

Lyna's Story

From DinkSolutions

Contents

- 1 Hints
- 2 Q&A
- 3 Walkthrough
 - 3.1 Normal World, Part 1
 - 3.2 Shadow World, Part 1
 - 3.3 Normal World, Part 2
 - 3.4 Shadow World, Part 2
 - 3.5 Normal World, Part 3
 - 3.6 Shadow World, Part 3
 - 3.7 Normal World, Part 4

Hints

-I recommend you save your game whenever you see a save pole (a pole with a glowing orb on it). -You can kill a few monsters for xp, especially at the beginning of the game; or you can kill a few slow slayers for some gold, but I would recommend avoiding monsters most of the time (you will need to kill a spike at some point, though), especially the shadow boncas, which are very dangerous. -If Stanley is fighting too dangerous a monster, speak with him to get him to stop attacking monsters for a while. Also, check his health after a fight. You can have him drink an elixir or drink at the fountain if he's injured. -In this dmod, you can jump down cliffs. Just find a hole in a cliff, and keep stepping over it until you fall. -Once Alduin has helped you, don't summon him again or you may eventually anger him, which would be bad (he would kill you). -To get the full, 'perfect game' ending, you must :

- Find all of the dead knights and use the 'Last Rites' scroll on them
- Kill Henry (when he turns into a stone giant)
- Save Stanley and bring him back alive
- Spare the Cultists' lives (don't kill any of them)
- Find Milder's Ghost beyond the serpent's door
- Get the Crown of Stars from Milder's ghost
- Pay the human shopkeeper for fixing the bridge

If Stanley dies, use the 'Last Rites' scroll on him. You will still be able to get a 'perfect game' ending; however, you won't be able to see the full ending (you must bring Stanley back alive to see the full ending). -When you get the Crown of Stars, keep using it until the author tells you to stop. Then use it again, and he will tell you that you are wasting your time. Use it once more and he will tell you what the Crown is for.

Q&A

How do I defeat Henry? Be sure to learn Bow Lore, drink the strength elixir, and get StarSteel arrows and maybe Triple Shot arrows before you fight him. It will make the fight much easier.

How do I get past some vines? You need to kill Henry and get the DragonTooth key. Once you have it, look at the vines and they will disappear.

Henry has teleported me to the shadow world. How do I get back to the normal world? Kill him and get the DragonTooth key. Then find a Dead Dragon Carcass and look at it, and it will start glowing. Step on it and you will get back to the normal world (when you want to go back to the shadow world, just look at a Dead Dragon Carcass, then step on it).

How do I get some orbs from the orb tree in the shadow world? What are they for? Either push or hit the tree and an orb will fall. Quickly get the orb BEFORE it lands on the ground. Orbs are like bombs, but less powerful.

How do I get the knights to rest in peace? When you want a knight to rest in peace, get close enough to his body, and then use the 'Last Rites' scroll (which can be found beyond the wall of vines on the mountain top in the normal world).

Is there anything I can do with the human farmer or the goblin farmer? No. Well, you can shoot them, but that's about it.

Walkthrough

-This walkthrough is best read from start to finish. -This walkthrough will lead you to the full, 'perfect game' ending. -I give very precise directions at the beginning of the walkthrough; however, I might say things like 'go to the mountain top' later in the walkthrough, partly because I'm lazy, and partly because I think you should be able to remember where the game's most important areas are after playing a while.

