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From : Castiel: Fate (Epic) Walkthrough

Forum : Personal - #60459

To : Loqui and Mondaine\_Sexy #TheRealLoquI

Date : Mon Nov 20 23:53:51 2017

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| Winds of Fate stuff (Sorry in advance for this long note!)

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| Section one: Unholy Grove

| Step 1: Kill branches until 4 sides of the obelisk are in the center.

| Step 2: Everyone 'touch obelisk'. Limited time to do this.

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| Section two: Ruins

| Step 1: 'search books'. Kill haunt, go back up.

| Step 2: 'clear books'. Kill Warn, loot key, go back down.

| Step 3: open all directions, move until you get teleported to "Trapped!".

| Optional: If you're going for "Learn the Language" part of goal,

| you'll want someone to scout out the trapped room,

| essentially sacrificing themselves. They wait in "Trapped!"

| while the rest of the group goes up the 4 corner towers and

| kill each mob for a book, avoiding the trapped room. Be

| aware that the mob that teleports you wanders. Save books

| for later.

| Books: White moon[NE Tower], Black moon[NW Tower],

| Gray moon[SE Tower], History of Sun[SW Tower].

| Step 4: In "Trapped!" there will be a custom command. These depend on your

| individual room. Options i've seen so far: 'Push Square', 'Search Ice',

| 'Search Floor' and 'Search Hole'. There may be more.

| Step 5: Follow the path, killing the aggro guard mobs. Loot the key from them,

| then at the end of the path open the "hidden" door(east or west), then

| walk into Orittias' room.

| Step 6: First timers will type "Accept" to get an Oath(Portal). Non-first

| timers will have to give him 1 million gold to get Oath.

| Step 7: "say I am ready". If this doesn't work(been bugged a few times),

| simply "Deny".

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| Section three: Halls of the lost

| Step 1: Navigate the maze until you find the room with an Obelisk and Solistar

| Step 2: 'stand pedestal', then say 1 word from each side of the Obelisk. It's

| random each run, so this is a guessing game. If you guess wrong, you

| get teleported back into the maze. A good tactic is to have one person

| sit in the Obelisk room, so that others can hunt back to them.

| -Note: On the last word(side4), have only one person do the guessing. This

| is to prevent any possible wait time if others are in the maze

| hunting back. The portal created is temporary, so it's best to get

| in ASAP.

| -Sides and their words:

| Side 1: und kaje exo wond soberi axo wangi soju

| Side 2: pavi ilion edi itor shooey opti haviar rochu

| Side 3: areo lapn yzi agil wantoo sevar bereth embao

| Side 4:yli etele zin juja quitis bevij sjisji jarjar

| Example solution: 'Stand Pedestal', 'say und', 'say edi', 'say lapn',

| 'say yli'

Give pebblOnce all 4 sides are guessed correct, a portal will open. Enter the portal.

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| Section four: "Garden" (Graveyard)

| **Autoloot on**. Kill zombies for various items, then give items to El’Cair (Castiel reports 8 items are needed solo, Chewik has seen up to 15 in big groups)

| Step 1: Go north.

| Step 2: “Dig up coffin” and “pry open coffin” in each room to spawn zombies.

| Step 3: When all items are given to El’Cair, he will attack. Mobprog will move you to the Restored City when he is dead.

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| Section five: Restored city

| Step 1: Find Daren on the east side and either kill him or if you have someone

| that has the language learned, you can give the pebble to Daren.

| Step 2: enter gateway/portal(forget which, it's visible in room with look)

| Optional: If you are learning the languages and have the books, this is where

| you deliver said books to the 4 corner mobs. See section 2 above for

| book locations. Simply give the appropriate book to the appropriate

| tower mob, then nod at them.

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| Section six: Petrified grove

| Step 1: Kill boss. He will respawn a number of times, anld everytime he does

| he will deal a ton of damage to one person. Simply rescue/heal and

| tank through it.

| Step 2: Once teleported, you'll see Hynes. Make sure everyone is ready, and

| then simply 'nod'.

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| Congrats on your epic fate run!

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If you die, simply enter oath and 'nod essence' to get back to your previous location. Oath has 5 charges.