

# Tsugunai

By Benny Kee

## Tsugunai

Welcome to the afterlife, my son! You have angered DANU and have been cast out of your body, for what reason...we do not know. The only way to regain your body and live again is to make amends for your transgression and appease DANU by possessing other people and helping them to overcome their own problems and worries. I have consulted DANU and she has agreed to give you these clues so that you may set yourself on the path of righteousness. Listen closely to what she has to say and never stray from the path of goodness, my child!

## Quests 1 through 9

### Finding the Treasure Orb-

From where you begin, read the note, then walk down and enter the cave in the cliff wall. Be sure to grab the Medicine out of the chest before leaving the area. Run up the stairs and then grab the Medicine from the next chest and save your game at the save circle. Continue up the stairs and enter the Sacred Forest at the top. Walk to the left and you'll encounter your friends. After the conversation, continue to the left and enter the next area. Follow the winding path and enter the Tower of the Treasure Orb. Grab the treasure in the room and then run up the staircase to the top. Enter the archway at the top and then run to the left across the bridge and enter the next tower. Run to the left and climb up the ladder to the top. Grab the Oak Tiara from the pedestal and then return down the ladder to the bottom. Follow the walkway to the left and exit the tower to find yourself at another bridge. Continue to the left and then enter the next tower and run down the stairs to the bottom. Grab the Small Lithograph and then trace your path back into the previous tower and go to the pedestal in the middle of the room. Use your Small Lithograph on the hole in the pedestal and then descend down the huge spiral staircase to the bottom. Kill the Manticore guarding the door and then pass through the archway and enter a watery room. Walk to the Nymph statue in the room and place the Oak Tiara on the pedestal to create a bridge nearby. Make sure to save your game and also grab the new sword inside the chest in the room and then enter the archway to the left and cross over the light bridge to the floating tower. Take the Treasure Orb in the room, but be prepared to fight Balrog, the boss who watches over the orb. Magic is useless against Balrog, so stick with regular attacks and try to counter his attacks as much as you can. When you defeat the boss, your quest will be complete!

### After Obtaining the Treasure Orb-

When you appear as a spirit in a small room, walk through the door on your right after the conversation. Continue to the right to witness a conversation and then head back to the left and re-enter the room where your body is located. Watch the conversation and then pass through the door and return outside. Talk to the head Monk and try and pass through a nearby wall and then head down the steps and walk up to find the Monk again. Talk to him and then enter the door that he opens. Follow him through the next door in the monastery hall and then save your game before talking to the head Monk. He will give you the next quest to find the Gnome, Domovoi.

### **Finding the Cooperator-**

From where you begin, leave the head Monk's room and return to the monastery hall. Enter the next wooden door to the right to find the kitchen. Pass through another wooden door to the right to emerge outside again next to the apprentice monk. Talk to him and pass through his wooden repair job on the wall and then follow the path all the way to a sandy beach. Walk up, past the small house and then follow the path that leads to the left to appear at the front of a large castle. Walk to the right to enter the town square and then walk down the path to the right of the lady selling the paintings. Keep heading to the right until you see a small boy standing next to an abandoned house. Talk to the boy until he leaves and then enter the house to find the gnome Domovoi. Save your game and then talk to him and follow him outside. Walk down to the harbor and talk to Domovoi to be sent on a mission to find and return a Fairy Mushroom. Possess the long haired man and then walk up and enter the Town Gate area. Now, walk to the down and left and enter the Town Square area. From here, enter the ITEM shop and then walk through the gate and talk to the shopkeeper. He'll mention a book that may help you out. Walk upstairs to find and read this book to learn that the Fairy Mushroom can be found at the Quarry. Leave the ITEM shop and then run to the left and up to enter the Town Gate area. Talk to the Gatekeeper and tell him that you are going to the Quarry to get through the big gate. Run to the right and then head down into a small alcove with three stumps. Grab the Black Mushroom next to the far-left stump and then return all the way back to Domovoi and use the Black Mushroom to complete your quest!

### **After Finding the Cooperator-**

Walk outside of Domovoi's home and then head to the left to find three buildings and three doors. Enter the lower door to witness a conversation and obtain your next quest to find the runaway girl!

### **Finding the Runaway Girl-**

Possess the fisherman and then leave the home and talk to the Long Haired man to the right to learn about seeing someone who looks like the runaway girl at the Blacksmith Shop. Run up the steps and dash past Domovoi's home to travel to the Town Gate area. Now, enter the Blacksmith's Shop on the left and talk to the owner to learn that she may be at the Training Caves. Leave the Blacksmith's Shop and then walk down and enter the Town Square area. Talk with the All-Knowing Man to learn that a little girl, Liz, may have seen her. Walk through the archway to the left to find the Castle Gate and Liz. Talk with her to learn that the girl may be at the Graveyard. Return to the Town Gate area and then tell the gate guard that you want to go to the Graveyard. Walk into the Graveyard and head up the steps on the left. Walk up to a gravestone with a White Flower and look at it to finally find the runaway girl. Talk to her afterward to have her join you and then walk back to the entrance of the Graveyard and leave to complete the quest!

### **After Finding the Runaway Girl-**

Leave Domovoi's home and walk to the Item Shop in the Town Square. Pass through the left wooden archway on the upper level of the Item Shop to encounter the Shopkeeper and your next quest to cure his depression!

