
6: CHARACTERS

?????? - Your character. Apparently, he does not have a name... he is defined as the ghoul buster Elvira paid to get rid of the evil critters that live in the castle... I will refer to this guy as "you" throughout this FAQ!

Elvira - The Mistress of the Dark. The owner of Castle Killbragant and your boss... she will indirectly help you solve puzzles once or twice during the game, but her main job is to mix your spells, provided that you have the manual and the right ingredients (because you bought the game, RIGHT?)

Emelda - Another major character in this game, Emelda is Elvira's evil ancestor. It will be up to you to stop the evil that she has started in Castle Killbragant.

Captain - You meet him for the first time once you try to enter the castle. He is possessed by Emelda's evil and will try to kill you as soon as you enter his room again.

Hairy Man - This man hides a secret. In order to save him from his torment you will have to use a silver tipped.....

Cook - Man, what an ugly woman! Well, she is not a woman, but she surely knows how to cook for humans and WITH humans! However, as stated by Elvira, her food tastes all the same because she does not use salt...

Female Vampire - AAAAAGH! Kill her! She stays in her bedroom all the time, luckily for you.

Torturer - This guy's dead, but don't touch his stuff until you've found an appropriate tomb for him to rest in peace...

Knight - Invincible in close combat... what must we do to kill him?

Falconeer - Another good man in this castle... he has a real passion for falcons, about challenging him and his pets?

Weresomething - This creature can be found guarding one of the doors inside the catacombs. Make sure to chop his arm off... and to use a real weapon against him!

6.1: MONSTERS

NOTA BENE: All statistics for the enemies are contained in 6.2

Guards - your basic enemy. They come in four different colours, in order of strength: red, blue, green, purple

Monks - creatures dressed in brown robes, swinging swords or maces. The maced ones are the strongest monks.

Archers - only met on the battlements of the castle. Weaker than most guards they only come in red, but they have a steel helmet on their head.

Skeletons - only met in the dungeons, they come in different colours as well. However, the red skeleton protecting the torturer's chamber is the strongest creature in the dungeons.

Goblins - they stole Elvira's ring, they can steal everything you have, including the flesh from your bones! Be careful not to touch them... they burn and bite!

Gill men - armed with skulls, these creatures will eat the crap out of you if you do not react quickly. Only found in catacombs.

Skulls - Flying bones, the gill men's weapons, these animated skulls will eat your life out... pay attention!

Emelda's maids - Knife or spell, that is the question!

6.2: MONSTER TABLE

LEGEND:

STR = STRENGTH

DEX = DEXTERITY

RES = RESISTENCE

SKI = WEAPON SKILL

LIF = LIFE

CREATURE	STR	DEX	RES	SKI	LIF		
Guard		30-70	45-65	30-50	25-50	50-120	
Monk	25-40	55-65	5-10	25-45	50-90		
Archer		35-40	50-55	30-35	25-30	40-60	
Gill Man	40-45	40-55	35-55	25-50	60-70		
Skull	35-65	50-65	35-55	25-50	30-120		
Maid	30-50	45-65	40-45	40-50	30-40		
Captain		80	65	80	80	150	
Weresomething		70	45	50	55		150
Goblin	One hit will do the job... USE SPELLS FOR THESE!						
Werewolf (Hairy man)	This guy must be killed by a silver-tipped bolt						
Knight	This guy must be killed by a simple bolt						

7: WALKTHROUGH

This is divided into seven phases, and you will find this division useful when trying to remember the quests which you have not completed. Whenever I mention a spell, the ingredients can be found anywhere, you just have to look for them. Except for the spell "Herbal Honey", I did not include any other spells with ingredients to avoid copy protection problems. Just use the "Emelda's book of Spelles for Ye of Magickal Artes" included within the Elvira package to mix the spells you need. And now, let's go on to the walkthrough!

