

# Eragon FAQ/Walkthrough Final

by Mad Monarch Gyl

Updated on Jan 24, 2007

**This walkthrough was originally written for Eragon on the GBA, but the walkthrough is still applicable to the DS version of the game.**

E R A G O N

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Eragon (US) FAQ  
for GameBoy Advance  
VERSION Final  
by Mad Monarch Gyl (Argyl Camelo)  
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"Walang nakawan pare..." (Please don't steal)

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## I. INTRODUCTION

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### AUTHOR'S NOTE

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Hi, welcome to Mad Monarch Gyl's Eragon Walkthrough. The guide will roughly be made up of a walkthrough section first and eventually touch the other in-depth parts of the game. I have taken a major break from FAQs/Walkthrough writing because of certain works. Most importantly, I cannot promise for a fast or a constant revision of the guide due to other important works so it will be a great help to receive contributions from you guys. Anyway, Eragon, the game, is based from a movie that is also based from a book. I haven't seen the movie nor have finished reading the book so I can't really make any comments between the story of game and what was in the movie/book. The gameplay of the game is rather unique. Battles are easily done through combining A and B buttons that can result in various combination attack.

If you want to contribute, comments or criticize, feel free to drop me a mail at [gylisgod@yahoo.com](mailto:gylisgod@yahoo.com) (gylisgod at yahoo dot com). All game related questions that are already answered in the FAQ will be ignored. I will try to make the FAQ as search friendly as possible. With those said, that will be it for now. Thank You.

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### REVISION HISTORY

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VERSION 1 (January 7, 2007)

- Walkthrough submitted. Walkthrough reaches until the first time you visit Teirm.

VERSION 1.1 (January 9, 2007)

- Walkthrough updated. Walkthrough now stretches before going to Gil'ead Castle.

VERSION 1.3 (January 14, 2007)

- Walkthrough completed. Added Equipment, Consumable, and Forge List.

VERSION 1.5 (January 18, 2007)

- Added the Ability and Craft list. Added the Game Basics and Focus Find Check-List Section.

VERSION Final (January 24, 2007)

- Updated the walkthrough. It should cover most of what you need now.

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## II. GAME BASICS

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## Characters

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### Eragon:

The main character of the story. Adept with using almost all forms of fighting method. He's a boy with a sharp knees and too much love for danger. Eragon is headstrong and thinks that he knows better than he does.

### Arya:

The leader of the Elves. She is the one responsible for getting the egg(Saphira) to Eragon. She has an extreme loyalty to the Varden cause and has amazing powers. She appears at the beginning of the game and will join you late in the game. She is very capable in terms of magic or fighting in melee or range.

### Katrina:

A character that will only be available in the early parts of the game. She's a good melee fighter and will probably serve as your Herbal Specialist in the early goings of the game. She has a good heart and was said to study herbalism. Her stats will be passed to Angela.

### Roran:

Similar to Katrina but he uses bows. He leaves with Katrina and passes his Focus points to Brom.

### Saphira:

An excellent melee fighter that you can mostly use when you're outside of a town. She has an excellent array of damaging combinations that is a great help.

### Brom:

Brom is well informed about dragons. He's an amazing storyteller that knows a lot of things. He'll guide Eragon as he matures in the story. He's also an excellent fighter that has a couple of good moves in his arsenal.

### Angela:

You'll meet Angela in Teirm. She is a mysterious fortuneteller and seems to favor the Varden. Her powers is said to go far beyond telling fortunes. She's an excellent magic user and can

### Murtagh:

Murtagh is as mysterious as Angela. He holds a great secret, pity the game won't cover much of his character. He's an amazing fighter that can rival Eragon's prowess.

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## Status Effects

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### Stun:

Causes the target to skip its next turn.

**Freeze:**

Freeze causes the target to skip its next turn, for up to five turns.

**Poison:**

Poison reduces the target's health, by 10% of its current health, every turn.

**Stone:**

Stoned enemies cannot take a turn until they are cured.

**Fire:**

Consumes 5% of a target's health, every turn, for up to five turns.

**Bleed:**

Bleed drains an enemy of 10% of its health every turn, for up to three turns.

**Blind:**

Blind reduces the target's chance to hit.

**Kill:**

A weapon which is granted Kill has a chance to instantly slay any enemy.

**Regen:**

Restores 2.5% of the wearer's health per turn.

**Drain:**

Consumes 5% of your allies' health per turn.

**Wall:**

Reduces magic damage taken by 50%.

**Reaper:**

Doubles the damage of the weapon and causes 'Bleed'.

**Dry:**

Negates water magic damage.

**Kull Slayer:**

Doubles the damage the weapon does to Kull.

**Sacrifice:**

Causes the wielder to be inflicted with 'Bleed'.

**Titan:**

Doubles the damage inflicted by the weapon.

**Urgal Slayer:**

Doubles the damage the weapon does to Urgal.

**Thief Slayer:**

Doubles the damage the weapon does to Thieves.

**Merc Slayer:**

Doubles the damage the weapon does to Mercenaries.

**Mil Slayer:**

Doubles the damage the weapon does to Imperial Soldiers.

Wet:

Negates fire magic damage.

Luck:

Negates curse magic damage.

Capacitor:

Doubles the effects of healing spells.

Aria:

Reduces the life lost when casting a spell by 20%.

Hearty:

Negates body magic damage.

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## Game Basics

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Melee Combat:

When using a sword, you are engaging in melee combat. You can only hit the enemies in the front rank, unless there is no front rank.

Ranged Combat:

When using a bow, you are engaging in ranged combat. You may target any enemy you like, regardless of where they are standing.

Advanced Combat:

In combat, you get a number of attacks. Each attack can be either an [A button] or a [B button] attack. The [A button] attack deal more consistent damage while the [B button] attacks deal a wider range of damage, both higher and lower. You can cancel attacks you've entered by pressing [R button]. Whether you are using a bow or a sword, your strenght is added to the damage of your weapon.

Magic:

Magic is a very potent force. By targeting an enemy, you can select attack spells. And by targeting allies, you can cast helpful spells. There are four types of spells in each category, and four spells in each type. When using a spell, you decide how much life you would like to use. The more life you put into it, the stronger the effect. But magic is unstable, and it is difficult for inexperienced mages to control (this means you should have a high magic focus to be able to be more consistent when using it). Magic ignores armor, but some enemies are resistant to certain types of magic.

Using Items:

Items such as potions can be used to heal party members, restore those who are too weak to fight, enhance party members, or have other special effects. Potions can be found on enemies, or crafted from herbs that are found around the world.

Blocking and Dodging:

If you're attacked by a melee attack, you can press [B button] to block that attack. And if you're attacked by a spell or ranged attack, you can press [A button] to dodge it. Successfully blocking reduces enemy melee damage according to your defense value. Successfully dodging an attack reduces enemy ranged or spell damage according to

your dodge value. Equipment that gives you high block value rarely give you high dodge values. So keep in mind what your strenghts and weaknesses are while in combat.

#### Forging Equipment:

If you visit a smith, or use a Pocket Forge item, you can modify your equipment.

#### Crafting Potions:

If you visit a herb shop, or use a Mortar item, you can make your own potions.

#### Changing Focus:

When you level up, you only gain a level in your current focus. To change your current focus, go to the focus menu for that character and press [A Button] on the current focus].

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III. WALKTHROUGH  
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Precursor  
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The game begins with a sort of a tutorial. You'll be introduced to Arya, Glenwing and Faolin and familiarize yourself with the game's battle system as they are ambushed in the woods. Arya will instruct you as to how to do battle simply by pressing [A button] or [B button] to attack.

You'll be battling 2x Scout. This battle will be easy as it is made for you to familiarize yourself with the game. You can refer to the character info below for an idea of what the certain character is capable of doing.

Arya will be the first to perform an action. Pressing the [R button] will bring up the command menu. It is as follows:

- + Attack
- + Magic
- + Use Item
- + Retreat
- + Meditate

Attack is attack. You can choose from the enemies within the reach of the character. Melee weapons can only reach the ones on the front row and Long range type of weapons can hit the both the back the front row. When performing an attack on an enemy, you have to string 4 combinations of the [A button] and the [B button]. This will sometimes result into a special form of attack that can either do a major damage on one enemy or deal damage to the rest of the enemies as well. Here's a list of Arya's Attack:

- Grace's Cut = B,A - 1.75x Normal Damage
- Elven Stroke = A,A,B - 1.5x Normal Damage

Grace's Slayer = B,A,B - - 2.5x Normal Damage  
Glade Dance = A,B,B - 1.25x Dmg - All Enemies  
Star Striker = A,A,A,B - 1.5x Dmg - All Enemies

If you try combining combos like trying a B,A,A,B the first string of command will be executed first. It will do a Grace's Cut then a normal slash instead of continuing to an Elven Stroke. Though when you do a B,A,B,A combo, it will do a Grace's Cut then proceed to do a Grace's Slayer. Try combining them yourself and see the result you'll get.

Arya is also capable of using Magic. Upon choosing the Magic Command you are then prompted to choose different forms of magic. It is divided between Foe and Ally related spells. The list and category of spells is presented differently depending on whether you target a foe or an ally with your magic. Here's the list of the available Magic:

Brisingr - Hits 1 Enemy  
Combustion - Hits 1 Enemy  
Aduna - Hits 1 Enemy  
Flood - 50% to Stun - All Enemies  
Heill - Heal 1 target  
Ramrsja - Buff Attack skill  
Skolir - Increase 1 hero Defense skill  
Steel Skin - Absorb 1 melee attack

Performing magic will bring up a guage that increases and decreases. You have to press [A button] when the guage is full to achieve maximum effect of the magic. You can press [R button] anytime to go back to the last menu or to cancel when you already entered a string of attack. By the way, the cost of activating magic is a portion of the user's HP.

Anyway, that should cover most of the stuffs you need to know when in battle. Simply do any combo attack with Arya on the scout and it should go down right away. Same as with Glenwing and Faolin's turn. It should be done in after Glenwing's turn. You'll recieve 16 Gold and 1 XP for each characters after the battle.

After the battle, Arya will be firm the there will be nothing that can stand in the way of their mission.

You'll be up against an Archer and two Axemen. This fight is rather easy. You can probably take out one of the Axeman on the first round and take out the other two on the next one. Just use Arya's Star Striker as you are instructed to. The amount of gold decreases when it takes you longer to finish a battke (though it's just a little margin).

After the battle, Glenwing will tell you that he can hear hundreds enemies running around. Aryan will tell you that you can avoid these enemies by holding down the [B button] to run and she'll also tell you that you can save your game any time except during combat by pressing the [Start Button] then going to save. Pressing the [Start Button] opens the main menu. It has the following options

- + Party
- + Inventory
- + Saphira

- + Save
- + Option
- + Quit Game

Most of them are pretty self explanatory except for <Saphira> which you cannot access during this part of the game. It will be further explained as we go along.

Move forward to the clearing and move to the north towards the chest and open it. You'll receive [HEALTH 4 x 10]. The party will then talk about its use and you'll find out that what you picked are similiar to HP potions in most games. After the conversation, an Urgal will sneak up on you. Arya will command you to use B,A,B,A on tough opponents such as this one. Keep on doing so and it should go down after a round.

Go a little to the south west for another chest and another battle. Get the [HEALTH 4 x 5] in the chest and move to the north for a couple more battles a and open the chest for the [SALT 3 x 4]. This item revives fallen/dead characters back.