### **Curing the Shopkeeper's Depression-**

Possess the Shopkeeper in the Item Shop and then run down the stairs and leave the Item Shop. Run to the left and enter the Pub and then talk to the Innkeeper. After the conversation, head up the stairs to the second floor of the Pub and enter the middle of the three rooms to find the young Raven. Talk to him to learn about the Ruins Hillock and a stone carving. Leave the Pub and head off to the Town Gate and tell the gate keeper that you want to go to the Ruins Hillock. Follow the winding path all the way to a large pillar and take the Triangle Stone from the base. Continue along the path until you come to another pillar

and remove the next stone. Keep moving up the steps to the Ruins Hillock Peak and then read the stone tablet to learn about the Twig of Ent and complete the quest!

### **After Curing the Shopkeeper's Depression-**

Leave Domovoi's home and then walk to the Front of the Castle area to see a group of kids harassing little Bild Watch the engagement to learn about your next quest to find a long-eared cat!

### **Finding the Long-Eared Cat-**

After seeing the kids making fun of Bild at the Front of the Castle area, walk down the small path to enter the Sandy beach area and find Bild Possess Bild and then walk to the Harbor area and talk to the Long Haired Man and have him teach you how to catch a cat. After the lesson, grab the small fishes nearby and then talk to the sailors to learn that cats are hanging out by the lighthouse. Run to the right and slip through the gap in the fence to travel to the Lighthouse area. Climb up the steps on the left and climb up the large tree branch to get to the cave at the top. Leave a fish near one of the alcoves in the tree and then walk around until you see a long-eared cat eating the fish. The cat will follow you after this, so return to the Front of the Castle area and show the cat to the kids to complete the quest!

### **After Finding the Long-Eared Cat-**

Leave Domovoi's house and then return to the Town Square and walk down to enter the sandy beach area. Walk up to the Rune Shop to witness a conversation and find your next quest; to find an Aquamarine!

### **Finding an Aquamarine-**

Start by possessing the girl, Fisela and then walk into the Rune Shop. Walk up to the Monk behind the counter on the right and talk to him. Say PLEASE, then BEND THE RULES and then choose silence for the next two choices and the Monk will tell you where you can get the key to the gate outside. Search the right bookshelf in the room to obtain the Key to the Seashore and then leave the Rune Shop. Use the key to open the gate outside and then walk down to the Seashore. Search the shiny jewel behind the log at the top of the screen to find an Aquamarine. Now, return back to the Harbor and enter your home and then give the Aquamarine to the man inside to complete your quest!

### **After Finding an Aquamarine-**

Leave Domovoi's house and then return to the Town Square and enter the Pub. Walk up to the second floor and pass through the middle of the three doors to find the Rogue and an old woman talking. Possess the Rogue and then leave the Pub and walk across the square and enter the Item Shop. Talk to the Shopkeeper and accept his offer to find the Twig of Ent to get the next quest!

### **Finding the Twig of Ent-**

After accepting the job of finding the Twig of Ent from the Item Shopkeeper, leave the Item Shop and then walk to the Town Gate and tell the guard that you want to go to the Ruins Hillock. Follow the winding path all the way to an area with three pillars. Take the Triangle, Square and Pentagon stones that are in each pillar and continue along the path to the Ruins Hillock Peak. Walk up to the staircase and place the Square stone in the wall to lower the first staircase. Next place the Triangle Stone to lower the next staircase and head up to the top. Now, run to the pedestal opposite of the stairs and place the Pentagon stone to open a staircase underground. Follow the steps down to the bottom and then grab the Twig of Ent from the Holy Grail. Return to the Item Shopkeeper to complete your quest!

### **After Finding the Twig of Ent-**

Leave Domovoi's house and then walk down to witness the arrival of a strange ship. Enter Fisela's house to the left and watch the conversation. Then enter Fisela's bedroom and possess her. Leave the home through the bedroom window and then walk to the right and board the repaired rowboat to row to the Stranded Vessel and begin the next quest!

### **The Stranded Vessel-**

Once you've boarded the Stranded Vessel, walk to the lower-right corner of the first room and enter the door. After learning that it's too dark, return to where you boarded the ship and push the blue crate into the square hole in the floor. Push the next blue crate into its hole and then enter the door in the left wall. Walk down the hallway and enter cabin four on the right side and grab the Empty Lamp inside the room. Return to the hallway and then walk down and head up the staircase to the floor above. Walk up the hallway and then enter the door at the end to appear outside on the deck of the ship. Walk all the way to the stern of the ship and turn the sail crank to raise a large sail that is blocking a door. Enter this door to find the Captain's Cabin. Read the log on the desk and then fight and defeat the Spriggin Boss. Use Salamander Scales or Diamond Dust to do tons of damage and also summon any help that you can. Once the beast is dead, grab the Key to the Hold on the floor and leave the Captain's Cabin. Now, walk all the way to the bow of the ship and grab the crank on the crate. Return into the ship and enter Cabin six and use the Crank on the hole in the wall to lower the ladder in the room. Climb up into the attic above and then grab the Lamp Oil and return to the deck of the ship. Enter the hold of the ship and you'll use the Lamp to see in the darkness. Walk to the right, through the three cargo holds and then use your Key of the Hold on the door at the end to find a lone sailor. Talk to him and then defeat the next Spriggin Boss that appears. After killing the boss, dash through the cargo holds and return to the deck of the ship to escape the high tide and complete your quest!

