



Castlevania: Order of Ecclesia (DS)

PDF WALKTHROUGH

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Basics

If you have played any Castlevania games before then you can just skip this part and discover the new controls and mechanics yourself. Seasoned players of the previous games should be able to cope with the new mechanics easily. For first time players, I suggest reading through this short quickstart section.

Controls

DPAD Left/ Right	Move character to the left or right
DPAD Up	Press and hold up to absorb glyphs; Fly up when Volaticus Glyph is active; Interact with NPCs and savepoints. Press up
DPAD Down	Crouch; drop through some platforms by pressing the B button; slide by pressing B on solid floors
L	Dash backwards
R	Activate support glyph (must be equipped first)
A	Hold to pull out glyph selection; press L/R to cycle through the glyphs
B	Jump; press again while in mid-air to double jump; slide by pressing while holding down button
X	Attack with the assigned glyph; press with Y to perform a glyph union
Y	Attack with the assigned glyph; press with X to perform a glyph union
Start	Open menu
Select	Toggle map and status screens (upper LCD)

Attacking

Shanoa's means of attacking is different from the previous heroes of the series. Instead of utilizing weapons, she has various glyphs at her disposal. She can collect glyphs by absorbing them. Though she can collect several glyphs, she can only equip three glyphs at a time. Only equipped glyphs can be used in combat and to interact with the environment (like breaking objects or giving Shanoa additional abilities). Attacking consumes MP, which is quickly regenerated when not attacking. Combining two glyphs (called "glyph union") consumes hearts instead. Glyph unions are special attacks capable of dealing more damage and effect.

Collecting Items

As you traverse the dungeons of the game, you'll come across treasure chests that yield normal or rare loot. Green chests normally carry rare random items. In addition to normal chests that you encounter when dungeon crawling, there are also secret blue chests that can only be revealed by doing specific actions, like sliding or destroying specific things in the area. Red chests contain the same item and can only be opened once. There are relics for every gold chest you encounter.

Walkthrough

Ecclesia

Enemies:

- 003 Skeleton

Jump to the top right corner of the room to get a briefing from Barlowe. Once in control, go over the Glyph and press+hold the UP button on your DPAD to absorb the Glyph: Confodere (A rapier glyph). You shall do the same



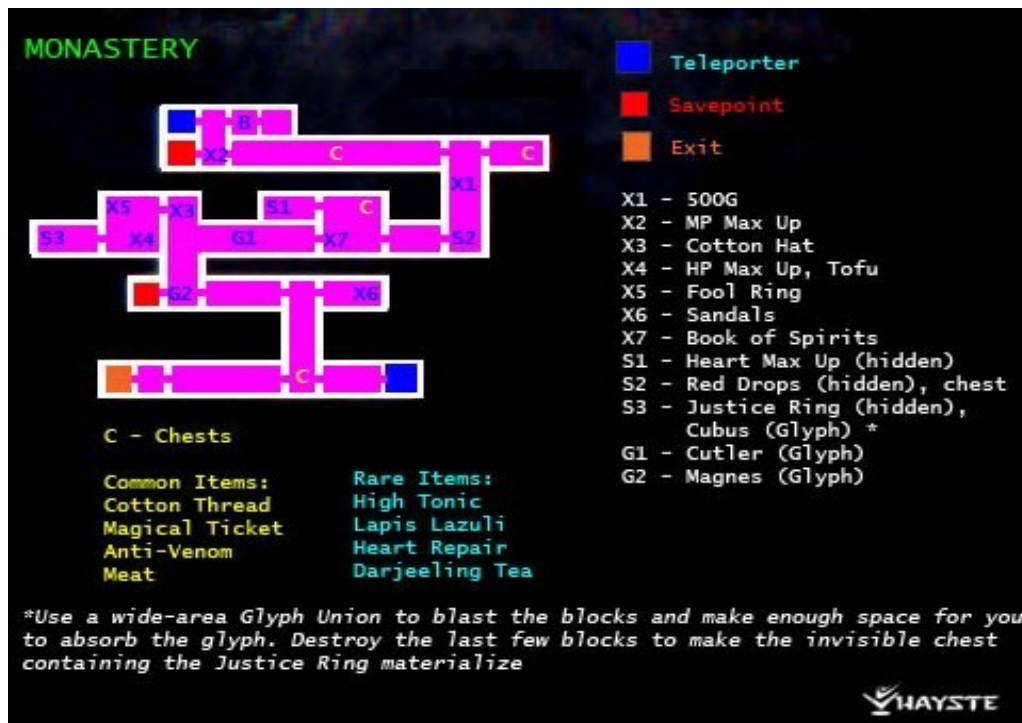
thing for every new glyph you find from hereon. After the talk, go to the left and press down while you're in front of the urn that has a glowing light on top of it. You should be able to obtain an unlimited amount of hearts. Now you should equip the new glyph you acquired in order to use it. Open up your menu and select the Glyphs option. Assign your Confodere for both your Y and X buttons for the meantime. Follow the instructions Barlowe gives you. You should be able to perform normal attacks and glyph unions at this part. Recover your hearts by using the urn to the left then exit to the next room.

In the next room, defeat the summoned skeletons. Once in full control of Shanoa, save your game. You may return to the leftmost room in the middle of the map to obtain Record 5. Proceed to the exit to get to the world map and select your next destination.

Monastery

Enemies:

- 001 – Bat
- 002 – Zombie
- 003 – Skeleton
- 004 – Ghost
- 005 – Banshee
- 006 – Bone Scimitar
- 109 – Anthroverta



Use the map provided to navigate the area and gather the chests. You can immediately face the boss if you want by taking the teleporter in the lower right corner of the map but that will be suicide without training your character first. Start off by heading to the vertical passageway. Be careful when grabbing the first chest as a bat will fly towards you. Continue moving up then going to the room to the right. Grab the the Sandals (X6) and equip it. Exit the room and continue to the left.

Continue to the left to reach the glyph Magnes (G2). Absorb it and save your game to the left. Use Magnes to jump up to the topmost ledge. Grab the Cotton Hat (X3) from the chest. Continue to the left, ignore the chest on the platform since you can't reach it yet then go to the lower right corner of the room to find Tofu the cat and a chest containing a HP Max Up. You can't get them by blindly dashing. To obtain them easily, stand by the pole where Tofu is facing then slide to reach them. If you head to the next room to the lower left, you'll find the Cubus glyph by destroying the falling blocks. However, you can't get it for the meantime with your current glyphs. There is also a Bone Scimitar enemy here that may drop the Secare sword glyph. It has shorter range compared to your Confodere but it deals more damage obviously.

Head to the middle hallway to the right. This hallway will spawn infinite number of zombies so you can take some time here training your character and saving the game afterwards. Continue farther right of the hallway to find a statue. Break it and absorb the Cutler glyph. Continue to the next room and grab the Book of Spirits in the lower left (X7) Attack the barricade in the top left to reveal an opening. Grab the Heart Max Up in the next room (S1). Exit and continue to the left corridor.

Once you've reached the vertical passageway, attack the ledge across the second small platform to the right. The Red Drops should fall down from the crumbling floor. Make your way up, grab the 500G and enter the room to the right to grab the chest's content. Continue to the left hallway, grab the chest and the MP Max Up in the next vertical passage. Save your game then enter the room to the right for a boss battle:

Boss: 109 Anthroverta	HP: 700	EXP: 300
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First you should know about this boss' attacks. It curls itself into a large ball and will move side to side in an attempt to crush you. Use Magnes to levitate to safety. Next is that it will attempt to slash you with its giant claws; dash backwards by pressing the L button in order to dodge this. And finally, it spits a webbing that can be destroyed by using Secare's union glyph.

The pattern is simple; attack it repeatedly as it uncurls itself but be prepared to dodge its claw. After dodging the claw, attack the boss again and repeat the process. Use Magnes to levitate if ever the boss uses its rolling attack again then jump down and attack it. If ever your MP gets depleted, go to the far end of the room and stay back as it regenerates. Finally, if you managed to win without getting hit, you'll get the medal.

Continue to the next screen for a scene. Take the teleporter and exit the Monastery. Select Wygol Village next.

Wygol Village

Walk to the right and absorb the Topor Glyph. Nikolai will speak to you and will inform you that the other villagers were taken to Prison Island. The village will be empty but as you rescue more villagers, it will be active again. For the meantime, open the chests here to obtain random items. There are two chests on top of the platforms on the leftmost and rightmost sides of the village. The third chest is located inside the second level of the house to the far right. Replenish your hearts using the urn and exit the village through the arch. Back in the world map, select Ruvas Forest.

