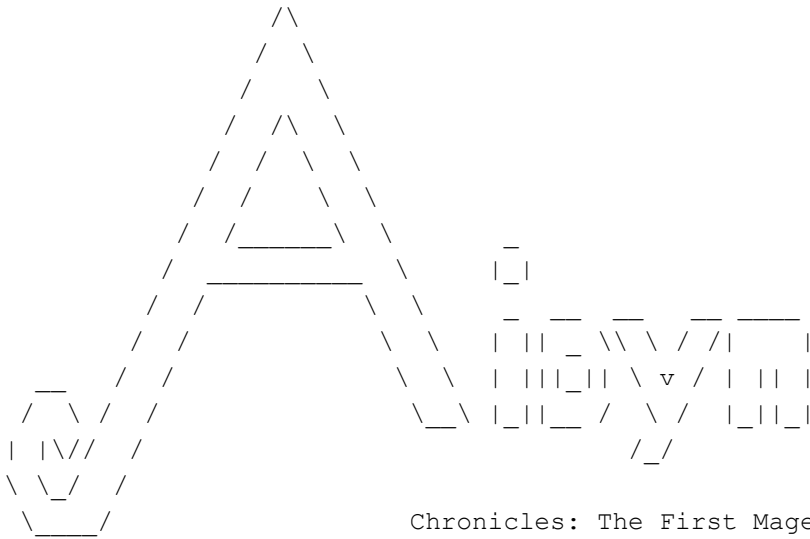


Aidyn Chronicles: The First Mage FAQ/Walkthrough

by Sheik of Hyrule

Updated to v1.4 on Jul 16, 2001



Chronicles: The First Mage

Full Faq/guide
By Sheik (sheikofhyrule@aol.com)
Currently version 1.4

If you have questions or comments on this guide, or simply have suggestions, Email me at sheikofhyrule@aol.com with "Aidyn Chronicles FAQ" as the subject.

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Revision History

7/11/01 (version 0.2)- I started the faq. Got done with reaching Terminor and most of Terminor. I also did the special thanks and the Introducing you to the game.
7/12/01 (version 0.4)- I added some to Terminor, added the spell list, and some special thanks.
7/12/01 (version 0.6)- I added some more to Terminor(hopefully finished it), and fixed some minor mistakes.
7/12/01 (version 0.8)- Added Darkling Bog, preparing for Shamsuk's tower, and the first five rooms of shamsuk's tower. I also started the enemy list. And fixed some minor errors
7/13/01 (version 1.0)- Fixed some minor errors.
7/14/01 (version 1.2)- made some changes
7/15/01 (version 1.4)- Finished shamsuk's tower. Finished Oisen Forest. Added some enemies to the enemy guide. Fixed some errors.

Intro

I like this game, and I'm sure alot of other people do. But of course, alot of times, people get stuck on games(even me sometimes), so, I am writing this FAQ to help out anyone who gets stuck. But of course, if my guide is missing information, incorrect information, or maybe you have a suggestion of something that I should change, just email me at sheikofhyrule@aol.com with "Aidyn Chronicles FAQ" as the subject. It will probably take me a long time to finish this faq, so feel free to help out if you can.

Note: I started this guide about halfway through the game, so i dont have anything for about the first half of the game yet.

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I. Introducing you to the game

A. Trek Mode

- | | |
|---------------|------------------------------------|
| A button | Interact with characters |
| | Open doors |
| | Select action from menu |
| B button | Cancel an action |
| | Return to previous |
| | Show the Characters in your party |
| Control stick | Move Alaron |
| | Hold forward just a little to walk |
| | Hold forward all the way to run |

Start Button - Pause

- | | |
|--------------------------|--------------------|
| Z button + Control Stick | Sneak |
| R button + Control Stick | Change camera view |

B. Combat Mode

Select Action Phase

- | | |
|---------------|---------------------------------|
| Control Stick | Move Character your controlling |
| A button | Initiate melee attack |
| | Start Targeting mode |
| C up | Open special item/potion menu |
| C down | Open Spell menu |
| R button | Change camera view |
| Z/L button | End Turn |

