

# 3.0.1

## Montarlis temple

Main objective: Exit the temple

Reward: Hurdy-Gurdy upgrade

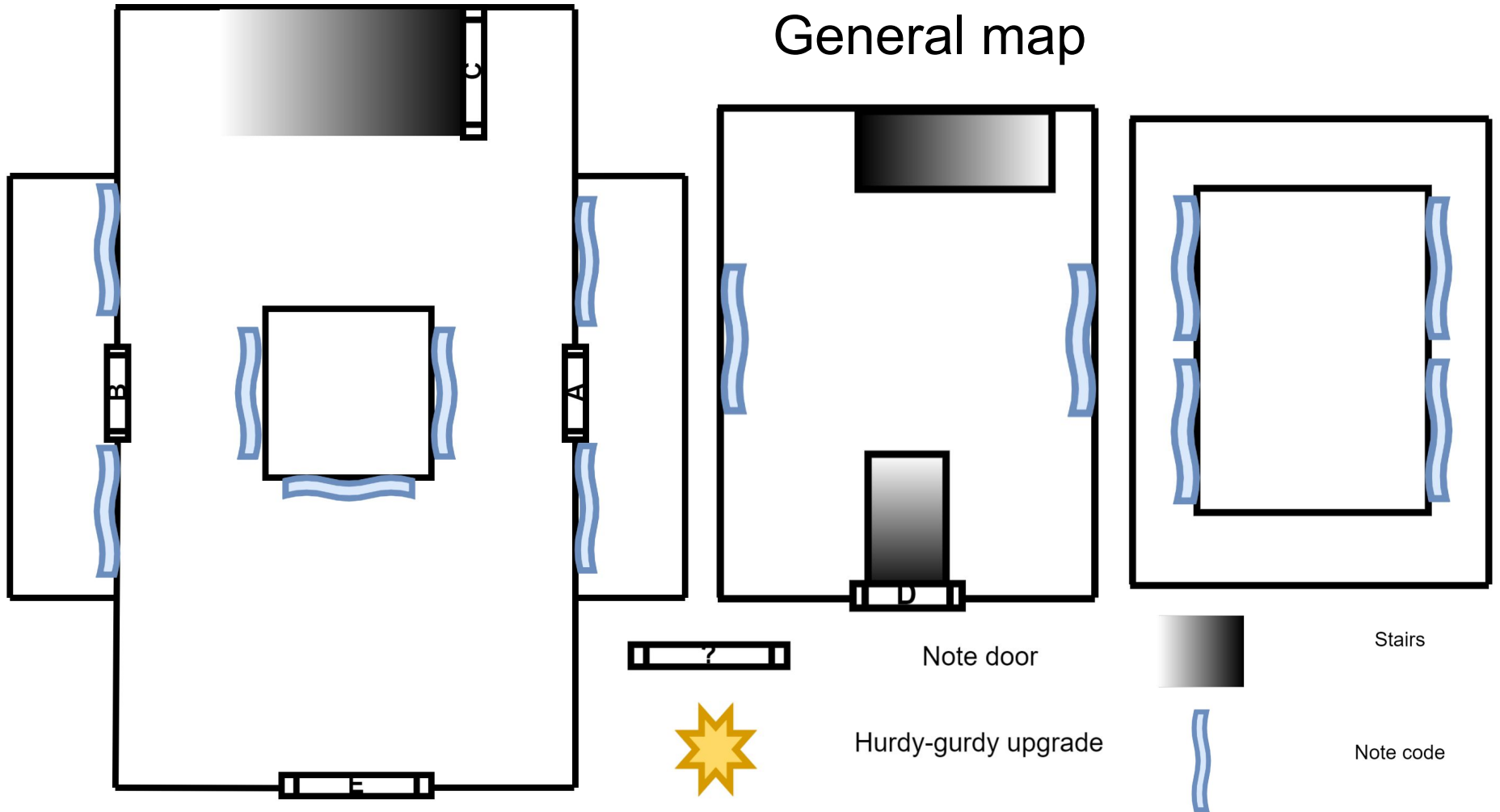
Linked quest: [0300](#)

