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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 2nd 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.

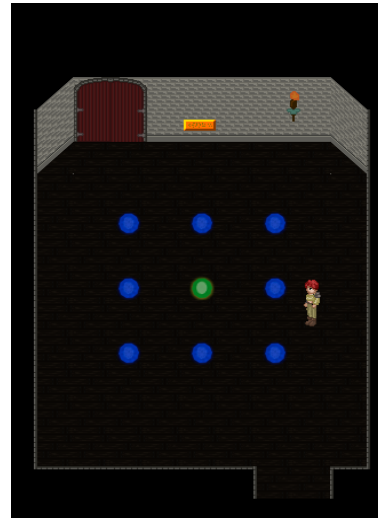
Examiner Zack will explain your task. Open the door up front by finding the switch in the back of the dungeon, and fight the monster behind it, needless to say it's a boss, and yes, this time you must win the fight.

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.

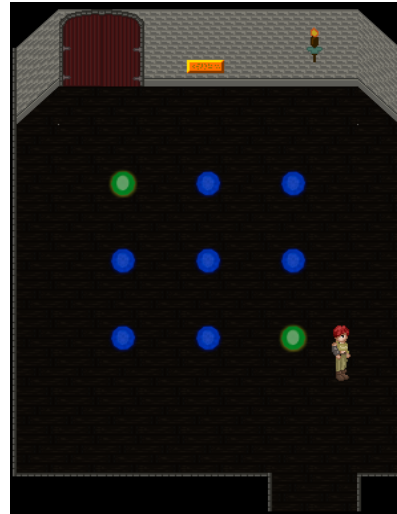
Well, as soon as the game gives you control over your heroes, let's get this show on the road.

- 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

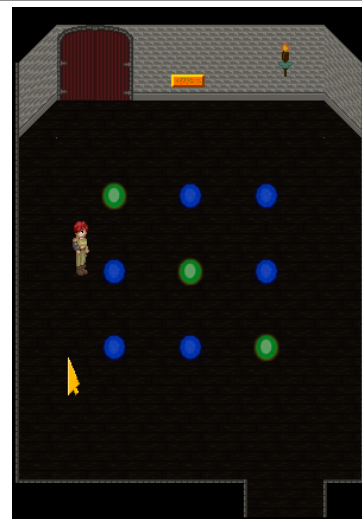
If it says “I” the solution is this:



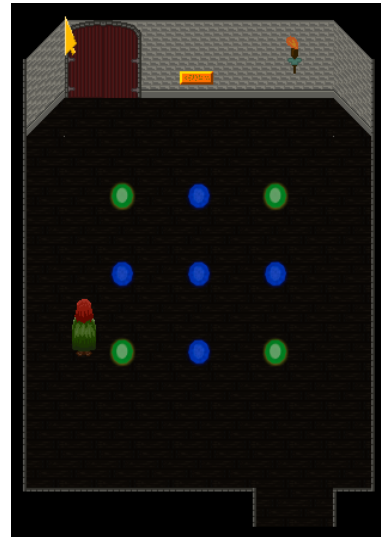
If it says “II” the solution is this:



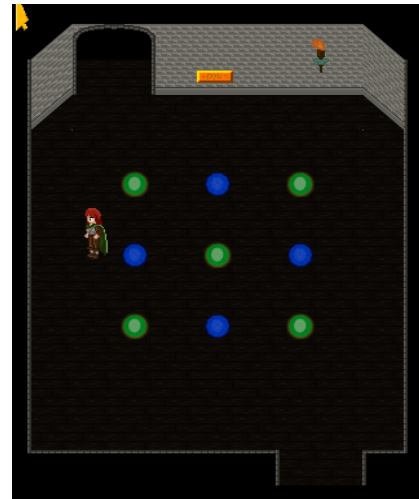
If it says “III” the solution is this:



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						
<p>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.</p>							

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 3rd 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.

1.9 – Zoraman Prison

							
XI	X	XXXVIII	XXIII	XIII			

For the time being we got our group complete now (as the other three won't join prior to chapter 3). And we're also in present tense now and no longer working by telling stories.

This is the last dungeon of the first chapter also, and very likely also the longest. So, let's get this show on the road, eh?

999: Exit North

006: Go East

Flip the switch to the South

A door opens to the North, revealing a stairway down. Hit it

005: *Technically more ways to do this, but this is the way way I took!*

East

South

West and hit the door north

IRRAVONIA: Fly over the gap

Grab the traveler's emblem

IRRAVONIA: And fly back to make your way back to the corridor

East

South

West

South

Flip the Switch

And now anyway you can think up to go North will do

Hit the stairs leading DOWN

004: Save your game and hit the stairs down

003: North

Around the corner east

At the far end North

West

Flip the switch

Just click the area west of here, past the wall, and your hero will walk to it and take any required detours on their own accord.

Hit the stairs

002: East

Go to the Southern part of this floor

East

Hit the switch North

All the way West






North and hit the stairs.

001: *The portal up North leads to Botanica, which is a Game Jolt exclusive dungeon. These are optional dungeons you can take on to enjoy combat and get unique treasures if you've had enough achievements in ANY game of mine. It's up to you to take it on or not, but beware that the strength of the enemies in these dungeons is overall higher than in regular dungeons. Read the Game Jolt Exclusive section for more information.*

Save the game if you desire and hit the stairway down

000: Go south and the hooded child will stop you and fight you.

Boss Fight: Dark Servant

							
XIV	XIII	XXXVIII	XXV	XVI			
Due to the spoiler sensitivity of this boss, I won't mention it by its in-game name. This boss's AI configuration is based on your difficulty settings more than most other bosses. It's a spell caster, so you should expect a lot of damage from spells. Irravonia may be the weakest character now, but she is the one with the highest resistance (which is your protection against magic attacks), and she may even randomly block one of the four base elements. You may do extra damage by casting fire spells, and since this boss is undead, healing will have negative effects.							

When you defeat this boss the first chapter will be completed. Exit South to leave this dungeon.

You will end up on the world map. You can now only visit Doublin, this prison and the mysterious crypt where Brendor began the game. The latter can be a good idea to visit now so you can use Irravonia to claim the traveler's emblem and the two swords you couldn't get before. Equip those swords on Eric and Rebecca respectively.

When you are ready to move forward in the game, set course to Dragon Crack Forest to start chapter 2.

CHAPTER 2: THE FOUR DRAGONS

Chapter 2 The Four Dragons

During this chapter you will play most of the time with the five characters you have. Dernor and Merya *will* make the introduction halfway this chapter in the story line, but neither of them will join the party, yet.

Like the name says, this chapter is about dragons. They are friendly and will unlock Eric's ability, allowing him to do magic for the remainder of the game.

2.1 – Dragon Crack Forest

							
XVIII	XVII	XXXVIII	XXVII	XIX			

This is only a quick dungeon without any boss fights or anything. You may want to look well, as except for Eric and Rebecca (who can find theirs in the Mysterious Crypt) you may find a better weapon for all your characters (although in Irravonia's case “better” is a matter of perception as it depends on the enemy she faces what is “better”).

This dungeon will give access to a one-time-dungeon you can't leave once you reached it, so make sure you are prepared.

001: The first thing you want to do is check out the trees to the East. A secret passage may be found there and your reward for discovering it is a traveler's emblem. I suppose you want it.

Exit South

002: You may see a chest east of here, and even be able to click it. If you do so your hero will walk to it and claim the “Flame Wand” that is inside. When equipped on Irravonia she will cast flame spells whenever you make her do a regular attack (this won't add to her Fire Magic Skills though).

The exit is on the southern section of this area, go there and exit south

003: You can reach the chest on the west by either clicking it so your hero takes the long way around or by making Irravonia fly to it. The chest contains a “Slashing Whip” which is a better weapon for Seelah Gandra

You can reach the chest on the east by either clicking it so your hero takes the long way around or by making Seelah Gandra use her whip to hook on to the pole nearby. Since this is (for now) optional this ability of hers has not yet been explained in a tutorial. The chest contains a Sledge which is a better weapon for Brendor.

Make your way to the South, and at the end exit West

The dungeon ends here, and you will end up in the Red Dragon's Cave.

2.2 – Red Dragon's Lair

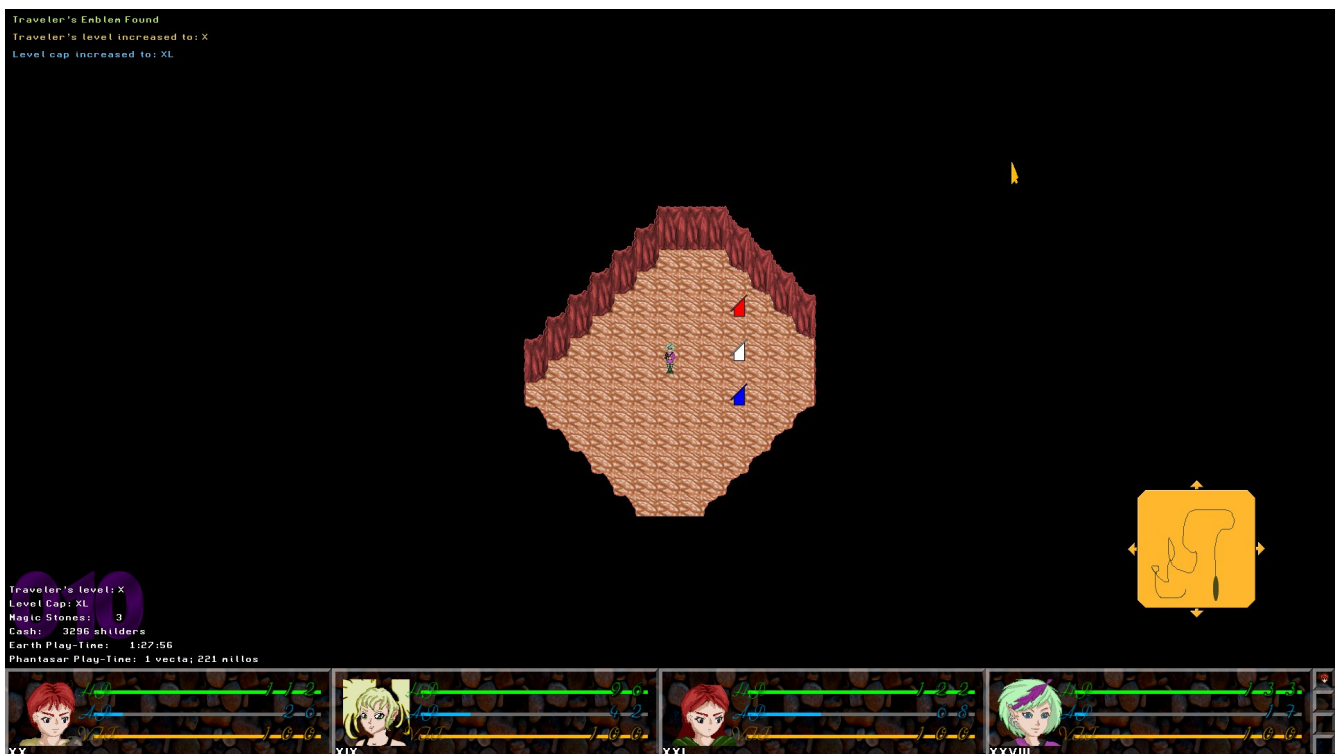
							
XVIII	XVII	XXXVIII	XXVII	XIX			

Well, this is another one-time-dungeon, and also the last one of the game. This is also the dungeon with the most complex architecture of the game (it took me a long time to design it properly, so you'd better appreciate it).