Ruvas Forest

Enemies:

- 001 Bat
- 002 Zombie
- 003 Skeleton
- 006 Bone Scimitar
- 008 Nominon
- 009 Axe Knight
- 010 Une
- 012 Necromancer

RUVAS FOREST

E G X, X E

E - Exit	Common Items:	Rare Items:
G - Macir (Glyph)	Cotton Thread	Darjeeling Tea
X - Chests	Meat	Lapis Lazuli
	Magical Ticket	Heart Repair
	Anti-Venom	High Tonic

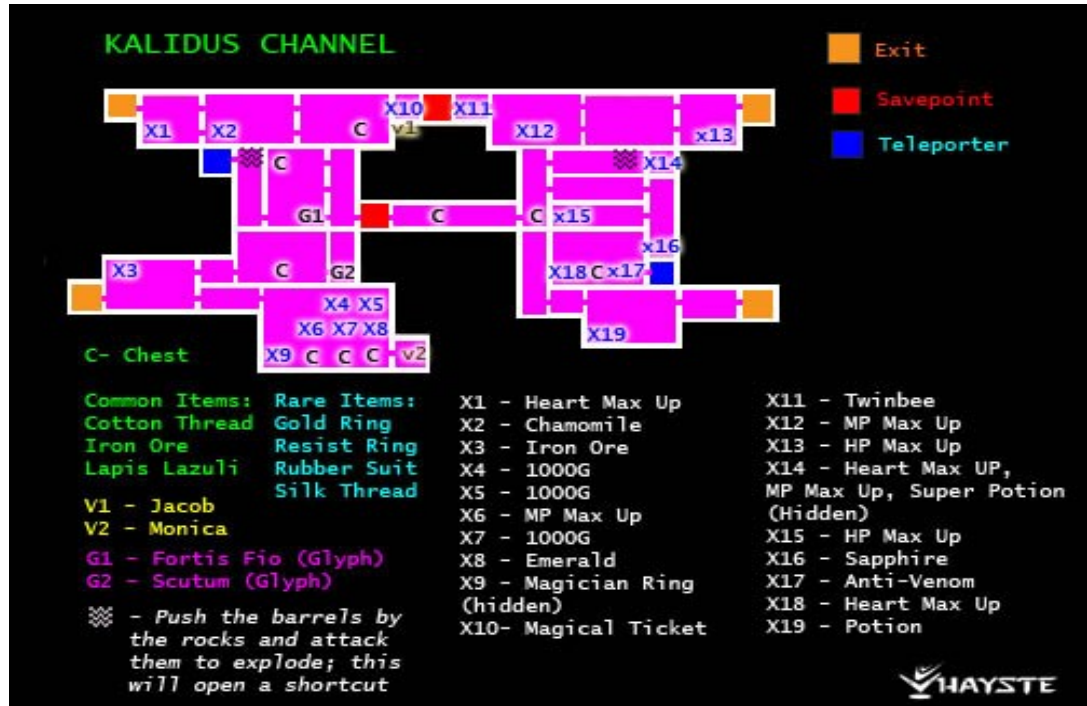
Make your way to the right while defeating enemies. When you come across a statue, destroy it to obtain the Macir hammer glyph. Continue to the right a bit until you encounter a necromancer. Don't kill it yet; wait for a glyph that will appear while it is summoning then absorb it. You'll obtain the *Fidelis Caries*. This glyph can summon a zombie to fight for your side. Continue to the next section.

Continue to the right until you come across a chest. Loot it then continue to the right to find an axe-wielding enemy. You may jump over or duck those attacks but remember that the axes return back as boomerangs. Alternatively, you can just attack them to deflect those thrown weapons. Absorb the Ascia glyph that will appear by defeating the axe knights. Continue to the next section and fight more enemies until you reach the exit.

Kalidus Channel

Enemies:

- 007 Sea Stinger
- 008 Nominon
- 011 Merman
- 017 Needles



This area is pretty large but for now, you only have access to the upper level. Swim across or use the floating objects to jump. Defeat enemies along the way, specially those annoying sea stingers and mermans. Ascia will be of great use here since it can easily hit those mermans. The sea stingers are infinite so don't expect to kill them all. Just do your best to avoid them, as their pattern of movement are basically the same.

In the next section, you'll find another villager enclosed in a glyph. Absorb the glyph (Torpor) and learn that the villager's name is Jacob and he has a shop back in Wygol village. Visit the village later on but for now, grab the magical ticket and continue to the right. Save your game and continue your way to the right to reach the exit. You may head back to the village and buy some new gears for Shanoa that you can afford. Save your game and head to the next area.

Minera Prison Island

Enemies:

- 009 Axe Knight
- 013 Bone Archer
- 014 Spear Guard
- 015 Invisible Man
- 018 Demon
- 023 The Creature
- 028 Winged Guard
- 071 Evil Force
- 080 Tin Man
- 108 Giant Skeleton



Go past the teleporter and a boss battle will immediately ensue.

Boss: 108 Giant Skeleton

HP: 800

EXP: 350

Make sure that you have Magnes and Ascias equipped. The best pattern to win this fight is by throwing a barrage of axes to the boss while evading its normal attacks. Once it gets to your position, jump and activate Magnes. Raise Shanoa overhead (Pres UP while Magnes is activated) to avoid getting hit by the boss. Once it moves, jump down and repeat the process. If you are aggressive enough, you can just dash to the other side using Magnes and attack. The boss is also vulnerable for a few seconds after kicking so exploit this chance to deal much needed damage.

Continue to the right and defeat the Spear Guard to obtain the *Hasta* lance glyph. If the spotlight catches you, an Evil Force will appear. These are quite resilient enemies but does give you a nice EXP boost so you can get spotted deliberately if you want to farm experience. Continue to the next two sections, defeat the Bone Archers for them to drop *Arcus* glyphs.

Next, in the vertical passage, jump down, grab the 500G bag then enter the room to the right. Defeat the enemies on the floor first before jumping on the platform. Be careful of the lancers since they can pierce you from beneath or from above. In the far end of the room is a red chest with MP Max Up. Now return to the entrance and jump to the platform. It may take a few tries but it required perfect position and timing. Defeat the enemies and grab the chests containing a Cabriolet and a random treasure respectively. You can equip it to Shanoa if you want. Head back to the vertical corridor, save your game and use the stairs to go up. Go to the right hallway.

Grab the treasure on the platform then continue to the right to reach another vertical corridor. Before going to the bottom, destroy the wall in the middle to reveal a secret room. Grab the Priestess Ring there. Jump to the bottom defeat the enemy and loot the chest. Continue to right, past the annex. On the vertical passageway, use the platforms in the middle to reach the tower. Grab the Anti-Venom. Once you have the **double-jump** ability, make your way to the top floor to find a villager named Aeon and a red chest containing a Tower Ring. Otherwise, jump down and go downstairs. Take the path to the left to enter the dungeons.

To the far left is a red chest with HP Max Up. Step on the wooden floor to the right of the chest and press down to drop to the lower level. Go to the left to mark the teleporter room in your map then head to the right, defeating the enemies and avoiding the falling blades along the way, until you reach the next room with Albus on it. He'll give you the *Dominus Hatred* so absorb it. Continue to the right, avoid the iron maidens and giant swinging axes along the way. Before jumping on the platforms, grab the 500G bag and enter the room to the right to find another villager, Abram. Exit the room and jump on the platforms to reach the upper level.

Make your way to the left, fight off the invisible man and the creature. On the vertical corridor, make your way upstairs while looting the chests. Continue to the right and use the savepoint in the middle of the second vertical passage. Use Magnes to boost Shanoa towards the red chest. Grab the Heart Max Up there and go through the hallway to the right. Grab the chest on the ground floor and the cat on the platform. Continue to the right to reach another vertical passage.

To the middle left is a teleporter room. Go to the bottom floor to find another statue. Break it to get the Falcis sickle glyph. Continue to the left. This room can be pretty annoying because of the electric sparks moving from the top and on the floor. The sparks deal considerable damage and getting hit continuously can put you into peril. It may take a lot of practice and patience before you can reach the other end but if you have full HP and have some healing items with you, I suggest braving the room and endure the damages. Fortunately, after getting the glyph, the sparks will disappear and you won't need to endure the same thing over again. Exit the room and take the middle right path. Defeat the Demons that will appear. Allow the spotlight to shine on you so a sturdy Tin Man appears. Defeat it and a blue chest containing the Strength Ring will appear. This enemy is really strong so if you want, you can exit the area first and save your game. Grab it and continue to the right. Get the Glyph Sleeve from the golden chest and exit the area.

You may head back to the village, save your game and loot the chests again. Head to the lighthouse when ready.

Lighthouse

Use Magnes to boost Shanoa across the spikes. Enter the tower.

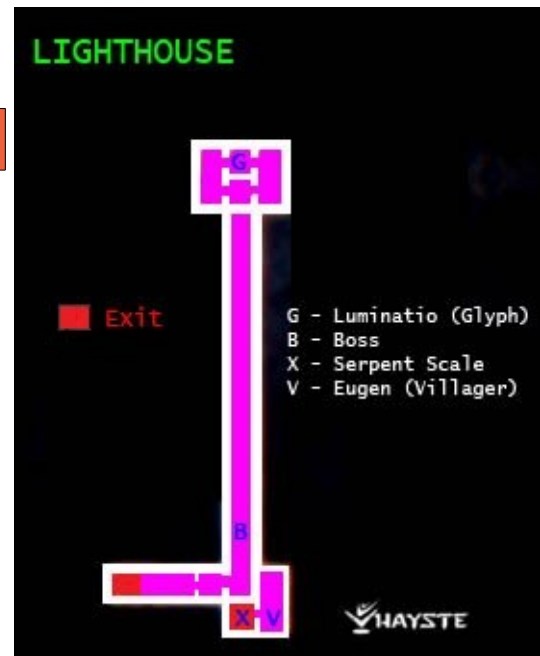
Boss: 110 Brachyura	HP: 800	EXP: 350
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Make your way up and halfway, a boss will attack you. Ascia will be your best choice here. The boss has very basic and patterned attacks. Position Shanoa in the small platform on the left side and throw some axes while crouching. Once the boss sprays some bubbles continue attacking to destroy them and avoid getting hit. Repeat the process.

After dealing enough damage, the enemy will turn red. At this point, it will lunge its arms to the ceiling. Stay low and continue attacking. Once it destroys the ceiling, wait for it to retract its claw and jump your way on the new platforms. Once you've reached two platforms on both sides of the wall, the boss will stop moving. Continue attacking while staying on the left side of the tower. Remember to alternately fight on the upper and lower left platforms.

If you are standing on the upper left platform, remember to drop down to the lower left once the boss retracts its large claw and nips thrice. Be careful of the small left claw since it may hit you while on the lower platform if ever the boss stretches its large claw to swing it across the screen. Once the boss turns red again, it will destroy the ceiling in three hits. It will become aggressive at this point and will try to catch up with you. Use the magnetic pedestals and platforms to make your way up. Once you've reached the top, jump to the stone alcoves or spaces on either side and up to the elevator. Press down to activate the elevator and it should crush this giant crab to pieces. If you managed to defeat this boss without taking damage, you'll be rewarded with a medal.