Melody DO, [LinkB](#), [LinkC](#), [LinkD](#), LinkE

Requirements: None

**Always accessible**

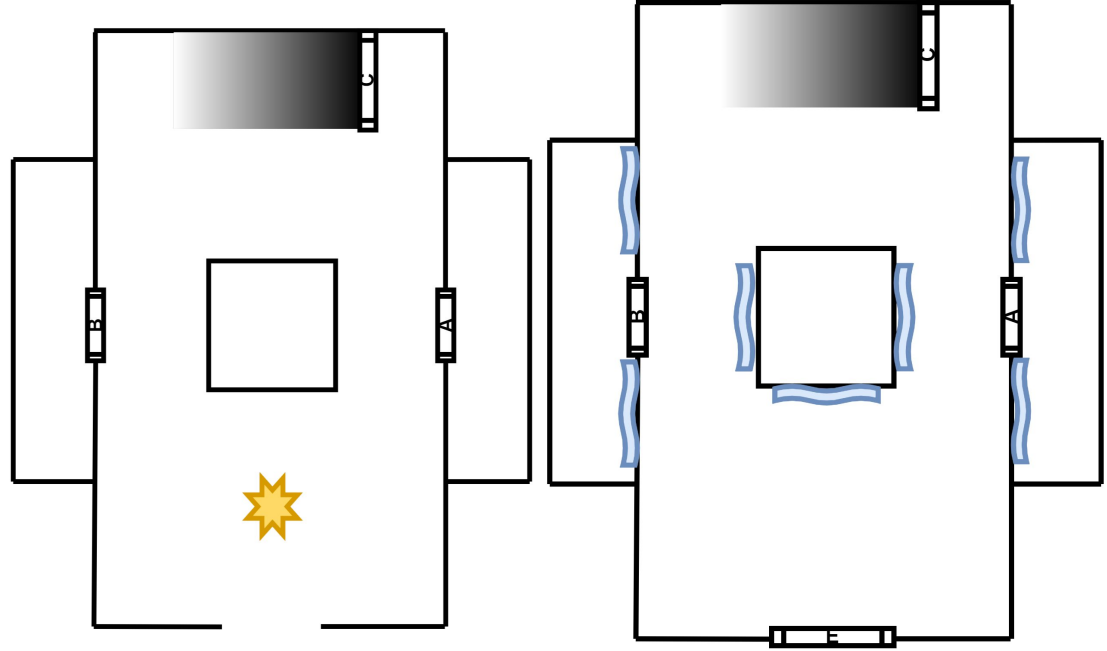
# General map



# Step 1 take the artefact

The artefact is lying in the middle of the temple ready to be grabbed by the player.

When they pick it up the entrance door will close and the hurdy-gurdy symbols (note) will spawn on the wall, from here the player has to find the way to exit the temple.



# Temple first floor - Step 1

First they must, equip the hurdy-gurdy,  
paying the right symphony will open the  
various door in the temple.

The first one in the A door, that will open  
the way to the right balcony.