### **After the Stranded Vessel-**

Leave Domovoi's house and then go to the Pub. Walk through the middle door on the second floor and possess the Raven. Leave the room and return to the first floor of the Pub and then walk down and talk to the big, burly man. Say YES to his suggestion and then read the flyer on the wall and go see the Innkeeper. Agree to the job that she has to gain the quest, Disaster of the Graveyard!

### **The Disaster of the Graveyard-**

Leave the Pub and then walk to the Town Gate and tell the guard that you are going to the Graveyard. When you arrive, walk to the right and talk to the Monk and then enter the crypt and talk to the next Monk inside. Walk into the far room and talk to the Monk and then agree to take on the job. When you get the Torch, light it on the fire in the room and then run down the stairs and enter the catacombs. Walk down and light the Flambeau and then head to the left and light the remaining Flambeaus in the area to cleanse the graves of evil. After this, leave the Graveyard and you'll encounter the old woman, Mills again. Give her your reward money to complete the quest!

### **After the Disaster of the Graveyard-**

Leave Domovoi's house and then go to the Castle Front to find Fisela. After the conversation, possess her to start the next quest, Father's Rare Disease!

## **Quests 10 through 18-**

### **Curing your Father's Rare Disease-**

After Possessing Fisela, make your way to the Monastery and enter the Room of Healing, where your body was located at the beginning. Talk to everyone inside the room and then leave the Monastery and return to the Item Shop. Talk to the Shopkeeper to learn that Mills, the old woman, has the Horn that you need. Go to the Harbor and then enter the house to the left of Domovoi's home to find Mills and the Horn. Talk to her and agree to pay the money. Then she'll ask you to get a Fairy Stone to exchange for the Horn. Leave the Mills home and head off to the Seashore, past the Rune Shop. Follow the path into the Quay Caverns and follow the path that leads upward. Continue along the path and into the next area and then head to the left and climb up a small ladder to a ledge up high. Follow the path into a cave on the left and then all the way to the end to find three Ghouwlock lizards. Defeat these beasties and then you can grab the Fairy Stone on the ground. Once you have the stone, return to the old woman, Mills and give her the stone in exchange for the Horn. With the Horn in hand, return to the Monastery and enter the Healing Room. Give the Horn to the Monk to cure your father and complete the quest!

### **After Curing your Father's Rare Disease-**

Leave Domovoi's house and then head into the Pub in the Town Square. Walk up to the bar to witness an exchange between the new sailor and a patron. This will give you the next quest to find the Beer Thief!

### **The Beer Thief-**

Start by possessing the new sailor who is standing on the second floor ledge of the Pub. Head back into the Pub and talk to the Innkeeper downstairs. Agree to catch the Beer Thief and then run down into the cellar. Search by the tree roots that look like a hand on the right of the cellar to find the Key to Beer Keg. Then talk to the small gnome until he dashes off. Walk over to the left and find the Keg of Beer that has a lock on it and then use your Key to Beer Keg to unlock the barrel. Now, run around the room until the little gnome stops and drinks out of the tainted beer keg and he'll fall asleep. Once this happens, return upstairs and listen to the conversation and then dash back downstairs to witness the end of the quest!

### **After Finding the Beer Thief-**

Leave Domovoi's house and then head through the Town Square on your way to the beach. You'll encounter the Apprentice Monk talking with his little brother and have to break a promise. Now, go to the Monastery gate to find the Apprentice Monk again and find the quest to seal a monster in the Sanctuary!

### **The Monsters of the Sanctuary-**

After possessing the Apprentice Monk, make your way to the Monastery. Talk to the Monk outside to learn about the Holy Mirror which you need to seal away the monsters in the Sanctuary. Go to the Rune Shop and then head down the stairs and grab the Holy Mirror from the table. Leave the Rune Shop and then make your way to the Town Square and talk to the man outside the Sanctuary. Say YES and enter the Sanctuary and then run to the left and enter the underground. Run to the back left corner of the room and enter the doorway leading to the left. Take the bottom left door into the next room and then follow it down the stairs and to the left. Enter the left doorway and then follow the hallway into the next room to find a Quarry worker. Save the worker and then run back through the door on the right. Follow the path into the next room and then enter the bottom right doorway. Walk down and then take the stairs down to the lower level and enter the doorway on the left. Rescue the next Quarry worker and then take the stairs down to the 2nd level. Follow the path through the room and enter the doorway on the left. Run down the steps and then dash to the right and enter the next doorway. Save your game and then run through the door on the right to find a boss. Take out the lizard and then enter the cave on the right. Continue to the right and enter

the lower doorway on the right and then take the stairs down to the 3rd level. Walk down and then venture to the left and enter the doorway to the deepest level. Finally, walk up to the broken Holy Mirror and replace it with the new Holy Mirror and a boss will appear. Defeat the boss and his minions and then quickly replace the mirror to complete your quest!

### **After the Monsters of the Sanctuary-**

Leave Domovoi's house and then return to the Town Square and go to the Sanctuary to meet a lonely dog and your next quest; In Search of a Master!