Targeting Phase

Control stick Select target for melee attack, spell, or item.
A button Perform action
B button Go back to Select action phase
C up button Use previous item (tap)
 Select item (hold)
C down button Use previous spell (tap)
 Select item (hold)

C. Pause Menu

R button scroll left
Z button scroll right
Controll stick Highlight selections
 Cycle through inventory, stats, spells, and skills
C left button Cycle back through party members
C right button Cycle forward through party members
C down button View Details
A button Equip and unequip items on selected character
 Use potions, items, or spells
B button Exit pause game menu
START Return to the game

II. Walkthrough

Reaching Terminor

Exit Talewok by the bridge, and follow the road until the fork. Take the left, with the sign that says "to the free city of Terminor". Follow this path until you get to the bog with the crazy guy standing in front of it. Talk to him, then, just to the right of the path that ends, there is a hill with a troll, and a treasure chest up there. Go defeat the troll and open the treasure chest to receive a Wall of Bones scroll and some herbs. After that, head SW until your following the coast of a river. Follow that until you come to a bridge, cross it. Right after the bridge, on the right, there is an ogre boss, and a treasure chest. In the chest is 150 gold. Follow the path and there is a bandit boss, and a treasure chest with 200 gold on the right. Keep following it until it looks like the road splits (it really doesn't). Go left and follow it for a short time until you get to Terminor.

Terminor

Most of the buildings in here are empty, so don't waist your time. If you go straight and then go left you get to a building with a merchant that sells.

::ITEMS::	::SKILLS::
Fire Flask	Mechanic 7
Strength Potion	Merchant 7
Great Sword	
Heartseeker Bow	
Scythe	
Amulet of Pork	
Phantom Cloak	
Plate Gauntlets	
Gemstone	

On the other side, is the inn, where you talk to Niessen and then get him in your party. Since you can't leave brenna or rheda behind, you

have to leave the only other person. If you don't want Niessen, just kill him off, and get your other character. You can also get Arturo on your team in the inn.

after you get niessen in your party (after you leave the inn after you talk to him), you can go back in and have tamberlain sell you item. The items he has are.

::ITEMS::

Charisma Potion
Defense Potion
Fire Flask
Strength Potion
Pike
Poleaxe
Spear
Spikes
Ring of Healing
Boots of Adamant
Boots of Speed
Jundar Shield
Spirit Shield (a shield, not the scroll)
Gemstone

Also, before you leave, have him tell you his stories, until you hear about Mago. Have him tell you where Mago is, then you can leave. Now, go back to the other side of town, and up the ramp into the second part of town. Following the right side, the fourth building on the right has.

::ITEMS::

::SKILLS::

Antidote Potion	Alchemist	10
Curring Potion	Healer	10
Healing Potion	Merchant	3
Restore Potion		
Stamina Potion		
Gemstone		
Herb		
Sapphire Gem		
Spice		

The next building on the right (the fifth door) has.

::ITEMS::

::SKILLS::

Bow of Accuracy	Mechanic	9
Dragon Fang	Merchant	8
Great Bow	Ranger	5
Heartseeker Bow		
Long Bow		
Tinker's Gloves		

Now, looking at the left side of buildings from where your standing, the building to the left of the brick one has.

::ITEMS::

::SKILLS::

Charisma Potion	Diplomat	7
Harp of Igone	Loremaster	5
	Merchant	4
	Trabadour	10

And, if you go to the building with two doors and a green roof at night

(it also has two chests inside that you can't open), there is a merchant with.

::ITEMS::	::SKILLS::
Battle Axe	Merchant 6
Chaos Sword	Warrior 8
Dart of Distance	Missile 6
Enchanted Blade	Sword 10
Great Axe	
Javelin	
Longsword	
Maul	
Morningstar	
Pike	
Scythe	
Helm of Defense	

Now, go through the next set of doors to the third screen of the city, there should be a building on the left, that is a library, and has a merchant with.