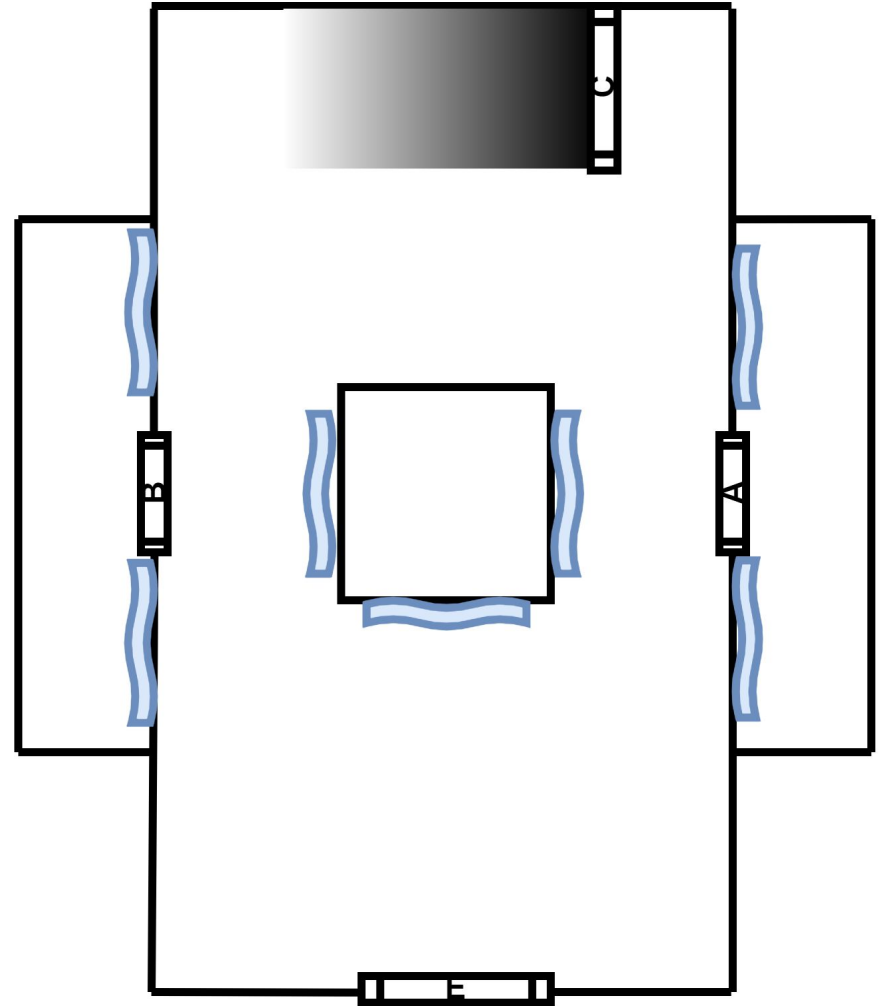
Door A code BT

Door A code BP

[Z]

RB

Do



## Temple first floor - Step 2

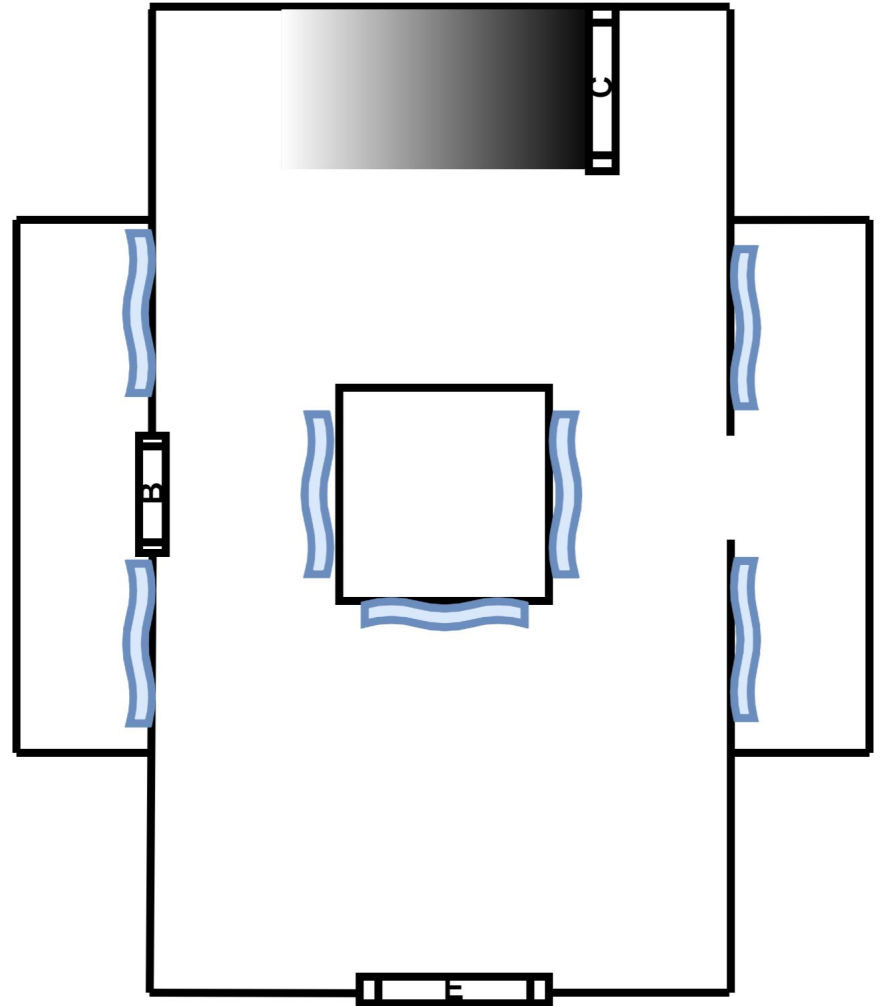
On the balcony there are two new note, through the door they will see the third note. If played in order (left to right) they will open the door B that leads on the left balcony.

