

DestinyQuest Raiders

The Tides of Terror

Strategic Guide



1st Edition 2024

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2024, Guide and flowcharts designed by Marco Gariboldi

Artwork:
[David Wyatt](#)

Duplication forbidden

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Legend

- The text in blue and bold (example: **confront the goblins**) indicate the connections between sections.
- The text highlighted in green (example: **Wedding Bands**) indicate the backpack items.
- The text highlighted in yellow (example: **Spiderlace Webcaps**) indicate the treasures.
- The text highlighted in red (example: **Life Gem**) indicate the *Life Gem*.
- The text highlighted in blue (example: **+1 experience**) indicate the experience points.
- The text highlighted in violet (example: **Combat Chart 14**) indicate the combats.
 - The text highlighted in bold (example: **Goblin patrol**) indicate the name of the enemy.
- The text highlighted in orange (example: **dem dancing bones**) indicate the achievements.
- The text in bold and red (example: **sentry**) indicate the choice-words.
- The arrows and squares in red means that can only be reached with a specific requirement.

The books of the main series, *DestinyQuest*, are already divided into acts and quests making the work of designing flowcharts easier; in the case of *The Tides of Terror*, i divided the work, under the oversight of Michael J. Ward, into thematic and geographical areas, enhancing the depth of the plot and the interconnections between the so-called main acts and the intermediate acts that boost the evolution of the adventure.

This is how the adventure can be divided into:

1. Prejmere Catacombs
2. Traveller Camp
3. Mordant Hills
4. Whisperwood
5. Forsaken Swamp
6. Bert's Camp
7. Grim Haunt
8. Vampire's Summit

I highly suggest the reading of the **World Companion** to fully appreciate the historical/geographical background of this adventure.

DestinyQuest: The World Companion is now available from [Troubador](#), [Amazon \(UK\)](#), [Amazon \(US\)](#), [Abe Books](#) and other online and high street retailers

Combat Chart

How it works?

Here you are a full detailed fight as example; this is the **Goblin Patrol** (Combat Chart 14) fight, one of the first combats that you’ll play during your adventure.

I recommend to use coloured pencils to avoid confusion during the combat; example: **Scarlet** red pencil, **Johan** yellow (or orange) pencil, **Whittle** green pencil, **Jinka** blue pencil.

Turn 1

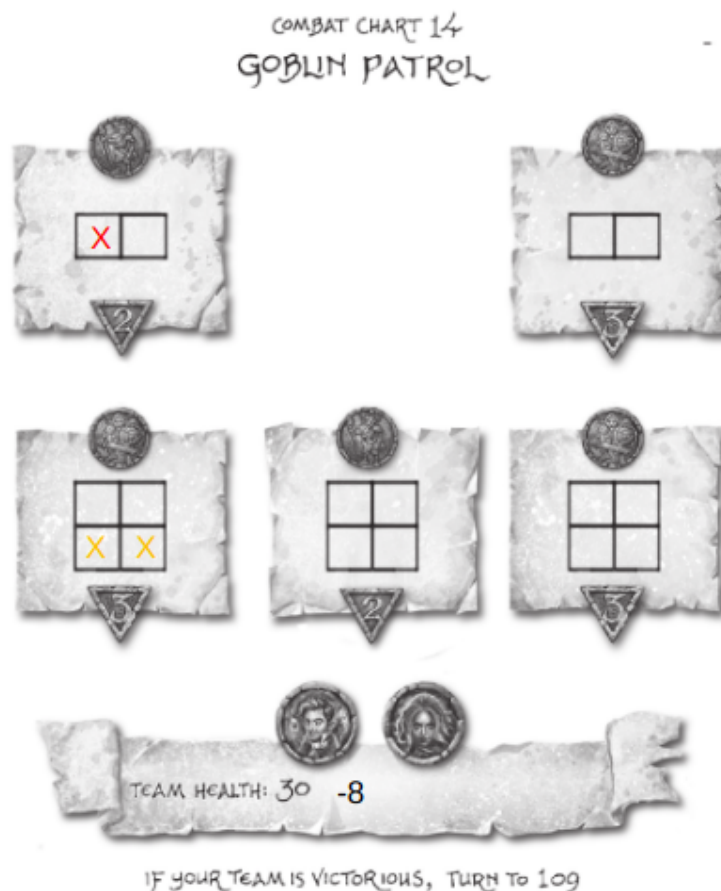
Team:

- **Scarlet** (red cross) used her **Quick Aim** ability to hit the goblin in 2nd row on the left.
- **Johan** (yellow cross) used his **Slashing Blade** to hit the goblin in 1st row on the left.

Enemy:

At the end of this turn the **Goblin Patrol** 1st row hit the team for a total of 8 damage.

Team Health is now 22.



Turn 2

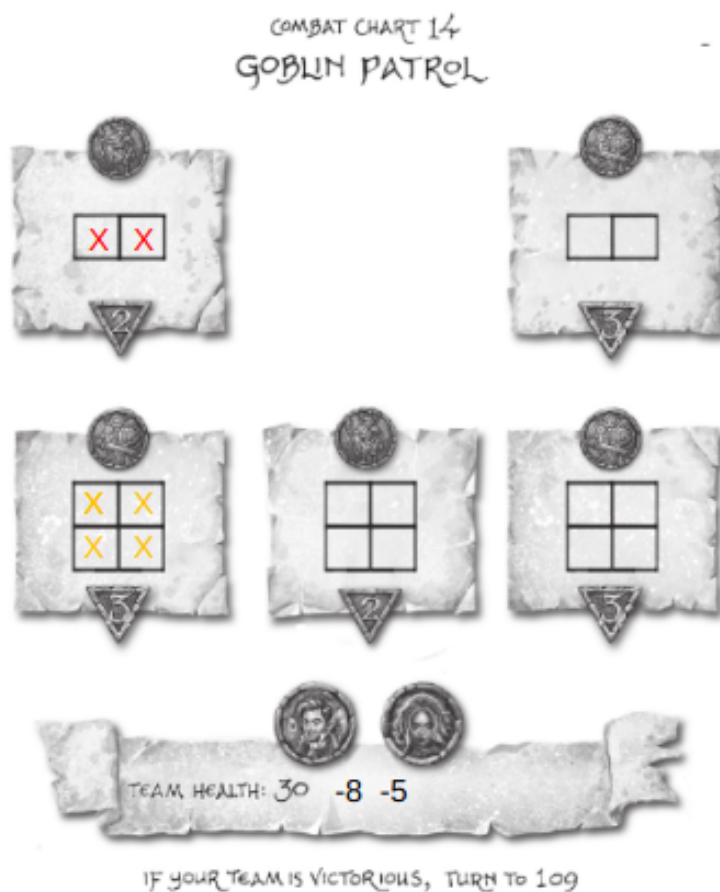
Team:

- *Scarlet* (red cross) used her **Quick Aim** ability to hit again the goblin in 2nd row on the left, killing it.
- *Johan* (yellow cross) used his **Slashing Blade** to hit again the goblin in 1st row on the left, killing it.

Enemy:

At the end of this turn the **Goblin Patrol** 1st row hit the team for a total of 5 damage, left column is now defeated.

Team Health is now 17.



Turn 3

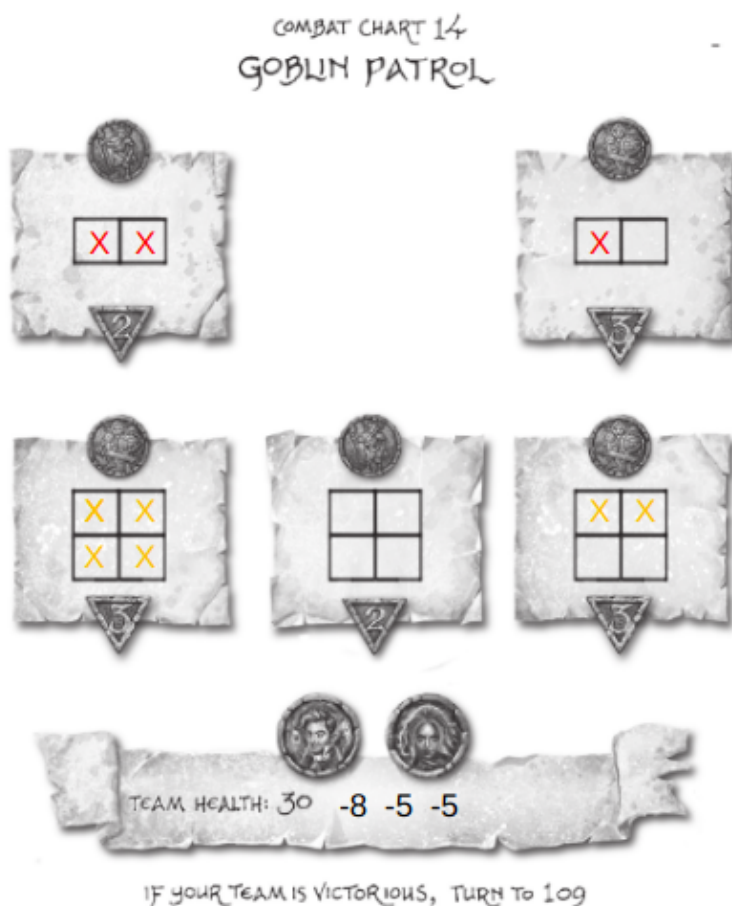
Team:

- *Scarlet* (red cross) used her **Quick Aim** ability to hit the goblin in 2nd row on the right.
- *Johan* (yellow cross) used his **Slashing Blade** to hit the goblin in 1st row on the right.

Enemy:

At the end of this turn the **Goblin Patrol** 1st row hit the team for a total of 5 damage.

Team Health is now 12.



Turn 4

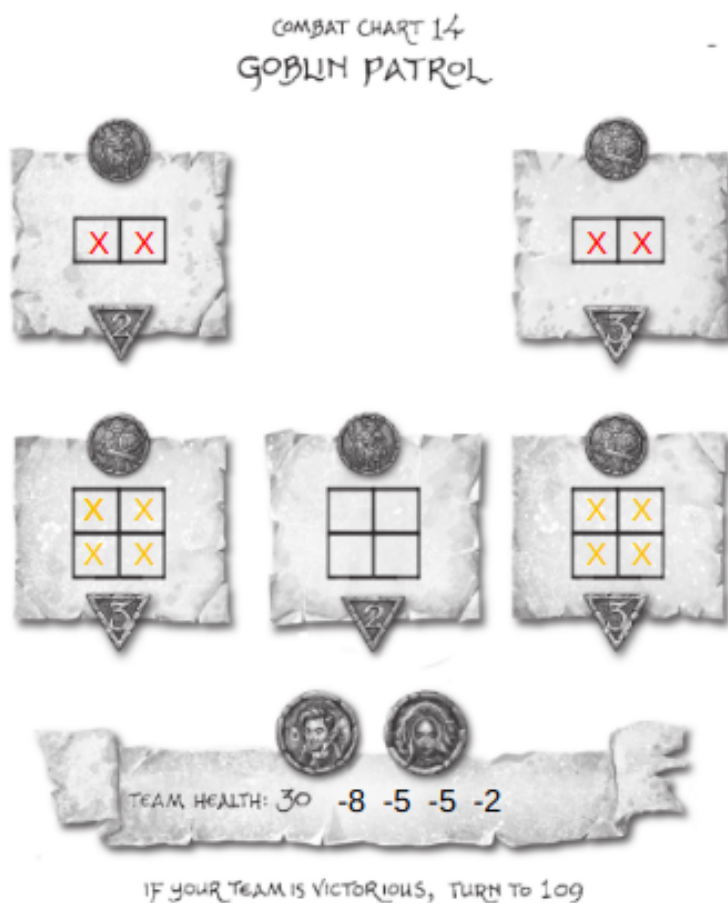
Team:

- *Scarlet* (red cross) used her **Quick Aim** ability to hit again the goblin in 2nd row on the right, killing it.
- *Johan* (yellow cross) used his **Slashing Blade** to hit again the goblin in 1st row on the right, killing it.

Enemy:

At the end of this turn the **Goblin Patrol** 1st row hit the team for a total of 2 damage, right column is now defeated.

Team Health is now 10.



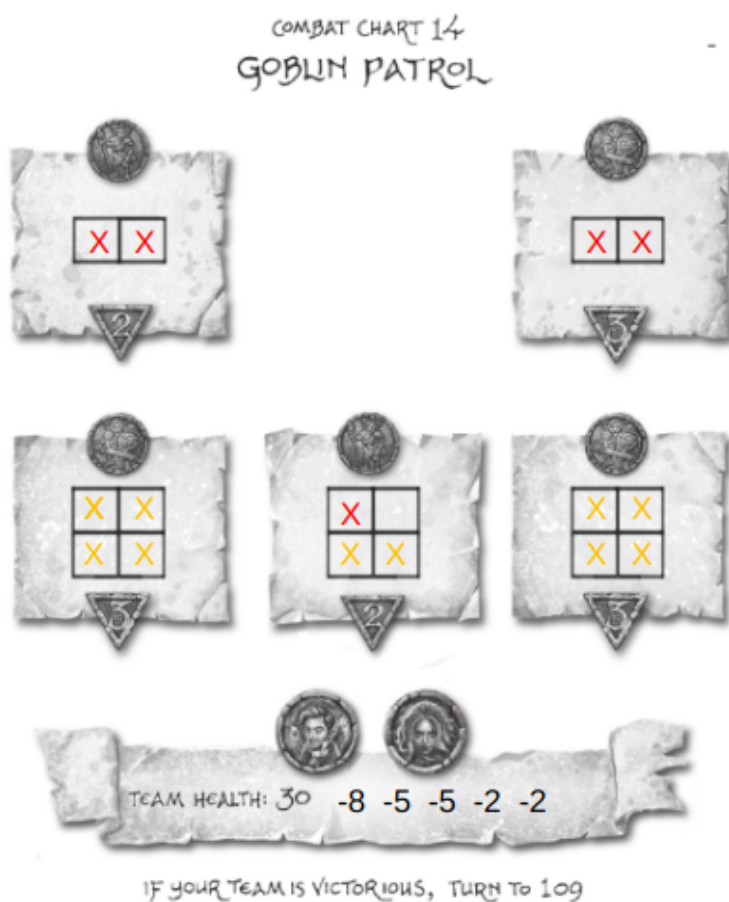
Turn 5

Team:

- *Scarlet* (red cross) used her **Quick Aim** ability to hit the goblin in 1st row in the centre.
- *Johan* (yellow cross) used his **Slashing Blade** to hit the goblin in 1st row in the centre right.

Enemy:

At the end of this turn the **Goblin Patrol** 1st row hit the team for a total of 2 damage.
Team Health is now 8.



Turn 6

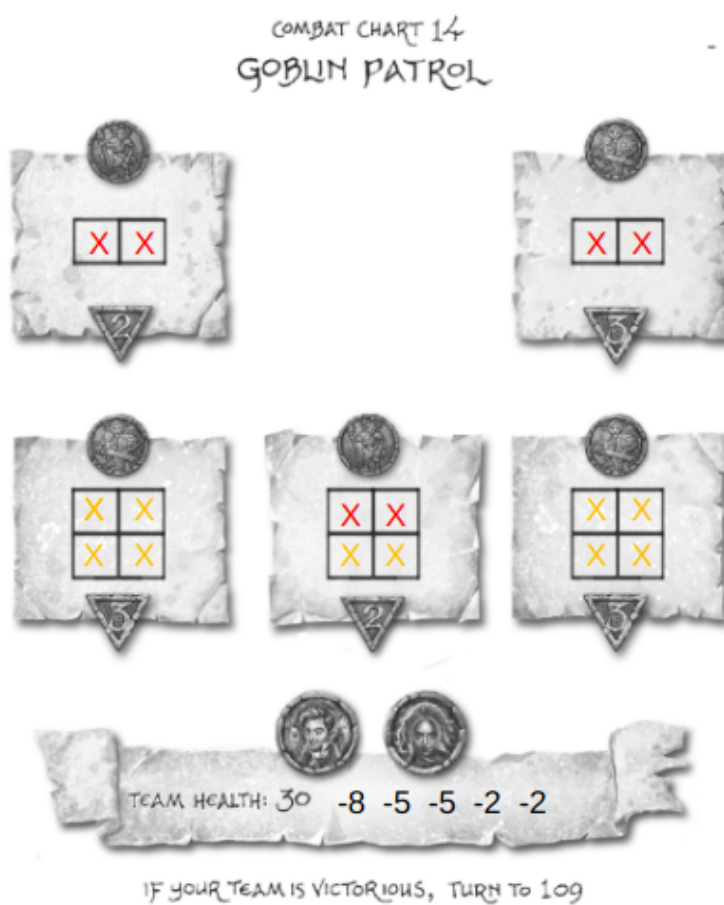
Team:

- Scarlet (red cross) used her **Quick Aim** ability to hit again the goblin in 1st row in the centre, killing it

Enemy:

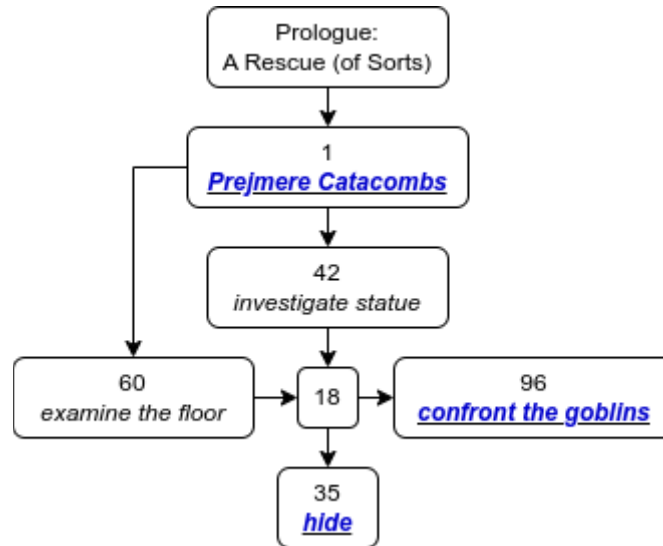
At the end of this turn the **Goblin Patrol** is totally defeated.

The Team is victorious.