If you don't want to play this with a walkthrough, but want to riddle it out yourself I can give you a hint. There are cubes hidden in the dungeon, remember well how many there are of each color. Look for all of them

Oh, you don't appreciate my hard work, and you prefer the shortcut? Okay, okay, here goes:

- 001: Exit North
- 002: Pick up the traveler's emblem. Since this is a one-time-dungeon picking it up is mandatory this time.
Go North
Exit North



003: You see three tablets, examine one of them. Any one of them will do.

The code is: **219**

Solving the puzzle will immediately engage a boss fight.

Boss Fight: Red Guardian

							
XX	XVII	XXXVIII	XXVII	XIX			

This boss is completely dedicated to the element of fire, so I think it goes without saying that trying to use any fire spells on it is completely useless (in fact, that'll only heal it). It's weakness is actually frost, but unless you are now playing in New Game+ mode, that information is useless, as none of your characters will have any spells of that element at their disposal right now.

Although it's possible Irravonia unlocked the spell “Splash” by now (she'll be able to unlock it when her water magic level is level V or higher, regardless of your chosen difficulty setting), she may be too weak as a magician right now to do any serious damage with that.


So it may be a good idea to have Eric, Brendor, Rebecca and Seelah Gandra as your main team here. Although Eric, Brendor and Rebecca cannot hurt it in its weakness (well in the New Game+ Eric can, but that's useless in the normal playthrough) they do physical damage and that's worth a lot. Rebecca should most of all use “Double Power Strike” or if she has it “Triple Power Strike”. Seelah Gandra's main task is of course to take care of the healing, but be prepared for it that you may be on low HP when she cannot help you with spells, so a good item supply is desirable.

When Seelah Gandra is granted a turn but has nobody to heal at the specific time, I recommend you to make her guard, as doing so will recover 20 AP, and that can just be the AP she needs to save your butt with healing spells.

When this fight is over you'll immediately be brought to a new section of this cave you could not reach before. All rooms you could access before are now no longer accessible.

- 011: Save your game if you want, and exit North
- 012: Exit North (The room to the west is only meant for if you feel too weak to face the dragon itself yet to allow you to train yourself up a bit. Of course as far as you current level cap allows you to).
- 014: Meet the dragon.

Boss Fight: The Red Dragon

							
XX							
<p>Eric has to fight the dragon alone, and due to him not having special abilities or anything yet, that can be a littlebit bothersome. It is really depending on your current level and preparations in general how much chance you're going to make.</p> <p>It's physical attacks are by far more dangerous than his spells. If Eric has “Quick Strike” already you may (if the timing is on your side, and that requires a bit of luck) be able to cancel the Dragon's attack with that (only works if the dragon is between “COM” and “ACT”). The physical attacks often do 50+ damage, so that's what you need to keep in mind when it comes to healing.</p> <p>Cheesy method: Frost delivers you a very quick... Unfortunately that only helps you in the New Game+, unless you have the luck you obtained an icicle somewhere.</p>							

When you win this fight there are a few things to be taken in order.

First of all, now that Eric has the power of the Red Dragon, he can perform fire magic. Just attack a random enemy and his first spell will be unlocked, and then he can work this out similar to how Irravonia can learn new spells.

Second, after this fight, you'll be back in Dragon Crack Forest. Just exit West to get back on the worldmap and you'll see two locations have been opened. “Crossroads” and “Iskardериu Forest”. The former is a kind of hub in which you can enjoy combat, and when you exit it West, the city of Xenor (hometown of Eric, Irravonia and Rebecca) will be unlocked as well as the dungeon this trio passed through during chapter 1 (except of course for Shanda's Dungeons). When exiting it to the South you can unlock the Fairy Village of Frendor (where Irravonia originally comes from). The Crossroads also provide entrance to the secret dungeon “The Madhouse”, and “The Madhouse” in turn can provide access to the Game Jolt Exclusive dungeon “The Science Facility” providing you are logged in with the game on Game Jolt and have enough achievement points.

When you mainly want to concentrate on the game's main story, Iskardериu Forest is your next stop.

2.3 – Iskardериu Forest

							
XXV	XXIV	XXXIX	XXXII	XXV			

First of all, ignore the red egg like thing to the North. It's of no use to you in this stage of the game.

Second this is just a regular walkthrough dungeon and you may have noticed there are several more of those around. There are no bosses or anything, but what can be interesting to note is that there are chests containing better armor for all characters all over the place, so maybe you wanna look for those.

There's not much use going into the details, I'm sure you can find the way.

When you found the other side of this dungeon and exit it from there, you'll find three new locations on the world map.

First of all the city of Iskardериu, which is Seelah Gandra's hometown (for now), there is nothing to do there except for chatting with the Elves and buying stuff at the stores if you desire. Visiting this location is entirely optional, though.

Second, you will be able to visit Weniaria's Temple again. Except for the priest being able to upgrade Seelah Gandra's priest powers in exchange for magic stones there is nothing much there either.

Lastly there's the Elfish Imperial Castle, and that's your next stop.

(Oh yeah, before I forget, the traveler's emblem here is located just before the exit. You can't miss it).

2.4 – Elfish Imperial Castle

							
XXVIII	XXVI	XL	XXXIV	XXVIII			

Now there's not much to do here except to speak to the emperor, and that's the man standing in front of the big chair, but I guess that was obvious.

He will send you to the Hidden Bush, which only serves as a kind of connection hub. All you can do in that bush is go North to get into the White Dragon's Lair and South to get into the Green Dragon's Lair.... The order in which you do this is up to you, I went white first, but if you prefer to go for Green first it's all cool with me.

2.5 – White Dragon's Lair

							
XXVIII	XXVI	XL	XXXIV	XXVIII			

Now this cave is more straight on than the Red Dragon's Lair. Pay mind to the icy floors. Once you step on them you cannot stop walking into the direction were going until you're off or blocked by something. Please note that any pre-calculated routes you set up will immediately be terminated due to this effect.

Perhaps it's quite obvious, but you may wanna try flame magic on nearly all enemies here. It seems to be pretty effective for some “odd” reason. □ □

000: There's a secret passage to the East. In it is a traveler's emblem.

Exit North

001: Go West over the icy floors

South

Exit West

002: Now you can decide yourself what you want to do. Either you can follow the corridor or you can make Brendor smash the North wall in order to create yourself a shortcut (the wall at the end of the shortcut will also need to be broken by Brendor).

At the end of the corridor exit North

003: *Now this is a puzzle location (for that reason you also won't get random encounters here), I'll name a direction and you walk into that direction onto the ice and wait until the character stops. Then you read my next direction, and so I'll guide you all the way through this puzzle, ok?*

North

West

North

East

South






West

North

Well, that brings you to the end of the puzzle.


Flip the switch!

Boss Fight: White Guardian

							
XXIX	XXVII	XL	XXXV	XXIX			
<p>I guess the shape of a snowman kinda gave it away, but this guy is weak to fire. It will NOT instantly kill him like his smaller counterparts, though. Still fire magic can still get you somewhere. By now Rebecca should also be able to use Triple Power Strike, and I suggest you use it.</p> <p>Basically this is just a hack-'n-slash boss and heal if you need to.</p>							

- 004: Save the game if you desire
 Follow the corridor to the North
 Exit West
- 005: North and Exit East
 (As before in the Red Dragon's cave, you can use this room to train up if you feel too weak, but frankly, you shouldn't need it).
- 006: Face the Dragon

Boss Fight: White Dragon

							
XXIX							
<p>This fight is similar to the fight with the Red Dragon, however, now Eric has magic at his disposal and Fire Magic even, the element this dragon is weak against. Use that as much as you can and heal if you must. Don't forget that you can recover 20 AP if you are running out of AP byguarding.</p>							

- 000: Exit South to leave this dungeon.
- What goes (of course) without saying is that Eric will now learn to use Frost magic, and his first spell in that category can now be unlocked.

2.6 – Green Dragon's Lair

							
XXIX	XXVII	XL	XXXV	XXIX			






This dungeon is set up in a big space, and this may get you out of encounters half-way. Well, perhaps all for the better. Just exit South to get into that big room.

Now there are four notes in this floor, plus the traveler's emblem. The notes will tell you not to drink from a certain flask as the content is poisonous. Having read all these notes will make the puzzle that follows here a lot easier, because the more notes you miss the more guessing work you'll have later.

When you read all the notes, go to the big stone table directly South of the entrance and examine it. Then all flasks the notes told you about will be marked with a skull, after that the skulls will disappear and the flasks will swap with each other. The number of swap moves and the speed on which this happens is dependent on your difficulty settings. In the easy mode only a few swaps and slow moves, in the hard mode, many swaps and fast movement. After that pick the only flask that is not poisonous and the boss battle should begin. Pick the wrong one and you'll die, making the game reset to the start of this dungeon.

NOTE! The only non-poison flask is different each game, and how the flasks move is also random, so I have no way of telling which flask will be the correct one by means of a written guide, so be sharp, okay!

Boss Fight: Green Guardian

							
XXX	XXVII	XL	XXXV	XXIX			
Don't even bother curing the poison status as soon as it's inflicted onto you. Nearly all attacks this bugger does will poison you. Just focus on the attack and heal when you need. It's extremely weak to fire attacks, so Eric and Irravonia should both go crazy with their fire spells. If you have any brimstones, Seelah Gandra may be a good one to use them if her services as a healer are not immediately required and if she has enough AP to cope with any situation.							


002: Go South and exit South.

(Yes, I know, this room is shaped like a flask. It did come up to you I did that on purpose giving this dragon is based on poison?)

003: Exit East *(As always you can use this room to train if you need, but I doubt that will be necessary).*

004: Face the dragon.

Boss Fight: Green Dragon

							
XXXI							
Now a lot of attacks will inflict poison. Don't waste your time curing the poison status, as you're likely you'll get it again the next turn anyway. Just heal if you really must. The dragon has a very great weakness to fire, even more than the white dragon, so use it							






Of course with the power of the green dragon Eric will learn new magic. The green dragon gives him the power to poison the enemy. What is also good to note is that if you work out the power of this dragon well Eric can also learn “Neutralize Poison” and “Vitalize” (the latter heals the entire party), so work this one out, I'd say.

000: Exit North

2.7 – The Sheck-Lock encounter

Now if you've completed both dragon caves you will find a man dressed in black who calls himself “Sheck-Lock”. He is the (self-proclaimed) King of Crime. Just walk to him and you'll get yourself into a boss fight.