7.1: BEGINNING THE GAME

The game starts off with your character standing outside the entrance to Castle Killbragant. You can get a glimpse of the castle layout by looking at the small sign beside the entrance, but one way or the other, you will have to enter the castle, eventually. Whoops! There goes the gate! Seems that you are stuck here for the rest of the game. Now, now now, what should we do? I would personally advise to be good boys and to enter the guardhouse to the left. Wow! This guy's addicted to something! Well, no time to find out, since he throws you in a damp and scary dungeon, to be eaten by one of Emelda's pets. But wait! Elvira comes to the rescue and tells you the whole story! She also gives you a dagger (make sure to USE it), two bottles (CONSUME them) containing Fire Dagger and Fingerlight and a Wooden Heart in Algae Sauce spell. DO NOT CONSUME THE WOODEN HEART! You will need it later in the game, when your LIF points start to get low! Anyways, you find yourself standing outside the dungeon, with a blacksmith shop in front of you. Go outside the stable entrance and take some hay. If you want to enter the stables make sure to save the game, because you will meet the hairy man who will tear you apart... but we will worry about him later on in the game. Enter the castle and then enter the first door you see on your left. Get the black book with the pentacle, it is Emelda's spell book. Exit the library and enter the door directly in front of you. Take the stake and the monstera plant. Read the diary and notice the reference to a missing ring. Get out of the study and head forward, entering the first

door on your right. Get the absinthe, leave, and go forward until you reach the staircase. Go down, give Elvira the black book, turn to your right and take the honey and wine. Turn around once again, get the mitts, put canvas bag into inventory and move the burning coal from the fire to the bag, then get the bag. Ask Elvira to mix the spell "Herbal Honey" for you, (this is the only spell for which I will be giving out the ingredients) put honey and hay as your ingredients and drink the bottle. Drop the ingredients you found so far (Monstera, Wine and Honey) and leave via the stairs.

7.2: OF WEAPONS, PLANTS AND SPELLS

Facing the castle entrance as soon as you leave Elvira's kitchen, you should see a red guard coming at you. If you don't, you probably will as soon as you open the first door on your left. Kill the guard and enter the room. Get the longsword, crossbow and large shield. USE the sword and the shield, drop the dagger. The suit of armor is REALLY heavy, and you might fall asleep on the job from tiredness, thus ending the game, so I would advise leaving it behind... it's not like you are going to need it, anyways!

Now, now, now... you have a crossbow, but you don't have any bolts! Well, where do you think you are going to get them? Inside the castle, of course! However, do not go upstairs just yet. Instead, leave the castle, go around a little bit until you find the gate to the garden area. Kill the guard, and get the ingredients along the way by searching all of the bushes you find around. Look! A door! Nope. It's locked. Look! An archery target! Nope. You don't have any bolts. Oh, well, go through the archway, take the clover, turn to the left, take the mushrooms and turn around. Straight ahead... until you are facing a wall. Turn to your left, and go through the door. OH MY GOD! This guy has been torn apart! Oh, well, sucks to be him. Take the maggots from his body, take the sledgehammer, grab the crucifix, look in the box on the table, put the packets of seeds on the table and take the key. Go back out, ignore the maze entrance, and go to the door you saw earlier. UNLOCK it, then open it. Get ready to kill two monks armed with swords, then enter the garden. Click on all plants (can't remember the names of the plants? You probably forgot to drink your herbal honey) and get all the ones that are listed as spell ingredients in your Emelda book.

Get some more ingredients from the bushes you might have missed the first time around and go back to the castle. Now you are ready to explore the upper floor of the castle! Go up the stairs, and enter the first door you see. Quickly use the stake and the sledgehammer, and the female vampire will be dead before you can say "antidestabilimentarismo" (one of the longest words in the Italian language). Get the dust she becomes, and open the wardrobe to get some bolts. Now, as soon as you leave the room, proceed in a clockwise fashion, and you will eventually return to the starting point. All of the enemies on this floor are monks, and in one of the room the monks will be swinging maces. In that room, get the bible and open it to find a prayer scroll. On your right, at some point, you will find a door. Kill the monk, enter the bathroom and look in the crack in the wall, getting the laudanum. Don't worry about that locked door, it's the door to Elvira's room, strictly forbidden for you unless invited (HINT HINT!). Go down the stairs, and ask Elvira to mix some more spells for you...

