

LILLY & SASHA

CURSE OF THE IMMORTALS

Official Strategy Guide

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About This Guide

Curse of the Immortals is the first game in John Wizard's new series Lilly and Sasha. The series will follow the story of the twin girls as they attempt to defeat an ancient evil.

Why we wrote this guide

When we released Dawn's Light, we were a little unprepared for all of the players who wanted help. We did our best to provide help but there were still times when people would be stuck and waiting for an answer in order to continue.

For Lilly and Sasha, we thought about writing a walkthrough ourselves that we could release on the same day. We later decided that we would write not just a walkthrough, but a complete strategy guide. It would contain a full walkthrough as well as tons of other stuff we always wanted to tell you.

Having this strategy guide with you is like having Andrew or I standing next to you as you play, answering every question you have about the game. All of our knowledge of the game is now in this guide so you'll never get stuck and never have to wait for an answer.

What's in this guide

This guide contains:

- A quick guide to the basics of the game for new players
- A full walkthrough from the first room to the final boss fight
- Complete solutions for every puzzle
- Guides for every side quest
- Boss fight strategies for every boss
- Complete rune, trinket and skill lists
- Annotated maps
- Hard mode guide

Feedback

While we have made every effort to make this the ultimate guide to Lilly and Sasha: Curse of the Immortals, we are not perfect and we can always improve.

If you would like to send us any comments or suggestions you can email us at either dan@johnwizard.com or andrew@johnwizard.com, or you can leave a comment on our forums at www.johnwizard.com/forums.

We appreciate all feedback, good or bad.

Game Basics

Difficulty Levels

When you start a new game in COTI you'll have the choice of three difficulty levels. Difficulty levels mostly affect the battles but also change experience and gold rates a little.

All quests and features are the same on all three difficulty levels.

Easy

If you're new to RPGs or just want the battles to be less of a challenge then the easy difficulty is the best choice. The enemies won't hit as hard and they'll have less health. The number of enemies it takes to gain a level is also lower.

Medium

If you've played a few RPGs before and want more of a challenge from your battles then you should choose medium difficulty. You'll have to think about what runes and trinkets you're going to use and plan out strategies for the bosses.

Hard

Just as the name implies, this difficulty is really hard. The first few enemies may not pose much of a challenge but once you get into the game you'll really notice it. Expect to use a lot more potions on this difficulty. You'll really need to plan out your strategies if you want to win.

The hard mode is not recommended for first time players. You'll probably want to play through on easy or medium first to learn the battle system.

Control

COTI has been designed to be played in many different ways. You can use the mouse, the keyboard or a combination of both. The choice is yours. This section will explain mouse and keyboard control in detail.

Mouse Control

Mouse control is the easier of the two control systems for new players. Just click on an empty spot and your character will walk there.

The mouse cursor will change depending on the situation.

Cursor	Function
	This is your normal cursor. Click a nearby area to make your character walk there.
	Approaching something with this cursor will start a battle.
	Clicking on a person with this cursor will start a conversation.
	Anything with this cursor can be used or activated in some way.
	This cursor shows that the target object can be inspected for more information.
	The travel cursor appears in places that will lead to another area.
	A hand with an arrow shows that you can push the object in the direction of the arrow.

Keyboard Control

If you prefer to play with keyboard control you can move your character with the arrow keys. To interact with people and objects you can use either the spacebar or the enter key.

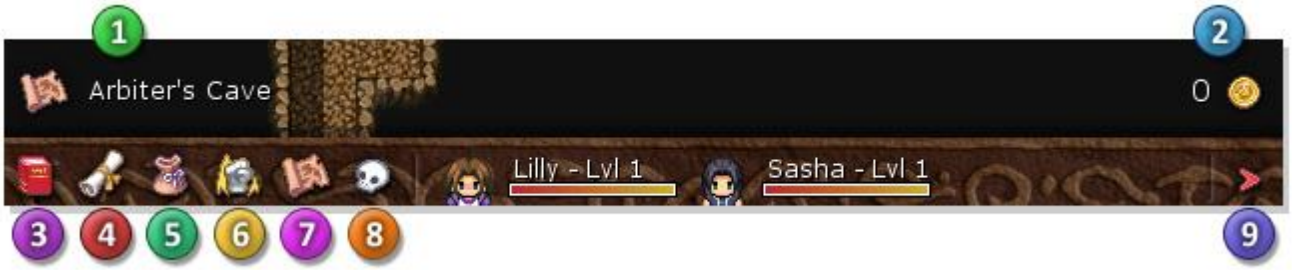
Keyboard Shortcuts

Key	Action	Key	Action	Key	Action
X	Open Main Menu	**M**	Map Menu	**T**	Title Menu
J	Journal Menu	**O**	Options Menu	**Q**	Quit Menu
I	Items Menu	**H**	Help Menu	**C**	Close the Menu
P	Party Menu	**Q**	Load Menu	**S**	Toggle Run Speed

Onscreen Display

The onscreen display or OSD allows you to see pertinent information without having to open the menu. You can also click on the buttons on the left side to gain quick access to menus.

To the right of the menu buttons are your active party members. You can quickly see who you've got in your party as well as their levels and how much health they have remaining.



#	Function
1	Shows your current location
2	Shows you current gold reserves
3	Main Menu
4	Journal Menu – View your quests and game progress
5	Items Menu – View and use your items, use potions to heal party members
6	Party Menu – Equip new items, swap party members and change pets
7	Map Menu – View maps for places you have visited
8	Quit Game
9	Click this to change between walk and run.

Using the Menus

The menus in COTI have been designed from the ground up to make going into the menu less of a chore and more fun. You can use either the mouse, the keyboard or a combination of both.



#	Name	Function
1	Home Button	Press this to return to the main menu at any time
2	Page Tabs	Press these to return to a previous menu
3	Close Button	Press this to close the menu at any time
4	Current Page	Your current menu page will appear in the center
5	Status Bar	Context sensitive help for the current page

Battle Basics

Battle Introduction

The battles in COTI are a little different than what you may be used to. The battle system is designed to be simple to use but can also offer depth to more experienced players.

There is no mana in COTI so you never have to worry about running out. Instead your party members will start each battle with 100 stamina. You will regain a little stamina after each turn and each move you perform will use up some of your stamina. You can use any move at any time but if your stamina reaches zero you will become exhausted and miss one turn.

If a party member loses all of their hp during a battle, they will be knocked out and unable to act for the remainder of the battle. Following a battle, all party members are revived automatically.

The Battle Screen



#	Name	Function
1	Current Turn	Show who is selecting a move
2	Actions	Press these to choose a different move
3	Info Bar	Shows info about the selected move or enemy
4	Team Bar	Shows your current team power, at 100% you can use a team move
5	Player Party	Shows your party members
6	Enemy Party	Shows the enemy party
7	Hp & Stamina	Shows the hp and stamina levels for this party member
8	Status Effects	Shows any effects that have been placed on this party member

Choosing a move



#	Move
1	**Quick Attack** Your basic attack. Costs the least stamina but does the least damage.
2	**Heavy Attack** A stronger attack that does more damage but costs more stamina.
3	**Special Attack** A unique attack that costs a lot of stamina.
4	**Use Item** Use an item from your inventory.
5	**Use Team Move** Choose a party member to team up with to perform a double team attack.

Runes

In COTI, you can change your quick and heavy moves by using runes. You equip runes just like you equip weapons and armor. A rune can do anything from add extra poison damage to an attack to giving an attack the ability to stun enemies.

Winning Battles

At the start of a battle your first goal should be to take out one of your enemies. If you can take out even one of your enemies at the beginning of a battle you'll be much better off. So in you first turn you should use mostly heavy attacks.

If you have a full team bar you should use it. The team bar charges up quite quickly so don't worry about saving it for later.

You should always have a healer in your party so you don't have to use up too many potions. Lilly and Enoch are both good choices.

To Fight or not to Fight

Don't grind enemies if you don't enjoy battles

COTI can be played from start to finish without ever having to fight the same enemy twice. You can even skip a few if you like. If you're having trouble defeating a boss, go and do some side quests. They give much better experience than enemies and they're much more fun.

Grind enemies if you do enjoy battles

If you enjoy fighting enemies then by all means, go ahead and enjoy it. Check out the Centaur Cave in Willow Woods for a start. You'll get some gold and a power berry each time to work through the cave. There are 4 enemy caves in COTI that are made just for those who like to battle.

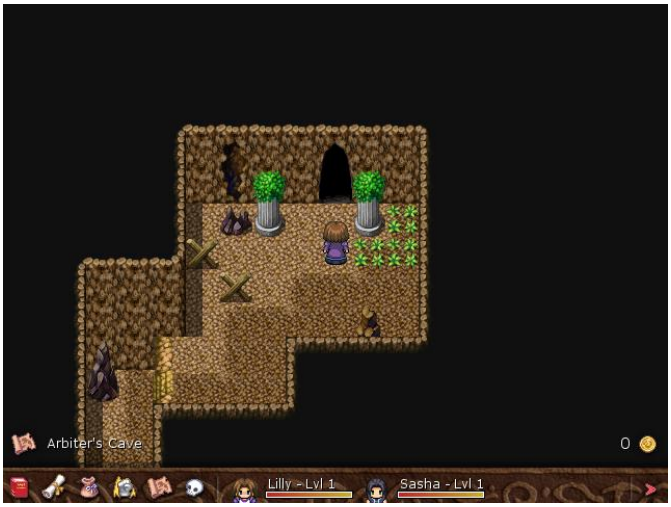
Try different runes and trinkets with different party members. Experiment a little until you come up with a killer combination.

Walkthrough

Part 1: Uncovering the Artifact

After a brief cutscene, you will take control of Lilly for the first time. Move into the doorway to advance to the next room where you will see another cutscene.

After the cutscene, keep moving forwards until you come to a save book where the tutorial tells you to save. You will need to save the game before moving on, or Lilly will refuse to leave the room. If you are intent on leaving the room without saving, you can use the book, and then cancel the save. But do so at your own peril, as there will be at least 2 minutes play time before you come to the next save!



Continue to proceed forward until you come to a room with a set of stairs. You already know what happens if you try to turn around now, so you'll have to make your way to the top of the staircase.

Once you arrive at the top of the staircase, your good friend comes to join you once more and is even kind enough to help you activate the shrine. However, once the shrine has been activated, it would be appear that he is nowhere to be seen. Plus, the cave is now falling to bits. You'd better find a way out quick.

Just when you think things couldn't get any worse, you find out that some inconsiderate person has installed some minor puzzles in the rooms leading up to the exit. Talk about rude! Not to worry, though, they also installed a reset crystal just in case you get stuck :) Arbiter's Cave Puzzle Solutions.

Too easy. But we shouldn't dwell on our success yet. There will be plenty of time to dwell on our success later. Right now, you need to get out of the cave before you end up getting crushed, and not just by the difficult puzzles. Quickly proceed into the next room and onto the final puzzle!

That takes care of the last of those puzzles, now it's time to escape. Move over to the door and attempt to exit the cave and watch the cutscene. While the girls get to work trying out their many different escape methods, it's time for you to move onto other things.

Part 2: An Unlikely Partnership

Enter Griffin! After watching the cutscene, you will be given control of Griffin. Garrus expects that you will be slain by the Hobgoblins, but what Garrus doesn't realize is that somebody has left a diary at the bottom of the stairs in Lotus River, and you can use that diary to save your progress.

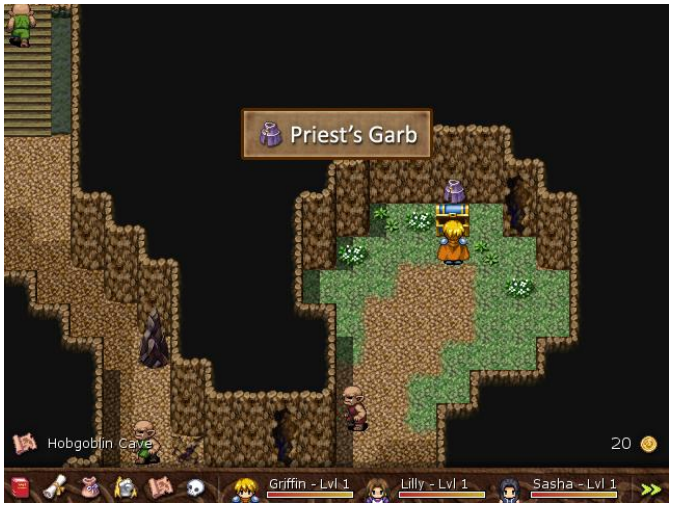


After you've saved your progress (or not), direct Griffin to the Hobgoblin Cave on the east side of Lotus River. Check the Lotus River Map to see the location of the cave.

Once you've made your way to the Hobgoblin Cave, you can sit back and watch a cutscene in which a steadfast Griffin daringly enters the Hobgoblin Cave… and then leaves the Hobgoblin Cave. He must just be looking for a higher ground.

It's now time to meet up with Lilly and Sasha again, who are still struggling to come up with an escape plan. Never mind that, Griffin can help them out. Now… onward to the Hobgoblin Cave!

When you get back, Griffin quickly clears up the misunderstandings with the Hobgoblin and the two arrange a deal: A dirty old bandana for the heads of four Crocs. Fair deal. Better get to work.



Make your way through the cave and defeat all of the Crocs, before returning to the Hobgoblin at the entrance. Make sure you open the blue chest on the side of the room to get a Priest's Garb for Lilly. And don't forget to equip—

After you finish off the last Croc, return to the Hobgoblin at the start of the cave and he'll give you your reward. One dirty bandana, just as promised. Garrus is going to love this!

Make your way back through Lotus River, up to the area in which you first took control of Griffin. You can now travel up into Riverdale. Follow the path up into Riverdale and Griffin will introduce the ladies to his home town.

Part 3: Doctor and Fighters Guild



After you arrive in Riverdale, Griffin tells you to quickly make your way to the doctor. There are a few side quests that you will be able to collect from the people in town, but we'll get to those later. The doctor is your first destination. To get to the doctor, you'll need to head to the most north west house with the green roof.

On the way there, you'll see a man standing behind a table. If you talk to him, he'll offer to buy all of the Croc scales that you have accumulated so far. You can also take this opportunity to purchase the damage rune from him for just 20G. Equipping the damage rune onto one of your party member's strong hits should give you a good damage boost.

Keep going west after you speak with the man at the table and you'll come to the doctor's house. Go inside.



Your party now has a pretty interesting chat with the doctor which reveals some very peculiar things about Griffin, amongst other things. Afterwards, Griffin recommends they head over to the Fighters Guild immediately. Make sure you equip your new poison rune first!

You can find the Fighters Guild on the east side of town, in the house with the big red roof. Go inside and have a nice chat with Garrus.

After your chat with Garrus, Griffin would like to go see his friend Cal, who lives on the west side of town, just below the doctor. Go and see Cal to get a nice letter.

Now take the letter back to Harv, who is still guarding the exit to Riverdale on the east side of the Fighters Guild. After presenting Harv with the letter, you will be granted permission to leave Riverdale and you'll be on your way to Willow Woods! Make sure to equip the Critical Rune that Harv just gave you!

Part 4: Riverdale Side Quests!

Now would be a good time to take care of some of the side quests in Riverdale. If you haven't already completed the following tasks, you should go and take care of them now.

First, make your way to the guy in the suit sitting in the middle of the town to accept your first side quest, Well Travelled.

Lilly is a bit reluctant to take on any extra tasks right now, but that soon changes.

You've done about all you can do for that guy right now. Collecting a souvenir from each town is going to take some time.



Next, make your way to the little girl spying on the old man. She reveals that she is trying make a potion with her friend, but the old man is making it very difficult. You'll start the quest Fairy Trail. You agree to help her, and she tells you to go and see Tommy while she spies on the old man some more.

Head due west, and walk up the stairs, then walk over to the house with the red roof. Go inside and speak to Tommy and he will tell you that you need to collect apples for his Fairybrew Potion from the farms in Lotus River.



Go back into Lotus River and collect an apple from Jurgen's Farm by the bridge near the entrance, Koresh's Farm on the east side of Lotus River, and ThornyCroft's Farm in the middle of Lotus River. Then return to Tommy in Riverdale.

Now he's sending you back into Lotus River again, but this time with the promise of fairies. Good deal. Head back into Lotus River, and find the fairies in the south east corner. Now that you have the fairy potion, they are a little more welcoming and let you come into their… picnic area? This seems very suspicious, you'd better be prepared for a fight.

Keep going until you see the fairies again, who appear to be having a tea party by a stump. They seem so innocent… after you've dealt with the fairies, you will need to head back to Riverdale to tell Tommy a certain something and finish the quest off. He'll reward you with 50 bonus XP and a Splash Rune. Equip the splash rune to cause your attacks to deal additional damage to nearby enemies.



Now make your way to Joan's House on the north side of Riverdale and talk to Joan. It turns out she has access to a Crest of Riverdale, which would make a

great souvenir for a certain somebody… unfortunately, she's been blocked out of her house by trees so you'll have to go and talk to the gardener for her first.

Make your way to the town and speak with the gardener. After a very deep and meaningful conversation, return to Joan and see what she suggests you do next.



After speaking to Joan, it looks like you're not going to knock this quest off anytime soon. You'll have to add it to the later pile and move onto more important things. That's right… it's time to get back on the Road to Python Village!