Boss Fight: Sheck-Lock (Round #1)

							
XXXI	XXIX	XL	XXXVI	XXX			
<p>All he can do is attack you with his crystal blade, however the effects of that blade are different each time he uses it. This can make the outcome of this battle rather unpredictable. Keep a good eye on your HP, as it can drop to 1 as an immediate result of this attack.</p> <p>Now what is handy to know is that you can poison him. If only just fought the Green Dragon and don't have “Poison Cloud” visible in Eric's spell list yet, then just attack him and Eric will promptly learn and use it. In poisoned state Sheck-Lock will lose HP every time he passes the COM point, and since he has no way of curing it, that will seal his doom over a certain number of turns. How many turns depends on the number of damage you do with other attacks, and on the difficulty setting. In the easy mode the poison will work faster on him than in the hard mode. You gotta keep that in mind.</p>							

2.8 – The Black Dragon Cave

							
XXXII	XXIX	XLI	XXXVI	XXXI			

This is the last dragon cave. Upon your arrival you will first meet Dernor and Merya, who are taking a break here. They will not yet join the party though.

After that you can just take on the Dragon cave, and you know the basic drill now. Making your way through, solving a puzzle, beating the guardian and eventually the dragon himself so Eric can get his forth (and last) magic group, which is the element of darkness.

After beating the dragon you have one more fight which ends this chapter.

So let's get this show on the road,eh?

000: Use the save spot if you want and exit West

001: Walk to the first intersection

Go North

IRRAVONIA: Fly over

Get the traveler's emblem

IRRAVONIA: Fly back

Go back to the intersection

Go West

Exit West

002: Follow the way

At the end exit South

003: All the way to the South

Exit East

004: East

SEELAH GANDRA: You can use Seelah Gandra's whip in order to reach the pole at the other side of the gap, from there you can just follow the path to claim the content in the chest (Onyx), and once again use the whip to get over the next gap and you're back where

you began.






Follow the way North

Exit North

005: Save your game at the save spot if you desire and exit North

006: *Now this is just a memory game. Find the two matching tiles. When you found them all the puzzle will count as solved an the boss fight will engage. I cannot help you here, as the puzzle is randomly generated and as such different in every playthrough.*

Boss Fight: Black Guardian


							
XXXV	XXXII	XLII	XXXIX	XXXIV			
<p>This guardian can be a bit of a pain, and this fight is likely to take awhile and it has very strong spells at its disposal, so keep a good eye on your healing. It has a high magic defense also. Rebecca can do a lot with her multi-power strikes here.</p> <p>Cheesy method: If you have a sacred powder, use that on it and you'll win instantly.</p>							

007: Save the game if you desire and exit South

008: Take the east road and exit North



009: Face the dragon

Boss fight: Black Dragon

							
XXXVIII							
<p>This dragon can be pain due to its high defenses, so whatever you do, you won't deal much damage. To compensate this dragon has less HP, and so this fight can still be short. Keep an eye on your HP though</p> <p>Cheesy method: Use sacred powder on the dragon → You win.</p>							

000: Save your game if you desire and exit East

Boss Fight: Rondono (Round #1)

							
XXXIX	XLIV						
<p>You cannot win this fight and don't even try. Rondono has infinite HP. When he knows you out the chapter will end and chapter 3 will begin. Of course if you let Eric attack him Darkness will unlock, for what that's worth, but hey, it's handy for later in the game, eh?</p> <p>When you manage to keep yourself standing for too long Rondono will eventually come up with a super attack and knock both Eric and Brendor out at once.</p>							

CHAPTER 3: PEOPLE LONG FORGOTTEN



Chapter 3 People Long Forgotten

You will begin this chapter at the far end of the Naked Rocks, with only Seelah Gandra and Irravonia at your disposal. Rebecca will soon rejoin the group with Dernor and Merya. Don't worry about Eric and Brendor, they too will come back. At the very end of this chapter the last character, Aziëlla, will join making the group complete.

In this chapter we'll dive a bit deeper in the mysteries that you are facing and of course, the quest for clues.

Good luck.

3.1 – Naked Rocks

							
XLIV	XXXV						

Now technically this dungeon contains three maps. The coast map, the cave section, and the Jennifer's hut. I just basically merged up together in a way that makes the illusion it's one. Therefore there are TWO traveler's emblems to gain here. Good, to know, eh?

When it comes to your enemies, the Crocs are your foremost concern, as they can be very nasty. Also note that based on your chosen difficulty you may find better equipment for both girls here.

001: Save the game if you desire (I recommend you to as the save spot will (as this is a blue one) also put Irravonia's HP back to the maximum)

Exit North

002: A traveler's emblem is hidden behind the stone pillar north-east. Take it.

Go East

The fissure to the South contains (unless you play hard mode) two chests, one contains a “Mistress” which is a better weapon for Seelah Gandra, the other contains a “Water Wand” which will make Irravonia cast water spells whenever you make her do a normal attack. May not be the best weapon to use here, but ya never know, maybe somewhere else?

At the far east is an exit to the South. Hit it!

003: Save the game if you want and exit South

004: *Upon your arrival the game will explain how Seelah Gandra can use her whip to hook on things over gaps and swing over (similar to how grappling hooks in a few other RPG games work).*

SEELAH GANDRA: Hook over to the West

Take the traveler's emblem

Exit South

005: IRRAVONIA: Fly West

Get the Healing Herb from the chest

IRRAVONIA: Fly back East

Stand in the center before the gap to the South

SEELAH GANDRA: From here use your whip to the South... You may not see it (unless the size of your screen is beyond extremely large) but there is a hook spot there.

Exit West

006: Now you can rely on both Seelah Gandra's whip hook ability or Irravonia's flying ability to reach the chest to the west (in the hard mode it won't be there). It contains a "Bishop's Robe" which is better armor for Seelah Gandra. In order to get back you can only rely on Irravonia though.

Southern way East

SEELAH GANDRA: Hook over the gap to the South



Follow the way

Exit East

007: Save the game if you desire

Fight the boss

Boss Fight: Crystal

							
XLV	XXXVII						

Now it's very important that you know what you are doing in this particular fight, as just trying to damage it and heal when you need is NOT gonna get you anywhere in the particular fight.

Seelah Gandra is except for healing when needed completely useless in this fight, so make her guard overall and cast healing spells if you need them, but if you do this well, the occasions are rare (with a little luck even non-existent).

Irravonia is the star in this fight. The boss uses four elements. Fire, Wind, Water and Earth. It is by default immune to all, but it has to charge up. After charging it will attack you with the chosen element, but it will be very extremely weak against the opposing element, and Irravonia must it it with that element after the charge. The charge will be undone and it will need to charge again (strike twice before it could charge again is pointless). Never use the element it charged with, so if it's charged with fire don't attack it with fire, as that will heal it to full HP. Always the opposing element. So if charged with fire, attack with water and vice versa, and when charged with earth attach with wind and vice versa.

If you are lucky you never need to heal at all... It's depending on the chosen difficulty how long it

takes to take this crystal down, but it will fall eventually.

Important is that Irravonia has unlocked Splash by now (which she can once water is level V or higher) or else you may have a littlebit of trouble when it's charged with fire.

007: Exit South

008: The chest contains a Magic Fashion Dress. Better armor for Irravonia (the chest is not present in the hard mode).

SEELAH GANDRA: Hook over the gap (if she refuses, try to “hug” the south wall).

You can see the next gap from here. Walk to it.

IRRAVONIA: Fly over it

Exit North

009: Go East and follow the corridor until you reach the next gap.

Now you may see a cracked wall behind you. Yes, Brendor can break it, but unfortunately he's not available at this particular moment. However after you've got him back in your party you may want to bring him here to break that wall so you can claim the treasure it hides. It's a better hammer for Brendor you'll find in there.

SEELAH GANDRA: Hook over to the South, and you'll see that Seelah Gandra will cross two gaps now. Well since the pole was on the other side of the second gap, she didn't have much of a choice.

From here you can see the exit South. Click it to get outta here.

010: You are outside the caves now and you'll see a small house with a woman standing in front of it. Speak to this woman, and you'll find out that she's blind and that her name is Jennifer. She may just be here for no particular reason at this moment, but trust me, remember her, as she will play a more important role later in the game.

011: Exit the house

010: Save if you desire

Get out of the front yard and go East and you'll meet up with Rebecca, Dernor and Merya. They will all three join the party.

Exit East to complete this dungeon.

3.2 – The Grass Plains

							
XLV	XXXVIII	XXXIX	XLVII	XVII			

This might well be the most simplistic dungeon in the entire game as it's just one big open field. Just make your way South and eventually you'll find the exit at the South. The traveler's emblem is somewhere in the center.

Now that you got two new friends with each their own unique qualities, why not give them both a go. Merya can steal from the enemy, analyze them to find their strengths and weaknesses, and when she really is trained out she can do more nasty things the enemy won't like. She's weak, but she's still very useful. Dernor can try to charm enemies who that are either animals or plants. Doing so will allow him to unlock new abilities, so give it a go!

3.3 – Azquakunda Prison

							
XLVI	XXXIX	XXXIX	XLVII	XVII			

Aquakunda Prison basically contains two parts. The way up, and the way down. Sounds obvious, but once you reach the top, the way back is being locked so you need to go down the other way. Well, I think it's obvious, but you'll find Eric and Brendor at the top who'll rejoin the party once you found them, and no you cannot complete this dungeon without them. Once at the bottom, a boss will await you, and Eric must face him alone.

Let's just get this show on the road.

000: Exit North x2

002: *Upon arrival the game will explain how Merya can scan the area for secret passages.*

MERYA: Scan the area (if she doesn't find anything, move a little bit more to the South)

Pass through the secret passage to the East

Hit the stairway leading up

003: South

The traveler's emblem is located in the hidden room directly south of you. The two passages leading to it are on both the West and East sides of the "block". Merya can find them easily.

Make your way to the South of this floor

East

Enter the cell to flip the Switch

Leave the cell and go all the way back to the North of this floor

Hit the stairway up

004: South

The treasure chest to the West contains a Large Bat. A better weapon for Dernor.

Make your way South

At the far South go East

Hit the secret passage East (yes, Merya can find it if she scans the area for it).

All the way North

Flip the switch.

Now unless you have a really small screen you should see that the barrier towards the room with the gap has now been removed.

Click left of that gap so your hero will walk to it

SEELAH GANDRA: Hook over to the other side.

Please note that is is a one way go, so once you do this there is no way back.

Hit the stairs

005: Flip the switch

Enter the cell

Here you will find Eric and Brendor who will both rejoin the party.

Exit the cell

Hit the stairway on the East part on this floor

006: The chests in both cells contain a Knight's Sword. A better sword for the Sylvertin twins. Since Eric is going to face the next boss alone, make sure he's equipped with one.

BRENDOR: In the west part of this floor you can see a cracked wall. Destroy it!

This will reveal a stairway down. Hit it

007: West then South

East

Flip the Switch North

Go back to the intersection

Hit the stairway down (If you wanna know the chest contains a Potion)

008: Now if you care about the long way around, take that long way around then you will find four Warrior's Vests (Better armor for: Eric, Brendor, Rebecca and Dernor), although one of them is in a secret passage and a Healing Herb. From the end there's a shortcut back which Seelah Gandra can use with her whip hook-on ability. It may require some searching to find the right spot to do it, but it will work, unless you can see that the proper spot is marked □ □

Hit the stairway down


001: *Hah! You may have been wondering when you came here before what that gap and pole were for, eh? Well, I guess now you know.*

SEELAH GANDRA: Hook over to the West

Exit South

000: ERIC: Walk South and face Aldarus

Boss Fight: Aldarus (Round #1)

							
XXXIX							
<p>What is important to note is that Aldarus' stats have always been adapted to Eric's in this fight, so endless level grinding is NOT GONNA HELP YOU AT ALL in this particular fight.</p> <p>Now you may want to poison him. Aldarus will whenever he's about to enter his move mostly get struck by the effects of poison multiple times, so this can make the duration of this fight significantly shorter. Overall this fight should not cause you too much trouble, although you need to watch out of his "Aldarus Severing Strike". If you can survive that, you can basically survive anything. But mostly you won't so cancel that move with "Quick Strike" whenever he's planning to use it.</p>							

000: Exit South to complete this dungeon.