::ITEMS::	::SKILLS::
Acid Flask	Loremaster 10
Sleep Gas Flask	Merchant 3
Sense Aura	

Now, go up the ramp to the small building with a lady standing in front of it. (there won't be a lady unless you talked to Tamberlain about Mago). Talk to her and tell her that Tamberlain sent you and that he is doing well. She'll let you inside. Inside there will be a merchant downstairs with.

::ITEMS::	::SKILLS::
Aura of Death	Merchant 5
Darkness	Wizard 9
Stamina	
vs.Necromancy	
Spice	

After you talk to her, go down another floor, and there will be a cutscene with you, a lady, and Mago. I'm not sure if anything special happens here yet.

Once you ready, you can leave for the Bog(you may want to look at the section "preparing for shamsuk's tower", before leaving

The Darkling Bog

Follow the path outside of Terminor back to the bridge. Right after the bridge turn right, and head east, along the coast of the river. Keep heading east until you get to the darkling bog. Enter the bog, and wander around a little, until you find Elisheva's tomb (I think that is also heading east). Inside Elasheva's tomb you'll find two treasure chests. One with 4 healing potions, 1 restore potion, 4 stealth potions, 1 heart of Eleshiva, 10 gemstones, a sapphire gem, and some gold. In the other, you'll find 5 healing potions, 1 restore potion, 3 stealth potions, a vs.Star wand, 10 herb, a sapphire gem, and some gold. After you got these, you can leave. Head east more, until you see a wall. Walk around the wall until you see Shamsuk's tower. You should get a journal entry when you get close enough to it.

Preparing for Shamsuk's Tower

Follow these steps before you enter Shamsuk's tower.

- Everyone at atleast level 15, with good equipment (I suggest that everyone has a healing ring on, that way, if you end battle during daytime, all your people are automatically healed).
- You have 99 curing potions, 99 healing potions(not quite necessary), 99 gemstone, 99 herb, and 99 spice.
- You have a good offensive spell such as fireball or dragon flames at level above five.(niesen comes with fireball). You should also have strength at level five, and spirit shield or air shield at level five.
- Two of your people have the healer ability above 5.(niesen starts with level 8)(if you have healer, you can have the two people lay one hands the people that don't have healer, then lay on hands eachother until almost fully healed)
- You make a second save
- everyone has a magic weapon
- You have someone with Thief and Mechanic skill at 8 or above (rope and tinker's gloves raise thief and mechanic)

Shamsuk's Tower

Room 1 - outside the tower, and on top of it. Stone Golem

You'll notice that the door to the tower is locked, and no matter how high your thief skill is, you can't open it. So, go around the right side of the building and press A by the scaffolding to climb the wall. When your on top of the building, look for two bags. One has the black key in it, and the other has a Etherial Ring. After you get these, find the steps that lead into the next room.

Room 2 - A moon-shaped room with a door at each end. Stone Golem.

Just take either door...they lead to the same place.

Room 3 - A cloudy room. Dust devil.

The door at the end of this one doesn't take you to another room, it takes you to the previous room. However, if you look at the middle of the inner wall, you'll see a door.(its hard to see). There is an invisible walkway to it. Enter the door.

Room 4 - A room with 3 pictures. Lizard man.

For this room, all you need to do is exit through a portrait. Use the one on the left side.

Room 5 - 2 spiral staircases with a hallway connecting them. Hellhound, wight.

Don't go down the spiral staircase with the fire shooting up it. Instead, go down the spiral staircase that is smaller. It should be guarded by a wight.

Room 6 - Spiral staircase with a purple lamp on the wall at the bottom.

Hit A all around the wall by the lamp, there is a door somewhere around there.

Room 7 - A room with a torch and a red mark on opposites sides.

Hit A by the red mark on the other side of the room. Hit A on the other to go back.

Room 8 - Purple, hexagon shaped room with a crater in the middle. 2 wraiths and a fire elemental.

If you want to, kill the fire elemental for an Immolation Wand. Then go through one of the two doors to find the room I describe. To go back, hit A all over the wall.

