

WALKTHROUGH GUIDE SPOILERS CONTAINED!!

Main Quest Only

- Erica is now alone in the woods after nearly everyone in her village was.... Survive the night(has day night cycle) or kill the Owlbear that spawns when you interact with the duck.
- Let the old man find you.
- You get raised by the old man. Practice with sparring partner and save. Head downstairs to continue story/training.
- After training you sleep/clear your way through the monsters and make your way back out the front door of the castle.
- You find your teacher dying(talk to him)
- He gives you quest to go upstairs to read his journals in the library - read both journals on the 3rd floor in the library then loot the flesh in vials & clock in chest to tell time to avoid undead if you wish. (More undead tend to spawn at night)
- Place the 2 Ancient flesh on the altars on the first floor. You must do this process each time you kill an Ancient Monster

- to finish the quest for that monster and unlock the next.
- Head to the first town Solastraus(used to be Brindlewood Village) Head back out north, through the woods and out the way you came to get to world map. The town is right outside the woods.
 - You can speak with the villagers and find Adam is at the Inn(Enter it to collect him as party member)
 - Gear up in town if you wish at gear merchants/food shop/item shop/magic shop(helps to have a couple cure disease or food buffs as well, but money will be limited at start)
 - Once Adam joins he informs you there is a goblin with healing powers who would be vital to their journey. Head north-west, road signs will tell you the dwarven "Jackpot Mountain", is there at the far top-left corner of the world map. (Adam must have joined the party to progress there)
 - Talk to the dwarf foreman in the middle of the room to inquire about the goblin Grendel, and he gives you a quest to stop the goblin revolt!
 - Talk to the dwarf in the upper right of the room(he unlocks the gate beside him) then enter the mines.
 - Navigate the mines by using the minimap(M-expand/min) there are several chest in there.(It helps to burst/stun the diseased undead to avoid disease) The exit is on the far

right of the mines and is a lit door/exit. Grimlock unlocks after banquet scene.

- Keep team healed and burst down the goblin foreman/his allies, loot the treasure room and exit through the top exit to get out of the mines. Then re-enter the mountain through the front door and notify the Foreman in the center of the room to complete his task.
- This allows you to unlock the upper left door and gain access to the dwarven town in the mountain.
- The Casino where the dwarven king is located is at the top left of the map. Feel free to explore/shop because there are hidden treasures (and a Notta Chicken which may be too hard to kill by most players in game at this point).
- You can enter the casino by just passing through laser security, and king can be found at the top left of the casino; at the bar. Let him know why you are there and you will be shown where Grendel is being kept(at the jail)
- Grendel has a dream that he will obtain great power, but he must take it from Ancient monsters! He is shown a spell that allows him to drain the energy from them once defeated! Head over to the east side of town and collect him from his thankful jailers.
- You must now head south to the elven forest in the southwest to track down this forest Ancient you read about in the

journals in Vandal's library.

- Upon arriving you notice the guards/signs say you need council permission to be in the elven lands, so find the council in the south-east and it will be the larger tree house building.
- I'm not revealing all items/secrets in this so make sure you are exploring to get hidden loot/treasure/money, anyway...make your way past the guard and speak to the council.
- They will give you access to the "East" side of the same forest(different zone) where you can find Lucy. You can gain access to the eastern forest by going back the way you entered the forest, and instead of exiting(turning left(Up)) continue down the path past the guard. The signs will even hopefully help guide you.
- When in the eastern forest, continue down the path and Lucy will be in the bottom right part of the woods.
- When you have Lucy join you, either continue to the far bottom left of the forest to find treasure/exit or leave the way you came in.
- Probably a good idea to gear up more 'if possible', before entering the western forest because it contains multiple mini-bosses and the Forest Ancient, but your call.
- Wander the maze until you can find the middle of the maze

where the fountain is. Fire is your friend in the forest and it may be one of the largest sources of damage from Grendel at this point. Rip out the sign and make a bridge to the statue and have Grendel do his thing.

