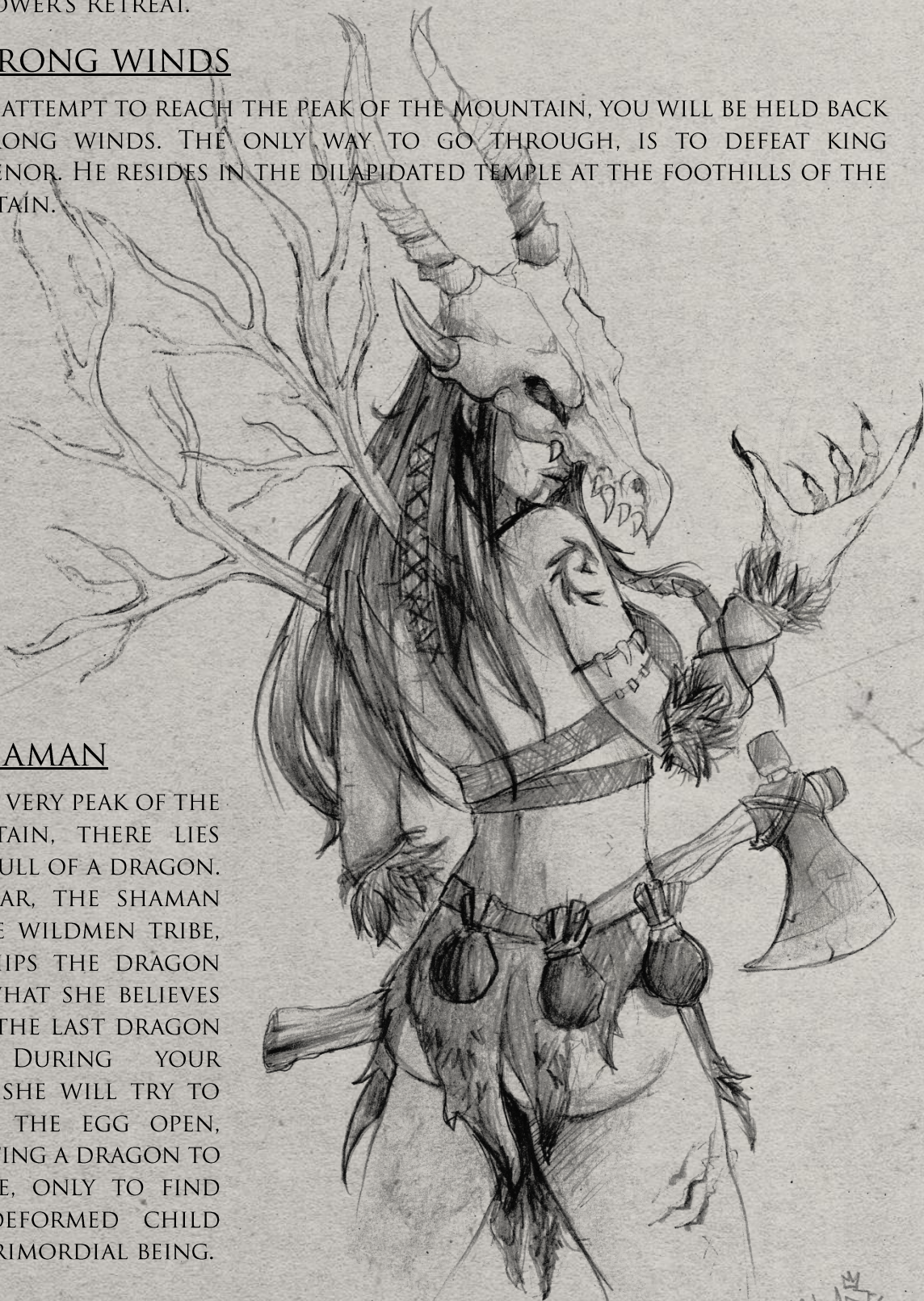
THE STRONGEST OF THE WILDMEN IS RESIDING IN A TENT ALONE ON THE TOP OF THE MOUNTAIN. HE DONS THE PELTS OF THE BEASTS HE HAS SLAIN AND HE USES THEIR CLAWS AS WEAPONS. AFTER YOU DEFEAT HIM, YOU CUT OFF HIS TONGUE, WHICH CAN HELP YOU UNDERSTAND THE FISH LORD YISHOLFENN IN SWALLOWER'S RETREAT.