You can also pick up a couple of items from the enemies here like [STIM 3 x 1] from the enemy to the right right of from where you start. Stim 3 simply increases the character damage by 5. There is also a couple of equipments for Arya to the north east. You'll get [WELDEN BLADE] and [ANCIENT HELM] which are really a nice boost to Arya's arsenal.

From where you got these equipments you should move to the west and fight the rest of the battles there. You should pick up a [TONIC 3 x 1] from an enemy there. It increases magic damage by 30% which is really good.

Now that you're done with the first area, continue towards the path north and you'll trigger another scene. Arya will sense that the Urgals are camped somewhere near and that you should destroy them. Faolin will tell you to kill their commanders to buy you some time. Glenwing will tell you that he spotted a cave to the east and Faolin will tell you that there's another to the west.

Go back down a little and enter the cave to the east. Inside the East Cave you'll get a [HEALTH 4 X7] just after the first battle. From there, there should be another path to the east, take that and it will lead to a [SLAYER x 1]. The character who uses the Slayer potion can one-hit kill a target (it doesn't work on boss and certain enemies).

The exit will be blocked by two Urgal Warriors. They'll refer to you as the "drajl" then you'll be prompted to fight an opponent called Legend. They have an awful high HP and can really hit hard. Just focus fire on one Legend and heal when needed. Use the B,A,B,A combo on Arya's turn. You'll receive a [POCKET FORGE] item after the battle. Pocket Forge imroves your weapon but reserve it when you have the necessary items later on.

The Urgal Warrior will be shocked as to how you managed to stay alive. You'll engage one enemy and the other will run to warn the commander. Again just use A,A,A,B combo each time and have Faolin deal the finishing blow. Glenwing should always start picking on the ones at the back and focus fire afterwards.



There is an enemy there that drops [SHELL 3 X 1] which raises armor by 80 points. Move to the west part and there should be an Urgal warrior that just stands there. North from where he is is a chest containing [HEALTH 4 X 3].

Go back south and continue the path to the west while fighting the enemies there. You can find an enemy that drops [BARB 3 x 1] there as well. It enchants the weapon and gives it the ability to inflict bleeding for three turns which is quite powerful. Reserve it for later. Another is [POISON 3] which enchants your weapon with poison for three turns. Another is [HEALTH 3 x 1] which restores up to 1000 HP. Continue till you reach another chest containing [SALT 5 x 3].

Cross the bridge and you'll fight the Urgal Commander. Arya will tell you that these Urgal Warriors hit hard and press [B button] as an enemy is about to hit you in order to block their attack. Wow! =p And to dodge arrow time it right with [A button].

Now you've defeated the commander, you can head to the west cave but first let's take care of an unfinished business. Go back to the part where there are two Urgal Warriors guarding a passage and try to enter. They will alert the Legion. There will be various combinations of enemies there but they are rather easy so just bash away. You can get [STUN 2 X 1], and [HEALTH 3 X 1] on some enemies here. Anyway the chest contains an [ANCIENT CHAIN] and [GIANT SLAYER] for Arya. Equip it on her ones you get it. To the west of the chest is a [HEALTH 3 X 3] and [POISON 3 X 2] to the east.

When you exit the cave. The monsters outside regenerates and you can do battle ones more. You can pick up really neat items from them and increase your level if you want. Though be wary of your hp potion count when you do so. You can choose to avoid battle if you want and go straight to the west cave.

This cave is pretty easy. There's a [HEALTH 3 x 5] in the first chest. Arya will also inform you that you can climb the vines in the cave. You can use this to dodge enemies. Continue on the path till you see a bridge, you may want to cross it and Arya will tell you that the enemies are planning somethings against your team. Anyway, you can fight two Urgals there. If you're luck you can probably pick up a [STIM 4 x 1] from one of them.

Climb the vines and continue to the clearing. I got a [SHELL 3 x 2] and a [BELATONA CHAIN] from the Urgal Warrior there. The Belatona Chain is an armor for Arya. It is pretty good because it'll boost Arya's speed up. Equip the Ancient Chain instead if you feel like Arya's soaking too much damage. Anyway, The chest there contains [BARB 3 x 2]. Glenwing explains that strikes from the blade coated with Barb will not heal. Pretty handy later.

Back track a bit by going down one vine and move to the right. Continue and don't head to the path with the stairs yet. Climb another vine and you'll end up with another treasure chest containing [OBSIDIAN CHAIN] and [ARGENT DRAW] - equipments for Arya. The Obsidian Chain gives a nice HP boost and DEF rating though it lowers a whole lot more stat. The Argent Draw is a bow for Arya. It gives a really nice stat boost though you won't be as impressive without special attacks. Use it if you are more inclined to using magic.

Now backtrack to the path with stairs and you'll alert the Urgals. It is possible to run away from them but if it would interest you. One of the guarding Urgals carries a [POISON 3 X 1] if you defeat them.

The Urgal commander will tell you that Arya's group has something what 'Shade' wants but the commander wanted your life instead. Then you'll engage them in battle. It is only in this battle that Arya will tell you how to use magic. If you haven't figured it out yet, just open the menu by pressing <R button> and selecting Magic then choose a target and the spell you want to cast. Just use Flood to deal with a number of enemies and just focus fire with normal attacks on those dying ones. You'll be rewarded with a [POCKET FORGE X 1] afterwards. I think it is intended to do this part of the cave first before the east cave because the characters will still tell you to take care of another Urgal Commander even if you've defeated it already.

Anyway, Now that you've defeated both commanders on both caves proceed continue outside and to the north and you'll run into a Shade. Faolin and Glenwing will instruct Arya to run, saying that it is too important for the Shade to acquire 'it'. Durza can cast magic and has a special attack called 'Demonic Break' that can deal 2k+ damage to both characters. His 'Consuming Darkness' is a pretty similar spell but it only deals 1k+ damage. I haven't tried using codes to win against this battle but under normal circumstances, I think you'll eventually lose against Durza.

Arya is blocked by Urgals and Durza eventually caught up with her. He commands her to hand the stone over but Arya cannot let it happen. Arya will fight Durza but will lose easily. Before Arya collapses, she perhaps uses elven magic and sent the stone far away.

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### A New Beginning

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Eragon stumbles upon a shining stone as he checks an explosion from the forest. He picks it up and thought of trading it for something else in town. Eragon carries it to Sloan, a food vendor, and ask a trade for some steak. Sloan will be amazed with the rare find and suspects Eragon of hunting merchants instead of deers. Eragon will then tell Sloan where he found it and the shop keeper will identify it as a cursed rock and command Eragon to take it away. Horst enters and agrees to pay for Eragon's food instead. Outside you'll meet Katrina. Horst will then expect you to stop by his shop as a payment for the food.

You'll now have control of Eragon. After the conversation, you can run around town talking to people. When you're ready exit to the north east and enter Eragon's house and watch the scene. When you gain control go down the stairs to meet up with Roran. Katrina and Roran will join the party afterwards. Katarina will then tell you more about the Main Menu so if you aren't very familiar with it yet it is very nice to pay a little attention to what she say. She'll tell you more about the game's Focus System.

Exit and head to the town. Run to where Horst is. It is beside Brom's house. Talk to him and he'll give you [6 Gold], a [SHARPENING STONE], a [COARSE STONE], and a [BRONZE SWORD] for Eragon. Horst will tell you

more about forging. Sharpening stone and coarse stone are tools for forging. Melee weapons can be modified using either of the stones, or when you found certain oils later on. Ranged weapons on the other hand can be modified using either oils or strings. Armors are also modifiable with certain tools.

You'll be taken to the Forge Menu with the Bronze Sword. Horst will automatically forge your sword using sharpening stone. It is up to you if you would want to add modify your sword further with the coarse stone, though I suggest not to because it lowers its current damage output by five. Exit the forge, this time you are now able to modify other equipments just by talking to him. You can check out Sloan's shop and open the chest there to get [FATHER'S KNIVES] for Katrina.

Talk to the people near Sloan's store. You'll learn from one of them about bandits. If you head west of the town, you'll find the bandit camp. These bandits can steal items as they attack. Simply kill the bandit to recover the items. You can open the chest there for [25 Gold] and a [BRONZE KNIVES] for Katrina.

From Sloan's shop go down a little and you'll see two foot prints. Press the [A button] to examine it and follow the bandit to another path. Just run towards those trees and you'll arrive at a new area. You'll fight the thief afterwards. After the battle, he'll drop a [SCALE HELM]. Open the chest that he left for [20 Gold], and an [IRON HAMMER] for Roran. The Scale Helm can be equipped by Katrina. Another chest in this area contains [5 Gold], a [TAUNT STRING] and a [STURDY DRAW] for Eragon.

If you talk to the herbalist. she'll ask you to get her a [DUSTY ROOT] and [BASIL LEAF], They are in the west part of town. The [DUSTY ROOT] and [BASIL LEAF] are located in the north west part of the town. Just press [A button] to pick it up. Bring both items back to the Herbalist and she'll teach you how to create [HEALTH 1]. She'll teach you the art of 'Potion Crafting'. If you have a Mortar and Pestel item, you can craft potions anywhere. You can return and talk to the Herbalist to create other types of potion. Create as much HEALTH 1 as you can.

A little bit south is Skandr and William. They'll ask you to play with them and promise to give you something that can help you pay Horst. Skandr (the boy in blue) is located where you found the basil leaf. He'll give you [5 Gold], and a [FRESH STRING]. William is hiding beside Horst's place (the boy in green). You'll receive [5 Gold], and a [BRASS TONGS]

Talk to Doonaetha. She's standing by the house on the south west. She'll ask you to find his son who ran to the woods and was missing since yesterday. Before going anywhere, enter the door beside her and open the chest that contains [10 Gold], [SALT 1 X 3], [PEASANT BOOTS], and an [OIL]. Before setting out to find the boy, trigger the 'SEARCHING FOR THE BLADE OF GRASS' Quest.

Talk to Pernia. She's the girl wearing a purple dress. She's walking along near Horst's place. She'll then ask you to look for her Blade of Grass. She'll tell you to look for tracks in the spine.

Exit to the south of town, into 'The Forest'. Go down a little and run to the right. You'll spot a chest there and a bandit. Open the chest which contains a [LIGHT COIF] for Eragon. Return to the left again and follow the path. There's two enemies there and one of them can drop

a [CAPE]. There's an animal track there near the man. Examine it and it will lead to the tree. Examine it and you'll get a [BROKEN CHAIN] for Eragon. There's a path to the right of the chopped tree that will get you ambushed by bandits. You'll get [20 Gold], and a [STRENGTH STAMP] for defeating them. From there, go south and if you're lucky one of the enemy can drop a [LEATHER BAND] and [HEALTH 1].

There's an Old Hunter in 'The Forest' that you can speak to. He'll tell you about a mysterious chest coveted by ruffians running around the woods. He'll tell you that it's just to the west but warn you that it is very dangerous. He'll give you a tip of carefully approaching from the south and taking them by surprise instead. Be sure to talk to him before leaving to 'The Spine'.

In the Spine, you can collect the Dusky Roots near where you enter. To the west of the Dusky Roots is a chest containing [5 Gold], [RIBBED CUIRASS], and [RIBBED HELM] for Katrina, Enemies here can drop [ARMOR APRON], and/or [ARMORED BAND] for Katrina. [SCALE HELM] can also be dropped by the enemies here. A little to the south is a red plant you can pick up. Examine it and collect a [SKOLJIR DUST]. To the south, there's a chest containing [5 Gold], [IRON TONGS], and [STEEL KNIVES] for Katrina to the south from where you enter. South of the Skoljir Dust/West of the Iron Tongs chest is a [SCARED ROOT]. And a chest near [5 Gold], [STEEL BANDS] for Roran, [HUNTING HELM] for Eragon. Move further to the west and you'll find Joahl. Remember the place where Eragon got the stone earlier? A little to the south east of it is a foot prints. Examine it and it will lead to [GRASS BLADE] and [DELICATE OIL].