### **In Search of a Master-**

Start by possessing the dog near the Sanctuary and then run to the Town Gate and bark at the gatekeeper, Yaq. After Yaq runs away to hide, doggie trot towards the Monastery and you'll find Yaq hiding just after you cross over the wooden bridge. Once you've found Yaq, your quest will be completed!

### **After In Search of a Master-**

Leave Domovoi's house and then walk down to the docks below to overhear two sailors talk about the Lighthouse. They need someone to rekindle the flame in the Lighthouse to spare ships from running aground and talk about Fisela doing the job. Enter Fisela's house on the left and then enter her bedroom to listen to the conversation and gain the new quest!

### **Rekindling the Lighthouse-**

Start by Possessing Fisela in her bedroom and then head outside and run to the lighthouse gate on the right. Talk to the Green Bandanna fisherman to receive the Lighthouse Key and then enter the gate. Now, run to the right and follow the path up to a ladder and a locked door. Use your Lighthouse Key to open the door and enter the Lighthouse. Now, grab the Oil Urn, the Key to the Oil Room from the table in the back of the room and the Kindling Coal from the middle table. Leave the room and return to the outside and then climb down the ladder and make your way to a locked door on the left. Open the door with your Key to the Oil Room and save your game. Now, walk up to the five pots and use oils A and C together to make Red Oil. Take the Red Oil and dump it into the mixing pot below and then return to the five oil pots. Now, mix oils B and D together to make Blue Oil and dump this into the mixing pot as well. Finally, combine oils E and D to make Transparent Oil and pour this into the mixing pot to create Everlasting Oil. Take the Everlasting Oil all the way back into the Lighthouse and then climb up the long ladder to the top. Use the Crank to lower the light fixture and then pour in the Everlasting Oil. Defeat the Griffin Boss that appears and then fill the lamp with the Everlasting Oil. Now, use the Kindling Coal to light the lamp and finally, use the crank to raise the lamp back up high. Return to the town to complete the quest!

### **After Rekindling the Lighthouse-**

Leave Domovoi's house and then enter the Pub to find the next quest, The Scheme of the Architect!

### **The Scheme of the Architect-**

Go to the Pub and enter the middle room upstairs to find the Raven. Possess him and then return downstairs and talk to the Innkeeper. Now, leave the Pub and run up to the Town Gate. Tell the gatekeeper that you are going to the Quarry to pass through the gate. When you arrive, run to the right and talk to the man at the far right and accept the quest to find the Architect. Continue to the right and run up the staircase of the Orc Stronghold. When you arrive inside the Stronghold, go to the left and enter the next room. Follow the walkway down and then enter the hidden door in the rock wall. When you emerge into the next

room, head to the left and enter the passage. Sneak through the Orc barracks and enter the next room to the right to find a large altar room with a stone device at the center. Forget the device for now and instead run up the steps to the left and enter the passage in the wall. Make your way to the left through and then pull the chain on the left wall and return to the Altar room. Walk up the new steps around the edge of the room and enter the new passage. Turning the Crank in the room will raise a block back in the Altar room which will lead you to a Save Circle. Pulling the chain will create another staircase on the outer ledge in the Altar Room. Do both and return back to the Altar Room. Walk into the passage behind the stone block and defeat the enemy Orc inside. Grab the Key to the Cell from the ground and then unlock the Cell to free the man and to also receive the Keystone. Save your game and then return to the Altar Room and enter each of the three rooms on the ledge of the room. Use your Keystone to unlock and collect the three gems and then proceed to the Altar in the center of the room and place the three gems in the three holes to open the self-destruct device. Place the Green Gem in the Mountain, the Blue Gem in the River and the Red Gem in the Sun to complete the puzzle. Now, walk down the staircase and fight the Orc Boss, Urk! Once he's dead, place the Keystone in the device to destroy the Orc Stronghold and gain your reward. Finally, return to town to pay off some of your debt and complete the Quest!

### **After The Scheme of the Architect-**

Leave Domovoi's house and then walk down and left and enter Fisela's home to learn about the next quest, In Pursuit of Marsh!

### **Finding the Marsh-**

After possessing Fisela, head to the Harbor and talk to Amor the sailor to row to the shipwreck and board the ship. Enter the bottom-right door to find Cargo Hold 1. Walk through the cargo holds to Cargo Hold 4 and then use the Key on the toolbox to find a Crowbar. Return to Cargo Hold 1 and then take the ladder up to the deck of the ship. Now, head to the right and enter the Captain's Cabin to find a Crate. Use your Crowbar on the crate to find the Marsh...and a tough boss! Try and be around level 27 or higher when you go to fight this boss. Use defense boost and health regeneration items if you have them to use. When you kill the Zombie Boss, leave the Captain's Cabin and return to the rowboat to complete the quest!

### **After finding the Marsh-**

Leave Domovoi's house and then travel to the Town Square and head into the Pub. Walk up to the Innkeeper to see a conversation between the apprentice Monk and the Innkeeper. After the conversation, you will have a quest to find the Stolen Book of Laws!