3.4 – Yasathar's Temple

This is just a quick scenario hub with no random enemies, but it DOES feature a boss.

You can go either left or right (it can be a bit hard to see but there is a way. I was facing a few issues here). From there you can make it all the way north until the scenario triggers. That scenario ends in a boss fight.

Boss Fight: Mountain King

							
XLIV	XLI	XLIV	XLVIII	XLII	XLIX	XXI	
<p>In this entire fight Irravonia will be running the show, and the others must assist her.</p> <p>This boss is slow and inaccurate, but any blow that does hit is so strong it will be instant KO no matter what level you have. It's defenses are insanely high not to mention the amount of HP it has.</p> <p>However it's extremely weak to wind, so Irravonia will have to case “Breeze” like crazy and it will die eventually.</p> <p>Now Seelah Gandra should be present and have “Raise Dead” by now, and having a fair stock of Phoenixes is also handy as you will immediately have to revive anyone who gets KO'ed (especially if it happens to be Irravonia). Don't waste time, AP or items on healing, since all blows are instant KO anyway. If you have the chance, “Quick Hit” from Eric and Rebecca can cancel when it moves from COM to ACT as well as Merya's “Intimidate”.</p> <p>This boss is not hard at all, don't allow yourself to be intimidated by the crap-load of damage it does. It's actually pretty easy (even in the Hard mode). You just have to know the secret to beating it.</p>							

Once you won this fight, you can just leave the temple and Gagolton will be unlocked as your next location.

3.5 – The Mixed City of Gagolton

							
L	XLVII	XLVIII	LIII	LVII	LIV	XXXII	

Now the first thing you'll see is that there are a lot of treasures here, among which even a traveler's emblem, but all of them are placed that way that somebody is in the way, and now you cannot push them aside or anything, so you'll have to deal with it that you cannot claim ANY OF THEM AT ALL.

Perhaps it's also frustrating that even the save spot has been blocked that way. Oh well, bad luck. It will later be revealed why this city has been designed this way, but for now I won't.

For now, all you can do is check out the merchant stand to make sure you have the newest equipment, and speak to the pink-haired girl in the west part of town. This girl is named Kara and she'll ask you to guide her through the mines of Airom. Although she'll go with you, she's not available as a playable character. Once you've spoken with Kara, just leave the city and go to the mines.

3.6 – The Mines of Airom

							
L	XLVII	XLVIII	LIII	LVII	LIV	XXXII	

Now contrary to what you've seen so far the mines are one big room (this is because these Mines were designed with TeddyBear which doesn't support the multi-layer setup that Kthura has, so as a result the conversion went like that. Why the conversion? Well, that has to do because this map was copied into Star Story for a cameo mission and back then I wasn't planning to recreate Dyrt, but to keep Dyrt and Star Story canon on this point I had to keep the maps identical, so that's why... At least as far as this dungeon is concerned). This is also why the combat gauge will refill, but how quickly depends on your difficulty settings and traveler's level.

> Optionally pick the most Western road North, and follow the corridor until you see a railway going through the South wall. Well guessed, that is a secret passage. In it you'll find a traveler's emblem. Claim it and make your way entirely back to the entrance.

SEELAH GANDRA: Hook over to get over the gap to the west

Follow the corridor until you see a gap that you cannot get over, as there are no hook spots for Seelah Gandra to use her whip on, and it's too far for Irravonia to fly over.

BRENDOR: Never fear a tiny bit West from here you'll find a weak wall. Break it and the way that gets revealed now allows you to get past this.

Move on



When you find yourself in the situation as shown above, “hug” the gap and go as far as you can.

IRRAVONIA: Fly to the North

Now move two “tiles” North

SEELAH GANDRA: Hook to the East

That little “alcove” to the west of the end of the rail track is a secret passage. Some treasure can be found there.

Go North and keep following the track.

I guess it's only obvious that if there's any treasure on that “isle” that you can use Irravonia to claim it.

Sooner or later you'll reach the end of the track and here “Kara” will show you her true identity.

Boss Fight: Kirana (Round #3)

							
LV	LII	LI	LVII	LII	LIX	XXXVIII	

It would actually surprise you how easy Kirana is. In fact when it comes to the fights against the Order of Onyx, this might well be the easiest fight of them all.

She is eager to use “Demon Soul Breaker” whenever one or characters is on full HP, which turns all characters to 1 HP. This looks like a serious problem, but this is actually her weakness. She only becomes dangerous when nobody as at full HP. So have Seelah Gandra on your front row, so she can make sure at least one character is at full HP. Merya could be a good choice to have on the front row all the time, as she is due to her low HP the easiest to have on full HP all the time.

Now Kirana is also vulnerable to poison so I suggest that either Eric or Dernor or Merya fulfills the job of poisoning her. When you can keep at least one character on full HP all the time, and you managed to poison her, she's pretty much doomed.

When you win this fight, you'll automatically leave this dungeon.




3.7 – Gagolton – What?

When you arrive here you'll see that the entire town is deserted. This will make Dernor suggest to go to Independence and that location will immediately unlock as a result.

Now that everybody is gone, all treasures that were blocked before, including the traveler's emblem are right there for the taking.

Also the house on the North-East will now also allow you access to the basement (if you went there before the owner of the house would stop you, but now that he's gone). A note there will unlock the side-quest “The Abyss”. Furthermore if you have enough points on my game on Game Jolt that same basement will allow you access to the Game Jolt Exclusive dungeon “Sugar Land”.

3.8 – Independence Bushes

							
LIX	LV	LIII	LXI	LVII	LXII	XLIII	

001: To the east of the girl, there's a secret passage hiding a traveler's emblem. Take it!

Exit North

002: *The game will now tell you about the Black Orbs. You can safely pick it up if you desire. They are part of a side quest which will lead eventually to the ultimate boss of all bosses: Juggernaut. Please read the side-quest section for more information about that.*

Take the road to the East and keep following it

As soon as you can, exit East

003: Take the Northern way to the East and follow it (southern way leads to a Healing Herb in case you care)

At the end exit North, and you'll be back on the world map and the City of Independence will be unlocked.

3.9 – The Elvish city of Independence

							
LX	LVI	LIII	LXII	LVIII	LXIII	XLIV	

Upon arrival you'll have one of the longest parts of scenario of the entire game. Sit it out.

IMPORTANT NOTE! During this scenario Seelah Gandra will assume the name of Scyndi Scorpio, and be called “Scyndi” from now on. This is by the way also the name with which you'll find her addressed if you really dig through the Phantasar Lore (which is quite big, actually. This game only shows a small fraction of it), and in this Guide I will from this point onward also only address her as “Scyndi”. This won't change any of her stats or abilities in the field nor in combat, yet it's important to take note of, to prevent further confusion.

After all the scenario the game continue in the city which will from this point on just be a normal city like any other with NPC characters you can speak to and a merchant and a few stone master, yeah

well the regular stuff. Just get what you think you need, and leave the city (the exit is to the South), and you can go to the next location, which happens to be: The Marshes.

3.10 – The Marshes

							
LX	LVI	LIII	LXII	LVIII	LXIII	XLIV	

Well, at first look this may look like a regular passthrough dungeon, but it's not. Of course, you'll first have a go with your old “friend”, Sheck-Lock. And after that you will need to get through the dungeons relying a lot of Dernor's ability see see through the “illusions of nature”, and there's also another boss further on. As said, the temple of Hando Stillor is here, and since Scyndi happens to be a priestess (and Hando Stillor also being her great-great-grandfather) she will obtain the power to use his powers in combat, giving her a new magic group with some handy spells to unlock. This is by the way the last dungeon of this chapter (although the chapter does not end immediately upon completion).

Boss Fight: Sheck-Lock (Round #2)

							
LX	LVI	LIII	LXII	LVIII	LXIII	XLIV	

This fight is actually in most aspects the same as the previous encounter with Sheck-Lock, except for the fact that you got two more allies now who may try something with him, and that his Crystal Blade has a few more possible effects.

Normally Rebecca should have Quatro Power Strike by now, and I suggest you use it, and he can also still be poisoned.

- 000: Exit South
- 001: *Upon your arrival in this place Dernor will explain about how he can see through the illusions of nature, and a system tutorial will follow. Just put Dernor in the lead and move a bit south and you will see how it works.*
You can see how you can cross the shallow and exit South
- 002: *Now not all barriers are illusions. Some are REAL!*
IRRAVONIA: Fly over the water to get to the East
Go South

DERNOR: If you put him in the lead the way to the isle on the West will soon be clear

SCYNDI: You can use your whip to get into a secret area to the South. Merya can mark the spot for you.

Take the traveler's emblem here (and there's also a Black Orb for that side-quest should wanna go for that).

SCYNDI: From the west you can whip your way back North. The spot is less obvious than it looks. The picture below shows where you need to stand to hook back North.










You will have to go back to the West Island

Exit West

003: DERNOR: Go West to challenge the boss. (Yes, only Dernor can do this).

Boss Fight: Big Salamander

							
LX	LVI	LIII	LXII	LVIII	LXIII	XLIV	

This is pretty much a hack-and-slah kind of boss. You should be aware of the disease status it constantly puts on you as that blocks off your possibility to heal yourself. It is weak most of all to lightning, but none of your character has that ability yet (unless you are playing the New Game+ where Scyndi can do that). If you have however some eels you may want to use them in this particular fight.

003: Exit West

004: SCYNDI: You need to hook over to the South. Merya can mark the spot for you from where to use your whip.

West and at the end North

DERNOR: No it's not a dead end ahead. You can just move on.

Continue North

IRRAVONIA: Fly over the next shallow

DERNOR: There's a passage to the West. With Dernor in the lead you can find it more easily. Hit it!

005: Enter the temple

006: Examine the stone table with the man lying on it, to complete this mission. As Scyndi gets bestowed now with the power of Hando Stillor, she'll be able to unlock "Mental Gymnastics" now and gain more spells in this magic group. The party will exit this dungeon automatically.

3.11 – Aziëlla Azbanella Pyèra Fradique, daughter of the house of Gandron

Go back to Independence and Trixia will tell you Aziëlla has arrived. Go North and Exit North and you will meet her and she'll immediately join the party ending this chapter in the process.

When you are ready to proceed to the forth chapter, speak to her soldier in order to travel to the kingdom of Aeria. **But please note: This is for the time being a one way ride, as once you arrived in Aeria you cannot go back for quite a long time, so if there's anything you still wanna do before leaving do it now. Of course, this no-return is not permanent, as you can (and even must) come back here later in the game, but it's gonna take a loooong while before you get to that point.**

CHAPTER 4: REVELATIONS

Chapter 4 Revelations

In this chapter a few things that were a mystery so far will be revealed, but that will happen over time, and I am not gonna tell you WHAT is gonna be revealed.