Room 9 - A yellowish hallway with a door at the end.

Go through the door at the end.

Room 10 - A hallway with a door at each end. Plague Zombie.

You'll notice that the door at the far end is locked with the blood key. So just go through the door that is closer to you.

Room 11 - A red room that is kind of like a maze. Giant Skeleton, Tomb Rat, Minotaur Lord.

Kill the Minotaur Lord to get the blood key. Then find a treasure with a wall of bones scroll in it, a treasure with a leather cloak in it, and a treasure chest with a restore potion, some herbs, and some gold.

Once you have the blood key, you can go back to room 10, and finish Shamsuk's Tower without getting all the treasure. If you want to do that, just go back to room 10, and unlock the door at the far end. (skip down to room 31 if you do so)

If you want to get all the treasure in Shamsuk's Tower, then find the other door in this room and go through it.

Room 12 - A hallway with two pictures on the wall.

Just go on through the hallway.

Room 13 - A room that somewhat resembles room 6 (its not though).

Go up the spiral staircase. (don't worry about the other door in that room, it just takes you to the second door in room 8.)

Room 14 - Looks like a lab. Stone Golem.

There is a bag on the floor with a revival wand in it. Once you get that, hit A by the bookcase with the bone hand sticking out.

Room 15 - A hallway with 2 doors at the end. There are also many rooms on the side of this hallway seperated by what look like cloth doors(all they have in them is enemies). Giant Skeleton, Harpy, Gryphon, Manticore, large scorpion, giant scorpion, and wyvern.

Check both doors for the room I describe.

Room 16 - A hexagon shaped room with 3 doors and a statue of an old man in the middle of it.

Open the treasure chest by the old man, it has Breklor's Firestaff. Once you get that, go through the middle door.

Room 17 - A room with several doors, and a statue of an old woman in the middle.

Open the treasure chest by the statue for a helm of charisma. After you get it, check the doors for the room that I describe.

Room 18 - A hexagon shaped room with several doors and tables. Plague Zombie.

Head up the doorway that looks like a ramp.

Room 19 - A room with some very strange equipment. Wraith.

If you look closely at the end of this room, on each side, you can make the outline of doors. Walk up to the outline on the right side and hit A, it will say you found a secret door. Walk through.

Room 20 - A room with a fire in the middle. Earth Elemental.

There are a box and a chest on the right side of the room. The box holds a control elem, and the chest holds some potions (I forget what kind). After you get the treasure, hit A by the picture of the guy to go on.

Room 21 - A room with some strange tubes hanging around. Tomb rat.

There is a crate with 5 gemstones, after you get that, head through the door.

Room 22 - A room with some stacked up boxes and two doors.

Go through the door closest to the boxes.

Room 23 - A room with two gray torches. Zombie.

Just go through the door.

Room 24 - A room with two doors other than the one you come from. There also is a secret drop in the middle of the walkway path.

Enter the door on the side of the room (watch out for the secret door, it will drop you back down to room 8)

Room 25 - A semi-circle shaped room with two chests.

Open up the chests for a haste and a tap stamina wand. Now, go back to room 24 and go through the third door (make sure you don't fall through the secret door on the floor. Also make sure you don't accidentally go back to room 23)

Room 26 - A semi-circle shaped room with 3 doors other than the one you came from.

One of the doors leads to room 19. One of the other doors leads to room 22. Anyway, go up the ramp doorway.

Room 27 - A room with a picture of an old lady, and a door at the other

end. There is also a secret door on the floor, but it is locked with the bone key.

Go through the door at the other end.

Room 28 - A room with light showing in.

Go through the door on the other side.

Room 29 - Another room with light shining in. Another secret door on the floor (locked with bone key). Door at end (leads to room 5)

Press A by the portrait of the old lady on the wall

Room 30 - Picture of an old man and one of an old women. A bed, table, and fishtank. Zombie, Skeleton.

There is what looks to be a dressing closet of some sort next to the picture of the old lady. Walk right through it to find a chest with the bone key in it. Once you have it, go back to room 10, and open the locked door at the end.

