

Legend of Queen Opala Origins: EP: 1

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ToC

Section 1: Version history

Section 2: Why do this?

Section 3: Basic stuff

Section 4: Walkthrough

Section 5: What do I need to fix?

Section 1: Version History

V 0.1 - This is the initial put together version. This is just to get something on the wiki with most the information out there. This is by NO MEANS complete. Loads of typos and just kind of a mess to look at.

Section 2: Why do this?

Well after playing LoQOO EP 1 I noticed I had like 10 windows open to make sure I didn't miss anything after going through the game myself. Since no one has made any walkthrough so I said wth, why not.

I am rusty as hell at doing this so cut me some slack. Been about 20 years since my last walkthrough for Star Ocean 2nd story. Pictures and all that will be added when I have time.

I will note though that I didn't put paintings or harder locks in the walkthrough. Since some are so early and are missable unless you spend 45 minutes in the attempt to maybe kill a Golden Beetle. Nor whistle for capturing animals. Since you don't need any of those items to complete they will be added at the end of the guide.

EP 2 will most likely be out so maybe this "Missable" items won't be so missable or pain in the ass to get.

Section 3: Everything can be controlled on the numpad. You can also use arrows and any Enter key.

Enter or **C**: Search/ Talk/ Confirm. Basically all usable action

O or **X**: Cancel/ Back

A: Running when Item obtained. Always have to hit twice to activate. Least for me. Only works OUTSIDE.

Alt+Enter: makes it full screen

Titles: Titles are earned from many things. Killing monsters, searching stuff, mining etc.

Rewards: You get the option to get these by getting titles.

Section 4: Walthrough

I will be running Western first since that is my first run and I like going from left to right. *The warning should be taken seriously.* Start your new game and pick your type and What you MC will look like. Pick a name or stick with default.

TIP Search All desks, wardrobes, Furniture with glass doors and wardrobes without glass doors. Dressers don't seem to have anything. Sometimes people will get mad at you for stealing their stuff. As of now there really isn't anything negative yet by them getting angry. ***TIP COMPLETE***

After intro talk to people if you want. Get information. You know IMMERSION! Head up any flight of stairs, raid desks.

Handkerchief- Quest item

Talk to the person in White.

TIP Choices have effect on how much the person likes you. You can piss them off or you can make them like you more. Some scenes and or events can only be triggered by a bad or good choice. If I don't write a choice down it has no ill effects. So far. ***TIP COMPLETE***

Laquadia:

Accept Reward: 1k Gold

Haggle: Armor: At blacksmith No gold

Promotion: **Nothing**

Something personel: **Scene.** *Surprise BJ will net you Renegade+1* No gold

TIP What you pick in scenes changes them obviously. ALTHOUGH it doesn't unlock all variations in the art gallery. Multiple playthroughs are required to see all variations. What you pick as MC doesn't matter as it will unlock those parts for all playthroughs. This maybe subject to change. ***TIP COMPLETE***

Demand something more: **Renegade +1/** Scene

I suggest taking the scene. Monsters drop money anyway.

Colusia Castle:

ITEMS:

TIP I will list general items just in a list unless from a chest or important items. Such as items found in desks. Some things are locked. A lockpick can be obtained to open them. Important 1 time hard to find items will have pictures to show where. ***TIP COMPLETE***

2x Beldorian Ale

1x Small Spirit Potion

1x Cute Ribbon- Gift item. Not implemented yet

1x Basic Mineral x2- Used for blacksmithing. Armor/ weapon crafting

1x **Ruby coin**- used for opening red chests.

1x Seed of Mana- Max SP +25

Talk to soldier next to dog for journal entry. Beatrix Added. She will get mad if you search her room. Go across hall and talk to man in there. Crayden Added. Head straight south and try to go past the guards. Search everywhere inside then leave.

Colusia City:

ITEMS:

1x Seed of STR

1x Seed of Life

1x Sandstone x3

1x Rabbit Pelt x2

1X Elixer

1x Citrine Earring- Sell for monies

1x Ruby coin

Illustration 2

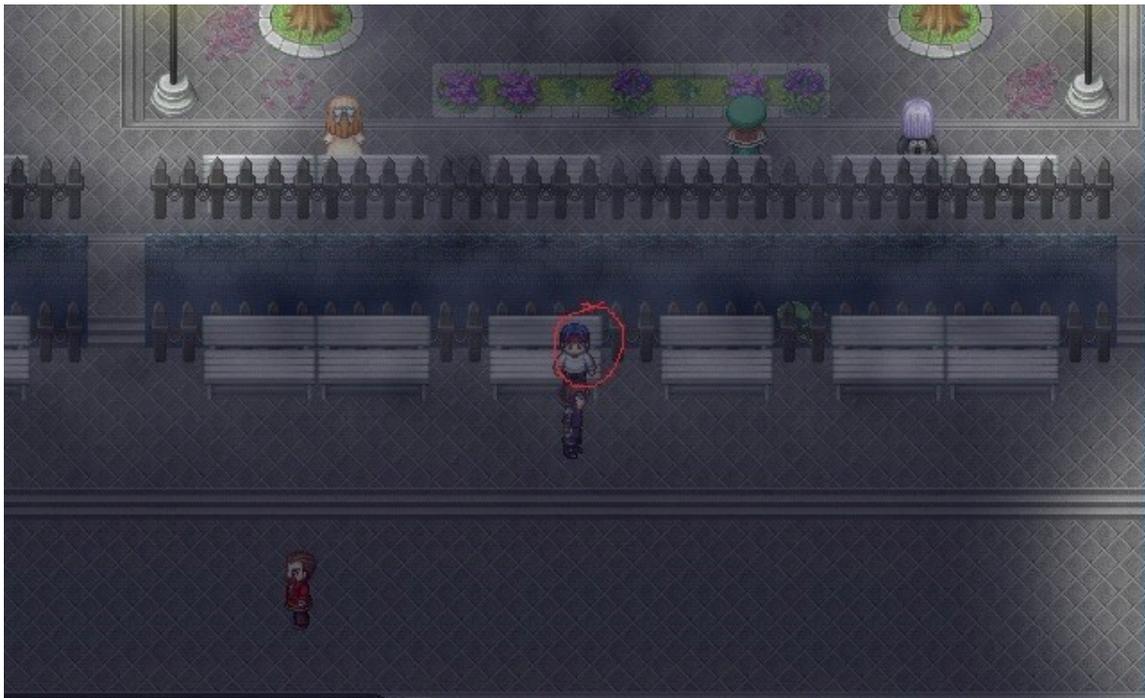
Trading Card 3, 8, 9, 10

Explore! Talk to people! Get stuff. Exploring and stealing are what RPGs are about right?

First things first. Lets get the lock pick and the ability to run like Sonic!

Quest: "Introduction"

Location: Colussia - Near the park in Eastern region



Description: Meet a man near the park benches who has information on the infamous Black Dame. Head left 2 screens enter the pub! Building with tables in front. Go downstairs talk to only person in the basement.

Reward: Lockpick set

Black Dame added.

Easy mission. Now we can unlock lvl 1 locks! WOOO. You can't capture the mouse yet.

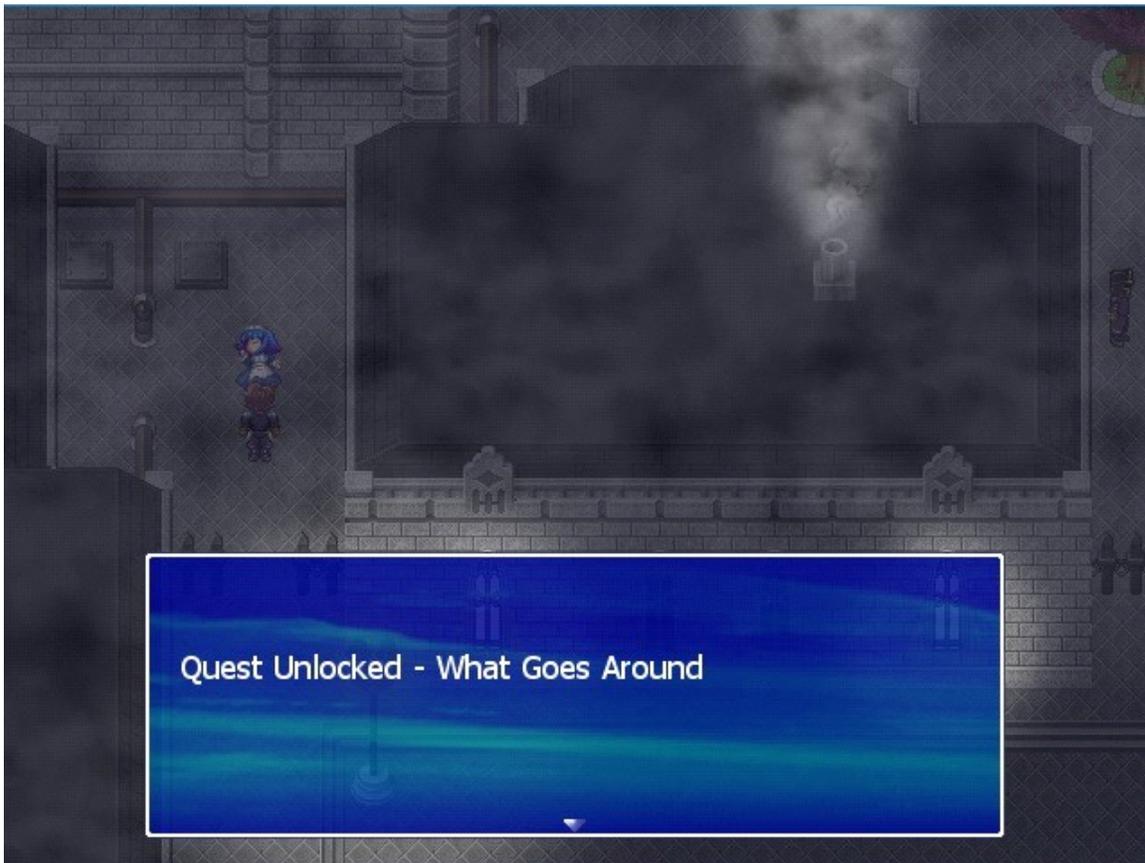
TIP Capturing animals is a thing. You need to get a snare trap from the item shop. Pick ax for mining. Shovel for digging up treasures. They are pricey but you can get them a tad later. ***TIP COMPLETE***

Head West and talk to the woman in front of the building. Pick the go all out option. 200G it is for a **scene**. SOOOO worth it ;)

Keep going west and you will see a woman on the ground. Talk to her. Accept.