When you're ready go back to town. Joahl will give you [50 Gold], and [MILLER'S ARMOR] for Roran as he parts with you. Return to the town and talk to Doonaetha and Pernia. Pernia will thank you for the sword but Roran insisted that little girls shouldn't be running around with swords like such and so the party decided to keep it and find its real owner.

You should have enough money by now. Talk to Horst and you'll pay him back. Horst will ask you if you want to be his apprentice. Eragon would like that and would ask for Garrow's permission first. Anyway, you're now free to do whatever you want. You can farm for HEALTH 1 potions using the herbalist. If you want to call it a day, just return home. You can farm for whatever Item you need for creating potions now. Just enter and re-enter the screen where the ingredient is located.

When you're ready, return to your house. Katrina will then leave the party. On the way back, Roran will tell Eragon that he was offered a job in Therinsford to work at a grain mill. Eragon will be surprised because he knows that his Uncle Garrow needs Roran. Roran insisted that he needs the money to marry Katrina. Anyway, I won't spoil anything anymore so after the scene. You're now hunted by some wierd red enemies. You can now access the <SAPHIRA> command in the main menu. Try it out and pick questions for Saphira to answer. It will tell you more about the game.

You should run around dodging these enemies here because they're too much to handle for you. You should be able to dodge the conscript patrolling the western road. On your way back you should be able to see Brom. Eragon calls for Saphira for help as he sees Brom in trouble.

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## Wheels of Fate

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Saphira comes to Eragon as he calls for her. She'll say random words and will swoop Eragon and drop him off a forest. You'll be then attacked by enemies. After the battle you're now able to control Eragon again. Open the chest nearby containing [HEAVY CHAIN] and [STEEL SWORD] for Eragon. If you are switching to Swords instead of Bows, be sure to switch Eragon's focus to Weapon instead of Hunting.

Continue north and examine the animal track that leads to [50 Gold], and a [COMPOSITE STRING]. An enemy here could drop [LIGHT SABRE] here if you're lucky enough, though the Steel Sword should still be prove stronger. Anyway, continue north and Eragon will talk to Saphira. Saphira will fly Eragon back to his house. Before you examine Garrow's body, check the footstep there and it will lead you to a [POISON OIL].

Eragon will blame Saphira for what had happened. Driven by anger, he'll seek those who killed his uncle. In the forest, Eragon will meet Brom. Brom will identify them as the Ra'zac and tell Eragon that they are servants of the King. Brom and Saphira will join the party.

Outside, Brom will tell you that the Ra'zac used a very rare poison made from jewelers oil. He'll tell you that it is only shipped in the town called Teirm. To get to Teirm, just follow the mountains south to a river. Then follow it to the west and Teirm's at the end of the river. You can view the map by pressing [L Button]. Roran's levelsx will then be added to Brom in the form of Focus points. My Roran is at level 14. Access Brom's focus menu to assign these points to Brom's focuses. It's up to you how you will distribute the remaining points. I allocated everything to Weapon.

If you want, you can run around the world map and level Eragon a bit till around 25. You can get a couple of nice items here. The town Therinford can replenish your HP through Rest. They also offer Forge and Craft here. The conscripts here also drops an Iron sword which is a better weapon for what Brom currently uses.

If you move to the south east of the town, Eragon will notice a slaughtered caravan. Brom will tell you that it is the work of the Urgal. You'll be then ambushed by an Urgal and Brom will tell you to stay away. He'll easily be slaughtered by it. Eragon will tell you to use Brisingr because these Urgals have high armor. Brom will then tell you more about magic here. After the conversation, Eragon's attack increases to 3 and 1 level in Magic Focus.

Move and cross the bridge. Examine the Ruins of Yazuac for a little more side of the story. Brom will explain to Ergon what the ruins was before and you'll then fight Urgals. You'll recieve [IRON SPIKES] for Saphira, [RING MAIL] and [RING COIF] for Brom, and [FALSE FATE].

The next town is Daret. You may want to level a little around here again till 27. By that level, the enemies should give you much anymore. When you reach the town of Teirm, Saphira will separate for a while and would reside in the mountains. Inside the town, Brom will tell you to look for Jeod, a merchant, who lives within the walls of the city.

From where you entered, you should be able to walk over the wooden

bridge to the west and talk to the fisherman there. He'll try to fish for you for 20 Gold. Always save before doing this so you won't waste your money for something worthless. I got a couple of neat items here Whenever he got something you don't want, reload, then wait for him to move to another spot. Save and then ask him to fish. Repeat it as much as your money would permit you.

Walk past the Dock Master, the Blacksmith or even the floating books (it requires a level 18 magic focus). Near the herbalist is some guy named Leroy. He's a 'Vice Fanatic', and he'll challenge you into a duel. I have my Brom with a Weapon Focus of 26 to fight him. He'll reward you with a [SHARKTOOTH SHELL], an accessory, that boost speed which is really nice for slower characters, a [POCKET FORGE], a [BRONZE SWORD] for Eragon, a [CORDED PLATE], a [CORDED HELM] for Brom, a [BANDED BOOTS], and a [POTENT TONGS]. wow! That's a lot.

There's a Traveler there that will tell you about about a ship that fell south of Teirm. Crais, the ship captain, was said to have stocked his ship with strange equipments. This means that there's more treasure to be found somewhere. Anyway, near him is a footprint, check it out and it will lead to a [MARINE STAMP].

There's a weeping girl by the shore saying that she's looking for someone. Don't mind her for now. Head towards the castle walls and a boy will steal Eragon's gloves, revealing the seal on his hand. Don't bother with the people around here yet. Just follow the boy and like what Brom said, he'll lead you to Jeod. In the end, you'll meet a woman named Angela. Angela will tell you that you're very interesting to have an untold future. Brom suggests that you go along and she'll ask you to fetch some herbs. She'll tell you to ask the Dock Master. Talk to a couple of people around here and you'll learn a couple of new things like some legend about a shimmering blade in the wet sand. There's a footprint here that leads to an [IRONWOOD BOW] for Eragon. You can also learn a Garjzla here (Brom has the highest magic focus in my party with 3). Garjzla removes 1 negative status effect from a character. Near where the spell is is a Saddle Crafter. He'll ask for your help to handle a group of thugs bullying them. Move to the house to the right and you'll engage these thugs. After the battle talk to the Saddle Crafter and he'll give you a [BANDED SADDLE] for Saphira.

To the west of the Saddle Crafter is a Sword Smith. He'll ask you to recover a bolt of Silk Steel and he promises to fashion a sword for you. Walk up the incline to get to another footprints but you'll be needing level 30 hunting skill here so you may want to return here later. Anyway, from there move to the east and you'll see a scene with a Shady Dealer and a soldier. They'll tell you that the Empire wanted something shipped, something huget that they need to keep it a secret. He'll tell you that they need to meet their contact near the east wall by the docks and it might be poison; leaving you with the codeword "Blackest Night". You'll then receive an [IRON STAFF] for Angela, and a [TEIRM BOOTS].

Now that you're done within this part of town, exit, and return to the docks. Talk to the Dock Master first and he'll tell you that the herb Angela seek is lost at sea. He'll also mention Jeod's name. Return to Angela to report then she'll suggest to find a substitute ingredient. She'll tell you that she lost her Herbalist Thesaurus and to look fo Celestino for it. Celestino is on the other end of town. Talk to him and he'll tell you that he'll hand it over when you teach Fred a

lesson. Return to the docks and talk to the man in red. After fighting him, return to Celestino.

Return to Angela and she'll tell you that you need Yelmwood. She'll tell you that you can get it from the cave to the north. Yelmwood is the one that sparkles in blue. Before you leave town, talk to the soldier near Fred and Brom will give the codeword. He'll tell you that the information you need is in a crate at the end of the center pier. !Warning! before you do the next part be sure you're decently leveled like around 40 so you won't have any problem with the next battle. Examine the crates near the Dock Master and found out a list of supplies instead. Brom suspects that the empire is working with the Urgals. You'll get a [HELGRIND THIRST] for Eragon. When you leave you'll be attacked by some soldiers. You'll get an [ASSASSIN SHOES] afterwards.

Make your way to the north till you reach the town Narda. You may want to level till around 35 there before going to the cave or trying to get the Assassin shoes equipment from the soldiers. North of Narda is the throne of Cronn. You'll fight an Axeman there. It's fairly powerful so you may want to train some more. After the battle you'll get a [JAGGED BLADE] for Murtagh, a [DOMIA PLATE] for Eragon, a [DRAGON SADDLE] for Saphira and an [URGAL STONE].

Inside the cave, there's a lot of herbs here though they require a high level of herbal. Anyway, just run up fighting enemies you see. You'll eventually find the [SILK STEEL] from an enemy. Proceed further and go down the cave. You'll stumble upon Angela's [YELMWOOD] there. Exit the cave. Outside, you should get a scene with a light shimmering in the darkness. You'll pick up [SOLID STARLIGHT] a weapon for Eragon.

Return to the town of Teirm and if you haven't gotten the [RUNIC LEATHER] from the other footprint near the castle wall you should get it now. Near it talk to the Sergeant Quint. You should be able to duel him now. You'll receive [LEANER X 1], [PERFECT SWORD] for Eragon, [MARINER'S MAIL] for Eragon, [EPIC HELM] for Brom, [STRAND MANTLE X 1] and [SHARPENING OIL]. I have level 37 Weapon focus on Brom btw.

Talk to Angela after accomplishing all that and she'll read you a dark future. She'll see a dragon in your destiny and she'll decide to join. Brom will ask Angela about the merchant Jeod. She'll tell you that he live northwest of here.

Like before, Katarina's levels have been added to Angela. Like what happened when Brom first joined. I had 13 points to allocate and I had them all on herbal. Go to the big house to the northwest and Brom will call out for Jeod. After the conversation go to Celestino. You'll now have four people there. Talk to them in this order. 3 > 1 > 2 > 4 I've numbered them from left to right. It should read as "Dragon never sleep lightly". You'll receive a [RIGID HAMMER] for a job well done. The next one is 2 > 1 > 4 > 3 and should be read as "Are you an Urgal?" And you'll receive a [LIGHTWEIGHT STONE] for it. 1 > 4 > 2 > 3 and it should read as "Say hello to my sharp sword."

Return to Jeod and he'll give you a letter of passage. You'll receive a [A FRIEND'S GIFT]. You should be able to enter the castle now. Before you enter, be sure to get the [WHITE SILK] from the Sword Smith. Enter the castle and you should sneak around. You can choose to fight them if you want. If you're lucky you may pick up a [GUARDIAN

STAMP] which boosts +5 on Def, Dge and +3 Tuf.

Anyway, dodge the guard there by the table. And head all the way up. You should see an unguarded room with a chest. Open it for Eragon's [FINEST BOW]. You can try and dodge the guard on the other room with the stairs if you can.

On the next floor, you can do dodge the two guards there by slightly moving the screen till you can see where they are looking. When they turn their back run as fast as you can and turn. You'll then trigger a scene where Brom eavesdrop on two imperial soldiers talking about Urgals. Then later he'll tell you that he fears that Varden is in danger. He'll then tell you to find the shipping manifest and hunt down the Ra'Zac.