Now, go back upstairs and exit via the main door. Elvira will scream and tell you that the cook has taken over the kitchen, and you will need to kill her in order for Elvira to go back and mix more spells for you. Trust me, you'll need more spells. If you want, you can enter the castle again and go to the second floor into Elvira's room, where she will give you hints about the cook ("All of her food tastes the same, because she doesn't use salt". Go back outside and save the game. Now, let's go onto the next part...

7.3: THE FIRST FOUR KEYS - TRIP TO THE DUNGEON

Now, you are outside the castle area. Go to the garden area, and take three shots at the archery target. After you have mastered the fine art of archery, take the three bolts stuck in the target and enter the archway. Go north, and you will find yourself facing a falconeer and one of his pets. SAVE the game and click on the man to challenge him. As soon as you see the falcon, USE the crossbow and the falcon will die, while his owner will fade... click on the falcon, get the bolt, the feather, and... whoa! A gold key with SECUNDUS

written on it! Now, you can go back to the castle courtyard. Go around until you are facing the blacksmith's shop and enter. SAVE the game, look in the box on your right, take the pot, place the pot on the fire and put the crucifix in the pot. Take a bolt and place it in the pot, creating a silver tipped crossbow bolt. Go back to the stables, enter and click on the hairy man. He will tell you to kill the hound with a silver-tipped... Well, you know already, just USE the bolt as soon as you can and the creature will be destroyed. Go forward, grab the horsehair, go forward, face the stall and drag the tethering ring to your inventory. Grab the gold key and place the ring back in the hole. Now, now, now, we have two keys already. About going for the third one? Face the castle entrance, and SAVE the game. If you have not consumed the Thorny Splinter you had at the beginning of the game, do so now, and you will get a Fire Dagger scroll. Ok, this is the plan. Enter the door to your right, and quickly zap the captain with three fire daggers. If you can't, it will be a long battle, so restore and try again. Eventually, you will kill him. Click on all the papers on the board, and remove the warning to soldiers "not to remove the crown". Get the gold key behind the paper, and get ready for a stimulating trip to the castle dungeons! Enter the door, enter the second door, and get ready for another clockwise exploration of this place. In the third corridor, you will find a door on you right that is being guarded by a red skeleton. He is the strongest creature of the dungeon, but it should be no problem for you at all. Enter the room he was guarding, get the bag of salt. Now SAVE the game, drag the ring from the floor to inventory, click on the skeleton and take both key and skeleton. Now, place the canvas bag in the room view, drag the fire tongs from room to canvas bag and take canvas bag. DO NOT REMOVE THE TONGS UNTIL I TELL YOU TO DO SO! You will be killed instantly. Now that you have the salt, it's time to go back to the castle. At the end of this area, you should have 5 webs, 10 spiders, 5 earwigs, 5 beetles and 5 centipedes.

7.4: KITCHEN, BATTLEMENTS, KNIGHT AND SPELLS

Go back to the kitchen, throw the salt at the cook and watch her melt. Elvira will come back and thank you, then she will get back to work. Mix some long-range spells like Fingerlight, then put all keys and ingredients in canvas bag, drop everything except spells, sword, shield, crossbow and bolts. Go upstairs to the battlements and go around hacking and slashing. At some point, you will meet a knight "that looks invincible in close combat". USE the crossbow and make him fall down into the well. Do not waste too many long range spells and bolts, as you will need them in the next . Go back downstairs, go into the kitchen and ask Elvira to mix some spell-protection spells like Maiden's Turnover, Knightyme Pleasure, etc. Again, you must drop everything except the items mentioned earlier, because now we will go around investigating the issue of the missing ring. Go back to the garden area, and this time SAVE the game before entering the most interesting part of the whole game: the garden maze.

