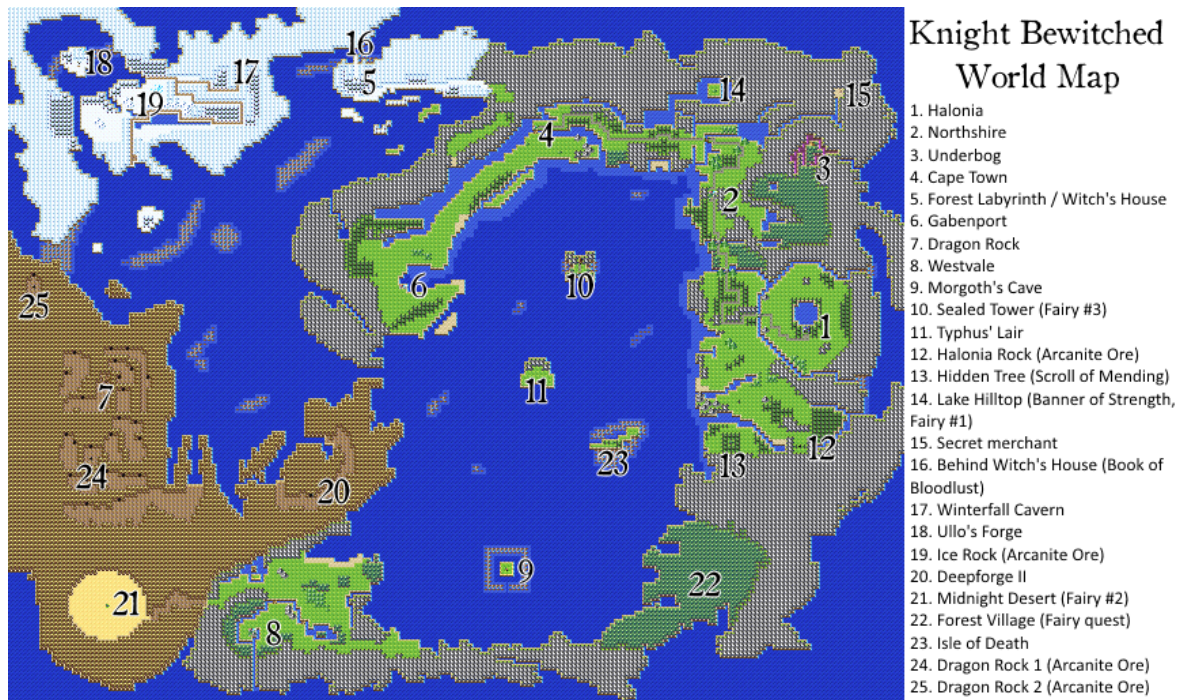