Quest: "What Goes Around"

Location: Colussia - Collapsed maid in Western District



Description: Find the man with red hair the collapsed maid told you about. West of the Item Shop. Speak with him, then go back to the maid and find a few men surrounding her. Saving her. **Heroic** and a fight. Fight IS pretty hard if you didn't buy armor. Use skills. Teaching her a lesson. **Renegade** There might be a scene later???

Reward: No Reward

Before we run off and do that pointless quest, find the Inn. South. Has a open book on the

building. Talk the the old man inside.

TIP This the the traveling Scholar. He gives quizzes for cash. If you answer all the question correctly he gives you a pretty badass utility item. ***TIP COMPLETE***

Traveling scholar: **100G**. Worth it!

Q1: Beldorian Empire

Q2: Colussia

Q3: The Jadeite Order

Q4: Darkthorn Keep

Q5: 52

GRATS you can run outside. Pressing a 1-3 times will turn it on. DOESN'T work indoors, caves etc. Do mission **What Goes Around** now. Fight IS pretty hard if you didn't buy armor. Use skills.

Quest: "Laquadia's Fan"

Location: Colussia - Inside a building in the eastern district with two guards outside. East as far as you go and SE part between a fence area. This place was "hard" to find for me. I was just being dumb..



Description: Gather two pieces of Laquadia's clothing; 1st part is in her room within the castle (Lockpick needed) and the 2nd part is in the Cathedral desks on the top floor.

Reward: Ring of Strength

TIP You can collect paintings in this game. If you played other LoQO games it is different. You have to get a skill from getting Titles and hunt a certain monster. More on that when the time comes! Keep Painting in mind! ***TIP COMPLETE***

We have 1 of 2 parts to the quest. Hankerchief. All that is left is to go back into the castle and open locked desks! Pictures posted!



Laquadia Trading Card 01

After getting card go east and south to where the 2 guards were, have a peek and enjoy the scene. WESTERN

red chest requires 2 Ruby Coins.

ITEM: Illustration 49



You can get it if you raided the town already but we will come back. You can now raid Beatrix desk for a **Erotic Novel**.

ITEM: Sexy Underwear



She cares not if you steal undies with her there oddly enough. If you didn't raid the town already you should have gotten **The Curious Looter** Title.

We have both items for **Laquadia's Fan** quest. There is one more locked desk but we need lvl 2 lockpick. So we will come back in the future. Go turn in the quest. Ring of STR aquired. Equip it!

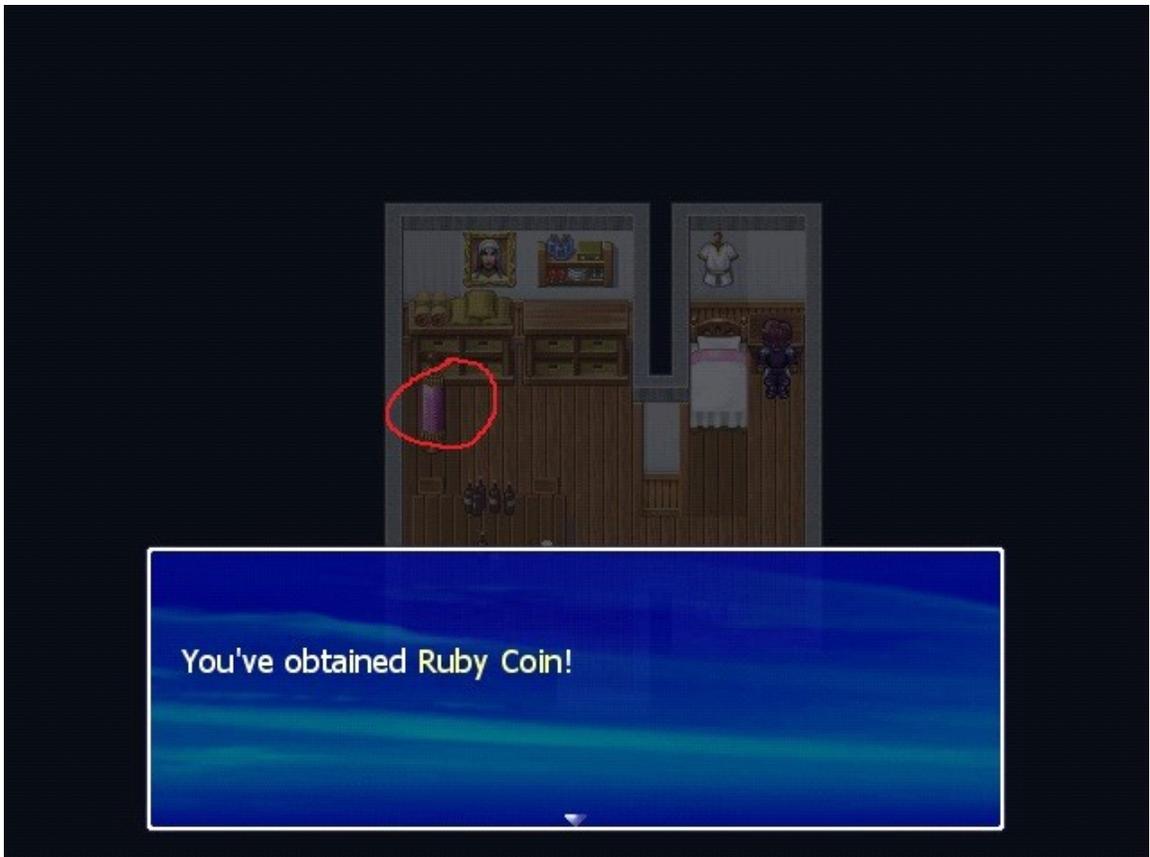
now that we have the lockpick in hand and most quests in the town complete. Time to start raiding everyone homes!

TIP If you run into a crystal Talk to it. It will activate. This is for teleporting and to reach a neat little place for later. Some will activate as other will say if you use them it will break. So pay attention to that. ***TIP COMPLETE***

ITEM: ILLUSTRATION 02



ITEM: RUBY COING AND COSTUME FABRIC - FARAH



ITEM TRADING CARD 03



You should get **Lock Apprentice** by now and discovered some desks you still can't open. That will be later. GOOD NEWS is you have enough ruby coins to open the chest in the bath house. Back to the castle and get it. Go sell the **Citrine Earring** you looted for 250G

I recommend buying the **Common Dice** from the twin sales so we can get more trading cards while we are here. So let's get some more!

Head to the Inn and talk to the knight inside and play him in Prediction.

TIP Prediction for trading cards is a high low game. You must have at least **Common Dice** to play. 2 dice rolled and you have to guess if they roll high or low. Best 3 out of 5 wins. Simple right? You **BET** a card that they want though. If you don't have a card they want they won't play you. Good news is if you lose the card just goes back to where you found it. PHEW! Some cards can be bought. And 2000G in the beginning of the game can be rough! So **ALWAYS SAVE BEFORE PLAYING!** ***TIP COMPLETE***

You need to bet Trading card 03 to play him. So beat him and get his cards! You will win **Trading card 8, 9, 10**. Not bad for just playing a quick minigame eh?

After stealing everything and buying what you can afford go back and talk to your main man Crayden. After some chatting with Harle from Chrono Cross.. I mean Masquerade. It doesn't matter what you say. *Masquerade* added.

Since we looted everything like a good criminal go to the main gate where the crystal was and leave.

TIP Like it says in the world map tutorial when you hit cancel you bring up a camp screen. This is where you can check all your books and have conversations with your party members. So remember this ***TIP COMPLETE***

Now that we are on the world map, we are going to completely ignore going where we are supposed to right now. Go straight west to the bridge you see there.

GRAND BRIDGE

MC will say he will get hell for not going straight there but it isn't a big deal. Nothing really here so talk to everyone if you want and move along. If you missed beatrix entry earlier you can get it here. Go to the building there

IMPERIAL MANOR

Go east after the fence and look through the window. There is a **missable scene** there.



Leave the Manor through the bridge and go north west to the tower south of the town

WESTERN LIGHTHOUSE

ITEM ILLUSTRATION 08



ITEM Ruby Coin



leave the lighthouse and go north into town. Welcome to

Port Ronod

ITEM

1x Revival Potion

1x Rabbit Pelt x3

Illustration 58

Costume Fabric Gabrielle

Quest: "Catch-A-Lie"

Location: Port Ronod - Man in the corner near the entrance to the town



Description: Deliver a message to the owner of the inn in Brightstone.

Reward: Treasure Map 03

Take the quest right when you walk into town. We can't complete this so move on north and activate the crystal. On the NE house on the eastern side you can get another quest.

