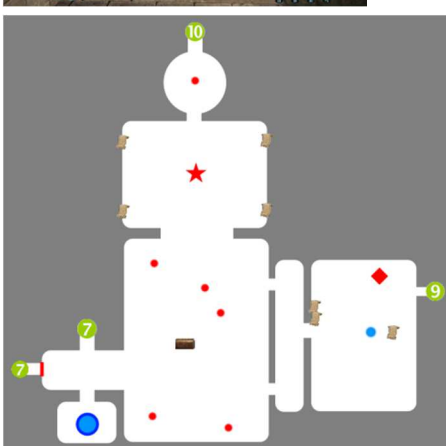
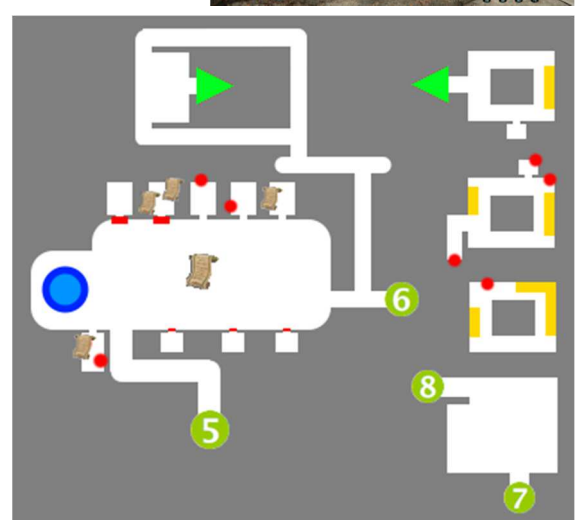
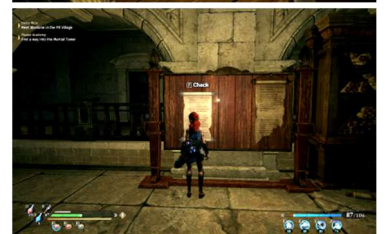
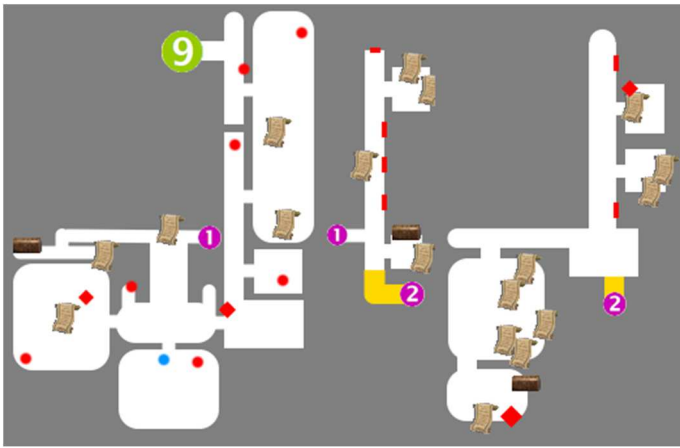




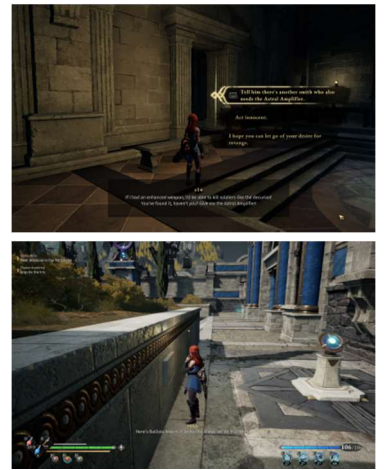
Turn right and double left to find a chest and loot. Look for the guard and lure him away for the fight. Take the two documents, talk with the chief smith. Open the door at his end and find a ballista. On the other side are two chests, right one a mimic and later and exit to the main square ⑦. Now go to ③⑧ and talk to him. Then turn around and find on the southern end a room and a guard with bad manners. Kill him and only him and talk with the red-eyed smith ①④ to get informations about the Astral Amplifier. In the room behind a loot. Now use the elevator near ③⑧ and reach the upper area again. A document near the elevator and in the room. Open the door, defeat some guards and run over the gallery of the room with ①④. You can jump down at the end for a loot, but do this later. Go out and take the Charging Modul to disable the ballista. You find blood, a damaged spear and an echo on the further way. Defeat more guards and enter the Armorers' Chamber. Find the Transfer Records at the sideboard and return to the lion pit. Yes, long way but necessary. Now you can jump down at the gallery and take the way to the now ballista free area with the Fire Dog. Jump down and defeat the lion and the guard. At the loot point you now find **Emil's Ring** and behind in the cave a chest. Return to the area with the Fire Dog, clear it and defeat the (stronger) dog. Behind the war towers is a chest. Now go back to the Armorers' Chamber. Gossip the doors or go in. Leave and go over a longer bridge to find Otto in front of a sealed door (green arrow). But you have the ring of Emil and Otto can break the spell. For this you should go one time back down and then Otto will call for you. You leave Otto again and fight your way down the Martial Tower.

Go down one level and find outside the next Charging Modul. Don't exit now at ③, but leave to the Inner Plaza at ⑦. You can clear the plaza now or later, but don't go to the end fight now. We want to save ③⑧ first. Therefore enter the Barracks. Open the gate at ⑦ for a way to the Armory and cross the plaza in the south to be not detected, if you don't want to fight now. The red square is the friendly lion, we care later for the city. The barracks are full of documents, especially in the great room with the chest on the third. The first red square on the first floor is a toy for the lion. The next one in the room left is the Astral Amplifier for ③⑧.

