

Jeroen P. Broks

The official guide through:

# The Secrets of Dyrt

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Grammar and spelling errors should be reported on the issue tracker on GitHub  
<https://github.com/PhantasarProductions/dyrt.net/issues>

When you are interested in translating this guide (or the game itself), please contact Jeroen P. Broks

DISCLAIMER: I will try to avoid spoilers, however I will NOT guarantee this guide is completely without them! So if you don't want the storyline spoiled, don't read further on than you need.

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## How to use this guide

Hi folks;

Welcome to this official guide to The Secrets of Dyrth .NET edition. This guide is created by the same guy who created the game itself, so you will get to know all the stuff the game contains... (or not ☹️)

Now what is always important is that you shouldn't be using a guide for every single move you make. Puzzling things out yourself is the entire challenge, after all. However, being a gamer (and I mean a “true gamer”. Not people who play those content-less games that come with millions of DLCs) myself, I am fully aware that it's sometimes hard, or next to impossible to always capture what the game creators had in mind. And that's where my guide can help you, so you can take a look into the warped and twisted chaos that is my mind.

This guide is therefore really written in a short reference style. The first things you need to take note of when using this guide are the big transparent purple numbers written in the lower left corner of your game screen in most locations you'll visit over the course of the game:



The way these numbers are presented are so “well hidden”, because you don't need them in normal gameplay, however when you are using this guide, or when you need to report bugs these numbers can be vital. They represent the number of the location within the map you are in. When you tell me these location numbers to report a bug they will help me to quickly find back the location in which the bug took place, which can be handy for me for replicating the bug. In the context of this guide they will

help me to tell you in which location I am. And especially when explaining puzzles you can now easily trace where you need to be, as I will always refer to these numbers, and then it can look like this:

001:        Go North;  
             Switch the 2<sup>nd</sup> lever on the right  
             Exit South

002:        *A door should have been opened now*  
             Go through that door

So as you see, I'll do this acting by action, put every action on a new line, and whenever I am just giving extra information it will *be written in italic style*. Very important to note as that the numbers are merely the numbers as they are stored in the map file used to bring that dungeon/location/whatever into the game. Most dungeons will start at either 000 or 001 and count up, but some dungeons have a by far more complicated set up and then the numbers may look entirely random.

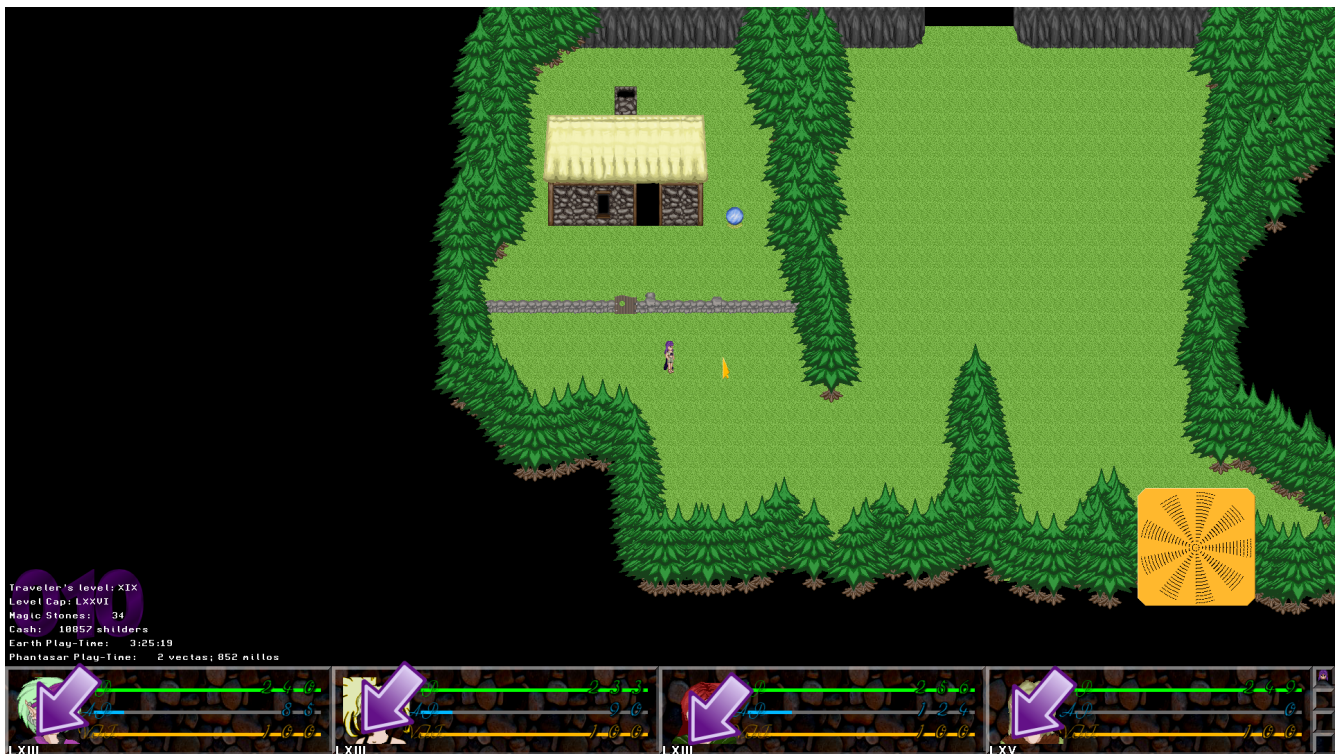
Note:        It is possible you see parts of the actions I'm discussing on a light blue background, like you see here. That means that the part being discussed is entirely optional.