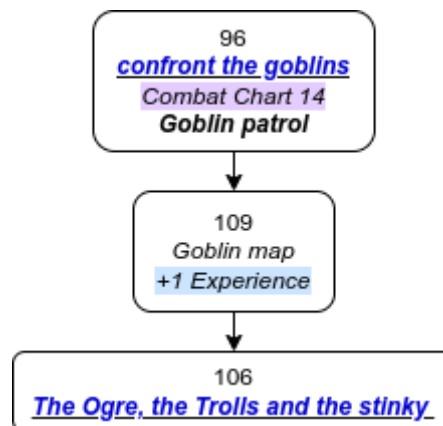


The Prejmere Catacombs

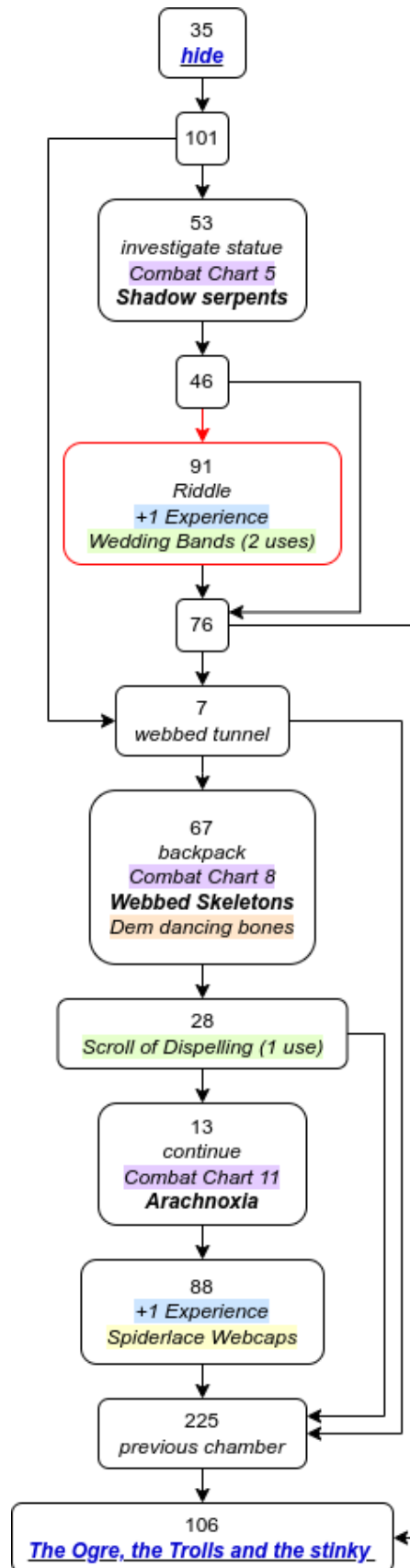
The Prejmere Catacombs (1)



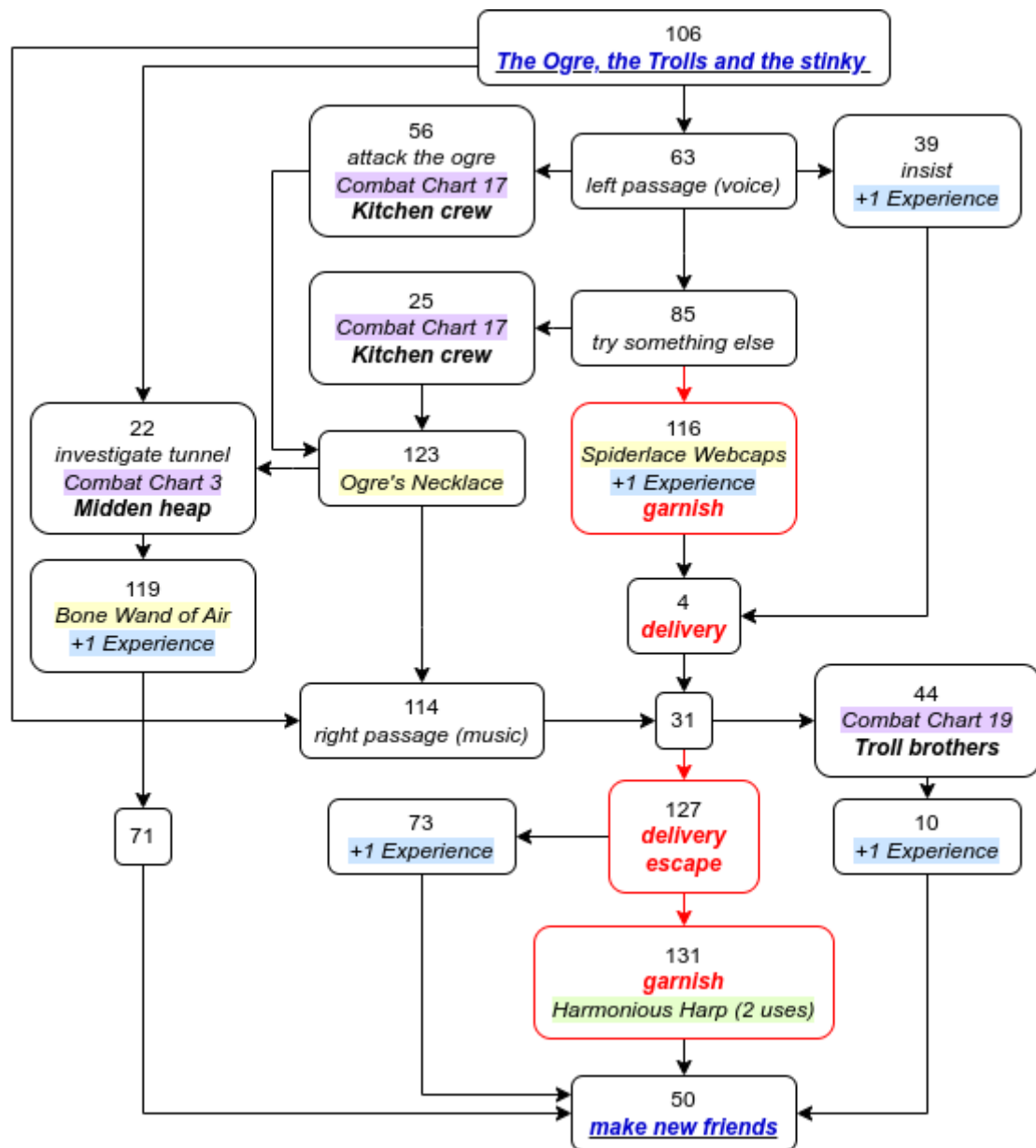
Confront the goblins (96)



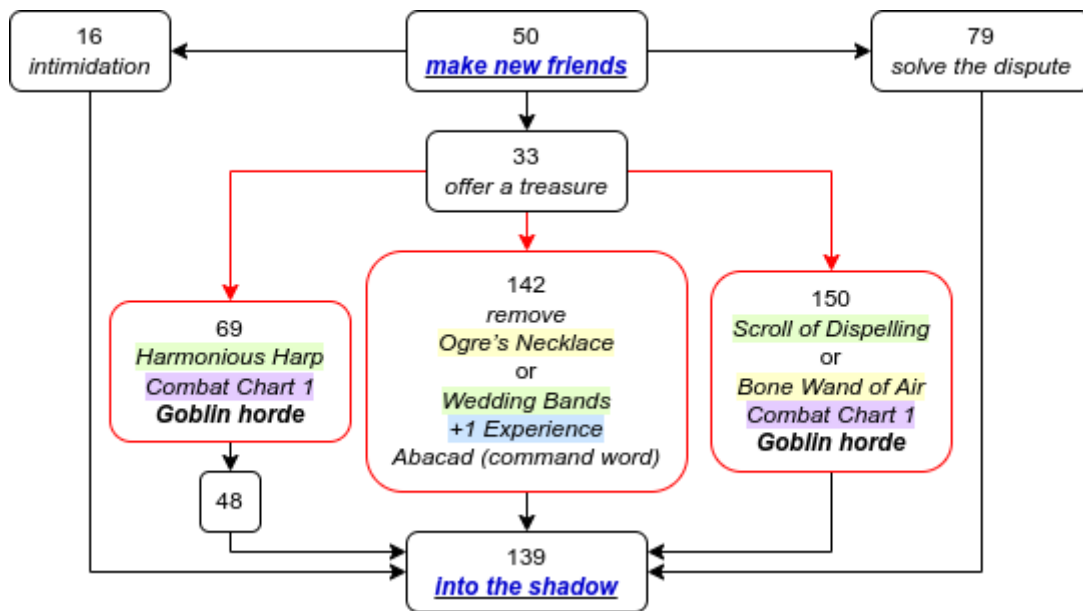
Hide (35)



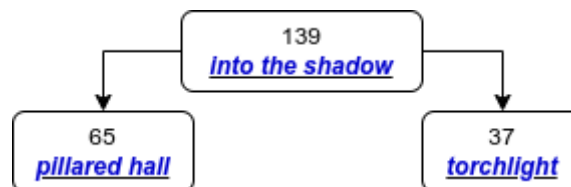
The Ogre, The Trolls and the stinky (106)



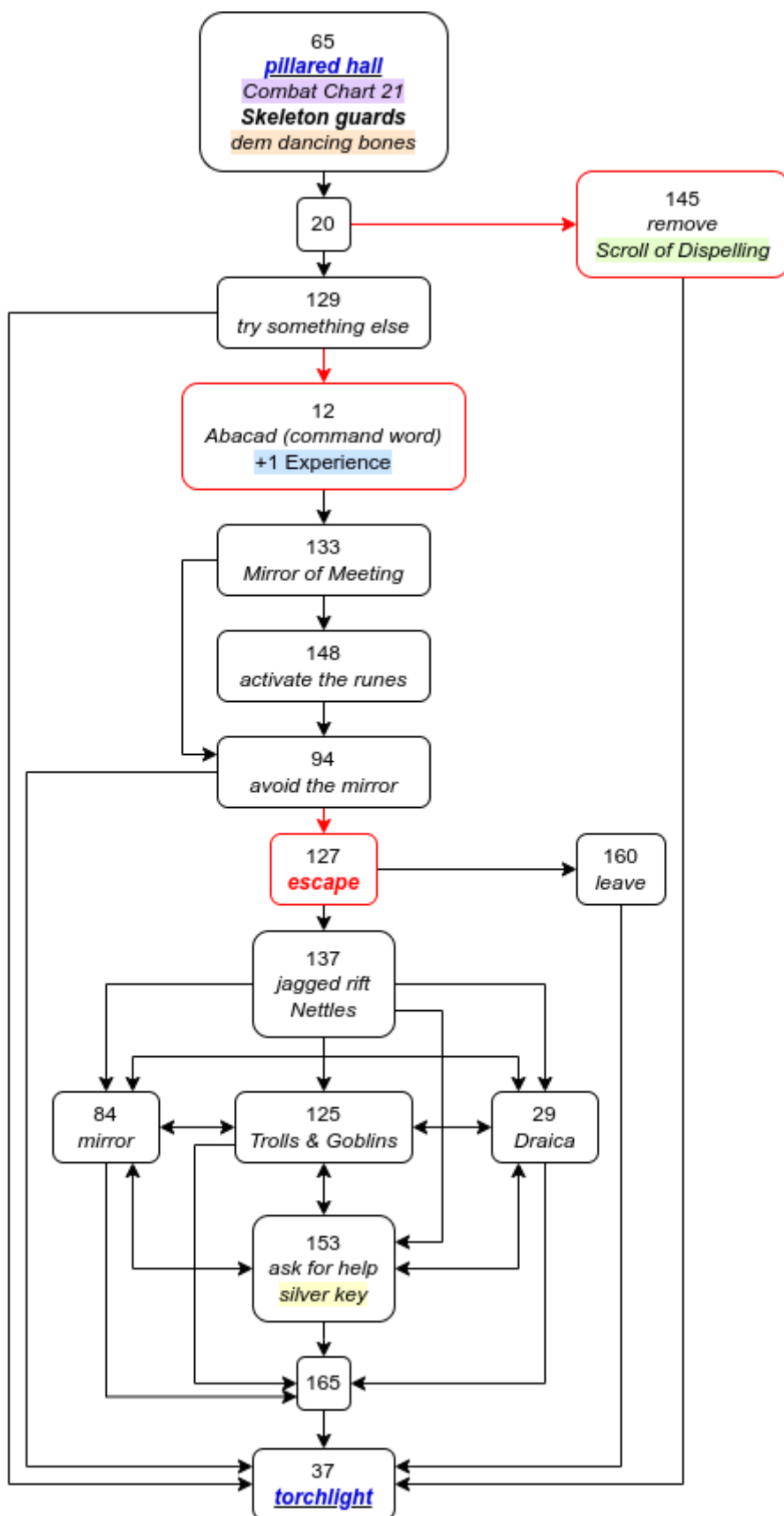
Make new friends (50)



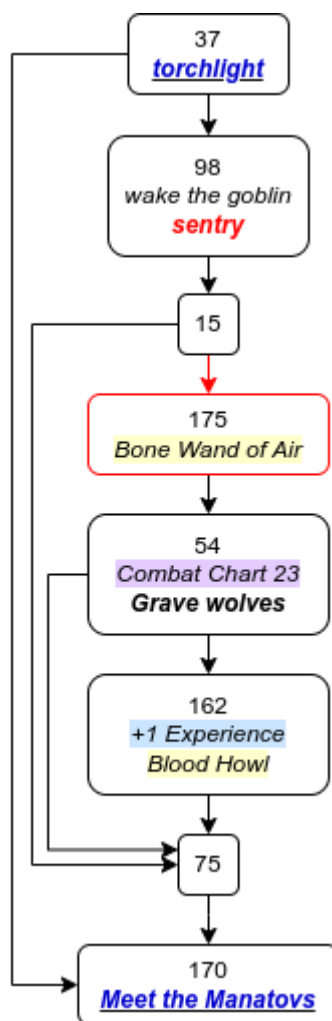
Into the shadow (139)



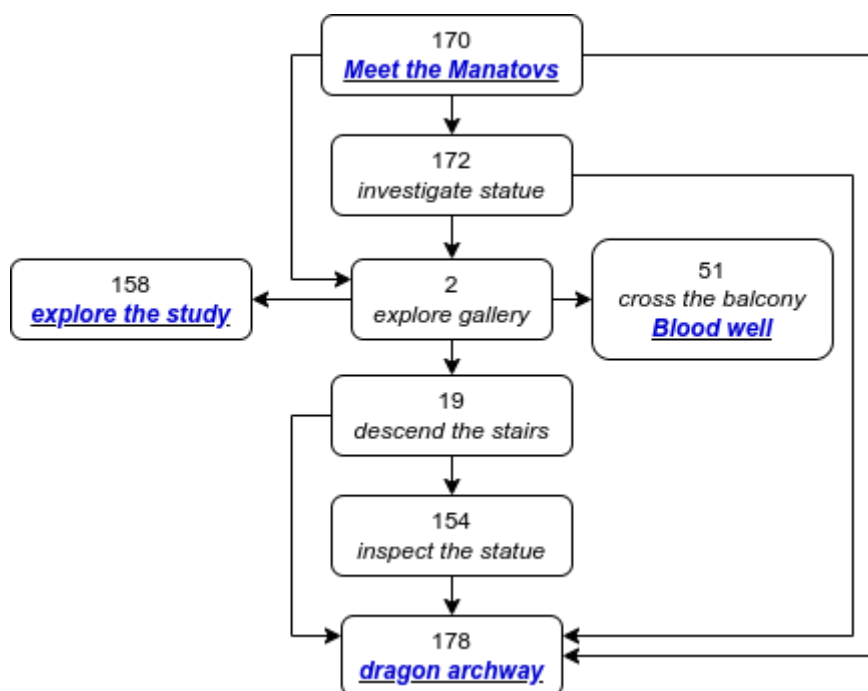
Pillared hall (65)



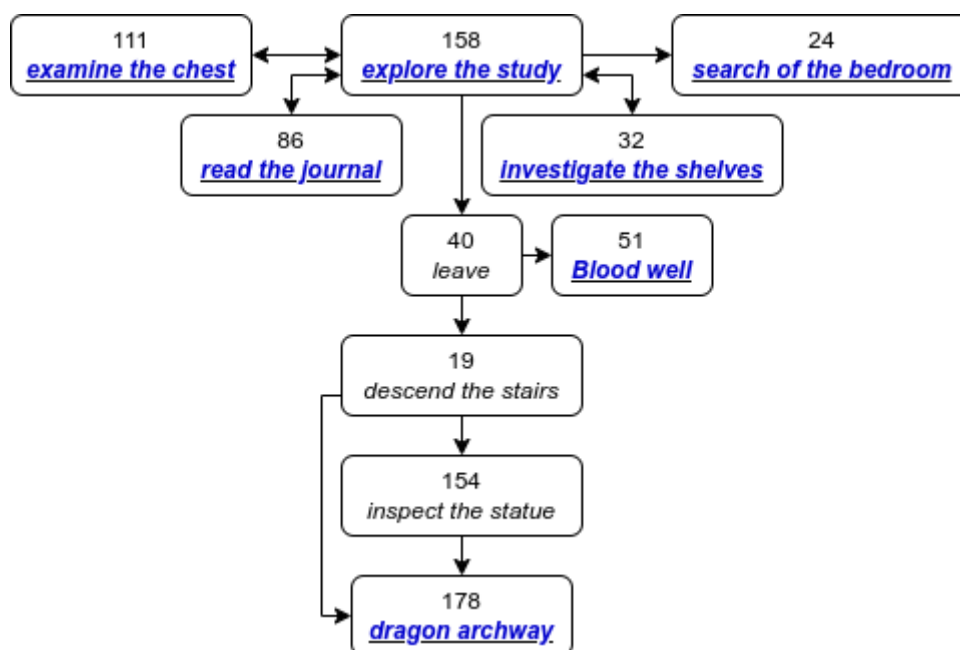
Torchlight (37)



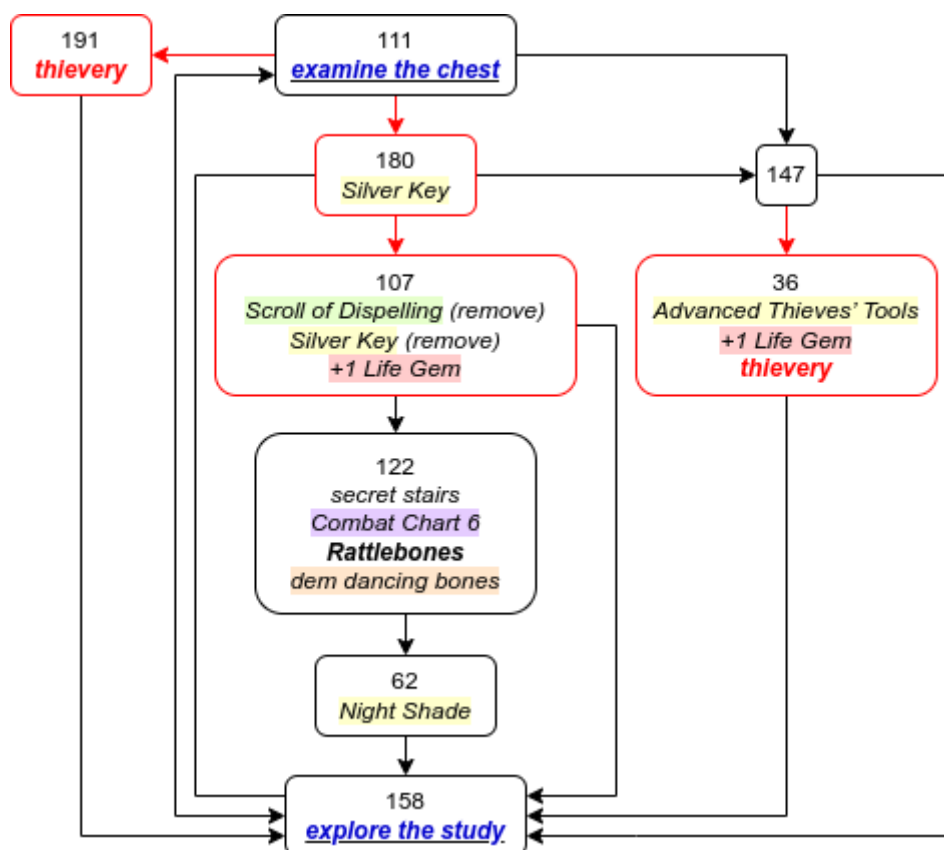
Meet the Manatovs (170)



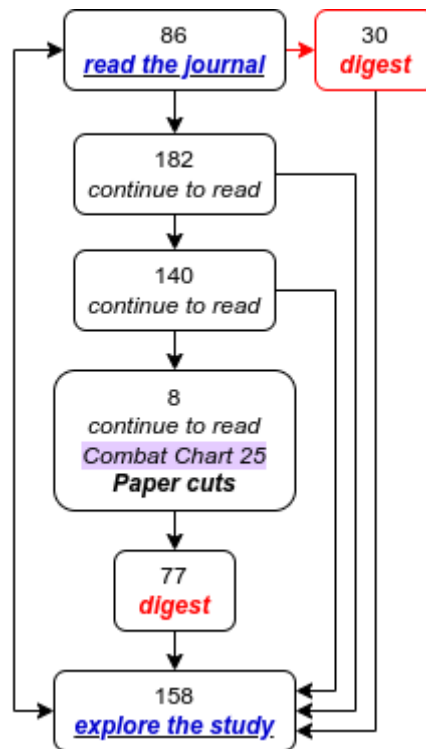
Explore the study (158)



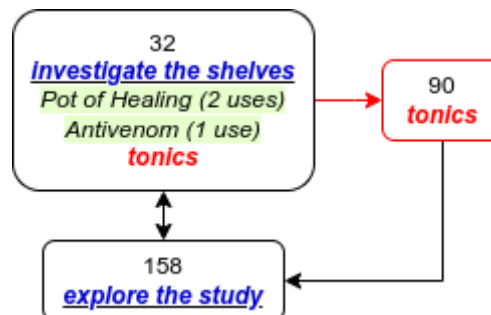
Examine the chest (111)



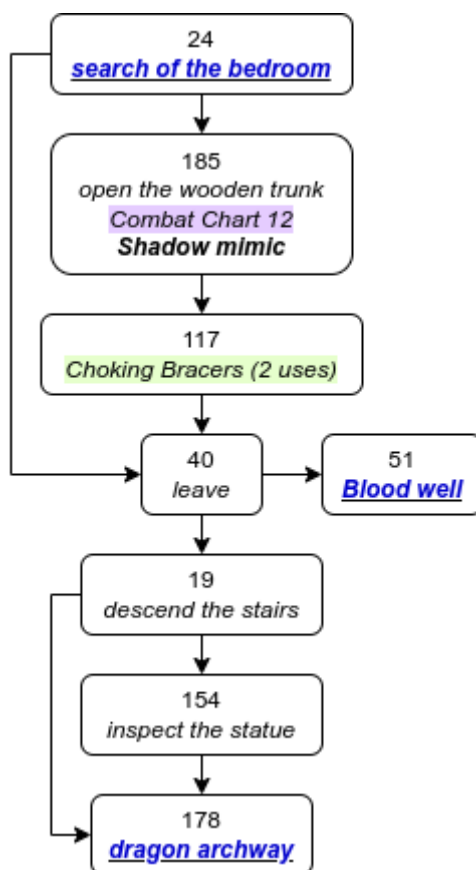
Read the journal (86)



