

MediEvil Chalice Locations FAQ

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Medieval Chalice Locations

Directions assume that the starting location is the south end of the level.

1. Graveyard - Turn the angel statue so it faces the gate in front of the chalice. the gate will open.
2. Cemetery Hill - Light your club in the witches' room, then use it to light the fire in the room full of cages. The chalice is in one.
3. The Stained Glass Mausoleum - Give the Phantom the sheet music and the wall will open, revealing the chalice.
4. Return to the Graveyard - The chalice is in the middle of the undertaker's house.
5. Scarecrow Fields - Take the alternate path at the last mill to get the cogwheel, use the cogwheel on the thresher to cut a path through the corn, the chalice is at the end of that path.
6. Pumpkin Gorge - In the tunnel near the beginning, bash the wall next to the merchant.
7. Pumpkin Serpent - After you kill the boss, jump down the well near the beginning.
8. Enchanted Earth - The chalice is in the room with the Dark Portal. Hit the switches in the order on the wall to open the gates.
9. Ant Hill - Save all the fairies, and you'll be sent to the hall after you beat the level.
10. Sleeping Village - Use the crucifix to open the secret wall in the church. Use the cast and the bust in the smithy to get the crucifix.
11. Asylum Grounds - The chalice is next to the elephant... I think...
12. Asylum Interior - The chalice is in plain sight in the last room where the Mayor is.
13. Pools of the Dead - The chalice is at the middle-east end of the swamp. If you've killed everything and still don't have 100%, wait around for the flying ghosts.
14. The Lake - The chalice is in the room at the top of the tunnel leading up from the whirlpool.
15. Crystal Caverns - The chalice is in plain sight at the beginning of the level.
16. The Gallows Gauntlet - One of the switches in the dragon room opens and gate near the beginning, which contains a switch that opens the gate to the chalice.
17. Haunted Ruins - The chalice is on the parapet just southwest of the catapult. Put out the fires before freeing the farmers, and kill the shadow demons that appear during the countdown to get 100%.
18. Ghost Ship - Take the elevator cage up to the crow's nest on the left. Only the blue pirates count toward your chalice.
19. The Entry Hall - Take the stairs on the right down to the lab shown in the intro.
20. The Time Device - Make the lasers loop in a circle to destroy the crystal around the chalice.