4: STRONG WINDS

IF YOU ATTEMPT TO REACH THE PEAK OF THE MOUNTAIN, YOU WILL BE HELD BACK BY STRONG WINDS. THE ONLY WAY TO GO THROUGH, IS TO DEFEAT KING GURMENOR. HE RESIDES IN THE DILAPIDATED TEMPLE AT THE FOOTHILLS OF THE MOUNTAIN.

5: SHAMAN

AT THE VERY PEAK OF THE MOUNTAIN, THERE LIES THE SKULL OF A DRAGON. TIP'LEZAR, THE SHAMAN OF THE WILDMEN TRIBE, WORSHIPS THE DRAGON AND WHAT SHE BELIEVES TO BE THE LAST DRAGON EGG. DURING YOUR FIGHT SHE WILL TRY TO CRACK THE EGG OPEN, EXPECTING A DRAGON TO EMERGE, ONLY TO FIND THE DEFORMED CHILD OF A PRIMORDIAL BEING.

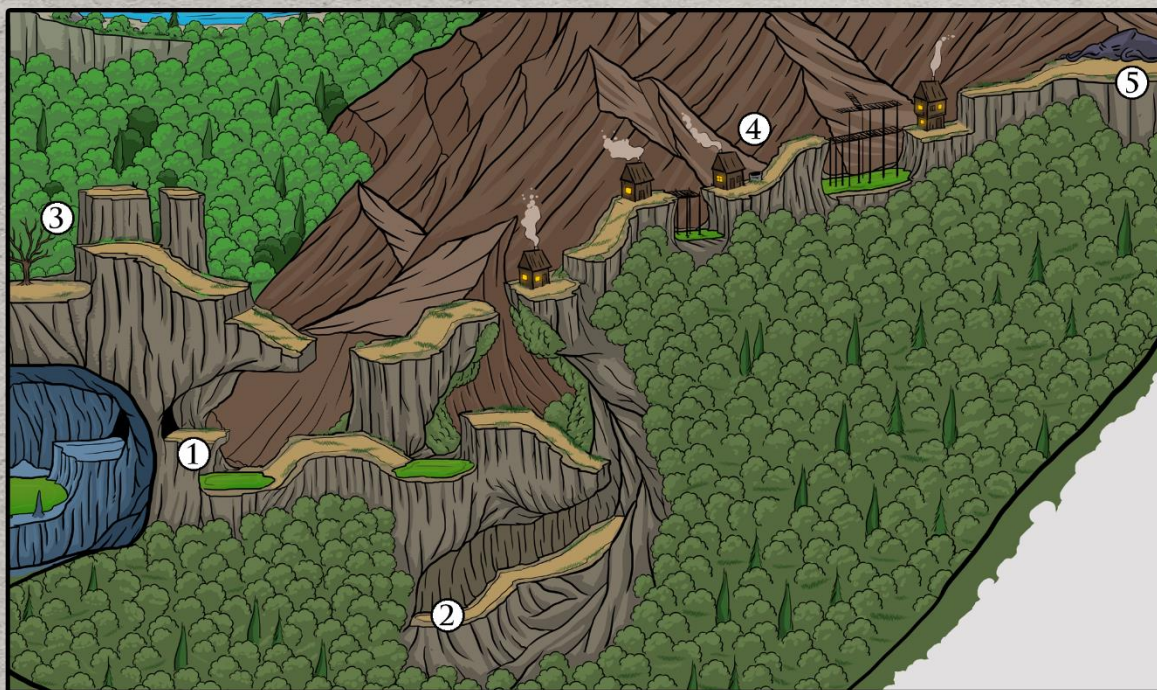


CHARACTER DESIGN BY: Koylun

KAGINARTS

GLUTTON'S FIELD

THE SLOW, PEACEFUL LIFE OF THE FARMERS BECAME CORRUPTED BY THE HATEFUL BLACK MAGE NOPAR-TEL. THE WATER BECAME TOXIC, THE PEOPLE WERE POSSESSED AND VILE ABERRATIONS ROAM THE AREA.



1: MEETING WITH JONAI

JONAI, THE YOUNGER MEMBER OF THE GUILD WILL BE WAITING FOR YOU. WHILE THE PLACE IS FILLED WITH POISON SWAMPS, YOU CAN PASS WITHOUT HARM IF YOU EQUIP THE OUROBOROS RING YOU FOUND ON MURZ-GAK IN SWALLOWER'S RETREAT.

2: BLACK WOLF

AS YOU CLIMB UP THE VINES FROM THE FIRST FLOWERBED, YOU HEAD EAST AND ENCOUNTER A POSSESSED WOMAN AND A HANGED MAN.