Lastly it may be possible I prefix an action with a name of one of the playable characters, like so:

001:        Walk to the table  
             IRRAVONIA: Examine the stuff on the table

In the example above it means that this can only be done by Irravonia, so that means you gotta put her into the lead if she isn't already in the lead. For an experienced player it's quite often obvious who to put in the lead for certain actions, and you can put somebody in the lead by right clicking their portraits at the bottom of the screen. This even works on characters who are battle-wise not on the front line.

One last thing are the roman numbers below all characters' faces on the status bar below:



They are nothing more but the characters' experience levels, like you can find in nearly all RPG games. The only difference is that this game displays them in roman numbers in stead of Arabic numbers that you are used to see. I = 1, V = 5, X = 10, L = 50, C = 100, D = 500 and M=1000, and it's just a matter of adding them all up, except when a lower value comes before a bigger value then the lower value is subtracted... so IX = 9 and XI = 11. You got that?

What is important to know about this game is that the level cap is flexible. This has been done to keep people who think overgrinding is the “pro” way to win an RPG game from doing that what it actually is... CHEATING! Buying a cheat device or using cheat software is a quicker way to do this, peeps! In order to increase the level cap you will need to find traveler's emblems. They look like eagle's heads.



Whenever you pick one up, the level cap will increase with 5 levels in the easy mode, 4 levels in the casual mode and 3 levels in the hard mode. Although, grinding levels forever is a kind of cheating, I do recommend to pick these things up whenever you find them, as later in the game you may get in trouble if you don't. (Yeah I know the people who completed Final Fantasy X without using the sphere grid now smell a challenge in completing the game without picking any of these up (aside from the two times the game forces you to) and see if they can complete the game this way. I honestly do not know if this is possible, and I personally ain't gonna try, and this guide will not be written for challenges like that, and if you wanna try it and dedicate a guide to it... be my guest).

At the start of each level and boss fight, I will make a note of my own levels when I got there. There are not really recommendations, but rather a kind of references. If my levels are higher than your level

cap at that point, it simply means you missed some traveler's emblems.

One tip, every dungeon contains at least ONE traveler's emblem (most only one), and some bonus dungeons even more, and there are a few bonus emblems in non-dungeon locations. In this guide I will make note of all of them. Some are found all out in the open, while some are pretty well hidden (TIP! Once Merya joined your group, use her scan ability to find secret passages in the dungeons in which you missed them).

Now in this guide I will put the mandatory stuff first, and the sidequests apart. I may make notice when certain sidequests are unlocked, though. There are three kinds of sidequests. The regular sidequests, the Game Jolt exclusive sidequests that only unlock if you have a certain number of achievements on Game Jolt on ANY of my games. And New Game+ sidequests that are only accessible during a New Game+. As with all games featuring a New Game+, this only unlocks if you won the entire game at least ONCE.

There is of course, also “The True Abyss”, about which I will provide some information in a dedicated section.

This guide is written with only the CASUAL mode in mind, so if you play either the easy or the hard mode, things may turn out a bit different. Please note, you cannot change the difficulty settings after the game has begun. This is because the differences between the three modes are very big and sometimes even quite complex. It's not just enemies getting harder or easier... The rules on each mode are very significantly different. The number of items you can take with you will be lower or higher, some spells and abilities can be learned sooner or later, experiences granted or needed will be different, well in short... you can see them almost as three separate games.