Normal World, Part 1

You start at the Sojourn Heights entrance. Save your game at the pole if you wish, then go 2 screens east (ignore the bonca), 1 screen south, 1 screen east, 1 screen south, 2 screens east. Search the dead knight and you will get a bow. Go 1 screen west, then 1 screen south. Search the chest (just look at it) for some gold. Go 1 screen west and get the golden heart. Go back to the crossroads (you know, the screen with the bonca I told you to ignore), and go 1 screen north, 1 screen east, and 1 screen north. Go down the hole. Either kill or avoid the shadow pillbugs and search the dead knight to get a strength elixir. Drink it and get out of the cave. Go 1 screen north and 1 screen east. Search the chest. You can drink from the fountain if you are injured. Go 2 screens west. You can get a few nuts here, if you want (eating nuts heal you a little). To make a nut fall, just push or hit the tree. When you're done, go 1 screen north. Go up the cliff, then go 1 screen west. Jump down the cliff (step on the hole), and enter the cave. Either kill or avoid the shadow pillbugs. Search the knight, you'll get 3 healing potions. Push the rock into the hole, then go 2 screens east, 1 screen south, and get out (through the south exit). Go up the cliff again, then go 1 screen west, 1 screen north, 1 screen west. Cross the bridge, fireballs will appear. One of them will destroy the bridge (DON'T GO BACK WHILE THE FIREBALLS ARE FALLING !). Go 1 screen west, 1 screen south, and 1 screen west. Save the game. Go 1 screen south and 1 screen east. Enter the house. Speak with the shopkeeper. Buy triple arrows once, and a bomb if you wish. Then say 'Hey, can I talk to you' and ask him if he can fix a bridge. You can pay him now if you have enough money; otherwise say 'Can I owe it to you?' (don't forget to pay him back later if you do this). The shopkeeper will fix the bridge. When he's back, tell you are looking for some knights and he'll let you go upstairs. Go upstairs and look at the dead knight. Hmm, no loot on this one. Look at the table, and choose to look at the book. You will learn Bow Lore. You can also look at the helm and look at the shard if you want. When you're done, go downstairs, and get out. Go 2 screens north, and enter the cave. Go 1 screen east and 2 screens south. Look at the plaque. Go 2 screens south, and get out (through the south exit). Open the chest. Go back into the cave, and go 4 screens north, 1 screen west and get out (through the south exit). Go 2 screens east, 1 screen south, 1 screen east, go down the cliff and enter the cave. Go one screen north and 1 screen east. You'll notice that one of the snakes, the fifth snake from the left, is moving differently from the others. Look at it. Lyna will notice that the 'snake' is actually a switch, and she will use it (if you look at a 'true' snake, you will be injured). So, when Lyna has used the switch, quickly go 1 screen west and 1 screen south, and exit the cave (through the south). Quickly go up the cliff, then 1 screen west, 1 screen north, 2 screens west. Enter the cave, then quickly go one screen east and two screens south. If you were fast enough, you'll see that the gate has opened. Get the Serpent Scroll, the StarSteel arrows, and search the chest. Then go 2 screens north, 1 screen west, and get out. Go 2 screens east, 1 screen south, 1 screen east, stay on the cliff path and go 1 screen east. Save if you want. Go 2 screens east, 1 screen north. Read the sign and save the game. Go 1 screen west to meet Henry. Watch the cutscene.

Shadow World, Part 1

Kill Henry, who has turned into a stone giant. To do this, just avoid his hits and the holes he creates as much as possible. The holes disappear after a while. Keep hitting him with StarSteel arrows. If you run out of StarSteel arrows and he is still alive, keep hitting him with TripleShot arrows and/or regular arrows and he should die, eventually. When he dies, get the DragonTooth key (it looks like a big claw). Then go 1 screen east and save. Go 4 screens south and 1 screen west. Look at the fire, Lyna will say that she needs some water to put this out. You do not have water right now, so you will need to come back later. Go 1 screen east, 1 screen north, 1 screen west (avoid the slime), and 1 screen west. Go down the hole. Look at the fruit, it will disappear. Get back out, then go one screen north and one screen west. You can get a few orbs here if you want, though you may have to fight the shadow ducks if they attack you. To get an orb, push or hit the Orb Tree. An orb will start falling, catch it before it lands. Go one screen west, kill or avoid the shadow ducks, and search the dead knight. You will get a healing charm. Go one screen north and one screen east. Go up the cliff, and go 1 screen west. Jump down the cliff and enter the cave. Go 1 screen east and look at the fruit to make it disappear. Exit the cave through the south, and jump down the cliff. Go up the cliff again, then go 1 screen west, 1 screen north, and 2 screens west. Enter the cave. AVOID THE HOLES IN THIS CAVE, UNLESS I TELL YOU NOT TO. Go 1 screen east, and look at yet another fruit to make it disappear. Go 4 screens south, and exit the cave through the south. Search the dead knight to get a lucky charm. Go back in the cave, and jump down the big hole. Go 1 screen west, and search the dead knight to get 300 gold. Go back to the Orb Tree (you should know where it is by now), and go 1 screen north. Enter the cave. Go 1 screen north and 1 screen east. Wait until all the fruits disappear and search the knight, you will get the scroll of Alduin. Go 1 screen west and 1 screen south, and exit the cave. Go up the cliff once again, go 1 screen west, 1 screen north, 2 screens west, 1 screen south, 1 screen west. Save your game if you wish. Go 1 screen south and 1 screen east, and enter the house. Speak with the goblin. You can agree to let him improve your bow, however that means you will lose it for a while; so you might want to keep it, especially since Henry is the only boss in the game. It's your choice. Once you've decided whether to give him your bow, exit his house, then

go 1 screen west. Look at the Dead Dragon Carcass there, then step on it.