Of course, say “hello” to your new friend, Aziëlla, for she will stick with you for the remainder of the game as a full party member making your group complete at last.

Basically this chapter can be divided in a few sub parts.

In the first part you will only be dealing with some scenario in which Aziëlla's king will inform you on some very important things. In this party you will also have a small solo part with Eric, but that doesn't involve any fighting.






After that the group will be split in two teams. Team Eric and Team Rebecca. Eric will have two dungeons, and Eric take Irravonia, Brendor and Aziëlla with him. Team Rebecca will also have two dungeons and she will take Dernor, Scyndi and Merya with her.

When both teams have done their stuff the party will reunite and then you will have the Dark Storage mission which contains actually four dungeons and a main hub, and can be seen as a section on its own.

After that some stuff will happen, and I'm gonna be vague here, as anything I say about that would be a mega spoiler. Suffice it to say that when you've done that part, the stage is set of the final part, and thus chapter 4 ends there.

Let's get ready to rumble.

4.1 Royal Palace


							
LXII	LIX	LV	LXIV	LXI	LXV	XLVII	LII

Now before you go see the king, you may want to check out this castle. First of all, just north of the South-East corner is a secret passage in the West wall, leading to a traveler's emblem. I guess you didn't want to miss it.

Now if you go to the South West and enter the corridor North, first door East you'll meet a soldier named Scharum. He'll challenge the character who is in the lead to a duel, and if you win you can unlock a new move. If Eric manages to defeat Scharum he'll gain "Triple Power Strike", and this can make him a bit more equal with his sister I guess. Irravonia will if she defeats Scharum gain learn "Magic Strike". Brendor will learn "Focus", and the same goes for Rebecca. Scyndi will learn "Pray" which can come quite in handy as it recovers quite a lot of AP. Dernor will learn "Mother Nature", and Dernor can also learn another move once he defeats Scharum, which is "Raven's Peck", however that move also requires him to have a Raven charmed, however the order in which he does that is irrelevant, as long as he does both, the move is his. Merya can learn "Follow Me" which places all her allies directly on the COM position (except the ones who are dead, paralyzed, sleeping or already moving from COM to ACT). Aziëlla can learn Triple Bolt, which can be compared to "Triple Power Strike" when it comes to the general effect. Now it needs to be noted that Scharum is pretty strong, and you may not be able to beat him yet, so you may wanna come back for him later, but you can always give it a try right. (If you lose Scharum will just claim victory and nothing more will happen. You will leave the fight with 1 HP, but as the save spot here recovers all HP, I don't think it really matters).

When you are ready to see the king, just take the North corridor from the entrance and you'll get to meet him. Speak to him and hear him out, and the game will immediately advance to the next section.

4.2 – Royal Palace by night

							
LXII							

Now you will be in the castle.

IMPORTANT NOTE! There is a bug in this section of which I am totally in the dark what causes it, but it can cause the game to get in a kind of "frozen" state. As there is apparently nothing at all that could cause this bug from being triggered I am looking for a needle in a haystack, but the bug is so impossible to find that waiting until this one is fixed would lead me to never being able to release the game at all. So that's why I still decided to release the game even with a bug this crucial in it. Not to mention it happens randomly. **SAVE YOUR GAME AT THIS POINT!** This way you can be sure that if

this cockroach is triggered, you don't have to do too much again! This is the last point where you can save before the bug triggers.

- Leave the bedroom
Go North in the corridor
Around the corner East and you'll notice a crack in the wall. Pass through it
- Hit the house you see in the next part.
Inside you'll meet the Oracle. After she's done with her story the bug can trigger. If you immediately see a part of the castle and no way to move, it has happened, and then all you can do is quit the game and load the savegame. If you stay in the Oracle's house and can move around, congrats then the bug didn't trigger.
Leave the house
- Exit South to get back into the castle.
- Go back to your bedroom, and this section will end.

Now the game will make you choose which team you want to play first. It doesn't matter as you need to do both anyway. For this guide I'll start with team Eric, simply because it's the most logical thing to do.

4.3 – Team Eric




Team Eric has the following members:

- Eric
- Irravonia
- Brendor
- Aziëlla

You will start in the audience chamber of Rayal Palace. When you leave the palace two locations will be unlocked here in Aeria. The capital of Rayal, all you can do there is visit the market square so you can update your equipment, buy items if you need and bank your money.





The game will continue as soon as you enter the lost city of Fruskbrando.

4.3.1 – The Lost City of Fruskbrando

							
LXII	LIX	LV	LII				

This is a big “one room” dungeon, and basically there's not much to say about it. Just follow your path until you find the boss.





Boss Fight: Big DemonAir

							
LXIV	LXI	LVI	LIII				

This is pretty much a straight-forward hack-'n-slash kind of boss. Irravonia can show off with her earth magic as it's weak to that. Now that you don't have Scyndi at your disposal Irravonia and Aziëlla may have to take care of that, but their spells are not half as strong as Scyndi's. This can force you to rely on your items.

Once you've beaten the boss you can grab the traveler's emblem and exit this place South.

4.3.2 – Malabia's Caves

							
LXXX	LXXVII	LXVIII	LXXIII				

Now this is more of a puzzle dungeon, although there are encounters here. There is no boss fight in this place though.

000: *Aziëlla will start how she can hit far away target with her crossbow.*

AZIËLLA: Well stand at the correct spot for the target and fire away to open the door.

NOTE: Nope you really cannot get to the traveler's emblem at this point, and don't even try. You really have to come back for that later once the group is reunited, so Scyndi can retrieve it for you.

001: Go West and follow the road until you are in the northern part of this room.

AZIËLLA: Go into the big alcove and shoot the left target to open the door. Optionally you can shoot the right one as well to create a bridge which can serve as a shortcut

Go to the exit and hit it

002: *There are several ones of these puzzles in this dungeon. Touch one button and the button itself and those close to it will change color. The puzzle is solved as soon as all buttons are green.*

IMPORTANT NOTE! As soon as your hero touches the button it reacts regardless if you clicked it, and the pathfinder is merciless here. Keep that in mind or you may mess things up.

Touch the 2nd button from the left and the 1st button from the right

Hit the exit to the next room

003: Go West and then North

Stand to the North side of that gap-with-the-isle

AZIËLLA: From here shoot the target

Hit the exit to the next room

004: Just touch ALL the buttons in random order ONCE.

Exit North

005: Follow the road and exit East (due to the complex setup in the script to make this possible it will NOT work to click the exit right away, so you'll have to do this kinda in stage form).

006: Save the game if you desire and exit East

007: Go to the most South-East part of this room

IRRAVONIA: Fly over the first gap

AZIËLLA: Stand at the correct position to shoot the target (mind the stalagmite, as Aziëlla can NOT shoot through it).

IRRAVONIA: Fly back

Go to the North-West

Exit North

008: Exit East to complete this dungeon

Huh, what, oh you want to solve that puzzle? Sure, fine with me, but it's completely optional, and is not required to complete this dungeon.... Yeah, sneaky, huh. Well if you are sure you want to solve that puzzle, I'll name the left column A, the center B and the right C, and the top row 1, center row 2, and the bottom row 3. Then touch them in this order:

- C2
- A3
- A1
- C3
- B2
- C2
- C1

This will open the door. So you can hit it.

009: Claim the black orb, 10K shilders and the Ambrosia

Exit South

008: And now you can still exit East here.

4.3.3 – Malabia's Temple

This is nothing more but a scenario hub. As soon as the scenario outside ends enter the temple and examine the statue and the mission for Team Eric ends.





4.4 – Team Rebecca

Team Rebecca has the following members:

- ★ Rebecca
- ★ Scyndi
- ★ Dernor
- ★ Merya

You will start the mission of Team Rebecca on the beach of Cat-Island. All you can do is leave it and head for Felixium.

4.4.1 – The Phelynx Town of Felixium





							
LXI	LXIV	LXV	XLVII				

Upon arrival you'll first get to sit out some important scenario. Take good note of it as the full mission will now get clear for these four. Once you're heard it all out, leave Tigerion's house, and do some shopping if you need as all the stuff a town provides is here.

Make sure Scyndi prays to the statue of Thrur, the Phelynx god of Thunder, and he will bestow his power over her, giving her the power to cast lightning spells in battle, and.... you're going to need them.



When you are ready for action, leave the city and head for the Purple Forest.

4.4.2 – Purple Forest

							
LXI	LXIV	LXV	XLVII				

Not much to say about this forest as it's just one big forest you need to get through. The exit is at the North-West of the forest. The forest is a bit of a maze, but not one that's hard to navigate through. There's an unlimited supply of monsters here, so I hope you are not in a hurry.

4.4.3 – Frundarmon's Mansion

							
LXXV	LXXVII	LXXXI	LXIII				

Frundarmon's mansion is a one-of-a-kind dungeon in this game. At has fixed encounters in stead of random encounters, and this is the only dungeon in the game where this trouble is taken, but that is because this is kind of a scenario driven dungeon more than others. Also once the boss has been defeated all encounters will be deactivated turning this place in a combat-free zone (now beating the boss will by the way also complete this dungeon, and the entire part for Team Rebecca).

The children of Frundarmon can be found all over the mansion, and since they are all undead they are all vulnerable to healing magic. Except for the Phelynx kid, all kids have a weakness for lightning, however how much that will help you can differ per kid. In the normal game this is not really useful, but in the New Game+ Scyndi will have light magic which kills all kids (and even the boss) instantly.

Frundarmon's mansion also hides the entrance to the secret dungeon Frundarmon's basement, but as you need Irravonia to get through the place it's no use looking for that now.

Let's get moving, shall we?

001: *Lobby*

Attack the kid guarding the North exit

Pass through North

→ *1st Floor Corridor*

Now what is nice to note is that the traveler's emblem is in the most western room, but

Irravonia is required to retrieve it, so that is useless now.

Kill the kids guarding the door

Pass through the door they guarded

→ *Storage*

Flip the switch and go back to the corridor

→ *1st Floor Corridor*

Hit the stairs

002: *2nd Floor Corridor*

Kill the kids who attack you upon your arrival

Hit the most western doorway

→ *Bedroom*

Kill the kids awaiting you here

Checkout the cabinet and you will get questions about the genders of the kids. Please note the order is different each playthrough as well as the question if a kid of a certain race is a boy or a girl, so watch the questions well. The Elvish kid is a girl. The Phelynx kid is a girl. The Fairy Kid is a girl. The human kid is a boy. And the Befindo kid is a boy. If you take this in mind you should be able to answer all the questions correct and open a doorway in the process.

Go back to the corridor

→ *2nd Floor Corridor*

Now it may be nice to know that the way south leads to the study. All that is there is a save spot, but still, it could come in handy, I think.

Kill the kids guarding the stairs

Hit the stairs.

003: And face Frundarmon

Boss Fight: Frundarmon

							
LXXVI	LXXVIII	LXXXI	LXIV				

Now all Frundarmon can do is summon undead kids into the fight, and the turns in which he doesn't summon a new kid, he just wastes it with "Observation". On the moment the boss is KO'ed, the curse on the kids is lifted, and the kids will slowly fade away, which means that their HP goes down over time until they will fall as well.