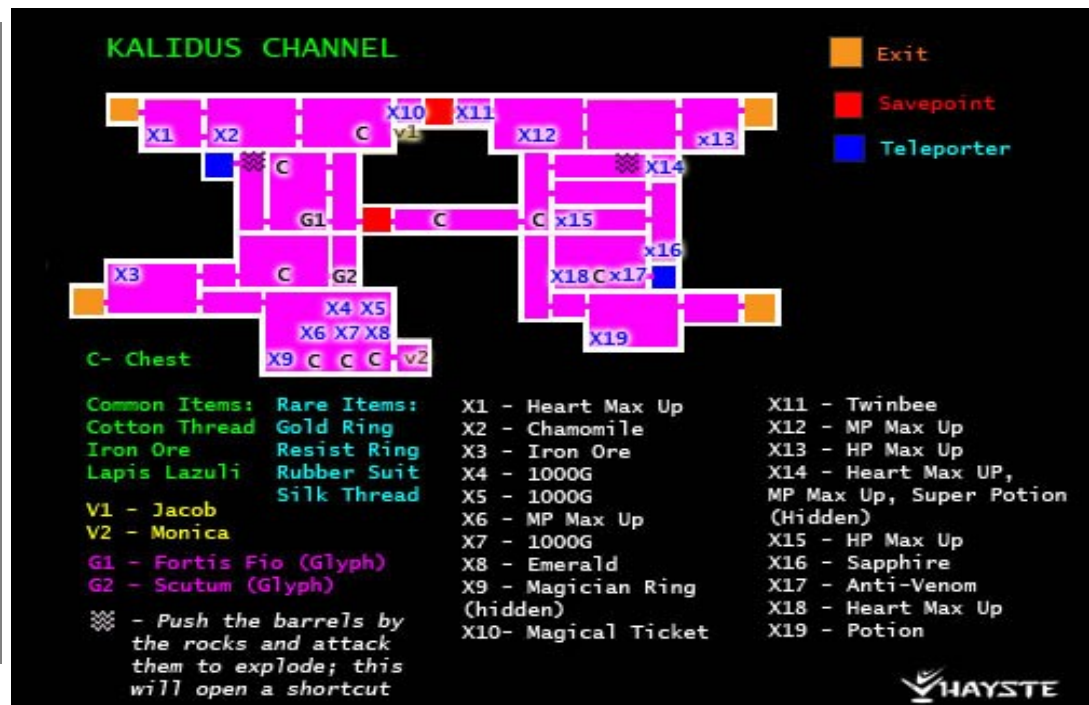
Activate the elevator again to up and take either path to reach the topmost level of the lighthouse. Absorb the Luminatio glyph and go down. Go to the right to find Eugen. Free him up and continue to the left. Grab the Serpent Scale from the golden chest and exit the area.



Kalidus Channel

Enemies:

- 016 Gelso
- 019 Fishhead
- 020 Dark Octopus
- 021 Killer Fish
- 022 Forneus
- 025 Skull Spider
- 027 Sea Demon
- 033 Specter



You will now need to visit Kalidus Channel for the second time. Enter from the lower right entrance. Continue to the left. With the Serpent Scale equipped, Shanoa can now walk underwater. Continue to the large area and look for the potion inside the red chest in the lower left corner. Swim to the upper left and kill the trapped octopus. Swim up and drop down in the next large area to find a red chest with Heart Max Up. Continue heading to the right and scour the floor for two chests. There is a teleporter room to the right. Swim up to the upper right exit.

To get the Sapphire behind the Fishheads, use Luminatio's glyph union. Slowly swim up and enter the long room to the middle left. Fight the enemies and grab the HP Max Up from the red chest. Exit back to the vertical shaft, go left then on the next shaft, kill the octopuses and loot the chest. Continue swimming to the upper right and you should find an explosive barrel tied to a bouy. Push the barrel by swimming to it and once near the rocks, attack it to detonate and clear a shortcut. After destroying the rocks, attack the wall in the lower right corner to open a secret room. Grab all the treasures inside. Swim up through the newly opened path.

Go to the right and find a red chest with HP Max Up on the sea floor. Continue to the left to find MP Max Up. Go back to the shortcut, go left, then enter the path to the lower left of the vertical shaft. Grab the chest in the middle and then save your game. Continue to the left and look for a statue with two dark octopuses on the floor. Destroy it and absorb the *Fortis Fio* glyph. Take the path to the left to reach the next room. There is an explosive barrel here so push it out of the alcove. There will be an infinite wave of Gelsos that does their job well in annoying you. Once you successfully blown up the debris, enter the room on the top left to reveal a teleporter. Swim up through the newly opened shortcut.

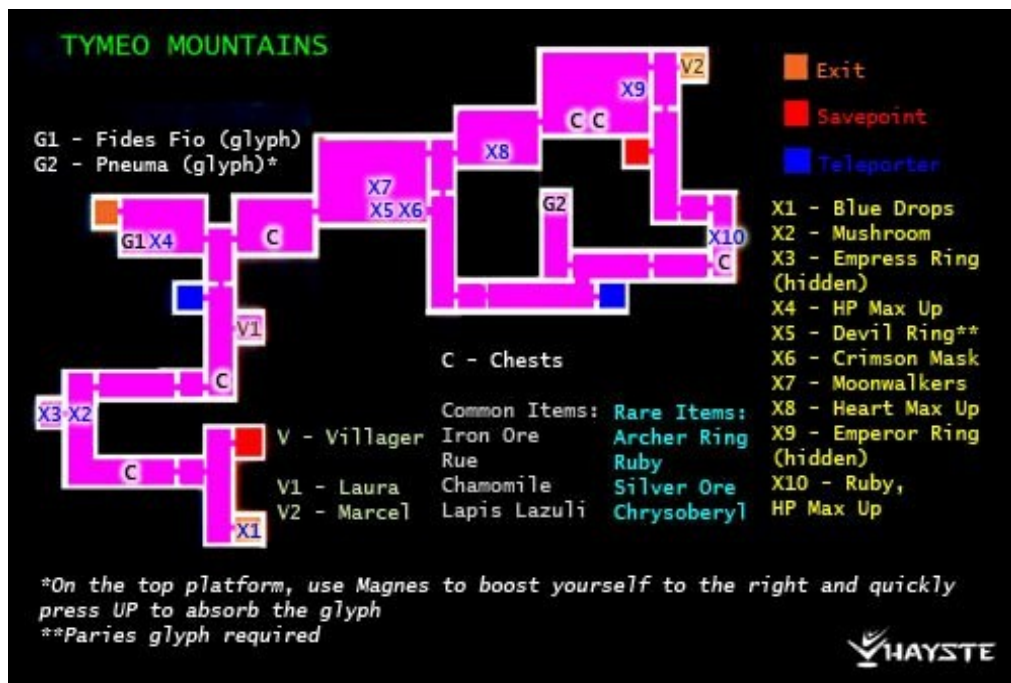
There will be two chests to the left and one to the right. After collecting them all, return to the shortcut then go back to the right until you reach the vertical passage beside the savepoint room. Enter the opening on the bottom floor and destroy the statue on the bottom-right corner to get the *Scutum* glyph. Continue to the left, grab the chest in the middle of section. Go left again to the next section to grab an Iron Ore from the red chest in the upper left part of the area. The exit is located in the lower left corner. Go to the lower right this time, and continue swimming up to the right to find a shipwreck. Continue to the right to enter the dry side of the ship and follow the path to pick up 1000G bags and chests along the way. Once you've reached the lowest floor, go to the lower right corner to find another villager named Monica. Continue to the left and defeat the specter. Slide on the floor for a hidden blue chest to appear. Grab the Magician Ring. Make your way back out of the ship and exit the area.

Tymeo Mountains will now be available but I suggest checking out the village again and prepare before you head out.

Tymeo Mountains

Enemies:

- 024 Black Crow
- 025 Skull Spider
- 028 Winged Guard
- 029 Nightmare
- 030 Rock Knight



As soon as you start the stage, stand in between the two candlestands and press down to reveal a hidden blue chest. Grab the Blue Drops inside then continue to the vertical passageway. Use the savepoint in the upper right if you want then go to the path in the middle left. Defeat the rock knights then grab the chest in the middle of the area. In the next section, there is a giant horse called Nightmare running around. Defeat it if you want then slowly jump over the falling stalactites. Jump to the middle platform and attack the wall to the left to reveal a hidden room with the Empress Ring on it. Continue to the upper right.

Use Magnes to boost Shanoa across the long stretch of spikes. Continue to the right and grab the chest in the middle. Go up and take the path in the middle right. Free the villager named Laura then enter the room to the top left to reveal the teleporter room. Continue up then go to the left section. Follow the path and break the statue to get *Fides Fio*. Then, grab the MP Max Up from the red chest further right. You can't get past the other half of this map yet so head to the exit to the top left.

Return to the village and check out the NPC quests and deliver the items they're requesting. Resupply as needed then exit back to the world map. Access the Misty Forest Road next.

Misty Forest Road

Enemies:

- 032 Butterfly
- 033 Specter
- 034 Gravedigger
- 035 Werebat
- 036 Black Fomor
- 037 Enkidu
- 043 White Dragon



Continue to the left, defeat the enemies until you encounter the floating goat-like demon. Wait for it to summon and reveal its glyph and absorb it to get the *Umbra*. Continue to the left until you reach the statue containing the *Vol Macir*. Further left is a werebat guarding the chest. Defeat it and grab the item in the chest. Werebats drop the *Arma Chiroptera* glyph. Jump on the ledge and use the Magnes to the right. Boost Shanoa to the small cliff that has a sage. Continue to the left and defeat the White Dragon. As you exit to the next section, defeat the specter. Jump down and grab the treasure inside the chest to the lower right. You won't be able to pass through the peculiar looking wall near the chest since you'll need the Paries glyph to pass through this wall. Continue to the left to reach the exit.

Your next destination is the Skeleton Cave. You can stop over the village to save your game and to resupply if you need.

Skeleton Cave

Enemies:

- 038 Bone Pillar
- 039 Skeleton Frisky
- 040 Skeleton Hero
- 041 Dullahan
- 042 Skeleton Rex
- 043 White Dragon
- 054 Skeleton Beast
- 111 Maneater



Head to the left and defeat the Friskies and Dullahans. Dullahans drop the more powerful version of the rapier glyph called Vol Confodere. Continue to the left past the chest (requires double jump) and grab the chest on the platform. Drop down to the lower floor then continue left until you reach the last section to the far left. Several Friskies will line up along the way and attack you so prepare for the assault. In the last room, kill the White Dragon and loot the chest. Like the first red chest, the one located here will be inaccessible for the meantime.