Normal World, Part 2

Go 1 screen east and enter the house. Speak with the shopkeeper and say 'Hey, can talk to you'. Now might be a good time to pay him back if you owe him, by the way. Ask him if he sells buckets, buy some elixirs if you want, then get out. You now need to fight and kill a spike. There should be two spikes north of the shopkeeper's house. Once you've found a spike, kill it. If you don't have your bow because you gave it to the goblin, you can use the scroll of Alduin and tell Alduin to blast your enemies, or you can try to kill it with bombs or orbs. When the spike dies, look at the hollow shell it leaves behind, and you will pick it up. Go to the fountain (you DO know where it is, don't you?) and fill the shell with water (to do this, just look at the fountain). Then go 1 screen west, 2 screens south, and 2 screens west. Look at the Dead Dragon Carcass. Step on the Dead Dragon Carcass.

Shadow World, Part 2

If you gave the goblin your bow, he should be done working on it now. Go back to his house and speak with him. He will give you your improved bow for 300 gold. You have two options :

1. Just pay him and you will get your improved bow. 2. Try to go upstairs. Trog will tell you that you can't go there. Get a bit closer to the stairs and he will warn you again. Get even closer and he will attack you. Quickly go upstairs and open the chest to get your improved bow, then go back downstairs. Trog has locked the door, and you will need to kill him to get out. He is tough, but can be defeated without too much trouble if you have TripleShot arrows and/or a bomb.

When you're done with Trog (or if you didn't give him your bow), go back to the area with the dead-knight-on-a-cliff-near-a-fire-that-can-be-put-out-with-some-water (be sure to enter this area from the east), and look at the fire to put it out. Search the knight to get a few StarSteel arrows, then go one screen east. Look at the Dead Dragon Carcass, then step on it.

Normal World, Part 3

Go back to the Cultist area, the area where you found Henry. You might want to save your game first. When you face the Cultists, either say 'He was a heretic!' or 'Don't throw your lives away' and the Cultists will leave you alone. If you pick one of the 'wrong' choices and the Cultists attack you, try not to kill them, just avoid them. Anyway, when you're done speaking with the Cultists, look at the vines to make them disappear. Go 1 screen north and get the 'Last Rites' scroll on the table (just get close enough to it to pick it up), as well the StarSteel arrows and the TripleShot arrows. You may also want to search the chests. When you've picked up the treasures here, go 1 screen south, 1 screen east, 1 screen south, 3 screens west, 3 screens south, 2 screens west (be careful not to fall down the cliff), and 1 screen north. Look at the vines to get rid of them and go 1 screen west. Speak with Stanley. If you want to be absolutely sure that he won't die, go back to the Sojourn Heights entrance, speak with him, and say 'Go on back, I'll catch up'. Otherwise, you can let him travel with you until the end of the game. Whatever your choice is, you must now use the 'Last Rites' scroll on each of the four dead knights in the Normal World (to do this, just get close enough to the knight, then use the scroll). As a reminder:

-First Knight : Southeastern part of the Sojourn Heights, near a Dead Dragon Carcass. -Second Knight : Go 1 screen west and 1 screen south from the fountain. Go down the hole. -Third Knight : From the AlkTree, go one screen north. Enter the cave. Go 2 screen west. Since you pushed the rock into the hole a while ago, you will be able to reach the knight. -Fourth Knight : In the shopkeeper's house (upstairs).

When the four knights in the Normal World are resting in peace, find a Dead Dragon Carcass, then look at it and step on it to go back to the Shadow World.

Shadow World, Part 3

You must use the 'Last Rites' scroll on the five dead knights in the shadow world. Again, as a reminder:

-Fifth Knight : Go 1 screen west from the Orb Tree. -Sixth Knight : Go 1 screen north from the Orb Tree. Enter the cave, then go 1 screen north and 1 screen east. Wait until all the fruits disappear. -Seventh Knight : Go into the cave north of the goblin's house, and follow the path until you reach the exit. Avoid the holes. -Eighth Knight : Sojourn Heights entrance. -Ninth Knight : Area where-there-was-a-fire-that-needed-to-be-put-out-with-some-water.

When all nine dead knights are resting in peace, Milder's ghost will appear and tell you to meet him on the mountain top. Go to the area where you defeated Henry and use the Serpent Scroll. The serpent will say : 'Yess?'. Speak with it, and you will have to answer a riddle. The answer is FIRE. When you give him the correct answer, the door will open. Go one screen north and approach Milder, who will give you the Crown of Stars (if he doesn't, speak with him). When you have the Crown, find a Dead Dragon Carcass. Look at it then step on it to get back to the Normal World.

Normal World, Part 4

Just go to the Sojourn Heights entrance (where you started the game), and leave the Sojourn Heights. Congratulations,

you've won! Enjoy the ending. (Before you leave the Sojourn Heights, you may want to keep using the Crown of Stars until the author tells you what it's for ;))

Hints, Q&A, and Walkthrough by Ducklord ([->ducklord@wanadoo.fr])

I would like to thank Paul Pliska, for making such a great dmod and for telling me the answer to the riddle :) .

Should you find any mistakes in this walkthrough, please e-mail me :) .

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