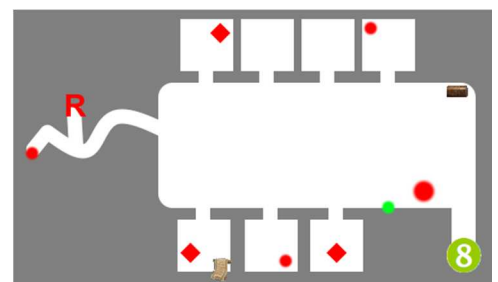
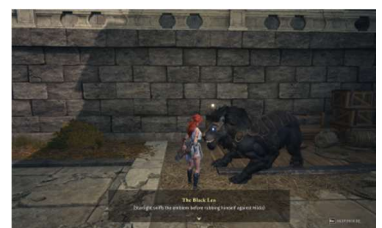
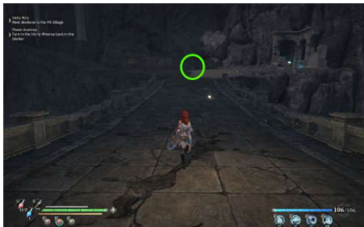


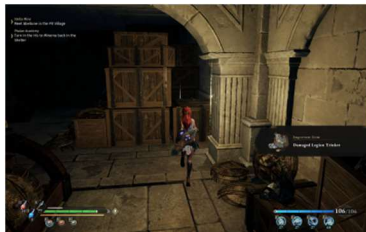


As you open the chest **£14** enters the room and requires the amplifier. Choose two times the first choice to keep it. Back to the barracks: Outside the main entrance is the last Charging Module and an echo. Stairs up at **1** is a long corridor with doors to gossip at. Same in the

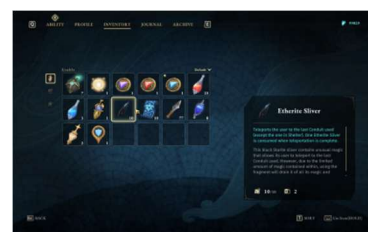


third floor, but beside a lot of documents are also two locked chests (red square), which need a special key: from Marple and Aeson. Aeson is one of the bosses in Phalan and Marple comes very later. I waited for both keys (and the possibility to teleport). After all that gathering return to the Central Plaza and then to the Armory to save **β8**. Go to him and give him the amplifier. Go to **£14** and talk to get the Furnace Stone (and equip it!). Smith saved, up to the Boss, or better the two. First candidate is Aeson and the Iris with its beams. Depends on where you stand, you can sometimes forget the beams and the next turn you will be constantly burned. Anyhow the centurion is no problem. You get the Martial Tower Key and his dog tag. After an explosion the stone statue awakes and this is the real boss. Fight him with the whirlwind and from the back. You will use not only the Salve but also the stardust to have enough special moves. After a while a second statue take part in the fight. I stayed at the spear monster, the hammer hits hard. Which one you hit is equal. After the fight take the Iris, talk to the smith beside and make your way to Otto at **10**. You have to go to Otto, otherwise the door to the second rabbit will not open. Talk to Otto complete (you will get an item for the lion) and go with him to Styx (you have no other choice). The door is closed and you leave Otto. Return over the bridge, activate the Conduit, perhaps save, because the rabbit is a harder one. Look at the stone at the Conduit and read the paper at the board. Return to the Central Plaza to take care for the lion. Talk twice to him, feed him with stardust and leave. Yeah, the pussycat will come back. Ok, you are near the barracks with a key for a chest. But you have to return for the last one, so I put it back. Now return to the Martial Tower over the exit **7** to the north and go to the lower level, but touch the Conduit on the other side first. Take the chest and eliminate the guard. Watch, that you don't hit the smith. Look at the board and open the cells. Lower from right to left: **Smiths' Room Key**, loot, Prayer of Ethrus and a scribbling on the wall. Upper from left to right: Priest Badge, nothing, nothing, loot.





Now leave through the left door, which is only open, if you talked to Otto. Follow the pass and find the last rabbit. On the end of the passage you can jump down for some loot. Then use an Etherite Silver to return to the Conduit, if you touched it. Two keys remaining for use: the Smith Key and the Dirty Armory key. Go back in the tower and up, over the bridge and before the gallery right to the Armorer's Chamber. Open the door and find two documents and a loot. Go back to the gallery and right to enter the upper area of the armory. Change in the hall the side and open the locked door at the elevator floor. Here you find two chests, one behind a chest and two loot. Go back to the armory and speak to **β8**. He will give you the Guardian Star as a reward and you use it. Exit to the area with the Fire Dog, some new enemies. Now we can go back to the shelter. Or use a Rhodos Symbol to return. Now here comes something funny: once I **run** home I got short before the Conduit at Phalan Trail loot and



Stardust, sometimes up to three loot. Is it worth? Decide!

5.2 The First Task for Glory End



As usual you have to talk to all in the shelter. Give Bion the Dog Tag of Aeson and then talk to "Lady" Roxane twice. After she talked about the smithes you here (again) the sound of a finished quest goal, but this time it's really the end. Look at the war table. The little blue square is the proof. And finally we have a new

guest in the shelter: Starlite! After feeding him save the game and reload. Return to Starlite and find a lot of things around him. You can exchange items with him, but he gives randomly. Later we have to exchange one quest item with him, but this is still far away.

5.3 What You Should Have

Items



Documents



Documents

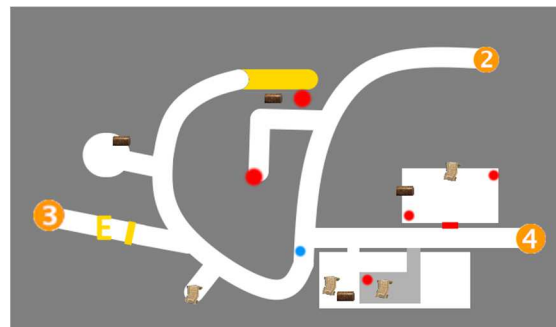
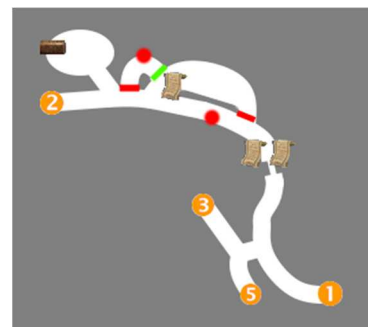
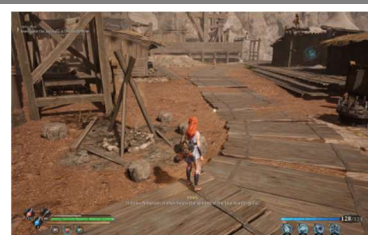
- **Phalan Academy:** three missing, the first is **β8's** Testament. Not accessible if you want the Glory End
- **Cloaca Rhodos:** until Phalan Trail Investigation Report