Now before anything, try to steal from him to obtain an Ambrosia, and then go at full force at him, and don't waste too much time and trying to get rid of the kids around him, unless there are too much. Especially in the hard mode, where Frundarmon wastes very little turns, the number of kids can soon get too much to handle.

Cheesy method: If you have a sacred powder, use it on him → you win.

Cheesy Method: In New Game+ make Scyndi cast Shine or any other light based spell. → you win.

Winning this fight will instantly end this dungeon and the entire mission of Team Rebecca.

Now if you did both parts both teams will automatically return to Royal Palace in order to report to the king, and also re-unite. They will also mention Jennifer, the blind woman whom Scyndi and Irravonia met when they escaped the Naked Rocks at the start of chapter 3 (I told ya she'd be important later). From this point on you can (and even must) return to Delisto. You can do so by speaking to the soldier on the beach.

Before you do so however, I do recommend to use Scyndi to claim the Traveler's Emblem in Malabia's cave, as you couldn't do it before. And to use Irravonia's to do the same in Frundarmon's Mansion. You can now also if you desire take on Frundarmon's basement, but I won't discuss that here. Check the sidequests section for more information about that.

Oh yeah, and visit Malabia's temple and make Scyndi pray to the statue in order to allow her to cast light magic. You'll thank yourself for doing so. Also as Malabia is a higher kind of god, she can (unless you play hard mode) grant more power by default if you worked out the other gods (in other words, the higher average the level of your other gods, the higher level she begins on Scyndi. In the Hard Mode she'll always start at level I though).

4.5 – Jennifer's Story

Just go to Jennifer's house and speak to Jennifer and she will now reveal some very important stuff about the story. She won't reveal everything, though, but she gives a very important hint about your enemy which you should definitely remember.

She will also reveal the Dark Storage to you, and with that your next target is set.

4.6 – The Dark Storage

Now, this place is split up in five sections. Four upper floors and main basement. Each of the upper floors belongs to a member of the Order of Onyx. From left to right Aldarus (blue section), Jeracko (green section), Kirana (pink section) and Rondono (Purple/Burgundy section). Each of these sections act as a dungeon on their own. Each of these sections have a monstrous boss halfway, and the order member themselves at the end of the section.

Now what is very important is that Merya steals the four keys the Onyx members carry while you fight them (you cannot win the fight against them as long as she didn't do that). Once you've defeated all four order members and thus obtaining their keys you can go for the main basement where you can complete this whole mission.

Since the four sections are actually dungeons on their own (literally actually as I even put them as such in the database, but I cheated around a bit in order to obfuscate that) I will give them each their own section. Now the order in which you take them on is entirely up to you, as long as you take them all, but for this guide it was the easier way to go to take them all on from left to right. So Aldarus, Jeracko, Kirana and Rondono... in that order. Well and the main section's basements (in which the access to the Game Jolt exclusive Dungeon Mörker Forest is also hidden) comes last, of course.

Let's get this show on the road, shall we?

4.6.1 – Dark Storage: Aldarus

							
LXXXIII	LXXXI	LXXI	LXXIX	LXXVII	LXXXII	LXV	LXXVI

100: Exit North

101: MERYA: Scan for secret passages. You'll find one to the East

Use that secret passage

Exit North

102: MERYA: Scan for secret passages and you may find a marker to the West

SCYNDI: Hook West from here and a new area will be exposed to you

Get the traveler's emblem from here

Hook back East

Exit North

103: Move forward and face the boss

Boss Fight: Giant Squid

							
LXXXIV	LXXXI	LXXI	LXXIX	LXXVIII	LXXXIII	LXVI	LXXVII

Now this is a kind of hack-'n-slash boss, but it should be cool to note that as an aquatic type of enemy it's weak to electricity. Scyndi should be able now to cast lightning spells (you didn't forget to pray at Thrur's statue before you left Felixium, I hope), so if you don't need her for healing, that's the way to go.

A spell to watch out for is Kyodo no Tsunami. A water based attack that always does 75% of your max HP as damage, no matter what your magic resistance is. The attack is however influenced when characters are either weak or resistant to water attacks.

103: Exit North

104: Just follow the way and exit North









105: Go to the North-East of this room

SCYNDI: There's a secret room to the west here (you don't need Merya to scan for it, do you?) and Scyndi can use her whip to hook to the pole west

Exit North

106: You may want to save first. And when you are ready speak to Aldarus to engage the boss fight.

Boss Fight: Aldarus (round #2)

							
LXXXVI	LXXXIII	LXXIII	LXXXII	LXXXI	LXXXV	LXVIII	LXXVIII
<p>First of all, make it your priority to get Merya to steal his key. Once you've done that, this fight is more or less similar to your previous encounter with him, with the big difference now that Eric doesn't have to face him alone, but that you have your entire party at your disposal this time.</p> <p>Aldarus is actually the easiest of the four Order of Onyx members to beat. Just keep and eye on your HP and you'll do fine. Try to prevent him from doing Lay on Hands, as it can heal him up quite a lot, and Aldarus Severing Strike can do major damage.</p> <p>Just like before he can be poisoned.</p>							

106: Go North

Stand on the teleporter to be warped back to the entrance of this section

100: Exit Downstairs to get into the main hall, and from there you can continue.

4.6.2 – Dark Storage: Jeracko

							
LXXXIX	LXXXVI	LXXV	LXXXIV	LXXXIV	LXXXVIII	LXX	LXXX

200: Exit upstairs

201: IRRAVONIA: Fly East

Go to the most South-West corner of this isle

IRRAVONIA: Fly West

Go to the most South-West corner of this isle

IRRAVONIA: Fly South

IRRAVONIA: Fly East

All the way East

IRRAVONIA: Fly North

All the way North

IRRAVONIA: Fly West

Exit North

202: Follow the platform

IRRAVONIA: Fly East x2

And now this can be a bit interesting. Stand beside the 2nd candle from the South

SCYNDI: Hook East

Grab the traveler's emblem

SCYNDI: Hook back to the West (you can use Merya to see from where to do this)

The location of the hook-spot will however carry you too far

IRRAVONIA: Fly East x2

Go North

Exit North

Boss Fight: Super Hag

							
XC	LXXXVIII	LXXV	LXXXVI	LXXXVI	LXXXIX	LXXI	LXXXI

The Super Hag is weak to light, however due to her high magic resistance not something that is easy to exploit with Scyndi's light magic, but try Aziëlla's Blessed Arrow in stead.... It will likely finish her off in one blow.

The hag herself is a master of curses and other nasty stuff, so if you don't wanna do it the cheesy way (or if you think Aziëlla is a useless character, which has proven to be a pretty noobish mistake) you can be in for a very annoying ride.

203: Save if you want and exit North

204: Just exit this room to the North

205: *In case you wanna know. The chest North contains a Healing Herb*

IRRAVONIA: Fly East

SCYNDI: From the center of this platform hook East

IRRAVONIA: Fly West x2

Exit North

206: Save if you desire and speak to Jeracko to engage the boss fight

Boss Fight: Jeracko (round #2)









							
XC	LXXXIX	LXXVI	LXXXVIII	LXXXVII	XC	LXXIII	LXXXIV

Jeracko will fight in the same style as before, so nothing new here. He only doesn't have any orcs to help him this time. Merya should steal a key from him as you can't win this fight as long as she hasn't done that. Irravonia should go crazy with wind magic, and have Scyndi ready for the healing. He is very strong, and that can be pretty bothersome.

206: Use the teleporter in the room beside this one to get back to the start

200: Go downstairs to get back in the main hall

4.6.3 – Dark Storage: Kirana

							
XCIV	XCII	LXXVIII	XC	XC	XCIII	LXXV	LXXXV

300: Exit Upstairs

301: Again

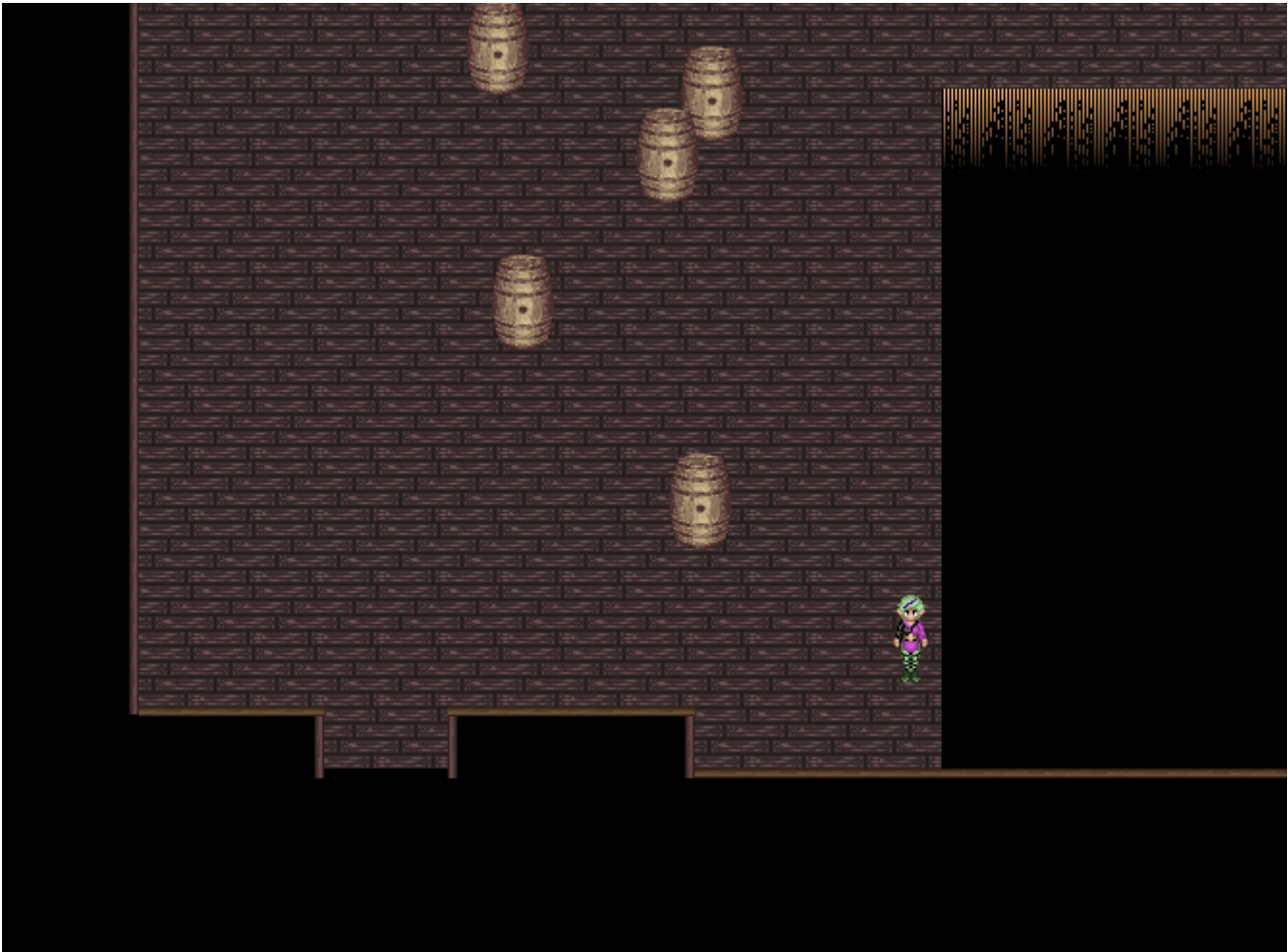
302: Follow the corridor

BRENDOR: Break the North wall

If you care to now, if you go East, you'll find the traveler's emblem.