### **Finding the Stolen Book of Laws-**

Start by possessing the apprentice Monk and then leave the Pub and travel to the Town Gate. Tell the gate keeper that you want to go to the Northern Gorge. When you arrive, run across the rock bridge and enter the Gorge. Throw the RED switch to lower a bridge and then cross over to the other side. Follow the path across another bridge and then walk past the next RED switch and activate the WHITE switch at the end. Cross over the bridge and then activate the nearby RED switch to raise a bridge. Now, return to the right and activate the WHITE switch again and then run to the right and activate the RED Interlock switch to lower the two RED bridges. Run up and cross over the WHITE bridge and then continue up, crossing over the newly lowered RED bridge. Enter the cave and then activate the BLUE Interlock Switch. leave the area and then walk all the way down to where you entered the area and activate the BLUE switch to lower a BLUE bridge. Run across the BLUE bridges and then enter the cave at the top. Save your game and then run up to a tile bridge. Go two tiles up, one left, one up, one right and two up to cross the bridge. Run up and enter a treasure room and then grab the Book of Laws to summon forth a boss. Kill the huge spider boss and then return and talk to the Head Monk at the Monastery to complete the quest!

### **After Finding the Stolen Book of Laws-**

Leave Domovoi's house and then make your way to the Rune Shop to see a woman on the small pier by the shop. She will lament over a lost hat and you will gain a new quest!

### **Finding Merrow's Lost Item-**

Start by possessing Merrow near the Rune Shop. Little did you know, that Merrow has the ability to pass through walls! Use this ability to walk through the right wooden archway above the Item Shop and then open the chest to find the Red Feather Hat! Now listen to her story to complete the quest!

### **After Finding Merrow's Lost Item-**

Leave Domovoi's house and then go to the Pub. Enter the middle room upstairs and then possess the Raven and leave the room. Run downstairs and talk to the Innkeeper to acquire your next quest, Recapturing the Quarry!

## **Quests 19 through 27-**

### **Recapturing the Quarry-**

After obtaining the quest from the Innkeeper, travel to the Castle Gate and ask to see the Lord of the Castle. Talk to the Lamuz, the yellow robed man and accept the job and then leave the Castle and run to the Town Gate. Tell the guard that you are going to the Quarry and then when you arrive, enter the middle of the three cave openings. Walk to the left and up the small hill and then exit the caves to a platform back outside. Push the big block down and into a hole below you and then re-enter the cave. Walk down the hill and exit the cave to the left and then walk down the steps and go to the right to the next staircase. Walk up the steps and the ladder and then walk to the left, across the block that you pushed and climb up the next ladder. Push the block at the top to the left until it is under the ladder and then climb back down to the ground. Run to the left and walk up the next set of stairs and then climb up the long ladder to the top. Enter the caves again and then walk up to the broken Holy Mirror to discover another Gate of Hades. After returning to the Castle, report what you saw to Lamuz and then leave the Castle and repay the old hag, Mills to complete your quest!

### **After Recapturing the Quarry-**

Leave Domovoi's house and then walk into the Pub to witness a conversation between a guard and two Knights. After the conversation, you will have a new quest to become a Knight!

### **The Dream to be a Knight-**

Walk to the Rune Shop and possess the young Guard. Now, go to the Castle Gate and talk to the Guard to learn about the Commander and a stolen item. Venture to the Blacksmith Shop and talk to the Blacksmith from behind the counter. After the conversation, walk over to the Hammer and try and take it, then return to the Blacksmith and tell him that you want the Hammer. Grab the Hammer and boogie down to the Harbor and enter Mills house. Talk to the old lady about taking her Fairy Stone and accept the mission to track down this Jacob fellow and get him to pay a debt. Leave the Mills home and then walk to the Town Square and talk to the big Raven near the fountain. Now, dash back to the Castle Gate and walk up to the crumbly wall. Use your Hammer to bash down the wall and then open the passage cover and climb down the hole. Open the next hatch and climb down even further into the hidden hideout to arrive at the Quay

Caverns! Climb down the next ladder and then run to the left to find Jacob. After the conversation, return to Mills and exchange the Soldiers Medal for the Fairy Stone and then return to the Pub and give the Fairy Stone to the Knights to complete your quest!

### **After the Dream to be a Knight-**

Leave Domovoi's house and then return to the Town Square and listen to the conversation between the apprentice monk and his brother and you'll gain a quest involving the Calamity in the Monastery!

### **The Calamity in the Monastery-**

Walk to the Monastery and then possess Ashgo on the wooden bridge. Continue to the Monastery and then enter the main gates and proceed into the Main Hall and talk to the two monks in the back, guarding a door. Tell them that you want to save the Head Monk and then enter the door and cross over the bridge and into the Tower of Scripture. Walk to the right and then back to a door and enter a small library room. Grab the Book of Vivian and then return to the previous room and run up the stairs to the next floor. Walk around to the next door and then enter the room and fight the creatures to obtain the Small Gear. Leave the room and then walk to the next staircase on the left and enter the next floor. Grab the Large Gear on the floor and defeat the enemies, then return downstairs to the small room where you found the Small Gear and place both gears into the machine. Now, turn the Left Crank to the Right and go outside to the bookcases to find the Key to the Stack on the ground. Grab the Key and then return to the Gear room and move the bookcases until you show the Book of Shoggoth in a small alcove in the gear machine. To get the Book follow these directions in the Gear Room, when the bookcases are at their starting positions. Turn the Right crank left, the left crank right as far as you can, the right crank right as far as you can, the right crank right once, the left crank left once and finally the right crank right once to reveal the book. Grab the Book of Shoggoth and then run back to the left once more. Now, return upstairs and then enter the doorway and use your Key to obtain the Book of Lindwurm. Leave the room and then walk to the right and push the far bookcase to reveal a hidden ladder. Climb up to the floor above and then place the three books into the bookcase to reveal a new path to a nearby door. Enter the door and then defeat the Gremlin Boss and the Summon Monster Lindwurm! Once done, leave the room and return down to the Head Monk's Office to complete the quest!