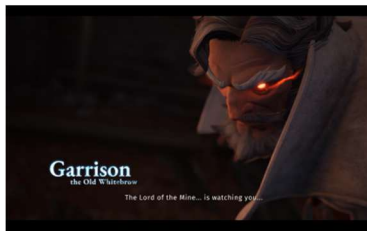
Gift of Nexus



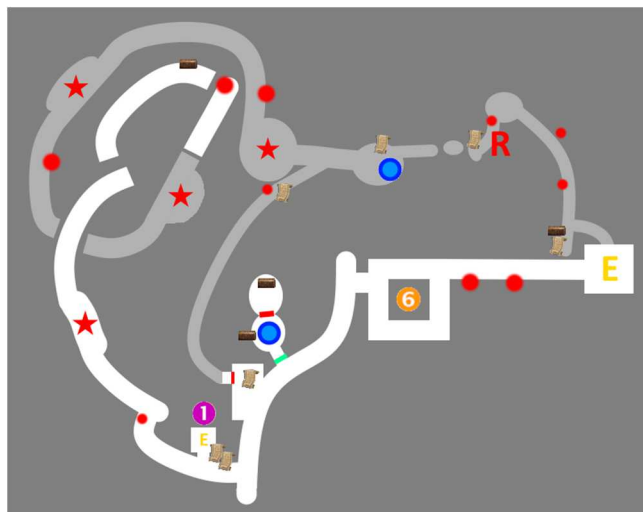
A vertical collage of 10 screenshots from the game Final Fantasy XV. The screenshots show the character Noctis in various environments and combat scenarios. The first screenshot shows Noctis running on a dirt path in a rocky, mountainous area. The second screenshot shows Noctis standing on a wooden platform. The third screenshot shows Noctis running on a wooden bridge. The fourth screenshot shows Noctis running on a dirt path. The fifth screenshot shows Noctis standing in a dark, foggy environment. The sixth screenshot shows Noctis standing in a dark, rocky environment. The seventh screenshot shows Noctis standing in a dark, rocky environment. The eighth screenshot shows Noctis standing in a dark, rocky environment. The ninth screenshot shows Noctis standing in a dark, rocky environment. The tenth screenshot shows Noctis standing in a dark, rocky environment.

climbing. After the chest end eventually the loot you could jump down, but it hurts a lot. Climbing is safer.

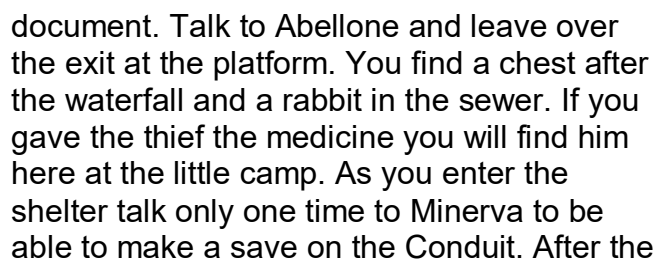
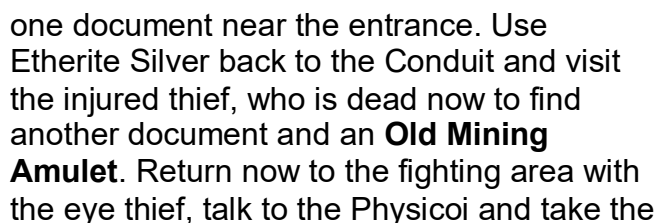
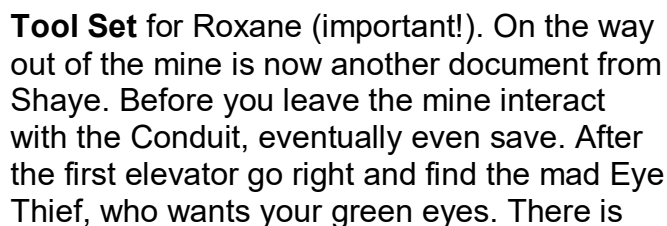
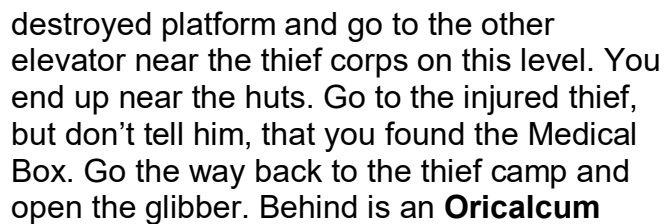
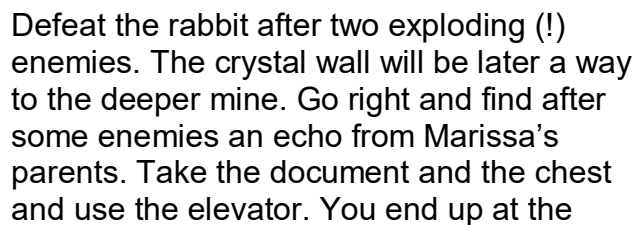




you find another death
thief and a docu-ment.
The elevator is use-ful for
later. Follow the path and
find the old man. Now the
fight against Garrison
starts and will last for



the document and the loot and open the blockade to the hut at the Conduit. Return to the Conduit and talk to Shaye. Left from the Conduit is a way down. Jump down to the stones and find a document at the end of the way. New enemies forward.