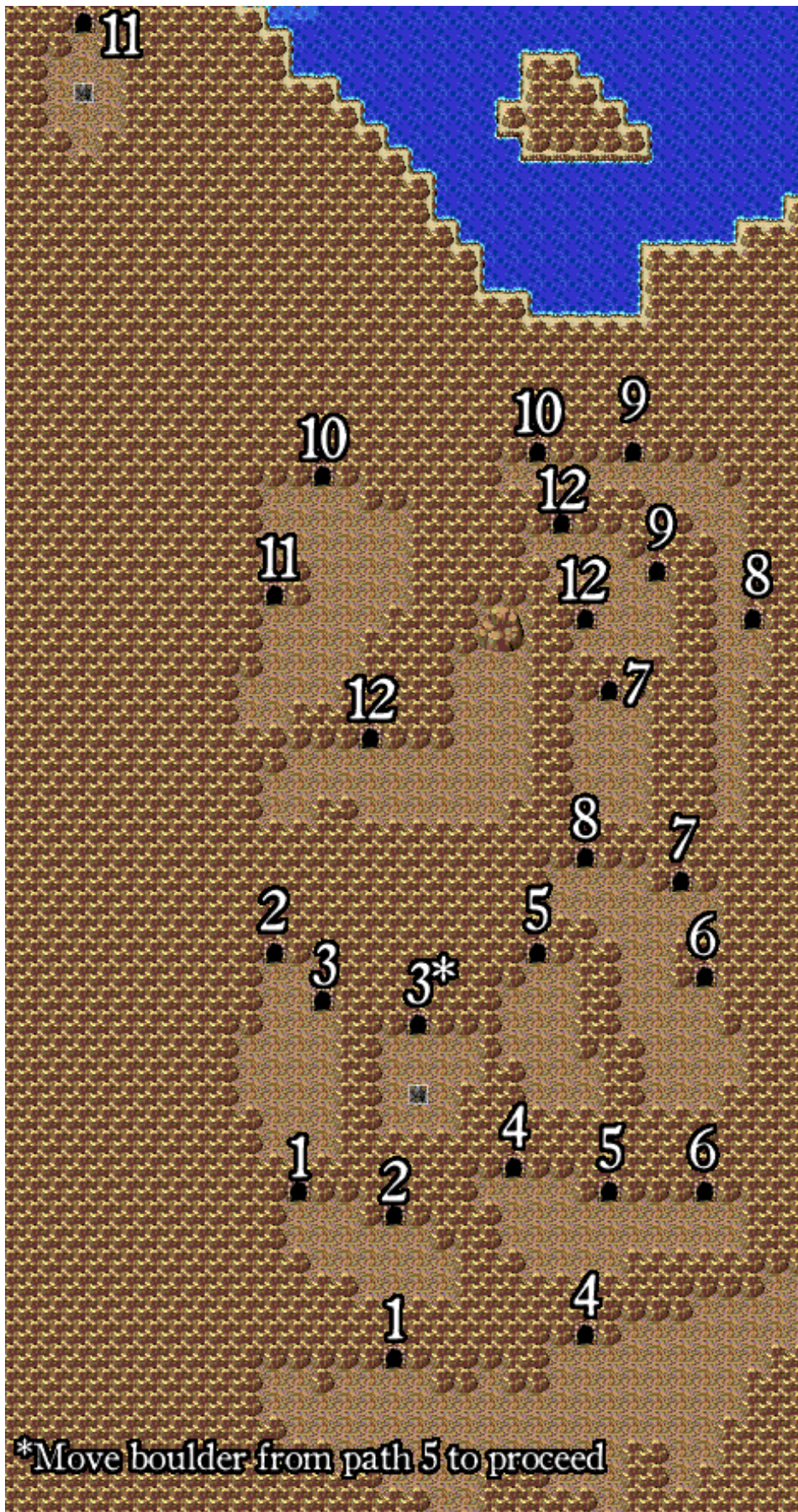