Quest: "Animal Hunter"

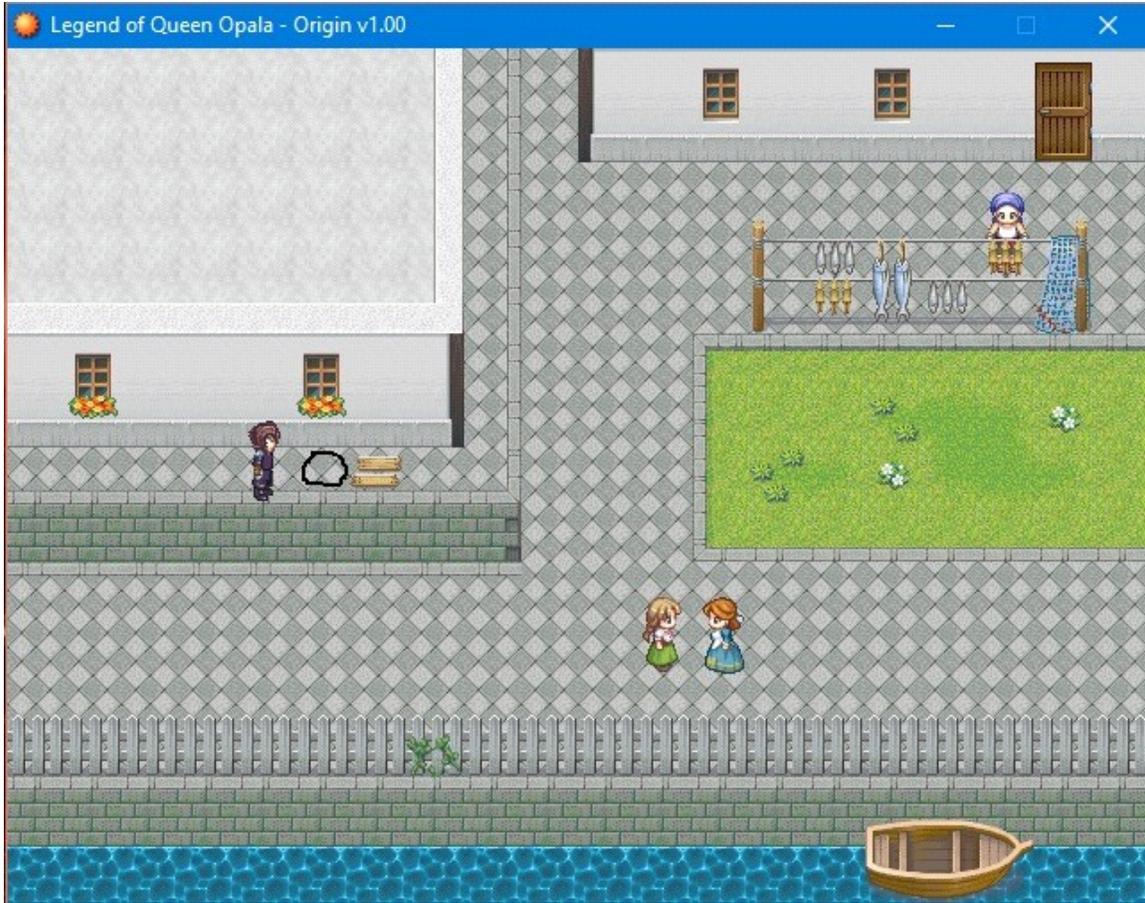
Location: Port Ronod - Rightmost building behind the church



Description: Catch 3 - 5 Wood Squirrels. (Unlock the reward "Animal Whistle" to help with this quest)

Reward: (For 3 Wood Squirrels) Costume Fabric - Farah; (For 5 Wood Squirrels) Base reward and 1000G

Don't bother donating to the church. Get **Illustration 58**.



Accept Quest next to the inn

Quest: "Peeping Tom"

Location: Port Ronod - Woman in front of inn during the day



Description: Locate the man straight west of here two screens who is peeping into a window **at night** and chat him up.

Reward: Ring of Agility

Get the fabric in the middle boat in the pier.

ITEM: Costume Fabric Gabrielle



We aren't going to do any quest here because we are most likely broke. Leave town and go east. and go to the path north of Coulussia. Welcome to

RIVULET HILLS

ENEMIES

Werewulfie- Kill 30 MOBS of these

Contoad- Kill 30 MOBS of these

ITEM

Iron Ore

Bronze Ore

250G

1x Small Health Potion x2

TIP Fight every monster you run into here until you get the **Vanquisher** title for both Werewulfie and Contoad. Doing so unlocks a Legendary monster somewhere in the world. Reason now to do it is because you have OP Crayden with you! ***TIP COMPLETE***

Explore explore explore. Everytime you fight a new enemy a journal entry about the monster is added. Werwuffie and Contoad added. You should grind out both titles and in the process get some much needed cash.

Cave on right on the second screen has Iron Ore to mine if you have a pickaxe. If not we will comeback. I will note it. Left cave has Bronze Ore and iron Ore. Southern exit leads to a chest with 250G. There is also a wood squirrel here you can catch if you have the snare. Noted for later. Another squirrel to the east path you can't go yet and one on top of the watery area where the caves are. Get chest NW screen and leave north. You should be about lvl 5-7.

Go west to the town. Welcome to

Caimridge

ITEM

1x Seed of Dexterity

1x Antidote x2

2x Ruby Coin

Ullustration 27

Well, isn't this place depressing. Activate the crystal and search all the houses. Ruby coin in the second house. In between 3 and 4 houses to the north is **Illustration 27**



So grab that and the house right next to it has a ruby coin in the desk.



Not putting a picture for a coin in a chest. If you missed it you need help... In the basement of the big house is **Illustration 59, Costume Fabric - Gabrielle** and **a Mouse**.



We will come back later for the mouse. Leave and get some chatties.

Choice 1 **Heroic**

Choice 2 **Renegade**

Crayden leaves. You can grind cash for all the little accessories. Snare and such is what we are going to buy. You need 2100G to buy the **Snare Trap, Treasure Shovel** and **Pickaxe** and another 6k gold to get **Art Gallery, Map Folder,** and **Quest Log**. So a grand total of **8100G**. If you want to get weapons and such instead grind them monies for a tad while. For quest as well as some other things you will need about 1500G. So a I woul say grind out until 12k gold. It will take awhile but you don't need the expensive stuff yet.

If you have the required monies to get everything head back to Colussia to get a quick bit of monologue, buy your stuff then go to the pub basement. Capture the grey mouse. Go to Gentlemans Fap ;) and pay the 50G then talk to the middle lady. Farah added to your journal.

Leave and go back to Rivulet Hills. Get the 2 Iron Ore, 1 Bronze deposit and the 3 squirrels





You can only capture 2 of 3 here right now. Note for future reference. Exit north and go back to Caimridge to get the Grey Mouse in the basement of the last house. Exit there and go east to