Well, talked enough already! LET'S GET READY TO RUMBLE!

## CHAPTER 1: THE DARK SERVANTS

# Chapter 1

## The Dark Servants

In this chapter you will see how Eric and Irravonia met each other and get to know a bit as well about Brendor and Seelah Gandra. This chapter is a kind of a prologue, although one mission will already contain vital clues for the rest of the story.


Until the last dungeon, this entire chapter is based on flashbacks while the characters recount their tales about what happened to them prior to being thrown in the prison where the game begins. In the last mission you'll be freed and have to escape the prison in order to complete this chapter.

Important is that this chapter follows a 'one-way' flow, meaning you cannot yet get back to locations you've visited before, like normal for an RPG game. You will however gain access to the world map as soon as this chapter ends, and then you'll finally get "free movement".

The game will start when Irravonia tells a story about herself when she was a little girl. Well, let's get this show on the road, shall we?




1.1 – Xenor Bushes (kid Irravonia)

							
I							

This dungeon is just easy walk from East to West, so no need to go into the deep of that. You can use the red orb at the start to save your game, and I recommend you do so. The first thing you'll find is your first travel emblem, well pick it up, and make your way through the dungeon. It's not hard to find.

At the end of the dungeon Irravonia will be attacked by some blue slimes, the number of them depends on your chosen difficulty, immediately after that fight Irravonia will meet the “Big Mama Slime”

**Boss Fight: Big Mama Slime**



							
I							

You cannot win this fight, and don't even try it. The boss might waste some turns before it attacks you, but any attack it does will always do too much damage and know you out. Don't worry, this is supposed to happen, and the story will continue right after you've been KO'ed.

This will end this dungeon, follow the scenario and the game will continue in the next dungeon.



1.2 - Xenor Bushes – West

							
II	I						

This is also only a small dungeon, so no need to go into the deep of all actions. Just make your way to the West and when you arrive there you'll automatically advance to the next dungeon.



Don't forget to pick up the traveler's emblem directly to the North as you start this dungeon.

A few notes:

- Irravonia is now an adult Fairy and that means she now has access to her first spells.
- She's also equipped now with a wand instead of a silly branch. The type of attack she does is really dependent on this.
- Eric will normally always start one level higher than Irravonia.

There are no boss fights in this dungeon, so this should be an easy passthrough.

1.3 – Exams Ruins

							
II	VII						

This is the first serious dungeon of the game, and in which I'll give some point wise guidelines as will be the standard for most of this guide. Since only Eric and Rebecca are being tested in this exam, Irravonia is not available during the course of this dungeon.

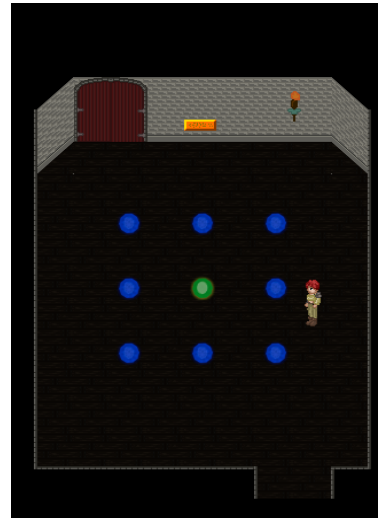
Examiner Zack will explain your task. Open the door up front by finding the switch in the back of the dungeon, and fight the monster behind it, needless to say it's a boss, and yes, this time you must win the fight.

Rebecca will always start five levels higher than Eric (as a kind of indicator she outclasses him as a warrior) even when her level tops the current level cap in the process. This is also the first dungeon in which the traveler's emblem has been hidden in a secret room.

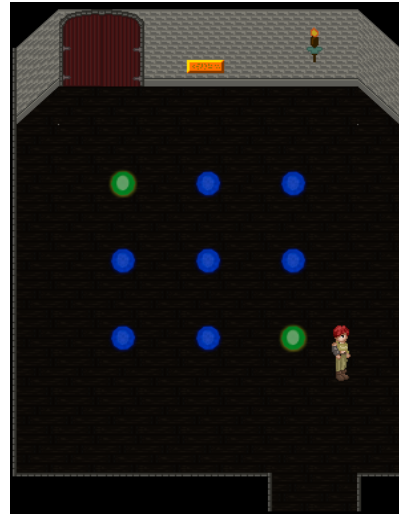
Well, as soon as the game gives you control over your heroes, let's get this show on the road.