Part 5: The Road to Python Village

Take the north east exit out of Riverdale and step into Willow Woods. Willow Woods may appear a little daunting at first, but the Fighters Guild have been kind enough to block off most alternate routes, so there's a fairly linear path leading straight up to Python Village.

You'll see a sheep straight ahead of you as soon you enter. You can pet him, but you can't do much else… for now. Travel east until you see a red flower blocking the entrance to a bridge (make sure you to save!). At this point, travel north until you get to a clearing.



Loot the Fighter's Pendant from the green chest and then proceed up the stairs, or, perhaps just to the base of the stairs…

After dealing with that rude interruption, you can finally travel to the top of the stairs. Once you reach the top of the stairs, head west and then keep climbing until you see a house built into one of the rock walls.

Go inside the house and speak to the man. He will give you a camera and ask you to take photos of any runes that you come across during your travels. Luckily for him, you're an honest person, so his plan will come to fruition this time instead of resulting in yet another stolen camera.



Exit the house and walk up the stairs just outside of his house. You will see a sign telling you that you are close to Python village. Just head north a little bit more, walk past the graveyard and into Python Village.

Part 6: Python Village

You've now made it to Python Village. After taking a quick rest at the inn, you should head up to the temple in the middle of the town. Instead of walking in the front door, take a right and make your way around the back of the temple to collect Dragon Egg #1.

After collecting the dragon egg, you can now make your way into the temple. Walk up to the back of the temple and speak to the elder who is standing behind the table.

After speaking with the elder, it is now clear that you must make your way into Cypress Swamp. But first you should pick up a side quest that you will be able to complete while in the swamp.



Make your way to Aerith's house. It is the most south western house, with the mailbox next to the door. Go inside and speak to Aerith. After you have spoken with him, he will send you to Cassiopeia, who is back in the temple. She will bless you with the ability to pick up totems from Cypress Swamp. After you get this ability, you'll almost be ready for the swamp.

Before you go into the swamp, you're going to need to get a companion. Head over to the Snake Yard on the west side of Python Village and talk to the shop keeper. After a lot of bargaining, you end up getting a (sort of) free Python named Peter the Snake. Peter the snake will increase the damage of all party members by 1%. If you fight with him a lot, he will level up. For each level, the amount increases by 1%, up to a maximum of 5% at level 5.

Now you're ready for…

Part 7: Cypress Swamp

The entrance to Cypress Swamp can be found at the north west side of Python Village. The locals will try to deter you, but you must remain strong. Sasha's (in)sanity depends upon this.

Once you enter the swamp, your worst fears will be confirmed when you are attacked by a wild woman. Take her down quickly and continue to move through the swamp.

Walk across the north bridge and proceed through the top exit. You will arrive at the temple, but it turns out that is has been locked to keep the crazy swamp locals out. Not to worry though, because they probably left the key outside somewhere.



Proceed west along the marble floor. You will see a rock at the top of some stairs, but you will be unable to push it. Keep going west and you will see a blue door. Go into the door and get the Overbearing Cuirass.

Step out of the shed, walk down the stairs and grab the totem next to the hollowed out tree stump.

After you get the totem, walk down onto the next map. Walk across the bridge and pick up the totem, before heading west onto the next map.



Yikes! It would appear that the puzzle deviant has returned, and in full force this time. This puzzle is going to take some serious thinking. The jars and the bridges are in the same formation. Moving a jar will move the corresponding bridge piece. You will need to position the jars (and bridges) in such a way that you will be able to cross the lake.

After you get across the bridge, you are greeted with yet another puzzle. See Cypress Swamp Puzzle Solutions for help with the puzzles.

After you've taken care of that puzzle, make sure you pick up both of the totems.



In the next room, first loot the Blackened Ruby from the chest, then pick up the totem.



There is also a dragon egg to collect in this room. Push the vase at the top of the stairs up and it will provide a bridge for you to walk across. Walk across the bridge to get Dragon Egg #2.

After you get the dragon egg, return to the previous room and enter the blue door. Be careful in here. If the red snakes see you, they will become furious and make you go back to the entrance of the room. Luckily, they are unable to see through barrels, so all you have do is push the barrels in their line of sight and you will be able to walk right past them. See Cypress Swamp Puzzle Solutions for help with the puzzles.

After you get through the room, you will have to fight a crazy plant before you will be able to move onto the next area. There's no getting out of this, you're just going to have to fight it. Once you get out of the room, walk over to the rune on the wall and use your camera. You will receive Photo #3.



Don't worry if it looks like you missed the first two photos. They aren't in any particular order. This is the first photo available.

After you get the photo, proceed along the top level of the temple until you get to the rock.

You can now push the rock down the stairs to allow for easy access to the top floor of the temple.

After you've pushed the rock, step into the blue door at the top of the stairs.

It looks like the snakes have returned yet again. They really don't want you to get through this temple. Just follow the puzzle guide if you get stuck.



After you finish the puzzle, you'll be back on the top floor of the temple, now above the door. Loot the Devil Slicer from the chest and proceed to the third and final door on the top level.

Another room of snakes. And some of these ones even have multiple heads! This is going to be a tough one. You can use the puzzle guide if you get stuck.

After you've cleared the snake puzzle, exit out of the room and press the switch. A bridge will then appear.

After you've activated the bridge, go back through the previous two blue doors until you end up back at the place you pushed the rock down the stairs.

Now walk down the stairs, walk over to the east side of the temple floor and go south. You should now be back in the first room of the swamp.



From the first room, take the east exit. Pick up the totem on your way through, and then move up the stairs and onto the next puzzle. See Cypress Swamp Puzzle Solutions for help with the puzzles.

After you've completed the puzzle, pick up the totem and then cross the newly formed bridge. Move into the next room and pick up the totem. Make sure you save here.



Move onto the next room and you will be faced with another puzzle.



After you finish the puzzle, make sure you pick up the totem hidden behind the tree! You may also want to return to the previous room to save again.

Afterwards, walk across the bridge and you will be have to fight the Mega Python. Check out the boss strategies section for tips on how to beat him.

After defeating the Mega Python, make sure to loot the Temple Key and grab the final totem.

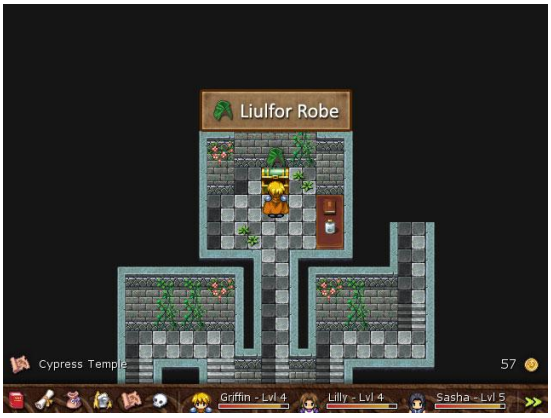


Now you will be able to enter the temple. Return to the entrance of the swamp and take the north exit yet again. Approach the door and use your temple key to gain entry.

Once inside the temple, step into the room on the right side and be prepared to face three difficult puzzles. See Cypress Swamp Puzzle Solutions for help with the puzzles.

After you've completed all three puzzles, press the switch to lower the green spikes. Then return to the main room and take the left exit. Battle through the rooms of enemies until you get to the next switch which will lower the red spikes. Finally, return to the first room once more and walk through the big doors to be confronted with another set of angry snakes.

After the snakes, continue onto the next room. Battle the plant, then collect the Liulfor Robe from the chest and make sure you save your game.



Continue on to the next room, where you will have to face a gauntlet of flaming maniacs.

After the gauntlet, keep traveling forwards to eventually end up at the elder's room. Make sure you save at the book outside the room. Check out the boss strategies section for tips on defeating the elder.

Part 8: Family Matters

After the fight, make sure to equip your new Lucky Red Hat and then walk out the door that you saw Enoch walk out in the first cutscene with the elder. Now head back to the temple at Python Village. While in Python Village, make sure to complete the rest of The Restoration.



When you get to the temple, speak to Enoch's brother and he will tell you what you have to do next. It's time to head into Willow Woods and make your way to the Trail of the Monks. Return to the flower that was blocking the bridge at the south side of Willow Woods and speak to it again. Enoch will ask it to kindly move out of the way for you.

Make your way over the bridge and into the cave. Loot the Death's Apprentice from the chest and collect Photo #2. You will see a man asking you for Centaur Steak. Don't worry about it him for the moment, but remember where he is.

Once you get out of the cave, make your way over to the two bridges that were blocked off by the Fighters Guild. You will be able to pull a switch at each of the bridges to destroy the rocks, making it easier to travel around the zone.

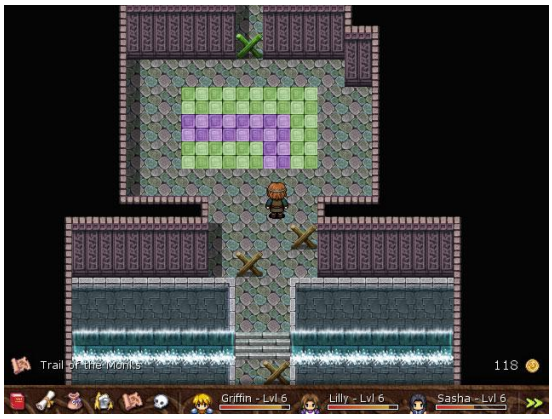




After clearing the bridges, head into the Centaur Cave. Collect all of the gold as you fight your way through the Centaurs. Collect Dragon Egg #3 and loot the Power Berry from the chest. If you leave the Centaur Cave and come back later, the gold and Power Berry will have returned, so you if you need some potions, you can collect some gold from here. After leaving the cave, feel free to return to the man in the cave who was asking for Centaur Steak to get some extra money from him.

You can now make your way into the Trail of the Monks at the north east corner of Willow Woods. Now would be a good time to start the Back to Nature side quest. You can keep completing tasks up until he tells you to go to Quenera. After that, you will need to head into the Trail of the Monks.

Collect Photo #7 in the first room, and then continue into the next room where you will discover that traversing this trail may not be quite as easy as you first thought. Walk into the next room and loot the Staff of the Wild. Walk up the stairs to discover that the bandits have implemented a set of puzzles to stop you from getting into their lair! Check the Monk's Trail Puzzle Solutions for help with the puzzles.



To get past, you will have to walk on all of the purple squares without touching any of the green ones. The purple squares will turn green once you've walked on them, so be careful.

After dealing with this most challenging puzzle, walk into the next room and make your way up the levels of stairs. Head to the west side of the room as you climb the stairs and you will end up at a doorway near a ladder. Go through the door and complete the puzzle in the next room. In the next room, loot the Scarlet Signet and then click on the blue crystal on the floor. You will see a quick flash of two tall crystals being destroyed. Now return to the room with all of the stairs and make your way to the north east corner.

Complete the puzzle in the next room to advance down the stairs. Pop into the room on the right side to complete a puzzle and then click on the small blue crystal to clear the tall crystals in the hallway. Return to the hallway and make your way to the bottom.

Go into the south room on the next map to complete a puzzle and click on the small rock again. Loot the Decorated Robe form the chest before returning to the hallway.



Enter the left room on the way down to collect Dragon Egg #4, then make your way to the bottom of the hallway and head through the bottom door.

After a very dramatic cutscene, you can make your way out of the Trail of the Monks and back into open daylight. Walk across the bridge and you will be interrupted with another cutscene. After discovering that you're not allowed to go into Haven Hills, you agree to spend the night at a stranger's house who seems very intent on having you sleep over.

Part 9: A Curious Invitation

After the cutscene, follow Richard Wilson to his house. When you get onto the next map, you will see a teleporter to your left. Now would be a good time to teleport to Python Village and stock up on potions, and rest at the inn if you need to.

Now follow the path and make your way into Wilson Manor. It seems like Wilson has been waiting for you the whole time. Hopefully you didn't spend too long in Python Village. After Wilson leaves the room, quickly make your way into left room. Then walk through the top door and you'll arrive in the kitchen.



Walk over to the knife draw and inspect it to receive the Courtyard Key. Exit the kitchen and go into the left room.

Loot the Dromenail Protector from the chest, and then use your Courtyard key on the bottom door to get to the courtyard. Make sure all party members are on full health. Walk to the bottom of the courtyard and you will be attacked by the werewolf that you saw hanging around outside the mansion before.

After dealing with the werewolf, head back to the foyer to inform Richard Wilson of the werewolf problem.



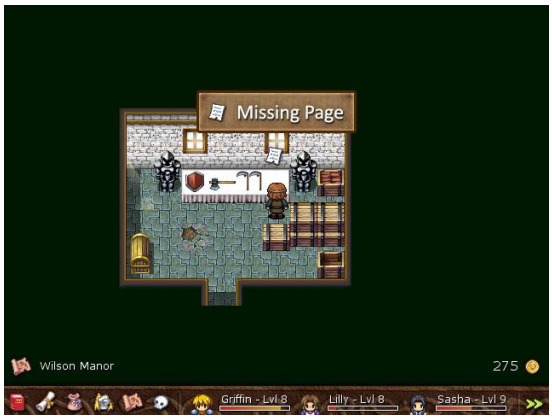
After speaking with Richard Wilson, you will now be able to walk up the stairs. Walk up the stairs and enter the top left room. Make your up the stairs in the middle of the room and be confronted with a puzzle. The objective is to position the furniture on your side of the room to match the furniture arrangement on the other side. Check the Wilson Manor Puzzle Solutions for help.

After doing this, you will be reward with a Bedroom Key. Make your way back the stairs and this time head into the room on the left side. Walk up to the end of the room and collect the Key Fragment from the chest.

Return to the previous room and this time use your bedroom key to enter the door to the right of the staircase. Save with the book on the table, and then walk over to the table at the top of the room to speak to the man in the tuxedo.

He doesn't have much to say, but he does try to kill you, so watch out. After dealing with him, you'll have to head back to the foyer again to confront Richard Wilson. Instead sitting down and telling you exactly what is going on, Richard Wilson just hands you another key. It looks like you're going to have to do some more snooping. Use your new Diamond Key on the bottom left door in the foyer.

Walk straight up room and enter the very first door at the top of the staircase. Pick up the Missing Page from the table and then head out again. Walk past the middle door and step into the door on the right side of the room. Walk up and then head into the doorway on the far left side of the room. Loot the Jeweled Mace from the chest and then return to the previous room.



Enter the room at the top right and collect the Missing Page from the table. Then return to the previous room and walk through the door in the middle.

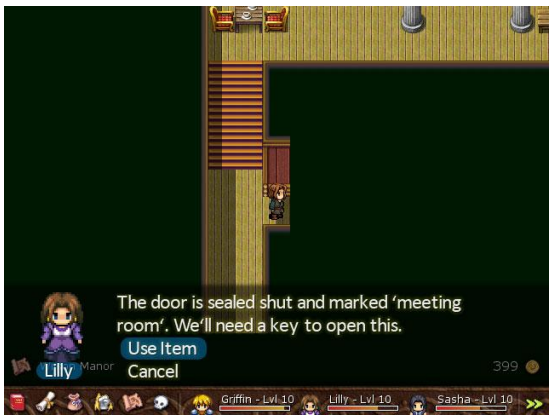
Click on the cross that is sitting next to the save book and take the flowers. Walk into the shed in the north east corner and pick up the axe off the table, then return to the previous room. Click on the stump that is blocking the path to the east and use your axe to cut it down, and then continue along the path. Make your way over to the graveyard and arrange the flowers so that Charles Wilson Jr. and Peter Johnson Jr. each have flowers on them. This will cause the large tombstone to explode, revealing a staircase.





Walk down the stairs and speak to the ghost to receive a Globe of Flame. Take a photo of the rune to get Photo #8. Then walk back up the stairs, walk around to the south side of the fence and walk down on the next map. Use your Globe of Flame on the pile of wood to lure out the Shadow Deviant.

After dealing with the Shadow Deviant, you will receive a Balcony Key. Make your way back into the house, walk down one, and then walk into the door in the middle with a pillar on either side of it. Speak to the Corpsewatcher standing in the bottom right corner to initiate a battle. After dealing with the Corpsewatcher, walk up the stairs, collect the Missing Page and then click on the open purple book on the table. Use your missing pages here to repair the book and receive a code.



Make your way back into the previous room. This time, walk through the doorway on the far right side of the room. Complete the puzzle to receive a Meeting Room Key. Return to the previous room and

use your Balcony Key to enter the door below you.

Loot the Key Fragment from the chest, then return to the previous room. Now make your way over to the left side of the room and use your Meeting Room Key to open the door to the meeting room. Defeat the Water Caller to update your quest, and then return to the foyer once more.

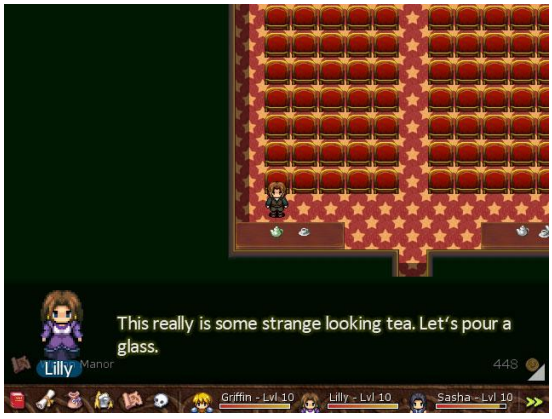
Richard Wilson will give you a Hallway Key, but it's not time to enter the hallway yet. Make your way back up the stairs, and this time enter the doorway on the right side of the room. Walk right again and use your code on the chest to get a Key Fragment.