Fellhorn Ruins

ITEM

1x Wind Claws

1x Broncallo Pelt x2

1x Ruby Coin

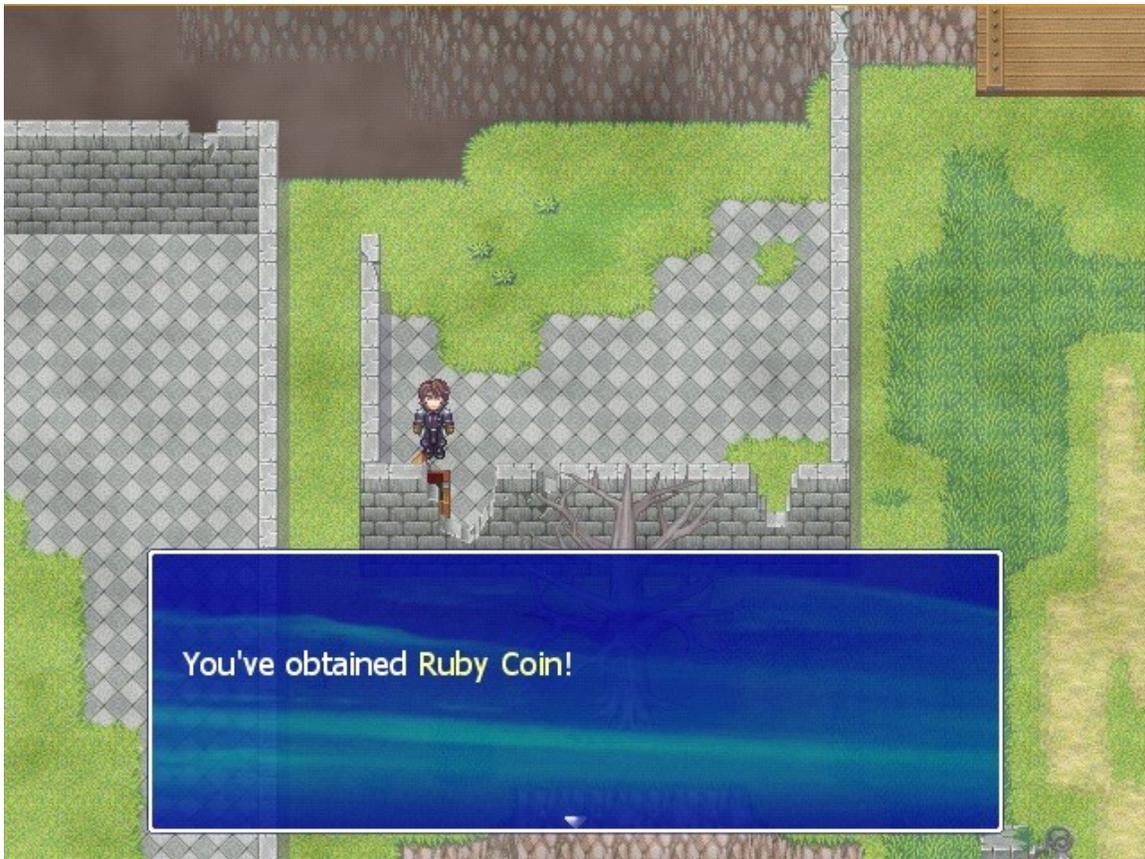
1x Cursed Ring

1x Seed of Dexterity

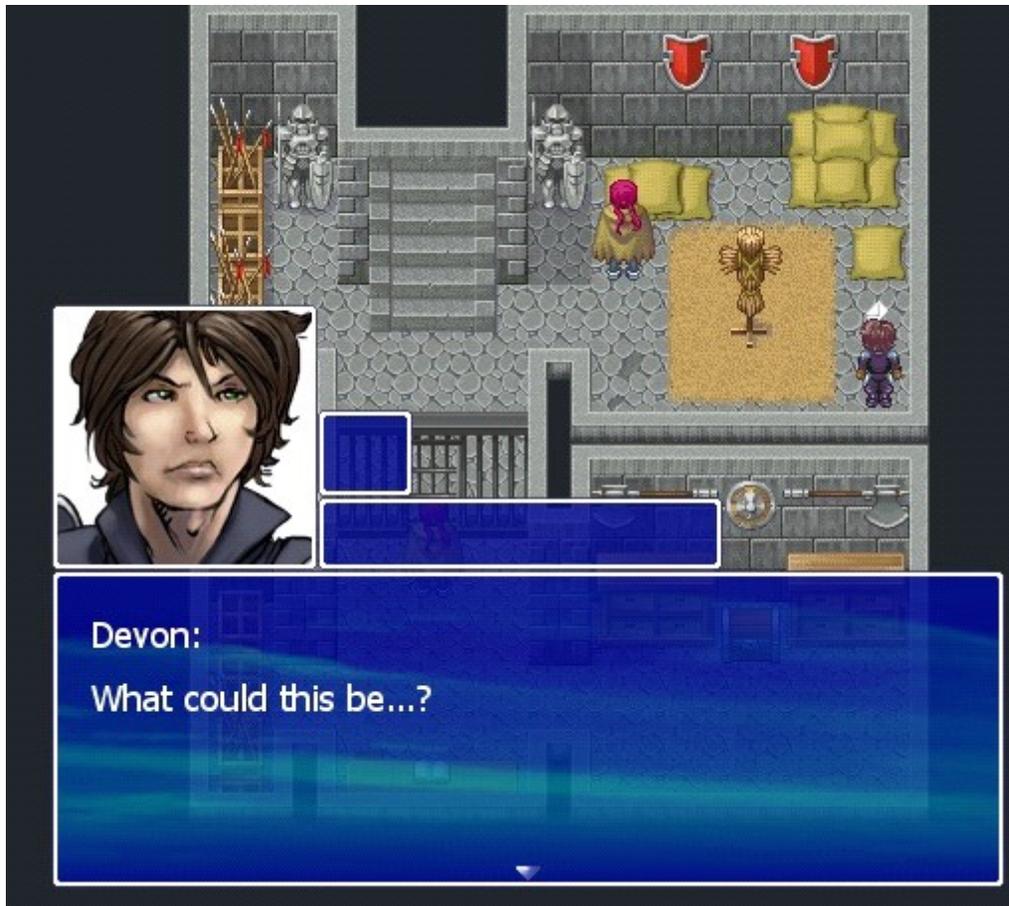
Treasure Map 05

Illustration 07

Note. Enemies here are way strong to battle. We are here for some items only. If you feel brave enough fight to your hearts content. I am not listing enemies here as of right now. End stairs right in front of you to get the Wind Claws. North to next screen. Get chest for Ruby Coin



Go across the bridge for Broncallo pelt to the right. Go down stairs and get **Illustration 07**



Get the cursed ring along with the **treasure Hunter newbie** title. You may as usual have gotten it earlier. Go west down the stairs and get the grey mouse. Go north to the next screen and get Treasure Map 05 from the chest. Now get out of here and head to Port Ronod.

Hop into a bed and sleep until nightfall,

TIP Some quest and questgivers can only be accepted or completed at night. Same goes for places where items can be looted ***TIP COMPLETE***

Go talk to the dude standing in front of the window two screens left. Go around to the main path to the pier and into the last ship at the pier. and take the Traveling Schooler test. **250G**

Q1: Masquerade

Q2: Paladins

Q3: Broncallo

Q4: Northern Fields

Q5: Yellow

REWARD: CRYSTAL FRAGMENT

NOTE Crystal fragment allows you to teleport to crystals now and also to the Crystal Sanctum. So go to the crystal in town and pick teleport. Go north to say hell to Illumi. She give you The **Dimensional Shard**. Makes shards visible on the screen. They look like little tiny black portals. **Shards are missable!**

Choice 1 Illumi +1

Choice 2 Illumi -1

Illumi added to Journal.

Transport back to Port Ronod. Go back to the inn sleep until sunrise. **Complete Peeping Tom Quest.**

Lets get some shards!

Teleport to **Caimridge** go into the town hall basement. get the shard.

Collusia: On the west side of the main road with door to tavern. At end of path through south gap in fence

Grand Bridge: Far west side. Hard to not see. Should get **Grand Bridge Cleared**. Missable in EP. 1

Imperial Manor: NE corner of property. Missable in EP.1

Port Ronod: Fish market south one screen west of the Inn

Western Lighthouse: 2nd floor. Can't miss.

Rivulet Hills: First cave on the left in SE corner near Iron ore deposit.

Go back to Collusia, Stock up on potions and head to the castle.

Choice 1: nothing

Choice 2: Laquadia -1

Head to the royal bath again to run in Beatrix

Choice 1: Nothing

Choice 2: Beatrix +1

Choice 3: Beatrix +1

Choice 3b: Makes her angry

Go see the Emperor.

Welcome to

Darkhorn Keep

ITEM- Missable in EP.1

2x Ruby Coin

1x Barrier Herb x2

1x Small Spirit Potion

1x Sun Blades

Trading Card Masquerade 03

Dimensional Shard

Illustration 05

You have no items. Raid all desks as usual. Talk to the old man in the east room next to the water. Play dumb or not.

Choice 1: Need to do

Choice 2: Laquadia -1 Renegade **Scene**

I would choose 2 of course considering the scene. Talk to the old man two cells over. You get the **Utility Hook**. It opens sewer grates. You most likely saw the silver plates on the ground in towns. Now we can open them. **Last chance to raid desks!** Talk to man near the stairs to the left. Enter grate south.

TIP Fight 12 enemies here. You will get the other 18 for legendary to appear in a quest in a little bit. **TRAPS** are here and they are invisible. ***TIP COMPLETE***

Gather your stuff. Slimebag added to journal. Go left and get the **Dimensional Shard**. Missable in EP. 1

Also grab Ruby Coin in the chest. Traps around it Go back then go up the stairs north. Grab **Illustration 05**.



Go back and head east. And continue east past door and stairs. Grab barrier Herb and go back to stairs then south grab the chest for a small spirit potion. Head all the way up the stairs. Points left switch left pull lever on wall. Grab chest for Sun Blades. Flip switches right and pull lever. Exit north.

Note last chance to grab everything here for awhile. **Prison Breakout** title awarded.

Choice 1/2: Gabrielle +1

Choice 3: Gabrielle -1

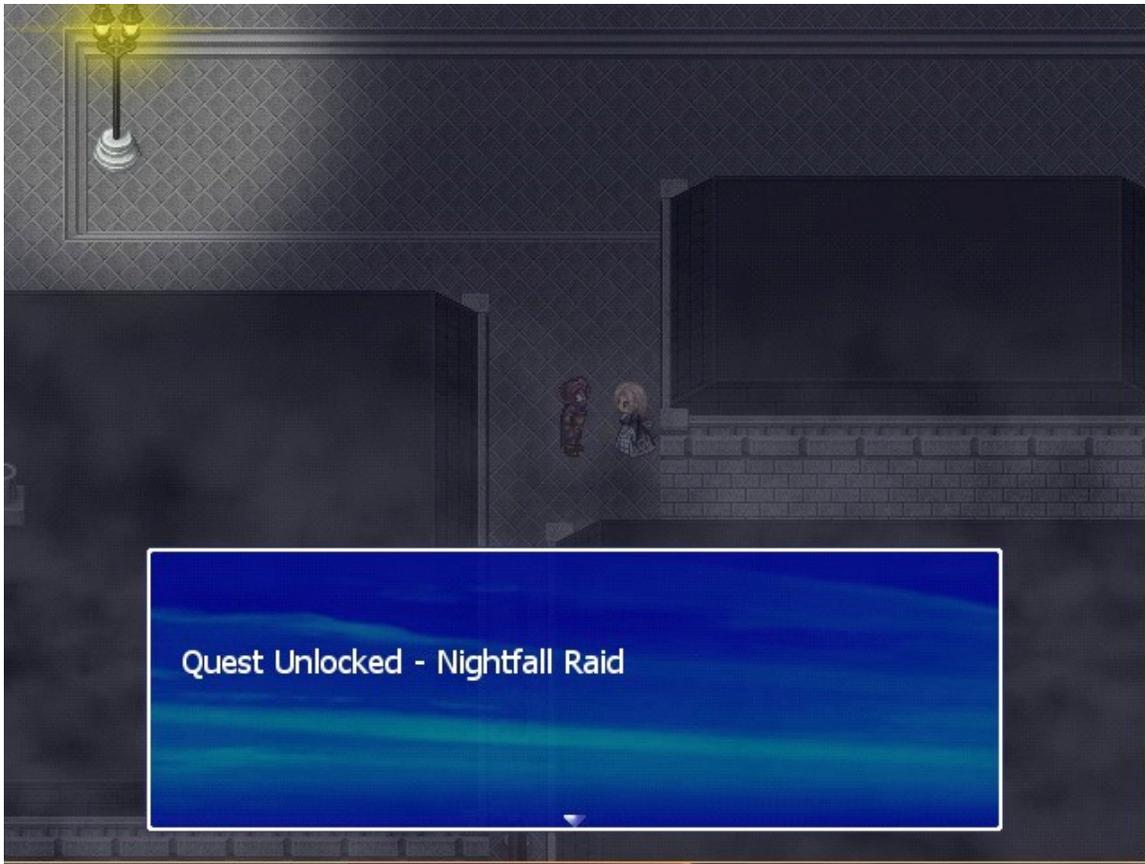
Sleep. *Gabrielle* added to Journal

Head north into Colussia. South of the armor shop there is another grate between an opening in a fence. Get **Bolt Mail** and grab a **Dimensional Shard**. Earn **Chronology Protector** title.