- 001: *Now it doesn't really matter which of the open doors you take, but to make things easier on me, I chose the left one.*  
Exit through the left door North
- 002: To the east there's a secret passage. If you go in there you'll find the traveler's emblem  
Exit North (you can examine the swords if you like, but your heroes will only say that they are too old to do anything with).
- 003: Exit North
- 005: You can save your game if you desire and move on to the next room, North
- 006: *Now you'll be in a puzzle room. There are six possible solutions, but which solution is correct depends on the number imprinted on the plaque on the North wall.*  
So read that plaque first

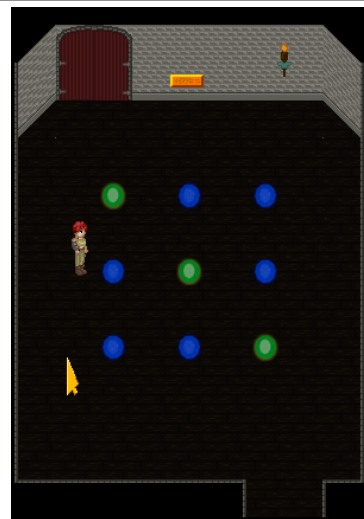
If it says “I” the solution is this:



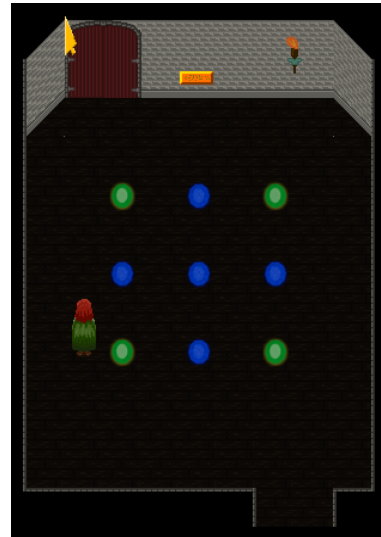
If it says “II” the solution is this:



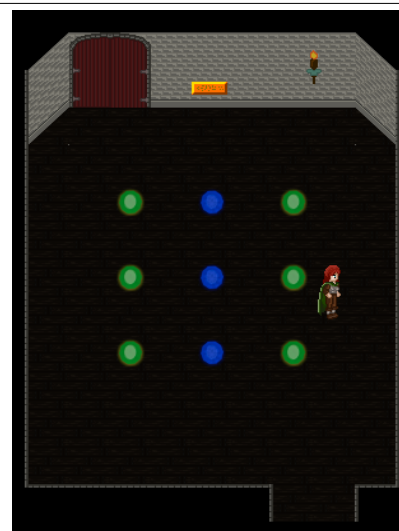
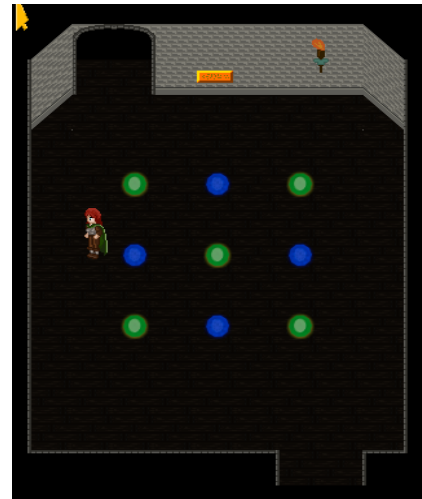
If it says “III” the solution is this:



It it says “IV” the solution is this:



If it says “V” the solution is this



*Completing this puzzle will earn you the achievement “Die! Die! We all pass away!” This as a reference to the stop-motion movie “The Corpse Bride”, and a pun to the fact that a “die” is also a game object, and the solution that is valid is based on how the eyes of a die are (on most dice) set.*

Exit North

007: Flip the switch. This will open the door in area 001.

Both to the left and the right of the switch are secret passages leading to one big room together where (depending on the difficulty you chose) can be a lot of treasure.

Exit South x3

003: *Once again, it doesn't really matter if you take the left or the right exit to the south. I picked the right this time.*

Exit South through the most right exit



004 There's a secret passage directly to the East leading to treasure, in case you need it.

Exit South

001 Hit the middle door North, which should be open now

008: Fight the boss




## Boss Fight: Big Tiger

							
III	VII						

Since this is the first boss fight you have to win you shouldn't expect anything spectacular. Please note that neither Eric nor Rebecca have healing spells so you are reliant on your items, but (unless you play the hard mode) it's likely you won't need them. Unless you play the hard mode it's likely that Rebecca obtained “Double Power Strike” by now, and well, I guess you got the perfect opportunity to try it out now.