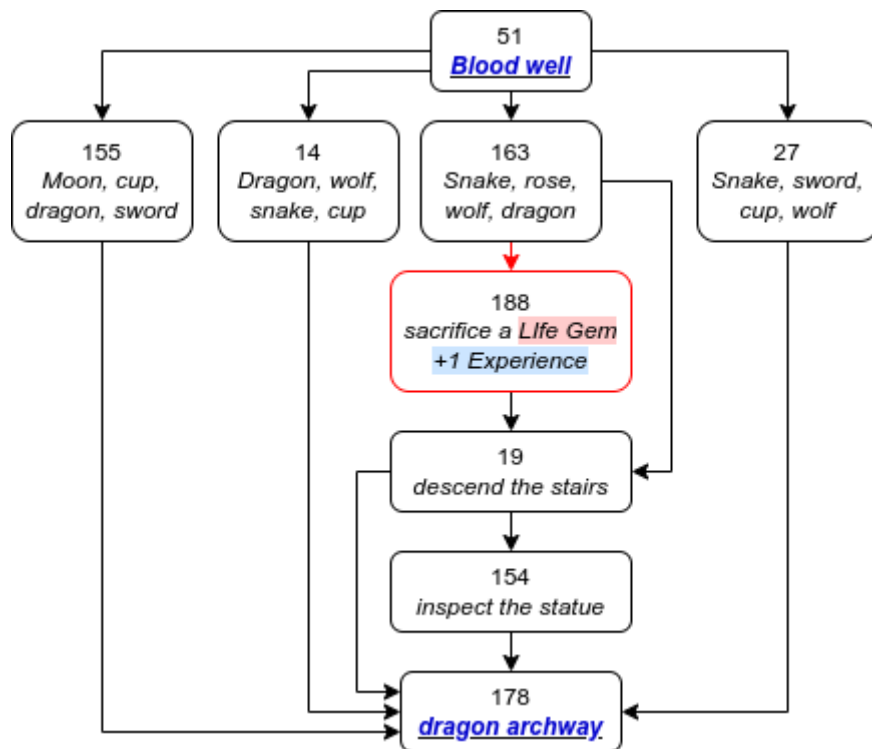
Investigate the shelves (32)



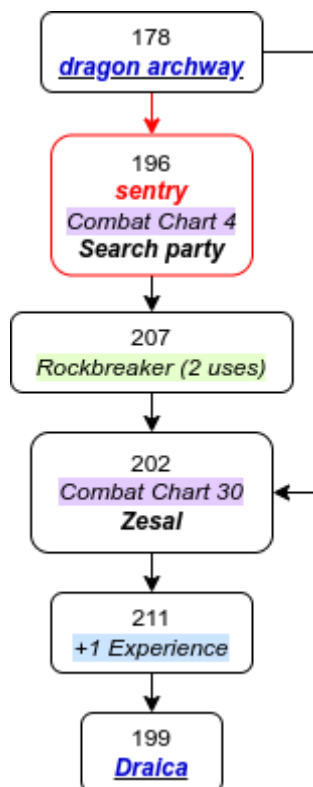
Search of the bedroom (24)



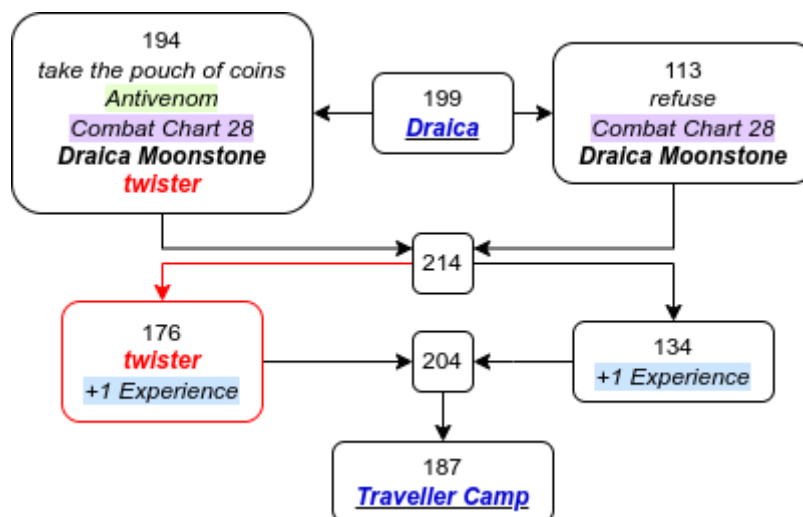
Blood well (51)



Dragon archway (178)

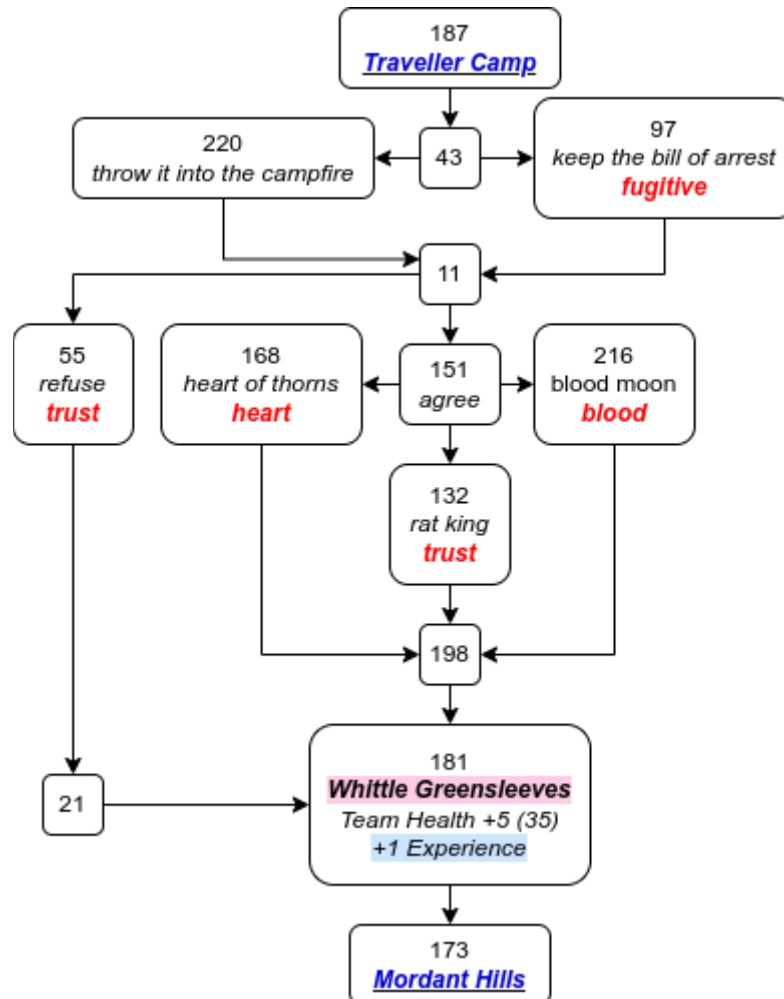


Draica (51)

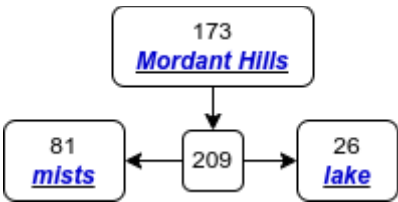


Traveller Camp

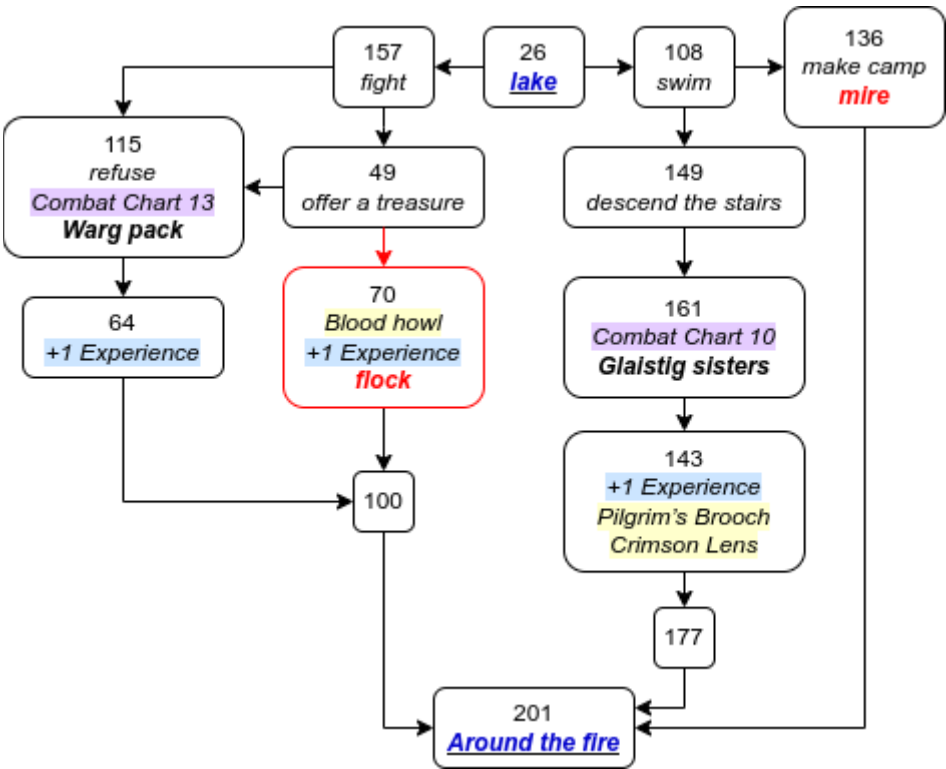
Traveller Camp (187)



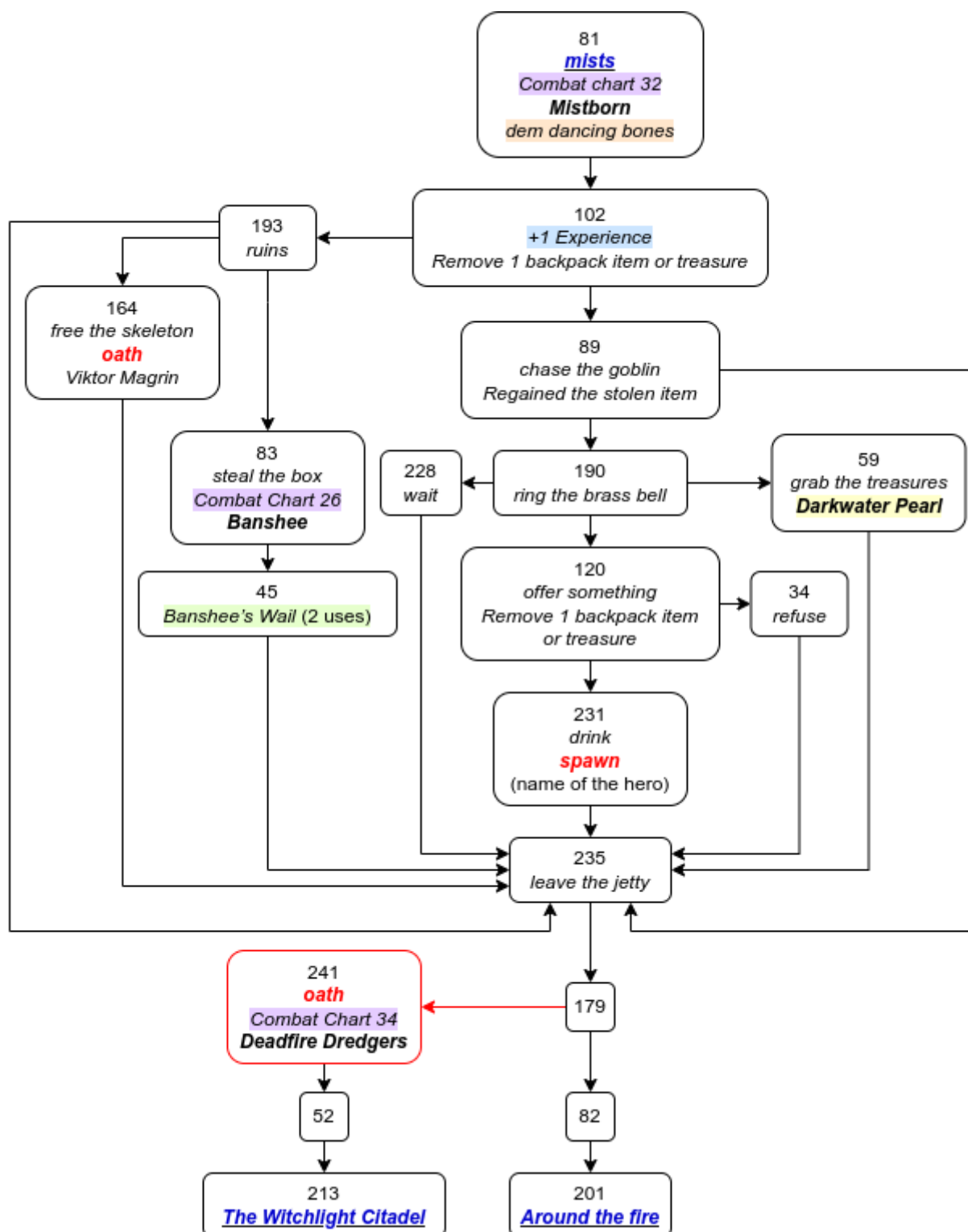
Mordant Hills



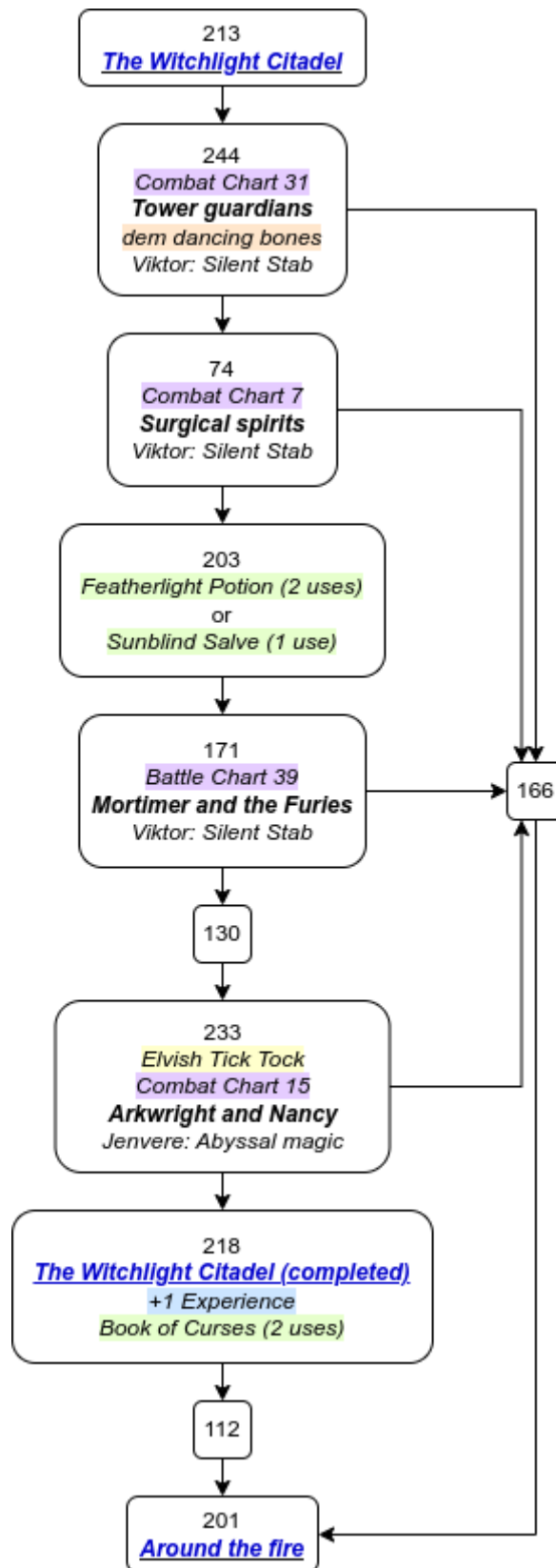
Lake (26)



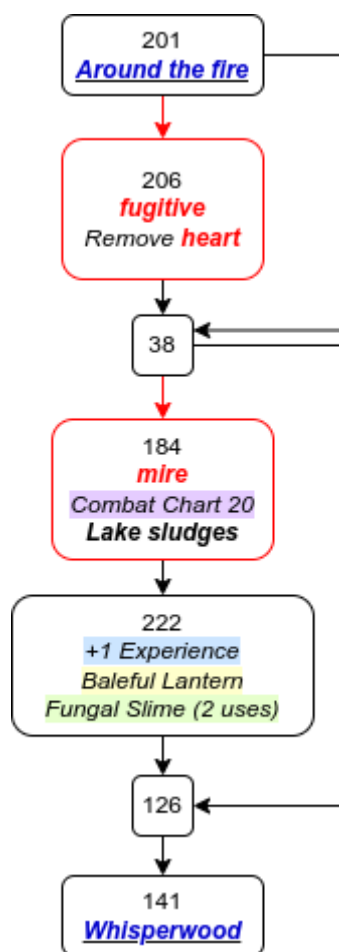
Mists (81)



The Witchlight Citadel (213)



Around the fire (201)

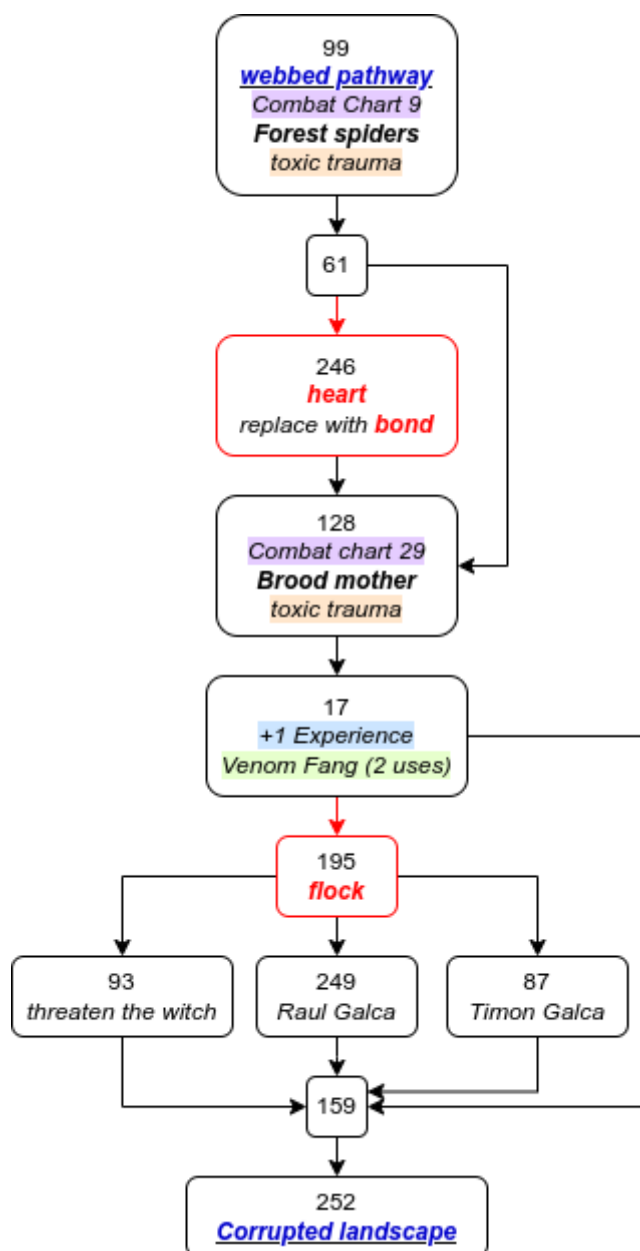


Whisperwood

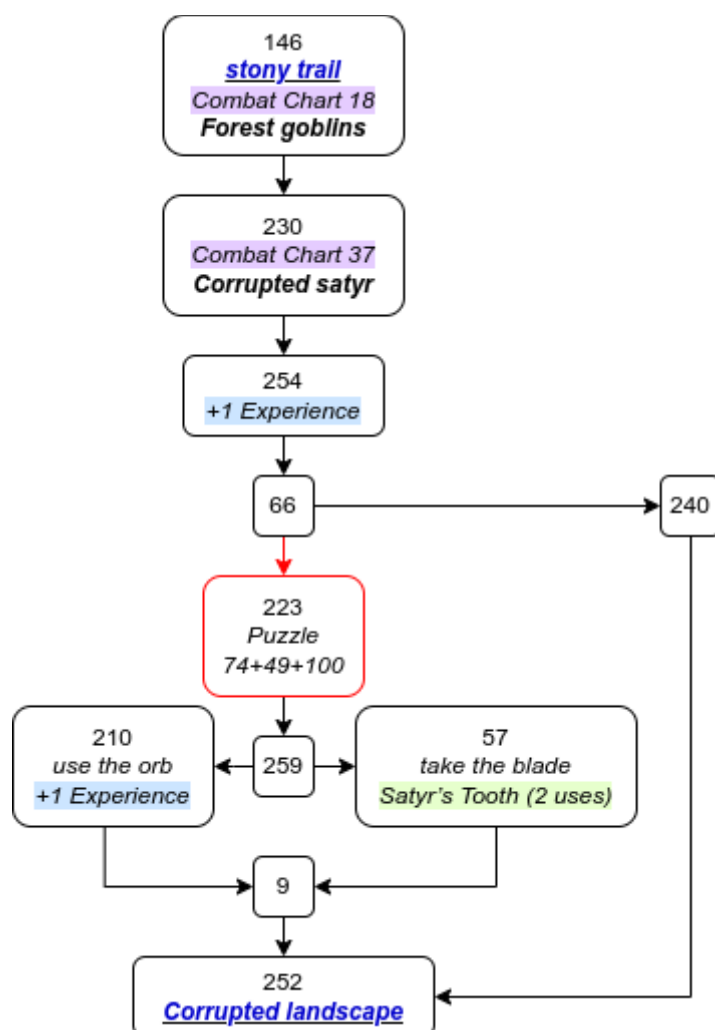
Whisperwood (141)



