

The Pilgrim's Progress: The Video Game Strategy Guide v1.1

Getting Started

Welcome to the Pilgrim's Progress Strategy Guide! Let's jump right in and talk about some of the basic material in the game such as difficulty settings and stat points. After that, we'll get into the walkthrough portion of the guide.

Difficulty Settings:

When you first start the game you are given two choices of difficulty: Normal and Difficult. After beating the game on either of these difficulty settings, you are given the option to play through the game again on Expert mode while keeping your progress and stats from your current run. Since Expert mode is a 'New Game Plus' option after reaching the Celestial City in a Normal or Difficult playthrough (and not a difficulty option presented on the Main Menu), you can progress by playing Normal and then Expert, or Difficult and then Expert.

Here is the breakdown of how these difficulty settings work:

Difficulty	Enemy Life	Enemy Strength	Enemy Speed
Normal	1x	1x	1x
Difficult	2x	2x	1x
Expert	10x	10x	2x

So you may wonder what advantage there is in playing through on Difficult instead of Normal on a playthrough before advancing to Expert mode. Throughout the game you will find many Crosses to take with you, each with a special effect and advantage. The main advantage, however, comes from the final Cross in each difficulty that you obtain for completing all of the quests:

- Completing all of the quests on Normal mode gives you the Silver Cross, which lets you increase your in-battle bonus stats to 299 instead of just 99.
- Completing all of the quests on Difficult mode gives you the Light Gold Cross, which lets you increase your in-battle bonus stats to 499 instead of just 99.

You get to keep your Crosses when starting a new game in Expert mode, so playing through on Difficult mode first gives you an added advantage when starting your quest in Expert mode. This shouldn't be attempted by first-time players, though. Difficult mode is just what its name suggests – difficult. Players should play through the game on Normal mode and get comfortable with the game before attempting to play through again on Difficult mode.

Note: In case you were curious, completing all quests in Expert mode gives you the Deep Gold Cross, which lets you increase your in-battle bonus stats to 2099.

The Stats:

Before we get into gameplay, it's good to talk about the leveling system and what kind of character profile you want to develop. Every time you level up, you receive one extra point in each stat category, and are additionally given four points to distribute across any stat categories that you wish to increase. On every level divisible by five (e.g. 5, 10, 15, 20), you also get one Focus point to place. This gives you a wide variety of character builds to choose from and a lot of possibilities for play style and strategy.

Faith - This is your base strength. Each point in strength amounts to an extra 2 points of damage per hit, or 4 using an enemy's weakness. This means that if you place all four points from one level-up into Faith, you'll be dealing an extra 16 points of damage per hit, 20 if you include the stat point given to all stats from leveling up.

Guard - This is your defense. For every point that you place in Guard, you'll receive 3 points less damage per enemy hit. So if you place all four points from one level-up into Guard, enemies will take off 12 points less damage per hit, 15 including the stat point automatically given from leveling up.

Zeal - This is your speed in battle. The higher your Zeal, the faster your charge meter will fill. If your charge meter is fast enough, you can get 2, 3, or even 4 turns for every enemy turn! Zeal is calculated on a 10-point increment system. For every 10 points you place in Zeal, your charge speed increases by 10%. This means that your speed only increases when your Zeal level reaches the next multiple of ten. Using the Zeal blessing adds the equivalent of 50 points in Zeal, or a 50% increase of your base charge speed.

Wisdom - When an enemy uses a regular attack, its hit rate is 100%. However, if an enemy uses a status-changing attack such as "Claim," there is a chance that it will be ineffective. The higher your Wisdom, the greater the chance of enemy status attacks being ineffective. If you placed all four of your stat points from one level-up into Wisdom, it would roughly give you an additional 1.5% chance to dodge a status attack. It's best to spend the first part of the game building other stats such as Faith and Guard. Wisdom is a better end-game stat to defend against really nasty status inflictions. Wisdom also reaches its peak effectiveness at 150. Putting points into Wisdom beyond 150 isn't recommended, as returns are diminished by about 20:1.