Now it is time to enter the hallway. Return to the foyer and use your Hallway Key on the door between the two sets of stairs on the ground floor. The Cathedral and Greenhouse are locked at this point, so head into the door on the left side of the hallway, then walk up to come to another puzzle room. Complete the puzzle to receive a Kitchen Key.

Return to the previous room and walk into the large open doorway. Once you get inside, take a seat. It would appear that Richard Wilson has another treat for you. After witnessing a very confusing performance, walk onto the stage, and then walk into the doorway on the right side of the stage. Speak to each of the actors to find out what they want.

Now walk into the door at the top of the map to get onto the top side of the prop room. Pick the hat up off the table, and the return to the theater stage. Walk to the bottom of the room and pick up the pot of green tea on the table.





Now return to the lobby and speak to the man behind the desk. He will give you two tickets. Now use your kitchen key to open the door on the left side of the room. Talk to the man behind the desk, then go and speak to the two ghosts at the top and bottom of the room. Return to the man once more to receive your sandwich. Now return to the room with the actors.

Speak to each of the actors to gain information on Richard Wilson. After you have spoken to each of them, the prop lady will walk in. Speak to her to receive the Greenhouse Key. Now return to the hallway and enter the Greenhouse which is at the end of the hallway.



Collect six apples from the baskets in the Greenhouse. Loot the chest for the Wolf Paw. Walk over to the dragon in the top right corner and put all of your apples into the baskets in front of him. When you fill all of the baskets,

the door will open. Go into the room and fight the Flamecaller to receive a Cathedral Key.

Return to the hallway and use your Cathedral Key on the door on the right side. Walk into the Cathedral and confront Richard Wilson yet again. He will give you a Cross Key Base. Click on the pedestal to combine the 3 Key Fragments and receive the Cross Key.



Return the foyer and use your Cross Key on the bottom right door on the ground floor to make your way into the basement. Make your way into the basement and walk into the door with blue flames in front of it. Grab the Underground Key off the table and return to the previous room. Go right into the next room, then walk up the stairs and go into the door on the left side.

Advance through the rooms until you come to a room with a blue chest. Loot the Garb of Indecision from the chest and then return to the room with the stairs. This time use your Underground Key to open the door on the right.

Use the same in the next room and then advance onto the next room to confront Richard Wilson for the last time and receive the Heart of Zahhak. One orb down! Check out the boss strategies section for tips on defeating Richard Wilson.

Part 10: The Next Orb



Equip the Mask of Chaos and then return to the foyer once more. You will receive a Treasure Map on your way out and you will receive the quest Treasure Hunting.

Return to the place that the bandit was blocking you in Haven Hills. He will no longer be blocking you, so you can now walk through the bandit camp.

Talk to the person next to the flower bed to sell all of your Zombie Bile.

This would also be a good time to complete the Coinage Returnage side quest. Next, make your way into the Minocentaur Cave to collect the gold, power berry and Dragon Egg #5. Now would also be a good time to start the Post Haste side quest. Make your way to the middle of the graveyard in Haven Hills and speak to the ghost to start the quest.



The first letter is addressed to the guy who lives in the center of Haven Hills, which isn't very far from the ghost. Just walk over to the house and put the letter into the mailbox. You will receive another letter, but you should wait until later to deliver that one.

You will also find a lady on the porch who will buy any Minocentaur Horns that you may have collected from the cave.

Collect the Champions Pendant from the chest to the west of the house, then start walking to the Haven Hills Dog Track, near the entrance to Quenera. Get the Dreadstone out of the green chest on the way.





If you have 420G, make your way into the Dog Track. If you don't have 420G, return to this part of the guide once you get it. Once you're at the Dog Track, first speak to the girl in the corner with the white dog. She tells you that she will let you have the dog for just 420G. Buy the dog from her. You can speak to the old lady near the bridge to bet money on the dog races if you want to try and win some of your money back.

Once you're finished at the Dog Track, go back to Haven Hills and this time walk east towards Quenera. Once you're in Quenera, walk over to the other side of the bridge to see a cutscene.

Part 11: Viper

After the scene, you will be in control of Viper for the first time. You can walk around the guild and speak with the members. Make your way to the bottom of the main hall when you're ready to leave. Go through the bottom door, and then walk up the ladder to start the next cutscene.

After the cutscene, you will find yourself inside the Inn. Walk down stairs and leave the Inn to find yourself on the poor side of Quenera. You can explore this side now if you want, but you don't need to see anyone here yet, so when you're ready make your way to the south exit and you'll find yourself back in the main section of Quenera.



Keep walking east until you come to a gate leading to a dirt path. Follow the dirt path north into the next map. Once you're on this map, you can now get Dragon Egg #6. After you've got that egg, return to the previous map. The enemies in the next area are more powerful, so you should do a few side quests while in Quenera.

This would be a good time to complete I'd Buyout that for a Dollar, as the whole thing can be completed in this town.

Now make your way to Grammy's House to start the Grammy on the Run side quest. After you've started the quest, go to the grocery store and speak to the woman behind the counter to give her Jack's Vegetables. Then make your way to the Better Business Bureau and speak to Danny to report the gardener back in Riverdale.



After this, head back over the poor side of town and speak to the poor man hanging out outside the inn. He will give you a key. Take the key to the abandoned house and use it on the chest. You'll get an Energy Drink that you can return to Danny at the Better Business Bureau.

After you've given the energy drink to Danny, take the south exit and you will be on a map with a teleporter.

Use the teleporter to return to Python Village. First head to the Inn to find Grammy- or at least one of Grammy's phantoms that she has conjured up to serve her- and then head to Jack's farm in Willow Woods.

When you get there, you may notice the fancy new house that Jack has built with all of the wood that you cut for him. First use Jack's mailbox to drop the letter in, then go inside and talk to him. After completing the quest, walk outside and collect Dragon Egg #8. Then make your way back to Python Village. Drop the letter in Aerith's mailbox on the way back to the teleporter.

Now use the teleporter to return to Riverdale. If you haven't bought the Sonic Boots yet, you should purchase them from the man in Riverdale. Speak to the gardener to complete the Not Happy! side

quest. Then go to Tommy's House and drop the letter in his mailbox. The next letter is addressed to Pickus and you won't be able to deliver it yet. Make your way to the Pet Club in Riverdale. Now that you have a dog, you will be allowed to go in and get Dragon Egg #6.

Now make your way back to the poor side of Quenera and walk into the Dragon's House. Walk on the teleporter and you will find yourself in Brackenfell. Continue to walk along the path until you see a dragon. When you walk across the bridge, the dragon will teleport you into his den and speak with you. Give him 7 of your Dragon Eggs to receive Dexterous Cuffs. Make sure to equip the Dexterous Cuffs.

Part 12: Mountain Pass

Now you are ready to head to the Mountain Pass. Return to the rich side of Quenera and leave out of the north exit. After a quick cutscene, it's time for you to travel through the Mountain Pass. Loot the Betrayer's Brooch from the chest, then make your way up the Mountain Pass while solving the varied puzzles along the way and looting the Valiant Superguard.



Check out the Puzzle Solutions for the Mountain Pass if you need some help.

Part 13: Hero of Legend

Once you make it to the end of the Mountain Pass, you will end up in Milnerton. First, go to the Fire Salamander Shop in the south east corner of Milnerton to start the Salaman'em Over side quest. You could also do the Pickus Your Destiny side quest and most of the Milnerton is Hurtin' side quest while in Milnerton. Buy the Damage II rune from the shop if you can afford it.



Now go the Elder's house. He will first send you to the weapon shop, then to the Pickus Residence. Drop the letter in the mailbox outside the Pickus House. You can now finish off the Post Haste quest whenever you want. Talk to the man next to the sword, then go deeper into the house to collect Dragon Egg #9 then head back to the Elder's house. He will now allow you to enter the mines. Grab the quest Collectore from the collector's house on your way into the mines.

Part 14: The Excavation

When you first enter the mines, get the first Johnore and then move up until you see a door. Walk into the door to get to the Fire Salamander Shop. Collect the Johnore in the room and then speak with the guy behind the counter. You can complete Salamand'em over whenever you want.

Walk back out of the shop and walk east. Enter the Dogbird cave and collect the gold, three Johnore, the power berry and Dragon Egg #11. Then leave the cave.



Travel west until you reach the lava pool, then walk up. Grab the Johnore on the left and then loot the Twisted Fang. Continue going east until you get to the first puzzle. Check out the Mount Flame Puzzle Solutions for help on the puzzle.After completing the puzzle, grab the Johnore and walk down the stairs.

Walk up until you come to the intersection, then travel east and collect the Johnore. Head back to the intersection and go west this time. Grab the Johnore in the corner before completing the puzzle to go deeper into the mines.

When you get down the stairs, first walk west and collect the Johnore, then go east and complete the final puzzle to get into Mt. Brenton. After a brief cutscene, you will be free to wander the streets of Mt. Brenton. You can now complete the Milnerton is Hurtin' side quest.

Part 15: Mt. Brenton

First, make your way to the north side of the town and take a photo to get Photo #6. Then make your way to each of the three pubs in Mt. Brenton to try and get some information from the bartenders. After speaking to (and subsequently fighting) each of the bartenders, you will be attacked by a cloaked figure and end up in a strange room. Lilly has no idea what's going on (don't worry; she doesn't have amnesia… yet!)



Speak to the man and he will tell you that he's planning a prison break! He just needs you to collect a few things for him first. You can inspect almost every item in the room while looking for his items. If you don't feel like inspecting everything, you can use the pictures to help you spot them quickly.



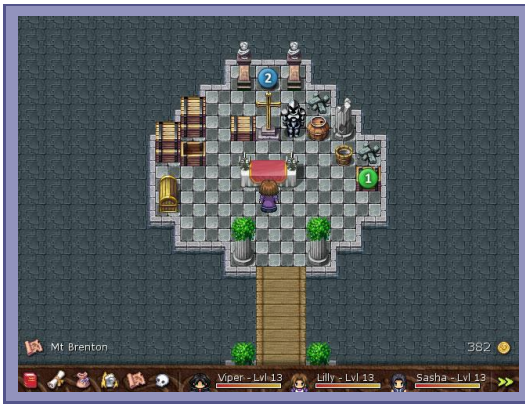
Instructions

1. **Sharp Rock**
2. **Needle**
3. **Rope**



Instructions

1. **Rose**
2. **Encrusted Diamond**



Instructions

1. **Silver Boomerang**
2. **Straw**



Instructions

Take the head from 1 and use it at 2.
Take the knife from 3 and use it at 4.



Instructions

1. **Book on Cats**



Instructions

1. **Arrange flowers like this to make chest appear at one.**



After collecting all of the items, return to the man and he will make a bomb to blow up the pile of rocks. Make sure to save your game, then head out of the room to fight in the arena.

Once you step into the arena, you will be forced to fight a gauntlet of three enemies. Don't worry, they're not very tough.

Once you win all of the arena battles, you'll be escorted out of the arena. Make sure to loot the Balance of Power from the chest, and then leave the room. Now make your way to the Mayor's house. Loot the Lifegiving Vestments while in the Mayor's house.

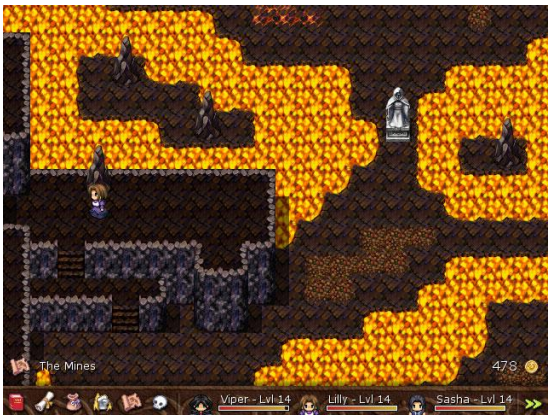
When you speak to the Mayor, he will give you a Freedom Form and let you go into the mines. Immediately leave his house and walk straight into the mines that were previously unblocked. Gringo will stop you in order to give you a pick.

Once you're in the mines, go left onto the second map. Continue along the path until you get to a cave. Walk into the next room and press the switch. Walk across the bridge and get the Enchanted Catseye from the chest, then press the switch again and go in the top door.



Pull the left switch, walk to the middle island. Pull the middle switch, then walk over the left switch and pull it again. Walk over to the red chest and loot Nightmare.

Then pull the left and middle switches again and walk into the room at the top right. Collect all of the magmore in the room and make your way back to Gringo at Mt. Brenton. You can find him at the north side of the town near the furnaces. Give him the magmore and he will make you a weapon.



Take the weapon into the mines. This time walk up from the main room and give the weapon to the statue. Walk up and then west until you come to some stairs. Walk up the stairs and enter the cave.

Keep going through the cave until you come to a room with a switch. Press the switch and then walk across the newly formed bridge. Push the next switch and then walk up into the next room.

Walk through the next room, pushing the switches to keep advancing. After pressing the last switch, walk into the door and collect all of the moltore. Then leave the room and walk across the bridge. Push the rock into the lava to get across and then make your way back to Mt. Brenton and let Gringo make you another weapon.

Return to the mines, walk up again and give the sword to the statue on the right sword. Complete the puzzle to get into the next room and collect all of the Rocknore. Check the Puzzle Solutions for the Mines if you need help. Once you have all of the Rocknore, go back to Gringo to get the final sword.

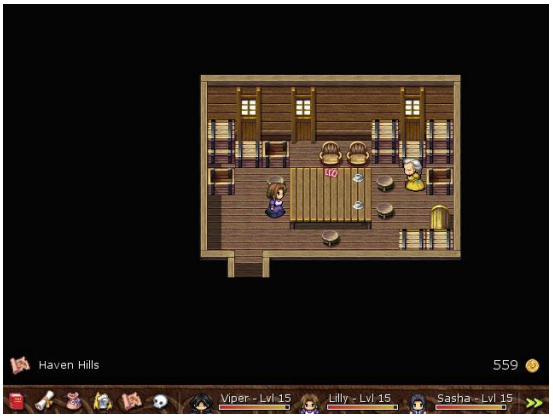


Now return to the mines, walk up and give the weapon to the statue on the left side. Walk into the door behind the statue and enjoy a nice lava ride. After the ride is over, save your game and step into the next room.

After Griffin cheers up the dragon, you will have to fight it.Check out the boss strategies section of tips on defeating the Dragon. After the fight, you will receive the Mind of Zahhak. Head back to Mt. Brenton and use the teleporter to get back to Milnerton. Go and see the Elder again to claim your prize. While you're in Milnerton, remember to return to the collector and finish of the Collectore quest.

Part 16: Grammy

What a shame. Instead of getting a grand prize, all you got was some lousy princess. Make sure you equip your Crown of Vigor and then head back to Quenera. Before going to the City of the Vanquished, you should get up to date on your Grammy on the Run quest. You should have already found her at Python Village, so she will now be at one of the two bandit houses in Haven Hills. Use the teleporter to go to Wilson Manor and then walk over to the bandit camp.



Enter the house on the left side of the camp and talk to Grammy. It turns out it was just another phantom, and Grammy is actually hiding somewhere else. The next phantom is in the City of the Vanquished, so you should head there now.

Part 17: Deadlands

Go back to Quenera. Go out of the south east exit on the rich side of town to make your way into the Deadlands. Talk to the wizard and give him the Deed to the Princess. Then take a few steps to the east and Viper will tell you a story about the City of the Vanquished.

Now that you've made it to the Deadlands, now would be a good time to complete the Treasure Hunting side quest. If you have 500G, you should also purchase Dragon Egg #13.

Make your way over to the suspicious looking guy standing next to the broken bridge. Speak to him and agree to help him fix the bridge. Collect three pieces of wood from the rubble in the area nearby, then return to him.



Use the wood to fix the bridge, then walk into the house. Agree to help Chingon track the man down, then go back into the Deadlands. Go to the north west area of the map and loot the Shadowguard from the chest.

Now make your way to the south west end of the Deadlands. Loot Chaos on the way down, then follow the path to get to the next map. Speak to the woman, agree to help her find the pumpkins, then keep going south until you get to the bottom and go east into the next map. Save your game and then go through the big door to find yourself in the City of the Vanquished.

Part 18: City of the Vanquished



Welcome to the City of the Vanquished. You'll notice that some of the houses have lost their color. To restore the color, you will have to complete the puzzles inside the houses. You will also receive a Vortex for each puzzle which can be used to blow up the colored walls.

For now, you can only go in the first house. Walk into the house and complete the puzzle. Check the City of the Vanquished Puzzle Guides for help. You will receive a Green Vortex. Leave the house and use the Green Vortex on the green wall.

Make your way past where the green blocks were and go into the next grey house to complete the puzzle for the Purple Vortex. Use the Purple Vortex and then enter the house to the left to obtain the Vanquished Armor. Return to the streets and enter the top left house. You can use the teleporter in here to return to town when you need to.



Step back out onto the streets and enter the top right house. Do the puzzle to receive an Orange Vortex. Use the Orange Vortex in the next room to unblock the stairs. Make your way down the stairs, loot Lightmare from the chest and climb the ladder on the east side of the room.