Exit North









303: Stand at this position



SCYNDI: Hook East from here (no Merya will this time NOT be able to mark the spot for you, HA HA).

304: SCYNDI: Hook West

Boss Fight: Grwol

							
XCV	XCIII	LXXVIII	XCI	XCI	XCIII	LXXVI	LXXXVI

This is overall an easy fight, attack if you can and heal if you must.
 It's resistant to ALL elements, so magic may not help much, except maybe Blast and Devastate which Scyndi may have learned if you've worked out her level with Hando Stillor a lot.
 The "Shout" move which moves everybody back to the starting point of the gauge is annoying, but not really a threat.

304: SCYNDI: Hook West

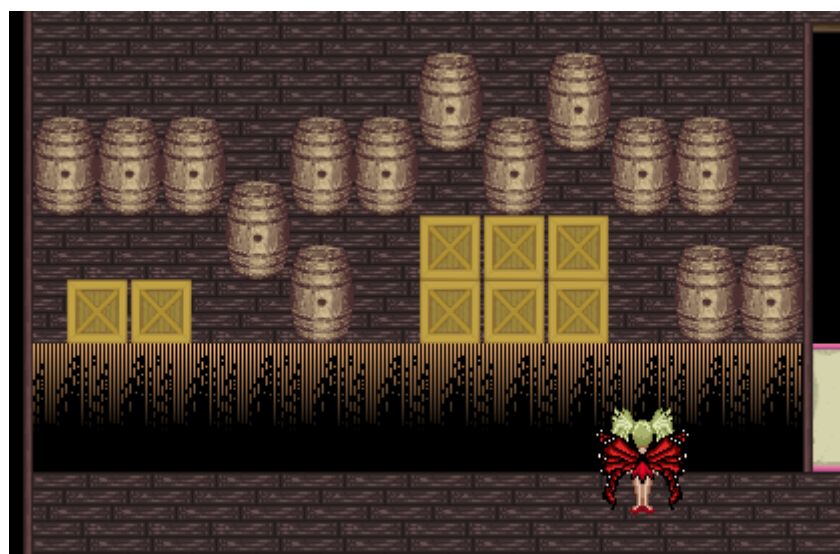
Exit North

305: Make your way to the East (Treasure chests are: a healing herb and 1600 shilders)

BRENDOR: Break the wall North

Exit North (Chest = Ambrosia)

306: Now you can take the long way around, or you can make Irravonia fly over the gap for a shortcut, but you must know from which position to fly. Shall I show you?





Exit North

307: Go to the Northern part of this room and save your game if you desire

Speak to Kirana to engage the fight

Boss Fight: Kirana (round #2)

							
XCVII	XCV	LXXVIII	XCIII	XCIV	XCVI	LXXIX	LXXXVI

As always Merya should start stealing. This time Kirana won't be so eager to use Demon Soul Breaker whenever somebody is at full HP, and that makes her more unpredictable and less easy to control, which makes this fight actually harder. She's completely immune to all elements making most attacking magic entirely useless, so physical attacks will have to do the job.






You can poison her, which helps a lot. I advice to have Aziëlla to cast the Hyper spell over Rebecca and after that a Permanence. This will speed things up.

Make use of the fact you can see what she's planning to do while between COM and ACT, as she can come up with really powerful spells that leave you little chance of survival, and canceling those can be a VERY GOOD IDEA!!!

307: Use the teleporter to get outta here

300: Exit Downstairs to get into the main hall.

4.6.4 – Dark Storage: Rondono

							
XCIX	XCVI	LXXXII	XCVI	XCVII	XCVIII	LXXXI	XC

400: Exit Upstairs x3

403: Go South

At the end East

At the end North

Exit North

404: Yeah, this page *has* been found, folks!









Walk to the big hole in the floor

IRRAVONIA: You can optionally fly to the center of his hole and an isle will be revealed.
This Isle contains a traveler's emblem

Exit North

405: Go North and face the boss

Boss Fight: Smile

							
CI	XCVII	LXXXII	XCVII	XCVIII	XCVI	LXXXII	XCI
<p>This might well be the most annoying boss in the entire game. You can with most attacks do no more than 1 HP damage, which can be frustrating, although that is compensated with a very low amount of HP. It also casts a lot of spells which are rather slowing you down than actually threatening you, so all in all this can be a very frustrating fight.</p> <p>Cheesy method: Make Aziëlla perform a normal attack → You win!</p>							

405: Save if you want and exit North

406: Follow the corridor and exit North at the end









407: The tiles around the pit are memory tiles, so the object is easy, find all matching tiles, and once you manage to do that the barrier will open.

Exit North

408: Save if you want and DO NOT STEP ONTO THE TELEPORTER!!!!

All the way North and speak to Rondomo to engage the fight!








Boss Fight: Rondomo (Round #2)

							
CI	XCVII	LXXXII	XCVII	XCVIII	XCVI	LXXXII	XCI
<p>Well, this time it's for real, folks. No losing, but winning. As always Merya must first steal his key. Don't EVER try to cancel him, as he'll make you pay for that. Keep a good eye on your HP and heal in time. He can be poisoned and Rebecca should be using her strongest attacks. Perhaps Aziëlla can power her up at little. Watch out for his status changing attacks.</p>							

408: Go back South and step onto the teleporter now

400: Step onto the teleporter to get back in the main section!

4.6.5 – Dark Storage: Main Section

							
CVI	CIII	LXXXVI	CI	CIII	CIII	LXXXV	XCVI

As soon as you arrive here after getting the keys from all four members of the order of Onyx you will first get a cutscene. Once that cutscene has passed the heroes will have manage to open the door.

Note there are no more random encounters in this place, but there is one more boss fight ahead, and you ain't gonna like it!

000: Go downstairs here.






001: Exit North

002: *The entrance to the Game Jolt exclusive dungeon Mörker Forest is located here. However the amount of achievement points required to enter is quite high, so it's very well possible the gate will remain closed for you.*

Exit North

003: And hey look who's waiting for you here.... Yup, you gotta take them on all at once this time. Good luck!

Boss Fight: The Order of Onyx

							
CVI	CIII	LXXXVI	CI	CIII	CIII	LXXXV	XCVI

All four at once, yeah, I hope you saw that one coming sooner or later. And don't have the illusion they are any weaker as they were before, because... they are not.

Now Merya doesn't have to steal keys from them anymore, but you may still wanna try to let her steal.

In basic goes, ladies first. If any of the men are hurt, even if it's only 1 HP, Kirana will use a superhealing spell which puts everybody on full HP also healing any negative status. However she neglects to check her own HP, so focus all your attacks on her first. Oh, and poison her, that saves you a lot of trouble. Should any of the men die before she is struck down, she'll instantly kill you all, so don't even try that.

Also take note that if you expect any kind of group attacks to be learned any moment to NOT USE NORMAL ATTACKS WITH THAT CHARACTER! Kirana's AI will make no difference between planned or unplanned attacks. It can therefore also be a good idea NOT to put Aziëlla on the front rank as long as Kirana is still up.

Once Kirana is down you can take down the men in any order you like. Jeracko is the only one who is completely immune to poison, so poisoning both Aldarus and Rondono can be a good idea. As always Irravonia should go crazy with wind attacks on Jeracko.

As before NEVER CANCEL RONDONO or he'll counter with a move you won't like.

And as a side note, as soon as Aldarus dies, Rebecca can unlock her "Lay on hands" spell. This has a bit to do with the bond she feels with Aldarus, as both have a common goal, even though it led them to be enemies.

- 003: Now you cannot exit south (if and you let Scyndi try it you'll get her to break the fourth wall), so exit North
- 004: *If you paid attention you'll see that Eric silently left the party. This is not a bug, you'll find out soon enough why this is.*
Read the plaque on the wall
Exit South
- 003: You'll find Kirana here. Speak to her and hear her out. Scyndi and Irravonia will force her to join you (hence "May the forced be with you" as achievement name. I like puns).
Exit South x2
- 001: Exit Upstairs

000: Exit South to conclude this mission.

4.7 – Frendor Bushes

Now officially Kirana only accompanies you during the course of this dungeon, but she can used as a full party member until the moment the Black Prison is completed (however the Black Prison is a solo mission for Merya). Kirana cannot be put up as leader and you cannot switch her to the back. She cannot level up either, and you cannot see her statistics. In the easy mode she has level CCC (300), in the casual mode has level CL (150) and in the hard mode she has level C (100).

Now she does not have the really terrible spells at her disposal now such as Demon Soul Breaker (come on, that would be overkill), but she has some powerful spells nonetheless that can make this mission easier. So you may as well use them.

Now the exit is in the South West, and this is just a kind of a forest maze dungeon, and the traveler's emblem is at the start, so I won't go that much into the deep. Of course, except for the boss fight at the start I suppose.

Boss Fight: Sheck-Lock (Round #3)


							
CL	CXIX	XCIX	CVII	CXIX	CXIX	C	CIX

Well, this fight is much the same as before. He has a few more nasty effects on his crystal blade and... that's all. You may once again try to poison him.

Once difference with his former meetings is that cancel effects will be countered this time. Be aware of that!

Now what is nice to note is that this is the last time you meet him in the game and that he'll become a stone master from this point on who can try Merya's rogue skills.

4.8 – The Black Prison





							
CVI							

This is this chapter's final dungeon. As soon as you complete this dungeon chapter 4 will end and then only chapter 5 remains.

This is another one of a kind dungeons where all rules are different than normal. First of all, Merya is alone in this particular dungeon, however she won't get in any random encounters. She will have to fight a boss though.

Now the object is easy. She must get through this dungeon without getting seen by the guards. When the guards see her they kill her on the spot, which resets the floor she's on, so it's not that much of a big deal, but you gotta be alert, nonetheless.

These things must be kept in mind:

-  The guards can only see in a straight line. So if you are not in that line they'll ignore you
-  Unless you get too close then they'll always kill you. Stay out of a 32 pixel radius at least.
-  They can not see very far. 5x32 pixels only. If you are outside that range but still standing in front of them, they'll ignore you.
-  Remember Merya's ability to scan for secret passages. Sometimes she must pass through secret passages in order to get past a guard.

Let's get this show on the road, eh?

000: Enter the building

001: *If you look well you can see a cracked wall on the west side of the passage. That is where the traveler's emblem is hidden. Since Merya is alone you cannot get it right away, but make a note of it, so Brendor can retrieve it later in the game.*

Exit North

002: *Sit out the tutorial*

Go South

At the end East

At the end North

Exit North

003: Enter the most left way south

Once you are in, just click the most right way and Merya will automatically find her way through

Click the stairs

004: Save if you want, and hit the stairs down

005: Walk to this spot



From here North

2nd way East

At the end all the way North

West

4th way South

You should be next to the skeleton now

West

2nd way to the North

At the end West

Hit the stairs

006: South

2nd way East

Enter the first cell

Click the cell next to it and Merya will automatically find the secret passage leading to it

Pass through another secret passage to the corridor but watch out as the guard is standing pretty close. One missclick and you're done for.