- Three forest creatures spawn, speak to them and they will teleport to hide. Find them in the maze. They are found in the bottom left/bottom right/top right and one is hidden behind a tree, so make sure you look carefully.(They are still in the western maze)
- Once you defeat all three of the forest guardians the passage to the Forest Ancient is revealed at the top left side of the maze. Head up to take on the first ancient monster Eldwynvol!
- Save - Save - Save and more saves on multiple different save points. Who knows what the RNG may have in store for you and even though you may feel powerful, if you underestimate a fight; you may quickly be wrecked by certain mechanics.
- There are campsites before most bosses and they can/should be used to give you full advantage(full restore, but you keep buffs/debuffs)
- Boss Tip(Always keep the party healed as much as possible because bosses have rng mechanics & built in mechanics which may trigger off turn based rotation/hp/max-turn enraged timer. A series of bad RNG powerful spells/instant

death mechanics/damage reflect/lucky critical hits/confusion on your own party which causes them to kill each other; are but a few of the situations you will want everyone revived/full health/shielded/buffed)

- (Eldwynvol Boss tip don't read if you like to enjoy/figure out fight mechanics) - I don't wanna reveal everything about the game, but Eldwynvol is weak vs fire and only has 10 armor/m.armor. He however has a 20K health pool after you fight his Guardian, powerful spells, and his allies to aid him. I would use AoEs to wreck the adds such as "fire to all", "Hamstring to All" then set all my long fight buffs on my high dmg members and start building my TP for more powerful abilities. Always keep people healed to full life and burn all the adds down as soon as the spawn. At 50% health he instant cast the grasping thorns and calls more allies (when new enemies join you may have to highlight them to see who they are.) Keep disease on bosses/target you don't want to heal or have any regens on. Depending on your gear/level/skill, this fight could be very easy... or you could get hit by the RNG bat that I love so much and wipe.
- Okay let's say we killed Eldwynvol and you payed attention to all the storyline that just went down. Now we need to head to the Elven Council to turn in our quest/let them know of our heroic deeds!
- Boom quest turn in, prob got some elven armor and now let's head to turn in our first flesh that we collected back at

the tower!

- Boom more exp that we love! We get to head up north now to the area which the opening scene of the game took place! I hope you are not afraid of spiders, because that is a majority of this dungeon...again. I can't stress that if you don't wanna struggle bad, then you restock on items/gear upgrades/heal/buff at least every time you go into a new mission to kill an Ancient.
- Head straight north of Solastraus to Ruthford Castle. You handle business with the spider that blocks your path, and get to work. Feel free to explore my lovingly crafted landscapes and find some of my hidden loots in all zones, don't let me rush you.
- Head up toward the wall gate and notice there is a breach in the wall to the left. Go in through that gap and you will come out on the other side of the wall(exit the same way).
- Castle is boarded up for some reason, but you are looking for the Ancient that is rumored to be under the castle. You can find a hole with a rope to climb down at the top right part of the map(inside the wall).
- Spider caves...pretty simple and straight forward path dungeon. Use cure poisons/cure disease when you can and focus/stun anything that may look like it could inflict something you have to burn a consumable for if you have little to spare. Sustain/reserve your mana unless you have

lots of mana potions or are running a mana regen food buff still.

- There is a campfire before heading down into the boss room, head down the stair and cross the room to the left. Click the brazier in the center of the room to engage the boss.
- (Broodmother Boss tip spoilers & mechanics contained)
Okay, so just like Eldwynvol the Broodmother is also weak vs fire, & surprisingly resistant vs light dmg but the Ancient's divine nature makes them that way. Keep disease on the boss and make sure to keep your life full. Kill adds when you see them and party healed/shielded/armor buffed. Use Lucy's party buff if you have it to keep Hunter's Focus on the party, which gives them immunity to confusion/blind amongst other things. Blind effects may come up a lot if the rng deems it must be so! This boss has a lot more hp/armor and in combination with her spiderlings she can kill your members quickly with her divine web stun/followed by powerful attacks.
- So you killed the boss, and now you need to head out of this crappy cave! Head to the upper left and there is a tunnel which leads to the top. The castle door is final unlocked and you should enter and go meet them. Get through all that storyline and you can check out the rest of the castle.
- Head on back to turn in the flesh to it's proper altar back at

home. You unlock access to the north/winter kingdom and gain quest to kill the Ancient rumored to be in a cave north of Winterdale. Winterdale is North East of the forest/Solastraus, in the right middle of the map. You can now enter and do your townly task, if you wish. You may notice that the guard on the right side of town will not let you pass unless you get his boss's permission because the King has closed the pass. You must make your way up to the castle and talk to the two guards. Once you have convinced them that the smart thing to do was to let you continue on with saving the world, you are finally free to deal with the guard to the right as you wish.

- After leaving town and passing the guard, head up through the mountain until you reach the upper right and zone into the Ice Fang Chasm.
- If you talk to Brad, on the bridge. He informs you that you need to see someone who is located in the mine, just to the right of your location.
- Speak to the foreman. He notifies you of a supply shipment failure/trouble up north/on goings of the monsters of the cave of your interest.
- Head back to the bridge, cross it and veer to the right which will take you to Winter Ridge Village. Feel free to look around town to explore and find possible loot, but notice the necromancer and lich head to the left so follow them out

of town when ready.