Exit the house to arrive on the right side of the town. Walk into the Barracks on the east side of the map and face Igor the Blacksmith. After beating him, you will receive a White Vortex. Use the White Vortex to explode the blocks and then enter the house.

Loot the Lightmare from the chest, and then continue through the house to get on the other side of the fence. Complete the puzzle in the grey house on the left side of the street to receive a Blue Vortex. Make your way to the bottom of the street and then move left, back onto the map that you started in. Use your Blue Vortex to blow up the blocks and then enter the grey house just above you.

Complete the puzzle to receive a Red Vortex, and then return to the streets and use your Red Vortex to destroy the red blocks outside the Inn. Advance through the Inn until you come to a puzzle room. Complete the puzzle to receive a Yellow Vortex. Take the left exit and use the Yellow Vortex to explode the yellow blocks. Continue into the next room. Walk through the bottom door in the room with red bricks to get Deliverance.



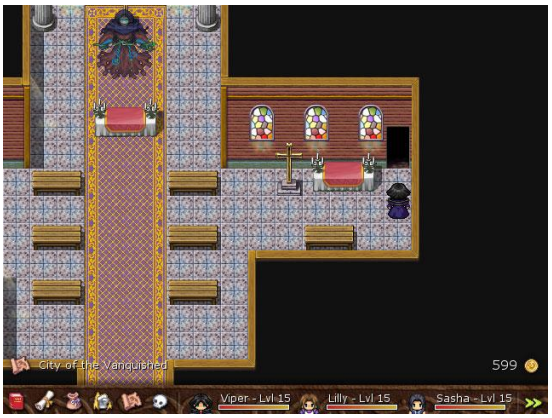
Make your back into the house and go into the top door. Go down the stairs and continue to make your

way through the house until you see Grammy downstairs. Speak to Grammy to move onto the next part of her quest. If you've finished the Treasure Hunting side quest, you will be able to finish the Grammy on the Run side quest now.



Continue to travel through the house until you end up on the left side of the city. Go into the south west house to do another puzzle. Completing this puzzle will give you Dragon Egg #14.

Leave the house and go north until you arrive in the park. Continue to travel north and you will arrive at the church. Loot the Veil of Deceit and enter the church. First, make your way over to the right side of the room and go into the little doorway. Walk through the room and you will arrive outside. Walk up the stairs and onto the next map.



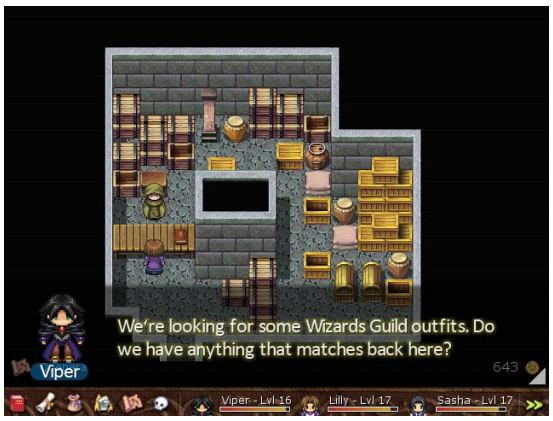
You will now be back in the Deadlands. Walk across the bridges and collect the Red Pumpkin and Dragon Egg #16. You will now be able to finish the Just Helping Out side quest.

Return to the church and battle Igor the Minister. After the fight, you will get a Black Vortex. Leave the church, use the Black Vortex to blow up the black blocks, then go back to the middle of the town.

Keep walking north until you get to the next map. Use the Black Vortex to destroy the black blocks. Walk into the castle and approach the orb. Pick it up to complete the quest and watch the cutscene. After the cutscene, make your way back to teleporter and teleport to Quenera.

Part 19: Espionage!

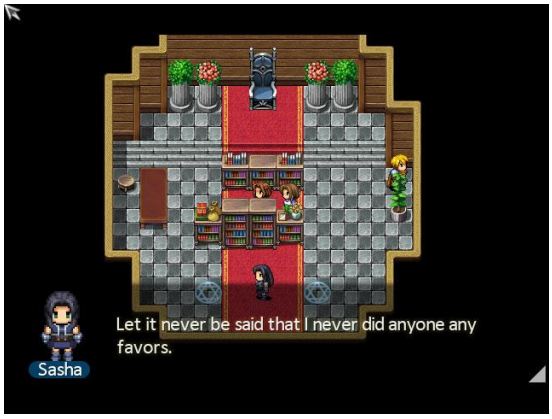
By this time, you should have all of the souvenirs. If you haven't yet, return to Riverdale to finish off Well Travelled. Then return to Quenera and make your way to the Thieves Guild in the north east corner of the poor side of town.



Once you're inside the guild, find the storage room and speak to the man in the green robe. He will agree to give you the Wizard Outfits that you need, but only if you defeat him, and all of his partners in a game of wits. You will need to make your way around the guild and defeat each of them in a mental challenge. After you win all of their games, return to the storage room to get your Wizards Outfits. You will now have full access to the Wizards Guild.

Now that you have access to the Wizards Guild, you should collect Dragon Egg #18 and complete the In a Nightmare side quest. After you've done that, make your way into the Wizards Guild and walk into the stars on the ground to get to higher levels.

Once you reach the top, you will see a cutscene where the gang manage to steal the orb back from Glondorian.



Now that you've got the final orb, it's time to head to the Arbiter's Temple. Go to Haven Hills, and then follow the path to the south to get into Brackenfell. You'll see a shop near the entrance. You can sell your Elemental Ash to him for a great price. This would also be a good time to complete the Summon Night side quest and go to the Landshark Cave to get the gold, power berry and Dragon Egg #20.

When you're ready, make your way to the very bottom of the map. There is a teleporter next to the Arbiter's Temple you can use to get some supplies if you want. Walk up the stairs and stand on the star on the ground. The walls will blow up and you can enter the Arbiter's Temple.

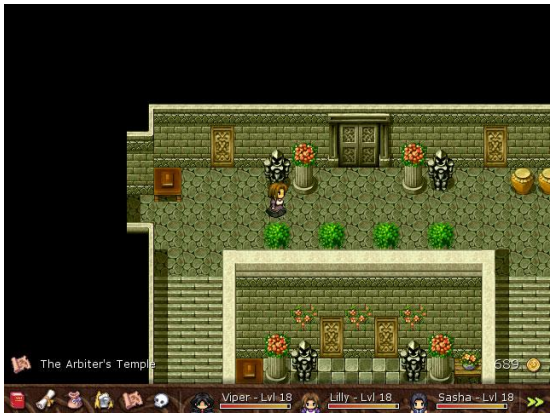
Part 20: Curse of the Immortals.



Walk down the stairs and through the temple. You will soon be stopped by Glondorian and his gang of thugs. Glondorian wants his orb back, and he's going to fight you for it. Be careful here, he's really mad about what you did to his journal.

After defeating Glondorian, walk up into the next room. You will see two grey doors in front of you. Walk into the left one and get Photo #5. Return to the previous room and go into the right doorway. Complete the puzzle in this room and then move up into the next room. Check out the Arbiter's Temple Puzzle Solutions for help. You will come out at the top of the first room.

Walk into the doorway at the top left side of the room. Walk up in the next room to come to a puzzle room. After completing the puzzle walk right into the next room and pull the switch. You will now be in the past.



Walk down to the bottom and exit out of the bottom door, which is no longer (not yet) blocked by a pile of brings.

You will be back in the main room again, but this time in the past. Walk over to the top right brown door and walk through it.

You will come to a room with three items on a desk. If you use the cloud, you will be back in the present, with three different items on the desk.

There is a shadow under each object in the shape of something. The goal is to put all of the items on top of the shadow of the same shape. You can pick one item up at a time. There is a table below them that you can use to store things on while you move the other ones around.

After you finish the puzzle in both time periods, go into the door that you just opened in the present (dark) time period. Walk down and push the rock down the stairs, then return to the previous room and use the cloud to go to the past. Return to the room once more and this time you will be able to make it to the bottom of the stairs.

Loot the Arbiter's Key from the chest, then go out the door below you. You'll now be in the main room, in the past. Go into the bottom left door, walk over the bridge and walk right. Loot Dragon Egg #22 from the chest.

Now walk down and go back into the brown door on the right. Walk up the stairs and return to the top of main room.

Save your game and then use the Arbiter's Key to open the big door in the middle of the room. Walk up and use the cloud to return to the present time period. Garrus and T Monster will be waiting for

you. After you deal with them save your game. If you walk into the door, you will face Donovan. There is a portal on the floor that will take you back to Brackenfell. You should take the portal to Brackenfell. At this point, you should be able to complete all side missions, collect all Dragon Eggs and take all of the photos. You can refer to the individual guides for each of these parts to make sure you have completed them all.



Once you are ready, return to the temple and make your way back to that room. Walk through the door to fight Donovan. Refer to the Donovan section of the boss strategies to learn the one critical secret to defeating Donovan!

Congratulations. You have now completed Lilly and Sasha: Curse of the Immortals. You'll have to wait to see what becomes of Sasha.

Side Quest Guides

Fairy Trail

Fairy Trail	Starts at: Riverdale – Little Girl
Task 1: Report to Tommy for Debriefing	Go into Tommy's house and speak with him.
Task 2: Collect Apples for the Potion	Go into Lotus River and collect 3 apples, one from each of the farms. Then return to Tommy's house in Riverdale.
Task 3: Investigate the Fairy Camp	Go into Lotus River and make your way to the Fairy Corner. The fairies will now disappear and let you go in. Walk in and speak with the fairies.
Task 4: Tell Tommy the Truth about the Potion	Return to Tommy's House in Riverdale to collect your reward.

Not Happy!

Not Happy	Starts at: Riverdale - Joan
Task 1: Speak to the Gardener in Riverdale	Speak to Blaire in the town square of Riverdale.
Task 2: Tell Joan the Bad News	Return to Joan in Riverdale.
Task 3: Go to the Better Business Bureau	Go to the Better Business Bureau in Quenera and talk to Danny, the old man wearing blue.
Task 4: Get Danny a Drink	Talk to the poor man outside the Inn on the poor side of Quenera. He will give you a key that you need to take to the abandoned house just below him. Use the key on the chest inside the house and return the Energy Drink found within to Danny back at the Better Business Bureau.
Task 5: Hire the Gardener Yourself	Speak to Blaire in the town square of Riverdale.

Well Travelled

Well Travelled	Starts at: Riverdale - Cyril
1. Python Village Totem	Complete The Restoration.
2. Riverdale Crest	Complete Not Happy!
3. Quenera Ledger	Complete I'd Buyout That for a Dollar.
4. Fire Salamander Keychain	Complete Salamand'em Over!
5. Vanquished Armor	Refer to this part of the guide.

The Restoration

The Restoration	Starts at: Python Village – Aerith's House
Task 1: Speak to the Spirit Watcher's Wife, Cassiopeia	Talk to the woman in the temple in the middle of Python Village.
Task 2: Collect Ten Totems for Aerith	Find ten totems scattered around the Cypress Swamp. Click on them to pick them up. Refer to the Cypress Swamp part of the walkthrough for individual locations. After you have all ten, return to Aerith in Python Village.
Task 3: Take the Empowered Totem to Cassiopeia.	Talk to the woman in the temple in the middle of Python Village.
Task 4: Use the Empowered Totem	Walk into the room to the right of Cassiopeia and speak to the shadow woman in there. You will have to fight her so be prepared.
Task 5: Return to Cassiopeia	Return to Cassiopeia in the previous room.
Task 6: Return to Aerith	Return to Aerith in Python Village to complete the quest.

Back to Nature

Back to Nature	Starts at: Willow Woods – Jack's House
Task 1: Ask the Farmer for His Treasure	Find Jack's Farm and talk to Jack.
Task 2: Collect Lumber for Jack	Locate each of the brown stumps in Willow Woods and click on them six times to cut them down. Refer to the Willow Woods map for the locations of the stumps. Return to Jack after.
Task 3: Send Three Sheep to Jack's Farm	Find three sheep and pet them to send them to Jack's Farm. Refer to the Willow Woods map for the locations of the sheep. Return to Jack after.
Task 4: Get Yourself a Golden Axe	Go to the swamp in Willow Woods and throw your axe in the whirlpool near the statue of the angel. Refer to the Willow Woods map for the location of the whirlpool.
Task 5: Cut Down Six Blue Stumps	Locate each of the blue stumps and use your new axe to cut them down. Refer to the Willow Woods map for the locations of the blue stumps. Return to Jack after.
Task 6: Deliver Jack's Vegetables to Quenera	Go to the Grocery Store in Quenera and speak to the woman to deliver the vegetables.
Task 7: Bring Jack His Payment	Return to Jack's Farm in Willow Woods and give Jack the payment. Make sure you loot the Dragon Egg from the chest on the way out.

Coinage Returnage

Coinage Returnage	Starts at: Haven Hills – Bandit Camp
Task 1: Plant the Bait	Plant the bait at the empty chest. Find number 7 on the Haven Hills map.
Task 2: Find the Next Bandit	The next bandit is in the bandit cave. Find number 4 on the Haven Hills map.
Task 3: Find the Bandit Leader	Find the Bandit Leader in the Minocentaur Cave. Enter the cave and walk right at the first intersection to find him.
Task 4: Retrieve Howard's Treasure	Go to the Bandit House (8 on Haven Hills map) in Haven Hills and retrieve the stash from the chest. Return it to Howard at the bandit camp after.

Post Haste

Post Haste	Starts at: Haven Hills – Postman
Task 1: Deliver the First Letter	Location of mailbox: Haven Hills – Bandit House [8]
Task 2: Deliver the Second Letter	Location of mailbox: Willow Woods – Jacks' Farm [2]
Task 3: Deliver the Third Letter	Location of mailbox: Python Village – Aerith's House [3]
Task 4: Deliver the Fourth Letter	Location of mailbox: Riverdale – Tommy's House [6]
Task 5: Deliver the Fifth Letter	Location of mailbox: Milnerton – Pickus House [1]
Task 6: Deliver the Sixth Letter	Location of mailbox: Haven Hills – Bandit Camp [1]
Task 7: Return to the Postman	Return to the ghost postman in Haven Hills.
Task 8: Go to the Graveyard in Willow Woods	Go the graveyard in Willow Woods.
Task 9: Find a Coffee Shop in Quenera	Go to the Coffee Shop in Quenera and speak with the lady.
Task 10: Return to the Graveyard	Return to the graveyard in Willow Woods. You will need to fight the ghost to complete the quest.

I'd Buyout That for a Dollar!

I'd Buyout That for a Dollar!	Starts at: Quenera – Auction House
Task 1: Find a Quiet Place to Write the Play	Go to the Library on the rich side of Quenera.
Task 2: Post the Fliers around Quenera	Post a flier on each of the advertising spaces in Quenera, marked as 18 on the map of Quenera.
Task 3: Get an Extra from the Job Network	Go to the Job Network on the poor side of Quenera and talk to the girl on the top floor.

Grammy on the Run

Grammy on the Run	Starts at: Quenera – Grammy's House
Task 1: Find Grammy!	Find Grammy at the Inn in Python Village.
Task 2: Find Grammy	Find Grammy in the left bandit house at the Bandit Camp in Haven Hills.
Task 3: Find Grammy	City of the Vanquished – Inn (underground)
Task 4: Find Grammy	Find Grammy in the Emerald Forest, from part 5 of the Treasure Hunting Quest.
Task 5: Find Grammy	Find Grammy in the Dragon's Room in the Volcano in Mt. Brenton.

Pickus Your Destiny

Pickus Your Destiny	Starts at: Milnerton – Pickus Residence
Task 1: Talk to John Pickus's Son	Find John Pickus's son in the bottom left room in the hallway of the Pickus House. Return to John Pickus after speaking with her.
Task 2: Play Teddy Bears with John Pickus's Daughter	Find John Pickus's daughter in the top right room in the hallway. Return to John Pickus after speaking with her.
Task 3: Help Out Chef John Pickus	Talk to Chef John Pickus in the kitchen to the left of the dining room.
Task 4: Bring Chef John Pickus His Wine	Walk into the top room and go down the stairs. Defeat Lord Scorpius to obtain the wine. Take it back to Chef John Pickus in the kitchen, and then return to John Pickus.
Task 5: Take Care of the Shopping	Go to the Grocery Store in Quenera and speak to the woman in between the two crates of vegetables to get the groceries, then return to John Pickus at the Pickus Residence in Milnerton.

Milnerton is Hurtin'

Milnerton is Hurtin'	Starts at: Milnerton – Brian's House
Task 1: Get Three Signatures for the Petition	Speak to Veronica in Brian's House, the small girl next to the Fire Salamander Keychain shop and the woman staring at a tree to the south of the Pickus Residence.
Task 2: Take the Petition to Lord John Pickus's Advisor	Go to the Pickus Residence and speak to the man on the left side of the king.
Task 3: Return to Brian	Return to Brian's House and speak to Brian.
Task 4: Take the Map to the Mayor of the Volcano Town	Go to the Mayor's House in Mt. Brenton and give him the map.
Task 5: Return to Brian	Return to Brian's House and speak to Brian.

