

Knight Eternal Miniguide Contents:

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1a: Notes

Thank you for purchasing Knight Eternal! Below you'll find a guide to every location on the world map as well as locations of every Z-Creature.

If you encounter any bugs or have suggestions, feel free to email me at Jkweath@gmail.com.

Known bugs:

- Shop menus may show stats increasing or decreasing when browsing Spell Orbs. This is a visual bug as spell orbs do not modify stats in any way.
- There is an extremely rare bug that can cause the game's visuals to freeze up (forcing a reset). It's not known what causes this bug yet, but it seems to occur more often when the game is minimized for a long period of time.
- Odd stat changes can be observed during equipment selection once the player learns skills that increase stats based on the user's HP.

2a: World Map and Z-Creature Map



KNIGHT ETERNAL

Map and Location list

- | | | |
|------------------------|----------------------|--|
| 1. Zamaste | 9. Cape Town | 17. Desert Labyrinth |
| 2. Desert Lair | 10. Lake Hilltop | 18. Keller's House ^x |
| 3. Westvale | 11. Witch Hot | 19. Deepforge / The Depths ^{xx} |
| 4. Forest Village | 12. Gabenport | 20. Skyloft |
| 5. Hal Mountain Range | 13. Volcano | 21. The Black Tower |
| 6. Halonia | 14. Meredith's House | 22. Collist House ^{xxx} |
| 7. Hal Water Pass Exit | 15. Bog Cave | 23. Dragon Rock |
| 8. Northshire | 16. Underbog | 24. ??? (Monstrosity) |

25. Peninsula of Power - a tribute to the original Final Fantasy, this peninsula has enemies far beyond the players' level. Beware!

^x Primrose's Emblem upgrades (requires ship)

^{xx} Goliath's Emblem upgrades (located within Deepforge III behind a lavafall)

^{xxx} Dylan's Emblem upgrades (requires flight)



KNIGHT **ETERNAL**

Z-Creature Location List

Z-Creatures located on the World Map:

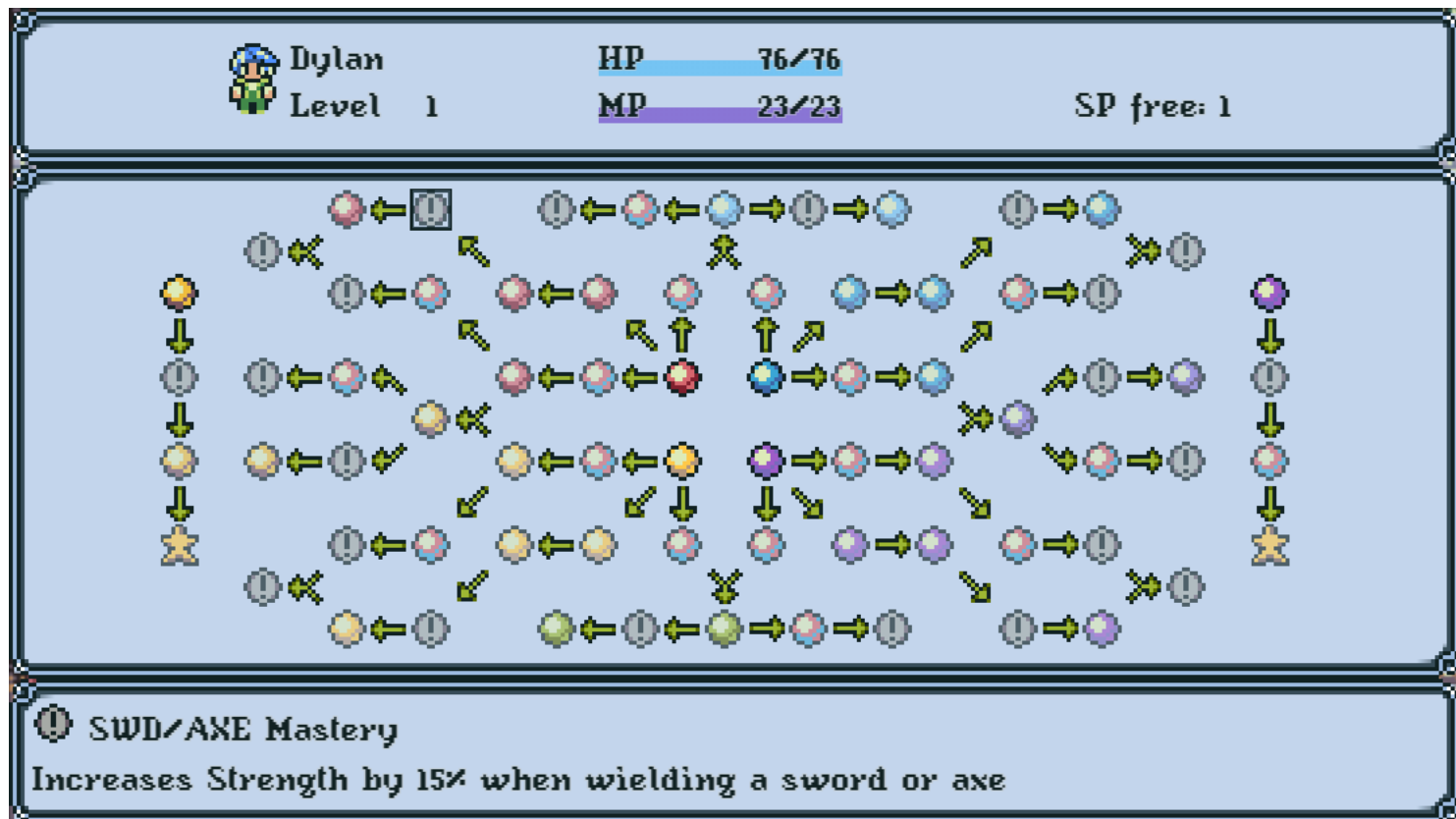
- | | | |
|-------------|---|------------|
| 1. Z-Nymph | 5. Z-Slime [requires ship] | 9. Z-Alpha |
| 2. Z-Roc | 6. Z-Tortoise [entire ocean] | |
| 3. Z-Soul | 7. Z-Mermaid [sea around Meredith's Island] | |
| 4. Z-Hornet | 8. Z-Squid [higher bodies of water marked on map] | |

Z-creatures in other locations:

- | | |
|--------------------------------------|--|
| 10. Z-Bones [Underbog and Bog Cave] | 14. Z-Prism [Dragon Rock] |
| 11. Z-Fire Spirit [Desert Labyrinth] | 15. Z-Sewer Beast [Hal Water Pass - 3rd section] |
| 12. Z-Ogre [The Depths] | 16. Z-Satyr [Zamaste Undercity] |
| 13. Z-Vermin [The Black Tower] | |

3a: General Tips

-On the skill tree and hero specialties



-Dylan is sort of the “glass cannon” of the party - this means he is best at damaging enemies with both physical and magical attacks, but he’s not very good at taking a hit. For Dylan, I recommend learning every skill in the Agility portion of the skill tree first, then specializing in either Strength or Intellect.

Likewise equip Dylan with a Bow or Dagger (if doing Strength) or a Book (if doing Intellect), and use equipment that further boosts one of those stats. For skills, load up Dylan with as much offensive magic and skills as you can fit on him!

-Astraea is great at absorbing damage for the party and healing with her high Spirit stat. For Astraea, I recommend maxing out the Spirit portion of the skill tree first, and then doing Strength or Intellect second. Astraea’s Agility is rather low, so put some points in the Agility tree as you go along as well.

Astraea is best equipped with one of her trademark Spears and equipment that increases Spirit, HP and Strength. For skills, equip Astraea with healing magic like AllCure and Raise as well as some Strength-based techniques like D-Attack.