Go back to the right and drop down to the lower floor. Grab the chest and defeat the white dragon on the other side of the wall. A skeleton rex will be charging towards you as well. After defeating it continue to the far right and drop to the bottom floor. You'll find several bone pillars as soon as you land on the floor. Use glyph unions to get rid of them immediately. Grab the two chests below then attack the edge of the ledge to obtain a Black Drop. Continue to the right. Two more skeleton rexes will block your path. Defeat them then continue to the save point. Heal as needed and prepare to face the boss.

Boss: 111 Maneater

HP: 2500

EXP: 1500

This boss is really easy. Equip Illuminatio and keep releasing those balls of light. Just avoid its tentacles and the bone projectiles that it throws at you. Just keep the illuminatio projectiles active and it will force the tentacles to retract, as well as deflecting the bouncing bone projectiles. Stay away from it if you need to recover some MP then resume attacking once recovered. Remember to slide underneath the boss if ever it starts to corner you in one side of the room.

After defeating the boss, continue to the left side to find a villager and Albus. Once he leaves, grab the contents of the golden chest (Ordinary Rock = enables you to double jump) and free up the villager. Now make your way out and grab the two high chests you couldn't reach earlier. Exit the cave.

Head back to the village. After talking to Nikolai, Somnus Reef will be unlocked in the world map. Head out when ready. Before heading to the Somnus Reef, you'll need to revisit some previous dungeons you have cleared. Remember some of the locations you can't reach because you lacked the double-jump ability? Now is the best time to get them.

Minera Prison Island: Make your way to the tower section in the middle. Use your double jump ability to reach the topmost level of the dungeon to find a villager called Aeon, as well as the Tower Ring.

Misty Forest Road: Enter from the left side and go to the right to reach the first square area. Wait for a specter to approach you then hop on it by pressing down and B while in mid-air. This will boost you a bit so execute another jump mid-air to reach the ledge to the upper left that has a Rue.

Tyme Mountains: Now you cross the other side of the map. Enter from the upper left part of the map then

jump across the large crevasse to reach the other side. There will be several skull spiders here that you can kill. Enter the cavern and grab the treasure inside. Head to the next area where a continuous stream of rolling boulders will come tumbling down from the hill. Fortunately, you can use the tree branches as footholds. Be careful of the crows since they can throw you off track if they hit you. In the next area, you can head down two screens and destroy the rock knights. Enter the room to the left and get the item. There is another opening here that you need to revisit later on. Exit the room and continue down. There will be Yeti here but it will flee even if you try to attack it from a distance. Just ignore it for now then continue down to the lowest floor.

Enter the hallway to the right. Defeat the Nightmares running about and continue to the upper floor in the far right. Take the path to the left and use Magnes to boost Shanoa up to the platform. The glyph there is creating massive winds that will force you leftward. Immediately activate Magnes to secure Shanoa's position then slowly "slingshot" her to the right. You need to apply the right "pressure" so she gets thrown to the right without falling off. You may take several tries until you get the right timing to release Magnes while "pulling" Shanoa to the left. As soon as you release Shanoa, press UP so she'll immediately attempt to absorb the glyph. If done right, you should be able to absorb the glyph, milliseconds away from falling off. This is really frustrating and time-consuming so don't look for an easier way to do this. You may search the internet for videos or other tips regarding this topic.

After getting (or ignoring) the Pneuma, jump down to the floor and continue to the right. Right before the vertical passage, two fire demons will appear. You can wait for them to summon a glyph. Absorb that glyph and kill the demons. Head to the right to reach the vertical passage. Grab the two chests there, then continue to the next vertical passageway to the left. Halfway is a savepoint so save your game, then continue up. Go to the left and continue downhill. Enter the cavern and grab the two chests in the middle. Continue following the path to the right and continue up until you reach an empty space. Attack/ dash on that space and a hidden blue chest will appear. Grab the Emperor Ring there and continue to the next screen to the left. Once there, enter the cavern again to find a chest containing a Heart Max Up. Return to the chasm to the right. Cross the other side to the right to find a villager by the exit.

You can now return to the village and talk to Marcel and accept his quest. See the Quests section of this guide to view more details about these.

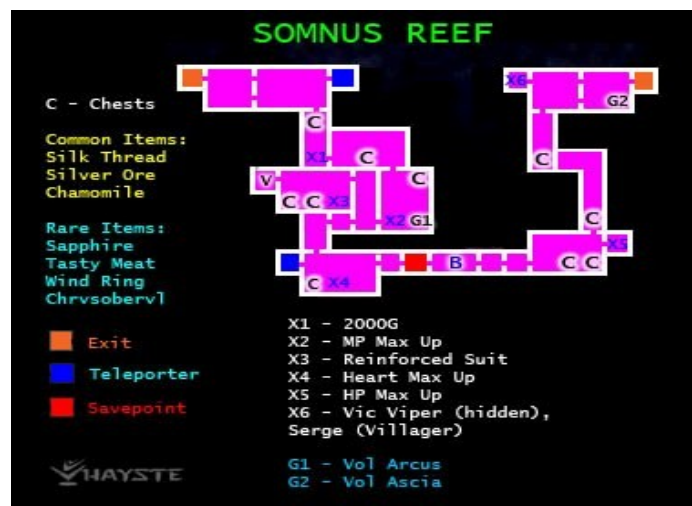
Monastery: Return to the Monastery and make your way to the first save point in the middle right. Use Magnes to climb the vertical corridor then enter the door to the left. You should be able to reach the chest on the platform near the entrance. Continue to the lower left. If you have Luminatio and Umbra, equip those two and perform a devastating glyph union. This should instantly clear all blocks and will give you more than enough time to completely absorb *Cubus*. While here, you can also complete George's quest "The Killing Scream". In the same room where you obtained the Fool's Ring, there is a Banshee that will appear in the lower part of the area. Wait for it to scream (you should see shockwaves emanating from the hag) then open your menu and use the Phonograph. A successful recording will give you an onscreen message that the quest has been completed. Return to George for your reward.

Once done, your next destination is Somnus Reef.

Somnus Reef

Enemies:

- 017 Needles 112 Rusalka
- 019 Fishhead
- 027 Sea Demon
- 044 Saint Elmo
- 045 Lorelai
- 046 Edimmu
- 047 Decarabia
- 048 Merman



Continue to the right to the second section. There is a teleporter room to the upper right so visit it to unlock it in your map. Swim down the vertical shaft in the lower right. Swim down to the bottom left to find a 2000G bag. Be careful though since a sea demon will appear as you get near the cash. Continue to the right, grab the treasure in the middle of the next area, then go down the shaft to the lower right.

In this section, grab the treasure chest to the upper right, then slowly drop down and defeat the enemies. There is a statue to the lower right that will release the *Vol Arcus* glyph once destroyed. To the left is a red chest with MP Max up, surrounded by fishheads. Continue to the left. In the next vertical shaft, swim up and enter the next area to the upper left. This area has large starfishes that can poison you if you ever touch them. Use Ignis to clear them out and grab the treasures inside. Destroy the wall to the upper left to reveal a hidden room with a trapped villager inside. Return to the vertical shaft then take the lower left exit this time. Drop again to the next vertical shaft then enter the teleporter room to the upper left of the next section. Grab the two chests on the ocean floor, then continue to the right until you reach the savepoint. Prepare for a boss battle.

Boss: 112 Rusalka	HP: 2800	EXP: 2000
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while keeping her at bay with ranged attacks. Soon, she'll make some rock pillars fall from the ceiling but this proves to be helpful, especially as a cover from her Maelstrom attack. These pillars are destructible but the boss will regularly replace them. Arcus is great choice here but if you want to deal most damage, perform glyph unions using Vol Arcus.

After the battle, save the game if you want then continue to the right. Go past two screens then grab the treasures in the next area. There is also an HP Max Up in the room to the upper right. Swim up the vertical shaft, grab the chest and kill the two decarabias along the way. Follow the path to the left, grab the treasure again then swim up to reach the outer sea. Enter the room to the upper left to find another villager. Free him then continue to the right. Break the statue to the right to obtain the *Vol Ascia*. Continue to the upper right and exit this dungeon.

Giant's Dwelling

Enemies:

- 002 Zombie 053 Automaton ZX26
- 003 Skeleton 054 Skeleton Beast
- 039 Skeleton Frisky
- 049 Ladycat 113 Goliath
- 050 Ectoplasm
- 051 Curse Diva
- 052 Miss Murder



This area is pretty small. Of all the enemies here, you must not get hit by Ectoplasms and Curse Divas. These can instantly curse you, leaving your MP to zero until the effect wear off. Just carry a good supply of Uncurse Potions just in case. Ectoplasms drop uncurse potions themselves so it is worth killing them along the way. Head right to the next room where a lady cat is found. Destroy the blocks near the entrance for the Temperance Ring to drop. Head to the next room. Miss Murders carry the Vol Falcis glyph which they sometimes drop when killed. Head to the upper right to find a trapped villager named Daniela. Free her then jump down and head to the lower right corner. Continue to the right and before you enter the building in the next section, jump over the balcony and dash to reveal a hidden blue chest. Obtain some Black Drops from it. Continue taking the lower right paths first until you reach a statue containing the Vol Secare in the far right end of the mansion. Go back two screens and take the path to the upper left. Save your game on the next room and prepare for a boss battle.

Boss: 113 Goliath

HP: 4200

EXP: 2500

This boss has a lot of HP but it has really long intervals between attacks. However, its attacks are quite damaging so you'll need to be careful when facing it. The most damaging so far is the jumping stomp that releases a shockwave upon impact. To avoid this, you'll need to run/slide beneath the boss while it is in mid-air after jumping. You can see that it is preparing for this attack once it crouches, similar to charging. Vol Ascia does well in dealing powerful, mid-range damage to the boss.