7.5: THE GARDEN MAZE, CHURCH, CRUSADER

Proceed through the maze picking up ingredients along the way. A word of advice on the goblins: if they touch you, no matter how, you are dead (At least, 90% of the time you are. In the remaining 10%, they steal stuff from you, or you start burning. Not pleasant). Use your bolts and long range spells, and NEVER, ever use a sword. Wander around, and try to reach the entrance to the goblins' lair. At this point, SAVE the game. There might be little eyes looking at you from the darkness within, so use a couple of bolts or spells to make them disappear and enter the area. Grab Elvira's ring and go forward to reach the pond area. Grab all of the ingredients and work your way through the maze until you reach the exit (this part can become VERY frustrating, but after beating the game 15-20 times you will probably memorize the way through this place. You won't have to worry about goblins anymore, at least! Exit the garden area, and go back inside the castle. Go forward, past the kitchen stairs, and you will find two doors. The door to the west leads to an empty grand hall. The door to the right leads to a church inside the castle. Look at the altar, and look at the cross. Yup, that's where Elvira's ring comes in handy. Place it in the hollow space inside the cross, and watch the laser show. Go through the hole, grab the crown (DO NOT LEAVE THIS AREA WITH IT!)

and face the mural. Click on it. Notice the Latin writing. USE the prayer scroll, and place the crown on the skeleton's head. Take the crusader's long sword, and leave this place. Go back to the kitchen, ask Elvira to mix the spell called "Glowing Pride" for which you did not have the ingredients before. Turn to your left, click on the dumbwaiter, drag the Glowing Pride to the dark tunnel, then click on the tunnel. Elvira will go inside and return with the fifth gold key! Way to go! Grab your stuff from the room area, and go back outside.

7.6: THE CATACOMBS, WERESOMETHING, MOAT

Go to one of the corner towers and enter the catacombs. Look around all you want, but make sure to do these things when you are done exploring:

- 1) Inside one of the hollow skulls located on every door of the catacombs, you will find a bottle of Dragon's Blood. Take it.
- 2) Always open the left coffins FIRST. If you come across an empty one, put the torturer's bones inside and seal the lid. DO NOT OPEN THE RIGHT ONE!
- 3) At some point, you will meet a grey humanoid creature holding a rock in its hand. Make sure you USE the crusader's sword before you fight it. You will need good timing, but keep your cursor on the creature's hand and you will probably chop it right away. As soon as you do, quickly strike the creature on the top of the head. Grab the stone from the chopped hand, and enter the room the creature was guarding. Open the right coffin, and take the rusty key. USE the long sword before leaving.

After doing these three steps, go back to the room where you placed the bones to rest, SAVE and open the right coffin. You will find yourself in a pretty damp situation. Go down until you reach the bottom. Go forward until you reach a gate, and UNLOCK and OPEN it. Go through the gate until you reach the end of the tunnel, then go up to get some air. Now, turn around, face the wall completely, and turn around once again. Go one forward, go down, turn to the right, and go four spaces forward. You will see the knight's body. Click on the sword, and get the sixth gold key. Turn around, go four times forward, turn left, emerge to get some air, go back on the bottom of the moat, go through the tunnel, and as soon as you can go up, do so and you will find yourself inside the castle well. Get the moss and climb up the rope. Now, go back to the castle, into the kitchen. Put the coal back from the bag to inventory, then take it again. Put the tongs on the coal, grabbing it. Go back outside, and get ready for the final part of the game.

7.7: CANNON, TOWER, CHEST, EMELDA

Go back on the castle battlements, then find the tower with the cannon on the top level. USE the tongs on the cannon, and you will blow part of a tower off. Go to that tower, go up, and you will find yourself facing a chest sealed shut with six impressive looking locks. SAVE the game, and place the keys in the locks in this order: PRIMUS, SECUNDUS, TERTIUS, QUARTUS, QUINTUS, SEXTUS. Open the chest, get the dagger and the Scroll of Spiritual Mastery. Go back downstairs, into the courtyard. Go down to the catacombs, and travel quickly to avoid Emelda's maids. At some point you will find a place with a hole in the ground. Click on the hole, place the rock you got from the guy you killed earlier in the hole, then go down. Now, the final sequence will start. Emelda will rise from her throne, light two braziers, and start draining your lifeforce. Place the crusader's sword on the pentacle, and Emelda will stop for three-four seconds. Use the scroll of Spiritual Mastery to make her change into her true form. Finally, use the Dagger to go for the kill. YOU DID IT! You saved the world once again... now enjoy a well deserved rest together with your mistress, so that you can get your just reward...