Collectore

Collectore	Starts at: Milnerton – Collector's House
Task 1: Collect Ten Ore Samples	Collect 10 Johnore from Mount Flame. You can find them in the following rooms. - First Level - 3 Johnore - Fire Salamander Shop – 1 Johnore - Dogbird Cave – 3 Johnore - Second Level – 2 Johnore - Third Level – 1 Johnore

Salamand'em Over

Salamand'em Over	Starts at: Milnerton – Fire Salamander Keychain Shop
Task 1: Talk to Derek Inside the Volcano in Milnerton	Speak to Derek inside the Fire Salamander Shop in Mount Flame.
Task 2: Find Out About a Shrinking Device	Speak to the old man in the Inn in Milnerton.
Task 3: Find the Engineer	Speak to the Engineer in Quenera
Task 4: Find a Vendor	Speak to the woman in Madame's Shop in Quenera.
Task 5: Capture the Fire Salamanders	Return to Derek in Mount Flame. Speak to Derek and he will open the door to the Fire Salamanders.
Task 6: Take the Fire Salamanders to Palais	Speak to Palais at the Fire Salamander Keychain Shop in Milnerton to get the keychains.
Task 7: Sell the Fire Salamander Keychains	Take the Keychains to Madame's Shop in Quenera and sell them to her.
Task 8: Return Derek and Palais's Payments	Speak to Palais at the Fire Salamander Keychain Shop in Milnerton and give him his payment. Then go to the Fire Salamander Shop in Mount Flame and give Derek his payment.

Just Helping Out

Just Helping Out	Starts at: Deadlands – Suspicious Guy
Task 1: Collect Three Pieces of Wood	Collect three pieces of wood from the debris surrounding the suspicious looking guy. They are marked as number 4 on the Deadlands map. Return the wood to the suspicious guy, walk over to the bridge and click on the broken part to fix it.
Task 2: Investigate the House	Walk into Chingon's House and speak to Chingon.
Task 3: Seek Out the Map Lady	Walk to the south west exit of the Deadlands. Walk onto the next map and speak with the old lady that you see surrounding by walls.
Task 4: Bring Seven RED Pumpkins to the Map Lady	Search for Red Pumpkins around the Deadlands. - Area with map lady – 1 red pumpkin - Entrance to Vanquished City – 1 red pumpkin - Deadlands Area – 4 pumpkins For the final pumpkin, you will have to make your way through the City of the Vanquished and sneak out the back of the church. Refer to this part of the walkthrough for specifics.
Task 5: Find the Treasure	Go to the Mystery Oasis in the Deadlands. Walk north once, east three times, west twice, north once, east twice and then north once.
Task 6: Return Chingon's Treasure	Speak to Chingon at his house in the Deadlands.

In a Nightmare

In a Nightmare	Starts at: Quenera – Library
Task 1: Swipe the Amulet from the Wizards Guild	You will need to have completed the City of the Vanquished before you can do this. Make your way up the floors of the Wizards Guild until you see an amulet sitting on a table. Grab the amulet and return to Cindi.
Task 2: Use the Amulet to Track Down Isalien	Make your way to Python Village and speak to the Angel Statue in the graveyard.
Task 3: Find Isalien in Haven Hills	Go to the Wizard Cave in Haven Hills. Speak with the man wearing orange. Use the teleporter to get to Isalien. Speak with Isalien.
Task 4: Trade the Materials for the Dreamland Dust	Return to the Wizards Guild in Quenera. Make your way up the tower until you see a wizard behind a desk. Speak to him to trade him the materials for some Dreamland Dust.
Task 5: Return to Isalien	Return to Isalien via the Wizard Cave in Haven Hills.
Task 6: Destroy the Dream Crusher	Leave the house, walk right until you get to a teleporter. Walk in it and fight the Dream Crusher. Then return to Trilby in the house. You will need to walk into the teleporter on the floor to get back.
Task 7: Return to the Quenera Library	Go to the Library in Quenera and talk to Cindi to complete the quest.

Summon Night

Summon Night	Brackenfell – Summoning Grounds
Pre-quest	Inspect the sign on the statue in the middle of the Summoning Grounds in Brackenfell. It will open the doors to the temples. Read all of the signs on the posts in the area. You will notice that the temples are in the same formation as the posts. Press the switches inside the temples as indicated by the signs on the posts. Return to the statue afterwards to start the quest.
Task 1: Charge Your Spirit at the Temple	Go to the Spectral Munchkin Temple in the north west corner of Brackenfell and fight the Spectral Munchkin. After defeating him, you will receive new powers.
Task 2: Activate the Six Pillars	Go to each of the pillars in Brackenfell which are marked with the number 9 on the map and click on them to send them to the Summon Zone.
Task 3: Investigate the Shrine	Go to the Summon Zone in Brackenfell and inspect the shrine.
Task 4: Return to the Statue for Further Instructions	Speak to the statue at the Summoning Grounds.
Task 5: Learn to Break the Seal	Go to the Spectral Barge Temple in the north east corner of Brackenfell and fight the Spectral Barge.
Task 6: Break the Seal	Go to the Summon Zone in Brackenfell and use your hammer on the shrine. You will get teleported to the Teragon's Temple. Go inside and use the orb to summon the Teragon. Defeat him to complete the quest.

Treasure Hunting

Treasure Hunting	Starts at: Wilson Manor – After you beat Wilson
Task 1: Find the Treasure	The first cave is in Lotus River. [Puzzle Guide]
Task 2: Find the Treasure	The second cave is in Haven Hills. [Puzzle Guide]
Task 3: Find the Treasure	The third cave is on the entrance level of mount flame. [Puzzle Guide]
Task 4: Find the Treasure	The fourth cave is in the Deadlands. [Puzzle Guide]
Task 5: Find the Treasure	The final treasure is in Wilson's Manor. Use the key to open the double doors on the middle of the second floor of the foyer. [Puzzle Guide]

Puzzle Solutions

Arbiter's Cave

Arbiter's Cave – Puzzle #1



Instructions

Push #1 left.

Arbiter's Cave – Puzzle #2



Instructions

Push #1 left.
Push #2 up.

Arbiter's Cave – Puzzle #3



Instructions

Push #1 up.
Push #2 left.

Cypress Swamp – Bridge Puzzle #1



Instructions

Push #1 up.
Push #2 down.
Push #3 right, down two squares.

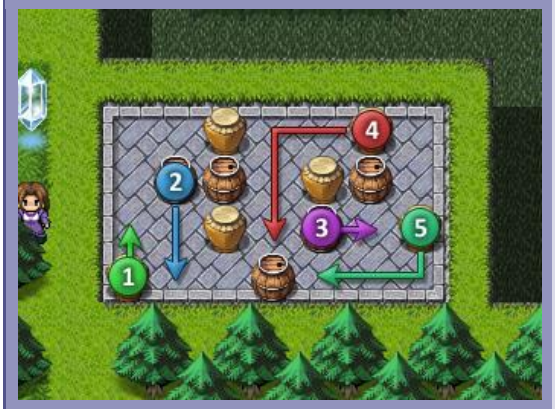
Cypress Swamp – Bridge Puzzle #2



Instructions

Push #1 right two squares.
Push #2 left two squares, down.
Push #3 up.

Cypress Swamp – Bridge Puzzle #3



Instructions

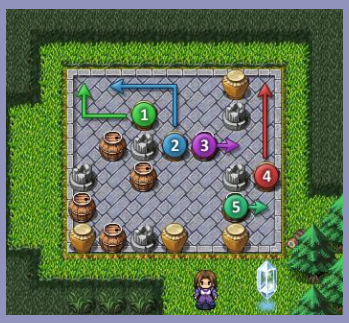
Push #1 up.
Push #2 down two squares.
Push #3 right.
Push #4 left two squares, down two squares.
Push #5 down, left two squares.



Instructions

Push #1 left, down two squares.
Push #2 down.

Cypress Swamp – Bridge Puzzle #4



Instructions

Push #1 left two squares, up.
Push #2 up two squares, left two squares.
Push #3 right.
Push #4 up three squares.
Push #5 right one square.



Instructions

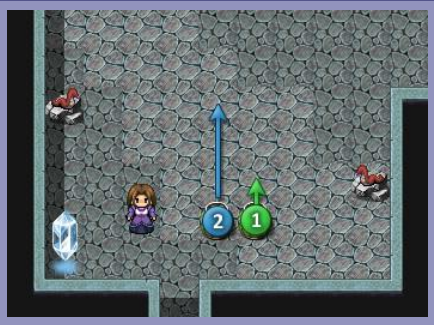
Push #1 up five squares, left.
Push #2 left, up five squares.
Push #3 right five squares.



Instructions

Push #1 up, right three squares, up four squares.

Cypress Swamp – Snake Puzzle #1



Instructions

Push #1 up.
Push #2 up three squares.

Cypress Swamp – Snake Puzzle #2



Instructions

Push #1 up.
Push #2 up.
Push #3 up five squares.
Push #4 up, left, up two squares, right four squares, down five squares.

Cypress Swamp – Snake Puzzle #3



Instructions

Push #1 up.
Push #2 right.
Push #3 down two squares.
Push #4 down, right.
Push #5 left.
Push #6 right three squares.

Cypress Swamp – Snake Puzzle #4



Instructions

Push #1 left.
Push #2 left two squares, up two squares.
Push #3 up.
Push #4 left.
Push #5 left, up.

Cypress Swamp – Temple Puzzle #1



Instructions

Push #1 right two squares.
Push #2 left three squares, up two squares.



Instructions

Push #1 down, right five squares, down two squares, right three squares, up three squares.

Cypress Swamp – Temple Puzzle #2



Instructions

Push #1 left.



Instructions

Push #1 right, up two squares, left, up.



Instructions

Push #1 down two squares, left five squares.
Push #2 up eight squares.

Cypress Swamp – Temple Puzzle #3



Instructions

Push #1 right.
Push #2 up two squares.
Push #3 left six squares, down two squares, right five squares.

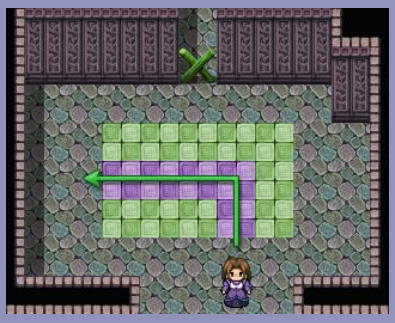


Instructions

Push #1 left two squares, down, left three squares.

	***Instructions*** Push #1 left four squares, down, left three squares, down.
	***Instructions*** Push #1 left three squares, up two squares, left three squares, down two squares, left one square.

Trail of the Monks – Puzzle #1



Instructions

From Lilly's Position: Move up three squares, left three squares.

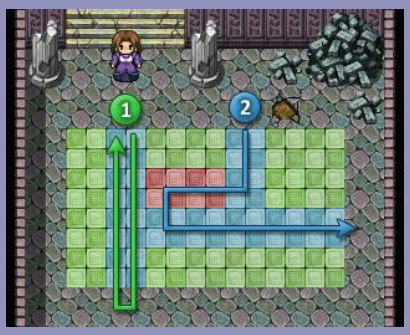
Trail of the Monks – Puzzle #2



Instructions

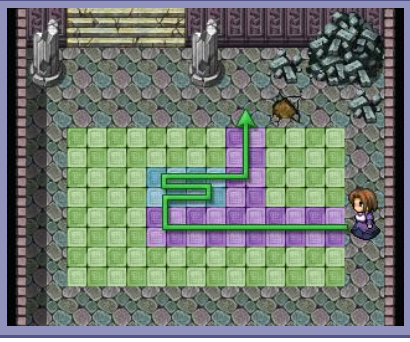
From Lilly's Position: Move right three squares, down two squares, right, up, left.

Trail of the Monks – Puzzle #3



Instructions

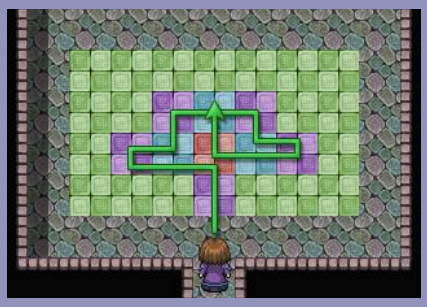
From #1: Move down five squares, up five squares.
From #2: Move down two squares, left two squares, down, right four squares.



Instructions

From Lilly's Position: Move left five squares, up, right, left, right two squares, up two squares.

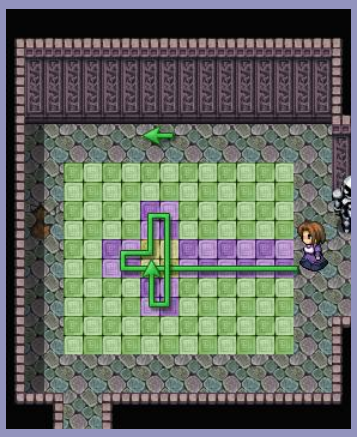
Trail of the Monks – Puzzle #4



Instructions

From Lilly's Position: Move up two squares, left two squares, right, up, right two squares, down, right, left two squares, up.

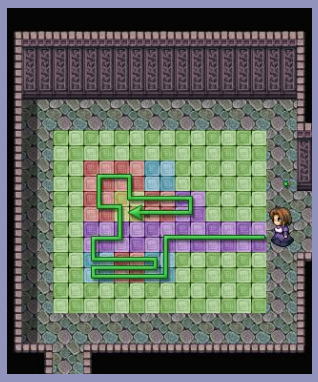
Trail of the Monks – Puzzle #5



Instructions

From Lilly's Position: Move left five squares, right, up, down two squares, up.

Trail of the Monks – Puzzle #6



Instructions

From Lilly's Position: Move left four squares, down, left two squares, right two squares, left two squares, up, right, up, left, up, right, down, right two squares, left two squares.



Instructions

Move left, up, right two squares, down, left two squares, up, right two squares.

Wilson Manor – Puzzle #1



Instructions

Push #1 up.
Push #2 right two squares.
Push #3 right four squares, up.
Push #4 left, up.



Instructions

Push #1 down two squares.
Push #2 down two squares, right two squares.



Instructions

Push #1 left two squares, down.
Push #2 down two squares, left four squares, up two squares.

Wilson Manor – Puzzle #2



Instructions

Push #1 up.
Push #2 up two squares, right three squares.
Push #3 left.



Instructions

Push #1 down, left.
Push #2 up two squares, right two squares.
Push #3 up two squares.



Instructions

Push #1 right.
Push #2 up.

Wilson Manor – Puzzle #3	
	***Instructions*** Push #1 left two squares. Push #2 up two squares. Push #3 right two squares. Push #4 left.
	***Instructions*** Push #1 down two squares, left. Push #2 up two squares.
	***Instructions*** Push #1 down, right. Push #2 right, up. Push #3 left, up.
	***Instructions*** Push #1 left. Push #2 down, right five squares, up two squares, left.

Mountain Pass

Mountain Pass – Puzzle #1



Instructions

Push #1 down, left, up.



Instructions

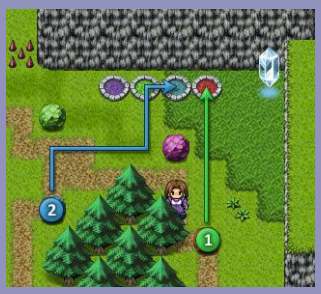
Push #1 left, down, left, up.



Instructions

Push #1 right, down, left, down, left, up.

Mountain Pass – Puzzle #2



Instructions

Push #1 up.
Push #2 up, right, up, right.



Instructions

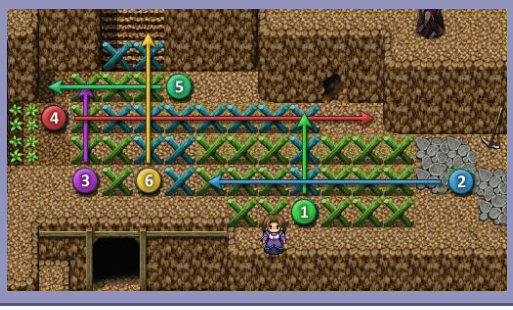
Push #1 up, left.
Push #2 up, right.



Instructions

Push #1 up, right.

Mountain Pass – Puzzle #3



Instructions

Push #1 up.
Push #2 left.
Push #3 up.
Push #4 right.
Push #5 left.
Push #6 up.

Mount Flame – Puzzle #1



Instructions

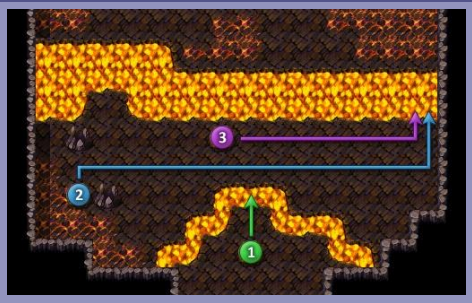
Push #1 down, right.



Instructions

Push #1 up, left, down, left, up, right.

Mount Flame – Puzzle #2



Instructions

Push #1 up.
Push #2 up, right.
Push #3 up, right.

Mount Flame – Puzzle #3



Instructions

Push #1 right.
Push #2 down, right.
Push #3 up.
Push #4 down two squares, righ.



Instructions

Push #1 left, up, right, up.



Instructions

Push #1 left, up, right, up, left.

Mines – Puzzle #1



Instructions

Push #1 right one square.



Instructions

Push #1 up.
Push #2 right, up.
Push #3 down.



Instructions

Push #1 right, up.



Instructions

Push #1 left, up six squares.



Instructions

Push #1 up, right.
Push #2 left, down, right.