Prayer - Later in the game, Prayer will become very important as you'll want to pray and build up stats for each battle. Placing points in Prayer will increase the increment by which your stats go up when you pray for them. For example, praying for strength with zero points in Prayer will give you a 2-point bonus in strength (because 2 is the base increase for strength). If you build your Prayer stat up to 10, then praying for strength will increase your bonus strength by 12. Without beating the game, 99 is the cap for your four bonus stats (Strength, Defense, Regen, and Wisdom).

Spirit - This increases your maximum Spirit and lets you take more hits. Every point in Spirit equals 25 points in your actual Spirit lifebar, meaning that if you put all four stat points into Spirit from one-level up (including the 1 point that goes to all stats automatically), your Spirit meter will increase by 125 points!

Guard vs Spirit. So what's best to invest in – Guard or Spirit? Each investment is good for different things and for different reasons. Let's say an enemy can take off 60 damage per hit from you. If you spent all of your points from 4 level-ups in Spirit, that would give you 500 extra life points. That would let you take an extra 8 hits from the enemy that inflicts 60 damage per hit. That's a lot of extra hits! However, if you had spent all those points in Guard from 4 level-ups, it would have increased your defense by exactly 60. That would cause the enemy hits (that used to take off 60) to take off just 1 damage, meaning that you could sustain an additional 500 hits from that enemy! In this case, Guard is the clear winner! However later in the game, you won't be able to get your Guard high enough to have this effect on strong enemies, and will instead need to focus on surviving single strong hits. If an enemy is hitting you for 1000 damage and you only have 900 life, it would only take 1 level-up's worth of stat points invested in Spirit to boost your life to 1025, letting you survive the hit. Investing in Guard would take an additional 4 or 5 level-ups worth of points to get the damage amount low enough to survive. Guard is a good slow and steady investment over time, especially early in the game, while Spirit is best for a quick pick-me-up and more effective later in the game for withstanding big hits.

Character Builds:

These builds focus on how you can strategically distribute your 4 points after each level-up:

Faith & Guard: 2-Faith, 2-Guard

This is a great build for players who are new to the game. Increased Faith will help make short work of enemies and increased Guard will quickly make enemy attacks much less threatening. When Zeal gets close to its next increment of 10, perhaps consider throwing a point or two at it to cap it off to give you a boost.

Offensive Build: 3-Faith, 1-Zeal

If you plan on playing more aggressively then put 3 of your 4 points into Faith and 1 into Zeal. You'll be able to 1-shot enemies very quickly and the speed will add up over time. This is good for beginners. You will be vulnerable to hard-hitting enemies, but the idea is to take them out before they can take you out! Using Peace can give you a defense boost in tough battles.

Defensive Build: 2-Guard, 1-Spirit, 1-Wisdom

Increasing your Guard will soften the hits, increasing your Spirit will increase the number of hits you can take, and increased Wisdom will give you an added chance of avoiding status attacks. You'll be like an armored tank! Battles will last a bit longer due to lower attack power, but what's the rush? Using Authority can give you a little more attack power when needed.

Balanced Build: 1-Faith, 1-Guard, 1-Prayer, 1-Zeal

This is a sure and steady way to build attack power, defense, and speed, making a well-rounded character. It also slowly builds your prayer level for boss battles down the road. It will take a little more time to get things rolling, but you will be much more stable when you reach new areas and luck will play less of a role.

Faith-Only: This is another good build for beginners. Putting all or most of your points into Faith will let you breeze through most of the game, one-shotting many enemies and taking down bosses in just a few hits. The problem will come later in the game when you can get beaten in one hit yourself from attacks such as "Fall Away" due to your low Spirit and low Guard.

Guard-Only: This is another good build for beginners. After spending a few level-ups' worth of points on Guard, many enemy attacks will be taking off just 1 damage per hit, making you all but indestructible! Those battles will take longer, however, due to your low attack power.

