



Legend of Faerghail (C) by reLINE Software

Complete game solution

- Your first order is to make a party with 5 characters.
- (Not 6, because you have to add an important other character into your party, SIGURD).
- Leave the town of THYN and get the amulet.
- Take SIGURD with you.
- He is a good warrior and can revive a dead party member two times (This feature does not exist in the PC version!).
- From THYN we go west to the mountains and enter the north entrance of the mines of KHAZAD MARAN.
- After the entrance stairway, go west till the third branch.

There go south till the end of this tunnel.

There you find the magic ball - with it you can make a map (with the menus).

(In the PC-version, you find the magic ball in the ELVEN PYRAMID!)

- After that, go down over the stairway in the north-west to the second level. When you go 24 steps east and 23 steps south you find the key for the emergency entrance door.

This door is in the north-west of the lowest level.

After leaving the mine, you should hurry to the town CYLDANE.

There you get a hint from the earl to go to the Monastery of Sagacity.

- But first we go to the ORACLE in the north.
- You meet an old man. We add him to the party.
Be sure to hold the leather pouch!

- Continue to go the way to the ORACLE with the 4 guards.

The answers to their questions are:

- FIRE
- DAUGHTER
- ECHO
- EYES

Then note the text of the oracle.

- Then you go to the Monastery of Sagacity that is in the south of the western wilderness.
You meet a young man and find many books.
- Search for the book of the Legend of Faerghail, and you find one half of it.
- Then you go to the second level of the Monastery.
- In a secret room you find a magic potion and a magic sword.
- You come into the catacombs through a hole in the ground of the western part of this level.
- There you search for a rope (to get back to the Monastery).
- Take the stone sarcophagus and go to the second level of the catacombs, where you find the second half of the book.

- Then go back (with the rope) through the Monastery to the entrance of the mines.
- Because the exit is blocked up, we go down to the fourth level and answer the question of the elemental guard with PLOUGH.
- You open the portal with the amulet.
- Go down the stairway to the other stairways.
- The eastern stairway leads to the eastern wilderness.
- There you go to the ELVEN CEMETARY and look at the graves.
- South-east you meet a healer.
- When you show her the amulet, she gives you a stuff with that you can heal your whole Party.
- Then go north-east to the ELVEN PYRAMID.
- The guard at the entrance asks you a question about the family tree in the instruction book.
- Inside the pyramid you go to the second level to the ELVEN PRISON.
- The answer to the question of the guard is SOMETHING.
- In the third level you open the secret rooms with the keys of the elementals earth, air, fire and water.
- In the Library you get the info roll E and start to search for the holy water.
- In the fourth level you find the master of the elves (it is better to save your game at this point).
- You kill him, take the demon mask and put it into the leather pouch.
- In the southwest of this level is the housing of the abandoned elven master. With the holy water you can pass the magic runes.
- After that, leave the pyramid and go back into the wilderness.
- Now take a rest, because the following things are really hard.

- Go to the **TEMPLE** near the town of **THYN** and enter the second level.
- You find a **Mithril-Ball** and meet a dragon statue (take its bar).
- The answer to the fire elemental is **AND**.
- After that, go back to the wilderness.
- Enter the **CASTLE** and switch off the power field with the switch right behind the door.
- Go through the gallery to the **RIGHT TOWER**.
- In the second level, throw the **Mithril-Ball** to the owner of the castle.
- Take the **Mithril-Ball** again and go to the fifth level.
- Leave the room through a secret door. Open the door in the north with the **Mithril-Ball** and take the **SWORD "INQUISITOR"**.
- Go back to the fourth level to the secret door in the south east over the bridge to the other **TOWER** and take the **SAND BUCKET**.
- Go through the door in the north.
- Because the gangway is very slicky, strew the sand on the ground.
- In the fifth level, open the door with the ball smaragdh in the water with the fish catcher.
- Then go to the **LABORATORY OF THE ALCHEMIST**. The characters who drink out of the cettle increases its physical abilities, but they are poisoned then - no problem if you have a magic spell that fits or an anti-poison.
- Now go to the cellar.
- You get there over the stairways (answer of the question is **STAIRS**), or through the eastern door in the fourth level.
- In the first floor of the **CELLAR** take the bones and feed the dogs in the lowest floor with them.
- If you had found the **DOOR KEY**, you can leave the **CASTLE** through the entrance door.

- Who want to rest in the CASTLE should search for a wooden handle with that you can open the window shutters.
- I hope you have found the Gods hammer, that's a pretty nice weapon!
- Let's start our last trip through the mines!
- You enter the southern entrance and go south to the sword in the stone.
- The weakest of your party can take it.
- In the fifth level of the mines there is a SYPHON BASIN.
- To dive through it, you have to remove all items (do NOT throw them away!).
- You find a POWER RING.
- Touch the prayer stone three times and then go to the sixth level.
- Go west to the LIGHT RAY that blocks the way.
- With the metal ADAMIT we go to the southeast.
- To the DWARF we say SPINGO, and we set into a room with armouring.
- Now you search for the DWARVEN SMITH, who can make a mirror shield with the ADAMIT.
- With it, you get through the LIGHT RAY. After it you find a corona ring.
- In the last level of the mines you have to use the card of the backcover of the instructions to get to the west-side. There you find really good weapons.
- After that you go over the stairway (in the north) to the western wilderness. Go to the VOLCANO.
- To open the entrance door, you have to wait till sunrise and then invert the SMARAGD, the CORONA and the KEY-BAR.
- You get into a maze and from there into the second floor.
- The EARTH ELEMENTAR asks for an ICEFLOWER.
You get some dry clay from him and that must be given to the

WATER ELEMENTAR.

- Give the dry clay to him and you get some water which must be passed to the AIR ELEMENTAR.
- You mix the water and the clay and give it to the AIR ELEMENTAR.
- He forms a key and transports you to the stair to the third level.
- You can ship over the lava sea with the STONE SARCOPHAGUS.
- First you go to the right arm of the sea to the FIRE ELEMENTAR.
- There the key is burned with that you can open the door in the southern part.
- The last battle begins! :
- (1) Equip all with equipment for the dragon
- (2) Kill the dragon
- (3) Throw the mask into its blood.

A hint: The dragon can only use its dragon-breath for two times.

After killing the dragon, you can enjoy the ending-sequence.