6.1 What You Should have Items



Journal



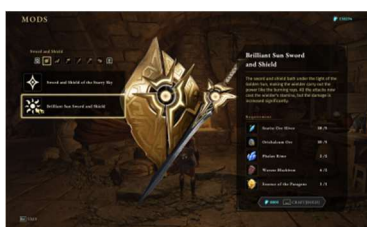
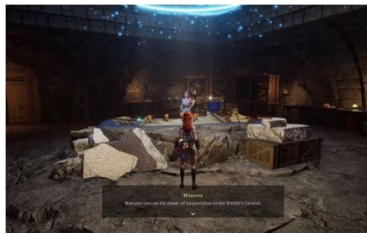
Documents

- **Stella Mine:** all
- **Cloaca Rhodos:** until Phalan Trail Investigation Report

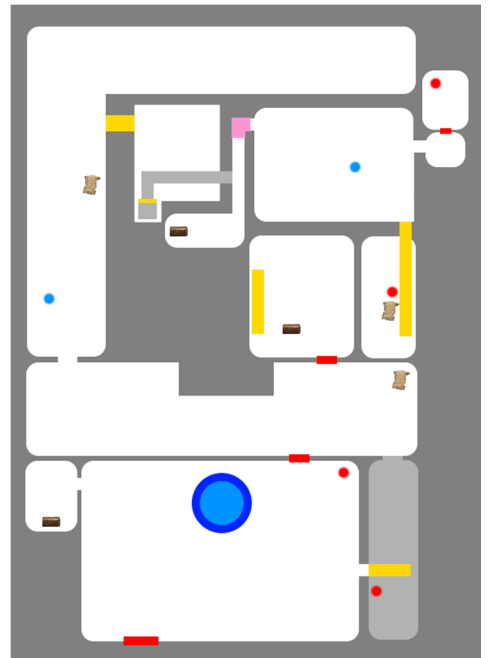
Gift of Nexus



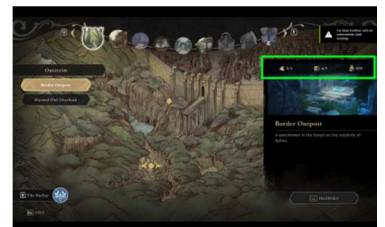
7. Laurel Craft



Talk the second time with Minerva and after that you can teleport with the Conduits. You land in Laurel Craft and get from Minerva a key for the vault. Remark to the map: the pink edge shows an error. In real you go left, not right, but I didn't find my fault. The rest is ok. Take the chest on the left and up the stairs. Follow the path and jump down in the backyard. A colossus awaits you, but it is an easy one. After the fight take the document near the door. Go through the gate, an echo and a document and at the end of the area another colossus. Now back to the stairs, leading to the cellar. Jump down and be aware of the armadillos. Jump down again and go right for the chest. There are auto-shooters in the corridor and in the rooms. Back to

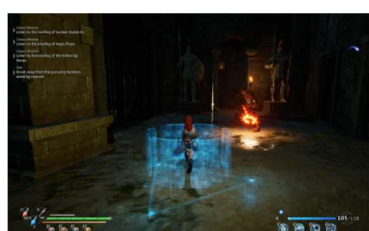


to the other side of the corridor you find three more auto-shooters, an echo and the door to the vault. Take the **Polarized Light Reader** and leave over the door and the stairs. Take the document and the loot and find a Mimic in the next room. After this leave through the door, open the portal, take the loot on the left and talk with Minerva. Now you can teleport. First advantage: you can control, where you have to do something. Missing is the chest in the Outer Rim and the Fire Dog in the Black Steets. First the missing chest in the Outer Rim. Btw. you can also defeat also the Fire Pig, which has respawned. Go back to the Conduit and teleport to Inner City Rampart in the Black Streets. Stairs up and to the doggy. A lot of points! After that I tried to make the first shrine. For me the easiest shrine is in the Aphas Bazar. Look at the chapter **DLC** for the way. After the fight return to the shelter and talk to Minerva. As usual talk to all in the shelter and take the Styx as the next task (you have only to take one). As you can now get mods form Vulcane try it. If you miss some items go to the area where you are missing the item, for example for Wareaxe Blackiron you find in the Black Streets. If you didn't died, when you tried to find the herbs, you can rest and respawn. Mod a new sword and shield, the golden one. More damage, but the fight uses stamina. It's your choice whether you use it or better fight with the old weapon. In some fights it is better to use the old one until you have more recovery for the stamina. In



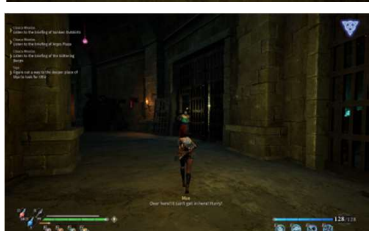
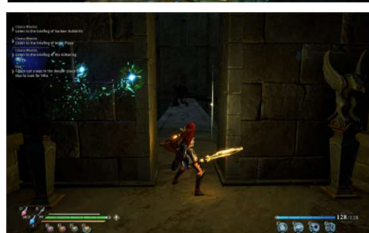
normal fights the **Brilliant Sun Sword and Shield** is better, against stronger enemies you use to much stamina and can't hit constantly. That's dangerous. Try it and check it out. The shrine at Black Streets is harder. You need a lot of LP to overcome the first attacks. I made it after Styx. The fight is not so hard.

8. Styx



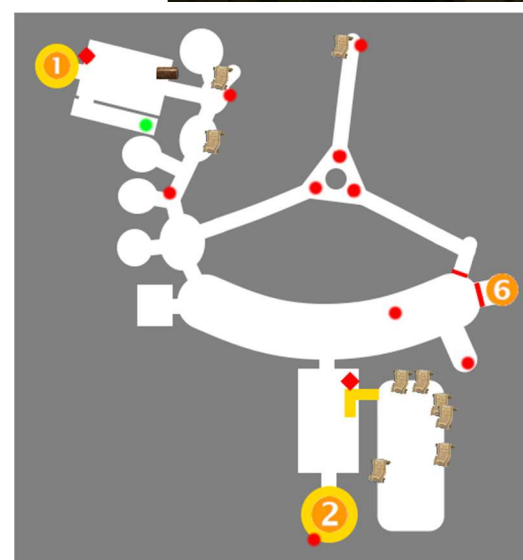
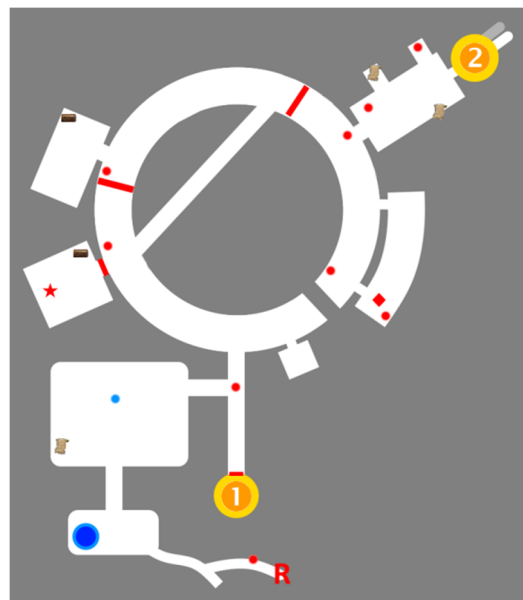
rhomb. Now enter the room to the first stairway at ②. In the last cell is an important item. The way up is closed, go down.