Door B code BT

[X]	RT
[C]	LT
[V]	Left

Door B code BP

Re
Mi
Fa



## Temple first floor - Step 3

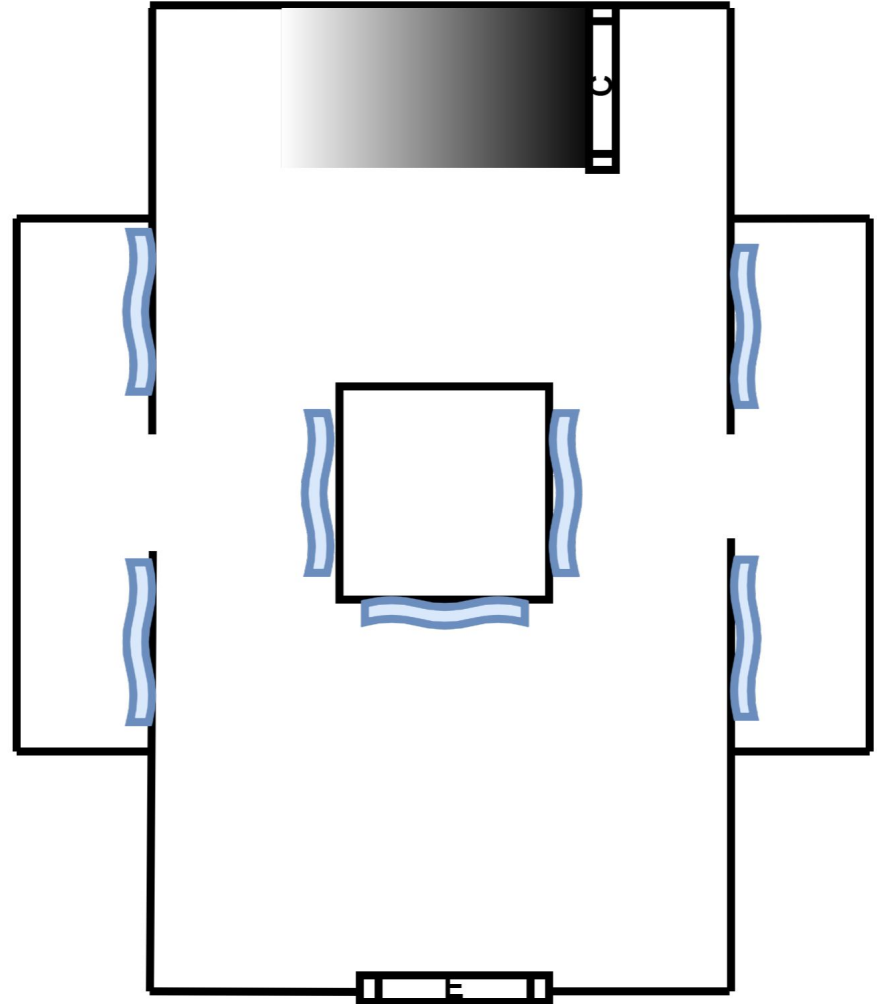
Same logic here but this time the note on the balcony are 4 and one can be seen through the door. If played in the right way the unlock the door C allowing the player to go upstairs

Door C code BT

[B]	Down
[X]	RT
[X]	RT
[V]	LT
[M]	Left

Door C code BP

Sol
Re
Re
Mi
Fa



# Temple second floor

In this room the symbols are double (the higher one is from the order in which the note is to be played), the player has to figure out the right order to play the notes to open door D that leads to the top of the temple.

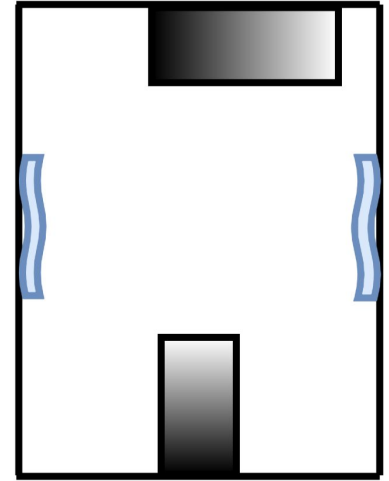
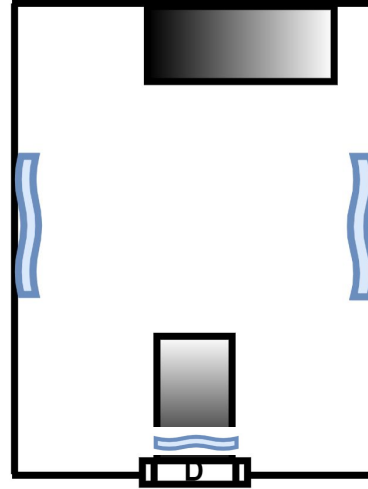
Two symbols are just a distraction and one is hidden behind/under the stairs.