IF YOU FALL DOWN THE CLIFF AFTER THAT, A BEAST OF CORRUPTION TOOK SHAPE FROM CURSED ROOTS. GOING FURTHER INTO A CAVE, YOU MEET A BLACK WOLF STARVED AND EXHAUSTED.

IF YOU SHARE SOME RED MEAT WITH THE ANIMAL, IT WILL BEFRIEND YOU AND FROM THEN ON YOU WILL BE ABLE TO SUMMON IT FROM A FLOWERBED EVERY TIME YOU REST.



3: CORRUPTED BEAST

MAKE A JUMP TO THE LEFT, AFTER YOU CLIMB THE VINES NEAR THE FIRST FLOWERBED, AND YOU WILL SOON ENCOUNTER A HORRIBLE BEAST. A PRIMATE ANIMAL CORRUPTED BY NOPAR-TEL, IS LURKING UNDER A TREE MARKED WITH HANGED HEADS.



TIP: THE BEAST WILL NOT MAKE AN EASY PREY, BUT IF YOU DEFEAT IT, YOU WILL BE REWARDED WITH AN AMBER GEM. WHICH GIVES LIGHT ATTACKS HAVE A HIGH CHANCE TO INFLICT BLEED. WHILE FEIYOUN'S ATTACKS ALREADY BLEED THE OPPONENT, EQUIPPING AN AMBER GEM WILL MAKE THEM INFLICT HEAVY BLEED.

TIP: FOR MORE INFORMATION ON BLEED & DAZE, PLEASE REFER TO THE "STATUS EFFECTS" SECTION IN THE "COMBAT" CHAPTER.

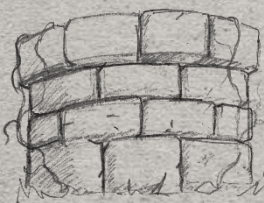
4: GUARDIAN TENTACLE

AS YOU GO FURTHER INTO THE VILLAGE, YOU WILL FIND A DRIED WELL. IF YOU CLIMB DOWN THE WELL, YOU WILL FIND A MAN NAMED PASBEN HIDING INSIDE. WHILE HE WAS BEING ATTACKED BY THE DERANGED VILLAGERS, HE SLIPPED AND FELL INTO THE WELL AND THEY LEFT HIM FOR DEAD. HE WARNS YOU OF A TENTACLE THAT TELEPORTS INTRUDERS AWAY FROM THE VILLAGE.

IF YOU MET FEIYOUN ON THE MERGONT MOUNTAINTOPS, YOU CAN USE HIS RECALL TO BECOME INVISIBLE AND SNEAK UP ON THE TENTACLE AND KILL IT.

5: BLACK MAGE

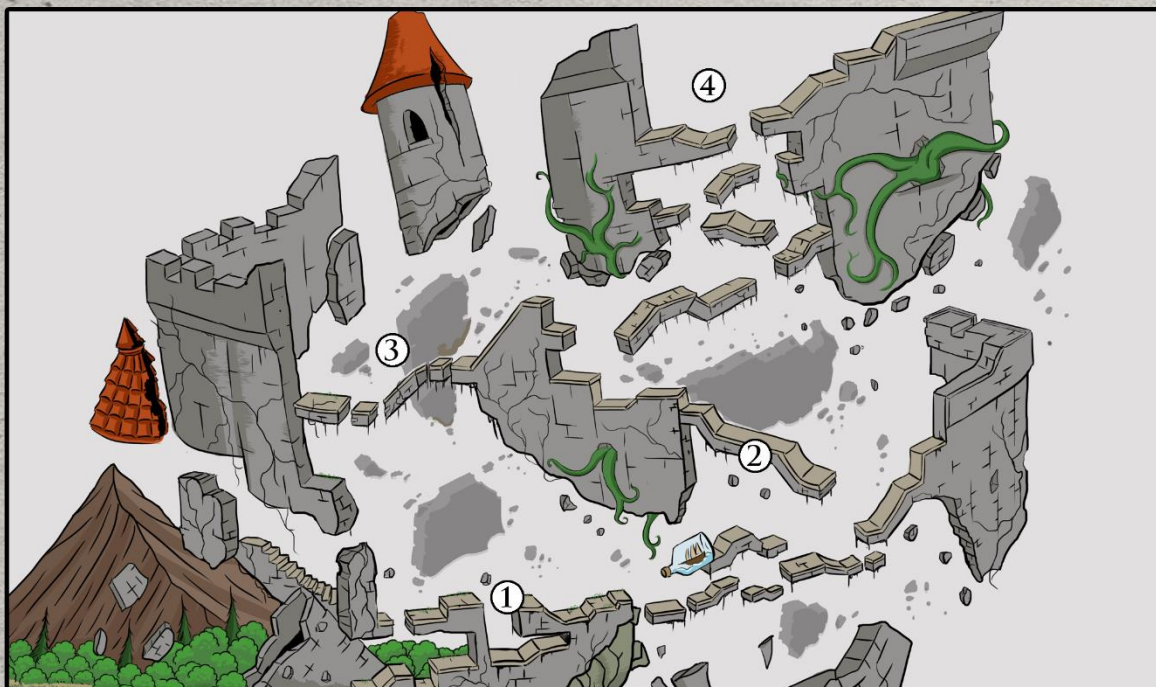
AT THE END OF THE VILLAGE IS THE GRAVEYARD, WHERE NOPAR-TEL WAS JUST DONE CASTING A SUMMONING RITUAL. DURING THE FIGHT HE WILL CAST A MYRIAD OF SPELLS AT YOU:



OTHERWORLDLY LIMBS ATTACKING YOU, MAGICAL FLAMES THAT HARM BOTH YOUR HEALTH AND CHARGE, THUNDER SPELLS AND MANY MORE. YOU CAN DEFLECT THE TENTACLE AND SKELETAL ATTACKS, EXCEPT THE OVERHEAD GIANT HAND. FOCUS ON DELIVERING DAMAGE FAST ON HIM, AND ONLY DODGE OR DEFLECT AT THE LAST MOMENT.

FLYING TOWER OF ELARISAD

DURING THE AGE OF THE OLD KINGS, A MIGHTY WIZARD WAS RESIDING ON THE TOWER OVER THE VALLEY. ONE DAY, HE DECIDED TO TRAVEL ACROSS THE WORLD, BUT DID NOT WANT TO LEAVE HIS BOOKS AND HIS TREASURES ALONE. SO, HE TRIED TO MAKE THE TOWER FLY, BUT THE SPELL WENT HORRIBLY WRONG.



1: LOWER FLOORS

THE ILLUSIONIST HAS ORDERED THE ELK KNIGHTS TO PROTECT THE TOWER. THEY WILL PROJECT FALSE IMAGES AND ATTACK YOU FROM BEHIND. IN ORDER TO DEFEAT THEM, YOU WILL HAVE TO EXERCISE RESTRAINT AND ANTICIPATE THEIR ATTACKS. IF YOU OVERCOMMIT TO YOUR AGGRESSION, THEY WILL TAKE ADVANTAGE OF IT AND PUNISH YOU.

AS YOU MAKE YOUR CLIMB, YOU MAY STUMBLE UPON A GIGANTIC SHIP-IN-A-BOTTLE, ENCLOSED AND SURFING THROUGH THE CLOUDS.

PERHAPS IN THE FUTURE, IF YOU FIND A WAY TO GET INSIDE, IT WILL TAKE YOU TO ANOTHER LAND.

