

The Book of Legends – Official Guide

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Introduction:

Congratulations for picking “The Book of Legends”.

This game will provide hours of entertainment, exploration and fights, featuring up to 31 playable characters, more than 125 spells and 6 continents to explore.

This Guide will help you in your journey, providing:

- Detailed, annotated maps of all areas
- A full walkthrough of the main quest
- Hints
- Battle strategies

Plot:

The Demon of Fear, Azutura, is slowly but surely awaking because the world is increasingly being dominated by thieves, rogues and bandits. Indeed - Azutura feeds on people's fears. The solution is found and crafted by the best alchemists of the realm: a special relic whose vapors will put the Demon in a profound sleep for the next few decades or so.

A notorious traveler gifted with a supernatural strength, Jordan, is sent to the House of Fear where the Demon lies to do the job. But the very first day of his mission, he is robbed by thieves and loses the precious relic!

1) Moondrop Woods

Map 1:



A - Gives 1 extra level to Jordan

B - Tutorial

C - Map 2

You start the game in a little corner of Moondrop Woods. The carved stone (A) nearby will give Jordan an extra level if he reads it. However, it might be a good strategy to leave it until later in the game when leveling up will become harder!

If you need some guidance on how to play the game make sure to click on the book (B) by the exit for some tutorial instructions. You'll find several of these tutorial books spread throughout the game. Be sure to read them all for extra tips!

When you're done examining and checking your options, items, skills, etc follow the path (C) in order to proceed to the next map area!

Map 2:



- C - Map 1
- D - Save point
- E - Map 3
- F - Map 3
- G - Map 4

If you've paid attention to the menu, you noticed you don't have an option to save directly available from there. Instead, Jordan has a skill called "**Vision of a Dream**" that allows him to fully restore his health and save at the cost of 10 skill points!

However, this is not the only way to save in the game. Spread out through different areas of the game you'll find some characters (priests

of the order of Raa to be exact) that will allow you to save at zero cost! The first one is signaled on the above map by the letter **D**!

Please do not the Auto-save will also record your progress regularly in slot 1.

Explore around and check out treasure chests! Monsters in the area are Rabid Wolves, Hunter Foxes, Diadem Spiders and Thieves. Try to deal with the wolves and spiders quickly as Jordan is resistant to it but other members you may potentially find are not.

Hint: use Jordan's "Balance of Power" if you have to face 4 foxes. This is a skill that allows him to hit 4 times if the enemy side has 4 or more members.

Jordan starts with a special ability to recover about 50 Life pts each turn if his Life pts get below 100, so do not be afraid if you see him getting damages from enemies. Just use this function rather than healing items.

G will bring you closer to the exit whereas **E** and **F** will both connect to the same inner map – you may want to explore it now or come back shortly (you can't exit Moondrop Woods without going there anyway).