After defeating it, go to the right to find Albus. Absorb the Dominus Anger that he gives you, then exit the area.

Tristis Pass

Enemies:

001 Bat	061 Owl
043 White Dragon	063 Altair
050 Ectoplasm	078 Mimic
055 Balloon	108 GiantSkeleton
056 Arachne	
057 Lizardman	
058 Armored Beast	
060 Thunder Demon	



Go to the left and enter the cavern to reach the chest. Head to the upper left corner and enter the room across to discover the teleporter room. Drop down and kill the Lizardman for it to drop the *Vol Scutum*. You can do it again and again until it drops it. Continue down and use the savepoint to the right if you want. Continue down to the bottom floor. Defeat the giant skeleton then carefully move to the left. The chest there is a mimic; it will attack you once you examine it. Unfortunately, you can't attack it while it is on its "chest" form. The good way to defeat it is by luring it to the edge of either entrances of this section, and attack it. Further left is another giant skeleton so defeat them or just escape to the left.

You can't get past the frozen falls so use the platforms to reach the topmost level and jump to the left to find another glyph. Use Magnes to slingshot Shanoa to the upper left then immediately press up to absorb the glyph. This is a lot easier than obtain Pneuma. After getting the glyph, the water will start flowing again. Slowly let yourself fall, then double jump so that Shanoa lands on one of the ledges containing a red chest. Repeat the process for the next ledge then destroy the wall to the left after getting the Amanita. Enter the room containing the last trapped villager. Upon collecting them, press down while in the middle of the waterfall to get the Lover's Ring. Continue to the next area.

Use magnes to boost using the orbs. Two bats will serve as obstacles here so make sure to let them pass by you before swinging Shanoa to the next orb. After climbing up, go to the higher ground to take out the armored beast without the risk of getting damaged. After defeating it, go to the left and take out the white dragon. Get the HP Max Up then go to the right and up through the vertical passage. Defeat the ectoplasms here then continue to the left. There will be more lizardmen and alstairs so ascend carefully. Halfway is a savepoint that you can use. Continue upwards then enter the teleporter room to the top right. Continue to the left, enter the cavern to get the two chests inside. Take the hill and take out the enemies along the way. The owl here occasionally drops the *Fidelis Noctua* glyph. Continue uphill to find a statue containing *Vol Hasta*. Then jump down the platforms to reach 3 more chests.

Continue to the next area, enter the cavern again to get 3 more chests. You can get the Fulgur glyph from the thunder demons here. Continue to the last area and enter the cavern Defeat the lizardmen inside then destroy the statue to obtain *Inire Pecuna*. Continue to the left of the cavern to get a chest and up to reach a red chest. Exit the cavern then hop on the branches on the rightmost side of the area to reach a red chest containing a body suit. Exit the area by heading to the left.

Return to the village to restock or do some sidequests from the villagers you've saved. Once prepared, head out to Oblivion Ridge.

Oblivion Ridge

Enemies:

054 Skeleton Beast	068 Stone Rose
057 Lizardman	072 Flea Man
058 Armored Beast	114 Gravedorcus
062 Werewolf	
063 Altair	



Be careful of the Altairs here since they occasionally drop annoying Flea Men. Continue to the next screen to the left then save your game in the lower right. Exit the savepoint, then jump on the nearby ledge. Wait for an Altair to appear, hop over it (down + B) and double jump again to reach the high ledge. Break to the statue and absorb *Sapiens Fio*. Save the game again if you want then continue to the lower left for a boss fight.

Boss: 114 Gravedorcus

HP: 3600

EXP: 3000

This boss can't be hit while underground; unfortunately, it stays there most of the time, for the duration of the fight. The boss will summon a stone block and will appear underneath it. You can use this chance to attack it but be careful of the damaging debris once it destroys the block it created. It will also release some spikes on the ground which you can destroy, and will rush towards you and leap. However, it will usually bump itself on the wall, giving you a few seconds to attack. *Sapiens Fio* is a great support glyph here while using *Vol Grando* can exploit the boss' weakness the ice. Continue attacking it when you have the chance and you should be able to win this battle in a few minutes.

Go to the left, defeat the enemies and double jump to reach the ledge to the upper right that has a Chamomile. Head to the far left then destroy the wall to obtain a hidden diamond. Continue to the upper left, defeat some enemies along the way then enter the church for a confrontation with Albus. Once in control, head to the far left and attack the wall to obtain the Hermit Ring.

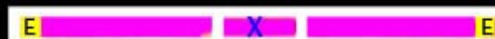
Head back to Ecclesia and talk to Barlowe. Prepare to head out then enter the next area when ready.

Argila Swamp

Enemies:

010 Une
064 Mandragora
065 Jersey Devil
066 Owl Knight
067 Chosen Une
068 Stone Rose

ARGILA SWAMP



x - Chest
E - Entrance/
Exit

Common items:
Silver ore
Rue
Tonic
Zircon

Rare items:
Diamond
Emerald
Traveler's Hat
Ruby

HAYSTE

You can find Jersey Devils here that you can snap a photo with. (Refer to the sidequests section for more details on how to do this) This is a straight walk with only one random chest to loot. Be careful of the poisonous Unes. The Owl Knights in the far section drop silver ores, which is needed to complete Eugen's second quest and will give you access to more powerful equipment.

Mystery Manor

Enemies:

- 069 Mad Butcher
- 070 White Fomor
- 071 Evil Force
- 072 Flea Man
- 078 Mimic
- 115 Albus



Enter the first room to the left. A white fomor (flying goat) will approach you. Wait for it to summon a ball of light then press up to absorb Vol Luminatio. Defeat them then continue to the left. The chest in the middle of the next room is actually a mimic so try to avoid it if you want. Enter the room to the upper right to find a 2000G bag with some flea men. Exit then jump across the hallway to the upper left.

Upon exit, jump down to the lower right to find a red chest in the far right of the hallway containing a gold ore. Exit the hallway and enter the room to the upper left to get another 2000G bag. There is also a cat in the middle platform, near the ceiling. Drop down to the lower floors and save your game to the right. Don't enter the boss chamber yet but go to the left instead.

The following room is in pitch black darkness. Start off by sliding twice, until Shanoa can't go any further. Then, wait for the fast horizontal spike to pass and jump to the left then duck immediately. Slide again until you can't go any further. Wait for the two horizontal spikes to move to the right and the vertical spike up. That's your only window to jump. Like the other unseen block, you'll need to jump across to the left.

Next, you'll need to slide under the two vertical spikes, until you feel blocked by another unseen barricade. Wait for the vertical spike to go up, then proceed to the left; you can wait in the middle of the two spikes without getting hit, then proceed to the left with caution. Slide off the platform until you reach the floor again, then slide under two more vertical spikes until you can't proceed any longer. Time your jump to the left then quickly duck to avoid getting hit by the fast moving horizontal spike. Now, see that slow moving vertical spike? The next block is higher than before; (the glyph should be immediately visible to you at the moment) wait for the two horizontal spikes to go to the right while the slow moving vertical spike goes down. Double jump to the left. You can now absorb the *Vol Umbra* at this distance so do so and the whole place will be illuminated – however, the spikes will still be active. Carefully make your way to the right and save your game. Head to the right to face Albus.

Boss: 115 Albus

HP: 4000

EXP: 0

Albus' attack patterns are pretty simple. He shoots his gun while standing or crouching, he has a flaming kick that has a long range, and finally he'll throw several Torpors that will damage Shanoa and render her vulnerable for a few seconds. Albus will also charge his shot in the form of a summoned glyph; to counter this, you'll need to absorb the glyph as he is casting it. You can avoid most of his attacks by double jumping. Vol Umbra and Vol Luminatio are a perfect tandem here, as well as their powerful glyph union. Just keep medium distance away from Albus as you release your balls of light and darkness. Albus is an agile fighter which will make dodging his attacks a bit difficult. However, just attack, double jump when he makes his stance and repeat. Simple, but effective.

Watch the following scenes. If you haven't saved all the villagers, your journey will be cut short and you'll only see the alternate ending. To get the true ending, more scenes shall take place, after rescuing all villagers. After the scenes, head back to Ecclesia to confront Barlowe.

Ecclesia

Boss: 116 Barlowe	HP: 4000	EXP: 0
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After a few more scenes, you'll be in a fight against Barlowe. He'll be staying airborne for the whole battle so Vol Ascia will do wonders here. Barlowe has elemental attacks that can be dodged easily and another fast an almost unavoidable energy globe attack. However, before he can cast it, he'll need to summon the glyph which you can absorb. Or, you can head to the far left side of the room and double jump before the fast sphere connects. Just keep on attacking him and dodge/jump/slide like crazy to avoid his fireballs.

After the battle, watch the following scenes. Dracula's Castle will be available in the world map so prepare for battle or complete some sidequests if you want.

Dracula's Castle

Enemies:

- 072 Flea Man
- 073 Ghoul
- 074 Peeping Eye
- 075 Gargoyle
- 076 Blood Skeleton
- 077 Black Panther

Big D's castle is divided to different areas so don't expect a walk in the park here. You may refer to the map provided in this walkthrough if you want to navigate the castle on your own.

Castle Entrance – Nightmare Gate

Go to the right to find a teleporter. Continue to the right, past a few hallways until you reach the castle interior. Just ignore the red skeletons since they are somewhat "immortal". Gargoyles disguise themselves as inanimate statues that will spring back to life whenever you get near. The black panthers drop a glyph called Arma Felix, which transforms Shanoa to a black panther.