There's also a trick here so you won't have to fight soldiers. Try luring two (or three if that is even possible and have them run after you towards the other room with the huge table. They should be stuck on the other end of the table with this trick.

On the third floor, go to the corner near the stairs where you can see the patrolling guard. When you can't see him anymore, run straight down. You should be able to dodge him as he should be facing the room with the other guard. If you decide to barge in the room, you'll obtain the [OBSIDIAN ETCHED] for Angela from the chest. The next room contains a chest with a [LEARNER x 1], and a [MOSS STONE]. In the bigger room to the right, you can run around the table to force the soldiers to stuck on the other end and so you can use it to easily enter the last room.

The party will begin searching for the list of shipments. Eragon will later find it and Brom will confirm that the poison was indeed shipped to Dras-Leona. Before you leave, learn the Aduna spell here. The other book requires a level 13 magic focus to learn.

On your way back, you should atleast be able to dodge a couple of soldiers now. Dodge as much as you can here since you should have exhausted your potions if you simply barge in when you enter. When you're ready exit town and head to Dras-Leona.

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### The New Horizon

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When you exit town, Brom will tell you that Dras-Leona lies south of Teirm. It is past the mountains, and on the shore of a large lake. He'll tell you a couple of things surrounding Dras-Leona and then Saphira will tell you if you are certain in pursuing the Ra'zac.

Angela will be replaced by Saphira. I had my Angela reach level 34 during the Castle mission and the rest of the part reached level 43 already. Try to backtrack to the first ruins you visited. Brom will tell you about meditation. Meditate command not only heals your HP by 100 but it also boost your attack and defense for the following turn. He'll also tell you that the bonuses stack as you meditate. Brom will then suggest that the party camp for the night.

At night, Eragon will have a dream about Arya. When you gain control,



cross the bridge to the west and approach the sunken ship. Saphira will identify it as the "Talon". You'll then fight mercenaries here. It will be two battles and you'll be rewarded with [STEEL SPIKES] and [BANDED] for Saphira, [LEATHER BAND] for Eragon, a [SHARKTOOTH SHELL], and an [ANCIENT STRING]. I suggest you build your party till around 50 before attempting these without potions. You will benefit a lot. A good place to level up is the small clearing to the north of this shipwreck. It is the one after the mountain. The Slaver and Slaver Archer gives nice experience and really good items. I leveled here from 43 to around 60 and manage to get really wonderful items.

If you're done leveling, go to the south of the shipwreck and venture into the Valley of Blades. Level 50 would be enough here. You'll receive a [SLENDER STROKE] for Angela, [HARDENED] and [STUDED SADDLE] for Saphira, and a [RED OIL].

Retrace your steps back to where you had the dream and continue to the east. You should examine the Bone Spire as you go. You easily handle the Minion monsters at around level 60. You receive a [BLACK CARVER] for Murtagh, [BLACKIRON] for Saphira, [GHOST BAND] for Angela, and a [REGAL CAPE X 1].

From here, head all the way north till you reach the town of Daret. From there, move to the north east direction to the town of Ceunion. Start fighting monsters here till you're comfortable with your level. You can easily reach level 60-70 here. Just fight Urgals in the forest. The Legend and 2xFlesh Render opponent would still give roughly around 250+ experience per bout at level 70+. It would be nice to powerlevel here. From there you should venture to the southeast. Into the forest until you see the hidden House of Hel. You'll get a [SILENT SILENCE] for Eragon, [RESONATE HELM] for Murtagh, [MERC BOOTS x 1], and a [MIDNIGHT OIL].

Return to the Bone Spire area again and head east to the town Bullridge. If you haven't leveled enough, you can use this area as a good place to train. Follow the river to the south until you see a ruin. Enter it and explore the Blifrost Shard. You'll be fighting 2x Axeman here so be very ready. My party is at an average of 101 level and still both Axemen poses a great threat to them. You'll get an [ECLIPSE MAIL] for Angela, a [SPUN STARLIGHT x 1], and an [URDA'S STRING]. To the sandy region to the east is the Scorpion's Hold. The mercenaries you fight here are really tough. You'll get a [BURNING WHEEL] for Angela, [DWARVEN] for Saphira, [EXPERT SADDLE] for Saphira, and [MAUL HAMMER].

If you think you've done enough leveling, enter the town of Dras-Leona. The town is rather huge. Anyway, talk to most people here thrice as they all have 3 different scripts. Most of them will tell you about the church anyway, continue to the next screen and do the same. From the fountain, there's a foot print to the west and it leads to a [TALL BOW] for Eragon.

The East District has a BlackSmith, so you can forge your weapons there. Go to the West District and talk to Wesley. He'll notice Angela and will ask for help. Angela will tell Wesley that he needs a Blindweed. He'll then say something about Eric having some. On the same area is a Retired Soldier. He'll tell you that the church has taken his wife and sacrificed her to their god. He'll also ask you to recover her necklace from the cultists. He'll then tell you that his wife was last seen dragged into the church.

Now, go back to the first screen of the town and talk to Eric. He's near the herbs. He'll ask for refreshment in exchange for the Blindweed. He'll tell you that Justin got the best in town. Now head to the east district and talk to Justin. He'll tell you that he lost his wedding ring and you need to find it to complete the exchange. He said he lost it by the fountain in the rich district.

Now, head north to the rich district. Eragon will say that he doesn't feel safe there. Brom will then make lodging engagement with the Inn. Before you go there, let's do some exploring first! A little to the east of the Inn is the herbalist and a magic book that requires level 50 magic focus.

Anyway, approach the fountain and Eragon will notice something. Near it is a footprint. It leads to what the Retired Soldier is looking for. There is also a note from his wife saying not to lose heart because she found a way to escape the church and will say that she will wait at the tree where they carved thier names. You'll bring the note and receive a [TALISMAN STAMP] as well.

Return to the Retired Soldier and he'll tell you that it was the tree by the town gates. He'll tell you to go there to know if it was true. Go out by the gates and you'll see a tree with something shining. Examine it and cultist will approach you. You'll fight 2x Minion1. You'll receive a [FINE STONE]. The stone then reads that none can outrun the church. Before you go, you should examine the animal track nearby, it leads to a [PERFECT STRING].

Back at the Retired Soldier, he'll tell you to search by the fountain. Run to the fountain and examine it to recover the Memory Locket. As you return to the Retired Soldier, he'll be cornered by Cultists. You'll then engage these enemies and you'll earn the soldier's [MEMORY BLADE] for Brom. Brom's attack will increase by 4 as well.

Now, return to Justin, then talk to Eric and finally to Wesley. He'll give you a [SILK BOW] for Angela, a [RUSIC BAND] for Eragon. Now you can talk to the Innkeeper in the rich district. Brom and the Patron will talk about Seithr Oil. He'll tell you that the shipment of Seithr Oil arrived at town not too long ago. He'll tell you that his cousin Gaston runs the warehouses and he'll tell you to go see him.

Run all the way to the West district and talk to Gaston. He'll test you by clearing up some hooligans near the fountains. Do so and you'll fight two battles in a row so save before doing this. Then report back to Gaston afterwards. Try to go to the fontain and a scene will be triggered.

Save before you enter the warehouse. If you're ready enter and you will serach the creates for the Seithr Oil. Search every where till Brom tellls you to search the other warehouse. Go to the fountain and enter the warehouse to the northwest and you'll be fighting urgals. Go to the East District and check the warehouse near the blacksmith. One of the crate there has the oil. Brom will tell you that it looks like they're shipping oil to the church then to Helgrind and then tell you that the Ra'zac might be hiding in the mountains. Angela will then suggest disguising and you'll be able to run away.

From here on out, you'll be fighting a long battle as you'll fight

your way in and out of the whole city. I suggest you level until around 60-70. Farm for as much gold and herbs as you can by constantly fighting and picking up herbs. Teirm and the cave to the north near it will rack you pretty solid ingredients for various potions. I suggest you ready as much as you can for there are over three dozens of enemies you'll be fighting (if you don't plan to dodge some that is).

Run all the way to the north and enter the church. You'll engage a couple of battle here if you're not fast enough. Escape to the north. You should see a footprint there that leads to a [SACRIFICE BOW] for Angela. To the right of it are a couple of things like a spell book, a chest containing [POCKET FORGE x 1], and a [MEMORY BLADE] for Brom. Talk to the little girl there. Manda will then seek protection in your party.

There's a spell Weakspot to the south. My Brom has only Magic Focus of 13 when he got it. Go south further and you'll fight more fanatics. You'll receive a [TAROR SABER] for Angela. Then there will be more fanatics that will fight you. The chest ther contains [250 Gold], a [BONE MAIL] for Angela, [LEONA'S JUDGE] for Brom.

If you backtrack a little to the west part, there's a track there that leads to a [REDWATER BOW] for Eragon. There are also 2 magic books there that requires level 39 magic focus to be read. Continue the path and exit the church. Manda will thank you and tell you that the Inn is his uncle's. She'll give you [ARIA STRING] as gratitude.

You'll now be hunted all around town so you better keep running around. There's a chest near the rich district fountain containing a [RANGER LEATHER] for Brom, and a [CURSED BOW] for Angela.

After crossing the bridge, you should find a [PAIN OIL], [MARINER'S HELM] for Eragon in the chest nearby. Minions are easy target for physical combos and if you did have a magic user with you. Soldiers are easy target for you. Move to the next area to the west.

You should be able to dodge a soldier and a minion by running at the very south edge to of the screen. You can try to run for the chest to the north west before you make a turn to the south. It will probably alert the minion and another soldier there. You'll get [300 Gold], and a [VANYALI TONGS] for the trouble.

There's a rough number of 8 enemies guarding the exit to the next area. You can outrun them if you want though. I suggest you save and try to make a plan on the path you'll be running then load afterwards. This will save you a whole lot of potions. You can level near the town Ceunion to the north later on.

In the next area, move to the herb so you can be spotted by the Minion enemy. It'll be easier to fight them than the soldiers. There's also a chest there that contains a [WANDERER HELM] for Murtagh, and [LOST DESTINY] for Eragon. The Lost Destiny is a wonderful sword for Eragon with an ability of Regen which is really useful. The exit is to the path north. You should be able to outrun them as well.

In the next area, you'll probably fight soldiers. There should be a chest there containing a [KNIGHT'S MAIL] , and a [MASTERWORK] for Eragon. The next area is easier. You'll be able to dodge all of them by running. You can get the [HUNTING ARMOR] and [RESOLUTE TONGS] on the north east corner. The next area, there's a chest to the north

west corner containing [MORTAR x 3], [POCKET FORGE x 3]. Run towards south and you should trigger a scene as you exit.

After the scene, you'll be surrounded by a couple of soldiers and you have to fight your way here. You'll probably get nice items like a [WAR HELMET], [STRANDS MANTLE] and a whole lot more after the battle. The Commander will be desperate and call for reinforcement. Eragon, sensing that it is impossible for them, is forced to use magic. He'll pass out afterwards.

Brom will carry you out of the town and a Red Stalker will attack Brom from behind. You'll then be awakened in a cave. You'll then find Brom lying at the other end of the cave and two stalkers will approach you. A mysterious guy will come in and try to save you. You'll be taken to the main menu. There's a trick here for Murtagh, and it will make it a whole lot easier for you to get over this part of the game. When you're prompted to the main menu, assign the focus points on Murtagh. Save your game then fight the enemies. Turn off your GameBoy when you're about to fight and load your game. You should have a reset focus points to reassign. Repeat the process until you're satisfied. I had him reach level 140 with 75 Weapon and 60 Endurance. The two Ra'zac will be an easy game for you know. If you don't do the trick, you may want to focus on dealing Fire, Bleed AND Poison effect on them to make the battle easier.