Head to the church area and get quest

Quest: "Nightfall Raid"

Location: Colussia - Woman near the cathedral



Description: Steal mirror from the Material shop in Port Ronod at night. bring it back to her.

Reward: Ruby Coin x3

Do the quest. Before teleporting back to Colussia there is a sewer grate right past the material shop to the north. Combo is 2-3-1-4. Grab chest for **Gold Dice - Farh!** Then go south to the fish market area, enter the left buildings right door. Talk to the barrel. You get **Illustration 85.**

Mast Hen'Tai is added to Journal

Turn in quest.

Teleport to Caimridge. Go into the town hall. Time for another Traveling Scholar quiz! 300G

Q1: Slimebag

Q2: The Fellhorn Juggernaut

Q3: Golden Token

Q4: Seven

Q5: Windy Cavern

You receive the **Necklace of Clarity**. You also get the **Quiz Solver** title. Go into the little house next to it and strike the barrel. You receive **Illustration 23**. Go into the next house on the way back to get a quest.

NOTE Necklace of Clarity makes things such as desks that are searchable glow now. SO no more me telling you to raid desks!

Quest: "Sleep Deprivation"

Location: Caimridge - Inside the first building near the crystal



Description: Talk to the man chopping down wood at night, then go back to the woman in the house.

Reward: Gold Dice - Gabrielle

You can try to hunt the olden beetle again. If it keeps running away just wait until later. Go back to Colussia.

Go straight into the club to your right. Buy a ticket and go in

Choice 1: Nothing good..

Choice 2: **Scene**

Both choices lead to second choice

Truth: Heroic

Lie: Renegade

Go west into sewer grate.

Colussia Sewer

ITEM

400G

1x Might Herd x2

1x Ruby Coin

1x Wolf Pelt x2

1x Sun plate

Gold Dice - Laquadia

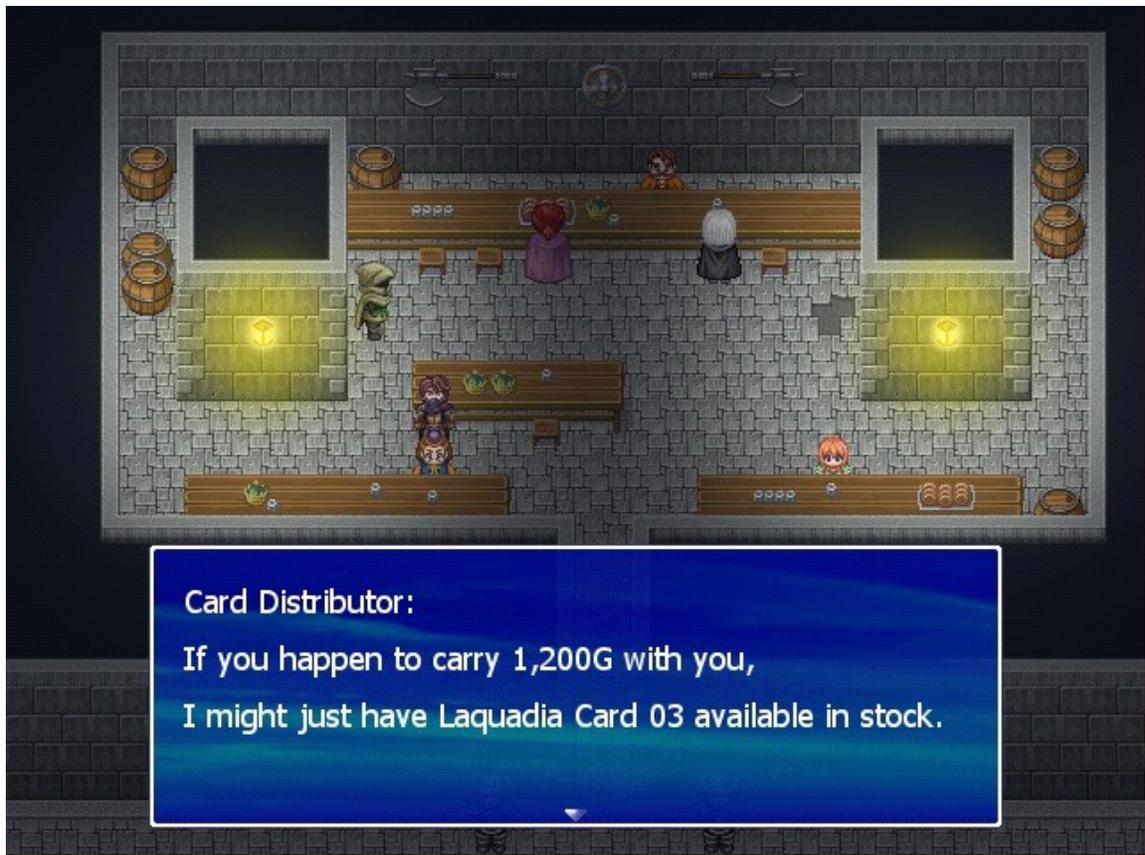
Illustration 72

Trading Card 03

Go south and check desk for nothing. Checking every desk adds up. At north go east and ignore enemies. Keep following it west. Grab chest go east. Second Ladder gra **Illustration 72**.



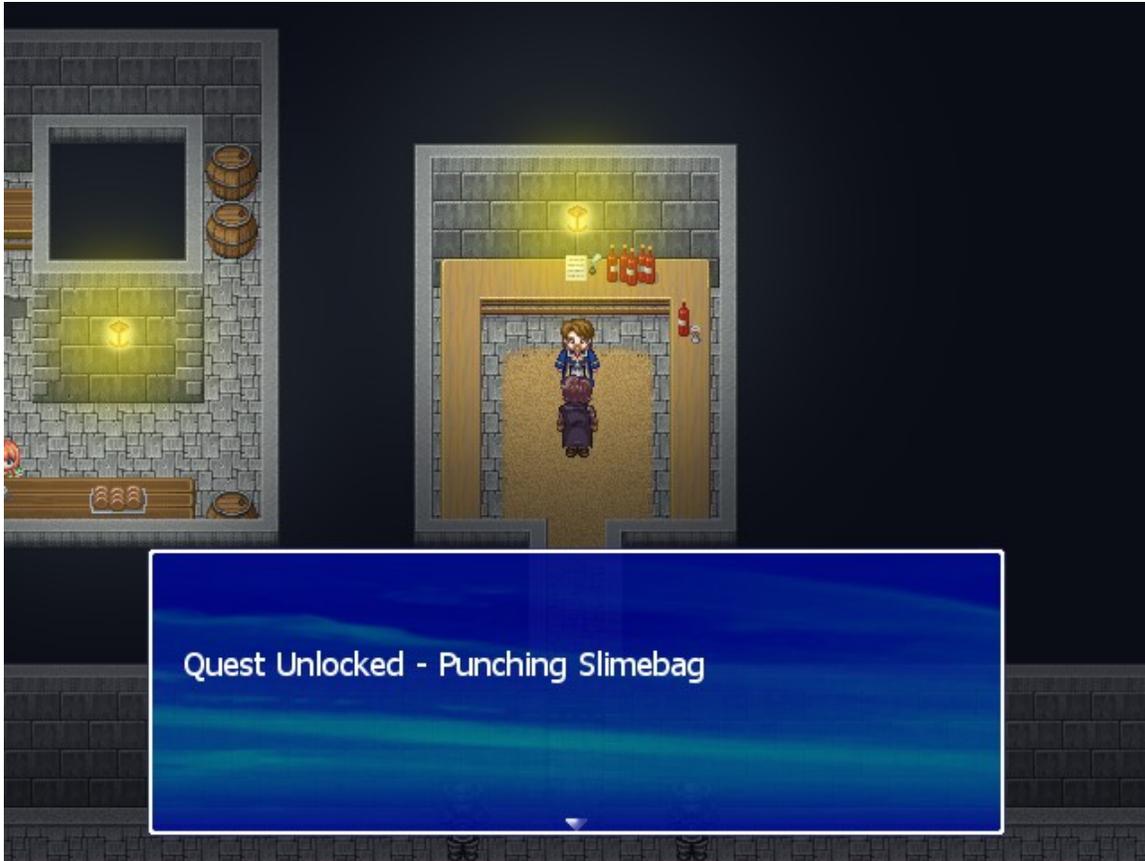
Head east. Grab chest and head north on east path. Raid all desks. Talk to man in the pub and get the trading card. 1200G



Go next door and accept.

Quest: "Punching Slimebag"

Location: Colussia - Boss of the sewer bar



Description: Kill every mob of Slimebags in the sewers.

Reward: (For killing all Slimebags) Gold Dice - Laquadia and 2000G

NOTE You will be informed when all the Slimebags have been slain. Killing all will get you **Slimebag Vanquisher** title if you followed my guide.

Start this by going south and back the way you came. Kill everyone of them you see. 18 total. Half way through you will run into a chestup a ladder all the way to the north. continue around and when it says you kill them all return for quest complete. Go back west and take the first north. You are in the pub basement.

Go to the black smith and get the bow

Choice 1: Farah +1

Choice 2/3: Nothing

Leave town. Choice

1: **Scene** Farah +1.

1a. nothing

1b.Farah +1

2: No scene :(

Get Title **Making History**

Head to Port Ronod.

Go west and talk to the new cloaked man on the boat. *Farsyne* added to the Journal. Sleep in the inn until nightfall then go east to the church building and jack their monies. When you get out you start a sidquest to make Farah brave. Head west. Go onto the boat. *Kythe* added to journal.