Prayer-Only: This is a more advanced build for intermediate players. Building up your Prayer means that you will need to start every battle by praying to boost your stats. You will start off generally weak, but will be able to increase your stats very rapidly as the battle goes on. Battles will take longer to win this way.

Wisdom-Only: This should be for advanced players only. While Wisdom is a good addition to a balanced player, it can be challenging by itself. Your Faith (offense) and your Guard (defense) will be very low, you won't be very fast, and you won't be able to raise your stats with Prayer effectively. Once you gain a Focus point, this becomes easier, because you can place it in Preparedness to make up for your other stats.

Zeal-Only: This is another build for advanced players only, even though it is better than Wisdom-only. Putting all of your points in Zeal takes a while to bear fruit since it takes 10 points to see a difference in your speed. You would have to put all your points in Zeal from 2 level-ups to see a 10% increase (i.e. all stats get 1 point per level up, then you get 4 to place yourself, making a 5-point increase total per level). However, after reaching level 10, you'll be at the speed your Zeal blessing would have put you at. Add to that your Zeal blessing for an additional 50% increase and you'll be at double your starting speed! You'll get a ton of turns, and that's a good thing since you'll need them!

Spirit-Only: This will help you survive, but this build may not be very interesting to play. You'll be able to take a lot of hits, but it will also take a long time to defeat enemies. You'll need to rely heavily on Blessings such as Holiness, Zeal, and Authority to win tough battles.

Holiness Build: You can also make Holiness your focus in your battle strategies! Put all of your Spiritual Maturity skill points into Guard and Prayer, giving you good defense and healing abilities, and all or a majority of your Focus points into Holiness. This way, Holiness can do the majority of the work for you as you gradually damage your enemies over time. It will be slow going at first, but after you invest a few Focus points into Holiness, it will be able to wear down even the toughest enemies while you spend your turns healing. Make sure to collect Crosses that affect Holiness such as the Blue Cross to extend the duration of your Blessings, as well as the White Cross to add a second layer of Holiness. If Holiness isn't available yet for the next battle, use Forgiveness to make your Blessings available again! This should be done only as a personal challenge.

Chapter 1: Escaping the City!

The first portion of the game consists of escaping from the City of Destruction. It's actually quite easy to get out of – just run to your right and jump over any pits you see. The pits lead to an underground sewer area. Although this area is mostly skippable, there is valuable experience to collect here, as well as your first Cross! So let's take a look at the things you SHOULD do before leaving!

Quests:

Warn the Citizens of Destruction - This quest is very straight-forward. Find ten citizens in the city, and while standing in front of each citizen, stand and press UP to warn them of their impending doom! To avoid having to exit the city and come back in, make sure to explore the sewer areas for additional people.

Defeat Groundskeepers - The first enemy you'll encounter in the game (unless you fall into the sewer or avoid all enemies until the next set of areas) will be a Groundskeeper. You need to beat ten of them to finish this quest. These are easy enemies to beat, and you should have no problem beating ten of them. However, there are only five of them in the city, which means you will have to beat them all, exit the city, and re-enter the city to beat them again to meet your quota!

Give Bibles - You get this quest in the City of Destruction, but you will probably not finish it here. Don't rush on this one, as you will almost certainly complete this quest while doing other things throughout the game. Just collect Bibles when you see them and give them as needed!

Feed the Hungry - Just like giving Bibles, don't stress about this one yet. You have your entire journey to feed ten people. You will most likely complete this quest four or five times over before beating the game. Simply collect coins and buy food from Vendors when you can. Each item of food costs \$25 and can be purchased from one of the several Food Vendors along your journey. Having food is important, as you'll be ready and able to help those who are hungry as you encounter them!

Enemies:

Groundskeeper

HP: 30

Strength: 30

Speed: 10

Weakness: Truth

This is the first enemy that you will most likely encounter. They are very easy to beat, especially when using Truth. The best strategy is simply to defeat them before they are able to inflict Frustration on you, which will steadily drain your life if the battle drags on for too long, but you can also use Renewal to get rid of Frustration if you are hit with it.