Dracula's Castle

<p>GLYPHS</p> <ul style="list-style-type: none"> G1 - Rapidus Fio G2 - Felioim Fio G3 - Lapiste G4 - Melio Hasta G5 - Vol Ignis G6 - Dextro Custos G7 - Refectio G8 - Melio Confodere G9 - Volaticus G10 - Sinestro Custos G11 - Vis Fio G12 - Morbus G13 - Melio Soutum G14 - Melio Culter G15 - Melio Falcis G16 - Arma Custos 	<p>TREASURES</p> <ul style="list-style-type: none"> A - Super Potion B - Heart Max Up C - White Drops D - Star Ring E - Mercury Boots F - MP Max Up G - HP Max Up H - Tasty Meat I - Heart Max Up J - White Drops K - HP Max Up L - MP Max Up M - Hanged Man Ring N - Cream Puff O - Sun Ring, Blue Drops P - Heart Max Up, MP Max Up Q - MP Max Up R - Super Potion S - MP Max Up T - Heart Max Up U - Judgement Ring V - Gold Ore, Diamond 	<p>COMMON ITEMS</p> <ul style="list-style-type: none"> Emerald Ruby Sapphire Silver Ore <p>RARE ITEMS</p> <ul style="list-style-type: none"> Gpld Ore Miser Ring Onyx Thief Ring
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W - World Ring, Onyx
X - Eisbein
Y - Death Ring
Z - Heart Cuirass
a - HP Max Up
b - Valkyrie Mask
c - Valkyrie Greaves
d - Heart Max Up
e - 2000G
f - 2000G
g - HP Max Up
h - Green Drops
i - Green Drops
j - 2000G
k - MP Max Up
l - Red Drops
m - Moon Ring
n - Valkyrie Mail
o - HP Max Up
p - Mint Sundae

HAYSTE

Another benefit of this transformation is that enemy black panthers won't be hostile towards you and will assist you in battle while in this form. They will attack you once you revert back to human form. Grab the chest in the upper left ledge and save your game to the lower right. Continue to the upper right. Jump your way up, past the annoying red skeletons. You have no way of passing through the wall in the room to the right so go left instead. Make your way to the left, then make your way up the vertical corridor again. Continue to the right to reach the library.

Library – Bloody Tomes

Enemies:

069 Mad Butcher
070 White Fomor
073 Ghoul
074 Peeping Eye,
076 Blood Skeleton
077 Black Panther
079 Draculina
080 Tin Man
117 Wallman

Go up then left then up again. Grab the red chest (HP Max Up) then continue to the right. Defeat the two panthers then jump up using the wooden footholds. Make your way up three levels till you reach the large library. There is a teleporter to the left and a savepoint to the right. Go to the upper left to find an almost hidden red chest containing MP Max Up. Head to the right for a boss battle.

Boss: 117 Wallman	HP: 9999	EXP: 3500
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This boss has only one attack: he throws three bombs that explodes vertically and horizontally – bomberman-style. When he does this, he'll leave a glyph which you should absorb. The patterns of the exploding bombs are random but once you anticipate the direction of the flames of the bombs, then getting into an optimal position to avoid damage and absorbing the glyph should be easy. The battle ends immediately once you absorb the glyph.

Equip Paries and activate it. Pass through the wall and break the statue to gain *Melio Confodere*. Head to the right twice till you reach the large room. There will be an opening in the upper right but you can't reach it yet. Go down through the floor in the lower left.

Continue to the left first to reach the kitchen. Destroy the wall to the upper left and break the statue to get the *Refectio* glyph and the Hanged Man Ring beside it. Return to the previous room and drop down to the dining hall with two tin mans on it. You can avoid getting damaged by standing on the ledges and attacking them. Continue down, then right twice to reach the vertical corridor with a mad butcher. Attack the space to the upper right to find a Cream Puff. Continue down and go to the left to find the first of the 3-glyph "Custos" glyph. Absorb *Dextro Custos*.

Make your way out of this area, back to the large kitchen where you got the Hanged Man Ring and *Refectio* then continue to the right, past the long hallway until you reach the next vertical corridor. Jump down and use the teleporter to the lower left and return to the castle entrance. Continue to the right again and up the vertical passage with blood skeletons. Go to the right, use paries to pass the wall and get the HP Max Up from the chest. Continue to the next area, grab the treasure to the upper right, then go down to the lower right.

Fight your way through the ghoul infested hallway then continue to the right first. The chest in this hallway is actually a mimic so don't bother checking it out. Continue to the next room, open the red chest (Valkyrie Greaves) on the next room. Continue to the room to the right and you'll find another chest. Don't go further to the right since it just leads to a dead end; head back to the long hallway and jump down the vertical corridor to the left then enter the door to the right to reach the next area.

Underground Labyrinth – Flirting with Shadows

Enemies:

072 Flea man, 081 Polkir, 082 Nova Skeleton, 083 Gashida, 085 Gurhka Master, 086 Red Smasher
118 Blackmore

Jump down the vertical passage and drop down to the lower floor. Grab the chest and fight your way to the left. Go up to unlock the passage with two gashidas in the map, then drop down the vertical corridor. Take the path to the middle left and carefully go through the fire traps. Absorb the *Vol Ignis* at the end of the corridor. Continue down then go to the long hallway to the right. You can take either of the paths to the right or the one going down. If you go down, you'll find a chest with MP Max Up. If you head to the right, then you should find some footholds going up, which leads to Mercury Boots. Get both, then use the vertical passage to go down. The first room to the left leads to a teleporter room while the one on the bottom left is a savepoint. Save your game and head to the right for a boss fight.

Boss: 118 Blackmore

HP: 5000

EXP: 4300

This boss melee attacks can be hard to avoid. It will throw some damaging black orbs, which is usually followed by a down slash and a powerful black beam. Once you dealt damage to it, it may attack regularly with fast, claw lunges. Due to the boss' size, you won't be able to dodge that much. Use healing items as needed since this fight can be really tough. The boss is weak against fire and light, the Nitesco glyph can be pretty useful here. (Absorb them from the green skeletons). There isn't any trick in effectively defeating the boss; you'll need to rely on your reflexes for this battle.

After the battle, go to the right, then up the vertical hallway. Take the first path to the right to reach the vertical passage. Go up then enter the room to the top right. The Red Smasher there may drop the *Vol Culter* glyph so keep fighting and defeating it if you want. Grab the Heart Max Up from the chest. Return to the vertical passage and continue to the bottom floor. Slide until the floor give way, revealing the lower level.

Grab the Super Potion to the left, then attack the wall to the right. Use Paries to enter the wall, then exit to the first room. Destroy the statue to obtain the *Felicem Fio* glyph. Attack the wall to the upper right and user Paries again to navigate to the other room. Use the footholds to reach the upper hallway. Continue to the right and absorb the *Rapidus Fio* by the exit. Exiting here will unlock the Training Hall and Large Cavern in the world map. Since you're already out, you may want to use this chance to backtrack some of the previous dungeons where you should use Paries to access secret treasures and glyphs.

Misty Forest Road: Enter from the left then go through the wall to the lower right, in the first large room. Destroy the statue to obtain *Melio Arcus*. Continue to the right, defeat the Lizardman Blades and grab the Hierophant Ring from the red chest. Destroy the wall to the right to reveal a White Drops. Grab it and exit the dungeon.

Tymeo Mountains: Enter from the top right then go to the vertical passage in the middle. Go to the second screen down and enter the room to the left. Enter the wall and continue to the left to find a room with a red chest containing a Devil Ring. Enter the wall again and go up to find a chest with Moonwalkers. You may return to the castle again.

Return to the castle and take the left entrance. Use the teleporter to lower middle teleporter since it is closest to where you started. Make your way to the right, past three screens until you reach the vertical passage. Continue up and enter the middle in the middle left this time. Continue past the hallway, to find a room with falling stone boulders. Go to the left and slide to reveal a secret blue chest containing a Star Ring, then use Paries to enter the wall. Go up, exit the wall then jump on the open space and wait for the boulder to pass. Jump down and enter the wall to the right. Continue up, repeat the process and use the openings on the ceiling and the floor to hide from the boulders. You'll find the source of the boulders at the top, from a glyph known as *Lapiste*. Absorb it and go back down.

Return to the vertical hallway then continue up and exit to the top right. Go to the bottom floor and attack the wall to the left to obtain White Drops. Continue up to the next screen. A Hammer Shaker will be awaiting here; defeat it until you get the *Melio Macir* glyph. Continue to the next room. Don't push the stone block yet; go down, push the block to raise the water level. Jump back up and push the stone block to increase the water level some more. Jump on the ledge and continue to the left. Go up the vertical passage then continue to the top right to reach a new area.

Barracks – Distant Memory

Enemies:

080 Tin Man, 082 Nova Skeleton, 084 Devil, 085 Gurhka Master, 086 Red Smasher, 088 Blade Master, 091 Hammer Shaker, 093 Imp, 094 Bugbear

Destroy the statue to the right to obtain *Melio Hasta*. Enter the room in the middle right to save your game. Continue up in the vertical passage, exit to the top right. This room has several nova skeletons and tin men. Exit to the lower right to find a courtyard with a blade master and a chest with 2000G gold bag in the far right. Jump on the ledge just above the entrance and slide to reveal a hidden blue chest containing Blue Drops. Return to the previous room.

Exit to the upper left and continue to the left to reach the Library. Hit the switch to remove the barricade then return to the large room in the Barracks. Continue up to the upper floor, then enter the room to the upper left to find a Heart Max Up. Exit to the upper right of the room. Immediately jump on the ledge near the entrance to get the 2000G bag. Defeat the enemies and continue to the left to find another 2000G on the ledge. Enter the next room.

Proceed to the upper right corner of the room and destroy the wall to access a room with a red chest. Get the HP Max Up from it. Return to the previous room and attack the edge of the ledge in the middle of the room to obtain Green Drops. Go down to the lower floor, fight your way to the bottom floor and grab the MP Max Up on the lower left corner of the room. Continue to the right, grab the treasure on the middle platform and continue to the next screen. Jump on the ledge in the next screen, slide to reveal a blue chest containing Red Drops. Continue to the right.

In this next room, head to the lower right exit to reach another vertical corridor. Enter the room in the middle left to unlock the teleporter room. Enter the room to the lower right to obtain the Valkyrie Mail from the chest. Return back to the previous large room and continue up. Destroy the wall in the upper left corner to find Moon Ring inside the red chest. Exit to the upper right to reach a new area.