Camp out and talk to Farah. Pick the first choice. Sleep until sunrise. You might be fast enough now to kill a beetle. If not, head east to Wind Canyon.

Windy Canyon

ITEM

420G

3x Bronze Ore

3x Iron Ore

1x Barrier herb x2

1x Wolf Pelt x3

1x Ruby Coin

1x Ceremonial Gauntlet

1x Bolt bow

Dimensional Shard

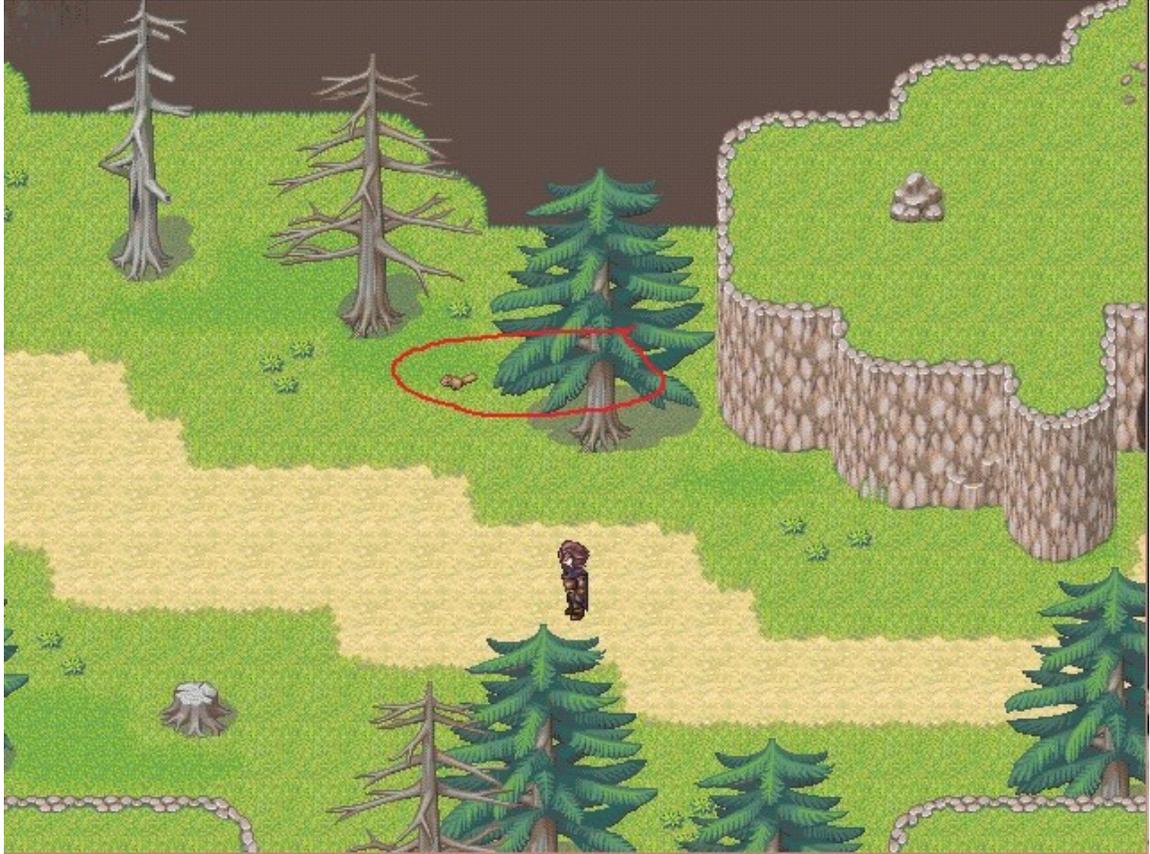
Illustration 42, 13

ANIMAL

2x Wood Squirrel

1x Grey Mouse

Kill 30 mobs of Dillizards and added to journal. After bridge fight the choice affects a **scene** later in the game. You can only get 1 of the 2 scenes each run through. I went with option 2 :) Go into the cae and get a bow. go past the north bridge and get the wood squirrel.



Go back a tad and head up north. go inside, get the grey mouse and **Illustration 42**. Leave the house. Go north to the left and get another Squirrel.



West of the squirrel is another piece of a **Dimensional Shard**. Enter the cave. Get the Iron Ore and **Illustration 13** from the chest (3x ruby coins needed.) Go back south then east to the cave.

Go east and south when you can. West to the chest for 420G and SW for Iron Ore. Go east to Bronze Ore. Go back up then east then south again when you can. Follow it onto the next screen. get the bronze Ore and go east some more then down the stairs. the path get the bronze ore and the chest for some barrier herbs. Follow it east then south. West at the T to a chest with a Ceremonial Gauntlet. Head east to the Iron Ore. Go back upstairs then west follow path north then go east.

WARNING First path south as a legendary monster. WE are not strong enough to beat it yet. WE will come back a little later to fight it. If you feel brave enough go ahead.

Follow the path east, get the Iron Ore You should get the **Novice Miner** title here. Head south to a chest for Wolf Pelt x3. Nog back north then exit the cave.

Choice 1: Heroic

Choice 2: Renegade

Go all the way back through the cave to the west. go north at the bridge after exiting the cave.

Choice 1: A fight.

Choice 2: **SCENE**

Gabrielle joins the party. Go south then east through the cave again and out the east. Up the ramp then west to find a Ruby Coin.



You should have received the **Windy Canyon Cleared** title. Exit to the east.

Make camp and talk to gabrielle.

Choice 1: Gabrielle +1

Choice 2: Gabrielle -1

leave camp and ignore the tower. You can't do anything there anyway. Head south to the building to.

Highland Inn

ITEM

Trading Card- Farah 01

1x Seed of life

Illustration 17

Dimensional Shard

Activate the crystal for one. Go into the inn. Watch the scene and buy the trading card from the purple haired girl. Raid the desks before talking to the inn keeper.

SCENE

NOTE Depending on what you did to Kythe when entering Windy Canyon the scene here will be different. So remember what you picked for another playthrough.

You can get a Farah +1 by not being a ass or a -1 for being a ass

Finish searching the town. Right outside the inn strike the barrel for **Illustration 108**. Building next to the in has **Illustration 17** that you can't miss so no picture. gp up north around the tree for another **Dimensional Shard**. You should get **Highland Inn Cleared** title now. Leave the place and go to the woods north. Welcome to

Nillia Woods

ITEM

1x Ruby coin

1x Might Herb x3

1x ubtekkugence Crystal x2

500G

ice Flintlock

1x Ceremonial Collar

Tradin Card - Masqurade 02

Dimensional Shard

ANIMAL

2x Forrest rabbit

Well. You know the monster drill so far. Defeat 30 mobs of Michiefs. *Michief* added to journal

Follow the path west. in the middle of the woods is a rabbit we can't catch yet ***Noted*** and a chest with **ruby coin**. Ignore the frogs. Just contoads. West to next screen Straight north there is a rabbit we CAN catch.



Straight west is a chest with 500G. Go south and follow the lake around to the south. Up the log to a chest with the Ice Flintlock. Head west. NW corner is a chest with Might Herbs. Follow the north path. go north again to a camp. Inside the tent is **Tradin Card - Masqurade 02**. go west of the tent for another piece of **Dimensional Shard**. Head back south then follow the SW road. On the next screen top of the map mid area there is a chest with Intelligence Crystals. West side mid is another rabbit we can't catch ***NOTED*** Go south and to the SW there is another rabbit we CAN catch. You should get the **Animal Tracker** title.



SE section across some logs is a chest with a Cermonial Collar. You should get the **Nillia Woods Cleared** title. Go back the NW then west out of this area.

Go north to

Hollow Gorge

ITEM

2x Iron Ore

1x Steel Ore

Illustration 16

Go straigh west and into the cave. Grab the 2 nodes of Iron Ore

WARNING Legendary Monster Alert. WE will come back later for it.



Exit the cave. NW house doesn't have anything there. Go into the cave at the end of the path. Mine the Steel Ore and use 2 ruby coins on chest for **Illustration 16**.

UNKNOWN Could have been me but once when the lighting came I swear I saw a zombie appear then disappear. Yeah found it up the first set of stairs near the wall. Lighting has to flash twice and it appears between strikes. You can't talk to it or engage in combat.

Leave this drab place and go south

Grassland Road

ITEM

1x Revival Potion x2

2x Steel Node

1x Silver Node

1x Ruby Coin

Dimensional Shard

700G

ANIMAL

1x Wood Squirrel

As usual new enemy new mobs to kill. 30 Firewolves and Wild Stingers. *Firewolf, Wild Stinger* added to journal.

Head south. NW part of the map a chest with Revival Potions. Towards the SW part is a Wood Squirrel.



SW corner is a chest with 700G. Go up the ramp. NW area on the raised ground is a **Dimensional Shard**. Go up next ramp into the cave in the NE for a Steel Node. Take the west exit and walk over the bring an take the northern side, not the ramp, to a chest with a **Ruby Coin**. Go into the cave and grab the Steel and Silver Ore. You should get **Grassland Road Cleared** title.

Exit the cave head easy one screen south to exit.