Filth

HP: 40
Strength: 40
Speed: 8
Weakness: Promise

If you happen to fall into the sewer, you will encounter this slightly stronger enemy, though this enemy is still no match for you! Just use Promise against him. If you bump into him while still level 1, feel free to use Holiness to get a quick victory and easy Exp! The only threat from Filth is if he continues to use "Mudslung," which can be a damaging attack to low-level players.

Cross Alert!!!

The Miracle Cross

You can grab your first Cross very early in your journey! Fall into the fourth entrance to the sewer and you will see a wooden Cross leaning against the wall to your left. Stand on this Cross and then kneel down to pray. Continue to pray here until you get a message that says, "You have been blessed with miracles!" Congratulations, you have received the Miracle Cross! It's dark green and gives you a 1% chance to instantly beat an enemy upon encountering it.

Note: Take notice of the girl named Olive in first sewer entrance, as she will be important later!

Chapter 2: Defeating Sinmire!

After leaving the city and making your way across the field, you will enter the Swamp of Despond. There are no specific quests for this area, although you may come across children to give Bibles to or feed. Work your way through the swamp, dodging the wooden spikes along the way. After several encounters with Shame, you will reach Sinmire, the first boss!

Quests:

Defeat Sinmire - Sinmire is the first boss you'll encounter. Beat him to complete this quest. The strategy for the fight is below!

Enemies:

Shame

HP: 60
Strength: 70
Speed: 10
Weakness: Grace

Shame won't be too much of an obstacle for you as long as you fight back with Grace! He will apply Shame (one type of status infliction) on you which will prevent you from being able to use your Blessings, but you probably won't need them for this battle. Try to enter battle with full Spirit and you won't have any problems.

---BOSS---

Sinmire

HP: 400
Strength: 120
Speed: 6
Weakness: Faith

The first Boss you will encounter is Sinmire. He has a lot more life than the other enemies you've fought so far, but he will fall to you easily as long as you use your first few turns wisely.

Sinmire can inflict Shame on you, which will prevent you from using your Blessings, so try to use Blessings in your first few turns. Holiness is very effective against him and will help give you an early victory. You should also use Authority to give you double damage. After this, use Faith against him to wear him down. He will use Frustration against you (which will continuously drain your life) as well as Mudslung to do heavy damage. Resist with Faith and heal as needed and Sinmire will fall!

Chapter 3: The Dark Side of Morality

After defeating Sinmire, make your way to the right until you encounter Mr. Worldly Wiseman. He will tell you to take the path of Morality. It is recommended that you be at least level 4 before reaching this point. You will NOT be able to turn around and leave once you enter, at least not until the cutscene with Evangelist at the end of the path.

Make your way to the right through Morality, doing battle with Souldozers along the way. Eventually you will meet up with Evangelist who will guide you back the way you came. Now you will be able to exit the area again where you came in. Exit the area and once again make your way to the right, past the place where Mr. Worldly Wiseman once stood.

Note: Take notice of the man mourning beside the gravestones, as he will be important later!

Quests:

Warn the Citizens of Morality - Like the other quest to warn the citizens of Destruction, simply press UP while passing people in this area to warn them. You need to warn ten people, and there are only six in the passage. But no worries, once you reach the end and speak with Evangelist, you'll be able to warn the people again on the way back out! This is a great quest to do for easy Experience!

Enemies:

Souldozer
HP: 260
Strength: 150
Speed: 5
Weakness: Grace

Souldozers are the toughest enemies you've encountered so far. What makes them difficult is their attack called "Bury," which will do serious damage because it inflicts "Fear," making your defense zero for a short time! If Souldozer uses Bury, you will most likely lose more than half your life, putting you at risk for a second and final strike! Souldozer's weakness is his lack of speed. As long as you heal when needed, you should be able to get in enough hits to win against him. Use Authority and Holiness as needed. Assurance can also help defend against Bury.

Chapter 4: Blocked by Beelzebub!