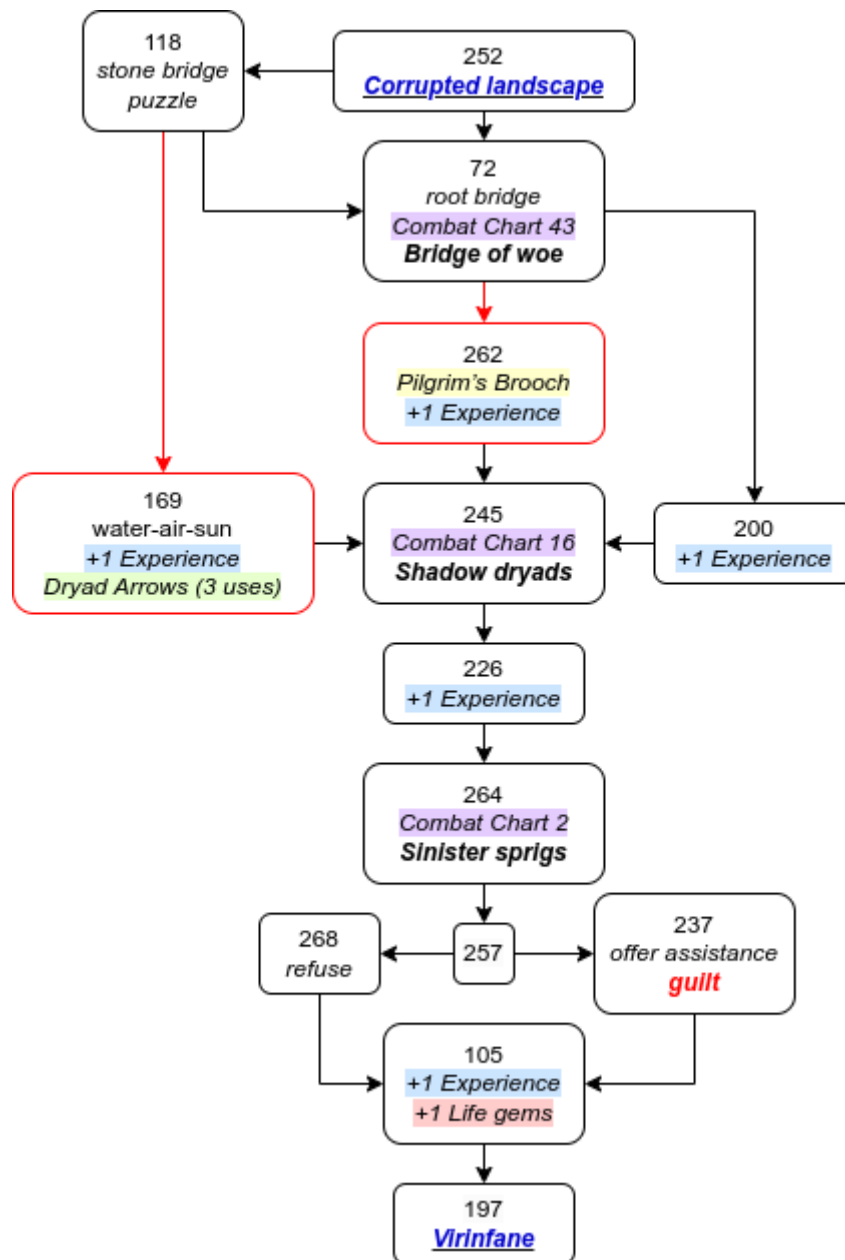
Webbed pathway (99)



Stony trail (146)

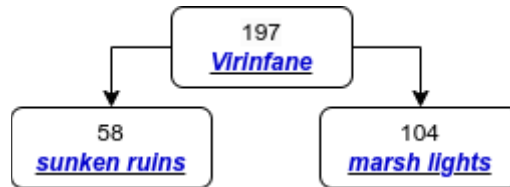


Corrupted landscape (252)

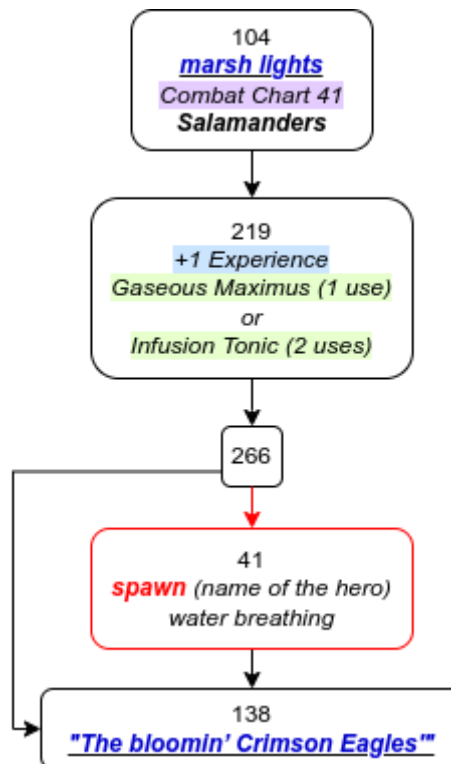


Forsaken Swamp

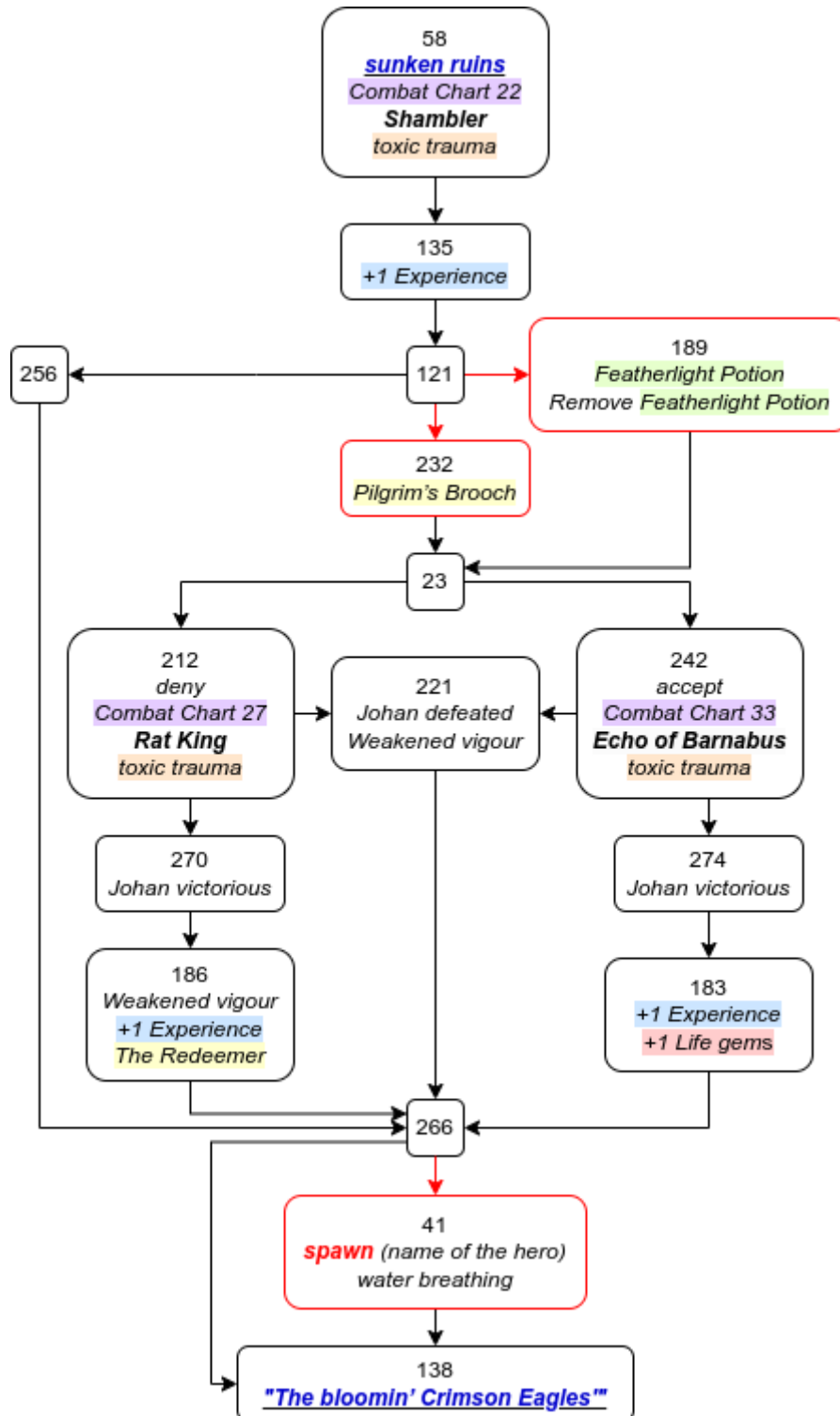
Virinfane (197)



Marsh lights (104)

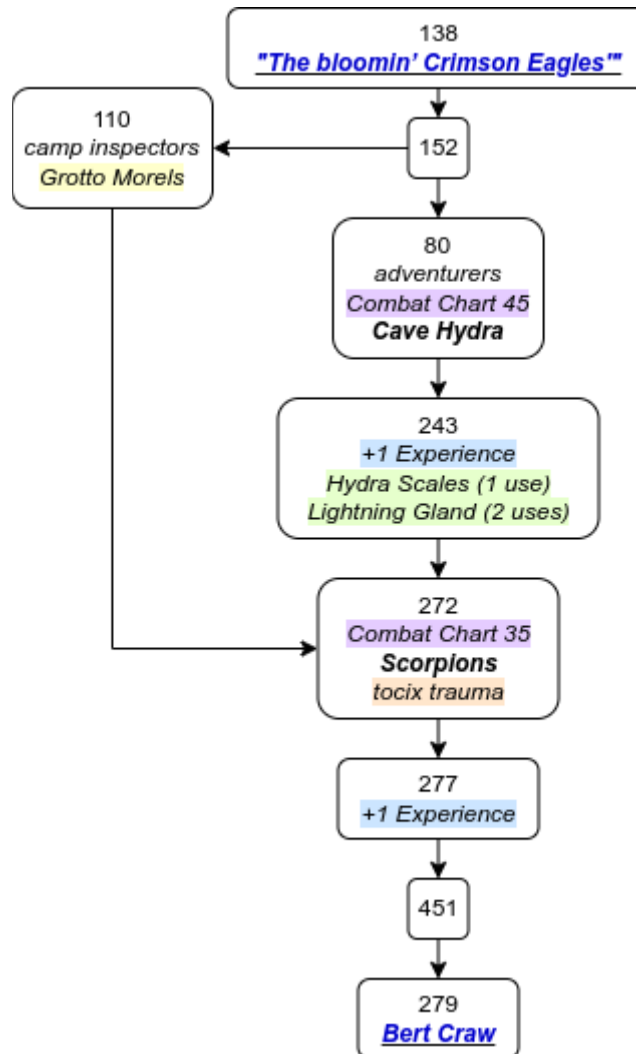


Sunken ruins (58)

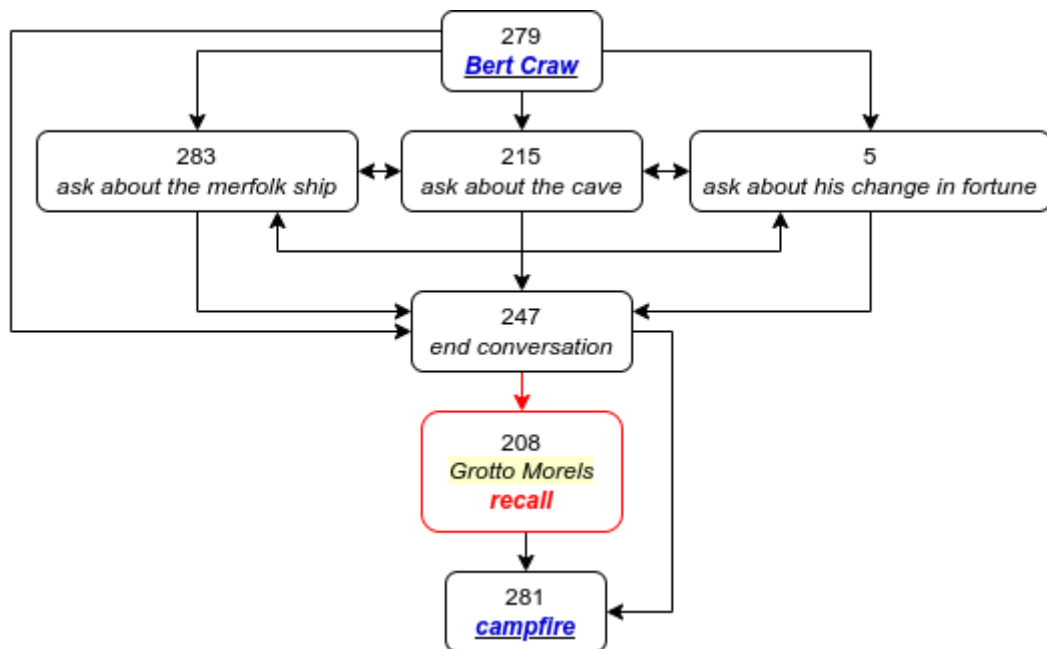


Bert's Camp

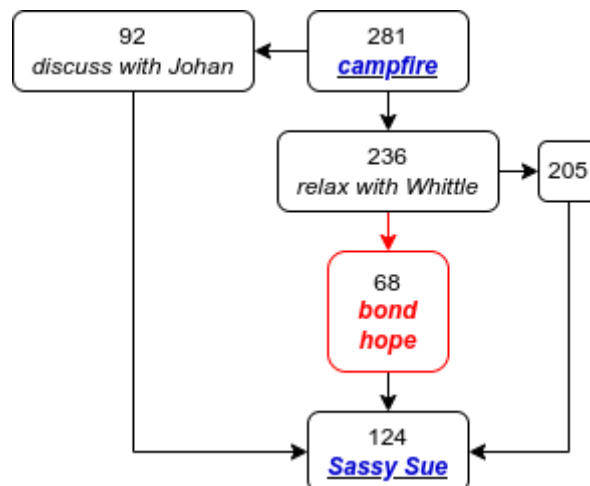
The bloomin' Crimson Eagles' (138)



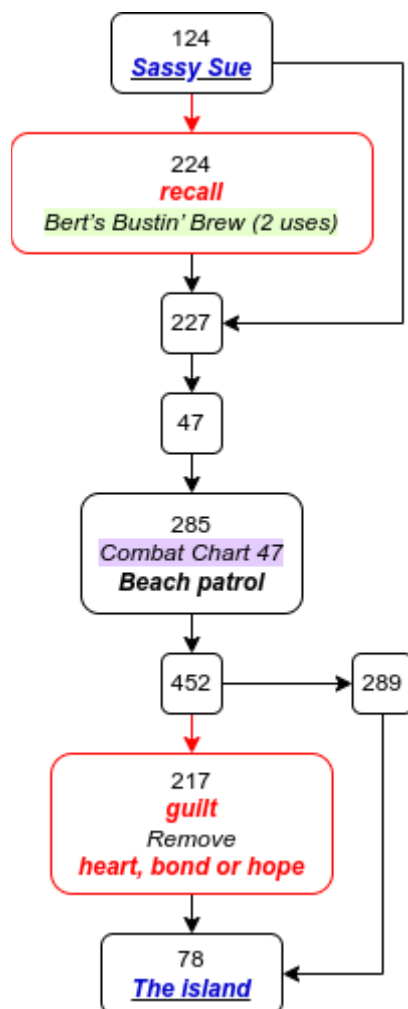
Bert Crow (279)



Campfire (281)

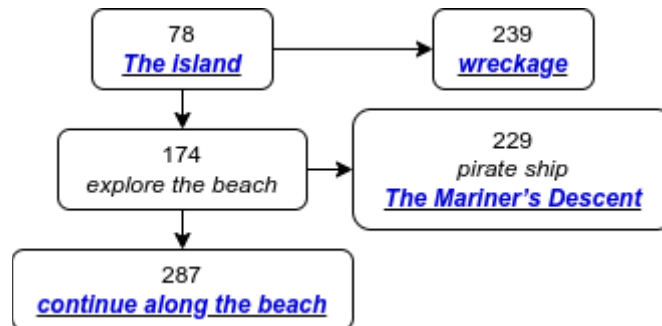


Sassy Sue (124)

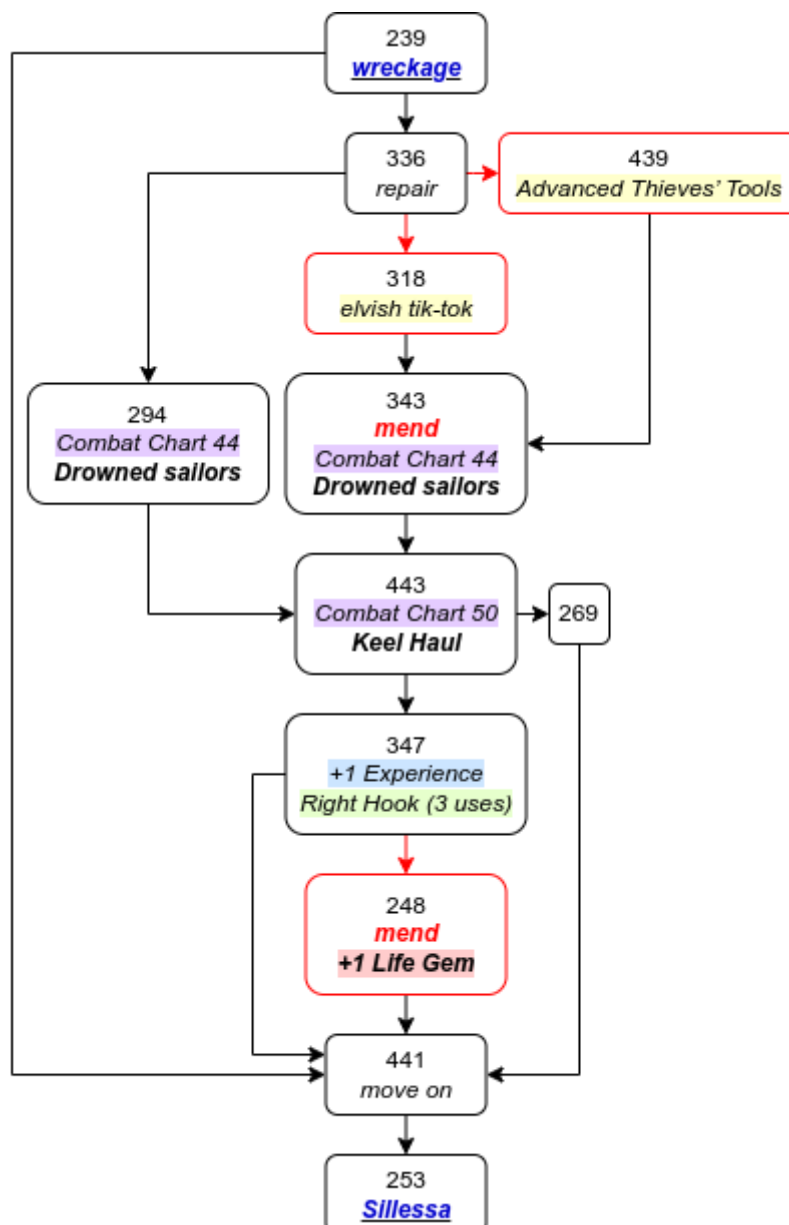


Grim Haunt

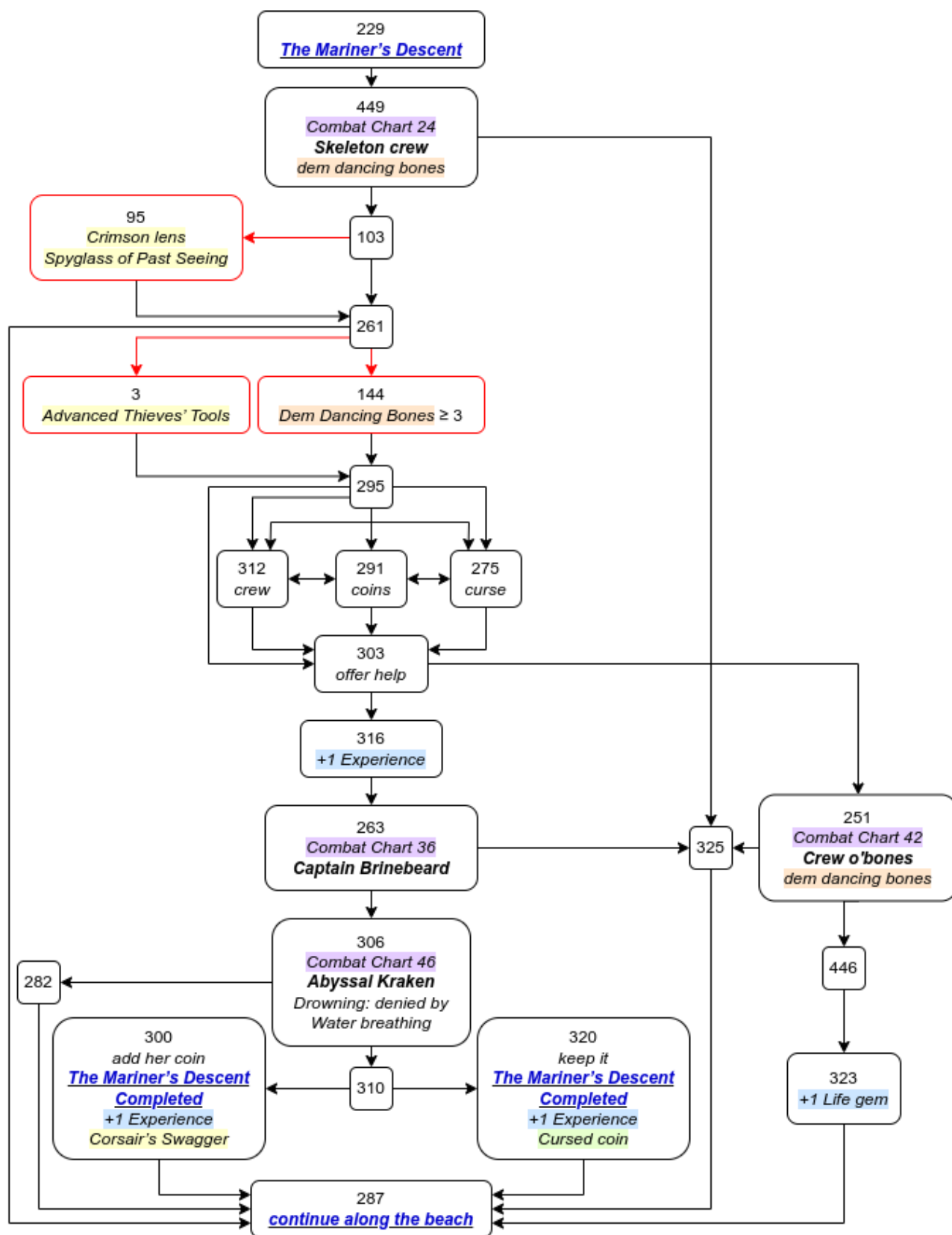
The Island (78)