8.1 Pylactery's Cradle



Before you go talk to all, especially to Vulcane. Otherwise you can't get a last document. As you return to the Conduit at the bridge to Styx you have to find the second rabbit. Go back to the Styx Path and find the junction. At the end is the rabbit. Now enter Styx. In the hall is left a document and an echo. Follow the stairs and find Sean's warhammer ... and the Black Warden. You can't win against him now. Don't try it, he will revive at the end of his live bar. Just run!

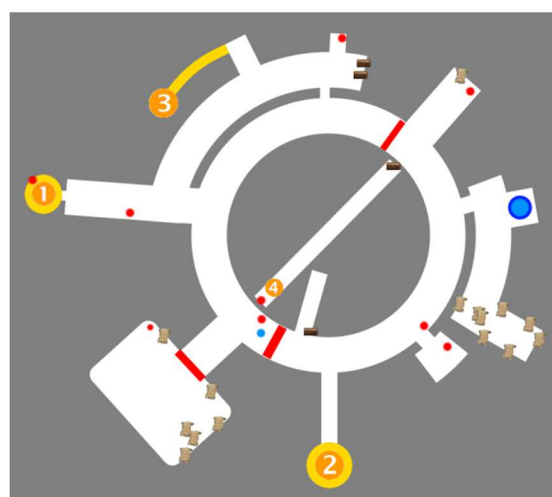
During the getaway look for obstacles like auto-shooter and slime. Go left in the circle and open an opening. Defeat the enemy and open the door on the other side. Now you have a short way to escape the warden. Now clean the gangway and the two rooms with the chest after the first gate. Here is a new enemy with a fire lance. If he lowers the lance like shown, be alerted and stay away. The last room with the torture chair at the



At the cradle you stand against three of the flame-spear enemies, so be careful, to pour one after the other out to defeat them one by one. Clear the area and leave on the left. After the glibber several enemies (doggies) waiting for you. Leave after the fight right and find the triangle and put in all three switches and insert a Charging Modules.

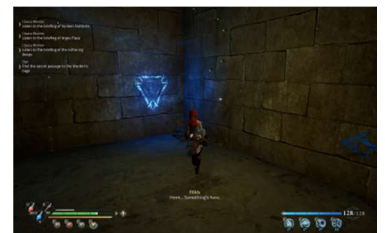
On the right side you can open the door back to the first area and return to the first area. Return to the end area upper left, take the key in the case and return to level one. Now you can leave up over ①. You run to the exit ② and go up to level two. You have to go through the first level to the left and reach ② again.

After the stairs and the door go left. The gate opens from the other side, but there is an opening to the middle with a chest (and a monster). Return and go in direction of the Conduit. At the room on the right will the Black Warden break through the wall and you run further to the entrance at the conduit.





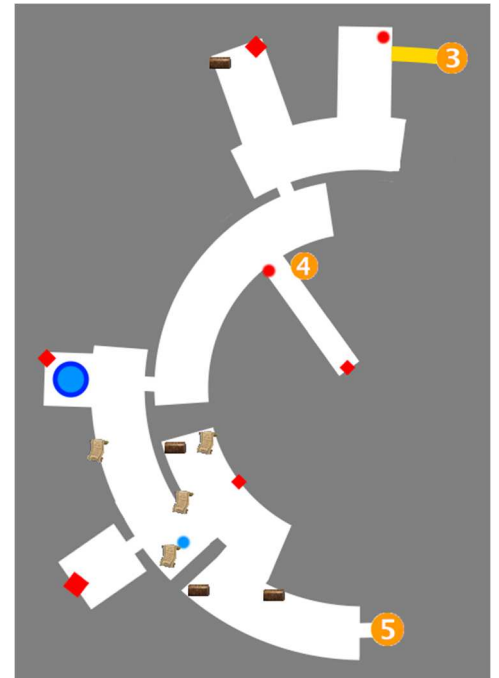
You find Otto, talk to him and have a longer talk with (now called) Aganon. After that talk again with Otto. Leave and go right. Some enemies and right a room. Before you enter open the gate. Again some enemies, loot and a document. If you look close you can see a chest behind a gate, we do it later. There are new dangers in the area. Some enemies produce a red area, which sucks your livepoints. You can clear the circle, but if you want to take the echo look around for the warden and open the gate before. Return to the corridor and even if the warden stands there you can enter the corridor. Go in the corridor to the outer side, kill the enemies and enter the second ring. Again an enemy with a fire spear and two chests. Enter the cell with the blue light and find a hidden door ③.



8.2 Warden's Cage

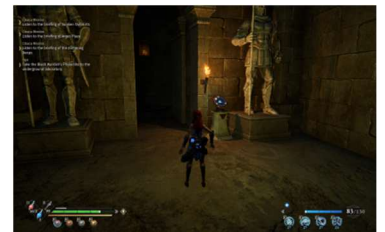
In the next room is a key and a chest. As you enter the inner ring you meet three of the guards with the fire spear. Now reach the Conduit and activate it.