-Goliath has the highest HP and Strength growth of the party. Focus on the Strength tree first, Agility second. You can also put points in the Spirit portion of the tree if you'd like Goliath to do some back-up healing. Tip: If you choose the Berserker Emblem and max out Goliath's Strength, his Execute ability becomes the hardest-hitting ability in the entire game!

For equipment, use an Axe or Sword and gear that focuses on Strength and HP. Goliath's Intellect is terrible (unless you obtain the Devil Axe mentioned below) so don't bother equipping him with offensive magic or gear with Intellect. However, it is okay to give Goliath some support magic like Shell and Protect as these do not rely on Intellect or Spirit to do their job.

-Primrose is what you'd call a "jack of all trades". She is proficient with using any type of attack or magic. You can specialize her in any portion of the skill tree you'd like, or spread your points out evenly. Build and equip her however you want, though I recommend using a Harp as her weapon.

-When a boss fight is coming up (you'll know if you find a red rose on the ground!), fight a few extra enemies until your party's TP is maxed out at 100. This works for most bosses in the game and makes some significantly easier to fight.

-Human/human-like enemies will often counter-attack after being struck. This makes them a little more threatening to fight with physical attacks.

-The Protect and Shell spells can be bought from Gabenport after obtaining the ship. These spells are invaluable in boss fights! The Enfeeble and Curse spells have reduced effect on bosses but are still useful, especially in Hard mode.

For easier boss fights, have one member of the party with Protect, one with Shell, one with Fury2 and one with Wise2, then use them all on the first turn.

-Defending will restore 10% of your MP and generate 25 TP and will always go first on each turn. If a character doesn't need to attack, defend instead!

-Some enemies have common weaknesses. Human enemies are weak to Bio spells. Undead, Spirits and demonic enemies are weak against Fire and Smite. Flying enemies are often weak against Ice or Thunder spells. Reptiles are weak against Ice, and aquatic enemies are weak against Thunder. Wizard-like enemies are often vulnerable to normal attacks.

4a: Crafting and Gem guide

Powerful relics can be crafted from Gems and Essence dropped from monsters. First, however, you must find the crafting scrolls needed to craft the relics:

Basic - given to you by Pascal the first time you speak with him in Westvale.

Advanced - Found right beside Dylan and his mother Malady's house.

Expert - After obtaining the ship, sail to Meredith's house (marked #14 on the map, it's on an island within the frozen continent). She'll give you a quest to obtain a spare Focus from her sister Gwen's house in the Underbog (#16 on the map). Journey there and find the Focus hidden behind Gwen's house and return to Meredith to obtain the *Expert* scroll.

Master - After obtaining Roxie, fly to Dragon Rock (#23 on the map), climb to the top and fight the Elementals. This is a difficult boss fight, but one of the rewards is the Prismatic Gem. Give this to Pascal in Westvale to obtain the *Master* scroll.

Grandmaster - After obtaining the four previous scrolls, speak with Meredith again to obtain the final scroll and access to the most powerful relics.

Essence

Almost all enemies in the game can drop Essence upon defeat. Standard *Essence* is dropped from almost all monsters, especially from smaller ones. *G-Essence* is often dropped from larger monsters, most of which you find after obtaining the ship. The most powerful and rare *D-Essence* is dropped from demonic enemies and from some large enemies; you'll find these enemies most often in Dragon Rock and the Zamaste Undercity.

Gems

Gems also drop from enemies but are much less common than Essence. Many gems can be found from treasure chests scattered around the world. There are two other ways to easily obtain gems. For one, certain areas are better for finding certain colors of gems than others:

- Emerald: Underbog.
- Ruby: The Depths.
- Sapphire: The Volcano and the area around it.
- Topaz: Dragon Rock.
- Amethyst: The Black Tower.

- Diamond: No area in particular, but Z-Creatures and some Undead enemies can drop Diamonds.
- Obsidian: Enemies and bosses in the Zamaste Undercity.