After leaving Morality and exiting the screen to the right, you'll enter the area of the Wicked Gate. This can be a hazardous area if you aren't careful. Make your way to the right, dodging the flaming arrows that fall from above. You will also come across small reptilian creatures crawling along the ground called Assassins. You can jump over these, but they can provide some Exp for a last-minute level up before the boss.

Quests:

Defeat Beelzebub - You get the idea.

Enemies:

Assassin

HP: 100

Strength: 190

Speed: 15

Weakness: Faith

Assassins are unique enemies in that they have very little life but are very strong. The best way to beat them is by getting in a few solid hits before they can get in too many of their own. If you have been investing a lot of points in Faith, then you should be able to defeat them in a single hit. If not, then you should at least be able to beat them in two. Otherwise, they may give you trouble. They can use Tragedy – the strongest attack you've encountered so far.

-----BOSS-----

Beelzebub

HP: 600

Strength: 200

Speed: 10

Weakness: Truth

The fight against Beelzebub is just a street fight. He has several strong attacks to pick from, but fortunately, he doesn't have a status attack that he can use on you. He can use Tragedy, which will hit hard for a lot of damage. You also don't want to make the fight last too long since he can use Feed, which will slowly restore his life while taking yours! He will also use Merciless, increasing his attack speed by about 30% (up to 100% if he uses it 4 times). So be ready to Resist with Power from time to time, keeping his speed at its base level.

A good strategy is to spend your first turn on the Blessing Peace, which will double your defense. This will give you more turns to prepare yourself without worrying about his attacks as much. Once you have Peace, use your next turns to strengthen yourself with Authority and Zeal as well. Heal if needed, and you should be ready to take him down! Get in as many hits as you can with Truth while your Blessings are still active. You should be able to beat him before needing to heal again.

If you want a more careful strategy, use Peace and then alternate your turns to boost your Regen (by praying for regeneration) or your defense (by praying for protection) and healing when needed. Get your Regen and your Defense bonus stats to 99 and Beelzebub won't pose much of a threat to you anymore! If you have spent points in Prayer, this strategy will work much better!

Cross Alert!!!

The Olive Cross

After defeating Beelzebub and talking with Good Will, you can get the Olive Cross. You'll have to go back to the City of Destruction to get it, however! Backtrack all the way to the beginning of the game and enter the first sewer entrance and talk to Olive. She will be happy that you told her about the small gate and give you the Olive Cross. The Olive Cross will double your base regen amount inside and outside of battle.

Chapter 5: Climbing the Hill!

Now that Beelzebub is out of the way, it's time to make your way to the Interpreter's House! After

chatting with Good Will and entering the Small Gate, make your way to the House of the Interpreter not far away (*Note: You'll pick up a flower along the way which will be important later!*). You will pass another Food Vendor here, so spend your coins and grab a fresh food supply while you can! Watch for an area with two large angel statues. This is where you can enter the house. Stand between the angels and press UP, and then make your way to the end of the corridor to where the Interpreter is.

After visiting with the Interpreter, leave the house and make your way to the right into the next area. In this field you will come to a large Cross. You can pass it by, but you're warned that you will not be able to climb the hill with such a large burden. Instead, kneel at the Cross and you're taken to Calvary where you meet Jesus at the Cross. Here you are freed from your burden and are now ready to continue your journey. Before leaving this area, make your way to the far right to find another flower. This will be important for later.

Leave Calvary the way you came, and proceed to the right. There are several cutscenes here, one with the chained men, and another with Hypocrisy and Formality. At the base of the Hill there are three entrances. The first entrance is called Danger, which leads to a dead end in front of a pit of spikes. The second entrance is the path up the Hill of Difficulty, which is the correct path. The third path leads to Destruction, which is another dead end in front of a pit of spikes.

The Hill of Difficulty is a bit of a maze. Here is the solution:

In the first room, jump your way to the top of the screen and enter the first door available. There is a secret here that will be important later! (To the left of the door there is a sick man in a hidden chamber on a hidden platform!)