If you want, you can also save. Now return to ④. You find blood and a trace of Berrick. Return to the beginning of the gangway. Look down right and you see the gangway of the lower level. Fill up your livebar and jump down. You will survive, only hardly but alive. Take the loot and the chest on the other side, but fill up your livebar. On the other side will be a livesucker. And now? No exit! You can go down to the next lower level with a roll (don't



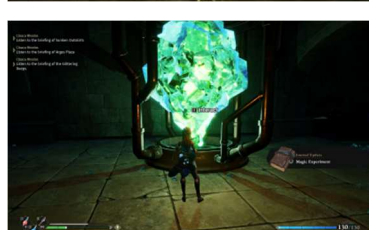
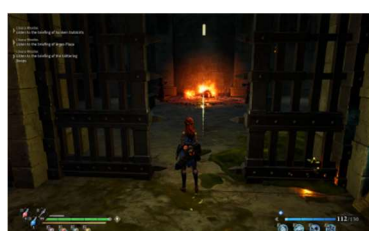
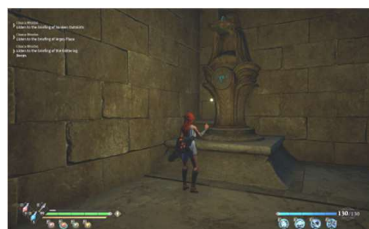
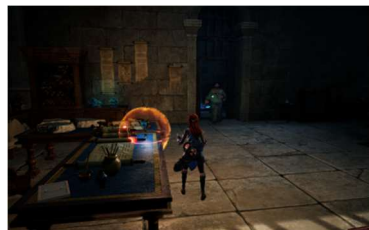
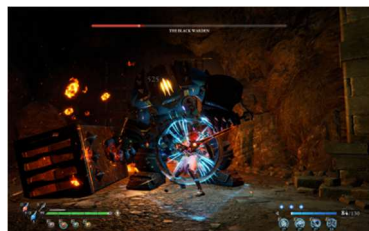
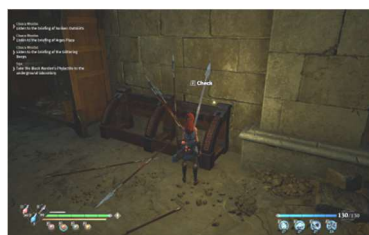
jump!) or use Etherite Silver to return to the last Conduit, which is easier. Follow the way with the Conduit and find Aganon and Otto, wounded. Aganon puts him to sleep and you examine the surrounding. In the room you find Black Warden's Phylactite. Take all

documents, the chest, the echo and don't miss the Dog Tag of Aigidios at the window. Around the corner another chest and then a mimic. You stand in front of a stair, but it is also an elevator. Use the switch in the middle and run down.

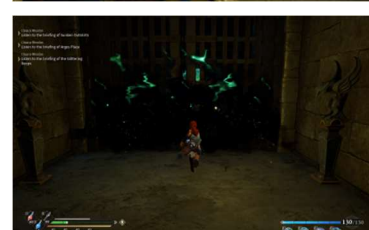
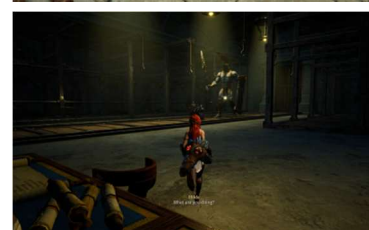
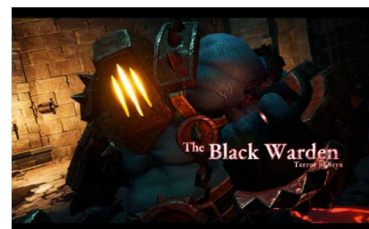
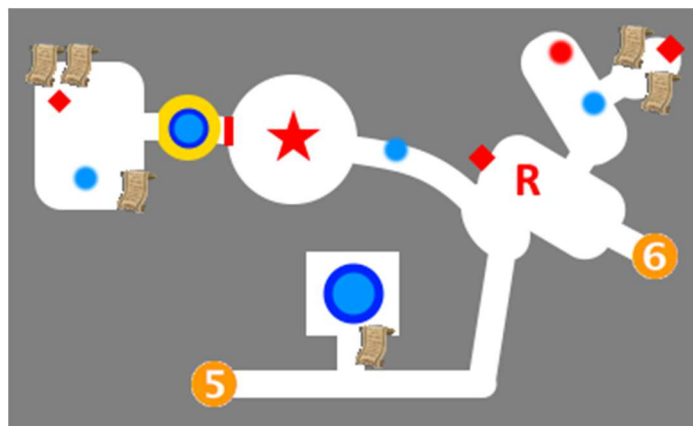


8.3 Pylactery's Cradle

I recommend to save at the Conduit, the following rabbit is fast. At ⑥ you can open a gate to the first underground section. At the rhomb near the rabbit you talk to an inhabitant, who wants back his spear. For that you can run up the stair, leave to the center ring, go left and get the spear in the room with the broken wall. Is it necessary? I doubt.



You get nothing. At the second rhomb you take the **Snowflake Tranquilite Pendant**. Go down, listen to the echo and be prepared for the boss. Place the Phylactite in the middle and the Black Warden appears to get his soul. The fight is like the one with the Waraxe: he is slow and the fight a little longer. At last he also uses fire. Use the Salve early. After the fight a secret door opens and you enter Amphisbaena Rest to find the mind of Petrius. A longer talk with the light orb follows. Take the documents and the echo. The rhomb stays for a document, which you cannot take now. At the moment you want to take the relic it is closed up in a sphere and Aganon or now Irenaeus appears. Another longer talk. Return to the Shelter. Talk to Minerva and teleport to the Phalan Trail. Long Talk. Return to the Shelter and again talk to all, especially with Irenaeus to the the **Starite Warehouse Key**. Next talk to Otto and get the **Barrier Breaking Powder**. Together with the **Lab Key** return to Styx. Start at the bridge and go to ① and in the underground. On the right is in a cell a statue, which you couldn't use the first time. But now you can use the key of Irenaeus and open a secret entrance. Down you find beside a lot of documents a ritual, which you interrupt by fight. After you cleared the area go up again and go left to the gate with the Fire Hound. You find here also the last but one chest. The last you can only get at Trinity Night. Now go over ② to the next level and after the corridor left. Find the blocked gate and use Otto's powder. Again you find a lot of documents and in the edge a **Strange Black Starite**. Go right to the Conduit, where you met Irenaeus and teleport to the room of Petrius. Now you can take wax tablet on the table. Guess what to do now. Have a long talk with Irenaeus at the shelter and see in an echo, what happens to Myron. At last talk to Bion, have three Meeran Herbs and mourn the fall brothers at the Horned Owl Outlook.