Knight Bewitched World Map / Item List / Sealed Tower / Sidequest / Optional Bosses guide



Dragon Cave Network paths:



Trinket List

RUTH

Banner of Strength - Lake Hilltop (northeast of Cape Town, requires raft)

Banner of Ruthlessness - Ullo's Island

Banner of Victory - Typhus's Castle

Holy Cross - Halonia Stone (south of Halonia)

Ankh - Gabenport (buy from Inn)

Lightbringer - Halonia (end-game, woman in the church)

STRAY

Quickdraw Quiver - Northshire Inn (talk to archer, answer "no")

Enchanted Quiver - Dragon Rock

Headshot Quiver - Typhus's Castle

Flute - Cape Town Inn

Ocarina - Forest Village

Heavenly Flute - Sealed Tower

GWEN

Fiery Focus - Lien Mountain Range

Icy Focus - Forest Labyrinth

Electric Focus - Cape Town

Prismatic Focus - Midnight Desert

The Oculus - Sealed Tower (automatically appears in inventory after completing)

Heartstruck Effigy - Gwen's House

Book of Bloodbinding - Forest Labyrinth

Book of Bloodlust - Behind Witch's House

UNO

Crippling Poison - Underbog

Blinding Poison - Underbog

Corrosive Poison - Winterfall Cavern

Knockout Poison - Dragon Cave Network

Silencing Poison - Midnight Desert

Scroll of Mending - Hidden Tree (southwest of Halonia Stone, requires raft)

Scroll of Enduring - Dragon Stone 1

Scroll of Spirituality - Sealed Tower

ARCANITE ORE LOCATIONS

1. Rock south of Halonia (World Map)
2. Underbog (Secret path, top left of 3rd area)
3. Cape Town (Purchase for 500 gold)
4. Rock within the Land of Dragons (World Map)
5. Rock within the Land of Dragons (World Map)
6. Rock west of the Winterfall Cavern (World Map)
7. Winterfall Cavern
8. Deepforge (Deep Dark Depths, Blue Flame from Winterfall Cavern recommended first)
9. Midnight Desert
10. Sealed Tower

Sealed Tower

This is the quickest path to finish the Sealed Tower while also obtaining the key items (Arcanite Ore and Fairy #3, other items aren't covered here):

1. On Floor 2, obtain Gold Key #1 directly to the left of the entrance. Travel to Floor 3.
2. On Floor 3, obtain Gold Key #2 in the upper-left corner. Travel to floor 5.
3. On Floor 5, open the door on your right with a Gold Key. Go about 11 steps up and drop down the hole 1 step to your left. Take Gold Key #3. Travel back to floor 5 and travel to the same area, but drop down the hole on the middle-right of the area and flip the switch.
4. Travel back to floor 1. Take the green teleporter for Gold Key #4. Travel to floor 3.
5. On floor 3, take the teleporter at the lower-right corner. Complete the puzzle, take the green teleporter and complete the next puzzle to activate the blue teleporters. Take the blue teleporter next to the switch to return to Floor 1's entrance.
6. Travel back to Floor 5. On the left is a teleporter puzzle. Take the first portal on the bottom left to enter the puzzle. Afterward, take the upper-right teleporter. In the next room, take the lower-right teleporter, then take the next upper-right teleporter, then finally the blue teleporter to reach Gold Key #5. Exit the puzzle and travel to Floor 6.
7. On floor 6, find Gold Key #6 in the lower-right corner (this area is more illuminated if you have the Blue Flame from the Winterfall Cavern). Afterward, find the blue teleporter near the upper-middle of the map. Take this teleporter and take Gold Key #7 from Floor 9. Go back to Floor 6 and take the teleporter to Floor 7.
8. On Floor 7, take Gold Key #8 from the upper-right corner. Travel to Floor 8.
9. On Floor 8, take Gold Key #9 (this is the last one!) and unlock the first cell door. Take the blue teleporter and complete the puzzle to activate the red teleporters. Exit the puzzle and unlock the next cell door, take the newly-activated red teleporter to Floor 4 and unlock all 3 cell doors to rescue Fairy #3 (assuming you've started the hide-and-seek minigame, read the fairy side-quest description below if you haven't started it yet).
10. Travel back to Floor 2. Take the red teleporter directly below you to Floor 7 and unlock both cell doors to obtain the Arcanite Ore.
11. Back on Floor 1, take the Golden Teleporter (it was gray previously) and keep going to reach the end of the Sealed Tower.

Midnight Desert Path Solution

To enter the Midnight Desert, you'll need the Blue Flame from Winterfall Cavern.

Upon entering the desert you'll come across four pyres. After lighting the pyres, the blue ones will point you toward a new set of pyres while the red ones generally send you back to the beginning.

To reach the 2nd area of the desert, follow this path:

LEFT-DOWN-LEFT-LEFT-UP

For a piece of Arcanite Ore: LEFT-DOWN-DOWN

For some hidden treasure: LEFT-DOWN-LEFT-UP

After completing the 2nd area (hint for this area: once you find the pyramid and its two pyres in middle of the map, the remaining pyres are surrounding the pyramid in a heptagon-shape) and finding the treasure in the desert labyrinth, you'll come across a tent and a merchant. The tent has the 2nd fairy assuming you've begun the hide-and-seek sidequest from the forest village; if not, you can go get it and skip straight back to this area upon re-entering.