Room 31 - A hallway with a wraith in it.

Enter door at the end.

Room 32 - Spiral Staircase.

Go down the spiral staircase.

Room 33 - Spiral Staircase with 2 doors.

Enter the one on the left (should be the room I describe)

Room 34 - Hallway with rainbow door.

Enter the rainbow door.

Room 35 - A rainbow circular room that has the roman numerals I, II, III, V, and XVII. Skeleton Archer.

If you go by the roman numeral XVII, and walk into the rainbow thing guarding your way, you'll be brought to the other side of the room. If you walk up to the I, II, or III, and hit A on the inner wall, it will say you found a secret door. Go on through.

Room 36 - Small rainbow hallway.

Go through the door.

Room 37 - A smaller rainbow circular room with the numerals V, VI, VII, VIII, X, XI, XII, XIII. Wraith.

If you hit A on the outer wall by the red numerals, you'll go back. If you hit A on the inner wall by the blue numerals, it will say you found a secret passage. Go on in.

Room 38 - Small rainbow hallway.

Go through the door. (make a save in here)

Room 39 - A small rainbow room with 4 doors. Wight.

DO NOT SAVE IN THIS ROOM UNTIL YOU BEAT THE WIGHT. YOU CANNOT GO BACK UNTIL YOU BEAT THE WIGHT. THIS IS WHY I TOLD YOU TO MAKE A SAVE IN THE PREVIOUS ROOM, INCASE YOU COULDN'T BEAT THE WIGHT ON YOUR FIRST TRY.

Once you beat the wight, head back to room 35, and hit A by the outer wall by the numeral V. It will say you found a secret door. Go in.

Room 40 - A room with a large hand.

Watch the cutseen, then go to the end of the hand and press A.

Room 41 - A pathway with two portals at the end.

Watch the cutseen, and get Farris on your team. After you get Farris on your team, make a save, just in case. After you do so, head through one of the portals, it will take you to Oisen Forest.

Oisen Forest

After you leave Shamsuk's tower, one of the following will happen.

1. You will see a cutseen, and start the battle with Shamsuk.
2. You will gain control of Alaron, and you'll have to walk to Oriana's hut, where you will start the battle. (this happens if you had Becan, Godric, and Niesen ALL in your party throughout Shamsuk's tower)

Shamsuk has two wraiths, two giant skeletons, and two plague zombies on his team. When the battle starts, try to get all of your people over to shamsuk, and kill him first. He'll first cast haste on all his people, then weakness on yours. He will then try to cast wall of bones on you. Once he is dead, finish off the rest of the enemies, and you'll recieve:

- 1 Banishing
- 1 Control Zombie
- 1 Haste
- 1 Spirit Shield
- 1 Shield Amulet
- 1 Enchanted Plate
- 25 Of a random reagent
- 1 Sapphire Gem

10,264 gold
20,857 exp.

Depending on what happened before, the following will happen.

If number 1 happened: You'll see a cutseen where Farris leaves your party. All you have to do, is find the portal in here, and take it to the darkling bog. Even though Farris leaves you, you'll get whatever was equipped on him.

If number 2 happened: You'll gain control of Alaron, and you'll still have Farris in your party. You can't use the portal in Oisen, so you'll have to walk to the darkling bog. It will be easier if you walk to Gwernia, and use the portal in Gwernia castle to get to Erromon, and then walk from Erromon.

Darkling bog

coming soon!