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#### CONFRONTATION

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After the battle, Brom will be on his last breath. After the really nice scene, you'll get a hold of a sword [ZAR'ROC]. He'll also tell you to look for the Varden contact imprisoned in Gil'ead castle. Murtagh will tell you to Head northeast to the Ramr River and he'll tell you where to next.

Before you go anywhere, go back to Brom's house. You can now open the chest in his house and hopefull have access to the magic book there as well.

Just go northeast and Murtagh will ask you to spar. This will cause Eragon to increase his attack by 4. Then a scene will follow, you'll see Arya confronted by guards. When you gain control, the path to the Gil'ead castle is to the northeast. From the town Bullridge, it's just due north without crossing the bridge.

If you're ready, enter the Gil'ead and you should easily spot Arya. Talk to her and she'll join you. Eragon will communicate with Saphira and she'll tell you that she'll help you escape to the roof.

Arya's focus points is unassigned so you better assign it before busting out. In the 2nd floor, there's a couple of magic books you can open but it requires 50+ magic points, the magic you can get here are Infection, Mind Wall, Second Wind, Steel Skin and Surter's Strength.

The 3rd floor has a room with a chest containing [ROYAL CHAIN], [ROYAL HELM], and [SAVING GRACE] for Arya. There's also a magic book here containing the Flood spell which is very useful if you built Arya as a Magic user. If you did, the soldiers should all be going down after

a Flood or two. Now enter the large room with a lot of tables and Durza will be able to catch you.

After the scene, you'll start fighting soldiers again. You'll fight Durza after beating the first two soldiers he sent. This time it's payback time! He still has the same attack set as the last time. After the battle, you'll be outside now.

Arya, will instruct you to head to the desert before she gives the next instruction. Just cross the bridge near Bullridge and keep on moving to the east. You'll eventually get to a next screen. Arya will tell you to go south then east until you see a river. You'll find Varden at the end of the river.

Take note that when you cross to the other side of the map, you won't be able to comeback anymore so be sure to do all the things you need before you cross to the other side like checking up on magic books, herbs, crates, etc. Refer to the Focus-find list for more details.

Move to the east instead until you find a ruins called Winding Way. You'll get a [WANDERER BOW], [WANDERER MAIL] for Murtagh, [GEDWEY HELM] for Eragon, [NARDA TEAR x 1], and a [FRACTAL HAMMER].

From there, move to the north until you reach another ruin called the Bleeding Tree. You'll get a [JAGGED BLADE] for Murtagh, and a [RAZOR OIL]. If you travel to the north west from there you'll be able to reach Du Weldenvarden. It is the first area where you get to control Arya and his party.

Remember where you first met Durza. Work your way all the way to his area and you'll notice two blinking spots near the herb. Examine it and it will be Faolin and Glenwing's remains. Arya will ask you to at least make sure they were given a proper burial.

Start with the east cave. It is rather straight forward again. Just Fight your way until you get to where the 3 Urgals are and you'll engage them. You'll receive [MIDNIGHT STORM] for Arya. This weapon is really amazing because it causes bleed and really good to enhance. The west cave has Faolin's body. On your way there should be a chest there that contains [FRIENDSHIP] for Murtagh. It is really an amazing weapon for Murtagh. Train him in Endurance and have him equip this and he'll be a tank. Get to the Urgal Blood Drinker to the northwest part of the cave and after the fight you'll get the [SNOWBALL] for Arya. You'll also get a +5 in attack. Snowball is pretty amazing because of its special stone property.

Anyway, you should head south and follow Arya's direction now. On your way, you should explore the Glass Tunnels ruins. You'll find a [SLAYER x 1], [GLASS INK] for Murtagh, [JEWELLED CHAIN], and [JEWELLED CROWN] for Arya, and an [ARCHMAGE STONE].

Mountains should block your path to the south by now. Head east till you reach the Desert Catacombs ruins and you'll get a [SAND SAIL] for Angela, [RIDING LEATHER] and an [AEON HELM] for Eragon, [SHUR'TUGAL BOOTS x 1], and a [VIGILANT STAMP]. Keep going to the east until you get to another ruins, the Ancient Battlefield. The enemies here are rather tough, specially if you get to fight the Shield Master. You'll get a [CMPND RECURVE] for Eragon, [VANYAL] for Saphira, [INTRACTABLE] for Arya, [SUNDUVAR FREOHR x 1], and a [EBRITHIL HAMMER].

A little to the east of the Battlefield is the river. Follow it to the south until Eragon interrupts you. Save your game after that and heal if necessary. You'll be able to fight Pikeman Urgals here which is really tough (high HP). Approach the black colored mountain (the one that looks like a volcano) and you'll trigger a scene.

Take note that when you enter the Volcano you will not be able to get out anymore so be sure to do all things you need to do before proceeding like chasing after some more ruins. There's the Velden Woods far west of the Du Weldenvarden and the Perfection's Glade a little south of it. Follow the river to the south and cross the bridge to the Avandias Blade. To the west of the bridge should be the Ancient Ruins. Be sure to check them all out. They have amazing equipments for you.

You should be atleast around level 80 or 90 before you continue so you won't have any problems. You can go back to the first world map (the one with a couple of towns) and level/farm herbs as much as you can. You should have a good supply of Salt and Health potions before continuing. You should save on the other slot when you continue just so you can go back if you're not comfortable with what's going to happen.

Anyway, Arya will be taken away as Eragon and Murtagh were submitted to having their mind probed. Murtagh will refuse from being probed and he'll be taken away as well. You'll be then taken to the city of Farthen Dur. You'll be then taken to the Main Menu. Just save your game and continue. You'll be fighting The Twins x2. All you have to do is to lose while using magic. Arya will then stop the battle afterwards. She'll tell you that she already accomplished delivering the information. She'll then test you again. I don't think you can win here. Just keep using normal attacks till you lose. Eragon's attack will increase by 5.

-----<contribution>----- from "Dabek" <tg.dabrowski@gmail.com>  
You can win this to battles. The Twins can be beaten by inflicting bleed on them. They have ~10000 hp each so after around 8 turn they will start to heal each other. Then cast flood once or twice(my Eragon was at first level of magic focus so I inflicted more damage to myself than them) and they should die(I got 2500 experirnce points for this fight).And with Arya I haven't got any problems. I just used the best combination attack with Eragon's Zar'Roc(and if you cast Blinded on her it's like taking candy from a baby:D) and she fall very quickly(my Eragon was at 108 level) .  
-----</contribution>-----

You'll be taken to the main menu again. You should save here. Save on another slot just to be sure. The tactician will tell you about the Urgals attack. They'll be breaking through from six points. From there they'll be targeting the center which is Tronjheim. You must fight them off and seal the breaches one by one simply by flying to them.

Murtagh will be set free and you can use Angela again here. Arya and the rest of the party will be assigned to a specific area. I had Arya guard the north, Angela to guard the southwest and Murtagh the southeast. There's nothing special about this so just have them guard wherever part you want. If you attack the North Urgals, you'll be fighting with Arya. The same goes with the other direction depending on who you position there. You can also use this time to level up as they constantly send lesser Urgals to fight you. You can still access

the main menu but you can't save. All you have to do is to fight the Urgals standing by the gate.

Your party should be able to string 5 attacks by now. Saphira should keep on doing the A,B,B,A,B attack which is a combination of Winged Storm and Rock Drop attack. This is a very nice way to deal with a lot of enemies right away. The lesser Urgals that are attacking should give roughly around 600XP even at level 100+. The Main Urgals could either be Pikeman, Immortal or Gaia Crusher which is really tough to fight even at level 100+. You should focus all negative status effect and let it kill them as you keep on healing. If you made Angela/Arya as magicians, you should be able to have an easy time with them. Keep on using Flood to deal a lot of damage. I think most of the have roughly around 16-20k of HP.

When playing Murtagh, keep on using his Natural Selection attack (if you already triggered it) its a B,A,B,B,A attack that does as much damage as Arya's magic would. You should finish the Urgals as fast as you can so that they won't be able to attack again. Take advantage of some events that will happen like getting all Urgals burned or frozen. After the battle, Eragon will notice that he can't sense The Twin's minds or even the minds of anyone in Tronjheim. Eragon will then look for Ajihad.

Save your game and equip the best equip possible. Use pocket forge or mortars if you have to. You'll then be fighting Durza. Be sure to dodge if you can. Start by inflicting negative status on him and be on the defensive. He'll go down soon enough. After the battle, you'll get to fight him for another round. It pays if you play on the the defense on the first round. Poison and Bleed alone could deal 1.5k damage every turn so it is pretty good form of offense already. With Burn it could rack you 2k or more damage. If he does try to negate the negative status. Inflict it back again. Don't go all out yet, because there's also a round three in this bout. I don't think it matters if you win or lose. The very same script follows afterwards. After the battle, you'll be given the title "Shadeslayer" by Ajihad.

Congratulations! You've completed Eragon.

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F I N  
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III. ITEM BESTIARY  
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Consumable List  
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Pocket Forge - Improves your weapons.

Mortar - Create Potions.

Tent - Heal your entire party.

Health 1 - Restores 100 HP.  
Health 2 - Restores 500 HP.  
Health 3 - Restores 1000 HP.  
Health 4 - Restores 3000 HP.  
Health 5 - Restores 9999 HP.

Cure 1 - Cure one status ailments.  
Cure 2 - Cure two status ailments.  
Cure 3 - Cure three status ailments.  
Cure 4 - Cure four status ailments.

Stim 1 - Increases character damage +10.  
Stim 2 - Increases character damage +25.  
Stim 3 - Increases character damage +50.  
Stim 4 - Increases character damage +80.  
Stim 5 - Increases character damage +130.

Salts 1 - Revives downed character 1 HP.  
Salts 2 - Revives downed character 25% HP.  
Salts 3 - Revives downed character 50% HP.  
Salts 4 - Revives downed character 75% HP.  
Salts 5 - Revives downed character 100% HP.

Shell 1 - Increase armor by 10 pts.  
Shell 2 - Increase armor by 25 pts.  
Shell 3 - Increase armor by 80 pts.  
Shell 4 - Increase armor by 200 pts.  
Shell 5 - Increase armor by 300 pts.  
Shell 6 - Increase armor by 600 pts.

Tonic 1 - Increase magic damage by 10%.  
Tonic 2 - Increase magic damage by 20%.  
Tonic 3 - Increase magic damage by 30%.  
Tonic 4 - Increase magic damage by 40%.  
Tonic 5 - Increase magic damage by 50%.

Poison 1 - Poison weapon for one turn.  
Poison 2 - Poison weapon for two turns.  
Poison 3 - Poison weapon for three turns.  
Poison 4 - Poison weapon for four turns.  
Poison 5 - Poison weapon for five turns.

Barb 1 - Weapon causes bleeding for one turn.  
Barb 2 - Weapon causes bleeding for two turns.  
Barb 3 - Weapon causes bleeding for three turns.  
Barb 4 - Weapon causes bleeding for four turns.  
Barb 5 - Weapon causes bleeding for five turns.

Stun 1 - Weapon causes stun for one turn.  
Stun 2 - Weapon causes stun for two turns.  
Stun 3 - Weapon causes stun for three turns.  
Stun 4 - Weapon causes stun for four turns.  
Stun 5 - Weapon causes stun for five turns.