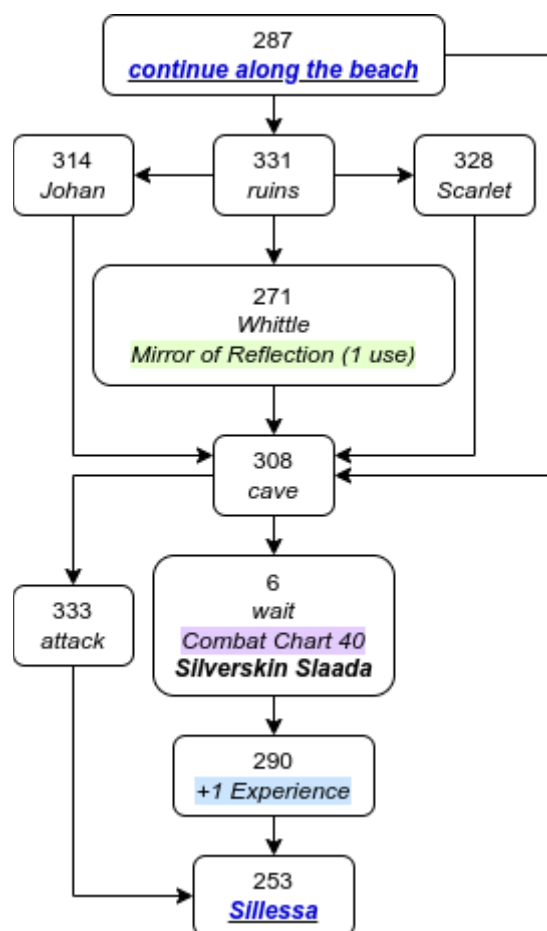
Wreckage (239)



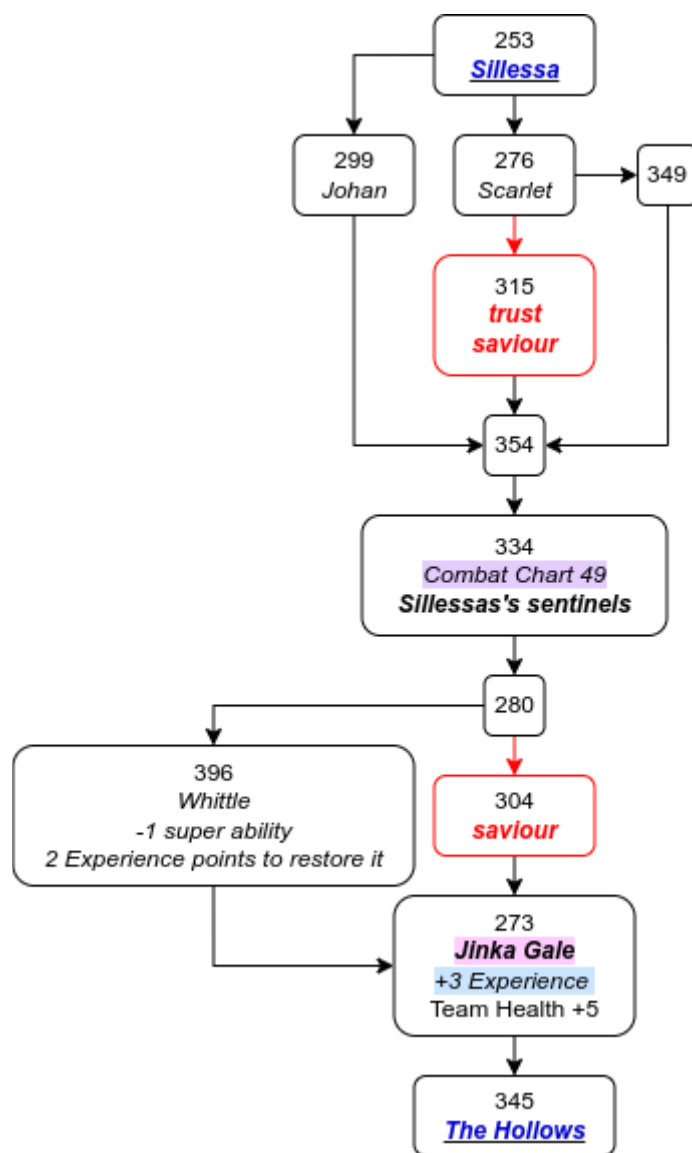
The Mariner's Descent (229)



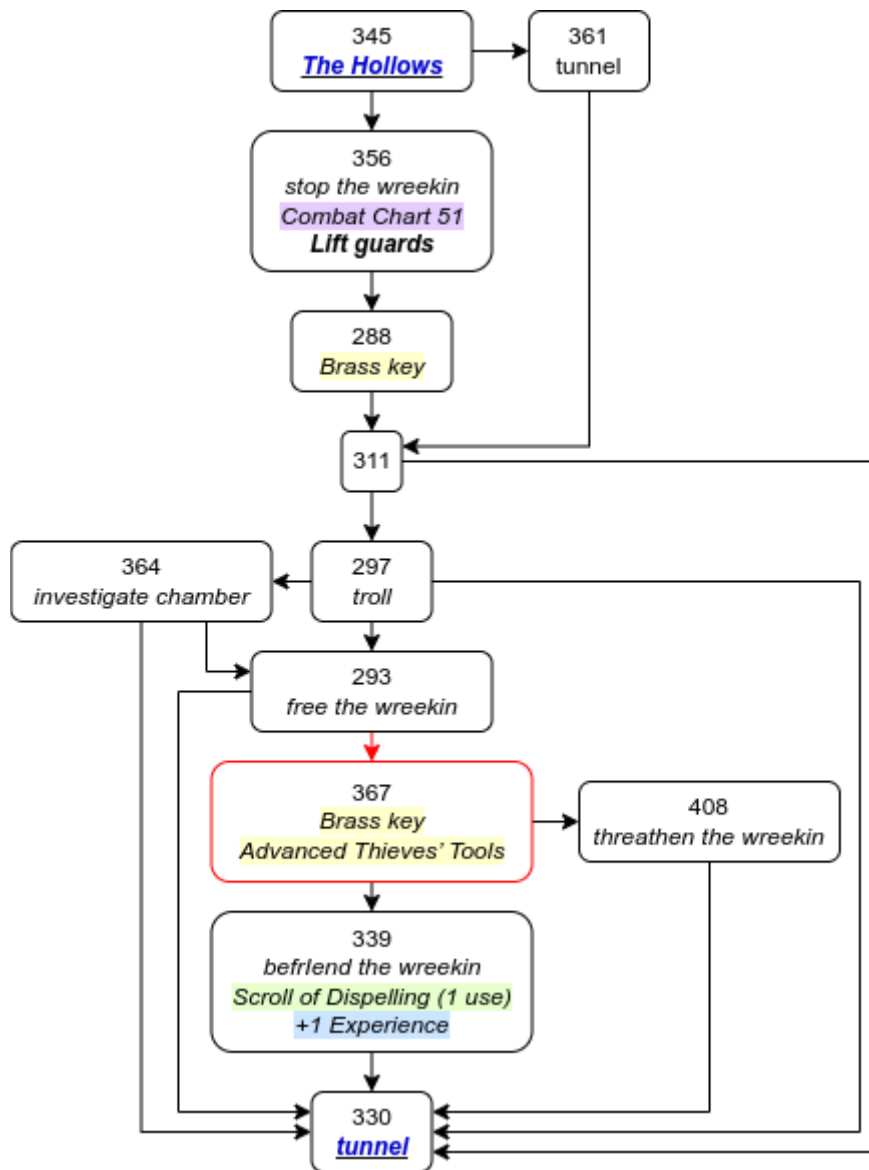
Continue along the beach (287)



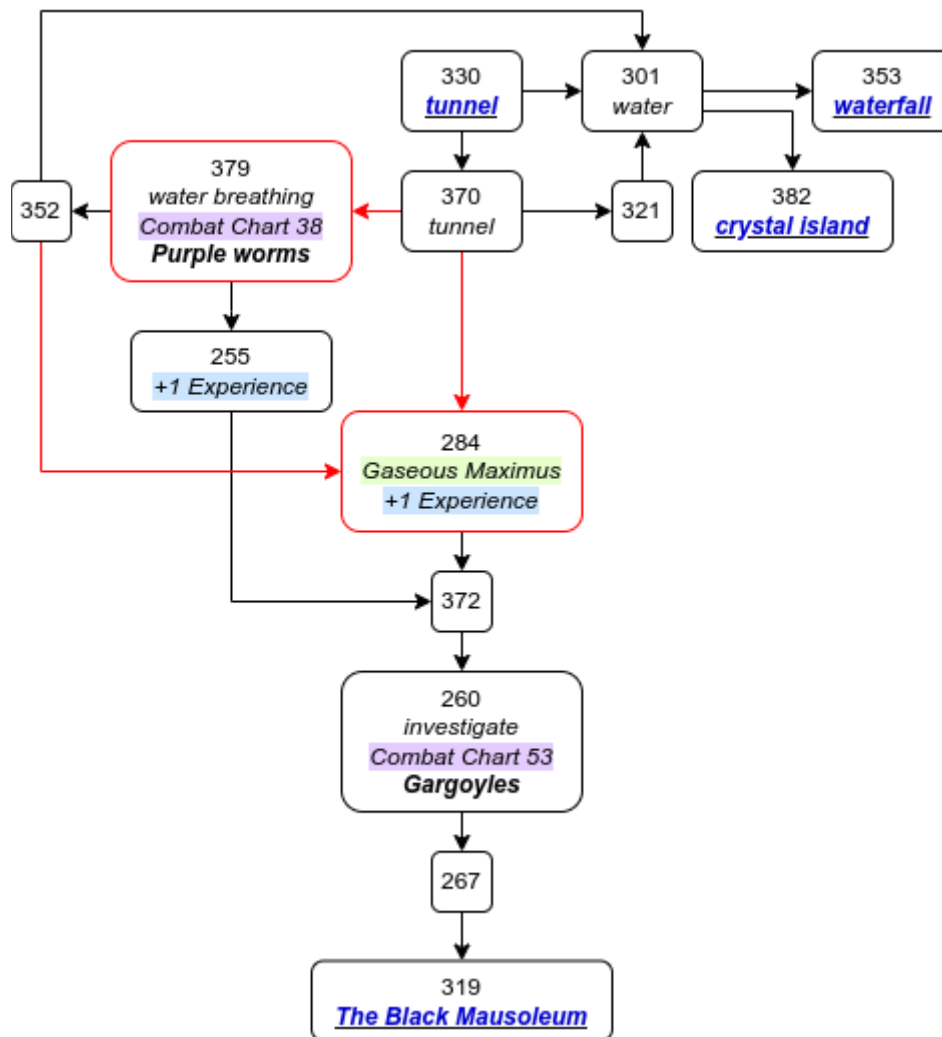
Sillessa (253)



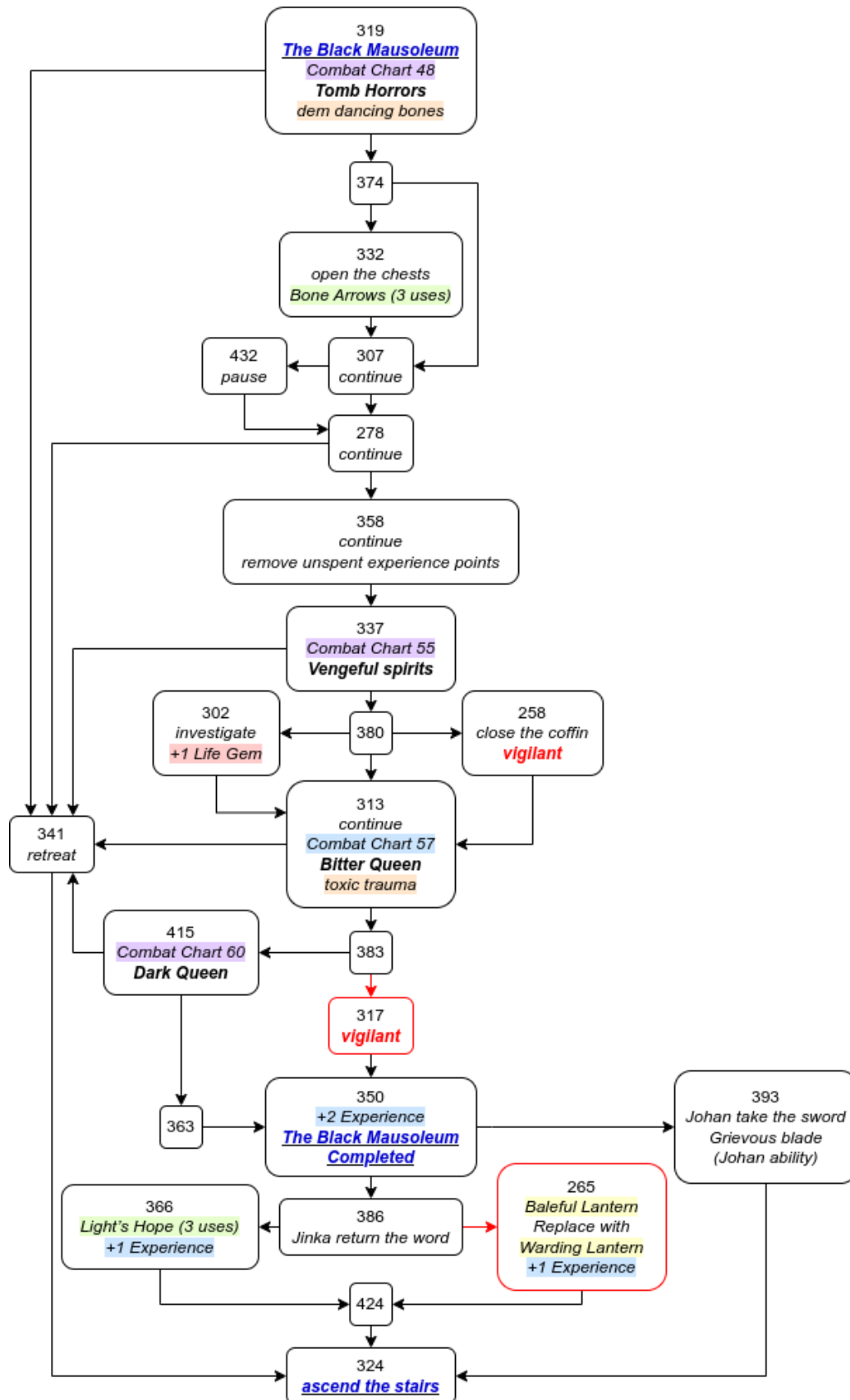
The Hollows (345)



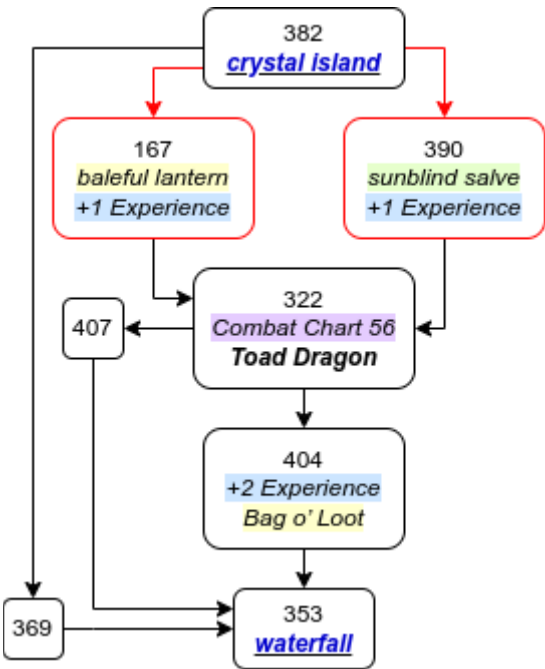
Tunnel (330)



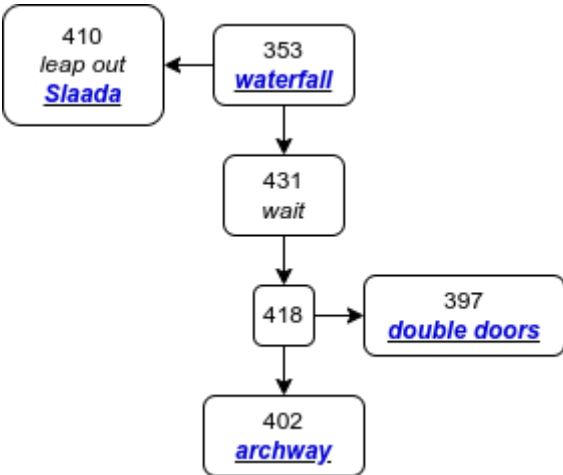
The Black Mausoleum (319)



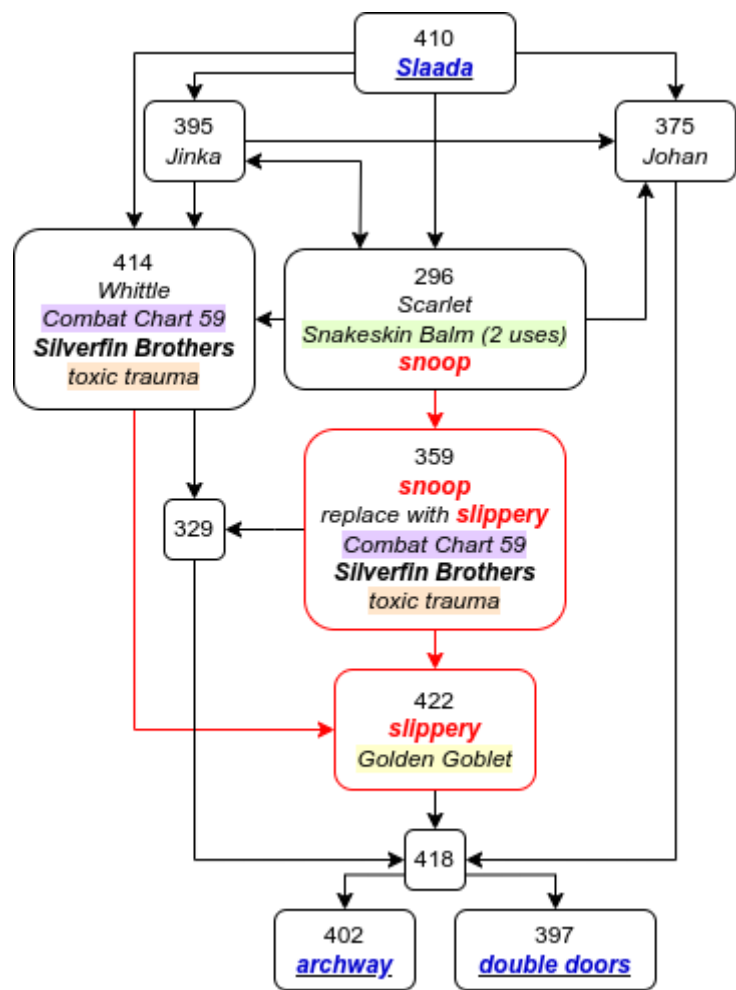
Crystal Island (382)