8: FREQUENTLY ASKED QUESTIONS

Q: I don't know how to mix spells, what do I have to do?

A: Drag the ingredients from the right page to the left page, click on MIX.

Q: I did what you told me, but Elvira kicks me out of the game! Why?

A: Buy the game and get the manual, that's the copy protection!

Q: What is the "weresomething"? Why did you call it that way?

A: When I played the game for the first time, I did not know what kind of creature the catacomb guardian was, and seeing that it was humanoid, I assumed it could change between human and animal forms, so... he is the weresomething!

Q: I keep on getting killed by the weresomething! What do I do?

A: Make sure you USED the crusader's sword before fighting this guy. Check your timing and aim at the creature's hand. Once you cut its hand off, quickly hit the creature's head.

Q: What does the Latin writing on the crypt mural mean?

A: "Quicumque Meum Regnum Redintegrat, Ille Gladium Salutis Tenebit" literally means: "He who will rebuild my kingdom will have the sword of salvation". Thanks to my father for helping me translate this... I was never good at Classical Languages!

Q: Why does the torturer kill me every time I take the tongs?

A: Place them in the canvas bag, and do not touch them until you bury the guy!

Q: Are you obsessed with this game?

A: I used to be. Now I find it fun, but once I beat it... well, now I can beat it in less than 30 minutes... gets repetitive but it's quite fun.

Q: How can this FAQ be so good? (Alex asked me this...)

A: It's because a genius wrote it...

Q: Can I do anything that cannot be done with other FAQs to this one?

A: What do you think? NO. Without my permission you can't do anything to or with this FAQ... that is, break copyright law in any way. No one prevents you from burning it, eating it, make paper planes and boats out of it, use it in your dog's litter box, use it as toilet paper (ouch!) and using it to clean your car's interiors, but I would advise you use it for gaming purposes...

9: EXTRAS

This contains things that are not essential to the game, but it also includes spoilers like maps or detailed description of sequences. Do not read this before playing the game to the end at least once!

9.1: WAYS TO DIE / LOSE AND DEATH SEQUENCES

Yes. Some people actually wanted me to include this gorefest list of deaths found within the game Elvira... you can't even imagine what it took me to get killed by every creature at least once and to get stuck at least twice. I think that the information found within this is 100% accurate, but if you find a mistake please inform me, I'll be happy to include your name in the special thanks !

- 1) Getting killed by any guard, skeleton, monk, captain or knight will show a severed head.
- 2) Getting slaughtered by the wolf will show a head with a neck that has been torn apart
- 3) Letting the falcon get to you will show a head with the eyes ripped off
- 4) Letting the vampire kill you will show a head with vampire bites
- 5) Getting killed by a goblin, skull or gill man will show a scratched head
- 5b) Entering the goblins lair with the "eyes" still in will show goblins scratching you and the scratched head.
- 5c) Being paralyzed by a goblin will automatically lead you to the lair and death 5b will be shown.
- 6) Entering the kitchen and not throwing the salt while the cook is in there will show a severed head floating in a pot of vegetable soup
- 7) Taking the tongs without burying the torturer first will show a head with the eyes burned off
- 8) Taking the crown and leaving the crypt will show a body under boulders

- 9) Getting killed by the weresomething with the rock will show a face with a broken forehead
- 10) Getting killed by the handless weresomething will show a picture of the creature bashing you to death with a femur
- 11) Getting drained completely by Emelda (VEEERY HARD!) will show a picture of a purple, wrinkled head (I only got this once 'cause I was slacking off and fought like a moron taking a lot of damage...)
- 12) Drowning will show a blue head
- 13) Falling asleep will show Elvira firing you
- 14) Opening the chest without putting the keys in the specific order (Primus, Secundus, Tertius, Quartus, Quintus, Sextus) will show the guardian of the chest grabbing you and... a bloody boot and blood coming out of the chest itself!
- 15) Using ingredients carelessly will end the game since you won't be able to go any further without the item or ingredient (trust me, it happens!) Especially with that Glowing Pr... whooops! I talked too much!
- 16) Trying to mix spells without the manual will show two Elvira warnings, and she will kick you out of the game upon the third mistake.