Slayer - One instant kill.

Double - Double hits.

Learner - Increases experience earned by 50%.



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## Equipment List

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### Eragon: Weapon

Bronze Sword - Common sword of small value.  
Light Sabre - Light in weight, for quick attacks.  
Steel Sword - Sturdy sword for prolonged use.  
Helgrind Thirst - Sacrifice - Grim weapon used in sacrifices.  
Jeweled Sword - Jeweled Sword.  
Solid Starlight - Stun - Solid Starlight.  
White Silk - White Silk.  
Kull Splitter - Kull Slayer - Especially deadly against Kull.  
Perfect Sword - Perfect Sword.  
Liquid Edge - Dry - Liquid Edge.  
Lost Destiny - Regen - Lost Destiny.  
Masterwork - Masterwork.  
Zar'Roc - Reaper - Legendary Dragon Rider sword.  
Hunting Bow - Typical hunting bow.  
Sturdy Draw - Thief Slayer - Especially sturdy hunting bow.  
Finest Bow - Well crafted & suitable for combat.  
Recurve Bow - Bent upon itself to increase force.  
Ironwood Bow - Dry - Ironwood Bow.  
Tall Bow - Mil Slayer - Nearly as tall as a man.  
Redwater Bow - Wall - Redwater Bow.  
Silent Silence - Bow that is silent when drawn.  
Cmpnd Recurve - Bow equipped with pulleys.

### Eragon: Helm

Leather Band - Leather strip worn to protect the head.  
Light Coif - Light close-fitting helmet.  
Hunting Helm - Hunting Helm  
Runic Band - Strengthened by tooled magic symbols.  
Freedom Helm - Allows maximum movement and vision.  
Mariner's Helm - Mariner's Helm.  
Shur'tugal Helm - Usually worn by Urgal warriors.  
Knight's Helm - Worn by elite Alagaesian warriors.  
Aeon Helm - Aeon Helm.  
Riding Helm - Riding Helm.  
Gedwey Helm - Gedwey Helm.

### Eragon: Armor

Leather Armor - Simple leather armor of lesser quality.  
Freedom Chain - Strong but lightweight chain armor.  
Broken Chain - Patched together from broken pieces.  
Banded Armor - Armor reinforced by thick metal bands.  
Heavy Chain - Made from heavy connected metal links.  
Runic Leather - Strengthened by tooled magic symbols.  
Mariner's Mail - Metal armor often worn in naval battles.  
Hunting Armor - Hunting Armor.  
Knight's Mail - Usually worn by high-ranking warriors.  
Aeon Plate - Aeon Plate.  
Domia Plate - Domia Plate.

Riding Leather - Crafted for horseback riders.  
Shur'tugal Plate - Barbaric armor usually worn by Urgals.  
Gedwey Stenr - Gedwet Stenr

#### Arya: Weapon

Grass Blade - Poison - Slender blade of Elven crafting.  
Runner's Blade - Runner's Blade.  
Welden Blade - Welden Blade.  
Giant Slayer - Urgal Slayer - Giant Slayer.  
Saving Grace - Saving Grace.  
Argent Needle - Argent Needle.  
Snowfall - Stone - Light as snow & sharp as winter.  
Aiedail - Regen - Aiedail.  
Midnight Storm - Bleed - Bow said to cause bleeding.  
Dawn Flicker - Fire - Stabs forth like the sun's rays.  
Argent Draw - Basic bow carried by Elvish yeoman.

#### Arya: Helm

Obsidian Helm - Wet - Helm reinforced with volcanic glass.  
Argent Helm - Argent Helm.  
Ancient Helm - High quality & strength antique helm.  
Flying Helm - Flying Helm.  
Belatona - Favored by the warriors of Belatona.  
Varden Crown - Crown-like helm in the Varden style.  
Royal Helm - Ornatly decorated helm worn by nobles.  
Wytesteel - Capacitor - Whitesteel Helm.  
Dueling Band - Designed for formal one-on-one combat.  
Jewel Crown - Warrior's royalty crown-styled helm.  
Intractable - Intractable Helm.

#### Arya: Armor

Obsidian Chain - Dry - Decorated with volcanic glass.  
Argent Rings - Argent Rings.  
Ancient Chain - High quality antique armor.  
Belatona Chain - Favored by the warriors of Belatona.  
Varden Chain - Constructed in the Varden manner.  
Royal Chain - High quality & favored by nobility.  
Pregnant Chain - Impregnable Chain.  
Wytesteel - Created by a secret Elven process.  
Jeweled Chain - Encrusted with precious stones.

#### Faolin: Weapon

Singer's Blade - Sing's a death aria.

#### Faolin: Helm

Varden Helm - Crafted in the unique Varden style.

#### Faolin: Armor

Varden Chain - Constructed in the unique Varden style.

Glenwing: Weapon

Singer's Bow - Tuned for destruction.

Glenwing: Helm

Varden Helm - Crafted in the unique Varden style.

Glenwing: Armor

Varden Chain - Constructed in the unique Varden style.

Katrina: Weapon

Father's Knives - Ordinary butcher's knives.

Steel Knives - Thief Slayer - Steel Knives.

Bronze Knives - Butcher's knives cast in bronze.

Kitchen Knives - Sharpened household knives.

Katrina: Helm

Leather Band - Leather band used as improvised armor.

Armored Band - Armored band set with metal studs.

Leather Helm - Handmade from everyday leather.

Ribbed Helm - Helm reinforced by metal ribbing.

Scale Helm - Helm bolstered with metal scales.

Katrina: Armor

Leather Armor - Leather apron used as improvised armor.

Leather Cuirass - Upper body leather protection.

Armor Apron - Leather apron set with metal studs.

Ribbed Cuirass - Surface ribbed to deflect blows.

Scale Cuirass - Leather reinforced with metal scales.

Roran: Weapon

Bronze Hammer - Bronzed combat hammer.

Iron Hammer - Heavy iron-shod hammer.

Horst's Hammer - Blacksmith tool turned weapon.

Roran: Helm

Hardened Helm - Hardened Helm.

Scale Helm - Protected by layers of metal scales.

Leather Band - Leather strip worn for light combat.

Miller's Helm - Protective headgear worn by millers.

Steel Helm - Steel Helm.

Roran: Armor

Leather Plate - Reinforced by harder leather plates.  
Hardened Hide - Made from uncured, dried hides.  
Miller's Armor - Miller's Armor.  
Steel Bands - Reinforced by encircling steel bands.

Brom: Weapon

Bronze Sword - Bronzed sword of minimum value.  
Iron Sword - Sword of medium value and quality.  
A Friend's Gift - Mil Slayer - A Friend's Gift.  
Leona's Judge - Kill - Leona's Judgement.  
Memory Blade - Wall - Blade of Memories.  
Oldman Sword - Old Man's Sword.

Brom: Helm

Woven Band - Improvised woven strips of cloth armor.  
Ring Coif - Helm reinforced by metal rings.  
Corded Helm - Strengthened by winding metal cords.  
Ranger's Band - Thick, wide protective headband.  
Epic Helm - Epic Helm.  
War Helm - Great War Helm.

Brom: Armor

Aged Armor - Antique but still viable in combat.  
Cloth Armor - Padded clothing used as armor.  
Woven Armor - Thick, padded strips of woven cloth.  
Ring Mail - Armor reinforced by metallic rings.  
Corded Plate - Strengthened by winding metal cords.  
Ranger Leather - Crafted for horseback riders.  
Epic - Luck - Crafted before the Dragon Riders fell.  
War Plate - Exceptionally massive metal plating.

Angela: Weapon

Sword Staff - Wooden staff with blades at the ends.  
Steel Staff - Staff with a long blades at the ends.  
Iron Staff - Wooden staff sheathed in iron.  
Slender Stroke - Bleed - Slender Stroke.  
Tarot Saber - Capacitor - Tarot Saber.  
Dervish's Dance - Hearty - Dervish's Dance.  
Sand Sail - Dry - Sand Sail.  
Burning Wheel - Fire - Burning Wheel.  
Sand Sail - Dry - Sand Sail.  
Obsidian Etched - Ominous bow set with volcanic glass.  
Harmony Bow - Capacitor - Harmony Recurve.  
Silk Bow - As light and strong as silk.  
Cursed Bow - Drain - Delivery of bad luck.  
Sacrifice Bow - Sacrifice - Used by dark priests of Dras-Leona.  
Stonewood - Wood - Stonewood.

Angela: Helm

Banded Helm - Banded Helm.  
Destiny Band - Destiny Band.  
Hardened - Hardened Helmet.  
Timeless Helm - Timeless Helm.  
Crystal Helm - So polished it appears made of crystal.  
Ghost Band - Pearly leather that shines in moonlight.

Angela: Armor

Banded Mail - Armor reinforced by thick metal bands.  
Destiny Leather - Destiny Leather.  
Teirm Flanged - Teirm Flanged.  
Bone Mail - Dry - Specially cast to resemble bones.  
Eclipse Mail - Eclipse Mail.

Saphira: Weapon

Metal Studs - Metal Studs.  
Iron Spikes - Iron Spikes.  
Steel Spikes - Steel Spikes.  
Varden Blades - Varden Blades.  
Singing Blades - Sings a song of deadly power.

Saphira: Helm

Leather Saddle - Simple leather dragon saddle.  
Studded Saddle - Reinforced with metal studs.  
Banded Saddle - Reinforced with bands of iron.  
Expert Saddle - Favored by experienced dragon riders.  
Dragon Saddle - Designed to allow easy dismounting.

Saphira: Armor

Leather - Lightweight leather dragon armor.  
Hardened - Reinforced leather dragon armor.  
Banded - Dragon armor faced by metal bands.  
Blackiron - Dragon armor faced with iron strips.  
Dwarven - Dwarf-forged cold plating.  
Vanyali - Vanyali Barding.

Murtagh: Weapon

Black Carver - Black Carver.  
Survival Knife - Large knife, serrated on one side.  
Friendship - Friendship.  
Glass Ink - Wall - Glass Ink.  
Jagged Blade - Bleed - Jagged Blade.  
Glory Reaper - Glory Reaper.  
Ruthless - Blind - Ruthless.  
Reinforced - Mil Slayer - Reinforced for more power.  
Dwarf Cmpnd - Kull Slayer - Provides great power & easy pull.  
Wanderer Bow - Urgan Slayer - Especially potent against Urgals.

Murtagh: Helm

Well Worn - Remains sturdy after years of hard use.

Wanderer Helm - Often worn by nomadic warriors.

Resonate Helm - Resonance Helm.

Uru'bean Band - Uru'bean Band.

Uru'bean Helm - Uru'bean Helm.

Murtagh: Armor

Worn Mail - Sturdy even after years of hard use.

Wanderer Mail - Often seen on nomadic warriors.

Uru Leather - Uru'baen Leather.

Equipped Item:

Peasant Boots - Provide moderate protection.

Leather Boots - Provide little protection.

Riding Boots - High equestrian footwear.

Teirm Boots - Designed for heavy military action.

Banded Boots - Excellent protection & free movement.

Silk Shoes - Whisper quiet and very nimble.

Evasion Shoes - Light-weight, nimble footwear.

Assassin Shoes - Stealth footwear for sneak attacks.

Leona Boots - Light footwear for quick movements.

Merc Boots - Especially tough, sturdy boots.

Honor Shoes - Versatile & useful footwear.