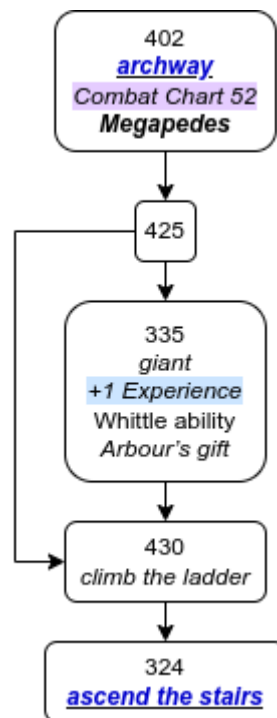
Waterfall (353)



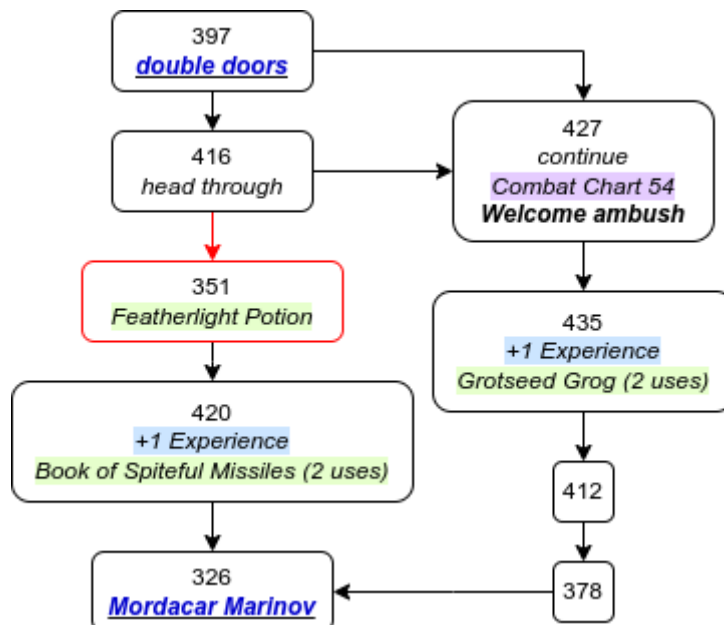
Slaada (410)



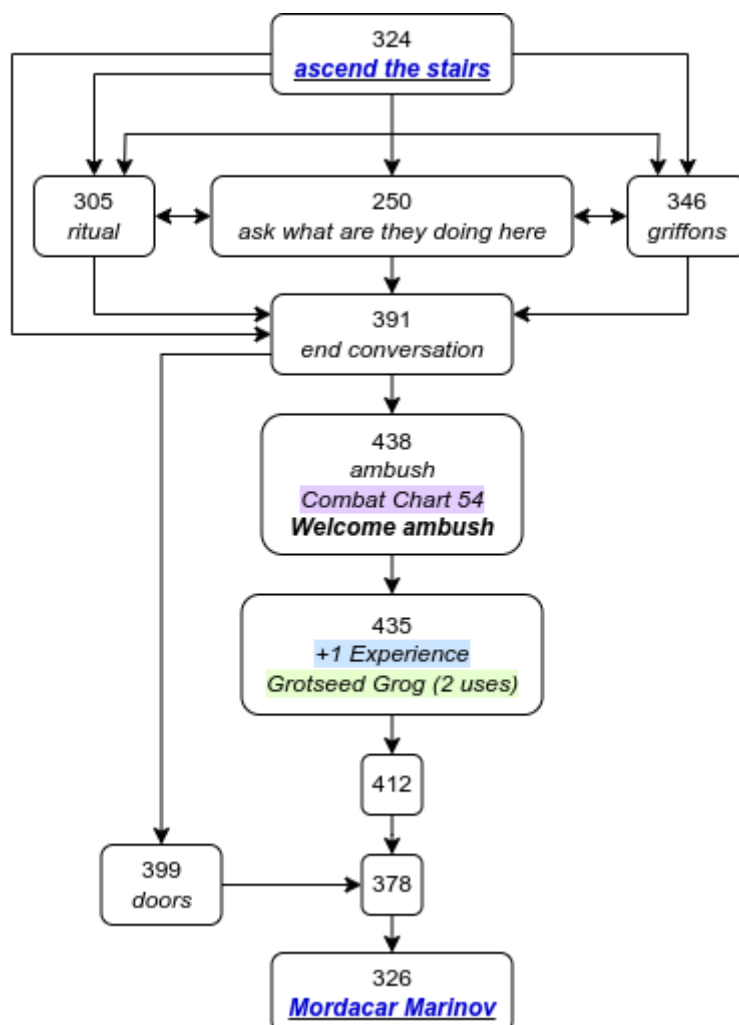
Archway (402)



Double doors (397)

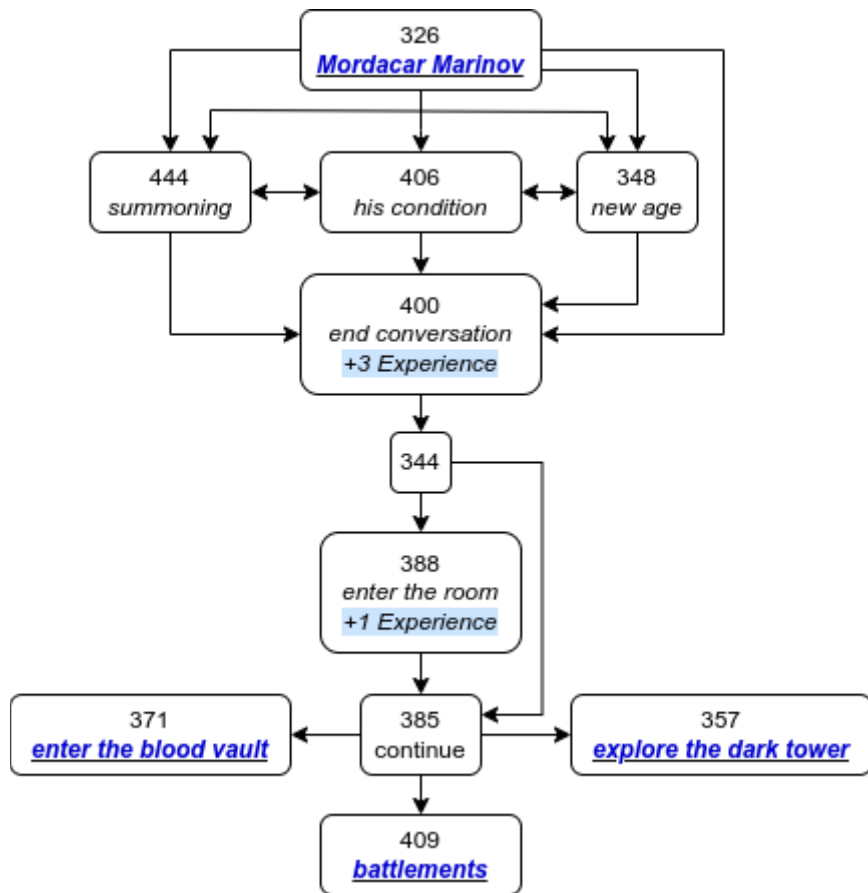


Ascend the stairs (324)

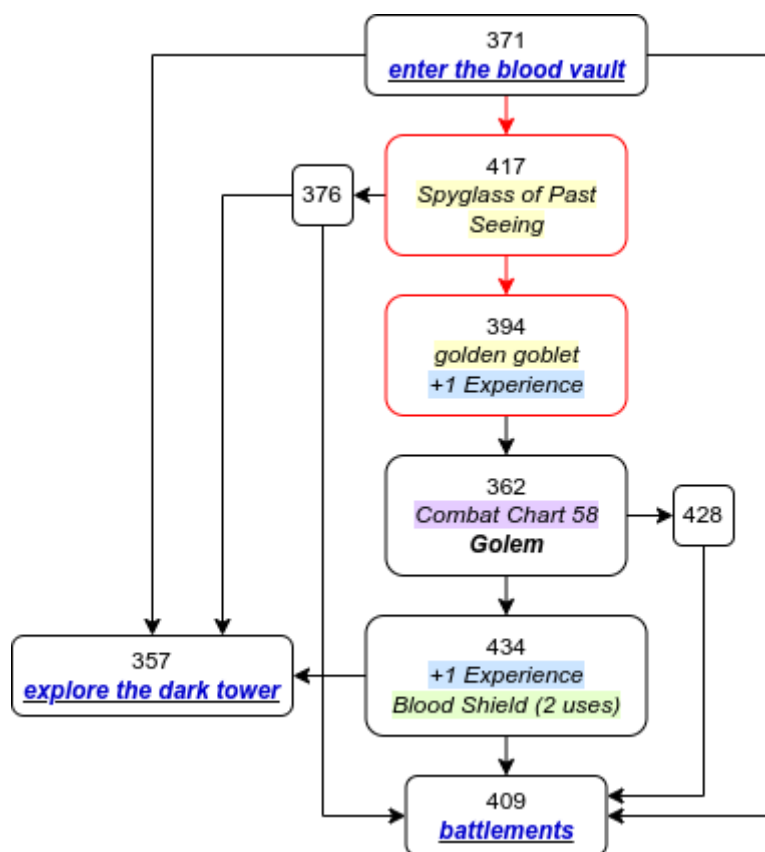


Vampire's Summit

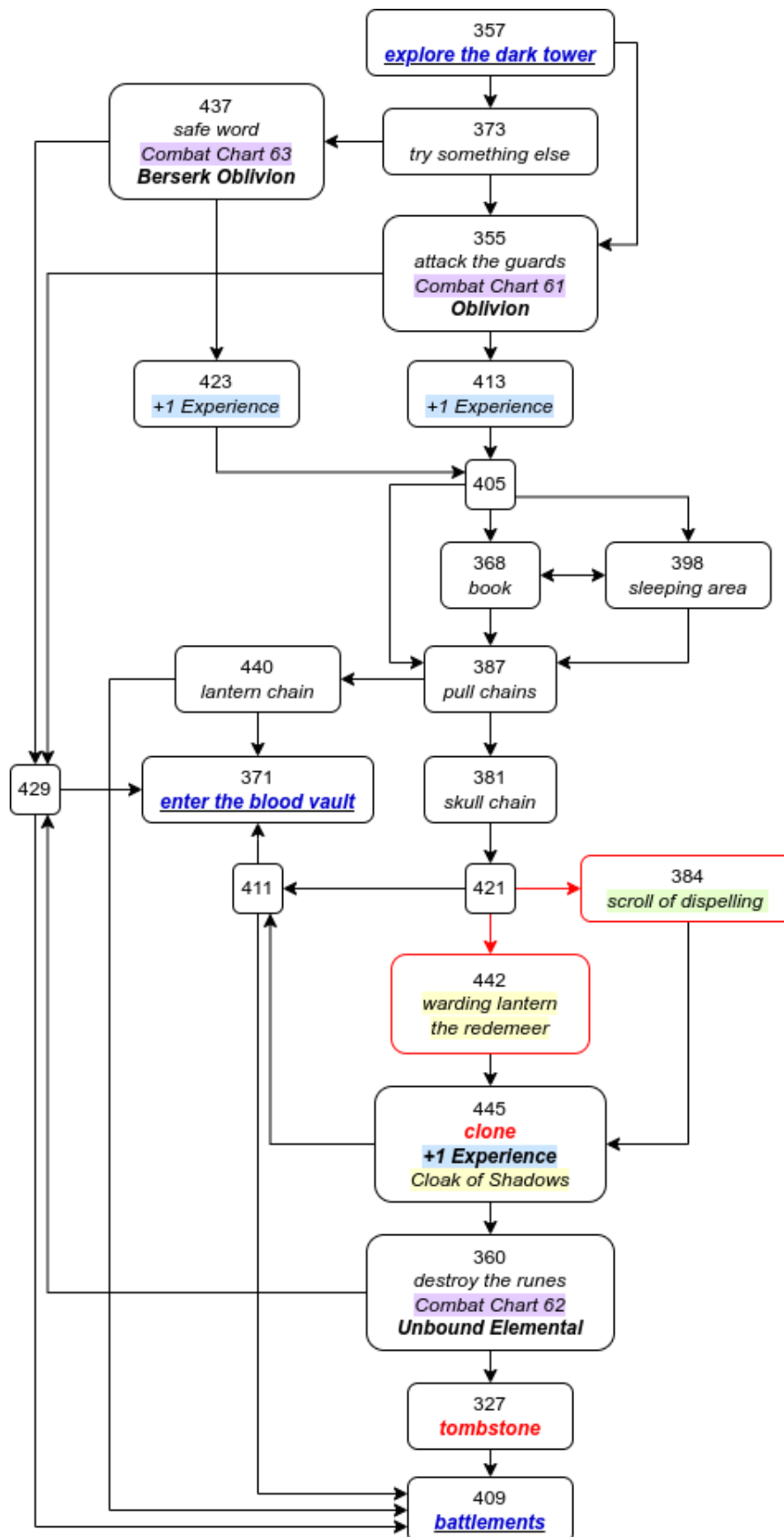
Mordacar Marinov (326)



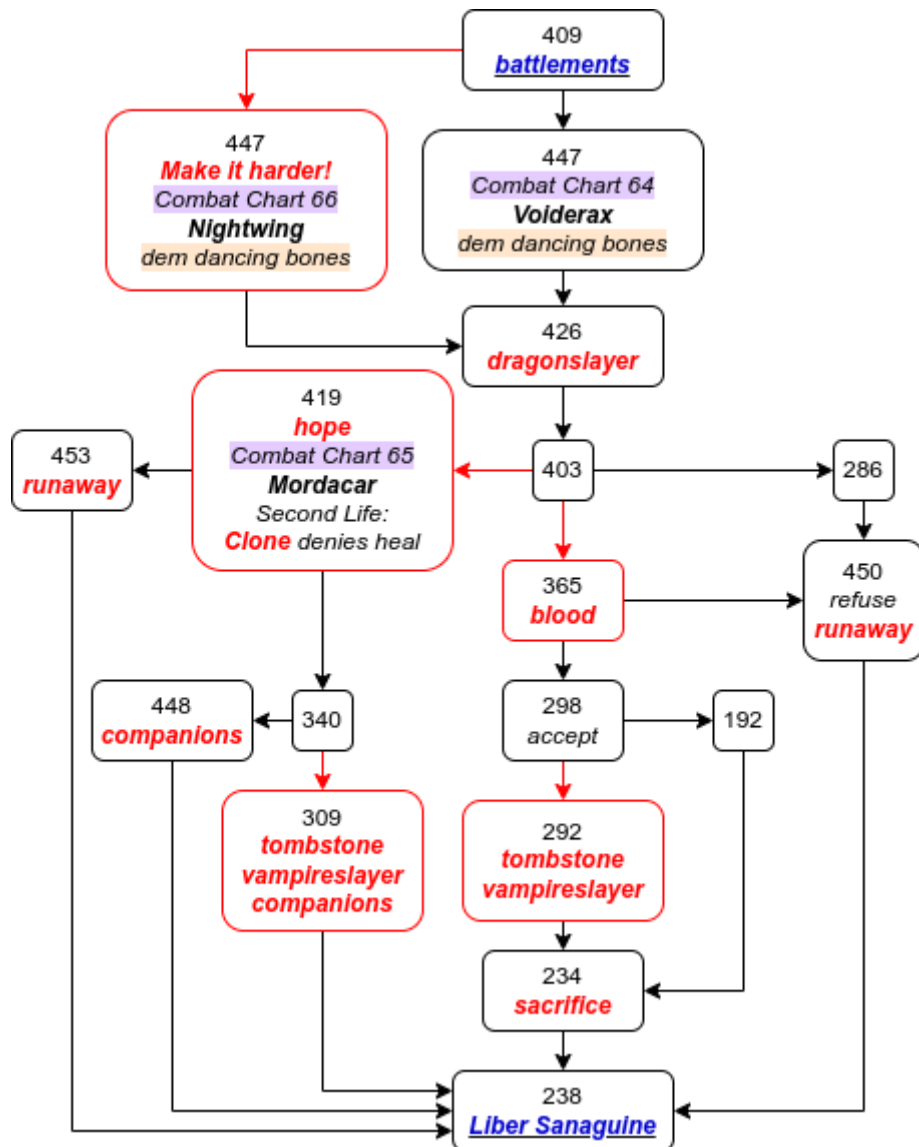
Enter the Blood Vault (371)



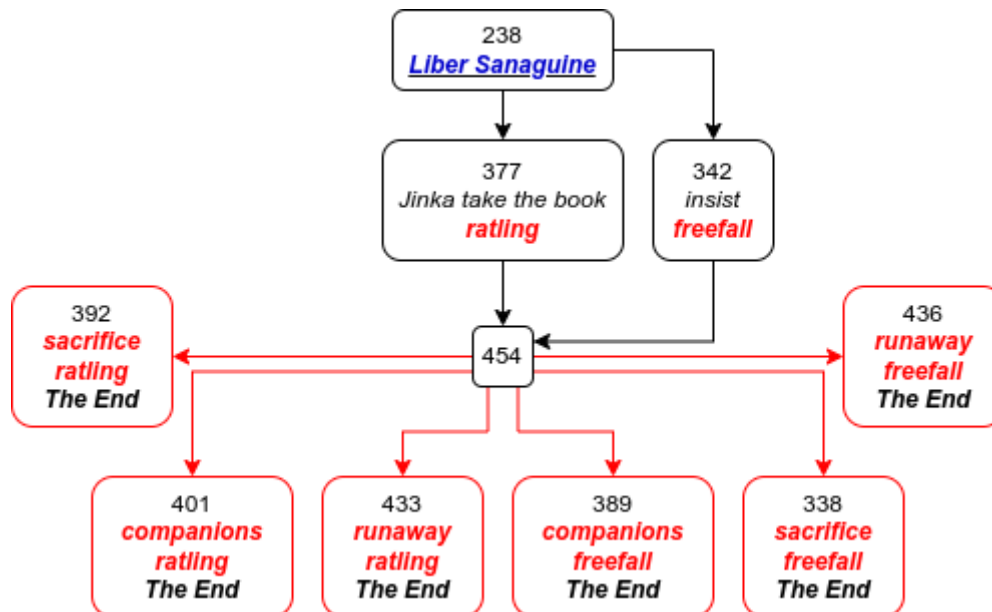
Explore the Dark Tower (357)



Battlements (409)



Liber Sanaguine (238)



Treasures

Some of these may count towards a *special achievement* (see [Achievements](#)), others may prove useful later in your adventure. These items do not take up *backpack* space and can simply be noted down on your *Team Sheet*.

Bag o’ Loot

A collection of coinage and precious gemstones.

This treasure, along with [Harmonious Harp](#) and [Darkwater Pearl](#), is part of the [Greed Before Need](#) achievement that gives to your team the special item *Advanced Thieves’ Tools*.

Baleful Lantern

A dark light glows from within, emanating an aura of unsettling dread. Whilst your team keeps this in their inventory, they start each combat with 1 less health.

This treasure can be found in the [Around the fire](#) section; you need the choice-word **mire** (Entry 184) to fight and defeat the **Lake sludges** (Combat Chart 20) in order to obtain 1 point of *experience*, the *Baleful Lantern* and the [Fungal Slime](#) (Entry 222).

It will be useful in these sections:

1. [Crystal Island](#); if you have the *Baleful Lantern* or the [Sunblind salve](#) you will obtain 1 point of *experience* and the chance to unlock the fight with the **Toad Dragon** (Combat Chart 56), once defeated you will get 2 points of *experience* and the treasure [Bag o’ Loot](#)
2. [The Black Mausoleum](#) dungeon; once completed it (Entry 350) *Jinka* must return the sword (Entry 386) in order to obtain 1 point of *experience* and replace the *Baleful Lantern* with the [Warding Lantern](#).

Blood Howl (**Legendary**)

The infamous helm of Nordson Galca, the Perovan king, renowned for his bloodthirsty savagery on the battlefield.

It can be found in the [Torchlight](#) section ([The Prejmere Catacombs](#)); to obtain this treasure you need the [Bone Wand of Air](#) and you must defeat the **Grave wolves** (Combat chart 23).

The *Blood Howl* will be useful in the [Lake](#) section; the team must stand their ground and fight (Entry 157), offer a treasure (Entry 49) and consign the *Blood Howl* (Entry 70) to obtain 1 point of *experience* and the choice-word **flock**.

Bone Wand of Air

A bone inscribed with the power of elemental spirits.

It can be found in the [The Ogre, the Trolls and the stinky](#) section ([The Prejmere Catacombs](#)); you can choose three different paths (number 2 is the best option that lead you to collect also the [Ogre’s Necklace](#)):

1. investigate the tunnel (Entry 22) and defeat the **Midden Heap** (Combat Chart 3) to obtain the treasure and 1 point of experience.
2. go to the left passage (Entry 63), attack the *Ogre* and defeat the **Kitchen Crew** (Combat Chart 17), so you can also collect the [Ogre’s Necklace](#), then investigate the tunnel (Entry 22) and defeat the **Midden Heap** (Combat Chart 3) to obtain the *Bone Wand of Air* and 1 point of experience.
3. go to the left passage (Entry 63), try something else (Entry 85), defeat the **Kitchen Crew** (Combat Chart 17), so you can also collect the [Ogre’s Necklace](#), then investigate the tunnel (Entry 22) and defeat the **Midden Heap** (Combat Chart 3) to obtain the *Bone Wand of Air* and 1 point of experience.