Mechanical Tower – Styx Passage

Enemies:

085 Gurhka Master, 090 Lizardman Blade, 91 Hammer Shaker, 092 Rebuild, 093 Imp, 094 Bugbear, 096 Automaton ZX27, 097 Medusa Head, 098 Gorgon Head, 120 Death

Continue to the right, defeat the enemies if you like, to the large room. Continue to the right to find a statue containing *Vis Fio*. Use the save point in the top right of this room, then exit to the upper left. The next vertical corridor has some moving magnetic orbs. Use Magnes to carefully boost Shanoa to the three orbs. Remember not to “pull” her too hard or she’ll get pierced by the spikes below. Once done, continue to the second screen to the right.

Defeating the automaton here will give you a chance to absorb the Arma Machina if it drops it. Continue to the right, and follow the path around, leading to a large room with magnetic orbs and spikes. Start by jumping on the platform to the right. Jump to the top platform, destroy the clock and jump to that ledge. Walk off the ledge, press jump for Shanoa to do a mid-air jump then activate Magnes. Aim to the upper left (11 o'clock) for Shanoa to reach a red chest containing a Valkyrie Mask. There will be annoying flying heads here so be very careful not to get nudged by them and fall to the waiting spikes below. From the platform with the chest, jump down to where the chain leads, continue to the left and use two more orbs to reach the exit leading to the next room.

You should find yourself in another vertical passage. Ignore the exit to the lower left since you can't proceed that far using that route yet. Continue to the top right. Use magnes to boost yourself to the right, then attack the wall in the lower right corner to get an HP Max Up. Continue to the second level of this room, wait for the magnetic

orb to appear then grab it. Wait for it to move to the left, then boost Shanoa to the left to reach a red chest. Grab onto the magnetic orb again and time your release so Shanoa can reach the upper level. Continue to the right, walk around to the upper left exit and clear the next room of bugbears. Attack the lower left wall to reveal a hidden room containing a Death Ring. Backtrack to the room with spikes and go left this time.

This vertical passage has the same spike-magnetic orb obstacle course. This time, the magnetic orb is fastened to a rotating gear. Wait till you get a clear shot 2 o'clock then release. Remember that you can still do a mid-air jump to save yourself from falling. Do the same thing to the last orb to the upper left. Continue to the right. There is a giant Rebuild monster here; pretty resilient and tough so evade or fight it at your own volition. Continue to the rightmost room to reveal a teleporter. Make your way to the upper right corner of the room, heal yourself and use the save point. Enter the room to the top left to face the boss.

Boss: Death

HP: 4444

EXP: 4444

Note: If you are using a flashcart when playing this game and has some cheats on, the game will freeze when facing Death. Disable the cheats and win this battle on your own. After the battle with Death, you can now turn the cheats back on.

This battle is pretty hard but it can be made easier by having Rapidus Fio equipped. This amazing support glyph not only drastically increase your movement speed, but it also creates a barrier up front when running. This is invaluable in taking out the random sickles that appear in the battlefield while facing the boss.

Death is weak against light so your best bet is Vol Luminatio. Pairing it with Umbra will allow you to perform a devastating special attack though you may need to switch to two luminatios halfway in the battle. You need to keep moving here, especially when Death moves to your position. Most of his attacks can be easily avoided with Rapidus Fio equipped. The only problem is when he summons a rotating disc of spirits that expands in the area. You must time your movement in order to cross the gap between the spirits. Just move side to side while firing homing Vol Luminatios. Remember to heal yourself as often as needed and you should be able to pull through.

After the battle, continue to the left and absorb the second head of the Cerberus glyph set; *Sinestro Custos*. Make your way back to the vertical passage that connects to the other area and take the lower left exit. Fight your way through the hallway with two automatons and continue to the left to reach the next area.

Forsaken Cloister – Gazing Towards Heaven

Enemies:

082 Nova Skeleton, 087 Cave Troll, 088 Blade Master, 094 Bugbear

Fight your way through the next corridors until you reach a blocked path. Step on the switch to open it, then continue to the left until you reach the Library area. Continue to the left to use the teleporter (we took this path to register all locations in this map) and teleport to the Mechanical Tower (upper right map). Make your way to the save point in the middle right of the map. This room should be a large one with fallen pillars with some Lizardmen and Imps. Take the middle right entrance, just beneath the savepoint.

Mechanical Tower – Styx Passage (2)

Continue down the vertical corridor, then to the left. Avoid the spikes; once on the bottom floor of the room, don't take the lower left exit yet; carefully boost yourself over several magnetic orbs until you reach the lower right exit. Continue following the path until you reach an empty room with two machines. Equip your lightning glyph (Fulgur) and strike both boxes to open the gate in the middle. Absorb the *Morbus* glyph. Make your way back to the room with spikes and take the lower left exit.

Continue down the vertical passage, grab the treasure on the platform near the bottom floor, then continue to the

right. The path is pretty much straightforward and there are no secret items to note so continue following the path until you reach the Arms Depot.

Arms Depot – Cry in the Night

Enemies:

085 Gurkha Master, 086 Red Smasher, 091 Hammer Shaker, 092 Rebuild, 094 Bugbear, 095 Spectral Sword, 099 Mad Snatcher, 100 Great Knight, 101 King Skeleton
119 Eligor

Continue to the left, past a hallway to reach a room with HP Max Up. Return to the vertical corridor and go to the bottom floor. Take the path to the right and destroy the statue to obtain *Melio Scutum*. Defeat the Spectral Sword as it may drop the *Melio Secare* glyph. Return to the vertical corridor, go left then defeat all enemies. Destroy the statue there to obtain the *Melio Culter* glyph. Continue to the left until you get to face the Great Knight. Defeat it since it may drop the *Melio Ascia* glyph. Destroy the statue to obtain *Melio Falcis*. Continue to the left, down the vertical corridor, then to the lower left to unlock the teleporter room. Continue to the lower right this time.

Continue to the right and fight your way through a Great Knight, King Skeleton and a couple of Spectral Swords until you reach another vertical passage. Drop to the bottom and attack the only platform there to obtain a Mint Sundae. Save to the left and enter the room for a boss fight.

Boss: Eligor

HP: 3000

EXP: 4300

Climb at the back of this giant, mechanical centaur to start the battle. You'll need to hit the red crystals on the boss' knees as you start the battle. Aside from its sword attacks, it will occasionally "kneel" and fire some bolts from its mounted crossbow. You can deflect them using your own attacks or just avoid them. You must get near the knees and attack it; only move away when its sword is pointed downward. Avoid getting in contact with the knees or you'll get damaged.

Once the crystals are shattered, you may shatter them again a few more times until the boss staggers. Get out of the way as the boss almost keels over. The boss will then stand on its hind legs so quickly run in the middle of its four legs and switch to *Melio Ascia*. Keep attacking and move along as the boss moves. Keep attacking the crystals on its knees. Make sure to take out both crossbows to avoid problems later on. Once you destroyed both crossbows, wait for the boss to jump then run under its hooves. Quickly activating *Rapidus Fio* here will ensure your fast escape. By the way, while waiting for the boss to jump, it may kick you with one of its front hooves. Avoid this by crouching.

Once you reached the rear of the boss, you'll need to concentrate on its tail. It will track you and will attempt to pierce you with it. To avoid it, wait for it to stop tracking you then quickly move out of the way. Continue attacking the crystal shatters. Once it does, move away and use the tail as the ramp (don't step on the blade) and ride the boss on its back. Keep attacking its eye and be careful not to slide too far to the right or you'll get damaged. It will then start attacking you without warning so expect to get damaged a lot unless your reflexes are good and if you're lucky. Worst comes to worst, you'll be thrown back to the ground and you'll have to repeat the process of shattering the knee orbs, waiting for the boss to jump and quickly get to the rear and use the tail as ramp. Just keep on attacking whenever you have the chance to ride on its back. If you have a lot of healing items with you, then it may be just fair to endure the damage and keep attacking instead. Repeat the process and the boss will eventually yield.

After the battle, climb on its back and absorb the last cerberus glyph, *Arma Custos*. Return to the teleporter room and transport to the Library. Continue to the right until you reach the Cerberus statue. Equip all three *Custos* glyphs and use them to unlock the overhead passage. Continue up and use the savepoint on the top left. Enter the top right door to reach the last area of the castle.

Final Approach – Dust to Dust

Enemies:

084 Devil, 088 Blade Master, 089 Lilith, 090 Lizardman Blade, 093 Imp, 094 Bugbear, 095 Spectral Sword, 096 Automaton ZX27, 102 Winged Skeleton, 103 Final Knight, 121 Dracula

Fight your way through the straightforward path until you reach a small room with Dracula's portrait and a blade master. Continue going to the left this time until you reach a large room with a chest and a glyph called *Volaticus*. Kill the winged skeletons here since they occasionally drop *Fidelis Alate* glyphs. Fly up to reach the rooftop with four chests and four bugbears. Clear the enemies and grab all the loot. If you take the path to the left, it will lead you back to the library. You can do this to complete the map data then backtrack past the long hallway with two final knights to reach the large room full of trolls. Continue to the top right, past the room with the portrait of Death, and another large room with Liliths, Devils and Bugbears. Once you've reached another large room with a gray background, jump off the small ledge near the entrance and attack the wall to get the Judgement Ring. Continue to the lower left to get the Heart Max Up. Return to the previous room and make your way to the top right to reveal the teleporter room. Use *Volaticus* to fly to the opening in the middle and loot the four chests inside. Enter the path to the top left corner and drop off to the large room. Use *Paries* to reach the last two chests to the bottom left and right, then use *Volaticus* to fly to the top left. Save your game, then prepare to face the ultimate evil.

Boss: Dracula

HP: 9000

EXP: 0

It should be obvious that big D is weak against light and resists dark but don't use *Vol Lumanatio* since it won't have any effect on him. He'll keep on teleporting, around the battlefield, releasing fireballs, burning energy spheres and energy ray that rains down. The first attack can be deflected by attacking them, the second attack will require you to dodge them while the third one is avoidable by standing between the energy rain's gaps. Don't attempt to use *Volaticus* here to cheaply evade the projectiles since Dracula has a countermeasure against it. You can try it if you want to see for yourself. *Melio Ascias* will be your best bet here. As for the support glyph, you use *Refectio*. Summoning glyphs won't do any good here since your summons won't even attack Dracula.