### **After the Calamity in the Monastery-**

Leave Domovoi's house and then walk to the Castle Gate area. Walk behind the crumbled wall and climb down the ladder into the thief's hideout. Listen to their conversation to find the next quest, finding the whereabouts of the Lithograph!

### **Whereabouts of the Lithograph-**

Start by possessing the Commander in the Thief's cave and then walk to the left and climb down the ladder and into the Quay Caverns. Run to the left and then walk down and to the right and leave the area through the small cave opening. Run to the right and head outside to the entrance to the Quay Caverns area and then walk up the left path and re-enter the caves again. Follow the path all the way down and push the big boulder off the cliff to the right and then walk up and cross over the next bridge on your right. Now, head down and cross over the boulder that you pushed and grab the Wooden Boards on the other side. Continue to the left, past the boulder blocking the staircase and enter the next cave and then walk to the far left and grab a second set of Wooden Boards. Now, return to the boulder blocking the stairs and push it out of the way and then hurry up the steps to the top. Place the two boards in the gap in the bridge nearby and then cross over and follow the path into a new cave. Walk down into the central area of the cavern and then head to the left and take the Lithograph from the pile of mud. Be sure to take the Troll Armor from the left chest before taking the Lithograph and equip the armor as you'll be fighting a boss after taking the

Lithograph. Once the beast is dead, return to the Thief cave and insert the Lithograph piece into the wall Lithograph to complete your quest!

### **After finding the Whereabouts of the Lithograph-**

Leave Domovoi's house and then walk to and enter the PUB. Run upstairs and walk through the middle door and possess the Raven in the small room. Once done, leave your room and walk downstairs and talk to the Innkeeper to hear about a missing man and a new quest to locate a missing brother!

### **Locating the Missing Brother-**

After solving the Calamity in the Monastery, walk to the Pub, possess the Raven in the room upstairs and then talk to the Innkeeper and accept the mission to find the lost brother. Leave the Pub and walk to the left and talk to the man next to the Pub. Tell him that you are here for the job and then enter the small home and talk to the woman inside. Accept her job and then leave the home and dash to the Town Gate. Tell the guard that you are going to the Northern Gorge. When you arrive at the Gorge, run across the stone bridge and enter the caves. Run across all the bridges until you come to a broken switch. Pull the switch to lower a bridge above you and then dash up and cross over the bridge, entering the cave on the other side. Talk to the Knight trapped across the gorge and then agree to find the lever to his bridge before pulling the Blue Lever. Leave the cave and then walk down and cross up the bridges on the left side of the area. Enter the cave at the top and then save your game and cross over the bridge trap. Continue into the next room and then take the Bridge Lever and defeat the Shelob Spider Boss with fire attacks if you have them. Try and be around level 37 or higher before you take on the boss and you shouldn't have much trouble taking out the spider boss. Next, take out the Goblin Boss and then return to the stranded Knight and give him the bridge lever to rescue him. Finally, return to the woman that hired you to get your reward and to complete your quest!

### **After Locating the Missing Brother-**

Leave Domovoi's house and then walk all the way to the Monastery to find the Head Monk outside the gates. Talk to him and the apprentice monk will appear and then leave after a conversation. Now, walk back to the Rune Shop area and you should see some shiny items on the ground. Search them to find out that the apprentice monk dropped the Holy Mirror he was given by the Head Monk and that the shiny items on the ground are the glass shards of the broken Holy Mirror! This will open a new quest, The Confidence of a Monk!

### **The Confidence of a Monk-**

Walk to the Rune Shop and possess the apprentice Monk. Now, travel to the Castle Gate and ask to enter the Training Grounds. After entering the Training Grounds, walk over to the guard by the Blue Door and talk to him, giving him the pass to get through the door. Now, carefully make your way down to the 10 basement floor and you'll see a Large Blue Chest in the room. Fight and raise your levels until you are over level 45 or so and then open the Blue Chest to find a Blue Stone and one mother of a battle against two Golems. After taking out the Golems, you'll return to the Castle Gate in your ghostly form. Walk to the right to complete the quest for good!

### **After The Confidence of a Monk-**

Leave Domovoi's house and then proceed to the Town Square to see the newly built Sanctuary church. Enter the Sanctuary and then leave and head into the small home to the left of the Pub to gain the quest of the Keepsake Necklace!