8.4 What You Should Have Items

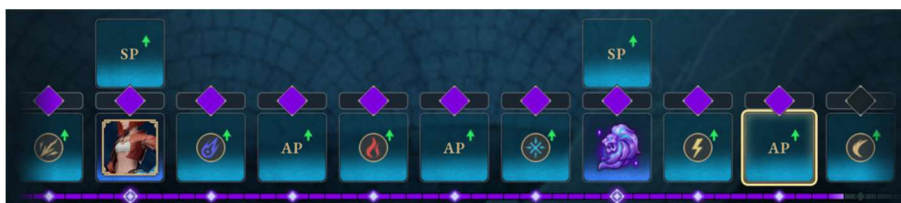


Journal



Documents

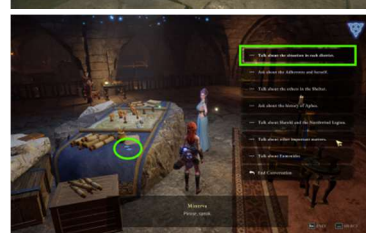
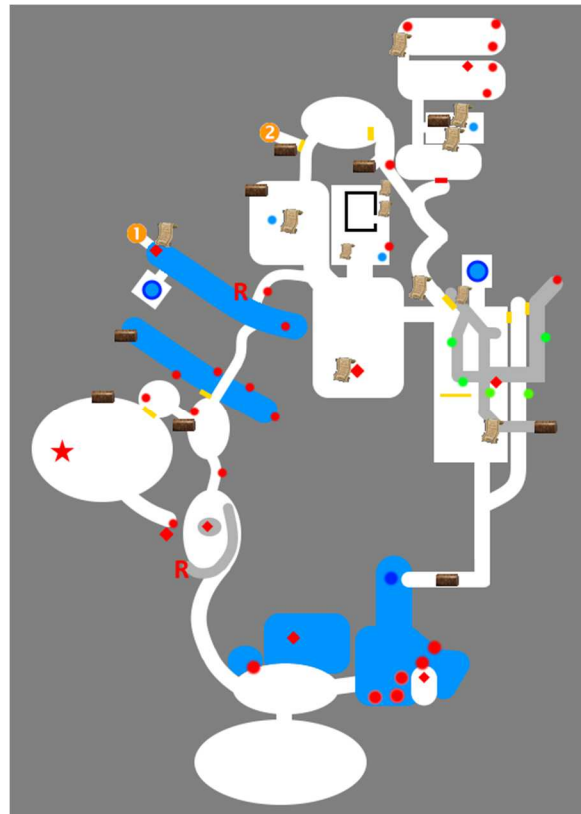
- Styx: all Gift of Nexus



9. Sunken Outskirts



You teleport to the Outskirts and the portal is open. Go right to the swamp, delete the worms and take the eggs. Go north, take the echo and the chest and return to the rock in the south to find at the rhomb Papathanassios. Talk to him and leave to the left. Defeat the worms in the next swamp and leave to the left. Jump down, defeat some red rats and leave to the canyon. Go to the end and climb up on the right side, follow the path and find the rabbit. Then jump to the middle and find the first **Mercy Maiden Key**. Shoot at the gangway so the rock drops down. Burn the poisonous plants and defeat the fire pig. Open the chest, burn plants again and climb up. In the hut is loot and at the end of the path another chest. Jump down, take the loot and cut the tree. Two crabs below, the first can be shoot (or weakened) from the trunk. Climb down for eggs and a chest. Following the way over the trunk and find after a tunnel loot on the right, a rabbit, a Conduit and Decurion Vangelis. After fighting him and talking leave through the tunnel in the north to find Eumenides talking to the next Decurion. Choose here the second option to get the next task for the Glory End, after you talked with Minerva in the Shelter. But before you have to fight the Thunder Dog and its puppies. Talk to Evangelos and leave to the Conduit. Here you can teleport to Minerva. Returning to the Outskirts go in direction of the portal and then right. At the fireplace a document and after some worms you reach the vinery. After the first fight against the Waraxe you can jump down from the roof into the house with two documents, a chest and an echo. Jump down from the roof and find loot and an amphora with **Rose-Grape Wine**. In the last section some fight, loot (eggs) and a document in the hut. Return to the Conduit. Climb up to ladders at the Conduit and meet Odysseus. Talk to him and as he ask for help you naturally accept. First distribute supplies at the people. First is on the same platform of Odysseus, then use the bridge near Odysseus and find at the end a document. Stairs down tree huts and then follow the way in direction of the swamp.





There you find at the end a document and a chest. Go the way back and jump down to go back and find the last person to distribute the last supply. Return to Odysseus and get the next task: Find five eggs. You have it and now you get the next task: defeat a Chimera. First go to the shrine, get the echo, the document and talk with the pupil on the right side of the shrine. Go into the shrine and find on the stair the next **Maiden Key** and defeat the three worms in the shrine to get the chest. Leave the shrine and go to the right. On the open area with the broken pillars. A statue with a document, an echo, some loot and a mimic. On the right side is a portal to the chimera. In the fight look for enough protection, then the beast is not a big fight. Climb up and shoot at the stone to jump down to a chest and loot. Now you can jump down and go to Odysseus. Talk again and ask whether he needs more help, but now you decline. Teleport to the shelter and talk to Bion about Odysseus (Mission and District). Bion gives you his token and you return to Odysseus to get his Dog Tag and fulfil the next task for the Glory End. Go to Vangelis to find him die away. The door is open and you enter the last section. On the way to the end you can delete some enemies on the other side. Next stop is a camp of the Waraxe. At the end you climb after a small canyon you climb up and go the small gangway to a chest. Again on the way you can kill some enemies, on the left leads a way to some loot and a tree to cut. On the other side you find a document and on the right side jump down to find underneath some loot. After you reentered the way climb up to the "stairs" on the left side, take the loot in the left small cave. After the next stair defeat the Waraxe and climb down on the right side. After a crab you find the chest, which you could see at the leader on the way to the chimera. Return to the main way and go up. Next area is full of enemies and after the fight climb up to the way to the shrine. Here you have to fight against some more enemies and after that use all four keys on the four statues to open the barrier of the temple. Left of the shrine is a chest, right is an echo and at the beginning a loot. Open the door and meet Andreas. He fights first as himself and in the second round he changes to a bigger monster. After a longer fight take all five documents in the circle and go down to Seryne. An echo on the way and a document in the last chamber, before you talk to her.