The second way to obtain gems is to purchase them from a mysterious old man found in the Desert Labyrinth (#17 on the map). This man will be located in a different spot each time you enter the Labyrinth. Depending on which spot he is located at, he will sell a different gem for 300 gold. He can sell every gem *except* Diamonds and Obsidian.

4a: Z-Creature and Boss Guide

Here's a quick rundown on the easiest way to defeat every Z-Creature as well as some bosses later in the game and the loot that they drop:

- *Z-Sprite*: The Z-Sprite will start by poisoning your entire party. It's the easiest Z-Creature, so just hit it with your strongest attacks. Avoid Ice and Smite spells as it's immune to them. Your reward is a Wand that increases Intellect and Spirit and may put enemies to sleep with physical attacks.
- *Z-Roc*: Always shows up with a large group of Hawks. Use Aero to kill the hawks quickly. On the 2nd turn, the Z-Roc will strike the party four times, so be ready with Cure spells. Use Ice and Thunder spells. Your reward is the Feather, a shield item that increases Agility and grants the D-Attack technique.
- *Z-Soul*: Starts off every fight with a very powerful FireX spell. This can take out your entire party if you're not prepared! Use Ice and Smite spells. Physical attacks won't work well and it's immun to Fire and Dark spells like Drain. The Z-Soul has a high chance of dropping Rubies, Sapphires and Emeralds.
- *Z-Hornet*: This enemy only uses basic attacks, but in addition to its speed, each attack will Poison and can Blind, Confuse, Sleep and/or Silence. Kill them quickly with Ice and Thunder spells. Z-Hornets have a high chance of dropping Topaz and the MageMash dagger which can Silence enemies with any physical attack.
- *Z-Slime*: The Z-Slime will use the Gravity spell on every turn which does a fixed amount of damage. Begin the battle at full HP and unload on it with your strongest attacks. Don't waste turns using healing spells. If the battle reaches turn 5, run, as it will begin using the Gravity Bomb attack which is much stronger and may wipe you out. Your reward is the Fluffy Robe which gives a massive HP boost but lowers Agility and Luck.

- *Z-Tortoise*: Starts off every fight using the ShellShock ability which allows it to counter all physical attacks. Avoid attacking it directly and unload on it with Ice spells instead. Your reward is the Turtle shield which increases HP and lowers all damage taken at the cost of Agility and Luck.
- *Z-Mermaid*: Starts off every fight using the M-Shield ability which grants Protect, Shell and Haste to every Mermaid. Use AllCure1 every turn to avoid dying from the torrent of Waterfalls and retaliate with BoltX and Bolt2. Your reward is the BlueRobe which grants a massive MP boost and also increases Intellect and Spirit.
- *Z-Squid*: Has very high HP. Use Ice spells and keep your party's HP up with AllCure1. Your reward is the Battle Shield, a shield that's equipped like a weapon and grants a large Strength and HP boost.
- *Z-Alpha*: Immediately begins every fight with Howl, which increases the Strength and Agility of every wolf. The Z-Alpha can also counter-attack. It has no weaknesses, so use spells like BoltX to clear out the wolves and then strong single-target abilities to finish off the Z-Alpha. Rewards the Medic shield, which enables the Defend command to restore HP in addition to MP and TP.
- *Z-Bones*: Attacks fast and hard. Use Fire and Smite spells to finish it off quickly. Your reward is the Flash dagger, which greatly increases Luck and Agility but does not increase attack power.
- *Z-Fire Spirit*: Like the Z-Soul, begins every fight with FireX. Also regenerates HP after every turn. Unload on it with Ice and Smite spells to finish it off quickly. Your reward is the Monk armor, which enables the Defend command to increase Strength and Spirit for a few turns in addition to generating TP.
- *Z-Ogre*: Begins every fight with Cleave3 and uses attacks like Quake and TriAttack. The Z-Ogre is even more powerful than your average Z-Creature, so you may want to run from it if your HP isn't high enough at the start of the battle. If you do choose to fight it, use Ice and Poison spells in addition to your strongest attacks. It rewards the RageBlade, which grants a huge Attack and Strength boost, but causes your basic attacks to strike a random enemy.
- *Z-Vermin*: Often dodges normal attacks, but is weak to Fire spells. It can reward the White or Black spell orbs, which grant a large number of spells.
- *Z-Prism*: Like the Z-Ogre, this enemy is even stronger than the average Z-Creature. Attacks twice on each turn and uses many of the most powerful black magic spells and techniques. Most importantly, the Z-Prism reflects all magic spells back at the attacker, so *do not use spells against it!* Use TriAttack, Impale, and Goliath's Execute or P-Break abilities. If you survive, the Z-Prism always drops a Diamond and the WizSpike, a dagger that massively increases Intellect and MP but reduces most other stats.
- *Z-Beast*: This is the Z-Creature version of the sewer beast. Uses many of the same abilities in addition to the Nuke spell. Takes reduced damage from physical attacks, but is weak against