Go to the south west place to be at the

Gentlemen's Club

ITEM

1x Ceremonial Circlet

Illustration 77

Dimentional Shard

Since this place is only open at night we are here to get just a few things we can get. Go in the southern house for a chest with a Cermonial Circlet and slash the barrel for **Illustration 77**. Go to the NW area through the fence and in the NE part there is another **Dimentional Shard**. Leave this place and go north to the

Royal Cottage

ITEM

Illustration 31

On the wooden boat dock is **Illustration 31**. Leave this place and go south to a hidden spot called

Summer Cove

ITEM

Dimensional Shard

Illustration 33

Go west and get the **Dimensional Shard** Sitting in the wide open and that gives you the **Summer Cove Cleared** title. Slash the barrel near Kyth for **Illustration 33**. There is a chest here but we don't have enoguh Ruby Coins for it ***NOTED*** Nothing else here. So leave

Go east and south to

Checkpoint Bridge

Only there here is a legendary and we will come back to it later. Leave again and go north into

Brightstone

ITEM

1x Coin Purse - Gift for someone. Not implemented yet

1x Seed of Intelligence

1x Wolf Pelt x3

1x Beldorian Ale x2

1x Citrine Earring

Rock Wand

Costume Fabric - Gabrielle

Trading Card - Gabrielle Card 03

Trading Card - Masquerade Card 05

Treasure Map 03

Activate the crystal and go west to the next screen. Talk the woman standing outside a house go into the hosue and talk to the kid sitting in the chair. Look out the other window. **SCENE**

Go to the next house west to the south. Get **Illustration 43**.



Leave the house. Go to the blacksmith and upgrade what you can. Talk to the guy standing at the end of the street. Farah sidequest. Head back east and go inside the Inn. Hand the letter to the Innkeeper. **Quest complete. Treasure Map 03.** talk to the Traveling Scholar. 400G

Q1: Rabbit Pelt

Q2: Hollow Gorge

Q3: Six

Q4: Kahr

Q5: High Lord Gathering

You win **Ring of Resonance**. It allows Golden beetles to be spotted now!

Search desks for **Gabrielle Trading card 03**. Go east and at the corner go south between the buldings fo another **Dimensional Shard**. Go north to the next screen. Buy a Lantern and Luxury Bedroll. Now pitchblack caverns will have light and when you sleep at camp it restores HP/SP. If

we ever ran into pitchblack caverns.

Go into the item shop. You can buy **Masquerde Card 05** from a blue hard man in the bottom left side. Leave the building and god north to the building with the guards and guard dogs. Hop down the man hole.



Get the Rock Wand from the chest. Go back up to the street and go west

In the southern house there is a barrel to slash open for **Illustration 15**. Exit the house.

Talk to the ghostly woman at the end of the street for

Quest: "Chasing pussy"

Location: Brightstone - Woman in front of church



Description: Clear out the Werewuffie den in Rivulet hills. Helping the girl does nothing.

Reward: Treasure Map 04

Go to the house North of him to get **Costume Fabric - Gabrielle**



Go into the last building and watch the fun. Allow her to finish for a **SCENE**.

Say that it was hot **Gabrielle +1**

This starts a quest line for her. The tavern Wench Challenge!

You can pick two things here.

Choice 1: Visit Mayor Willheed

Choice 2: inspect Crimson Forest

I picked forest.

Lets do some back tracking before we continue the story. Teleport to Port Ronod. Since we have 5 squirrels lets turn that quest in. if you don't remember. NE house on the east side. Reware is **Costume Fabric - Farah!** and 1000G.

Since we can do both Farahs and Gabrielles sidequests lets knock them out.

NOTE If you see any posters replace them with your own.

Teleport to **Caimridge**

Talk to the farmer near small house last screen west. Farah.

Port Ronodo

1x Poster- Fish Market

Sleep until nightfall. Go to the pub and talk to the bartender. Pick Drinking Game.

Go to the dock and board the last boat. Go down stairs and have Farah do her thing.

Colussia

4x Poster

Near cathedral top right corner. Man near light post. Farah.

Go east and down the sewer drain. Talk to the guy in the storage room. Farah.

You should have earned the **Shy Flasher** title.

Go west and do the Drinking game. Gabby.

Exit the sewers to the west. Do the drinking game there now. Gabby. Replace Poster

You should have earned **Cum Swallower** title.

Go to where you escaped with Farah before. if you don't remember go N 1 screen then W, Down through the open fence. Follow it around only guy standing there. Let Farah do her thing. Done with Farah for now. Replace poster north of you before you leave.

Replace poster in the Inn

Replace poster two screens east of the Inn

Brightstone

1x poster

Since it is night teleport back to bright stone replace poster next to church.

Steal the church's money. 750G. you should get **Donation Thief** title. Leave town and walk to the Gentlemens Club.

Gentlemens Club

ITEM

Gabrielle Card 04

Illustration 104

1x Wolf Pelt x2

1x Seed of Life

Go inside the club. Old man to your left sell **Gabrielle Card 04**. Talk to the old man on the right side. Farah.

You should get **Gentlemen's Club Cleared** title. Go to the north building and get **Illustration 104**.
Art Sampler title. Leave the Gentlemen's Club.

Go back to Brightstone.

Brightstone

Make a outfit for Farah and Gabrielle.

NOTE You change costumes in the camp menu under battle strategy.

Teleport to Colussia. Leave. Go north to Rivulet Hills

Rivulet Hills

ITEM

2x Iron ore

1x Bronze Ore

Treasure Map 04

Illustration 44

Costume Fabric - Ra'Tiki

Trading Card- Gabrielle 01

When you get there head up to the second screen and head east. Talk to the guard at the gate.

Warning Legendary Monster. Kill it later



NE tent has **Illustration 44**

South tent has **Costume Fabrix - Ra'Tiki**

Enter the cave. Get Iron Ore. Get Bronze Ore to the far right. Get Iron Ore to the north. Go a little farther west and get the red chest for **Illustration 105**. Two ruby coins.

After killing the last wuffie, check the desk at the upper left. **Trading Card- Gabrielle 01**. Leave the cave and get Treasure Map 04.

Since we have Treasure Map 04 we can get the treasure now. Off to Nillia Woods. Walk through Windy Caynon though. We can get treasure 3 as well.



Dig here and get **Ring of Earth x2**

Now go to Nillia Woods

4 screen west. SW side.



Treasure: 4 Ruby Coins!

Now go back to the Summer Cove. Get the chest in the second hut for **Illustration 56**. Go back to Brightwood exit and go NE to the woods.

Crimson Forest

ITEM

1x Wolf Pelt x3

1x Dodge Herb x2

1x Tribal Crayons

1x Beam Blades

1x Thunder Bow

3x Steel Ore

1x Silver Ore

1x Ruby Coin

1x Ceremonial Plate

Treasure Map 01

Illustration 64, 75

Dimensional Shard

ANIMAL

1x Shadow Hare

3x Shadow hare (Requires Whistle)

MONSTER

Sylvan Fungus

Nectarfluster

Giantus Golem- 29k HP

Wolheim Howler- 30 Firewolf kills

WALKTHROUGH

Kills Mobs of 30 of Sylvan Fungus and Nectarfluster. Head east 1 screen and south of the fork in the road is a **Shadow hare**. Runs in the trees then in the open.



Head up north and east of the path is a chest in the trees with Wolf Pelts in it. Head up north on the fork and straight north in the woods there is another **Shadow Hare**. This one requires the whistle skill to capture.



Go straight west of there and there is a chest with Tribal Crayons gift. There are caves NW and NE of here. Enter NW cave, mine the Steel Ore. Dodge Herd up north. Exit the cave go straight east to another cave. Mine the Steel Ore. a little east is Silver Ore and a chest with Beam Blades. Ignore the legendary or fight it if you want.



Head out of the cave and go down a tad to get Buried Treasure 05. The Thunder Bow



You can't do anything up North. So head back to the fork and head east. Follow the path up to see another **Shadow Hare**. Whistle Required.



Head SE a tad and on the far side of the lake is a chest with a **Ruby Coin**. Exit to the NE. Follow the path to the bridge and fight the Giantus Golem. 29k HP. *Ra'Tiki* added to the journal. Head east over the bridge and in the cave to the east. Mine Steel Ore and chest with **Treasure Map 01!** Exit cave and raid their tents. Left tent has **Costume Fabric - Ra'Tiki**. **Illustration 64** is in the tent next to it. Bridge lead to a chest with a Ceremonial Plate. Into the only building that stands out. Strike the barrel between the stairs. Recieve **Illustration 75**. Up the stairs. head back down the stairs You get 3 choices. This will effect future scenes most likely. Just go with the first choice. Exit to the north. Grab the **Shadow Hare**. Requires Whistle



Follow the path to a **Dimensional Shard**. Leave the woods to the west and set up camp. Talk to Ra'Tiki. Make the right choice for a +1 with her. now that we have trasure map 01. We can go get it. Go to Rivulet Hills. Head to the picture and dig up **Gold Dice - Masquerade**.



Head back to Brightstone. head into the mayors house. It is the huge one with guards and guard dogs in front. Get the **Ruby Coin** from his bedroom before you talk to him. *Willheed* added to journal. Go to the house with the gold guards. Pick the first option. Farah +1.

SCENE Time.

After the scenes raid the desks for a Seed of Dexterity and a **Ruby Coin**. Talk to mama Farah and don't be a ass for +1 with her. Leave Brightstone then head west to the Royal Cottage

Royal Cottage

Enter the building. Go upstairs and raid the desks. Get **Trading Card - Gabrielle 02**. You should get Royal **Cottage Cleared** title now. Fight

Masquerade 35k HP

She is pretty tough. Able to hit all your characters at once. She can also poison you. At this point in the game she is the hardest fight.

After beating her get the title. **The Lost Cause**. Leave the cottage.

END OF Story EP. 1

Upon completion of EP. 1 you will get **Orb of Restoration**. It is basically a New Game plus. Which is why I didn't even bother with golden beetle hunting earlier in the game. Some items would take you a lot of grinding just to get them.

AS of right now we have dug up all the treasures we can. All that is left is one scene. Beetle hunting, legendary monster fighting one extra scene for EP. 1 at least and two Dimensional Shards.

Travel to Summer Cove. Talk to Masquerade. Accept her "quest." Go outside sleep until nightfall and go into the Gentlemen's club. Go into the main building and go upstairs. Talk to the white haired man sitting in a booth with a woman. We already have the ring since we looted way early in the game. set up camp and sleep until sunrise. Back to the beach!