Vanyali Boots - Protective yet supple footwear.

Shur'tugul Boots - Heavy, strong barbarian boots.

Cape - Provide little protection.

Yellow Cape - Provide moderate protection.

Woolen Robe - Thick robe provides thick protection.

Mail Cloak - Cloak reinforced with chain links.

Morning Fog - Grey, concealing cloak.

Chain Coat - Coat reinforced with chain links.

Blind Cloak - Worn by sacrifices of Dras-Leona.

Strands Mantle - Strands Mantle.

Fanatic's Robe - Fanatic's Robe.

Ancient Cape - Cloak made with elder skills.

Regal Cape - Ornamental cloak of nobility.

Spun Starlight - As weightless as starlight.

Firefly Cloak - Dark cloak with twinkling spots.

Sharktooth Shell - Serrated charm of agility.

Ceunon Gullion - Northern trifle of wit.

Narda Tear - Coastal stone of brawn.

Urgal Stone - Barbarous chert of nibleness.

Hadarac Charm - Oasis-crafted trinket of int.

Sunduvar Freohr - Sandy bauble of wit.

Utgard Pebble - Northern fragment of brawn.

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Forge List  
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Oil - +3 Dmg

Delicate Oil - +4 Spd, -5 Arm, +8 Dmg  
Polishing Oil - +10 Dmg, +2 Agi  
Poison Oil - Weapon causes Poison.  
Sharpening Oil - +25 Dmg  
Red Oil - +15 Dmg, Weapon causes Fire  
Magic Oil - +15 Int, +15 Dge  
Pain Oil - Weapon causes Stun.  
Blade Oil - +50 Dmg  
Blue Oil - +15 Def, +15 Arm, +20 Dmg  
White Oil - +38 Spd, +40 Dmg, +10 Dge  
Midnight Oil - +20 Int, +5 Tuf, +20 Dmg  
Razor's Oil - Kill, +110 Dmg  
Sharpening Stone - +5 Dmg  
Coarse Stone - +5 Arm +1 Tuf  
Blocking Stone - +5 Def, +5 Arm  
Lightweight Stone - +8 Dmg, +3 Spd  
Moss Stone - +10 Tuf, +4 Arm, +4 Dmg  
Glorysilver Stone - +30 Str, +40 Dmg  
Runic Stone - +30 Tuf, +20 Arm  
Giant's Stone - +60 Str  
Fine Stone - +7 Spd. +7 Agi, +15 Dmg  
Volcanic Stone - Weapon Fire, +30 Dmg  
Archmage Stone - +30, -20  
Switch Stone - Weapon causes Stone  
Taunt String - +5 Spd  
Fresh String - +3 Dmg, +3 Spd, +1 Agi  
False Fate - +8 Spd  
Composite String - +8 Str  
Perfect String - +12 Dmg, +3 spds  
Ancient String - -8 Spd, -8 Agi, +18 Tuf  
Aria String - +8 Int, Weapon Aria  
Star String - +5 Agi, +23 Spd  
Verdani's String - +65 Spd  
Skuld's String - Weapon Regen, +15 Tuf  
Urda's String - Increases Experience gained by 20%  
Brass Tongs - +10 Arm, -1 Spd  
Iron Tongs - +5 Arm, +2 Tuf  
Steel Tongs - +15 Arm, -2 Spd  
Potent Tongs - +5 Str  
Hadarac Tongs - Arm Dry  
Indurate Tongs - +20 Arm, +10 Def  
Vanyali Tongs - +10 Arm, +4 Spd, +4 Agi  
Resolute Tongs - +30 Arm, -10 Spd  
Drubbing Hammer - +12 Arm, +1 Str  
Rigid Hammer - +20 Arm  
Battering Hammer - +25 Arm, +4 Tuf  
Etched Hammer - +20 Arm, +4 Int  
Atone Hammer - Arm Sacrifice, +60 Arm, +5 Tuf, +5 Str  
Maul Hammer - +50 Arm  
Runic Hammer - +38 Arm, +10 Int  
Ebrithil Hammer - +88 Arm  
Fractal Hammer - Arm Capacitor  
Strength Stamp - +3 Str  
Protection Stamp - +7 Arm  
Marine Stamp - +4 Tuf, +4 Str  
Guardian Stamp - +5 Def, +5 Dge, +3 Tuf  
Glyphic Stamp - +10 Spd, +4 Agi, -5 Arm, +5 Str  
Talisman Stamp - Arm Luck, +4 Def  
Epodic Stamp - Arm Regen, +4 Dge  
Vigilant Stamp - +20 Spd, +10 Dge

Jeweled Stamp - +28 Int, -15 Arm

Ogham Stamp - +8 Def, +10 Str, +10 Agi, +20 Spd

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Craft List

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List of basic crafting item: (refer to the next section for their locations)

Basil Leaf  
Enchant Leaf  
Twilight Leaf  
Hvitr Leaf  
Preemptive Leaf  
Detach Leaf Leaf  
Brilliant Leaf  
Morning Leaf  
Caffeine Leaf  
Withered Leaf  
Frost Leaf  
Journey Leaf  
Power Leaf  
Prism Leaf  
Ashen Leaf  
Threadcutting Root  
Ginseng Root  
Sunfall Root  
Suffocate Root  
Slip Root  
Scared Root  
Charred Root  
Strangling Root  
Glowing Root  
Frightful Root  
Mourning Root  
Dusky Root  
Deathless Root  
REcord Root  
Time Root  
Skoljir Dust  
Thread Dust  
Sparkling Dust  
Marble Dust  
Lightbending Dust  
Gravity Dust  
Salts Dust  
Catalyst Dust  
Phoenix Dust  
Corrosive Dust  
Firemote Dust  
Silken Dust  
Mercurial Dust  
Volatile Dust  
Slithering Dust

Health 1 - Basil Leaf x1 + Dusky Root x1 + 1 Gold

Health 2 - Enchant Leaf x1 + Dusky Root x1 + 5 Gold



Health 3 - Hvittr Leaf x1 + Heill Root x1 + 10 Gold  
Health 4 - Brilliant Leaf x1 + Ginsing Root x1 + 30 Gold  
Health 5 - Prism Leaf x1 + Deathless Root x1 + 100 Gold

Cure 1 - Dusky Root x1 + Skoljir Dust x1 + 1 Gold  
Cure 2 - Heill Root x1 + Catalyst Dust x1 + 3 Gold  
Cure 3 - Ginsing root x1 + Mercurial Dust x1 + 6 Gold  
Cure 4 - Time Root x1 + Phoenix Dust x1 + 12 Gold

Stim 1 - Withered Leaf x1 + Scared Root x1 + 2 Gold  
Stim 2 - Caffeine Leaf x1 + Frightful Root x1 + 5 Gold  
Stim 3 - Caffeine Leaf x1 + Firemote Dust x1 + 10 Gold  
Stim 4 - Caffeine Leaf x1 + Mourning Root x1 + 20 Gold  
Stim 5 - Premptive Leaf x1 + Mourning Root x1 + Thread Dust x1  
+ 40 Gold

Salts 1 - Basil Leaf x1 + Salts Dust x1 + 10 Gold  
Salts 2 - Heill Rot x1 + Salts Dust x1 + 20 Gold  
Salts 3 - Record Root x1 + Salts Dust x1 + 40 Gold  
Salts 4 - Time Root x1 + Thread Dust x1 + 80 Gold  
Salts 5 - Deathless Root x1 + Phoenix Dust x1 + 160 Gold

Shell 1 - Skoljir Dust x1 + 1 Gold  
Shell 2 - Slip Root x1 + Skoljir Dust x1 + 3 Gold  
Shell 3 - Hvittr Leaf x1 + Skoljir Dust x1 + 15 Gold  
Shell 4 - Journey Leaf x1 + Mercurial Dust x1 + 50 Gold  
Shell 5 - Power Leaf x1 + Sparkling Dust x1 + 100 Gold  
Shell 6 - Morning Leaf x1 + Gravity Dust x1 + 200 Gold

Tonic 1 - Enchant Leaf x1 + Slip Root x1 + 2 Gold  
Tonic 2 - Journey Leaf x1 + Glowing Root x1 + 10 Gold  
Tonic 3 - Record Root x1 + Firemote x1 + 20 Gold  
Tonic 4 - Sunfall Root x1 + Gravity Dust x1 + 50 Gold  
Tonic 5 - Morning Leaf x1 + 70 Gold

Poison 1 - Detach Leaf x1 + Caralyst Dust x1 + 2 Gold  
Poison 2 - Withered Leaf x1 + Charred Root x1 + 6 Gold  
Poison 3 - Ashen Leaf x1 + Slithering Dust x1 + 12 Gold  
Poison 4 - Knifr Leaf x1 + Threadcutting Root x1 + 24 Gold  
Poison 5 - Twilight Leaf x1 + Gravity Dust x1 + 48 Gold

Barb 1 - Scared Root x1 + CatalystDust x1 + 4 Gold  
Barb 2 - Strangling Root x1 + Corrosive Dust x1 + 10 Gold  
Barb 3 - Caffeine Leaf x1 + Volatile Dust x1 + 20 Gold  
Barb 4 - Knifr Leaf x1 + Silken Dust x1 + 40 Gold  
Barb 5 - Mourning Root x1 + Thread Dust x1 + 60 Gold

Stun 1 - Frost Leaf x1 + Marble Dust x1 + 1 Gold  
Stun 2 - Detach Leaf x1 + Marble Dust x1 + 4 Gold  
Stun 3 - Suffocate Root x1 + Slithering Dust x1 + 10 Gold  
Stun 4 - Ashen Leaf x1 + Threadcutting Root x1 + 18 Gold  
Stun 5 - Twilight Leaf x1 + 25 Gold

Slayer - Knifr Leaf x1 + Threadcutting Root x1 + Thread Dust x1  
+ 800 Gold

Double - Premptive Leaf x1 + Sunfall Root x1 + Lightbending Dust x1  
+ 800 Gold

Learner - Ginsing Root x1 + Sparkling Dust x1 + 400 Gold

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IV. Focus Find Check-List  
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Near Uncle Garrow's house :

Herb 15 - Slip Root x3  
Herb 15 - Catalyst Dust x2  
Herb 15 - Charred Root x3  
Hunting 14 - Fight Imperial Spy [Conscript x1] - [40 Gold], [FREEDOM  
CHAIN] for Eragon, [EVASION SHOES x1]

Hometown:

Herb 1 - Dusky Root x4  
Herb 1 - Dusky Root x6  
Herb 1 - Basil Leaf x6  
Herb 1 - Basil Leaf x3  
Herb 10 - Salt Dust x3  
Endurance 5 - [HARDENED HIDE] for Roran  
Weapon 10 - Fight Imperial Soldier [Conscript x1] - [GUARDIAN STAMP],  
[LEARNER], [JEWELLED SWORD] for Eragon

Brom's house:

Magic 72 - Burn the Sky - 100% to Burn - All Enemies

The Forest:

Herb 15 - Marble Dust x2  
Herb 15 - Marble Dust x2  
Herb 15 - Withered Leaf x 4  
Endurance 10 - [HORST'S HAMMER] for Roran

The Spine:

Herb 3 - Frost Leaf x3  
Herb 1 - Dusky Root x4  
Herb 3 - Scared root x2  
Herb 15 - Detach Leaf x2  
Herb 15 - Enchant Leaf x2  
Herb 15 - Corrosive Dust x2  
Herb 5 - Skoljir Dust x2  
Endurance 14 - [POLISHING OIL]