Door D code BT

[C]	LT
[Z]	RB
[B]	Down
[M]	Up
[N]	Right

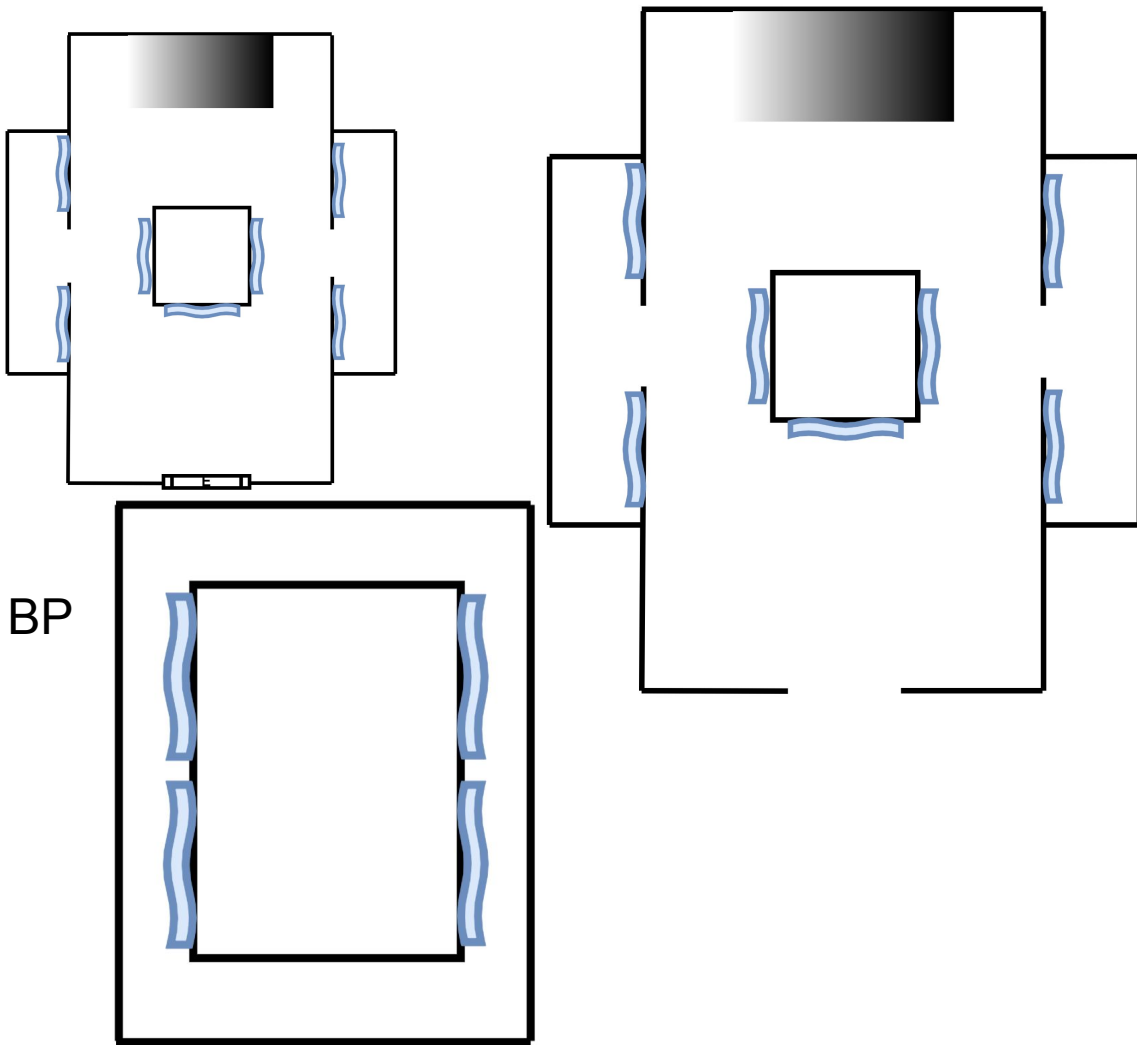
Door D code BP

Mi
Do
Sol
Si
La



# Temple summit

On the summit, in the external balcony there are the 4 symbols (and the order) necessary to open the E door, that will allow the player to leave the temple.



Door E code BT

[N]	Right
[V]	Left
[M]	Up
[X]	RT

Door E code BP

La
Fa
Si
Re