Talk to Masquerade and give her the Cursed Ring. You will get the last **SCENE** in EP. 1

Teleport to Caimridge. Exit and head east to Fellhorn Ruins.

Fellhorn Ruins

MONSTER

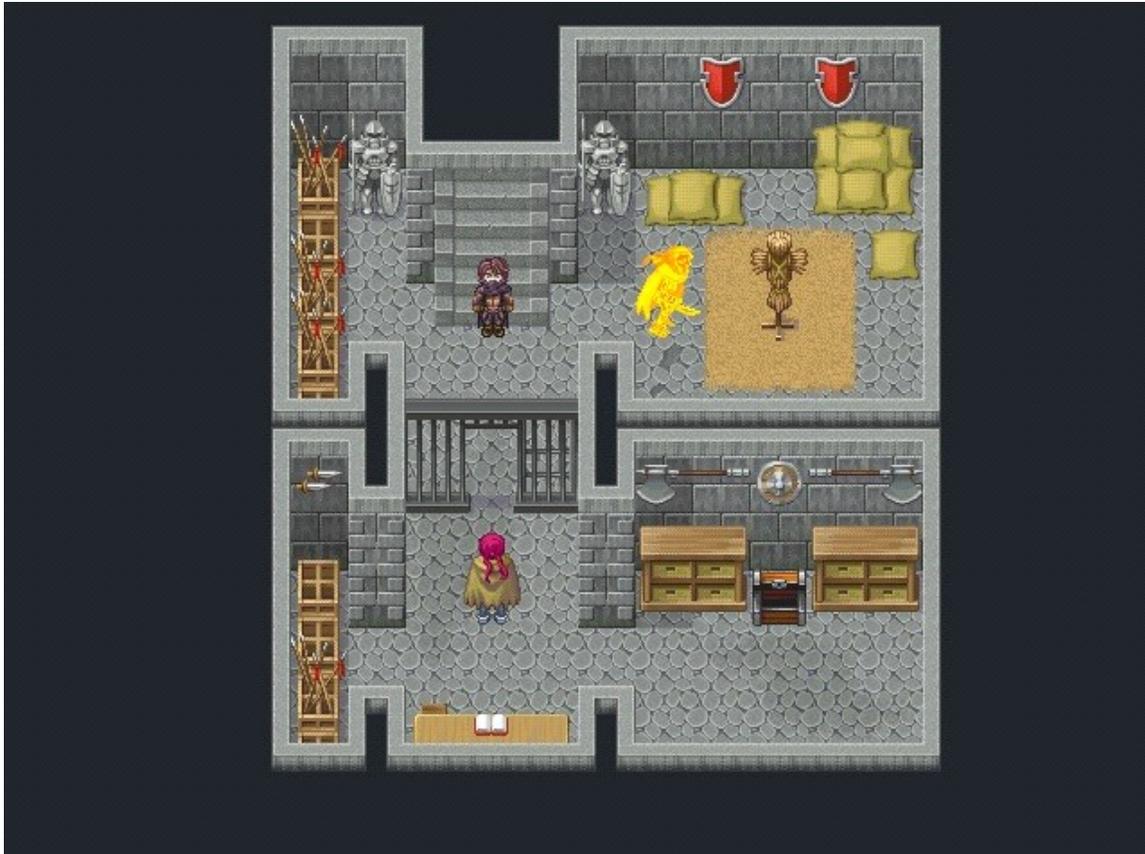
Bone Wander- 8600 HP

Dark Bat- 7800 HP

RainWay Demon- 23k hp (30 Mobs of Nectarfluster killed)

Enemies here are strong and hit hard. Recommend to stay near exit so you can leave and refill HP.

There is a golden Beetleblade here. Second Screen, past the bridge, NE staircase down.



Since we raided basically everything, You just need to kill 30 mobs of Dark Bats and Bone Wanderers. Go up to the second screen though. first little house has a **Dimensional Shard**. Pick that up. Only one left in EP. 1

Rainway Demon is here. All the way north. Kill it nets you **Illustration 81**.



It is a tiny black butterfly. So hard to see. After doing all that. Head south yo Lake Fairlight.

Lake Fairlight

ITEM

1x Steel x3

3x Gold ore

1x Sed of Mana

1x Ice mail

1x Ceremonial Mail

Dimensional Shard

Illustration 03, 98, 51

ANIMAL

MONSTER

Broncallo

Venom Hornet

Thorn of Fairlight- ~18k (30 Sylvan Fungus)

Walkthrough

Welcome to a place with the most feared and the enemy with the most Hp in the game. The might Broncallo. You still need to kill 30 of them though. Same with the Venom Hornet.

Head west and follow the path south. There is a bridge that heads east to a chest with steel. Head south to the next screen. Raid the tents. South tent has a chest with Ice Mail. Guy in NW tent will play Prediction with you. If you had cards he wanted. Desk has seed of mana.

Head back north and follow the path east. There is a narrow bridge south so take it. Grab the **Dimensional Shard**. Take east exit to the abandoned camp. West tent has **Illustration 03**. Follow the path NE then NW to a cave. Mine the Gold Ore and open the chest for **Illustration 98**. Head east to another cave. Mine the Gold Ore then follow the cave east then north for more gold ore and Legendary monster Thorn of Fairlight.



Reward- Illustration 51

The legendary is weaker than a Broncallo so it should be pretty easy to kill. Follow the path to a

chest with a Ceremonial Mail. Exit the cave. Head east then south to a chest with a Ruby Coin. You should get **Lake Fairlight Cleared** title.

You should be nice and leveled after doing those 2 areas. I personally gained 11 levels doing it. So legendary monster hunting here we come.

Rivulet Hills

Head east at fork and fight **Mountain Grinder**. Reward: **Illustration 12**

Western Lighthouse

Fight **Sir Troublemaker**. Reward: **Illustration 67**

Windy Canyon

head 3 screens east into the cave. Second part of the cave. Southern Alove right after entering. Fight **Pharaoh Handblast**. Reward: **Illustration 25**

Nillia Woods

Screen with a fork that leads to the camp.



Fight **Deemonic eye**. Reward: **Illustration 65**

Hollow Gorge

Staright west into the cave. Can't miss it. Fight **Waste Gourger**. **Reward: illustration 69**

Grassland Road

It is in the eastern cave on the screen the has a fork to west north and south. Go up the ramp to the SW then follow it to the cave. Fight **Queen Stinger**. **Reward: Illustration 26**

Royal Cottage

NW part of the screen. Fight 2 **Nerophants**. **Reward: Illustration 52**

River Checkpoint

Right there when you enter. Fight **Toad Ninjustu**. **Reward: Illustration 46**

Crimson Forest

At the fork head north. NE cave. Fight **Wolheim Howler**. **Reward: Illustration 66**

Colussia

Head into the sewers. Go to the farthest point north. Fight **Resurrected baron**. **Reward: Illustration 37**

NOTE The legendary for killing Venom Hornets isn't in EP. 1 that we can go. it will most likely show up for EP. 2

Lets get some trading cards and paintings. You should have killed enough golden Beetlehorns by now to get art razor, torsian wrench whistle. lets get to it.

Brightstone

Head into Adult Farahs house. Get **Painting 04**. Go to the church and play prediction against the nun inside. **Trading card- Masquerade 01** and **Trading card- Masquerade 04**. Sleep until night time and go into the building above the church to get **Painting 03**. Leave at night and go to the Gentleman's Club.

Gentlemen's Club

Painting 05 in the large building right as you walk in Go to Colussia

Colussia

Go into Gloria's residence. It is located towards the castle on the right. Has two guards outside. Play the maid in a game of prediction to win **Trading Card - Gabrielle 5** and **Trading Card - Gabrielle 6**. head over to Caimridge

Caimridge

Go into the town hall and play the mayor on the second floor in a game of prediction. **Trading Card - Teen Farah 2** and **Trading Card - Teen Farah 3**.

Port Ronod

Since I forgot about this one. Go to th material shop. Purchase **Trading Card - Beatrix 4**. Grab **Painting 02** from the house on the east side of town. Buy **Trading Card - Ra'Tiki** from seller at the end of the pier. Go into the ship now and play the sailor for **Trading Card - Laquadia 2**. Now that we have this we can get more! Go back to Colussia

Colussia

Go back to the Laquadia pervs house. Enter it and play against the guard in pridiction by the fireplace for **Trading Card - Ra'Tiki 4**, **Trading Card - Ra'Tiki 5**, and **Trading Card - Ra'Tiki 6**. Head into the sewer and replace the poster. It is right next to the entrance you used to escape with Farah earlier. Now go over to Lake Fairlight

Lake Fairlight

Head to the south west camp. Play the guy in the west ten in a game of prediction for **Tradin Card - Ra'Tiki 7** and **Trading Card - Ra'Tiki 8**.

END

END

END

That is all the Illustrations, Trading Cards, Mr. Hen'Tai, Art Chests, Paintings, Lost illustrations, Legendaries and enemies discovered. All crystals, Quests, Dimensional Shards, Locations, Locations cleared and Treasure Maps solved. If you don't have all things done you need to go back to places and clear them out. Catching animals is just titles and not clearing everything.

My ending stats were

All characters lvl 29

16% total progress.

12 locks picked

147 pieces of furniture looted

57 Treasures opened

Places you can **MAP CLEAR in EP. 1**

Rivulet Hills, Port Ronod, Western Lighthouse, Windy Canyon, Grand Bridge, Highland Inn, Nillia Woods, Grassland Road, Brightstone, Royal Cottage, Gentlemen's Club and Summer Cove.

END

END

END

Section 5: What I need to fix?

Well I will say I need to fix just about everything from layout to completeness. Typos I will get to.

As remarked in the beginning of the text, paintings, animals that need whistle and hard locks were not added until the end on purpose. This will get fixed.

AS for Glaring problems like trading cards I miss or just wrong info. Send it to **pv2leon@gmail.com**

Thanks!