Well if you won this fight you win this dungeon and go on to the next, hey, way to go there ☐ ☐

1.4 – Xenor Bushes – North




							
IV	II	VIII					

I don't really have to go into the deep of this, as all you need to do is make your way all the way North until you reach Doublin, and this dungeon is very very short and doesn't contain any bosses at all.

Of course, don't forget to take the traveler's emblem located on the small island here.

Now if you wonder about that stone fence to the North-East, if you play the New Game+ that fence will be removed and then that road gives access to the special New Game+ sidequest “The Lost Ark”. See the “New Game+” section for more information about that. In a normal playthrough, don't bother about it.

**1.5 – The human city of Doublin**





							
V	III	VIII					

Welcome to the first city you will be able to pass through as you are on your quest. Mind the girl with the er... sexy clothes. She is a merchant can can sell you nice items you may need on the road. Other than that there's not much to do here yet.

When you are ready to move on and to complete the mission the “Queen of the Forgotten Realm” has in store for you, speak to the man (Arjan) to the west of town and he will bring you to the castle of the queen, and from there you can go to the dungeons.



1.6 – Queen Shanda's Dungeons

							
V	III	VIII	XV				

This is a one-time dungeon. You cannot leave it until it's been completed, and once completed you can never come back here. During your stay here you'll also have company of Queen Shanda, but she will leave the party permanently once you completed this mission.

Shanda will not be able to gain experience points, and will therefore never gain a level, unless you count her royal status but that is just for fun as she won't gain anything from that. Shanda will be level XXX in the easy mode, level XV in the casual mode (hence her having level XV in my playthrough for this guide) and level X in the hard mode.

One tip for combat. The ghosts have a crapload of power, and may kill all your characters one by one but instantly, and they dodge nearly everything. They are as undead being vulnerable to healing. Yes that will hurt them. And Irravonia's magic, neither for her wand nor her spells will miss them. And since they only got 1 HP, anything that hurts them, kills them.

Well let's just get this show on the road.

- 001: Exit South
- 002: Make your way South
- At the end go East
- And at the end North
- At the end of this route exit North



- 003: *Upon arrival here you will get explained how Irravonia can fly over small gaps.*  
 Stand as close to the gap as possible, as demonstrated in the screenshot  
 IRRAVONIA: Now click the left arrow on the wing shield you see when have Irravonia in the lead and she will fly over the gap.  
 From here hit the stairs.
- 004: *You can see the traveler's emblem here. Because this is a one-time dungeon, picking it up is mandatory.*  
 IRRAVONIA: Cross the gap with Irravonia's flying ability  
 Go East  
 IRRAVONIA: Cross the gap to reach the emblem  
 Pick it up  
 IRRAVONIA: Cross over the gap south  
 Go West  
 IRRAVONIA: Cross the gap one more time  
 Hit the Eastern exit to move on
- 005: Save the game if you desire and hit the most western stairway
- 006: *I think it's already clear to you that Irravonia is the one to get you through this particular floor. Before you do anything, keep in mind she can only move 64 pixels by flying, and also only in straight lines and not diagonally. There are few trapdoors in the way the puzzle has been set up (in a figurative sense, as I didn't place in literal traps).*  
 IRRAVONIA: Fly South  
 IRRAVONIA: Fly West

IRRAVONIA: Fly South

Move all the way South

IRRAVONIA: Fly East x3

Move all the way East

IRRAVONIA: Fly North x2

IRRAVONIA: Fly West

IRRAVONIA: Fly North

Exit North

007: *Another one of this kind, but no matter, it shouldn't be that hard, trust me!*



Move to the position were I placed Irravonia in the screenshot above.



IRRAVONIA: From this position, fly South

IRRAVONIA: It doesn't matter if you do it from the Northern or Southern way, just fly West

IRRAVONIA: Fly West

Go all the way South

IRRAVONIA: Fly South

Go all the way East

IRRAVONIA: And fly South from there

Walk all the way East

IRRAVONIA: Fly North

IRRAVONIA: Fly East





Go all the way North

IRRAVONIA: Fly WEST (not North, although it may look tempting if you don't look well)

IRRAVONIA: Fly North and exit North


008: Save if you want (I recommend you to) and hit the next stairway

**Boss Fight: Jeracko – Round #1**

							
X	IX	XI	XV				
<p>Now your chosen difficulty setting will decide how many orcs will be assisting Jeracko. It can be a good idea to get rid of them first and then focus on Jeracko himself. He's pretty strong so be prepared to heal a lot. He is weak to wind, and Irravonia should be exploiting that.</p> <p>The move “Jeracko Spin” can cause confusion over the entire party, which can be a bit bothersome, but is not super dangerous.</p>							

With defeating Jeracko this dungeon is completed. That also means that Shanda will now leave the party forever.