Fairy side-quest / Obtaining the game's most powerful weapons

The strongest weapons in the game are forged by Ullo, a blacksmith living on a winter island far to the northwest. Before he can forge these weapons, you must complete an additional sidequest:

1. First, find the forest village (northeast part of world map, hidden in the middle of a large forest) Talk to the fairies surrounding a treasure chest to start a hide-and-seek minigame.

Fairy 1 will hide on the Lake Hilltop, northeast of Cape Town (use the raft to get there).

Fairy 2 will hide in the final area of the Midnight Desert inside a tent. To enter the Midnight Desert, you'll need the Blue Flame from Winterfall Cavern which is located close to Ullo's island. See the section above for the solution to the desert.

Fairy 3 will hide in floor 4 of the Sealed Tower (requires you to complete most of the tower to reach her), which can be accessed later in the game.

After locating all three fairies, return to the forest village and claim the Smithing Hammer. Return this to Ullo. Assuming you have at least one Arcanite Ore, he'll automatically upgrade Sylvanaras into Ascended Sylvanaras. Afterward there are three other weapons to obtain, with each weapon requiring 3 Arcanite Ores to create.

Optional bosses

Strife - located in Halonia. After finishing the Sealed Tower, return to Halonia and take a path to the right (a soldier previously blocked this path). After finding a hole, you'll encounter Strife.

Strife immediately inflicts all party members with Despair, preventing them from healing from any source. This is an endurance fight so don't bother using any healing spells or equipping healing-centric Trinkets. Assuming your party is level 30 or above (recommended especially on Hard and Heroic difficulties), buff up and unload your strongest attacks. Have Ruth use Divine Shield (from the Lightbringer trinket, see the list above) to make the fight a bit easier. Your reward for defeating him is an achievement and the Berserker Plate.

You can somewhat cheese the fight by having some party members enter the battle KO'd and reviving them; however, all of Strife's attacks inflict Despair as well so this strategy probably won't pan out.

Ogopogo - located deep in the Winterfall Cavern, Ogopogo is the strongest boss in the game. The fight progresses through four stages:

1st stage: Uses ice attacks. Use fire-elemental abilities for max damage. Equip Rings of Ice if you have any to lessen damage; and/or equip a Ring of Fire and the Hat of Searing Flames (from Midnight Desert) on Gwen and use Eruption or Fireshock. Upon defeat, will use Sheer Cold, damaging the team and removing all buffs.

Elemental rings drop from elemental sprites found on the world map.

2nd stage: Uses thunder attacks. Use ice-elemental abilities for max damage. Equip Rings of Thunder if you have any to lessen damage; and/or equip a Ring of Ice and the Hat of Sheer Cold (from Winterfall Cavern) on Gwen and use Freeze or Frostfire. Upon defeat, will Electrocute one party member, instantly KOing him/her.

3rd stage: Uses fire attacks. Use thunder-elemental attacks for max damage. Equip Rings of Fire if you have any to lessen damage; and/or equip a Ring of Thunder and the Hat of Roaring Thunder (from Sealed Tower) on Gwen and use Shock or Thunderfrost. Upon defeat, will use Hellfire, damaging the team and causing them to lose health every turn for the remainder of the fight.

4th stage: The final stage. No elemental weaknesses here, just swap to your strongest equipment and use the strongest abilities you have available. Will use standard single-target spells, and on every 4th turn will use Flood, a non-elemental spell that will deal 60+ damage to every party member, especially to those with a lower Wisdom stat. Keep your health topped off with party-wide healing spells. Unlike the last three stages, this form is vulnerable to some debuffs and to Uno's poisons so you can use Crippling Poison or Corrosive Poison to make the fight a little easier.

Your reward for defeating Ogopogo is the Magirock and an achievement.