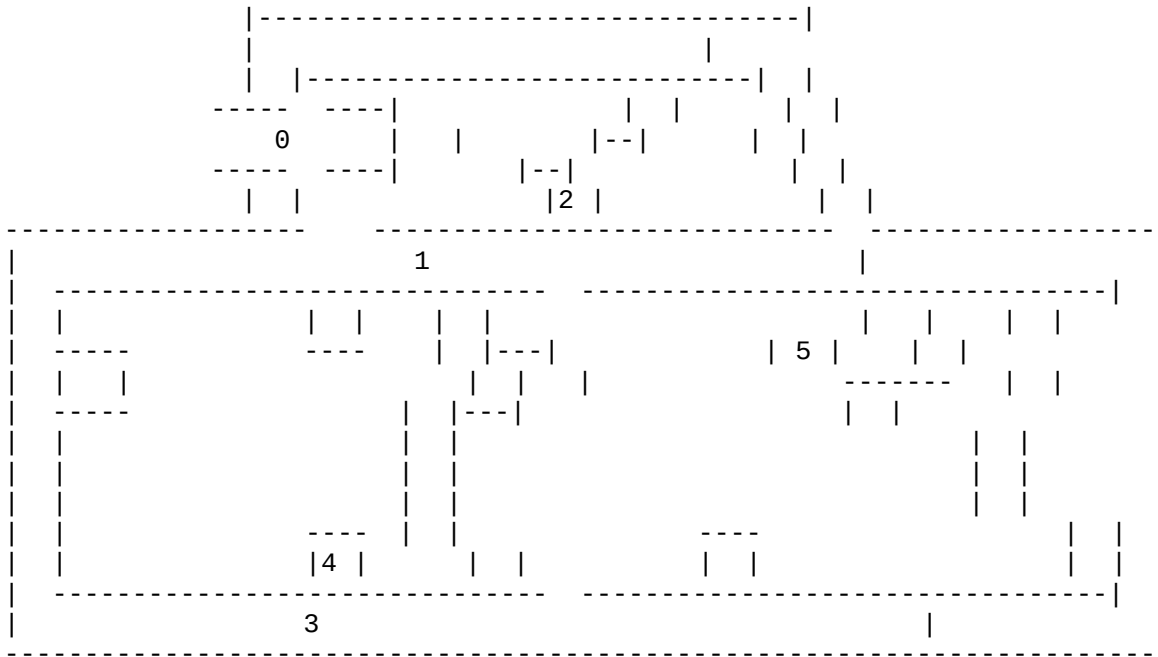
9.2: THE ENDING

Yes, I know, the ending of the game kinda sucked. But I've come to realize that the entire final sequence is a sort of interactive ending. The description and picture of Elvira at the end only show a brief part of the ending, but it surely is enough. I've come to this conclusion after beating Elvira 2 and finding the same situation. You beat the final monster, you get an Elvira picture, then a brief description, then the credits start. If you have any other ideas please write me, I will be happy to answer to all your questions, and I will insert your comments in the most recent update.

9.3: MAPS

For now, the only map present within this FAQ is the Catacombs map. I admit it, it is quite bad for a 2.2 release of a FAQ, but I've been kinda busy with school, working on this whenever I had some spare time, so you'll have to understand. I will try to complete the Ultimate EDT's Elvira I Compendium before the end of the year, along with the EDT's Elvira 2 FAQ. If you would like to help with the Elvira 2 FAQ I would appreciate it, especially if you will be able to help me with the maps, as these are the most complicated things to make, even though many of them have already been included within the EDT Wandering in the Dark Elvira II Map Guide. The same thing applies for the EDT Elvira I and Elvira II Compendiums. You can contact me at the address written in the CONTACT .

CATACOMBS



- 0 - You enter here
- 1 - Place the rock here
- 2 - Dragon's Blood is here
- 3 - Location of the Weresomething
- 4 - Iron key
- 5 - Bury the skeleton in the left coffin. Open the right when you have both (2), (4) and after you kill (3), of course