III. In-game Lists

A. Spell List

Name (school)	Min. Rank	Component	St Cost	Aspect
Air Shield(Elemental)	1	Spice	6	Solar
Control Elementals(Elemental)	4	Spice	10	Solar
Debilitation(Elemental)	2	Herb	6	Solar
Dragon Flames(Elemental)	2	Spice	10	Solar
Earth Smite(Elemental)	6	Gemstone	10	Solar
Fireball(Elemental)	5	Gemstone	15	Solar
Immolation(Elemental)	4	Spice	8	Solar
Lightning(Elemental)	3	Gemstone	3	Lunar
Neutralize Poisen(Elemental)	2	Herb	4	Solar
Strength(Elemental)	1	Herb	7	Solar
Wind(Elemental)	4	Herb	7	Solar
Banishing Elementals(Naming)	4	Gemstone	15	Neutral
Brilliance(Naming)	2	Gemstone	6	Lunar
Charming(Naming)	3	Gemstone	6	Solar
Control Marquis(Naming)	3	Gemstone	10	Lunar
Endurance(Naming)	2	Spice	6	Solar
Sense Aura(Naming)	3	Herb	7	Lunar
Stupidity(Naming)	2	Herb	6	Lunar
Teleportation(Naming)	8	Gemstone	10	Neutral
Weakness(Naming)	2	Herb	6	Lunar
Acid Bolt(Necromancy)	4	Spice	8	Lunar
Aura of Death(Necromancy)	4	Spice	5	Lunar
Cheat Death(Necromancy)	6	Gemstone	10	Solar
Control Zombies(Necromancy)	3	Herb	10	Lunar
Crushing Death(Necromancy)	7	Spice	15	Neutral
Darkness(Necromancy)	2	Gemstone	6	Lunar
Exhaustion(Necromancy)	2	Gemstone	6	Solar
Haste(Necromancy)	4	Spice	5	Neutral
Spirit Shield(Necromancy)	3	Herb	6	Lunar
Stamina(Necromancy)	2	Gemstone	6	Lunar
Tap Stamina(Necromancy)	3	Spice	5	Lunar
Wall of Bones(Necromancy)	5	Herb	15	Lunar
Wraith Touch(Necromancy)	8	Gemstone	2	Lunar
Dispel Elemental Magic(Neutral)	1	Herb	7	Neutral
Dispel Naming(Neutral)	2	Spice	6	Neutral
Dispel Necromancy(Neutral)	2	Gemstone	6	Neutral
Dispel Star(Neutral)	2	Herb	6	Neutral
Mirror(Neutral)	6	Gemstone	10	Neutral
vs.Elemental(Neutral)	1	Gemstone	5	Neutral
vs.Naming(Neutral)	1	Spice	5	Neutral
vs.Necromancy(Neutral)	1	Herb	3	Neutral
vs.Star(Neutral)	1	Gemstone	5	Neutral
Aura of Solar Wrath(Star)	4	Gemstone	5	Solar
Clumsiness(Star)	2	Spice	6	Lunar
Dexterity(Star)	2	Herb	7	Neutral
Frozen Doom(Star)	6	Herb	10	Lunar
Light(Star)	2	Spice	5	Solar

Photosynthesis (Star)	3	Herb	8	Solar
Shield of Starlight (Star)	3	Gemstone	8	Solar
Stellar Gravity (Star)	2	Spice	6	Lunar
Web of Starlight (Star)	3	Gemstone	10	Lunar
Whitefire (Star)	6	Spice	15	Solar

Enemy List

These are not in any order right now

Name	follower/leader	HP	Level
-----	-----	-----	-----
Plague Zombie	Follower	150	20
Zombie	Follower	105	15
Skeleton Archer	Follower	77	12
Stone Golem	Leader	105	15
Dust Devil	Follower	65	20
Hellhound	Follower	78	18
Wight	Leader	132	22
Wraith	Leader	80	20
Giant Skeleton	Follower	105	15
Minotaur Lord	Leader	135	15
Harpy	Follower	66	10
Manticore	Follower	91	16
Large Scorpion	Follower	39	4
Giant Scorpion	Follower	100	15
Wyvern	Leader	51	11
Earth Elemental	Leader	140	20

IV. Special Thanks

- THQ for making this game
- Gamefaqs for posting this FAQ
- God for my chance to share my abilities
- All you who take your time to read this
- Mark
- Gwenefwar, for helping me through some tough spots

If you have questions or comments on this guide, or simply have suggestions, Email me at sheikofhyrule@aol.com with "Aidyn Chronicles FAQ" as the subject.

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