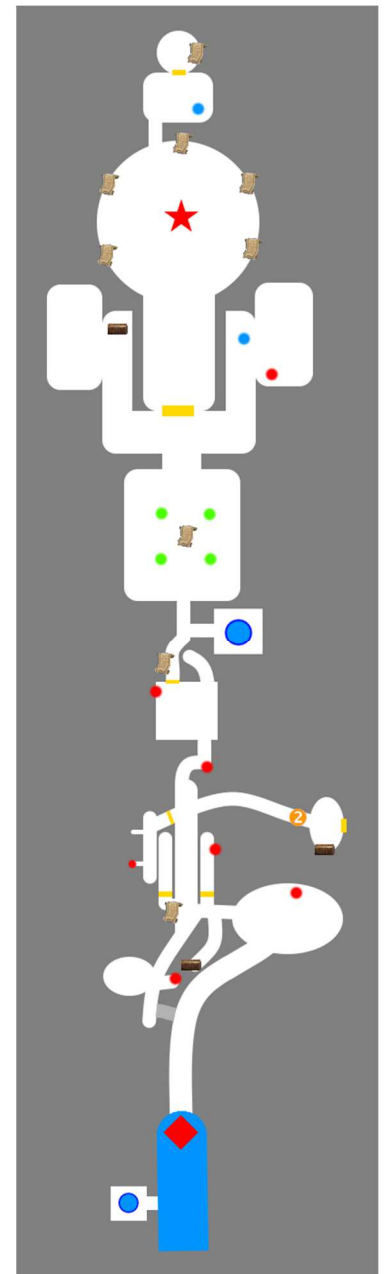


At the end Seryne asks you to distribute more supplies. The first place is at Odysseus. Talk to the NPC twice and give him three Quenching Solution. If you don't have them, farm it with the bugs. At last you get the choice of two answers and you take **"Andreas is dead"**.

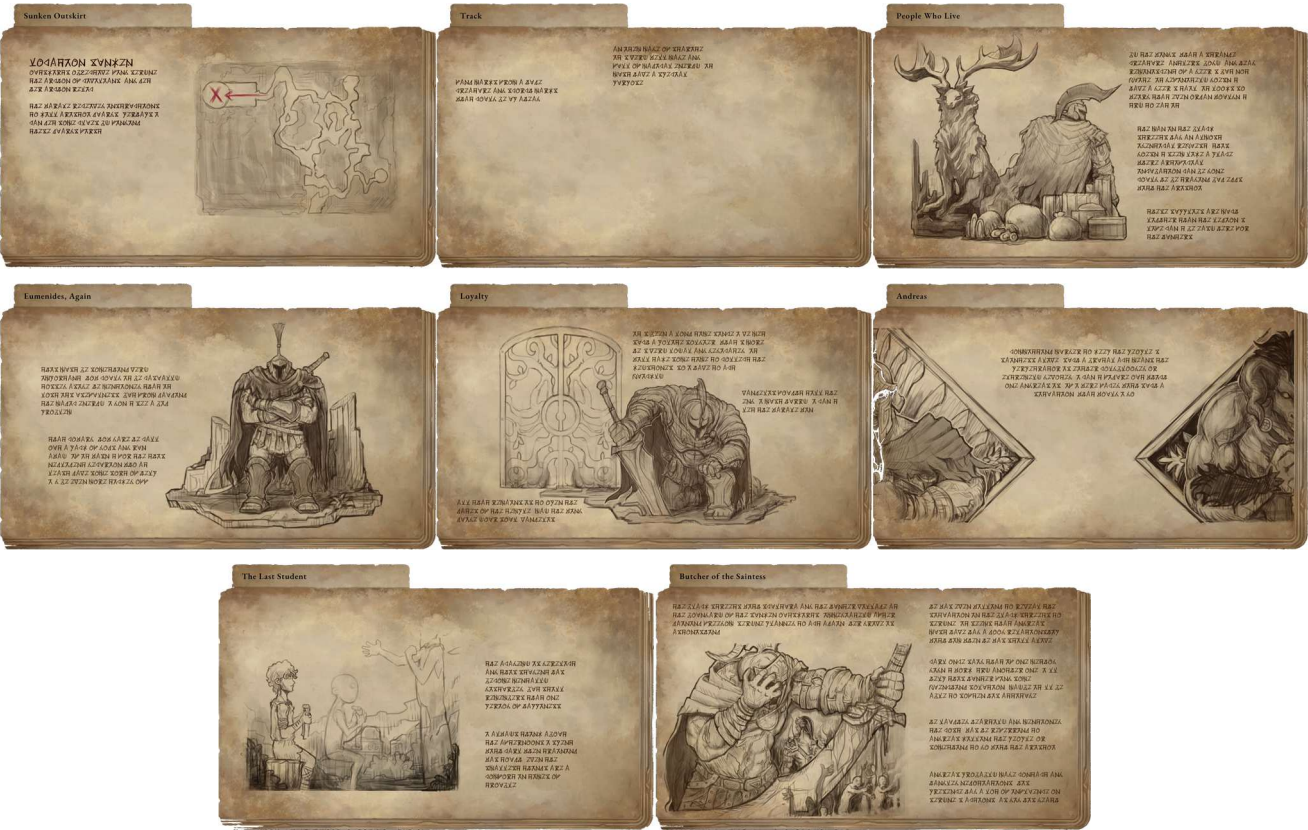
Now go to the conduit of the Flooded Belt and to the hut. Here talk again, but this time you choose **"Andreas cannot come"**. Go back to the conduit, teleport to Seryne and talk to her. Now it is time to return to the shelter and report there. After that I went to the shrine at the Hunters Camp and made the DLC. After

this (easy) fight I finally was able to finish the shrine in the Black Streets.

9.1 What You Should have Items



Journal



Gift of Nexus



Documents

- **Sunken Outskirts:** all but the last. You didn't the last request of Odysseus and don't get his testament.