Instructions

Push #1 left, down, right, up.

City of the Vanquished – Puzzle #1



Instructions

Push #1 right, down.
Push #2 up, right.
Push #3 right, up.

City of the Vanquished – Puzzle #2



Instructions

Push #1 down, right four squares.
Push #2 right, up, right two squares, up two squares.



Instructions

Push #1 down two squares.
Push #2 right three squares.

City of the Vanquished – Puzzle #3



Instructions

Push #1 up, right three squares, up.
Push #2 down, left three squares, down.



Instructions

Push #1 down two squares, left, down two squares.
Push #2 up two squares, right, up.



Push #1 down two squares, right, down.
Push #2 up two squares, left, up.

City of the Vanquished – Puzzle #4



Instructions

Push #1 right four squares.
Push #2 left two squares.
Push #3 right, down.
Push #4 left, down, right three squares.



Instructions

Push #1 down two squares, right, down, right.
Push #2 down, right three squares.

City of the Vanquished – Puzzle #5



Instructions

Push #1 up two squares, left four squares.
Push #2 right.



Instructions

Push #1 down two squares, right, down.
Push #2 up two squares, left, up.

City of the Vanquished – Puzzle #6



Instructions

Push #1 up two squares.
Push #2 left six squares.
Push #3 down two squares, left two squares.
Push #4 left two squares.



Instructions

Push #1 up two squares, right two squares.
Push #2 down two squares, right.
Push #3 up two squares, left.

City of the Vanquished – Puzzle #7



Instructions

Push #1 up.
Push #2 left two squares.
Push #3 up two squares.



Instructions

Push #1 right four squares, down, right two squares, down, right two squares.
Push #2 right two squares.
Push #3 down.



Instructions

Push #1 up, right four squares.
Push #2 up two squares, right five squares.

Arbiter's Temple

Arbiter's Temple – Puzzle #1	
	***Instructions*** Push #1 right six squares, up four squares. Push #2 right eight squares, up two squares. Click on the white cloud.
	***Instructions*** Push #1 up, left two squares. Push #2 left three squares, up two squares. Push #3 right, up. Click on the white cloud.
Arbiter's Temple – Puzzle #2	
	***Instructions*** Push #1 left three squares, up two squares, left four squares, up. Click on the bottom left white cloud.
	***Instructions*** Push #1 up five squares, right two squares. Click on the bottom left white cloud. Activate the reset crystal.
	***Instructions*** Push #1 up five squares, left. Click on the white cloud.

	***Instructions*** Push #1 right five squares. Click on the top middle white cloud. Activate the reset switch.
	***Instructions*** Push #1 up four squares. Click on the top middle white cloud.
	***Instructions*** Push #1 left, down three squares, left. Click on the top right white cloud. Activate the reset switch.
	***Instructions*** Push #1 left, up. Click on the top right white cloud.
	***Instructions*** Push #1 down three squares.

Ruby Cave – Puzzle #1



Instructions

Push #1 left, up, right.
Push #2 right.

Ruby Cave – Puzzle #2



Instructions

Push #1 left, up.
Push #2 right, down.
Push #3 right, up, left, down.



Instructions

Push #1 right, down.

Ruby Cave – Puzzle #3



Instructions

Push #1 left.
Push #2 left, up, right.
Push #3 left, down, right, down, left

Ruby Cave – Puzzle #4



Instructions

Push #1 right, down, left.
Push #2 down, left, up.
Push #3 left, down.



Instructions

Push #1 up, right.

Emerald Cave – Puzzle #1



Instructions

Push #1 up two squares.
Push #2 down, right two squares.
Push #3 down three squares.



Instructions

Push #1 up, left two squares, down.

Emerald Cave – Puzzle #2



Instructions

Push #1 left two squares.
Push #2 left. Down two squares.



Instructions

Push#1 right four squares, up, right.
Push #2 up three squares.



Instructions

Push #1 down, right two squares.
Push #2 left three squares, up two squares.

Emerald Cave – Puzzle #3



Instructions

Push #1 down, right three squares.
Push #2 right, down.
Push #3 up, left.



Instructions

Push #1 up two squares, left.
Push #2 left.



Instructions

Push #1 down five squares.



Instructions

Push #1 left, up three squares.
Push #2 right two squares, up two squares, right, up three squares.



Instructions

Push #1 up, right three squares, up two squares.
Push #2 up, left, up two squares.
Push #3 down, left.

Emerald Cave – Puzzle #4



Instructions

Push #1 left.
Push #2 right, down, left, down two squares.



Instructions

Push #1 left three squares.
Push #2 up five squares.



Instructions

Push #1 left, up seven squares.
Push #2 Up two squares, left.



Instructions

Push #1 right three squares, up two squares.



Instructions

Push #1 right four squares, up three squares, left, up two squares.

Onyx Cave – Puzzle #1



Instructions

Push #1 right.
Push #2 left three squares.
Push #3 right two squares.
Push #4 left.
Push #5 left two squares.



Instructions

Push #1 right.
Push #2 left.
Push #3 left, up.
Push #4 up.
Pull the switch.

Onyx Cave – Puzzle #2



Instructions

Push #1 right, up three squares, right.
Push #2 down, left.
Push #3 left.



Instructions

Push #1 up, left, up, left.
Push #2 left two squares.
Push #3 left.
Push #4 left six squares.



Instructions

Push #1 down.
Push #2 down, right.
Push #3 right.
Push #4 right.
Push #5 up, right, down.



Instructions

Push #1 up, right, down.
Pull switch.

Onyx Cave – Puzzle #3



Instructions

Push #1 down, left four squares.
Push #2 right, up.



Instructions

Push #1 right.
Push #2 right, up.



Instructions

Push #1 right two squares, up two squares, left two squares.
Push #2 left, up.



Instructions

Push #1 left, up four squares.
Pull blue switch.



Instructions

Push #1 right.



Instructions

Push #1 left seven squares.
Push #2 right.
Push #3 down.



Instructions

Push #1 down two squares, left two squares.
Push #2 left, up.



Instructions

Push #1 right.
Pull green switch.

Onyx Cave – Puzzle #4



Instructions

Push #1 up, left.
Push #2 right.
Push #3 up, right.
Push #4 up.
Push #5 up five squares.



Instructions

Push #1 up, right.
Push #2 up, right.
Push #3 left two squares, down two squares.



Instructions

Push #1 left, up, left, up.
Push #2 up three squares, left six squares, down three squares, right two squares, down four squares.



Instructions

Push #1 up six squares, left seven squares.
Pull the switch.

Sapphire Bay – Puzzle #1



Instructions

Push #1 up.
Push #2 up.
Push #3 up.
Push #4 up.



Instructions

Push #1 right, up.
Push #2 left.
Push #3 left, up.
Push #4 right, down two squares.
Push #5 right two squares, down.



Instructions

Push #1 left four squares, up.
Push #2 left, down three squares, left four squares.



Instructions

Push #1 right.
Push #2 right, down, right five squares, up three squares, left, up.



Instructions

Push #1 up two squares.
Push #2 down, right four squares, down three squares.

Sapphire Bay – Puzzle #2



Instructions

Push #1 left.
Push #2 up.
Push #3 up.



Instructions

Push #1 right, up, right.



Instructions

Push #1 down two squares.
Push #2 down.
Push #3 right.
Push #4 down.
Push #5 down.



Instructions

Push #1 left, down, left.
Push #2 up.
Push #3 up two squares, left two squares, down, left.



Instructions

Push #1 up.
Push #2 left.
Push #3 down two squares, right two squares.



Instructions

Push #1 right.
Push #2 down.
Push #3 down two squares.



Instructions

Push #1 up two squares, left two squares, down, left two squares.
Push #2 down two squares.



Instructions

Push #1 down two squares, right two squares, down, right two squares.

Sapphire Bay – Puzzle #3



Instructions

Push #1 right.
Push #2 right, down.
Push #3 left.
Push #4 left.



Instructions

Push #1 right four squares.
Push #2 right, up.

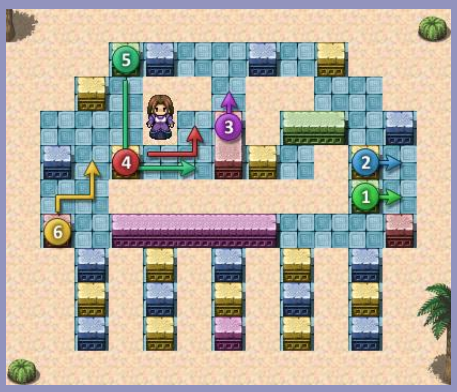


Instructions

Push #1 right three squares.
Push #2 right, up.
Push #3 right, down.

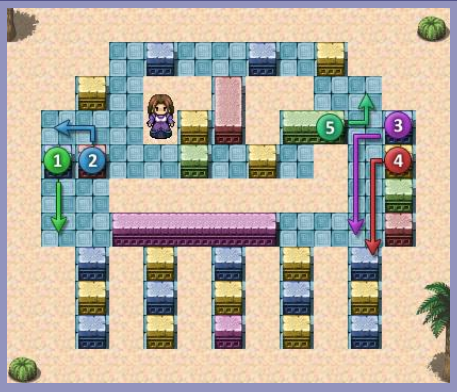
	***Instructions*** Push #1 down, right, down, right two squares. Push #2 down, left.
	***Instructions*** Push #1 left, up two squares, right five squares. Push #2 left two squares.
	***Instructions*** Push #1 right. Push #2 right. Push #3 left two squares, up, left five squares.
	***Instructions*** Push #1 left two squares, down. Push #2 left three squares, up. Push #3 up, left two squares, down, left five squares.

Sapphire Bay – Puzzle #4



Instructions

Push #1 right.
Push #2 right.
Push #3 up.
Push #4 right two squares, up.
Push #5 down three squares, right two squares.
Push #6 up, right, up.



Instructions

Push #1 down two squares.
Push #2 up, left.
Push #3 left, down three squares.
Push #4 left, down three squares.
Push #5 right, up.



Instructions

Push #1 left, down three squares, left, down two squares.
Push #2 down five squares.
Push #3 right, up, right three squares, down, left, down three squares.
Push #4 left two squares.
Push #5 up two squares.

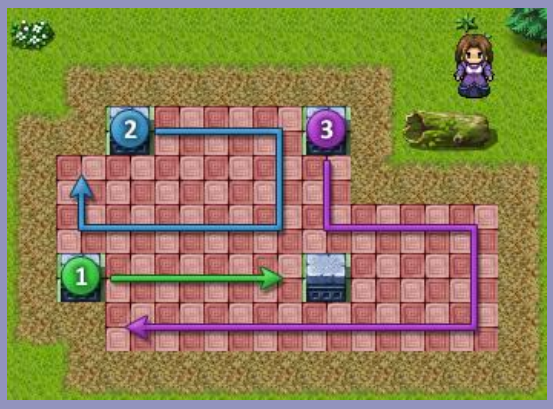


Instructions

Push #1 right two squares.
Push #2 right three squares, up.
Push #3 down.

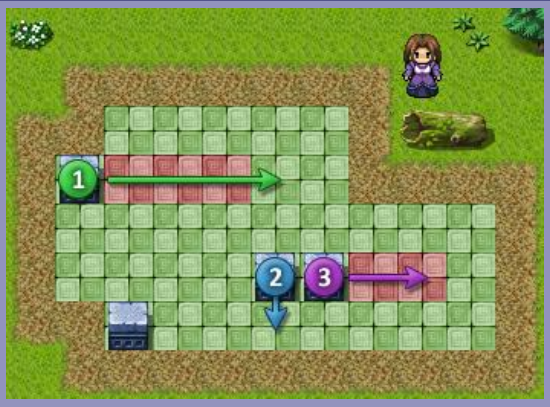
	***Instructions*** Push #1 down, right four squares. Push #2 up three squares, left four squares, down, left. Push #3 down. Push #4 up, left two squares. Push #5 left two squares. Push #6 down, right.
	***Instructions*** Push #1 up three squares, left four squares. Push #2 down four squares, left four squares, down.
	***Instructions*** Push #1 up three squares. Push #2 right two squares, down, right, down four squares, left two squares, down.
	***Instructions*** Push #1 up three squares, left four squares. Push #2 up three squares, right two squares, down.
	***Instructions*** Push #1 down, left three squares, down two squares, right two squares, down two squares.

Emerald Forest – Puzzle #1



Instructions

Push #1 right.
Push #2 right, down, left, up.
Push #3 down, right, down, left.



Instructions

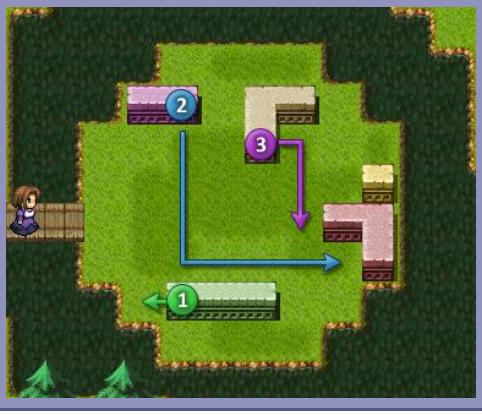
Push #1 right.
Push #2 down.
Push #3 right.

Emerald Forest – Puzzle #2



Instructions

Push #1 left.
Push #2 right, up.
Push #3 left, up.
Push #4 right, down, right three squares.



Instructions

Push #1 left.
Push #2 down four squares, right four squares.
Push #3 right, down two squares.



Instructions

Push #1 up four squares, right four squares.

Emerald Forest – Puzzle #3



Instructions

Push #1 up.
Push #2 down, right.
Push #3 right.
Push #4 right, up.



Instructions

Push #1 right three squares.
Push #2 up, left.



Instructions

Push #1 left two squares, down three squares.
Push #2 right, down two squares.

	***Instructions*** Push #1 down, left three squares. Push #2 left three squares.
	***Instructions*** Push #1 down, left, up. Push #2 up two squares, right.
	***Instructions*** Push #1 up three squares. Push #2 right, down. Push #3 right.
	***Instructions*** Push #1 down two squares, left two squares. Push #2 up four squares. Push #3 up two squares.

	***Instructions*** Push #1 left, down two squares, left two squares. Push #2 down, left four squares, down three squares.
	***Instructions*** Push #1 up two squares, left.
Emerald Forest – Puzzle #4	
	***Instructions*** Push #1 up, right. Push #2 left, up. Push #3 left, up.
	***Instructions*** Push #1 down, right, up. Push #2 up. Push #3 right. Push #4 right. Push #5 right, up, left.

	***Instructions*** Push #1 right. Push #4 right, up.
	***Instructions*** Push #1 left, down, left.

Extra Quests

Photography

Deano gives you a quest to take photos of the symbols of the Immortals that exist throughout the game. After take a photo, take it back to Deano in Willow Woods and he'll mark it off in your journal.

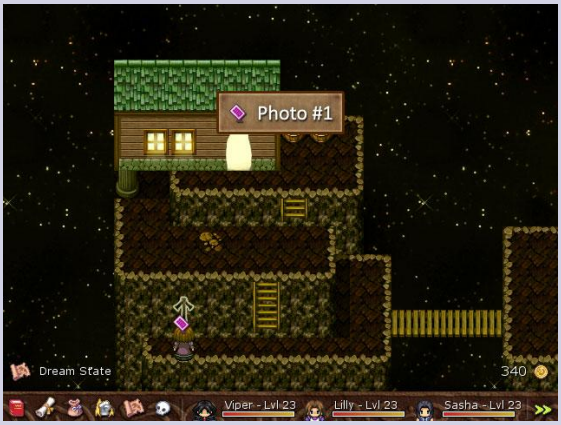


Photo #1

Who
This photo represents Armanaleg.

Where
The Wizard's Nightmare.

When
During the "In a Nightmare" quest.

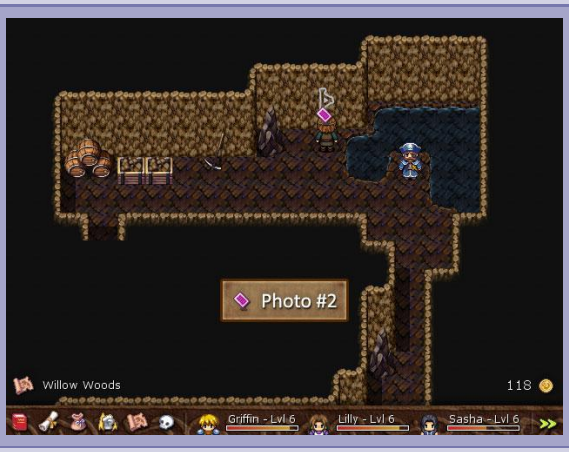


Photo #2

Who
This photo represents Arba.

Where
In the cave in the south east corner of Willow Woods.

When
Anytime after Enoch joins your party.



Photo #3

Who
This photo represents Kaseara.

Where
Cypress Temple (Outside).

When
After you complete the first snake puzzle in the Cypress Swamp.