Teirm Exterior:

Herbal25 - Caffeine leaf x3  
Herbal20 - Hvittr Leaf x4  
Herbal15 - enchant leaf x3  
Magic 18 - Prism - Hits All Enemies  
Magic 18 - Life's Energy - Heal party  
Weapon 15 - Fight Leroy [Vice Fanatic x1] - [SHARKTOOTH SHELL],  
[POCKET FORGE], [BRONZE SWORD] for Eragon, [CORDED PLATE], [CORDED  
HELM] for Brom, [BANDED BOOTS], [POTENT TONGS]

Teirm Interior:

Magic 76 - Sliver Rain - 100% to Bleeding - All Enemies.  
Magic 9 - Weakspot - Hit for 2x Dmg on next attack.  
Magic 21 - Curve Arrows - Absorb 1 range attack  
Herbal 30 - Journey leaf x2  
Magic 1 - Garjzla  
Hunting 30 -  
Weapon 35 - Sergeant Quint - [LEANER X 1], [PERFECT SWORD] for Eragon,  
[MARINER'S MAIL] for Eragon, [EPIC HELM] for Brom, [STRAND MANTLE X 1],  
[SHARPENING OIL]

North Cave near Teirm:

Herb 60 - Lightbending Dust x1  
Herb 25 - Strangling Root x3  
Herb 30 - Journey Leaf x4  
Herb 20 - Heill Root x6  
Herb 20 - Slithering Dust x4  
Herb 25 - Volatile Dust x4

Teirm Castle:

Magic 13 - Blinded - 100% to Blinded - 1 Enemy

Dras-Leona:

(Area 1):

Herb 35 - Ashen Leaf x3  
Herb 20 - Hvittr Leaf x8  
Herb 20 - Heill Root x9  
Herb 35 - Frightful Root x3  
Endurance 28 - [COMPOUND HAMMER], [AGED HELM] for Brom

(Area 2):

Herb 40 - Record Root x4  
Herb 30 - Glowing Root x3  
Endurance 32 - [HEALTH 3 x2], [HEAVY COIF] for Eragon  
Herb 30 - Mercurial Dust x4  
Herb 30 - Suffocate Root x3

(Area 2.1.west)

Herb 40 - Power Leaf x3

Magic 21 - Black Curse - 100% to Burn & Stun - 1 Enemy

Herb 35 - Silken Dust x5

Endurance 36 - [LEONA BOOTS x1], [BLUESTEEL HAMMER]

(Area 2.2.east):

Endurance 38 - [STRANDS MANTLE x1], [IVORY STAFF] for Angela

Herb 20 - Hvittr Lead x7

Herb 40 - Firemote Dust x3

Herb 20 - Heill Root x8

(Area 3):

Herb 45 - Ginseng Root x1

Herb 45 - Brilliant Leaf x2

Endurance 40 - [FOUNDATION TONGS], [COMPOSITE BOW] for Eragon

(Area 4):

Herb 45 - Ginseng Root x4

Magic 50 - Mend Body - Heal 1 target & remove status effects

Magic 29 - Combustion - Hits 1 Enemy

Herb 45 - Sparkling Dust x4

Herb 45 - Brilliant Leaf x2

Dras-Leona Church:

Hunting 45 - [SACRIFICE BOW] for Angela

Magic 21 - Black Curse - 100% to Burn & Stun - 1 Enemy

Magic 1 - Weakspot

Magic 38 - Venom Flood - 100% to Poison - All Enemies

Magic 21 - Cripple - 50% to Paralyze - 1 Enemy

Gil'ead:

(Floor 1):

Herbal20 - Heill Root x25

Endurance 58 - [130 Gold], [OGHAM STAP]

(Floor 2):

Magic 59 - Steel Skin - Absorb 1 melee attack

Magic 65 - Second Wind - Raise fallen hero

Magic 43 - Surter's Strengh - Buff all hero's Attack skill

Magic 62 - Infection - 100% to Poison & Stun - All Enemies

Magic 64 - Mind Wall - Absorb 1 magical attack

(Floor 3):

Magic 40 - Flood - 50% to Stun - All Enemies

Du Weldenvarden:

(Area 1):

Herbal 50 - Threadcutting Root x1

Herbal 50 - Prism Leaf x8

Herbal 70 - Morning Leaf x3

Herbal 50 - Prism Leaf x9  
Herbal 20 - Preemptive Leaf x2

(Area 2.eastcave):

Herbal 50 - Kniffr Leaf x1  
Herbal 70 - Phoenix Dust x2  
Herbal 45 - Sparkling Dust x5  
Herbal 60 - Sunfall Root x3  
Herbal 50 - Time Root x2  
Magic 73 - Before the Sun - Enemies miss 50%  
Herbal 50 - Thread Dust x3  
Herbal 50 - Kniffr Leaf x2  
Herbal 65 - Gravity Dust x6

(Area 2.westcave):

Herbal 65 - Mourning Root x3  
Herbal 65 - Gravity Dust x4  
Herbal 70 - Deathless Root x2  
Hunting 100 - [SKULD'S RING]  
Herbal 65 - Twilight Leaf x4  
Magic 85 - Airbending Edge - Biff all hero's Magic skill  
Endurance 100 - [SUNDUVAR FREOHR x1], [RUSIC STONE], [DUELING BAND]  
for Arya  
Herbal 60 - Lightbending Dust x3  
Herbal 45 - Sparkling Dust x10

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V. ABILITY LIST  
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Attacks  
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Eragon: Melee

Deft Hit - 1.5x Normal Damage - B, A  
Power Strike - 2x Normal Damage - B, B  
Rider's Strength - 1.25x Dmg - All enemies - B, B, B  
Wave of Destiny - 1.5x Dmg - Front Row - A, B, A  
Finesse - 4x Normal Damage - A, A, A  
Wave of Legend - 1.5x Dmg - Front Row - A, B, A, B  
Rider's Fury - 1.25x Dmg - All enemies - B, B, B, A, B  
Zar'roc's Hunger - 1.5x Dmg + Drain - B, A, A, A, B

Eragon: Range

Precision - 1.5x Normal Damage - A, A  
Killing Shot - 20% to Instant Kill - A, B  
Rapid Fire - 4x Normal Damage - B, B, B  
Torn Wings - 2x Dmg + 25% to Stun - A, A, B, A  
Sky Fallen - 4x Normal Damage - A, A, B, A, A

Arya: Melee

Grace's Cut - 1.75x Normal Damage - B, A  
Elven Stroke - 1.5x Normal Damage - A, A, B  
Grace's Slayer - 2.5x Normal Damage - B, A, B  
Glade Dance - 1.25x Dmg - All Enemies - A, A, B  
Star Striker - 1.5x Dmg - All Enemies - A, A, A, B  
Winter's Star - 4x Dmg - Adjacent Enemies - A, A, A, B, B  
Elven Stance - 4x Damage - A, A, B, A, A  
Grace's Victory- 4x Damage - B, A, B, A, B

Arya: Range

Twin Stars - 2x Normal Damage - B, A  
Calculate - 1.5x Dmg + 15% to Stun - A, A, A  
Ricochet - Hit All Enemies - A, B, A  
Twilight Fletching - 2x Dmg + 20% to Stone - B, A, A, B  
Metal Rain- 4x Dmg - Adjacent Enemies - B, B, A, B, B

Katrina: Melee

Vitals - 1.25x Dmg + 50% to Paralyze - B, A  
Butchery - 1.25x Dmg + 25% to Kill - A, B

Roran: Melee

Hammerfall - 1.25x Dmg + 75% to Stun - A, A  
Backbreaker - 1.25x Dmg + 50% to Paralyze - B, B

Brom: Melee

Practice - 1.25x Dmg + 100% to Bleeding - B, A  
Wisdom - 1.5x Dmg + 50% to Paralyze & Poison - B, A, B  
Loss - 1.5x Dmg - All Enemies - A, A, B  
Lessons Learned - 3x Damage - A, B, A, A

Angela: Melee

Crystal Cut - 1.25x Dmg - B, B  
Dervish - 1.5x Dmg - A, B, A  
Dark Maul - 2x Dmg + 100% to Bleeding - A, A, B, B  
Dark Shredder - 4x Dmg + 100% to Bleeding - A, A, B, B, A  
Blade Rhapsody - 2x Dmg - All Enemies- A, B, A, B, A

Angela: Range

Lucky Hit - 1.5x Dmg - A, A, B  
Blind Sided - Hit Adjacent Foes + 50% to Blind - B, A, A  
Shot in the Dark - 2x Dmg - B, A, A, B

Bradine Gaille - 8x Dmg - A, B, B, B, A

Fortune's Favorite - 3x Dmg - Hit Adjacent Enemies - A, A, B, A, B

#### Murtagh: Melee

Blade Flurry - 1.25x Dmg - A, A

Cold Decision - 1.5x Dmg + 25% to Kill - A, B, B

Constant Reminder - 1.5x Dmg - B, B, A

Survival - 1.2x Dmg + 100% to Drain - B, A, B

Blade Frenzy - 2x Dmg - A, A, A, A

Instinct - 2x Dmg + 100% to Drain - B, A, B, B

Merciless - 4x Dmg + 50% to Bleeding - A, B, B, A, B

Natural Selection - 4x Dmg + 100% to Drain - B, A, B, B, A

Eternity's Scars - 5x Dmg - B, B, A, A, B

#### Murtagh: Range

Cripple - 2.25x Dmg + 100% to Stun - A, B

Off Your Feet - 1.5x Dmg + 50% to Paralyze - B, A, B

Break the Cage - 2x Dmg + 75% to Bleeding - B, A, B, B

Ripping Shot - 2x Dmg + 100% to Bleeding - A, B, B, B

Storm of Black - 4x Dmg + 25% to Stun All Foes - A, A, A, A, A

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#### Spells

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#### Default:

Brisingr - Hits 1 Enemy

Combustion - Hits 1 Enemy

Aduna - Hits 1 Enemy

Flood - 50% to Stun - All Enemies

Heill - Heal 1 target

Ramrsja - Buff Attack skill

Skolir - Increase 1 hero Defense skill

Steel Skin - Absorb 1 melee attack

Burn the Sky - 100% to Burn - All Enemies

Prism - Hits All Enemies

Life's Energy - Heal party

Sliver Rain - 100% to Bleeding - All Enemies.

Weakspot - Hit for 2x Dmg on next attack.

Curve Arrows - Absorb 1 range attack

Blinded - 100% to Blinded - 1 Enemy

Black Curse - 100% to Burn & Stun

Mend Body - Heal 1 target & remove status effects

Combustion - Hits 1 Enemy

Black Curse - 100% to Burn & Stun - 1 Enemy

Venom Flood - 100% to Poison - All Enemies

Cripple - 50% to Paralyze - 1 Enemy

Steel Skin - Absorb 1 melee attack

Second Wind - Raise fallen hero

Surter's Strengh - Buff all hero's Attack skill

Infection - 100% to Poison & Stun - All Enemies

Mind Wall - Absorb 1 magical attack

Before the Sun - Enemies miss 50%

Airbending Edge - Buff all hero's Magic skill

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IV. CREDITS  
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I would like to thank you for reading my FAQ! The Fans of Eragon!  
Everyone! God! Myself! Future Contributors! [www.GameFags.com](http://www.GameFags.com)! CJayC!  
"Dabek" <[tg.dabrowski@gmail.com](mailto:tg.dabrowski@gmail.com)>, for the tip that you can actually  
win against the twins.

==Fin==

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