This treasure will be useful in the [Torchlight](#) section to obtain the [Blood Howl](#) legendary treasure, see related instructions.

You can also use the *Bone Wand of Air* in the [Make new friends](#) section; but this is not recommended because it isn’t the correct choice of how to use this item.

Cloak of Shadows (Legendary)

When using her quick aim ability, Scarlet may now target monster groups in any rank.

This treasure can be found in the [Explore the Dark Tower](#) section; you must have [The Redemeer](#) or the [Warding Lantern](#) (Entry 442) you can now destroy the *Simulacra* and record the choice-word **clone** in addition to 1 point of experience and the legendary treasure [Cloak of Shadows](#).

Corsair’s Swagger (Legendary)

The legendary tricorne hat of the infamous pirate captain, Horace Brinebeard, whose boundless greed brought a terrible curse upon himself and his crew.

It can be found in [The Mariner’s Descent](#) dungeon; Once completed the dungeon you must choose to add her coin (Entry 300) in order to obtain 1 point of experience and the *Corsair’s Swagger* treasure.

It will be useful to complete the [Heads Up](#) achievement.

Crimson Lens

A large ruby with a concave surface. Its shape and design hint at a purpose that might go beyond simply being a pretty bauble.

It can be found in the [Lake](#) section; you must choose to swim (Entry 108), descend the stairs (Entry 149) defeat the **Gaistlig Sisters** (Combat Chart 10) to obtain the *Crimson Lens*, 1 point of *experience* and also the [Pilgrim's Brooch](#) (Entry 143).

This treasure will be useful in the [Mariner's Descent](#) dungeon to obtain the [Spyglass of Past Seeing](#), see related instructions.

Darkwater Pearl (**Legendary**)

Although dull and yellowed with age, there is a hint of magic woven into the tiny runes carved onto its surface.

It can be found in the [Mists](#) section ([Mordant Hills](#)); the team must chase the goblin (Entry 89), ring the brass bell (Entry 190) and grab the treasure (Entry 59), the team can now leave the jetty (Entry 35).

This treasure, along with [Harmonious Harp](#) and [Bag o'Loot](#), is part of the [Greed Before Need](#) achievements that gives to your team the special item *Advanced Thieves' Tools*.

Elvish Tick Tock

A confusing array of gears, cogwheels and other machine parts that once powered some arcane contraption.

You can obtain it in [The Witchlight Citadel](#) dungeon (Entry 233) once you have defeated **Mortimer and the Furies** (Combat Chart 39).

It will be useful in the [Wreckage](#) section (Entry 218), in case you don't have the [Advanced Thieves' Tools](#), to obtain the choice-word **mend**.

Golden Goblet

A chalice of burnished gold, likely used for ceremonial purposes. Its decorative trim is inlaid with a number of sparkling precious jewels.

You can obtain this treasure in the [Slaada](#) section, the 2nd option is the best:

1. you can choose Whittle's interaction and fight the **Silverfin Brothers** (Combat Chart 59) to obtain the *Golden Goblet* and the choice-word **slippery**.
2. you can choose Scarlet's interaction and collect the [Snakeskin Balm](#) and the choice-word **snoop**; fight the **Silverfin Brothers** (Combat Chart 59) to obtain the choice-word **slippery** thanx to the *Golden Goblet*.

This treasure will be useful in the [Enter the blood Vault](#) section; you need the [Crimson Lens](#) and subsequently the [Spyglass of Past Seeing](#), see related instructions; once you have the *Spyglass of Past Seeing*, you can use the *Golden Goblet* to obtain 1 point of *experience*

(Entry 394) and subsequently by defeating the **Golem** (Combat Chart 58) you can also retrieve the [Blood Shield](#) obtaining 1 point of experience (Entry 434).

Grotto Morels

Potent fungi found in deep cave systems and often used in alchemical recipes.

This treasure can be found in the [The bloomin' Crimson Eagles'](#) section; you must pretend to be camp inspectors (Entry 110) to obtain it.

This treasure will be useful in the section [Bert Crow](#); when you end the conversation (Entry 24) consign the *Grotto Morels* to Bert in order to obtain the choice-word **recall** (Entry 208).

Night Shade (**Legendary**)

A dark and mouldy shroud imbued with necrotic energies.

It can be found in the [Examine the chest](#) section ([The Prejmere Catacombs](#)); to obtain this treasure you need the [Silver Key](#) and the [Scroll of Dispelling](#). Once used and removed these items you will obtain a **Life Gem**; now the team must head down the secret stairs (Entry 122) and defeat the **Rattlebones** (Combat Chart 6) to collect the *Night Shade*, you can now continue in the [Explore the study](#) section.

Ogre's Necklace

A good clean and polish might fool someone into thinking this is valuable.

It can be found in the [The Ogre, the Trolls and the stinky](#) section ([The Prejmere Catacombs](#)); you can choose two different paths:

1. Go to the left passage (Entry 63), attack the Ogre and defeat the **Kitchen Crew** (Combat Chart 17) to obtain the [Ogre's Necklace](#), then investigate the tunnel (Entry 22) and defeat the **Midden Heap** (Combat Chart 3) to collect also the [Bone Wand of Air](#) and 1 point of experience.
2. Go to the left passage (Entry 63), try something else (Entry 85), defeat the **Kitchen Crew** (Combat Chart 17) to obtain the [Ogre's Necklace](#), then investigate the tunnel (Entry 22) and defeat the **Midden Heap** (Combat Chart 3) to collect also the [Bone Wand of Air](#) and 1 point of experience.

This treasure will be useful in the [Make new friends](#) section; when you offer a treasure (Entry 33) consign the *Ogre's Necklace*, or the [Wedding bands](#), (Entry 142) to obtain the command word (Abacad) and 1 point of experience.

Pilgrim's Brooch

A silver piece of jewellery adorned with religious symbols and inscribed with holy sermons of protection and safe travel.

It can be found in the [Lake](#) section; you must choose to swim (Entry 108), descend the stairs (Entry 149) defeat the **Gaistlig Sisters** (Combat Chart 10) to obtain the *Pilgrim's Brooch*, 1 point of experience and also the [Crimson Lens](#) (Entry 143).

This treasure will be useful in these two sections:

1. [Corrupted landscapes](#); follow the root bridge (Entry 72), you can skip the **Bridge of woe** fight (Combat Chart 43) if you have the *Pilgrim's Brooch* (Entry 262) obtaining 1 point of experience.

Note: in this section it's better use follow the other route, the stone bridge (Entry 118), solve the puzzle and collect the [Dryad Arrows](#).

2. [Sunken ruins](#); in this section the *Pilgrim's Brooch* (or the [Featherlight Potion](#)) is essential, for Johan, to obtain [The Redeemer](#) or a **Life Gem** depending on the choices to deny or accept the offer of the statue (Entry 23).

Silver Key

A small plain-looking key that glows with a strange magical radiance.

It can be found in the [Pillared hall](#) section; you need the choice-word **escape** to reach the jagged rift (Entry 127), and ask for help to Nettles (Entry 153) to obtain the Silver Key.

This treasure will be useful in the [Examine the chest](#) section but you need also a [Scroll of Dispelling](#) to open the chest (Entry 107) and collect a **Life Gem**, now you can remove both the *Silver Key* and the *Scroll of Dispelling*; you can also continue along the secret stairs and collect the [Night Shade](#), see related instructions.

Spiderlace Webcaps

Large black fungi containing powerful toxins.

It can be found in the [Hide](#) section ([The Prejmere Catacombs](#)); once reached the webbed tunnel (Entry 7) attempt to retrieve the backpack (Entry 67), defeat the **Webbed Skeletons** (Combat Chart 8), retrieve the [Scroll of Dispelling](#) and continue down the webbed tunnel (Entry 13), defeat **Arachnoxia** (Combat Chart 11) to collect the *Spiderlace Webcaps* and 1 point of experience; you can now continue into the next section [The Ogre, the Trolls and the stinky](#).

The *Spiderlace Webcaps* will be useful in the [The Ogre, the Trolls and the stinky](#) section; go to the left passage (Entry 63), try something else (Entry 85) and consign the mushrooms (Entry 116) to obtain 1 point of *experience* and the choice-word ***garnish***.

Spyglass of Past Seeing

An enchanted relic from far-flung shores that gifts its viewer a magical insight into past events.

To obtain this treasure you need the [Crimson Lens](#); once you have entered the [Mariner's Descent](#) dungeon and have defeated the **Skeleton Crew** (Combat Chart 24), you can now use the *Crimson Lens* to retrieve the *Spyglass of Past Seeing* (Entry 95).

This treasure will be useful in the [Enter the blood Vault](#) section; you can now use the [Golden Goblet](#) to collect 1 point of *experience* (Entry 394) and subsequently by defeating the **Golem** (Combat Chart 58) you can also retrieve the [Blood Shield](#) obtaining 1 point of *experience* (Entry 434).

The Redeemer

A sword imbued with holy light, now shining as a beacon of hope against the darkness.

This treasure can be found in the [Sunken ruins](#) section; you need the [Pilgrim's Brooch](#) (or the [Featherlight Potion](#)) to deny the offer (Entry 23) and defeat the **Rat King** (Combat Chart 27) in order to obtain *The Redeemer* and consequently the disadvantage *Weakened vigour* (Johan cannot use a super ability in the first round of combat).

It will be useful in the [Explore the Dark Tower](#) section; if you have the *Redeemer* or the [Warding Lantern](#) (Entry 442) you can destroy the *Simulacra* and record the choice-word ***clone*** in addition to 1 point of *experience* and the legendary treasure [Cloak of Shadows](#).

Warding Lantern (**Legendary**)

A bright light glows from within, causing pain to those of ill intent. Once per combat you may deal 2 damage to any monster group.

This treasure can be found in the [The Black Mausoleum](#) dungeon; you need the [Baleful Lantern](#) to obtain it, see related instructions. Once completed the dungeon (Entry 350) Jinka must return the sword (Entry 386) in order to obtain 1 point of *experience* and replace the *Baleful Lantern* with the [Warding Lantern](#).

It will be useful in the [Explore the Dark Tower](#) section; if you have *Warding Lantern* or the [Redeemer](#) (Entry 442) you can destroy the *Simulacra* and record the choice-word ***clone*** in addition to 1 point of *experience* and the legendary treasure [Cloak of Shadows](#).

Backpack Items

As you battle your way through the caves, tombs and dungeons arrayed against you, your party will discover many magical and mysterious items. Some of these are classed as backpack items and can be recorded in the backpack section of your Team Sheet. You can carry 2 backpack items per available hero in your team. Due to limited backpack space, you may have to make difficult decisions as to what items to keep and what items you will discard. Backpack items typically have a number of temporary benefits, which can help you in combat. For example, you might discover a healing potion that allows you to restore team health during a combat or a spell that will deal damage to a group of monsters.

- All backpack items have a number of uses. Once they are used up, then the backpack item should be removed from your Team Sheet.
- In combat, you can only use one backpack item per combat round.

Antivenom (1 use)

Use at the start of a combat to ignore the venom hazard.

It can be found in the [Investigate the shelves](#) section (Entry 32).

Banshee’s Wail (2 uses)

Can be used once in a combat round to deal 2 damage to a monster group in rank 2.

You can obtain it in the [Mists](#) section (Entry 45); you must move towards the ruins (Entry 193), steal the box (Entry 83) and defeat the **Banshee** (Combat Chart 26) in order to collect this item.

Note: by doing so, you can’t unlock the [Witchlight Citadel](#) dungeon.

Bert’s Bustin Brew (2 uses)

Use once in a combat round to heal 3 health and ignore the bleed hazard for this round.

It can be found in the [Sassy Sue](#) section (Entry 224); you need the choice-word **recall** to obtain it, see related instructions.

Blood Shield (2 uses)

Use once in a combat round to ignore damage from one monster group and restore 2 health to your team.

It can be found in the [Enter the Blood Vault](#) section (Entry 434); you need the [Crimson Lens](#) and subsequently the [Spyglass of Past Seeing](#), see related instructions; once you have the [Spyglass of Past Seeing](#), you can use the [Golden Goblet](#) to obtain 1 point of [experience](#)

(Entry 394) and subsequently by defeating the **Golem** (Combat Chart 58) you can finally retrieve the *Blood Shield* obtaining 1 point of experience (Entry 434).

Note: once recorded this item, you have also completed the [Blood ‘n Guts](#) achievement.

Bone Arrows (3 uses)

Instead of using Scarlet’s basic ability, deal 2 damage to any monster group in rank 1 or 2.

They can be found at the beginning of [The Black Mausoleum](#) dungeon by opening the chests (Entry 332).

Book of Curses (2 uses)

Use once in a combat round to target a monster group with the block hazard. They take 2 damage and their block ability is ignored for this combat round.

It can be found by completing [The Witchlight Citadel](#) dungeon (Entry 218). together with 1 point of experience.

Book of Spiteful Missiles (2 uses)

Use once in a combat round to deal 1 damage to a monster group in the third rank.

It can be found in the [Double Doors](#) section; you need the [Featherlight Potion](#), see related instructions, to obtain 1 point of experience and the [Book of Spiteful Missiles](#) (Entry 420).

Choking Bracers (2 uses)

Use once in a combat round to deal 1 damage to a monster group in the first rank.

They can be found in the [Search of the bedroom](#) section; you must open the wooden trunk (Entry 185), fight and defeat the **Shadow Mimic** (Combat Chart 12) to obtain them (Entry 117).

Cursed Coin

Scarlet must keep this in her backpack for the remainder of the adventure and may not replace it with another backpack item.

It can be found by completing [The Mariner’s Descent](#) dungeon and choosing (bad idea!) to keep the coin (Entry 320).

Note: it’s a cursed coin...what would you have expected?...Scarlet now have one less backpack space...

Dryad Arrows (3 uses)

Instead of using Scarlet’s basic ability, deal 2 damage to any monster group in rank 1 or 2.

They can be found in the [Corrupted Landscape](#) section; you must go the stone bridge (Entry 118) and solve the puzzle to obtain these items (Entry 169).

Featherlight Potion (2 uses)

A special brew that will make your team as light as a feather.

You can find it in [The Witchlight Citadel](#) (Entry 203).

Note: you may take only one potion, [Sunblind Salve](#) or *Featherlight Potion*.

It will be useful in these sections:

1. [Sunken ruins](#); in this section the *Featherlight Potion* (or the [Pilgrim’s Brooch](#)) is essential, for Johan, to obtain [The Reedemer](#) or a [Life Gem](#) depending on the choices to deny or accept the offer of the statue (Entry 23).
2. [Double Doors](#); you need it to obtain 1 point of *experience* and the [Book of Spiteful Missiles](#) (Entry 420).

Fungal Slime (2 uses)

Use once in a combat round to stop a monster group in rank 1 or 2 from dealing damage to your team.

It can be found in the [Around the fire](#) section; you need the choice-word [mire](#) (Entry 184) to fight and defeat the [Lake sludges](#) (Combat Chart 20) in order to obtain 1 point of *experience*, the [Baleful Lantern](#) and the *Fungal Slime* (Entry 222).

Gaseous Maximus (1 use)

Transform a team member into a floating ball of marsh gas.

It can be found in the [Marsh Lights](#) section (Entry 219), once you have defeated the [Salamanders](#) (Combat Chart 41), together with the [Infusion Tonic](#) and 1 point of *experience*.

It will be useful in the [Tunnel](#) section to avoid the [Purple Worm](#) fight (Entry 284) obtaining 1 point of *experience*.

Note: If you have the *Water Breathing* (see [spawn](#) choice-word) you must fight the [Purple Worm](#) (Combat Chart 38).

Grotseed Grog (2 uses)

Use once in a combat round to restore 2 health to your team.

You can find it in one of these sections:

- [Double Doors](#); you need to continue (Entry 427), fight and defeat the **Welcome Ambush** (Combat Chart 54) in order to obtain 1 point of experience and the Grotseed Grog (Entry 435).
- [Ascend the stairs](#); once ended the conversation (Entry 391), you must ambush and defeat the **Welcome Ambush** (Combat Chart 54) in order to obtain 1 point of experience and the Grotseed Grog (Entry 435).

Harmonious Harp (2 uses)

Can be used once in a combat round to stop a monster group dealing damage.

To obtain this item you need the [Spiderlace Webcaps](#), see related instructions.

Once you have this treasure a “culinary” mini-quest will start, in [The Ogre, the Trolls and the stinky](#) section, by unlocking the choice-word [delivery](#) (Entry 116 and 4), after this you can collect the choice-word [escape](#) and then you can obtain the *Harmonious Harp* backpack item.

This treasure, along with [Bag o’Loot](#) and [Darkwater Pearl](#), is part of the [Greed Before Need](#) achievement that gives to your team the special item Advanced Thieves’ Tools.

Hydra Scales (1 use)

Use once in a combat round to ignore the damage from one monster group.

It can be found in [The bloomin’ Crimson Eagles’](#) section; you must choose to be adventurers (Entry 80) and defeat the **Cave Hydra** (Combat Chart 45) to obtain this item, along with the [Lightning Gland](#) (Entry 243).

Note: if you choose this path you can’t get the [Grotto Morels](#).

Infusion Tonic (2 uses)

Use once in a combat round to restore a super ability that a hero has already used.

It can be found in the [Marsh Lights](#) section (Entry 219), once you have defeated the **Salamanders** (Combat Chart 41), together with the [Gaseous Maximus](#) and 1 point of experience.

Light's Hope (3 uses)

Use once during a combat round to deal 1 damage to a monster group and heal 2 team health.

You can find it in [The Black Mausoleum](#) dungeon; once completed it (Entry 350), Jinka must return the sword (Entry 386) and if you don't have the [Baleful Lantern](#) you can acquire the *Light's Hope* and 1 point of experience (Entry 366).

Lightning Gland (2 uses)

Use once in a combat round to deal 2 damage to a monster group in rank 1 or 2.

It can be found in [The bloomin' Crimson Eagles'](#) section; you must choose to be adventurers (Entry 80) and defeat the **Cave Hydra** (Combat Chart 45) to obtain this item, along with the [Hydra Scales](#) (Entry 243).

Note: if you choose this path you can't get the [Grotto Morels](#).

Mirror of Reflection (1 use)

Use at any time to unlearn your heroes' abilities and regain their cost in experience points. You may then re-spend those points as you wish.

You can find it in the [Continue along the beach](#) section; choose to investigate the ruins (Entry 331) and then the *Whittle* option (Entry 271) to obtain this useful item.

Note: this is a helpful item, especially in the first run where you are still familiarizing with the game and wanna rearrange your team's abilities.

Pot of Healing (2 uses)

Use once in a combat round to restore 2 health to your team.

It can be found in the [Investigate the shelves](#) section (Entry 32).

Right Hook (3 uses)

Use once in a combat round to deal 1 damage to a monster group that has the block hazard.

You can find it in the [Wreckage](#) section; once you have defeated **Keel Haul** (Entry 347) you can obtain the *Right Hook*.

Rockbreaker (2 uses)

Use once in a combat round to ignore the block hazard for this round.

It can be found in the [Dragon Archway](#) section; you need the **sentry** choice-word to unlock the **Search Party** fight (Combat Chart 4) and subsequently the *Rockbreaker* (Entry 207).

Satyr’s Tooth (2 uses)

Instead of using Johan’s basic ability, deal 2 damage to any monster group in rank 1 and restore 2 health to your team.

You can find it in the [Stony Trail](#) section; you must solve the puzzle (Entry 66) and then choose to take the blade (Entry 57).

Scroll of Dispelling (1 use)

Use to break or weaken magical enchantments.

1. You can find it in the [Hide](#) section once you have defeated the **Webbed Skeletons** (Combat Chart 8).

It can be useful in the:

- [Make new friends](#) section (Entry 150); but this is not the tight choice to make.
 - [Pillared Hall](#) section (Paragraph 145); but this is not the tight choice to make since you miss a lot of narrative and important items.
 - [Examine the chest](#) section (Entry 107); you need also the [Silver Key](#) treasure to retrieve the **Life Gem** and the [Night Shade](#). This is the right place to use it.
2. You can find another *Scroll of Dispelling* in [The Hollows](#) section (Entry 339); you need the [Brass Key](#) or the [Advanced Thieves’ Tools](#) to free the *wreekin* and befriend it to obtain **1 point of experience** and the *Scroll of Dispelling*.

It can be useful in the [Explore the Dark Tower](#) section (Entry 384) in case you don’t have the [Baleful Lantern](#) or [The Reedemer](#) to obtain the **clone** choice-word, **1 point of experience** and the [Cloak of Shadows](#).

Snakeskin Balm (2 uses)

Use at the start of a combat to ignore the bleed hazard.

You can find it in the [Slaada](#) section (Entry 296); Scarlet found it by investigating the bags.