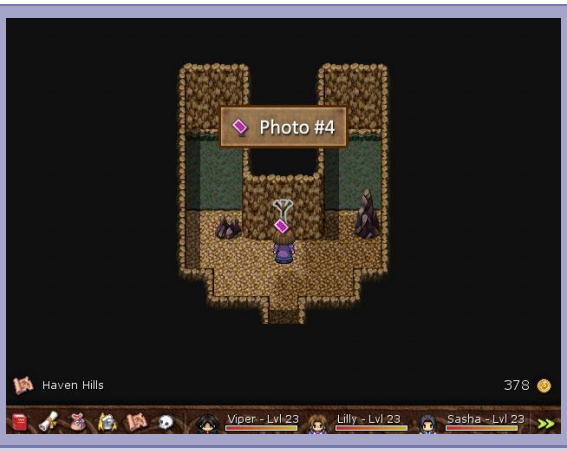


Photo #4

Who
This photo represents Aggem.

Where
In a cave in the east of Haven Hills.

When
Anytime after you complete Wilson Manor.



Photo #5

Who
This photo represents Zahhak.

Where
The Arbiter's Temple.

When
Once you gain access to the Arbiter's Temple.

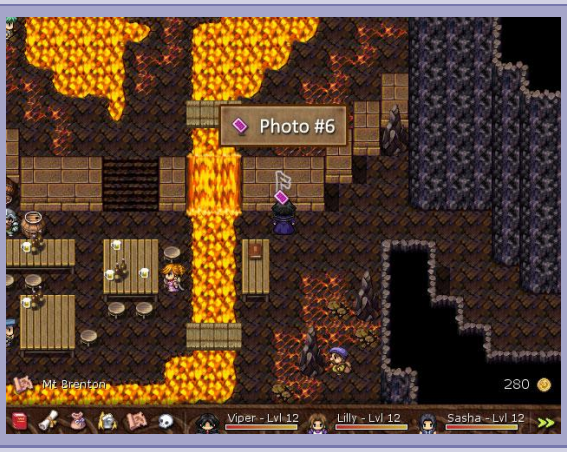


Photo #6

Who
This photo represents Maytha.

Where
Mt Brenton Town.

When
After making your way through the Flame Tunnels.

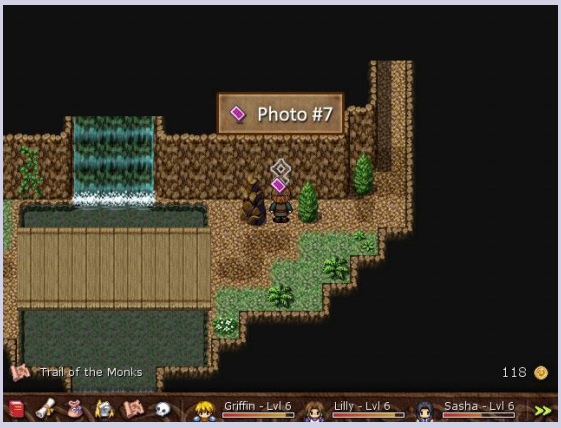


Photo #7

Who
This photo represents Triba.

Where
At the entrance to the Monk's Trail.

When
Anytime after you have Enoch in your party.

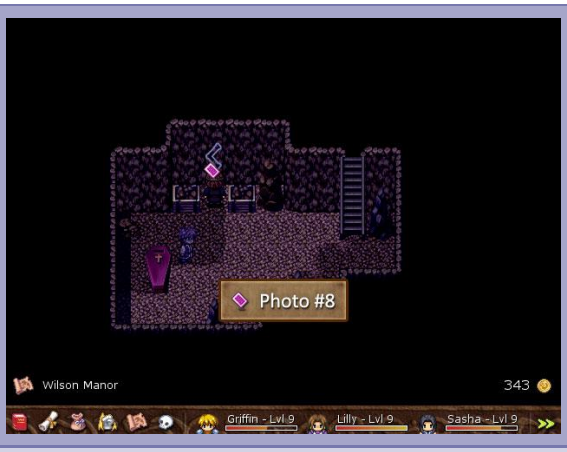


Photo #8

Who
This photo represents Amairty.

Where
Under the grave behind Wilson Manor.

When
After you complete the second part of Richard Wilson's "game".

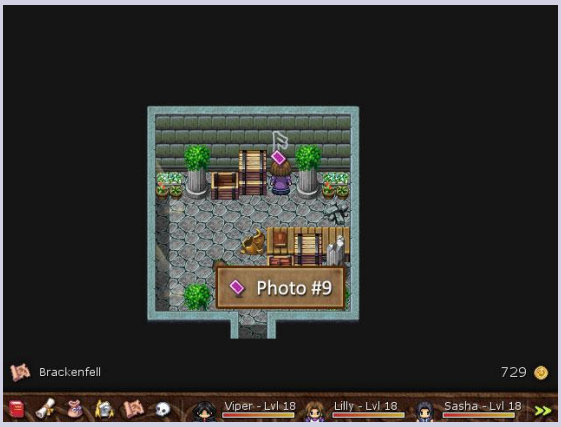


Photo #9

Who
This photo represents Hakkati.

Where
Building in the center of Brackenfell.

When
After you complete Wilson Manor. The enemies here are tough so you may want to wait until you're around level 20.

Dragon Eggs

#	Location	Description
 #1	**Python Village**	Enter Python Village and make your way to the temple. Make your way around the right side and you will find a passage leading to the area behind the temple. Walk onto the next screen and walk up to claim your dragon egg.
 #2	**Cypress Swamp**	Go left from the entrance and follow the path until you reach the entrance to the first snake puzzle. Push the jar up one spot, and the bridge will move as well. Then just walk cross the bridge to claim your dragon egg.
 #3	**Willow Woods Centaur Cave**	Make your way to the Centaur Cave in Willow Woods. Fight your way through the Centaurs to claim your dragon egg.
 #4	**Trail of the Monks**	While walking down the final hallway, pop into the left room to complete this puzzle. After the puzzle, step into the right room to claim your dragon egg.
 #5	**Haven Hills – Minocentaur Cave**	Once you get to level 13, you can pop into the Minocentaur cave and fight your way through to claim your dragon egg.
 #6	**Riverdale**	After you Richard the Dog, head back to Riverdale and you'll get permission to enter the canine club. Once inside, steal their dragon egg!
 #7	**Quenera**	You can get this egg as soon as you get to Quenera. Just follow the path through the trees from the first map to claim your dragon egg.
 #8	**Back to Nature Quest**	This is your reward for completing the Back to Nature quest in Willow Woods.
 #9	**Milnerton**	Once you've made it to Milnerton, go into the Pickus Castle on the big hill and sneak into the weapons room to claim your dragon egg.
 #10	**Post Haste**	This is your reward for completing the Post Haste quest that starts in Haven Hills.
 #11	**Flame Tunnels – Dogbird Cave**	Once you get to level 17, find the Dogbird Cave in the Flame Tunnels. Once inside, make your way to the bottom of the stairs and claim your dragon egg.
 #12	**Milnerton**	This is your reward for completing the Milnerton is Hurtin' quest.

 #13	**Deadlands**	Purchase this dragon egg in the north east corner of the Deadlands for 500G.
 #14	**City of the Vanquished**	On the west side of the City of the Vanquished, you will be able to complete an optional puzzle in one of the houses. Completing the puzzle will award you with a dragon egg.
 #15	**Grammy on the Run**	This is your reward for completing the Grammy on the Run quest.
 #16	**City of the Vanquished**	There is a hidden exit in the church that leads to a previously inaccessible part of the Deadlands. Once you get there, you'll find a dragon egg.
 #17	**Just Helping Out**	This is your reward for completing the Just Helping Out quest in the Deadlands.
 #18	**Quenera**	After you've gained access to the Wizards Guild, you will be able to leave the guild out of a side passage in the first room. Then make your way through a small cave to claim your dragon egg.
 #19	**In a Nightmare**	This is your reward for completing the In a Nightmare quest.
 #20	**Brackenfell – Landshark Cave**	Once you get to level 21, find the Landshark Cave in Brackenfell. Once inside, make your way to the end of the cave to claim your dragon egg.
 #21	**Summon Night**	This is your reward for completing the Summon Night side quest in Brackenfell.
 #22	**Arbiter's Temple**	After collecting the Arbiter's Key in the Arbiter's Temple, go through the door below you. Then walk into the bottom left door and make your way up to the dragon egg.

Your Party

Weapons

Lilly	Name	Stats	Location
	**Weapons**		
	Sacred Hammer	+1 STR +1 DEX	Initially Equipped
	Jeweled Mace	+6 STR +5 DEX	Wilson Manor
	Lightmare	+11 STR +6 DEX	Vanquished City
	Nahura's Lightmace	+15 STR +12 DEX	Emerald Dragon
	Armor		
	Silk Gown	+2 DEF +1 AGI	Initially Equipped
	Priest's Garb	+5 DEF +4 AGI	Hobgoblin Cave
	Decorated Robe	+7 DEF +10 AGI	Trail of the Monks
	Charms		
	Scarlet Signet	+5 LCK +4 SPI	Trail of the Monks
	Enchanted Catseye	+11 LCK +6 SPI	Mines

Sasha	Name	Stats	Location
	**Weapons**		
	Violet Sword	+2 STR +3 DEX	Initially Equipped
	Deaths' Apprentice	+5 STR +7 DEX	Willow Woods
	Nightmare	+7 STR +12 DEX	Mines
	Blade of Kaeseara	+11 STR +16 DEX	Emerald Dragon
	Armor		
	Faded Corset	+1 DEF +3 AGI	Initially Equipped
	Overbearing Cuirass	+3 DEF +6 AGI	Cypress Swamp
	Garb of Indecision	+6 DEF +11 AGI	Wilson Manor
	Charms		
	Blackened Ruby	+4 LCK +4 SPI	Cypress Swamp
	Dreadstone	+9 LCK +8 SPI	Haven Hills

Griffin	Name	Stats	Location
	**Weapons**		
	Iron Broadsword	+3 STR +2 DEX	Initially Equipped
	Devil Slicer	+6 STR +7 DEX	Cypress Swamp
	Chaos	+9 STR +10 DEX	Deadlands
	Maytha's Claymore	+13 STR +15 DEX	Emerald Dragon
	Armor		
	Fighter's Guild Attire	+2 DEF +2 AGI	Initially Equipped
	Dromenail Protector	+5 DEF +6 AGI	Wilson Manor
	Valiant Superguard	+8 DEF +10 AGI	Mountain Pass
	Charms		
	Fighter's Pendant	+3 LCK +6 SPI	Willow Woods
	Champion's Pendant	+8 LCK +10 SPI	Haven Hills

Enoch	Name	Stats	Location
	**Weapons**		
	Lifegiving Staff	+2 STR +2 DEX	Initially Equipped
	Staff of the Wild	+7 STR +5 DEX	Trail of the Monks
	Balance of Power	+10 STR +10 DEX	Mt. Brenton
	Staff of Triba	+14 STR +14 DEX	Emerald Dragon
	Armor		
	Wildgrass Robe	+3 DEF +1 AGI	Initially Equipped
	Liulfor Robe	+6 DEF +4 AGI	Cypress Swamp
	Lifegiving Vestments	+10 DEF +8 AGI	Mt. Brenton
	Charms		
	Wolf Paw	+6 LCK +3 SPI	Wilson Manor
	Python Eye	+11 LCK +6 SPI	Mines

Viper	Name	Stats	Location
	**Weapons**		
	Switchblade	+7 STR +6 DEX	Initially Equipped
	Twisted Fang	+6 STR +8 DEX	Flame Tunnels
	Deliverance	+8 STR +11 DEX	Vanquished City
	Hakkati's Fang	+12 STR +15 DEX	Emerald Dragon
	Armor		
	Stolen Armor	+3 DEF +1 AGI	Initially Equipped
	Deadly Armor	+7 DEF +4 AGI	Milnerton
	Shadowguard	+10 DEF +8 AGI	Deadlands
	Charms		
	Betrayer's Brooch	+5 LCK +4 SPI	Mountain Pass
	Veil of Deceipt	+9 LCK +9 SPI	Vanquished City

Runes

Name	Location/Quest	Effect
Quests		
Main Quests		
Poison I	An Unlikely Partnership	Adds poison damage to attack
Critical I	The Road to Python Village	Increases critical hit chance
Absorb I	Family Matters	Attacks restore health to caster
Poison II	Hero of Legend	Adds poison damage to attack
Splash II	City of the Vanquished	Adds splash damage to attack
Blind II	Esssspionaaaaage	Chance to blind target
Side Quests		
Splash I	Fairy Trail	Adds splash damage to attack
Blind I	Coinage Returnage	Chance to blind target
Stun I	Pickus Your Destiny	Chance to stun target
Purchases		
Damage I	Riverdale (20G)	Increases damage of attack
Critical I	Python Village (80G)	Increase critical hit chance
Damage II	Milnerton (350G)	Increase damage of attack
Miscellaneous		
Critical II	Return 14 Dragon Eggs	Increase critical hit chance
Absorb II	Return 21 Dragon Eggs	Attacks restore health to caster

About Runes

Runes can be equipped to the strong and quick hits of each character. Putting different runes on different moves and party members will produce different results. Here are some rune combinations that work quite well:

Poison Runes – Poison runes should generally be equipped onto a quick move, since the actual move is not modified in any way. If you put your poison rune on your quick move, it will deal the same amount of poison damage as it would on the strong move. Just make sure you don't put a poison rune on Lilly's heal!

Damage Runes – Poison runes increase the base damage of a single move, so they work a lot better on the more powerful moves. Putting a damage rune on your strong attack will allow you to deal a lot of damage at once when you need to. You can also put damage runes on Lilly's heal to increase the amount of healing done.

Critical Runes – Critical runes increase the chance for you to get a good, great or excellent hit. They work well for whatever move you wish to put them on, but putting them on strong attacks will allow you to get high damaging attacks more often.

Absorb Runes – Absorb runes absorb a fixed amount of damage after every move. It is generally better to attach an absorb rune to a quick attack, allowing the stronger attack to use something like a damage or critical rune. Absorb runes can also be used on Lilly's heal to get an extra healing bonus when healing another party member.

Splash Runes – Splash runes cause a fixed amount of damage to be dealt to all of the enemies surrounding the target of your attack. Depending on which move you use most often, you could put this on a strong or quick attack. It can also be used with Lilly's heal to heal other party members.

Blind Runes – Blind runes have a chance to cause your target to become blinded and have a chance to miss you. Equip this rune to whichever move you use the most to get the best use out of it.

Stun Runes – Stun runes have a chance to stun your target and cause them to miss a turn. Equip this rune to whichever move you use the most to get the best use out of it.

Trinkets

Name	Location/Quest	Effect
Quests		
Main Quests		
Lucky Red Cap	Cypress Swamp	20% chance for free extra attack
Mask of Chaos	A Curious Invitation	30% more damage at full health
Crown of Vigor	The Excavation	Increases max stamina by 20%
Purchases		
Sonic Boots	Riverdale (150G)	20% chance to dodge attack
Prestigious Hat	Python Village (350G)	Always attack first
Tiger's Wrath	Milnerton (500)	+30% damage to stunned target
Miscellaneous		
Dexterous Cuffs	Return 7 Dragon Eggs	You always get a good hit
Slime Outfits	Complete all Treasure Caves	Slime outfit in battle

Strategies

Lucky Red Cap – The Lucky Red Cap gives you a chance to get a free attack after using any ability. Your first thought may be to put on someone like Griffin or Sasha, but this can also cause them to quickly run out of stamina. The Lucky Red Cap works well on Lilly, as it not only provides extra chances to heal the party, but you could also the free turns to restore stamina to the whole party. In fights with multiple enemies, you could also try using it on Viper and incapacitate two enemies at once in exchange for Viper missing a turn.

Mask of Chaos – The Mask of Chaos allows a party member to deal 30% more damage while at full health. This also applies to Lilly's healing spell, so the mask is good for just about everybody. Just make sure you keep that character topped up!

Crown of Vigor – The Crown of Vigor increases your maximum stamina to 120, allowing you to use more moves before running out. This is of course a great benefit to any party member, but you should put it on the member who uses the most stamina. For example, if you put it on Viper, she could use incapacitate multiple times in a row without missing a turn. Another option would be to put it on Enoch while fighting a boss, so he can use his party heal without running out of stamina.

Sonic Boots – The sonic boots give you a 20% chance to dodge any incoming attack (don't worry, you can't dodge heals). They're available from the shop in Riverdale at a low level, so they are useful early on in the game. They could even save your life on one of the difficult bosses. They are useful on every party member.

Prestigious Hat – The prestigious hat causes whichever party member is wearing to always attack first in a battle. This becomes useful later on in the game when most groups of enemies attack before your party. You might like to put the prestigious hat on Viper and use incapacitate on one of the enemies before they get a chance to deal any damage to you. You could also put this on

whichever party member you want to use a team move with, so they can quickly use up the team bar and you can start filling it up again right away. Another trick, if you're running low on health at the end of a battle, is to use this hat to use one of your healing spells or team moves before the enemies have a chance to hit anybody.

Tiger's Wrath – Tiger's Wrath causes your character to deal more damage to a stunned opponent. This should be used in conjunction with a stun rune in order to get good results.

Dexterous Cuffs – Causes every move to be at least a good hit. This is extremely useful and should be obtained as soon as possible. It works well on all party members.

Slime Outfits – Arguably the most powerful trinket in the game. Turns your whole party into slimes during battle :)

Skills

Quick Attacks

Quick attacks do damage equal to 100% of the attacker's strength and use up only 5 stamina. Since you gain 15 stamina back each turn, you can use quick moves to build up your stamina levels.