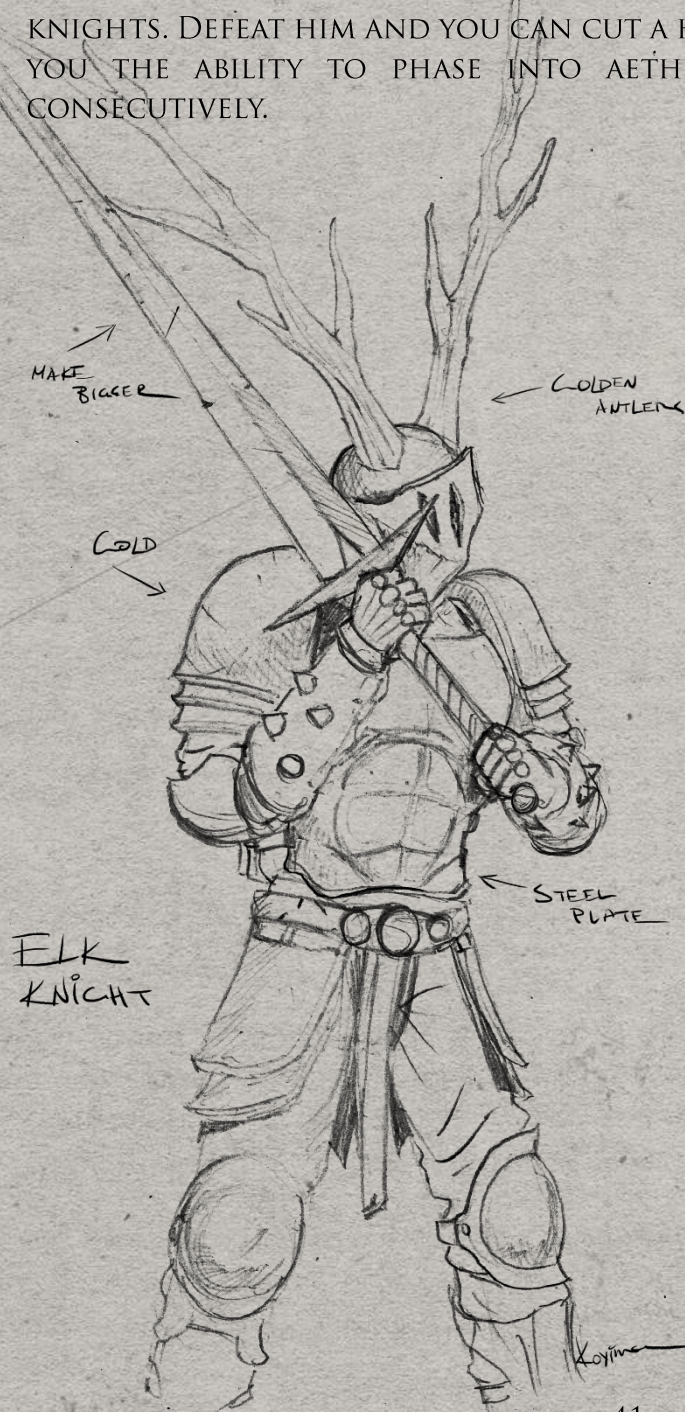


2: THE STATUES ARE MOVING

IF YOU DEFEATED THE GRYPHON OF ELARISAD IN COOPERATION WITH KNIGHT PIERRE, HE WILL BE WAITING FOR YOU BEFORE A LONG CORRIDOR FILLED WITH STATUES. HE WILL ASK IF YOU WANT TO CONTINUE ADVANCING TOGETHER AND IF YOU SAY YES, YOU WILL JOIN FORCES ONCE AGAIN. AS YOU CROSS THE LONG CORRIDOR, ONE OF THE STATUES COMES TO LIFE AND YOU REALIZE IT IS THE GUARDIAN OF ELARISAD. DEFEATING THE GUARDIAN WITH PIERRE STILL ALIVE, WILL ADVANCE HIS QUEST TO THE NEXT PHASE.

3: CAPTAIN OF THE ELKS

AFTER THE FIGHT WITH THE GUARDIAN, IF YOU KEEP HEADING WEST, YOU WILL REACH WHAT SEEMS THE EDGE OF THE TOWER. IN REALITY, IF YOU KEEP MOVING, YOU WILL STEP ON INVISIBLE FLOORS AND SOON MEET THE CAPTAIN OF THE ELK KNIGHTS. DEFEAT HIM AND YOU CAN CUT A HORN FROM HIS HEAD, WHICH GIVES YOU THE ABILITY TO PHASE INTO AETHER WHEN YOU ARE GETTING HIT CONSECUTIVELY.



4: ILLUSIONIST

BY NIGHT YOU REACH THE TOP OF THE FLYING TOWER, WHERE ZERFALON AWAITS. IF YOU HELPED PIERRE ON HIS QUEST, HE WILL BE HERE, EAGER TO CONQUER THE TOWER. AS YOU MAKE YOUR WAY TO THE TOP, YOU WILL BE ATTACKED BY A MINOTAUR CHARGING AT YOU. THIS BEAST IS THE STRONGEST SERVANT OF THE ILLUSIONIST AND YOU WILL HAVE TO GO THROUGH IT. AFTER YOU DEFEAT THE MINOTAUR, ZERFALON WILL JOIN THE FIGHT. IF YOU HAVE BANISHED SYLL'ECTIS FROM SWALLOWER'S RETREAT, YOU CAN EQUIP THE MAGICAL EYE AND SEE WHERE THE ILLUSIONIST IS REALLY HIDING. OTHERWISE, YOU WILL HAVE TO SWING AROUND UNTIL YOU FIND HIM. IF YOU AGREED TO COOPERATE WITH PIERRE AND HE IS STILL ALIVE AT THE END OF THE FIGHT, YOU WILL BE REWARDED WITH A TOURMALINE GEM THAT BUFFS LIGHT ATTACKS.

NOTES

TO THOSE WHO VENTURE INTO THE UNKNOWN:
'IT IS THE HAND THAT MAKES A WARRIOR,
NOT THE SWORD'