Ice and Thunder spells. Always drops a Diamond and the S-Charge shield, which is a powerful shield that enables the Defend command to generate 50 TP instead of 25.

- *Z-Satyr*: This is the most powerful Z-creature in the game; if you're not prepared to face it on the first turn, run! Begins every battle with the Plague spell, which can cause every negative status effect on every party member. It then switches to abilities like Quake, Cleave3, Bolt3 and TriAttack. It also counter-attacks most normal abilities *and* takes reduced damage from everything. Its only weakness is to the Holy and Smite spells.

If you manage to defeat it, the Z-Satyr always drops Obsidian and the Devil axe. Only Goliath can use this, but it increases his Strength by 50 and Intellect by 55(!), at the cost of Goliath's other stats, like reducing his Spirit by 30. Oh, *and* it steals HP and MP with each attack! This axe potentially makes Goliath the hardest-hitting character in the game!

Boss guide

- *Corruption*: If both Earth Spirits are defeated, it will cast Revival, which will revive every enemy. Use a weak ability like Cleave1 or Aero to defeat the plants, then focus your attacks on the Corruption. Takes reduced damage from Thunder and Ice but is weak to Fire and Holy spells.
- *The Amazons*: Defeat the Ninja first with your most powerful spells. Avoid attacking it as it will almost always counter-attack. After the Ninja is defeated, target the Sniper with any attack, and then finish off the Priestess. Use BoltX and Cleave2 whenever possible. AllCure1 makes this battle much easier.
- *Guardian*: Has no weaknesses and attacks twice each turn. Wittle it down with your most powerful abilities, but make sure your healer has plenty of MP. When it gets to low health, it will use Overheat, making it even more powerful and granting it a third attack, but its HP will decrease on every turn. At this point, use AllCure1 on every turn to keep your party alive while using an attack here and there if you can spare it; after a few more turns, the Guardian will perish.
- *Abbie*: Abbie has no weaknesses and uses almost every powerful spell and technique. There is no particular strategy here. Hit her with your strongest attacks; if you want to be safe, use AllCure1 on every turn with your healer. Elixirs and Pinions will come in handy in this fight if you have any to spare.
- *The Draconic Cultists*: Defeat the Wizard first with techniques like TriAttack as he takes reduced damage from spells. Afterward, focus down the Thief or the Archer with your most powerful attacks. Use BoltX and Quake if you have it. Defeat the GrandMaster last with spells as it will almost always counter-attack otherwise.
- *The Elementals*: Each elemental is weak against Smite3 and Holy. I recommend defeating Djinn first with Ice3 and Holy as it has the hardest-hitting attacks. Quake, Cleave3, BoltX and

Rapid Fire are very useful for this fight. Defeat Atalanta, followed by Quetzacotl and finally Terra. AllCure2 and Raise2 are absolutely needed for this fight. Don't bother buffing up with Shell and Protect as Terra will use Dispel on the second turn and every four turns thereafter.