- A note in the Inn notifies survivors may be taking refuge in the crypt, and as you follow the path out of town to the left, you come to a graveyard. You find the necro and the lich! The necromancer buys his time to escape by leaving his lich for you to fight.
- Handle business, the lich is fairly easy and can be burned down with light based dmg attacks/grenades/fire! You get more stuff from defeating him, but if you fail to kill him before his internal turn timer, he will flee because he held you long enough for the necro to escape.
- Go into the crypt/clear the debris and talk to the surviving members. One should give you the supplies for the miners and you should return to them with the supplies and notify them what has happened.
- The miners return home to piece together their shattered lives...and you continue to save the world! Cross the bridge once again and this time head to the left to the cave! Again feel free to explore for loot/fights/fun, but then continue into the cave.
- Clear your way through the caves, basic dungeon crawling like the spider cave. Some things may require magic damage/fire/armor penetration to actually make a dent in them, but you have everything you need, so adapt if you need. Manage combat with minimal mana if you fail to avoid

the mana syphoning wisp or run from combat if you need due to lack of resources/low life.

- You dead end, in the 3rd lvl of the cave and find a large shiny crystal you must click on to trigger the boss event. There is a campsite in the room to rest/save before the fight.
- (Graniate boss fight spoilers may be contained) Kill Graniate using a lot of stacked buffs/damage over times/armor pen. Kill his icy healer with fire dmg/magic early on because this may be a long fight and heals will only make it longer. He has massive armor and HP and his armor buffs scales him even higher in armor making him sometimes take very little damage unless you find ways to bypass it or amp up the output through buffs and weapons. Try as best as you can to keep the party topped off because some of his AOE's may be painful, and this might be a long fight if you are not using proper abilities or did not focus on building dmg. If you need it...there is always Drippy to come in and handle your light work if you have been reserving him/saving flesh.
- You beat Graniate and just have to head out the way you came in, all the way back through the dungeon.
- Boom you exit and see the miners from the cave to the south are there as you barely made it out.
- You are now must head back to turn in the Ancient flesh/shop and head on down to the south east because that's next on the list! The bridge has been repaired finally

after the elven wood shipment arrived.

- Make your way through the small portion of desert to the very far bottom right corner and enter the desert zone.
- The desert is massive as is almost every desert zone I've ever played in a game, but I mean you can kill a bunch of stuff if you wanna farm and if you noticed the treasure map in one of the small houses in Winterdale; it kinda looks like a 4 year old drew a cactus...you may want to waste your life trying to find what is buried there.
- You can pop the minimap open to see where you are and rough terrain, make your way across the desert to the right basically following the footprints in the sand. The will lead to the desert town.
- Speak to the people/leader in one of the main buildings and he will inform you that some of his people have gone missing within the shroom cave.
- The guard at the cave just above the town will now let you pass since you were given permission. Head on in the cave - explore and make your way into the next room.
- The next room is a large chamber and you can find notes in the tents about what has happened. Explore but notice there is a shroom on the right path that upon exploring...requires you to have a shovel.
- Make your way to the left side of the chamber and locate

the shovel in the upper tent. Explore away, but then head over to that shroom and dig it up. Now make your way to the top and notice the campsite...feel free to explore but always avoid save points unless you don't mind losing buffs....or have to, because they will full heal/cleanse.

- (Nocta the Ancient tips and spoilers) So Nocta takes 3 different forms which are fairly simple fights, but if you have not noticed, poison and confusion are becoming quite the problem. Use Lucy to keep her buff that blocks the confusion and gives the team a damage boost to counter half and cleanse the poison/heal through the damage. Watch the boss because he will swap between 3 forms which goes from bad-worse. Stop damage during these phases or figure out what he doesn't reflect/cause you to be poisoned, enough for you to tolerate healing through. Nocta has massive armor as well, but has a very small amount of magic resist. He is immune to poison and like all the other Ancients, he shares the same resist to stuns/light unlike his hallucinations he caused. Armor pen abilities or abilities with magical based damage should hit very hard still. For example Grimlock's darkness based ability & Grendel's Pestilence which is a massive darkness nuke would be some smart option types to focus on. Anything to penetrate through the armor/drop resist/increase party damage and healing/mana regen over type is all usually smart to have going during long boss events.