## 1.7 – Mysterious Crypt

							
XXXVIII							

Brendor will have to do this dungeon alone. Don't worry, the enemies were adapted to that. His level will be higher than your level cap would actually allow (unless you play in Hard Mode as it's possible there your cap is already higher). So that means he won't be able to gain any regular experience points. Let's just get this show on the road.

000: Make your way north

The man here is a merchant. Buy stuff if you need to

Exit North

001: *You cannot yet get to the swords, nor to the traveler's emblem. You may already have seen that Irravonia is required to acquire both. That means that you'll have to return here later in the game when you have Irravonia at your disposal if you want them.*

Exit North

002: Go East, at the end South, and you'll see the stairs... Hit them

003: *You can see three plaques here. They all contain a part of the riddle you need to solve later in this place. If you want to give this riddle a try without using this guide, I'd say read them first!*

When you are ready hid the stairs down

004: Walk to the cracked wall up North, and you'll get a little tutorial about how Brendor can break weak walls.


Click the shield with the Hammer on the screen and Brendor will do so (that is, if he's close enough to the cracked wall).

Exit North

005: Break the wall to reveal a savespot and save the game if you want

Attack the boss.



Boss fight: Big Scorpion

							
XXXVIII							
This fight is not that hard, but you should be aware that this boss can poison you. Now Brendor is blessed with a pretty high resistance against poison, but he's not immune. Other than that this fight should not offer a serious problem.							

- 005: Exit North
- 006: Just follow the way to find the crack in the wall  
Break it  
Exit North from here
- 007: *Now if you remember the plaques in area 003, you must have figured out how this works. One plaque mentioned “square” the other “root”, and one was a poem about the number “nine” so “square-root-nine”. Well  $\sqrt{9} = 3$ . So that solves it, right?*  
Flip the 3<sup>rd</sup> switch from the left  
Hit the stairs most east
- 008: Walk to the rubble to end this dungeon.



# 1.8 – Weniaria's Temple



							
XX	XXXVIII						

You will have Seelah Gandra and Brendor as characters to do this. The level Seelah Gandra starts the game with is always the maximum possible level based on your collected Traveler's Emblems so far. If you found them all (like I did) that means that will be XXV in the easy mode, XX in the casual mode and XV in the hard mode.

Now this place has the main hall, which will remain accessible later in the game as well (although it will only unlock once you've passed through “Iskardериu Forest”), the rest of the dungeon will be permanently locked once you've completed this. So this is a bit debatable as one-time dungeon, I suppose.

- 001: Walk closer to the statue and Brendor and Seelah Gandra will talk about it.  
Examine the statue
- Directly west of the statue is a secret passage in which you can find a traveler's emblem.
- Hit the door.
- 002: You can see the stairs upstairs. Quickest way to go is to just click them. (If you don't see them, move a bit east. This is dependent on how big your screen is).
- 003: Make your way to the Southern part of this floor  
There's a switch to the West. Hit it!  
Go back North  
Hit the stairs up
- 004: Save the game if you want (or need) and hit the stairway up.
- 005: Just follow the corridor and hit the stairway up at the end.
- 006: I don't have to explain this, eh? Just find the stairs up and hit them. If you're screen is big enough you can already see them and click them. □ □ □
- 007: Attack that ugly thing over there, will ya?

**Boss Fight – Shadow Sweeper**

							
XXIII	XXXVIII						
<p>This is not a strong boss, but it can still be, depending on how many traveler's emblems you found before entering the temple, and thus determining at what level Seelah Gandra began the game dangerous for her to be here, but Brendor's got her back, so overall this is not hard. Please note, like all other monsters, this boss counts as undead, meaning that healing magic and healing items will hurt it in stead of heal it.</p> <p>Now this guy doesn't seem aware of its undead status and desperately try to heal itself (which is a bit of a hint to the negative effect of healing on undead enemies).</p> <p>Cheesy win: If you are playing the New Game+, cast “Shine” on it. That only works in the New Game+ though.</p>							

Hit the stairs back down to complete this mission.