- *Devourer*: At the end of the first turn and every two turns thereafter, two Tendrils will appear, making this fight much more difficult. Start the fight buffing your party with Shell, Protect, Fury2 and Wise2, then start using techniques like Cleave3 and BoltX to take out the tendrils.
- *Executioner*: Immediately begins the fight with Execute, which will KO a party member *and* reduce their MP to 0! He will use this ability two more times, once he reaches 70% HP and again at 33% HP. Raise2 is invaluable here as well as Astraea's Revival spell if you chose the Priestess Emblem. Have X-Ethers handy and Elixirs and Pinions if you have any. He is weak against Smite3 and Bio2.
- *Stray and Strasza*: The final battle! Stray will counter-attack most normal attacks while Strasza will reflect spells. They also begin every fight with DispelX, which removes all buffs and reduces your party's TP to 0. You can use Astraea's M-Shield and Primrose's Serenity or Celerity if you want, but Stray may Dispel them on the third turn and every four turns thereafter.

After you defeat one of them, the other will cast Destiny, fully restoring their HP and making them even stronger. Because of this, it's best you focus down one at a time. I recommend defeating Strasza first. TriAttack and Goliath's Execute or P-Break will help a lot here. Once she is defeated, make sure your party is healthy with AllCure2 and Raise2. Stray will no longer counter-attack after Strasza is defeated, so unload on him with Bio2, Nuke and Rapid Fire to secure your victory!

- *Monstrosity*: The most powerful enemy in the game; could be considered a "super-boss". At the end of the second turn and every two turns thereafter, it will either cast Doom or Despair. Despair will make its target unable to heal, while Doom will cause an ally's HP to rapidly drain until KO.

Start each battle by buffing up your party with Astraea's M-Shield if you have it and Primrose's Celerity or Serenity. Be sure to use these spells again if Monstrosity Dispels them. Monstrosity does not use DispelX, so coming into this battle with 100 TP on each party member will help a lot. Raise2 is absolutely essential in this fight, and any Elixirs or Pinions you have left over should be used here as well. Wonder Elixirs also help a lot if you have the spare gems to make them. Monstrosity has over 10,000 HP, so this is an endurance battle that you will need every resource at your disposal to overcome.

Its only weakness is against Holy, so use that and your most powerful abilities like Nuke, Rapid Fire, and Tri Attack. Don't bother trying to heal party members inflicted with Despair; wait until they are KO'd, then use Raise2, a Pinion or Astraea's Revival spell. Your reward for

defeating Monstrosity is Ragnarok, the most powerful weapon in the game by a huge margin.

6a: Hero Emblem guide

Each hero has a set of emblems they can choose from that unlocks additional skills in their respective skill trees:

- Goliath: Located behind a lavafall in Deepforge III, Goliath can choose between the defensive Sentinel emblem or the offensive Berserker emblem.
- Primrose: Located on Keller's Island (#18 on the map). Primrose can choose between the offensive Dancer emblem or the supportive Bard emblem.
- Astraea: Obtained automatically after completing The Black Tower. Astraea can choose between the defensive Protector emblem or the supportive Priestess emblem.
- Dylan: Located at the Cultist Hideout (#22 on the map). A difficult boss fight is required for Dylan's emblems so come prepared! He can choose between the physical Assassin emblem made by his father Uno or the magical Warlock emblem passed down by his mother Malady.

7a: Closing Words

Thank you for purchasing *Knight Eternal*. I hope you enjoy playing it as much as I did making it!

If you do enjoy the game, please do me a favor and leave a review for it either on the game's Steam page. This helps me much more than you may know! Having reviews--both positive *and* negative, as weird as that sounds--is absolutely essential to a game's success on Steam. Every review makes a difference, so if you have the time to leave a review, I would really appreciate it!

Knight Eternal is the (currently planned) last addition to the *Knights of Ambrose saga*. This includes my other games:

Knight Bewitched

Mari and the Black Tower (The Black Dungeon RPG on the Google Play Store)

Finding Light (Knight of Heaven: Finding Light on the Google Play Store)