- Long fight I know, but hopefully you made it and your team didn't kill each other from all the confusion! If you're all good and explored out, head on back out and inform the village leader of your heroic deeds. Also, check out this desert merchant because apparently someone who likes to randomly forge fake elven logger badges, because it's apparently a lucrative business, sells his wares there. It may allow you to get past the guard who blocks you to the south path below the Elven Council's Tree. This may allow you to gain access to hidden content and more powerful weapons. Hopefully you have found some already and are curious to what are Notta Chicken is? Meh oh well.
- Now you have Nocta Flesh you need to head back to place it on the alter to complete your quest.
- You now unlock access to the Ancient of Death which you can now access on the central/mid-left side of the world map(looks like a graveyard/wasteland). I placed a lot of undead spawns that trigger at night time and this area is no exception. If you try and cross the next zone at night you will have to get through a lot of skeletons, or wait till daytime and it will be basicly empty. You should be able to fast forward time resting most places.
- Okay It should not of been to hard to make it through that and this area is not really a dungeon. You find a shack and notice some stuff happening. Oh look a campsite.... hope I have some wood that is on the ground in some areas.

Anyway prob good save time. Enter the cabin.

- (Ancient of Death spoiler tactics) so this fight is rough to explain because I put a few things in it. Be sure to have a lot of light damage openers to make this fight quick...but potentially more dangerous. At 70/40/15% health, the boss will cast a whole party death spell (Mass Grave) and has a potential to wipe the whole party if the rng is bad. It is only a % of chance to kill, but sometimes the RNG be that way. If you use Adam's ability to survive death(Undying Devotion) and time it, then you can possibly survive all the deaths 100% chance on him, this would allow you to use him as a party backup rezzer in with Miracle Pills throughout the fight. Avoid darkness based spells/abilities at all cost and don't use anything that poisons. If a party member(other than Adam or Grimlock) is below 35% health by the end of the turn then the Ancient will execute them and try and steal part of their soul for a buff. Lucy soul +50% light & thunder resist/Grendel soul +15% elemental resist/Erica soul +20% counter attack. Adam and Grimlocks souls are linked and they fortify each other so they are safe, but can still die(get knocked out) by other things. The execute only happens once per fight, but if he manages to gather all 3 souls he will cast soul strike and nuke the party...a lot of rng involved in the death mechanics and sometimes it's hard to heal above 35% to avoid the execute, but good luck.
- Boom bang pow, a bunch of stuff happened and you are

probably hella pissed....or sad...or like...who is that again?(waaah?) It's okay it will all be okay stay calm...you are loved. The gear that you may have placed on ...sniff sniffle" should be returned and you may choose to sell it.(or keep it for future use/hope) This is a story about heroes, and I say we go with HOPE!

- Loot up from the chest/reread the notes if you wish or head on out. You might want to resupply before heading to the next task. You did not obtain any flesh to turn in, instead you found out that his flesh was used to bind two gates.
- The first gate is a gate which contains trials/puzzles/mazes with minimal fights. Save prior to entering because saving will be disabled for a while until the short puzzles are cleared. It is located where it is shown during the cutscene, to the west near the lava there is a tower.
- First tower room- the first room mentions torches, click on the torches to extinguish them in order to remove all the swords. If you are hit by a sword, you are instantly killed. Once the swords are all cleared/flames put out, then you are teleported to the next trial.
- Boom next trial - There are crystals located in different spots on the map, click on all of them to open the passage. (Other possibly quicker way, head to the left and follow it around the top and top the very bottom. Click on the orb and it mentions about walking God's path. Follow the figure who

spawns and he will lead you back up. After you pass a certain point where the path leads, you will unlock the door to the portal.

- Mino Maze - You get a quick glimpse of the map and you find out that...holy crap. Just make it to the end and pull the switch to close the door. This will stabilize the teleport and allow you to leave.
- What wall trial? - You appear in a room with a wall, switches, and a chest. The chest basically tells you that everything does nothing and if you head downwards then you eventually appear on the other side of the wall and can take the portal. The tile loops vertically, but a wall separates it so you must go down to reach the otherside.
- Party meets in the limbo type room, "dialog" and then take portal.
- You appear in a scorching tunnel far underground standing on grates. Head across the area dodging the flames, making epic jumps, and be sure to heal yourself occasionally as you cross the burning coals/get scorched by flame. Cold stuff probably hurts the enemies more and heat probably doesn't hurt much or heals them. A good time to save...
- You have to click the orb near the gate to obtain the flesh, but upon doing so you know that the gate will have it's seal broken and you must kill whatever is within.