### **The Keepsake Necklace -**

After the Sanctuary has been built, possess the Knight in the small home to the left of the Pub. Leave the home and then travel to the Castle Gate. Ask to see the Lord of the Castle and you'll enter the Throne Room. Activate the hidden switch to the right of the Throne and then enter the hidden door behind the Throne itself. Walk to the left on the ledge and climb down the long ladder to the bottom floor of the area. Run up and cross up and over the stairs and turn the wheel at the end of the path to lower a dam, which will drain the water in the room and also create a path to walk across up above. Return up the long ladder and then follow the path all the way across the dam until you walk across some crumbly bricks and fall off the ledge. After reappearing as a ghost, walk out of the area to the right and you'll appear in the Quay Caverns and jump down to a path below you. Now, run up the slope to the right and climb up the ladder to the Thief cave at the top. Possess the man in the room and then return back into the Quay caves again. Walk up to a switch in the wall above you and press the switch to lower a platform above. Once done, walk down and to the left and then climb up the ladder and run up, entering the opening in the wall on the right. Talk to Navi and then fight the serpent enemies and you'll carry the Knight's body back to the Thief's cave. Return back into the dam room where you fought the serpent creatures and then walk through the gate in the room to enter a new sewer area of the castle. Follow the lower path to the left, across a bridge, and up a ladder at the end. Enter the glowing doorway on the left to enter Cole's Quarters. Walk up to a puzzle switch in the room and press the Moon, then Sun and finally Star switched to slide open a dresser in the next room. Continue to the left and push away the dresser to enter Cole's bedroom. Walk into the next opening on the left to find Cole's treasure room. Take the Necklace in the room and then return all the way back to the Thief's cave and give the Knight the necklace before he wakes up to complete the quest!

### **After The Keepsake Necklace -**

Leave Domovoi's house to begin the quest, Start of Darkness!

### **The Start of Darkness -**

Walk to the Monastery and then talk to the Head Monk. Travel into the Head Monks room and then walk through the secret door in the room and follow the path into the nearby tower. Now, simply look at your body to solve the quest! Pretty easy, huh?!

### **After the Start of Darkness -**

Leave Domovoi's house and then travel to the Castle Gate area. Walk behind the destroyed wall and climb down the ladder to the Thief's hideout. Now, walk down to witness the beginning of the quest for L4!

### **L4-**

Possess the Commander in the Thief's hideout and then leave the cave and return to the Pub located in the Town Square. Talk to the two Ravens near the job billboard to learn about the Catacombs. Now, travel to the Town Gate and tell the guard that you want to go to the Graveyard. Learn from him about the underground waterway that connects the town to the Graveyard and then return to the Pub and talk to the big Raven about how he snuck into the Catacombs. Obtain the Key to the Waterway and then leave the Pub and travel to the fountain a few feet away. Use your Key to open the right hatch and finally climb down into the waterway below. Follow the path and climb down the next ladder and then walk to the right and follow the path into a new room. Run to the right and take the wooden bridge across to the right and then follow the path to the left and cross over another wooden bridge when you come to it. Keep running, across a third wooden bridge and then up a ladder at the end of the path. Continue your journey, always heading to the right and then enter the next door that you encounter to enter the bowels of the Graveyard. Run up the stairs to a crate, half stuck in a gutter. Push the crate into the gutter to make a bridge and then cross over to the right and grab the Floodgate Crank on the floor. Return to the left and then run up and take the ladder up to the Graveyard above. Use your Floodgate Crank in the device to start the flow of water into the Catacombs and then climb back down into the waterways. Run down the stairs to the bottom and then cross over the crate that you moved earlier to continue onward. Once done, run up the steps and

enter the archway on the right. Follow the path to the end and then push the old switch on the wall and enter the secret door to find yourself in the Catacombs. Make your way down to the L4 level and then use your Small Key to open the crypt and complete your quest!

### **After L4-**

Leave Domovoi's house and then proceed to the Pub and watch the conversation between Ifem and the Innkeeper to obtain the quest for the whereabouts of Mother!

## **Quests 28 through 34-**

### **The Whereabouts of Mother-**

Possess Ifem the Raven at the Pub after completing the quest L4 and then travel to the Sandbank area and talk to the people by the beach. Now, walk into the Rune Shop to find your Mother. Talk to her to return to the Pub and to also complete your quest!

### **After the Whereabouts of Mother-**

Leave Ifem's room at the Pub and travel to the fountain in the Town Square. Talk to Mills to gain your new quest, Mills' Request!

### **Mills' Request-**

Leave the Town Square Fountain and then enter the Pub and talk to the big Raven to obtain the Key to the Waterway. Enter the right hatch and then climb down into the waterway below. Follow the path and climb down the next ladder and then walk to the left and cross over the wooden bridge. Now, run up and enter the opening to find a hidden cavern. Follow the curvy path to a junction and walk along the path leading down. When you enter the large room with the Skulls, dash down the bottom-left path and follow it to the left and into a new room with a huge crystal. Walk down and across the wooden bridge and then push the gate and climb down the ladder. Follow the path into a new room and then run to the left and up the small ramp. Follow the ledge up and then to the left and climb up the ladder to the walkway above. Run to the right and then enter the opening in the upper-right corner of the room. Follow the new path down the next ladder and then press the small green switch at the end to rotate a platform. Return into the previous room and this time enter the opening in the right-center of the room. Follow the walkway past a gate and across the platform that you rotated earlier. Continue through the next gate and then continue along the path and down the elevator at the end to find Mills Sketch Book. Take the book and then return to Mills' home and give her the book to complete the quest!