Go North and make sure you keep “hugging” the East wall

1st way East

Enter the cell


From here you can click the stairs and Merya will do the rest

007: *Mort will welcome you and you will instantly go a level up (unless Merya has already reached the current level cap).*

Save the game if you want

Speak to Mort to get the battle started

Boss Fight: Mort

							
CVII							
Mort statistics are always adapted to Merya's, and the difficulty settings have been taken in mind also. Mostly Merya should be able to kill him in one or two blows, but watch out, as Mort has a few nasty tricks upon his sleeve.							

007: Flip the switch behind the spot where Mort used to be

Enter the cell that opens

Speak to Eric and he'll join you (not that it matter, but hey, I had to it it right, eh?)

Leave the cell and hit the stairway up.

This will end this dungeon and this chapter (and on this moment Kirana will also officially leave the group permanently). Sit out the scenario, and move on to the final chapter.

CHAPTER 5: THE RUINS OF DYRT

Chapter 5
The Ruins Of Dyrt




First of all Eric will have a slight power up. He'll be shown in blue clothes for the remainder of the game, and he'll have alternate equipment (the game will explain why that is, so I don't have to add spoilers in this guide explaining that). Aside from jewels, he cannot wear the regular equipment anymore. So you don't have to keep him in mind either at weapons stores (there is only one place where better equipment can be bought though). Eric can however get a better armor by beating one of the sealed bosses (see "sealed boss" section for more info about that).

By passing this point Eric will also be able to unlock the spell "Yasathar's Blessing".

As the name of the chapter suggests, now you are going to Dyrt. This may be the shortest chapter of all, as (optional stuff not counted) there are only three dungeons, and a town in the last part of the game, with a total of two more bosses. Shouldn't be too hard, right?

You will start this chapter in Rayal Palace with only the male characters in your group (the girls will be back soon enough). You need to go back to Delisto and there the new location Zondra's Grave will be unlocked.

5.1 – Zondra's Grave

							
CXX	CIII	CXXV					

You will see a grave with a man standing next to it. Talk to that man and hear him out. That's all you have to do. After that go to Xenor Bushes where the girls are waiting for you and rejoin the party.

5.2 – Mermaid Harbor & Dyrt Beach

							
CXX	CXXVI	CIII	CXXIV	CXXVI	CXXV	CVII	CXIV

I'll take these two locations together.

First of all upon entering this place you'll be able to unlock the Red Temple sidequest which unlocks the sealed bosses, and which also (if you've been working out REALLY REALLY well) may grant access to the Game Jolt exclusive dungeon The Underworld.

Now in order to get moving speak to Ariel (the one on closest to the water) and she will bring you to Dyrt where you start on the beach

You can if you want speak to the Aquillian girl sitting on the rock here, but you don't have to. There is also a traveler's emblem here. Take it.

Save the game if you desire and exit North

5.3 – Wastelands

							
CXX	CXXVI	CIII	CXXIV	CXXVI	CXXV	CVII	CXIV

I think you know the drill with dungeons like these by now (I guess I put them in way too much). The exit is at the North side. Find your way through. Don't forget the traveler's emblem which you can see already upon entering this place.

5.4 – Forest

							
CXXIII	CXXVIII	CV	CXXVII	CXXIX	CXXVIII	CIX	CXVI

Well, another one, and the very last one of these in the entire game... promise. (easy promise to make with only one dungeon ahead, well that is optional stuff not counted).

First of all, the North route is a dead end, but at the very end is the place where the traveler's emblem of this dungeon is located, meaning you may wanna go there anyway. The East route really leads into the dungeon. It may be a nasty one, but the exit is in the North-East section.

5.5 – The City of Umerington

							
CXXCI	CXXXV	CIX	CXXXIV	CXXXVII	CXXXIV	CXVI	CXXII

Although this is a dungeon, this is also a full-fledged city with a bank and merchants. And it really is worth the trouble to seek out the weapons and armor merchants (which are two different merchants here. That was due to the stock limits merchants have in my database), as they sell the best weapons and armor you can find in the game (not counting the stuff optional bosses can drop that is, well, that goes for the weapons at least).

Now contrary to the forest and the wastelands the encounter bar will not refill itself so when it's empty you can move around freely, and if you can make Rebecca scare the monsters away, all cool (although you if you missed some emblems and didn't do any of the sidequests you may not be able to do that right away).

Umerington also hides the entrance to the last optional dungeon, the Death Caves, see the sidequests section for more information about that.

In the North-East of town you may find a Dark Servant named Jürgen. He may sell you a Traveler's Emblem for 10,000 shilders.

The North-East is also the place where you must leave this city in order to unlock the final dungeon

of the game. Lord Dzgymza's Keep.

5.6 – Lord Dzgymza's Keep

							
CXXCI	CXXXV	CIX	CXXXIV	CXXXVII	CXXXIV	CXVII	CXXIII

This is the final dungeon of the game, and also one that is not just a passthrough like the other dungeons in the place were. This dungeon has actually been set up with a bit of an architect in my mind (although laws of physics be damned, but hey considering how this “keep” came to be I could damn them), and there is some active puzzling, two boss fights (final boss included... or three, considering the way the final boss works).

And one of the most important revelations of the story line, that was still a mystery so far (or did you manage to deduce it already?) will take place here.

Of course, finishing this dungeon will mean the game will end, so if you've any sidequests left to do, do them before completing this dungeon.

Well, without further ado, let's get this show on the road.

000: Exit North

001: *You may see some statues here. You may examine them if you please.*

Take either one of the stairways... It doesn't matter which one.

002: *Now this is a kind of “circular” (well, square shaped, but you got what I mean, I hope) corridor, correcting to six bedrooms. To all the members of the order of Onyx (of which there's a fifth member named “Wanda” who doesn't make an appearance in the game, but she does play a role in the prequel novels), and four of them have a puzzle. Solving them all will open the big door in area 001.*

You can take these rooms on in any order. For this guide I'll use the order in which they are numbered, so check it all well if you plan to use this guide.

003: *Wanda's bedroom*

There is nothing you can do here. Just leave this room. It's only there for lore reasons.

004: *Lord Dzgymza's bedroom*

There's a save spot here. It also recovers lost HP and VIT.

That is all there's here, though

005: *Jeracko's bedroom*

IRRAVONIA: Fly over the gap

Flip the switch

IRRAVONIA: Fly back

Exit the room.

006: *Rondomo's bedroom*

Like before this is a memory game, although the tiles are now more “randomly” set (random as that I picked random spots without giving it too much thought. It's not that the random number generator was used here).

You know the drill find all matching tiles. As soon as you found them all you can exit this room.

007: *Aldarus' bedroom*

SCYNDI: Hook East

Flip the switch

SCYNDI: And back

Exit this room

008: *Kirana's bedroom*

BRENDOR: Break the wall

Flip the switch

Exit East

Once you've flipped all switches and solved Rondomo's memory puzzle just go back to room 002 and hit the stairs down!

001: Hit the center door

009: Save the game if you desire

Speak to the Dark Servant to engage the boss fight

Boss Fight: Dark Servant

							
CXXXV	CXXXVIII	CXXII	CXXXVII	CXL	CXXXVII	CXIX	CXXV

Of course I didn't call this boss by name out of spoiler prevention.

This boss has a very dedicated AI. It will use "Study" to copy the base statistics and ability of one of your playable characters. This can only be done by those on front. Make sure who could be a treat as an opponent and who could not be. Then it will use their abilities against you for three turns and study another.

Now the boss is extremely weak for light attacks. Now the fact this is an undead enemy won't help that much as damage through healing spells have been capped (yes, to prevent instant kill cheesy escapes. This boss is too important for the plot for those kind of cheesy tricks) and the cap is too low to bother.

Don't ever cancel the moves as that will be countered with Ultimate Soul Breaker which puts all your HP to 1 and also all you AP to 0. And it should be noted that Aziëlla and Eric cancel in their normal attacks by default (Eric due to his Blue Moon sword). All weapons dropped by sealed bosses also have this effect with the exception for Irravonia's Catastrophe and Dernor's Homerun. Of course, when the attack takes place when the boss is not between COM and ACT the cancel effect won't work and then you can safely go for this. Aziëlla's auto ability "Intercepting Shot" also known as "Oh no, you don't" is not a thread as it won't cause this counter effect.

As this is the last boss before the grand finale, I guess you may expect something from it.

The boss will drop a traveler's emblem upon defeat.

And now time to work towards the grand finale, LET'S GO!

009: The right door is open. Well, hit it!

010: Examine the person lying on the plateau, and the last crucial revelations about the plot will be done. Hear the story out, and exit this room.

009: The door to the left is now open. Hit it.

010: And there he is: Lord Dzgymza. Speak to him to engage the fight!

Boss Fight: Lord Dzgymza

							
CXLVIII	CXLVIII	CXLVIII	CXLVIII	CXLVIII	CXLVIII	CXLVIII	CXLVIII

This fight has two rounds. Round #1 is just a matter of survival. If you can survive 5 turns the fight temporarily stops for some scenario and will then ignite again in round #2.

Now Lord Dzgymza will always use these moves in this order.

Round #1:

Turn #1: Observe (in the hard mode “Demon Soul Breaker”)

Turn #2: Curse (always on Eric, in the hard mode on the entire front row)

Turn #3: Death (always on Eric, in the hard mode on the entire front row)

Turn #4: Dispell Magic

Turn #5: Ultimate Soul Breaker

And after that it will terminate the fight (in the “always on Eric” I must note that if Eric is not on the front row or if he's KO'ed on the moment Lord Dzgymza enters his move, he will pick a random character in stead).

In round #2, you actually must fight, but please note that none of the characters can bring his HP lower than 1, however Eric is still able to “Coup de Grace” him ending this fight when his HP is low, thus fulfilling the requirement that only Eric can kill Lord Dzgymza.

Lord Dzgymza's stats and HP are based on that of the party on the moment the fight begins, so whatever tactic you had in mind, level grinding is NOT going to help.

Here Lord Dzgymza will also follow a pattern of the same moves

Turn #1: Observe (in the hard mode “Demon Soul Breaker”)

Turn #2: Either “Flame”, “Breeze”, “Splash” or “Rock”.

Turn #3: Vanish

Turn #4: Charge (in the hard mode “Ultimate Soul Breaker”)

Turn #5: Day of Judgment

Turn #6: Recover

Turn #7: Demon Soul Breaker

Turn #8: Malefaction

Turn #9: Either “Fireblast”, “Hurricane”, “Quake” or “Tsunami”

Turn #10: Blunt

Now important again is to NEVER CANCEL him (in both rounds) as he will come back with Ultimate Soul Breaker. And it's also recommended not to use Merya's BackStab as that will increase the speed with which he moves over the time gauge.

Once you've won this fight, the CONGRATULATIONS, as you won The Secrets of Dyrn.NET
Sit out the scenario that follows.

This will also unlock the New Game+, which offers a few things that make you more powerful than before, and which also features four extra secret dungeons you could not access in the normal playthrough....

d