- Stuff happens and now you have to handle combat fast and at a disadvantage. The first round, you can reequip Adam with his weapons but you might have to wait till the second wave to fully gear him back up! You get a moment to access your menu after first wave. Equip your members with any gear you may need/heal/and buff with regens!! They will last through combat. The fights are fairly easy and straight forward but they can be dangerous and exhausting. No tips needed I feel.
- Cheers take a moment to finally see what all just happened and inspect your team before "remembering to save" and then continuing on through the door, we got things to kill!
- Make your way around the path and when you reach the center of the room the summoner should engage you. This fight can be brutal especially if you don't see it coming and you blew key cooldowns.
- OMG you just lost all your mana! Honestly this would significantly suck if you didn't have any mana potions or something, but we all have those...right? Mana water and buffs that give resources over time are a massive boon when fighting this fight because they will still trickle mana to you even after he siphons it all. Burn this guy down, but stay away from fire damage. Kill him and his summons as fast as possible using whatever you have available, when you have available mana. He is not tanky but he can be very annoying with his shields/summons/mana drains if you do not burst

him fast enough. If a new summon joins, you may have to highlight them to see who joined the fight.

- You did it!?! Okay now you are ready to fight what is behind the falls. Heal up and ready for the next fight.
- (Heloxodus Boss Fight with a little spoilers) He will be putting out massive fire damage, absorbs fire to heal, and will charge a heavy dmg attack every four turns. At 25% life he will enrage which will cause him to attack faster, and more powerful, with crippling blows. He only has 25K life total, and hopefully you can sustain shielding and heals while your damage carries burn him down. Remember to execute when he is low life or use a heavy attack, just to avoid the increase in rage damage. He will be teal colored when he is enraged, and you should notice him changing animations as he goes through his explosive/fire aura cycle.
- Okay you made it out of the Tower and you have the first half of the flesh. Restock/gear/save and head east to the captain that is just outside of Winterdale on world map.
- You gain access to the boat and now you can check out what that house to the east is (you only have this short window with boat to access it/trigger the bridge the connects it with Winterdale) or head on into the whirlpool/maelstrom that is in the center of the lake.
- Once you get to the maelstrom you then enter the shipdeck view, before being asked if you are ready to proceed. Once

you handle business on deck, you then plummet to the chamber.

- Collect yourself and scope out the place for loot while you handle the new threat. Water type and electric type mobs that are sometimes attacking in swarms!
- Make your way on the other side of the wall, down to the bottom left and pull the central switch to lower the water flow blocking the room to the orb containing the next fleshes.
- Head over to the orb, which triggers the door to unlock as you collect it. Be sure to click on the orb and not the base of the orb to trigger the event.
- Head on through the activated door. Once you are in the other room, go left through another door and clear the mobs up and around the room up to the door with the save point. Decide to lose buffs if you still have them or use save beacon to full cleanse/restore.
- Go on through when ready/prebuffs help, and you enter combat. Some bad rng like an early cast of thornmail by General Braxunax or some whicked damage output from Commander Zenefra can quickly turn this into a deadly fight.
- Notice the way out is through the Hive Queen lair, so do what ya need and then head over to the cave entrance to the left. You have to kill her to ensure her brood doesn't

mind control the people on the surface!

- If you have not notice by now, the worm's imbed ability cause confusion at times amongst members and you are not able to heal the member who is infect, but the worm is resisted and auto rejected by the powerful allies after a number a turns/movements. They will attempt to imbed at low life/before death.
- (Hive Queen boss with spoiler & tips) If you made it this far then you shouldn't need many tips. Lucy's team buff that prevents confusion is clutch this fight.
- You made it! Equip Erica with the Greatsword, and that is the only weapon she can now use as she assumes her role as her class changes.
- You are now on shore (save) and do everything you need/want before you start up the next part, because you are nearing the end of the main questline.
- Okay, you are ready and you probably buffed yourself with the holy church buff(if you managed to open them) maybe, all food buffs, and have sweet gear...because you want to look your best as you turn in the flesh to save the world from monster kind!
- Head to the tower to turn in the flesh at it's altar. When you place it there, you can now invoke the spell at the center altar to save your world, and avenge the man who raised

you after your families tragic murder...stuff happens.

- You now need to head upstairs. You notice the door on the 3rd floor is not locked and the lich is inside.
- Speak with the lich. Look around the room, and then break/click on the jar on the left wall which contain his remains.
- Head up the stairs on the upper left part of the room behind where the lich was standing.
- After the dialog, approach the monstrosity in the center of the room. Final Boss Time - Good luck, and thank you for playing Ericanskinsmonsters!