Sunblind Salve (1 use)

A protective balm to shield against bright and dazzling light sources.

You can find it in [The Witchlight Citadel](#) (Entry 203).

Note: you may take only one potion, *Sunblind Salve* or [Featherlight Potion](#).

It will be useful in the [Crystal Island](#) to get **1 point of experience** and unlock the **Toad Dragon** fight (Entry 390), as an alternative option in case you don’t have the [Baleful Lantern](#).

Venom Fang (2 uses)

Use once in a combat round to deal 2 damage to a monster group in rank 1.

It can be found in the [Webbed pathway](#) section (Entry 17) right after the **Brood Mother** fight (Combat Chart 29).

Wedding Bands (2 uses)

Use once in a combat round to restore 2 health to your team.

They can be found in the [Hide](#) section; you must solve the riddle (Entry 46) to obtain this item and 1 point of experience.

This item can be useful in the [Make new friends](#) section (Entry 142) to obtain the command word (*Abacad*) and 1 point of experience, avoiding a fight with the **Goblin Horde** (Combat Chart 1).

Achievements

Dem Dancing Bones

If your team wins 8 battles against skeletal opponents then your team gain the following super ability:

Dead Good – your team no longer suffers health damage from the **Bleed Hazard**.

Note: the **Bleed Hazard** is a very annoying penalty and you should complete this achievement as soon as possible, so your next run would be a lot way easier.

These are all the “skeletal” combats in the game:

1. Combat Chart 8 ([Hide](#) section)
2. Combat Chart 21 ([Pillared Hall](#) section)
3. Combat Chart 6 ([Examine the chest](#) section)
4. Combat Chart 32 ([Mists](#) section)
5. Combat Chart 31 ([The Witchlight Citadel](#) dungeon)
6. Combat Chart 24 ([The Mariner’s Descent](#) dungeon)
7. Combat Chart 42 ([The Mariner’s Descent](#) dungeon)
8. Combat Chart 48 ([The Black Mausoleum](#) dungeon)
9. Combat Chart 64 ([Battlements](#) section)

This is the full list of the Combat Charts that include the **Bleed Hazard**, as you can see you can save a lot of troubles by fulfilling this achievement:

1. Combat Chart 2 ([Corrupted landscape](#) section)
2. Combat Chart 6 ([The Black Mausoleum](#) dungeon)
3. Combat Chart 7 ([The Witchlight Citadel](#) dungeon)
4. Combat Chart 13 ([Lake](#) section)
5. Combat Chart 18 ([Stony trail](#) section)
6. Combat Chart 23 ([Torchlight](#) section)
7. Combat Chart 24 ([The Mariner’s Descent](#) dungeon)
8. Combat Chart 25 ([Read the journal](#) section)
9. Combat Chart 27 ([Sunken ruins](#) section)

10. Combat Chart 31([The Witchlight Citadel](#) dungeon)
11. Combat Chart 36 ([The Mariner’s Descent](#) dungeon)
12. Combat Chart 37 ([Stony trail](#) section)
13. Combat Chart 40 ([Continue along the beach](#) section)
14. Combat Chart 42 ([The Mariner’s Descent](#) dungeon)
15. Combat Chart 43 ([Corrupted landscape](#) section)
16. Combat Chart 45 ([The Bloomin’ Crimson Eagles’](#) section)
17. Combat Chart 46 ([The Mariner’s Descent](#) dungeon)
18. Combat Chart 47 ([Sassy Sue](#) section)
19. Combat Chart 48 ([The Black Mausoleum](#) dungeon)
20. Combat Chart 50 ([Wreckage](#) section)
21. Combat Chart 54 ([Ascend the stairs](#) section)
22. Combat Chart 56 ([Crystal Island](#) section)
23. Combat Chart 58 ([Enter the Blood Vault](#) section)
24. Combat Chart 60 ([The Black Mausoleum](#) dungeon)
25. Combat Chart 61 ([Explore the Dark Tower](#) section)
26. Combat Chart 63 ([Explore the Dark Tower](#) section)
27. Combat Chart 65 ([Battlements](#) section)
28. Combat Chart 66 ([Battlements](#) section)

End Game Heroes

If your team acquire the words [Dragonslayer](#) and [Vampireslayer](#) then your team gain the following special item:

[Book of Bragging](#) – be sure to tell all your friends just how wonderful and amazing you are!

Note: this achievement has no impact in the game...but in real life! Priceless.

Greed Before Need

If your team acquire the the [Harmonious Harp](#), [Darkwater Pearl](#) and [Bag o’Loot](#) then your team gain the following special item:

[Advanced Thieves’ Tools](#) – perfect for getting into places you’re not supposed to!

This special item will be useful in these sections:

1. [Examine the chest](#)
2. [Wreckage](#)
3. [The Mariner’s Descent](#) dungeon
4. [The Hollows](#)

Note: there is always an alternative to this item, but you should get it to have different strategic options during your next runs.

Heads Up

If your team acquire [Blood Howl](#), [Night Shade](#) and [Corsair’s Swagger](#) then your team gain the following super ability:

Head Start – your team start their adventure with one extra **Life Gem**.

Note: this is a must-have super ability, plan carefully your path so to obtain all those legendary treasures.

One Shot Wonder

If your team complete the [Witchlight Citadel](#), the [Mariner’s Descent](#) and the [Black Mausoleum](#) then your team gain the following super ability:

Dungeon crawlers – your team start their adventure with **2 experience points**.

Note: another must-have super ability, that gives a very good bonus to start your adventure; those dungeons are tough but not to be missed.

Toxic Trauma

If your team wins 6 battles against opponents with the **Venom Hazard** then your team gain the following super ability:

Toxic Immunity – your team no longer suffers health damage from the **Venom Hazard**.

Note: same story of the **Bleed Hazard**, do your best to complete this achievement and remove this hazard for your next runs.

Combat Chart 2 ([Corrupted landscape](#) section)

Combat Chart 9 ([Webbed pathway](#) section)

Combat Chart 22 ([Sunken ruins](#) section)

Combat Chart 27 ([Sunken ruins](#) section)

Combat Chart 29 ([Webbed pathway](#) section)

Combat Chart 35 ([The Bloomin’ Crimson Eagles’](#) section)

Combat Chart 57 ([The Black Mausoleum](#) section)

Combat Chart 59 ([Slaada](#) section)

Bonus Achievements

These bonus achievements are Combat Pad’s exclusive; **DestinyQuest: Combat Pad** is currently available in **Paperback** from [Troubador](#), [Amazon \(UK\)](#), [Amazon \(US\)](#) and other online and high street retailers.

Blood ‘n Guts

If your team acquire the [Blood Shield](#) then your team gain the following super ability:

Blood Burst – once per combat your team may deal 3 damage to a monster group with the **Bleed Hazard**.

Note: amazing combo with the **Dead Good** super ability!

Toadalicious!

If your team defeat the **Toad Dragon** then your team gain the following super ability:

Leap Frog – Johan Rodere’s **Leaping Strike** ability can now target a monster group in any rank.

Toad Dragon is located in the [Crystal Island](#) section (Combat Chart 56).

Note: this is a game-changer, Johan can now use super ability against some vicious enemy well hidden in the enemy’s lines.

Make It Harder!

If your team defeat the **Dark Queen** and **Berserk Oblivion** then your team gain the following bonus:

Hardcore Mode – your team may replace the **Voiderax** battle (Combat Chart 64) with the **Night Wing** battle (Combat Chart 66).

Dark Queen is located in [The Black Mausoleum](#) dungeon, while **Berserk Oblivion** is situated in the [Explore the Dark Tower](#) section; **Voiderax** is located in the [Battlements](#) section.

Note: this is the ultimate challenge; do it only after have completed all the achievements and fully equipped with **Life Gems** and backpack items...good luck!

Other items

Brass Key

It can be found in section once defeated the **Lift Guards** (Entry 288).

It will be useful always in *The Hollows* section (Entry 367) in case you don't have the *Advanced Thieves' Tools* to free the *wrekin* and befriend it to obtain 1 point of experience and the *Scroll of Dispelling*.

Choice-Words

Blood

You can acquire it in the *Traveller Camp* section by agreeing to have the cards read by *Rhoda* (Entry 151); choose the blood moon (Entry 216) to discover *Scarlet's* gloomy future and record this choice-word.

Note: this choice will define the final stages of the adventure!

It will be useful in the *Battlements* section; once defeated the **Voiderax** (or **Nightwing**) if you have the *blood* choice-word (Entry 365) you can:

- refuse (Entry 450), in order to obtain the choice-word *runaway* and continue in the last section *Liber Sanaguine*.
- or accept *Mordacar's* offer (Entry 298):
 - if you have the choice-word *tombstone* (Entry 292) you'll get the *vampireslayer* and subsequently the *sacrifice* (Entry 234) choice-word; you can now continue in the last section *Liber Sanaguine*.
 - if you don't have the choice-word *tombstone* (Entry 192) you'll get the *sacrifice* choice-word (Entry 234); you can now continue in the last section *Liber Sanaguine*.

Bond

You can acquire it in the *Webbed pathway* section (Entry 246); you need the *heart* choice-word in order to register it, see related instructions.

It will be useful in the *Campfire* section (Entry 68) to obtain the choice-word *hope*.

In the *Sassy Sue* section if you have the choice-word *guilt* (Entry 217) you must remove *bond*.

Clone

You can record it in the [Explore the Dark Tower](#) section; you need the [Warding Lantern](#) or [The Redeemer](#) (Entry 442) or the [Scroll of Dispelling](#) (Entry 384) to obtain it, see related instructions.

Once destroyed the *simulacra* (Entry 445) you can record this choice-word, get 1 point of *experience* and the [Cloak of Shadows](#).

Note: this will weaken **Mordacar** in the [Battlements](#) section’s fight, denying his healing ability (Combat Chart 65).

Companions

You can collect in the [Battlements](#) section; you need the *hope* choice-word to fight and defeat **Mordacar** (Entry 419) then if you have (Entry 309) or not (Entry 448) the *tombstone* choice-word you can register the *companions* choice-word.

It will define the ending of the book if you have also the *ratling* (Entry 401) or *freefall* (Entry 389) choice-word.

Delivery

To obtain this choice-word you need the [Spiderlace Webcaps](#) and the *garnish* choice-word, see related instructions.

It’s part of a “culinary” mini-quest within [The Ogre, the Trolls and the stinky](#) section, once unlocked the choice-word *delivery* (Entry 116 and 4), you can register the choice-word *escape* and then you can obtain the [Harmonious Harp](#) backpack item.

Digest

You can collect it in the [Read the journal](#) section (Entry 77); its purpose is to avoid a loop if you access again to this section.

Dragonslayer

You can acquire this title when your team defeat **Voiderax** (Combat Chart 64) or **Nightwing** (Combat Chart 66) in the [Battlements](#) section.

It is mandatory, together with *vampireslayer*, to fulfil the [End Game Heroes](#) achievement .

Escape

To obtain it you must collect the [Spiderlace Webcaps](#) and subsequently these choice-word: *garnish* and *delivery*, see relative instructions.

This choice-word will be crucial in the [Pillared hall](#) section (Entry 127) to unlock the conversation with *Nettles* and the precious [Silver Key](#).

Flock

To obtain it you need the [Blood Howl](#) treasure, see related instructions; once you reach the [Lake](#) section, choose to fight the pack (Entry 157) then offer a treasure (Entry 70) and consign the *Blood Howl* to get 1 point of *experience* and the choice-word *flock*.

It will be useful in the [Webbed Pathway](#) section to unlock a narrative sequence (Entry 195) and a possible hint to the dryad puzzle located in the [Corrupted Landscape](#) section if you choose the stone bridge (Entry 118).

Freefall

You can record it in the [Liber Sanaguine](#) section; you must insist to give the book to *Johan* (Entry 342) to obtain this choice-word.

This choice will define the ending of the book if you have also the *sacrifice* (Entry 338) or *companions* (Entry 389) or *runaway* (Entry 436) choice-word.

Fugitive

You can acquire it in the [Traveller Camp](#) section by keeping the bill of arrest (Entry 97); you will use it in the [Around the fire](#) section (Entry 206) to unlock a deep dialogue between *Johan*, *Scarlet* and *Whittle*, this also remove the choice-word *heart*.

Garnish

To obtain this choice-word you need the [Spiderlace Webcaps](#), see related instructions.

Once you have this treasure a “culinary” mini-quest will start, in [The Ogre, the Trolls and the stinky](#) section, by unlocking the choice-word *delivery* (Entry 116 and 4), after this you can collect the choice-word *escape* and then you can obtain the [Harmonious Harp](#) backpack item.

Guilt

You can collect it in the [Corrupted Landscape](#) section; after the **Sinister Sprigs** fight (Entry 257) you must offer assistance to help *Whittle* (Entry 237) and record this choice-word.

It will be helpful in the [Sassy Sue](#) section (Entry 217) to replace the choice-words *heart*, *bond* or *hope*.

Heart

You can acquire it in the [Traveller Camp](#) section by agreeing to have the cards read by Rhoda (Entry 151); choose the heart of thorns (Entry 168) to discover Scarlet’s intimate and traumatic memories and record this choice-word.

These are the sections where this choice-word will be useful:

- It will be removed in the [Around the fire](#) section, if you have the choice-word [fugitive](#).
- In the [Webbed pathway](#) (Entry 246) it will be replaced with the choice-word [bond](#).
- In the [Sassy Sue](#) section if you have the choice-word [guilt](#) (Entry 217) you must remove [heart](#).

Hope

You can register it in the [Campfire](#) section; you need the [bond](#) choice-word in order to obtain it, see related instructions.

It will be useful in the [Battlements](#) section to unlock the **Modacar**’s fight (Entry 419).

Note: In the [Sassy Sue](#) section if you have the choice-word [guilt](#) (Entry 217) you must remove [hope](#).

Mend

You can collect it in the [Wreckage](#) section; in order to get it (Entry 343) you need the [Elvish tik-tok](#) or the [Advanced Thieves’ Tools](#), see related instructions.

This allows you, once defeated **Keel Haul** (Combat Chart 50), to acquire a **Life Gem** (Entry 248).

Mire

You can acquire it in the [Lake](#) section; choose to swim across to the island (Entry 108) and then make camp and record this choice-word (Entry 136).

It will be useful in the [Around the fire](#) section; if you have it (Entry 184) you must fight the **Lake sludges** (Combat Chart 20).

Note: this choice-word is fundamental to obtain the [Baleful Lantern](#).

Oath

You can collect it in the [Mists](#) section by going in the direction of the ruins (Entry 193) and freeing the “skeleton” Viktor Magrin (Entry 164); [Oath](#) will be useful at the end of this section (Entry 179) to unlock the [Witchlight Citadel](#) dungeon (Entry 241, 52 and 213).

Ratling

You can record it in the [Liber Sanaguine](#) section; you must let *Jinka* take the book (Entry 377) to obtain this choice-word.

This choice will define the ending of the book if you have also the [sacrifice](#) (Entry 392) or [companions](#) (Entry 401) or [runaway](#) (Entry 433) choice-word.

Recall

You can record it in the [Bert Crow](#) section (Entry 208); you need the [Grotto Morels](#) to obtain it, see related instructions.

It will be useful in the [Sassy Sue](#) section (Entry 224) to obtain the [Bert’s Bustin Brew](#) backpack item.

Runaway

You can acquire it in the [Battlements](#) section, if you have:

- the [blood](#) choice-word (Entry 365); you must refuse the offer (Entry 450) and record [runaway](#).
- the [hope](#) choice-word (Entry 419); if you lose the fight with **Mordacar** (Combat Chart 65) you can record [runaway](#).
- otherwise (Entry 286), you can now acquire it (Entry 450).

This will define the ending of the book if you have also the [freefall](#) (Entry 436) or [ratling](#) (Entry 433) choice-word.

Sacrifice

You can acquire it in the [Battlements](#) section; you need the [blood](#) and [tombstone](#) choice-word to obtain it, see related instructions.

This will define the ending of the book if you have also the [freefall](#) (Entry 338) or [ratling](#) (Entry 392) choice-word.

Saviour

You can collect it in the [Sillessa](#) section; you need the choice-word [trust](#) to obtain it, see related instructions.

It will be useful in the same section to avoid a penalty on *Whittle*; *Scarlet*’s previous help prevented him to suffer a severe trauma (Entry 304).

Sentry

You can collect it in the [Torchlight](#) section (Entry 98) by waking up the goblin.

This allows you to use the [Bone Wand of Air](#) in order to obtain the [Blood Howl](#), see related instructions.

If you have this choice-word, in the [Dragon archway](#) section (Entry 196) you must fight the **Search Party** (Combat Chart 4)...a little inconvenient but worth it, due to the essential discovery of the *Blood Howl*.

Slippery

You can collect it in the [Slaada](#) section; you need the [snoop](#) choice-word, see related instructions.

Note: You need [slippery](#) to collect the [Golden Goblet](#) (Entry 422).

Snoop

You can collect it in the [Slaada](#) section; *Scarlet* gets two opportunities to investigate the bags (Entry 296 and 596), first time you can acquire the [snoop](#) choice-word, the second time you replace it with [slippery](#) (to avoid a loop).

These events lead you to collect the [Golden Goblet](#) (Entry 422).

Spawn

You can record it in the [Mists](#) section; in order to get it you must skip the [oath](#) choice-word and the [Darkwater Pearl](#) treasure, so i suggest to collect it after you already played the book various times and having completed the other two options so to explore this alternative path.

You must chase the goblin (Entry 89), ring the brass bell (Entry 120) then offer something like a backpack item or a treasure (Entry 120) so to the have the option to drink (Entry 231) and record the choice-word [spawn](#).

In the [Marsh lights](#) / [Sunken ruins](#) sections (Entry 41) you'll understand the effect of the drink offered by the *Lady of the lake*.

This allows one of your team's character to have access to the *water breathing* ability, that will be very useful in:

- [The Mariner's Descent](#) dungeon (Entry 306) during the fight with the **Abyssal Kraken** (Combat Chart 46) by denying the *Drowning* penalty.
- [Tunnel](#) (Entry 379) to unlock the **Purple Worms** fight (Combat Chart 38); this fight is “easier” if played with *Scarlet* as the chosen hero who drunk the *water breathing* potion.

Thievery

You can acquire it in the [Examine the chest](#) section by using the [Advanced Thieves’ Tools](#) special item (Entry 147 and 36); this can happen only in your 2nd run, at least, due to this special item’s requirements.

This choice-word prevent a loop, if you access again to this section, to farm unlimited [Life Gems](#).

Tombstone

You can record it in the [Explore the Dark Tower](#) section; you need the [Warding Lantern](#) or [The Redeemer](#) (Entry 442) or the [Scroll of Dispelling](#) (Entry 384) to obtain it, see related instructions.

Once destroyed the *simulacra* (Entry 445) you can record the [clone](#) choice-word, get 1 point of [experience](#) and the [Cloak of Shadows](#).

At this point you must destroy the **Unbound Elemental** (Combat Chart 62) to acquire the [tombstone](#) choice-word (Entry 327);

Note: by destroying *Mordacar*’s coffin, avoiding him the chance to escape, you’ll influence the end of the adventure in the last sections [Battlements](#) and [Liber Sanaguine](#).

Tonics

You can collect it in the [Investigate the shelves](#) section (Entry 32); its purpose is to avoid a loop, if you access again to this section, to farm unlimited potions.

Trust

You can acquire it in the:

1. [Traveller Camp](#) section, by refusing to have the cards read by *Rhoda* (Entry 55).
2. [Traveller Camp](#) section, by agreeing to have the cards read by *Rhoda* (Entry 151); choose the rat king (Entry 132) to discover *Scarlet*’s gift and record this choice-word.

It will be useful in the [Sillessa](#) section; choose *Scarlet* (Entry 276) and use the choice-word to unleash her power (Entry 315) obtaining the choice-word [saviour](#).

Twister

You can acquire at the beginning of the [Draica](#) section by taking the pouch of coins (Entry 194); this choice-word will be useful at the end of combat with *Draica* for a different narrative sequence (Entry 176).

Note: some evil *wreekin* must have messed up the text before printing...so this choice-word is missing, follow the relative section flowchart to fix this little errata...damned *wreekins*...arghh

Vampireslayer

You can acquire this title in the [Battlements](#) section in two different ways; you need:

- [hope](#) choice-word (Entry 419), defeat **Modacar** (Combat Chart 65) and also the [tombstone](#) choice-word (Entry 309) to prevent him to escape; you can now record the *vampireslayer* title.
- [blood](#) choice-word (Entry 365) and also the [tombstone](#) choice-word (Entry 292) to prevent him to escape; you can now record the *vampireslayer* title.

It is mandatory, together with [dragonslayer](#), to fulfil the [End Game Heroes](#) achievement .

Vigilant

You can collect it in [The Black Mausoleum](#) section; once reached Entry 380 you must choose between a **Life Gem** by investigate the open coffins (Entry 302) or close the coffin lids (Entry 258), if you choose the latter you'll get the choice-word *vigilant* and you can skip the **Dark Queen** fight (Combat Chart 60) when you reach the Entry 383.

Note: if you skip the **Dark Queen** fight you can't complete the [Make It Harder!](#) bonus achievement....so the choice is yours!