Some runes work especially well for a quick attack. The poison rune is a good example because it's damage won't be affected by the weakness of an quick attack.

Lilly's quick attack is a little stronger and does damage equal to 120% of her strength. This is to make up for the fact that she doesn't have a heavy damage attack.

Heavy Attacks

Heavy attacks do damage equal to 160% of the attacker's strength and use up 40 stamina. If you only use heavy attacks you will find yourself running out of stamina quickly. If you place your runes carefully and use a combination of quick and heavy attacks, as well as the occasional revitalize from Lilly, you should be able to avoid exhaustion.

The Runes that work the best for a heavy attack are Critical and Damage.

Lilly's heavy attack is a heal. The splash rune will cause her heal to spread to other party members and the absorb rune will allow Lilly to gain a little health each time she heals somebody.

Special Skills

Character	Skill	Description
 **Lilly**	**Revitalize** 40 Stamina	Regenerates 25 stamina to each party member. This move alone makes Lilly a very useful party member. If you use then occasionally you'll be able to use heavy attacks more often without risking exhaustion.
 **Sasha**	**Shadow Storm** 60 Stamina	This move is better on some situations than others. If you're fighting some weaker enemies this is a good move to finish them off faster. If you're fighting tougher enemies you would be better off using Sasha's heavy attack to take out one of the enemies.
 **Griffin**	**Fighter's Call** 60 Stamina	Gives one of 3 status effects to each party member. It can give you 20% strength, dexterity or agility. This move is most useful to use at the start of a longer fight. It is possible to use this move a second time and get a second bonus on each party member.
 **Enoch**	**Nature's Grace** 60 Stamina	Enoch's heal is different to Lilly's because it will not only heal the target but also heal the other two party members for half as much. It also allows you to create a higher damage party while still having a healing skill available.
 **Viper**	**Incapacitate** 60 Stamina	Stuns an enemy for two rounds but the stun is broken by any damage done to the target. The best use for this move is to take out an enemy at the start of a fight to lower the damage you take each round.

Team Skills

Characters	Skill	Description
 Lilly & Sasha	**Light and Shadow** 60 Stamina	Does damage to all enemies and heals your party for 70% of the damage done. The heal is split equally between all party members.
 Lilly & Griffin	**Protective Shields** 40 Stamina	Places a shield on all party members that reduces incoming damage by 15%. This can be especially useful on hard hitting bosses.
 Lilly & Enoch	**Healing Totem** 50 Stamina	Summons a totem that will heal the party member with the lowest health on each turn. You can summon up to two totems at once and two heal totems will give you a good amount of healing each turn.
 Lilly & Viper	**Lifestealing Wound** 60 Stamina	Similar to the Light and Shadow move but only targets one enemy. While it does less damage overall it will heal your party for 200% of the damage done split between the three members.
 Sasha & Griffin	**Shadow Strikes** 60 Stamina	Does a high amount of damage to a single target. This is a good move to use early on in order to take out a single enemy quickly.
 Sasha & Enoch	**Shadow Totem** 50 Stamina	Summons a totem that will do damage to random enemy each turn. This isn't very useful in short battles because you could do more damage with a heavy attack, but the longer the battle goes, the more damage this totem will do.
 Sasha & Viper	**Obliteration** 60 Stamina	Does a high amount of damage to a single target. This is a good move to use early on in order to take out a single enemy quickly.
 Griffin & Enoch	**Power Totem** 50 Stamina	Summons a totem that restores 10 stamina to all party members each turn. If you want to build a party without Lilly, this is a good replacement for her Revitalize skill.
 Griffin & Viper	**Relentless Assault** 60 Stamina	Does damage to all enemies. This can be useful for taking out weaker enemies or just to start a battle by weakening every enemy.
 Enoch & Viper	**Blind Totem** 50 Stamina	Summons a totem that stacks a blinding effect on the enemy. The blinding effect is increased each time and with two totems you can expect to dodge a fair bit.

Pets

Pets are little partners that help you out in battle. Every pet brings a unique bonus to your team and has the ability to level up along with your party. Pets start at level one, and for each level, the power of their bonus will increase, up to a maximum of 5% at level 5.

Pet	Price	Effect	Source
 Peter	FREE	+1% Damage Per lvl	Python Village
 Richard	420G	+1% Team Bonus Per lvl	Haven Hills Dog Track
 Suzie	500G	+1% XP/Gold Per lvl	Quenera

Peter the Snake

Peter the Snake increases the damage of all abilities by 1% per level. You can find this pet by visiting the snake shop in Python Village. After speaking with the man, you will eventually be given the snake for free.

Richard the Dog

Richard the Dog increases the amount of team power gained for every move used in battle by 1%. You can find this pet by visiting the dog track in Haven Hills and talking to his current owner. She will allow you to take Richard off of her, but only if you pay her the amount that she paid for him in the first place.

Suzie the Sparrow

Suzie the Sparrow increases the amount of XP and gold you receive in each fight by 1% per level. You can find this pet by visiting the bird shop in Quenera near the inn.

Boss Strategies

Some boss names have been replaced with ??? to avoid spoilers. You can still read the name of the boss in the description, so just don't peak ahead if you want to avoid spoilers.

Mega Python (Cypress Swamp)

The Mega Python does a lot of damage, and he will be your first real test. You can use Lilly and Sasha's team move to receive bonus healing while doing damage, or you can try to take him down quickly with Griffin and Sasha.

Lilly should concentrate on healing as much as possible, as the Mega Python takes a large chunk of health with every hit. Preserving stamina is critical on this boss. If Lilly is running out of stamina, either have her use a potion, or have somebody else use a potion while Lilly does a weak attack. You could also equip Lilly with the damage run to make her healing spell more powerful.

Tips for Hard Mode

If you're playing on Hard Mode, the Mega Python will most likely crush you. Your best bet is to run in there and grab the totem while trying to avoid him, then head back to Python Village and try to finish off the totem side quest, as that may give you the extra level you need to stand a chance against him. You should also sell your Python Scales and buy some new potions while you're there.

??? (Cypress Swamp)

You can use some of Enoch's totems to help you out in this fight. Dropping two healing totems will help you deal with some of the damage the elder and totems dish out. Your totems can never be destroyed, so they will continue to heal you for the rest of the fight. When the elder summons his healing totem, don't worry about killing it. Just keep using your quick attacks to conserve stamina. Once he drops his second totem, have everyone in your party try to kill it as fast as possible. You should also save your team meter for this point. Your next priority is the poison totem. If you are still alive after those two totems, you should be able to take down both the healing totem and then the boss quite easily.

Tips for Hard Mode

You're probably going to be very low on both potions and gold at this point (assuming you haven't been grinding) so a potion healing strategy is out of the question. To counter this, have Griffin and Enoch in your party and drop two stamina totems. This will give Lilly and Enoch enough stamina to keep casting heals when you need them. Make sure you have enough stamina to quickly deal with the shadow totem when it is summoned or you will get destroyed.

??? (Wilson Manor)

Richard's most damaging attack and your main concern will be his life siphoning spell that drains health from your whole party. To survive this attack, make sure everybody in your party is always at full health so you don't lose anybody when he casts the spell. Lilly and Enoch healing as a team is recommended for this boss. This will also allow you to drop healing totems to ensure nobody dies when he uses his siphon ability. Griffin would make a good third party member, as he can increase the stats of the party with his special ability to make everything go smoother.

Tips for Hard Mode

Using Enoch and Lilly to constantly heal will be very costly to your stamina. If you keep running out of stamina while healing after the siphon spell, you might want to teleport back to Python Village and spend your money on some small healing potions. If you have each member of the party use a potion directly after he does the spell, you should be able to conserve some of your much needed stamina.

Dragon (Mt. Flame)

The Dragon will deal heavy single target damage to your party, while also occasionally summoning a baby dragon. If you do not kill the baby in the same turn as it is summoned, it will cause a large amount of damage to one of your party members, and you will most likely lose. Luckily, the baby dragon only has a small amount of health, so taking it out shouldn't be too difficult. Just make sure you don't let it attack you.

Tips for Hard Mode

If you have been completing all possible side missions up this point, the dragon shouldn't give you too much trouble. The most important thing is to make sure you have enough stamina to take down the baby dragon when it is summoned. Do not waste all of your stamina on the big dragon or you will be unable to take the small one down. Stamina totems can help here.

Igor the Blacksmith (City of the Vanquished)

Igor will have two totems next to him which you can destroy to increase your chance to dodge by 100%. Wait for Enoch to use his enrage ability, and then destroy one of the totems so you are able to dodge all of his attacks while he is enraged. Apart from that, just keep swinging away and he'll go down eventually.

Tips for Hard Mode

The totems have a little more health on Hard Mode, so you should make sure you have enough stamina to take them down quickly when you need to or you could get yourself into trouble when he uses his enrage ability.

Igor the Minister (City of the Vanquished)

Igor has returned, and this time he is a minister. He has totems with him again, but this time they actually put a damaging state on you. Luckily, it only does 1 damage each time so it won't cause you too much trouble. On the third and sixth turn, Igor will use a stun move that hits your whole party. The only way to get out of the stun is take damage, which Igor will deal to one party member at a time. To counter this, just destroy one of Igor's poison totems on the second and fifth turns. That way you will take the damage as soon as he stuns you and you'll immediately break out of it.

Tips for Hard Mode

Same as last time. Make sure you have enough stamina to destroy the totem when you need to, or you could end up in trouble here. You should also make sure you complete the Just Helpin' Out and Treasure Hunting side quests from inside the dungeon before challenging Igor. You will need the extra experience.

??? (Arbiter's Temple)

Donovan is surrounded by 5 seemingly indestructible orbs. The trick here is that the shrine in the background will periodically change color throughout the fight. Only when an orb is the same color as the shrine will it be able to take damage. Destroying an orb will increase your damage significantly, so it is not recommended to try and finish off Donovan before destroying all 5 orbs.

Apart from this, Donovan will be casting a positive status effect on himself that has 5 stacks and increases his own damage significantly. Attacking Donovan while he has this effect on will remove one of the stacks. Quickly attack him with all party members when he uses this to reduce his damage.

You may be tempted to drop a healing totem on this fight, but that should be avoided. Totems each take a turn every round, so you may find that you miss out on attacking one of the orbs because the shrine changes color twice during your totems' turns. You will also find that after destroying only one orb, your healing spells will be able to heal any party member to full health quite easily.

Tips for Hard Mode

Make sure that you have completed every side quest before attempting this fight. You should also have collected 22 dragon eggs and collected the special weapons from the Emerald Dragon. Good Luck!

Maps

Lotus River



#	Name	Description
1	Apples	Collect for the Fairy Trail side quest
2	Hobgoblin Cave	Enter this cave with Griffin to find the Hobgoblins
3	Ruby Cave	Come here when you have Treasure Map and Key #1
4	Fairies	You won't be able to pass here until you have the fairy potion
5	Fairy Corner	This is where you'll find the fairies for the Fairy Trail side quest

Riverdale



#	Name	Description
1	Harv	Give Harv the forged letter and he'll move out of the way.
2	Fighters Guild	Go here to turn in the Hobgoblin Bandana.
3	Joan's House	After you complete the Not Happy quest, you can get the Riverdale Crest here. Joan is standing out the front and starts the Not Happy quest.
4	Doctor	Visit the doctor when you first arrive at Riverdale.
5	Cal's House	Cal will write you a fake letter from Garrus.
6	Tommy's House	You'll need to visit Tommy during the Fairy Trail quest.
7	Little Girl	Starts the Fairy Trail side quest.
8	Cyril	Starts the Well Travelled side quest.
9	Blaire	The gardener for the Not Happy side quest.
10	Canine Boy	After you have Richard the Dog, this boy will move out of the way, and you'll be able to collect the dragon egg inside.
S	Shop	Sells Tiny Potions, Sonic Boots and Damage I Rune. Buys Croc Scales.
I	Inn	20G to stay.
T	Teleport	

Willow Woods



#	Name	Description
1	Cemetery	You'll go here to end the Post Haste side quest.
2	Jack's Farm	Starts the Back to Nature side quest.
3	Cave of Reflections	You'll get a key for this cave after you complete all 5 of the treasure caves.
4	Angel Statue	Throw your axe in the water here after you cut down the first stumps.
5	Deano's House	Get a camera from Deano and bring him any photos you take.
6	Centaur Cave	Level 6 Centaurs roam the cave. A Dragon egg is within.
7	Strong Flower	This flower blocks you until you have Enoch in your party.
8	Normal Stump	Cut these down for the Back to Nature side quest.
9	Strong Stump	Cut these down after you have the upgraded axe.
10	Sheep	Collect these sheep for Jack during the Back to Nature side quest.
S	Shop	Buys Centaur Steaks and Rich Centaur Steaks.

Python Village



#	Name	Description
1	Snake Shop	Buy Peter the Snake from here.
2	Cypress Temple	Go here to find the Spirit Watcher and Cassiopeia.
3	Aerith's House	Starts the Restoration side quest.
4	Angel Statue	Talk to this statue during the In a Nightmare side quest.
I	Inn	20G to stay.
S	Shop	Sells Small Potion and Critical I Rune. Buys Python Scales.
T	Teleporter	

Haven Hills



#	Name	Description
1	Bandit Camp	Start of Coinage Returnage side quest.
2	Minocentaur Cave	Battle Minocentaurs and find a dragon egg. The third bandit is hiding here.
3	Emerald Cave	Open with Treasure Key #2
4	Bandit #2	The second bandit for Coinage Returnage is hiding here.
5	Postman	Starts the Post Haste side quest.
6	Cave	A small boring cave. You can take a photo here.
7	Empty Chest	Fill this treasure chest for the Coinage Returnage side quest.
8	Bandit House	Find the bandit stash in here for Coinage Returnage.
9	Wizard Cave	Leads to Isalien for the In a Nightmare side quest.
S	Shop (Top)	Buys Zombie Bile.
S	Shop(Bottom)	Buys Minocentaur Horns.

Quenera



#	Name	Description
1	Madame's Shop	Sell the Fire Salamander Keychains here for Salamand'em Over.
2	Thieves Guild	Main headquarters of the Thieves guild.
3	Pet Shop	Purchase Suzie the Sparrow from this shop for 500G.
4	Engineer's Shop	Get the Shrink Ray here for the Salamand'em Over side quest.
5	Coffee Sheep	Purchase coffee here for the Post Haste side quest.
6	Job Network	Find an extra here for the I'd Buyout That for a Dollar side quest.
7	Dragon's House	Use this house to get to the Emerald Dragon to return Dragon Eggs.
8	Abandoned House	Get the energy drink from here for the Not Happy! side quest.
9	Wizards Guild	Go here for the Essspionaaaaage side quest.
10	Library	In a Nightmare side quest starts here.
11	Auction House	I'd Buyout That for a Dollar starts here.
12	Grammy's House	Grammy on the Run starts here.
13	Grocery Store	Deliver Jack's Vegetables during Back to Nature and purchase Pickus Groceries during Pickus Your Destiny.
14	Better Business Bureau	Report Blaire here during the Not Happy! side quest.
15	Post Office	Reminisce about old times while in here.
16	Puzzle House	Can you beat the toughest puzzle in the game?
17	Dragon Egg	There's a Dragon Egg here. Go through the forest to get to it.
18	Advert Space	Post the Fliers here for I'd Buyout That for a Dollar sidequest.
S	Shop	Sells Prestigious Hat and Small Potions. Buys Landshark Scales.
I	Inn	20G to stay.
T	Teleporter	

Milnerton



#	Name	Description
1	Pickus Residence	Start Pickus Your Destiny here. Go here during Hero of Legend quest.
2	Collector's House	Starts Collectore side quest.
3	Mines Entrance	Entrance to Mount Flame.
4	Blacksmith	Go here during Hero of Legend quest.
5	Elder's House	Go here during Hero of Legend quest.
6	Brian's House	Start Milnerton is Hurtin' side quest here.
7	Fire Salamander Shop	Start Salamand'em Over side quest here.
I	Inn	20G to stay.
S	Shop	Sells Small Potion and Critical I Rune. Buys Python Scales.
T	Teleporter	

Deadlands



#	Name	Description
1	Vault #4	Sapphire Bay.
2	Chingon's House	Go here during Just Helping Out side quest.
3	Suspicious Guy	Start Just Helping Out here.
4	Wood	Wood to collect for Just Helping Out side quest.
5	Dragon Egg	Get this Dragon Egg from the secret exit in City of the Vanquished.
S	Shop	Sells Dragon Eggs. Buys Writhing Souls.

Brackenfell



#	Name	Description
1	Spectral Munchkin Temple	Fight the Spectral Munchkin here during the Summon Night side quest.
2	Spectral Barge Temple	Fight the Spectral Barge here during the Summon Night side quest.
3	Summoning Grounds	Start the Summon Night side quest here.
4	Temple	Take a photo of a rune in here.
5	Teragon Temple	Fight the Teragon here during the Summon Night side quest.
6	Landshark Caves	Get Landshark Scales and a Dragon Egg in this cave.
7	Summon Zone	This is where the shrine appears during the Summon Night side quest.
8	Emerald Dragon	Return the Dragon Eggs to the Emerald Dragon here. Must teleport from Quenera.
9	Pillars	Pillars you need to find for the Summon Night side quest.
S	Shop	Sells Medium Potion. Buys Elemental Ashes and Elemental Cores.
T	Teleporter	