Once you dealt enough damage, he'll stop teleporting and will be more aggressive. Don't stand too close your he'll "jack knife" you. His energy ray is more powerful now and is capable of targeting you so get ready to run around with the help of *Rapidus Fio* or backdash like crazy. He'll also release a wave of bats which you should evade by moving underneath the crest of the wave. Finally, his most annoying attack is when he disappears and teleports behind you, grabbing *Shanoa* and draining some HP from her. You can easily dodge this by immediately moving away from your current position and getting as far away as possible. He'll also occasionally summon wolves which you can deflect by continuous attacks.

His attack patterns will continue, as long as you know what to do to avoid getting mauled by his attacks, you should do fine in your offensive as well. After the second phase of the battle, watch more scenes. Dracula will power up for his ultimate attack so equip *Dominus* and unleash its glyph union. This will banish Dracula for good(?)

Watch the ending scenes and the credits will roll.

Congratulations for finishing the game!

By finishing the game, you have unlocked the following:

- Hard Mode
- Albus Mode
- Sound Mode
- Boss Rush Mode

SIDEQUESTS

Eugen

1. Poor Preparation is Costly > (3) Iron Ores > 2400G, new equipment for sale
2. What the Blacksmith Does Best > (3) Silver Ores > 3600G, new equipment for sale
3. Work of the Finest Quality > (3) Gold Ores > 7200G, new equipment for sale

*Iron Ores > Common chests, Rock Knight

**Silver Ores > Owl Knight - Argila Swamp, Tin Man - Dracula's Castle, Hammer Shaker - Dracula's Castle, Automaton ZX27 - Dracula's Castle

***Gold Ores > Chests in Mystery Manor and Dracula's Castle,

Aeon

1. Needs More Salt > salt > Corn Soup
2. I've Never Eaten That > Raw Killer Fish > Killer Fish BBQ, Ramen Noodles
3. Can't Cook Without Ingredients > Tasty Meat > Thick Steak

*Salt > Needles, Gelso, Forneus - Kalidus Channel

**Raw Killer Fish > Killer Fish - Kalidus Channel

***Dracula's Castle, rare treasure chest in Somnus Reef

Abram

1. Running Out of Sage > Sage > Potion, Tonic
2. Medicinal Ingredients Needed > Chamomile, Rue > Anti-Venom, Uncurse Potion
3. Mandrake is the best medicine > Sage, Mandrake Root > Heart Repair, High Potion, High Tonic
4. Unusual Medicine Components > Sage x1, Merman Meat x1 > Super Potion

*Sage: Minera Prison Island, Misty Forest Road, Skeleton Cave

**Chamomile: Kalidus Channel, Oblivion Ridge

**Rue: Misty Forest Road, Tymeo Mountains, Tristis Pass, Argila Swamp

***Mandrake Root: drops from Mandragora

****Merman Meat: Lorelai - Somnus Meat

Monica

1. Making a Dress! > 5 Cotton threads > Cotton Dress, Sequined Dress available in shop
2. Silkworm Tragedy > Silk Thread x5 > Silk Dress, Empire Dress, Corest Dress in shop
3. Is That Cashmere? > Cashmere Thread x5 > Party Dress, Wedding Dress available in shop

*Cotton Threads: Random chest in - Monastery, Ruvas Forest, Minera Prison Island, Kalidus Channel.

**Silk Thread: Arachne - Tristis Pass, random chest in - Misty Forest Road, Skeleton Cave, Somnus Reef

***Cashmere Thread: White Fomor - Mystery Manor, Library (Dracula's Castle), rare treasure chest in Misty Forest Road, Skeleton Cave

Laura

1. A Lucky Stone > Lapis Lazuli > Lucky Clover available in shop
2. A Pleasant Accessory > Ruby x1, Sapphire x1, Emerald x1 > Ruby Pins, Ruby Ring, Sapphire Pins, Sapphire Ring, Emerald Pins, Emerald Ring available in shop
3. A Heartwarming Accessory > Diamond x1, Onyx x1 > Diamond Pins, Diamond Ring, Onyx Pins, Onyx Ring available in shop
4. The Job of a Lifetime > Alexandrite > Royal Crown

*Lapis Lazuli: random chest in Kalidus Channel, Misty Forest, Skeleton Cave

**Ruby: Tymeo Mountains, random chest in Dracula's Castle, rare chest in Argila Swamp, Tymeo Mountains, Tristis Pass

- **Sapphire: Kalidus Channel, random chest in Dracula's Castle, rare chest in Somnus Reef
- **Emerald: Kalidus Channel, random chest in Dracula's Castle, rare chest in Argila Swamp, Tristis Pass
- ***Diamond: Oblivion Ridge, Dracula's Castle, random chests in Training Hall, Large Cavern
- ***Onyx: Tristis Pass, Dracula's Castle, random chests in Training Hall, Large Cavern
- ****Alexandrite: rare treasure chest in Training Hall, Large Cavern

George

1. The Silent Violin > Horse Hair > Recording 2, 3 available for sale
2. The Killing Scream > Record Banshee's cry> Recording 4, 6 available for sale
3. Artists can be selfish > Black Ink, Eagle Feather > Recording 7, 8 available for sale

Receive Phonograph; talk to him again for him to give you the first quest

*Horse Hair > Nightmare > Tymeo Mountains

**Banshee's Cry: MOnastery - In the same room where you obtained the Fool's Ring, there is a Banshee that will appear in the lower part of the area. Wait for it to scream (you should see shockwaves emanating from the hag) then open your menu and use the Phonograph. A successful recording will give you an onscreen message that the quest has been completed. Return to George for your reward.

***Black Ink: acquired from Dark Octopus, Kalidus Channel

***Eagle Feather: dropped by Alistairs in Tristis Pass

Marcel

1. Case of the Vicious Blight > Picture of a Cave Troll > 6000G, Frontier Issue 1 available in shop
2. Case of the Demon Horse > Picture of the Jersey Devil > 8000G, Frontier Issue 2 available in shop
3. Case of the Hideous Snowman > Picture of the Yeti > 12000G, Frontier Issue 3 available in shop

Talk to him to receive camera

**Getting image of Troll:* Return to Tymeo Mountains and enter from the upper right. Jump across the chasm to the left to find a hill with some jumping scarecrows. The troll is located on top of the trees in the middle of the section. Lure it to a flat portion of the hill and once it is horizontally straight ahead of Shanoa, press Start to open your menu and use the Camera. A successful snapshot of the troll should reward you with an item called Photo 1. Bring that to Marcel.

***Getting image of the Jersey Devil:* In the second screen of Argila Swamp, the Jersey Devil will fly and start breathing fire. You must jump in front of it and press start to open your menu. Select out your camera and snap an image until you get Photo 2. Remember that the target should be within the crosshair of the camera (will appear after snapping a pic) so you should adjust to the appropriate distance.

****Getting image of the Yeti:* This is a very elusive creature that will escape immediately once it spots you. It is located in the middle of the vertical passage in the center of the map. Take either entrance from the upper left or right then head to the center. Quickly jump in front of it, open your menu and snap a pic. You can respawn it by entering the room nearby and doing it again. Remember that you can snap a pic of it even if it already turned its back and about to jump away.

Serge

1. Hide and Seek > Find serge in 15 seconds. > Red Drops
2. Show Me the Owl > Summon some owls and show it to Serge > Blue Drops
3. Can't Catch Me > Find serge in 30 seconds > Green Drops

*Destroy the barrel to the upper left corner of the town.

**Equip Fidelis Noctua and summon some owls. Talk to serge to obtain your reward.

***Don't mind his confusing directions. Before starting the quest, look for Abram. The kid will be standing directly on top of him. Though you'll be moving in pitch black darkness, you can still rely on your handy map on the upper screen. To reach his location, you'll need to walk past abram, then use the ledge between the urn and Nikolai. Press up when you're in the exact spot to talk to the kid.

Anna

1. Finding Tom > Find Tom the Cat > Black Drops
2. Mice Make for Good Eats > Find a Mouse for Tom the cat > Heart Earrings
3. Tom and Jewelry > Find a Chrysoberyl > Ribbon

*Go back to Tristis pass and enter from the upper left entrance. Go past two screens. On the 3rd screen (that is fog-free), climb the trees to find the blue cat on top of a tree.

**Go to Kalidus channel, enter from the lower left entrance. Proceed to the sunken ship. The mouse is a fast runner to don't chase it; you should rather wait for it to run towards you then keep pushing (not holding) the DPAD Down button to catch it. Return to Anna.

***Rare item from treasure chests in Tymeo Mountains and Somnus Reef. After getting the gem, talk to Anna, then go to Laura to make a charm. (Obtain Cat Collar) Return to Anna to get your reward.

Irina

1. Vicious Crows > Defeat 30 crows > Mocha Eclair
2. Do you hear howling? > Defeat 10 Werewolves > Tart Tatin
3. An Unwelcome Guest > Defeat Jiang Shi > Winged Boots

*Go back to Tymeo Mountains and go to the third section, where there is a steady stream of boulders rolling down from the hill. Jump on the tree branches to find several crows. Just enter and exit the area for the crows to respawn and keep killing them until you get the prompt that the quest has been successfully completed.

**Go to Oblivion Ridge and hunt these beasts. They are numerous in the area before the church.

***You may find this monster inside the Large Cavern

Daniela

1. A Beacon of Hope > Draw the top of the lighthouse > Garbo Hat
2. Important Resting Place > Draw the Tristiss Pass Waterfall > Treasure Hat
3. Tragic Memories > Draw the church on Oblivion Ridge > Dowsing Hat

Talk to Daniela to obtain a sketchbook

*Head to the top of the lighthouse and use the sketchbook. Obtain lighthouse art

**Head to tristis pass and use the sketchbook. Obtain Waterfall Art

***Enter the church and use the sketchbook there.

CREDITS

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- Konami for offering a new Castlevania experience
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