### **After Mills' Request-**

Leave Domovoi's house and then run all the way to the Monastery. Walk through the Monastery Hall and into the Head Monks room and then exit through the hidden door in the wall. Now, walk around to the Tower to the left and pass through the wooden door. Finally, take back your body to obtain your next quest to repair the Mirror of Seal!

### **The Mirror of Seal -**

After finally getting back your body, walk back to the Monastery courtyard and then open the hatch next to the well and climb down the long ladder to the wooden platform below. Take the next ladder down and

then walk to the right and enter the opening in the upper-right corner of the area. Follow the path and take the next ladder down and push the small switch at the end of the walkway. Return back up the ladder and then run to the right, across the platform and to a push-able gate and a large green crystal. Push the gate to center the reflected beam of light on a dark circle across the room and then climb down the ladder and push the switch at the end to move a platform. Return up the ladder and then push the gate out of the way and follow the path to another green crystal. Push the gate here to center the beam of light and then backtrack to the first crystal and push the gate here to center the beam of light. Now, follow the path down and enter the next area to the left. Walk along the path to the ground and then run to the bottom-right corner and dash right, back into the crystal room. Follow the path up the next ladder to find Ashgo lying on the ground. Talk to him and then push the next gate to seal the Gate of Hades, but not before a demon escapes and races toward the town! Enter the cave to the right and chase down the demon by following his footsteps. When you reach the High Manticore, defeat him to complete the quest! Make sure that you are at least level 50 before you attempt this battle. Try using the Golem for your Summon Monster and the magic, Plasoma to do the most damage. Don't forget to use any item boosts or magic spells that you have to boost your defense and offense. You'll need the edge if you plan on walking away from this battle.

### **After the Mirror of Seal -**

Leave the Monastery and then run down toward the town to gain the quest, A Promise with a Domovoi!

### **A Promise with a Domovoi -**

Make your way to the Town Gate and tell the guard that you want to go to the Ruins Hillock area. When you arrive at the ruins, talk to the Domovoi and then traipse along the path until you come to a cave entrance in the second area. Walk through the cave and then walk all the way down to find 7 pillars. Look at the pillars to notice that they are glowing and then return to the Gnome and let him know what you found. After the conversation, return to the seven pillars again to see Domovoi off and complete your quest!

### **After A Promise with a Domovoi -**

Leave the Ruins Hillock and then travel to the Pub and give the password, "When the Sun is Visible, You'll See Hope!" Enter the Pub after that and then talk to everyone, including Raffer. When Raffer asks you to check outside, try to exit the Pub and Lamuz and the Head Monk will enter. You will gain the Time for Uprising quest after this!

### **The Time for Uprising -**

Leave the Pub and travel to the Castle Gate. Enter the Castle and then walk to the right to talk to Raffer. Agree to disable the locking mechanism and then walk to the right pillar to the right and press the hidden switch. Enter the secret door behind the throne and then follow the path to the left, across the dam and into the next opening on your left. Continue to the left and climb up the long ladder to the top and then enter the next opening on the left to find Cole's quarters. Walk up to the device in the wall and then press the MOON, SUN and the STAR buttons to unlock the secret room. Now, push the dresser out of the way and enter Cole's bedroom. Run into the treasure room and look at the Treasure Orb holder to see that it is missing. Leave the treasure room and then run down the hallway to the right and enter the Throne Room again to complete the quest!

### **After The Time for Uprising -**

As soon as you complete the Time for Uprising quest, you will gain the quest, "Go Against Fate".

### **Go Against Fate -**

Leave the Castle and travel to the Sanctuary. Walk to the back of the Sanctuary and move the lever on the right wall to the FATE setting. Now, go to the wheel next to the lever and turn the wheel in the opposite direction of the arrow to open a hidden stairwell below the altar in the church. Run down the staircase to complete the quest!

### **After Go Against Fate -**

As soon as you complete the Go Against Fate quest, you will gain the quest, "The Revival of Darkness".

### **The Revival of Darkness-**

Start by running to the left and enter the next room. Now, keep traveling down and to the left while on the first floor and take the stairs down to the second floor when you reach them. When you arrive in the second floor, continuously go down and to the right to find the staircase to the third floor. Once you arrive in the third floor, run to the left and enter the next room. Save your game and then enter the doorway and dash down the hallway, entering the next room after your battle. Teleport into Hades and then walk around the path to the left and enter the next doorway on the left. Walk to the left and enter the next doorway and then run to the right and cross over the rock bridge. Now, head to the left and enter the second doorway that you come to and you'll appear in the crystal room that you were in earlier. Jaunt to the left and enter the next doorway to hell and then run to the left and take out the enemy, Nebiros and his cronies. Slip through the doorway on the left and then enter the Shrine of Hades. Save the game and then sprint along the bridge to finally catch up to Lord Cole. Approach Cole and defeat him in battle and the final boss of the game will appear. Defeat Demon King Balor to finish your quest and complete the game! Be prepared for a 20 to 30 minute fight and have as much full health potions that you can obtain. The key to winning this fight is blocking the enemy's attacks. Once you can time your blocks, you'll just need to chip away at the boss until he falls. Make sure to have 2 strong Summoning Monsters to fight with you too. More often than not, your Summon Monsters will be doing the most damage. And use Sacrificial Dolls to avoid death. Good luck!!