In the second room, the first door you see is not the correct door, but take it anyway for now because there is something important inside. Once inside that door, you will be on a ledge. Fall off the ledge and at the bottom you will find a third flower! Now enter the door next to you and it will return you to the beginning of the 2nd room. Now skip the first door this time and climb higher. Enter the door at the top.

In the third room, run straight across. Skip the middle door and take the door to the far right.

In the fourth room, you simply need to jump across the pit using the small platforms provided. Falling will land you back in room three. Enter the door on the other side of the pit!

In the fifth room, climb the platforms to the upper screen. Here you will see three doors. Take the single door to the right – not the two doors on the left.

In the sixth and final room, there is only one door to enter. Climb the platforms to reach it. Congratulations! You've now reached the House Beautiful!

Quests:

Help People Up Difficulty - This is a very easy quest. Once again, press UP when standing in front of people. Do this ten times to complete the quest!

The Interpreter's Challenge - This is a difficult quest, especially if you haven't been putting a lot of points in Faith. Toward the end of the Interpreter's hall, there is a man who tells you to visit him again after you've reached the place of deliverance (the Cross). When you go back and speak to him later, he tells you to reach the top of the hill from there using only Faith. You will see a small blue glow appear on you, indicating that the quest has begun. If you use something other than Faith, or if you fall, your blue glow will disappear and you'll have to return to the man and start again.

Once you have begun this quest and have your glow, try to reach the House Beautiful. You aren't allowed to run from battles or take damage from falling. All you can do is "Resist with Faith" in battles. If you succeed at this challenge, once you've made it to the house Beautiful and take a few steps, you will

receive notification that you have completed the quest!

Enemies:

LazyBones

HP: 215

Strength: 150

Speed: 10

Weakness: Faith

Snare

HP: 120

Strength: 120

Speed: 15

Weakness: Grace

Snares can be very difficult enemies if you aren't well prepared. While their life and strength aren't very high, they can inflict a wide range of status ailments on you. The best strategy is to do as much damage as you can before they're able to do this, then use what little power you have left to finish them off!

Using Assurance at the beginning of battle will be a big help and will protect you for the battle. If you don't have this available, then use Gospel Truth to cure the two worst afflictions – Chains, which halves your speed, and Doubt, which halves your Faith. Those two status ailments combined effectively reduce your offensive power by 75%!

Don't spend a lot of time building your bonus stats for this battle, as Snares can use Bore and remove them at any time. Your best bets are blessings if you need help.

Cross Alert!!!

Rose Cross

Remember those flowers you've been finding? The first was on the path to the Interpreter's House, the second was in Calvary, and the third was in the Hill of Difficulty. Well now you can do some backtracking and find the last two and take them to the man at the grave. Go all the way back to Morality, and you will find a fourth flower just past the first Souladozer. From there, return to the Swamp of Despond and you'll find the fifth flower right in front of you! Take these five flowers to the man at the grave in the area before The Wicked Gate and he will give you the Rose Cross. The Rose Cross is one of the most valuable Crosses, and with it, you'll be healed to full life once per battle when your life drops below half!

Cross Alert!!!

The Green Cross

One of the first people that you'll speak with inside the Interpreter's House will tell you how many children you've prayed with. When you've prayed with 50 kids, return to him and he will give you the Green Cross. The Green Cross allows you to put 15 points into each of your Focus point categories instead of just 10. This is an endgame Cross and you probably won't be able to get it for a while, as it takes quite some time to find and pray with 50 kids, not to mention to have a need for more than 10 Focus points!

Chapter 6: Apollyon Attacks!

Now that you've reached House Beautiful, you get to relax for a while before getting back to work! You don't have to enter the House Beautiful, but be warned that you will not survive the next area if you don't put on the Armor of God!

Enter the House Beautiful and make your way to the end of the corridor. Talk to the man there and he

will equip you with the Armor of God as well as give you a big Exp boost!

Now leave the House Beautiful and make your way to the right. You'll enter the Valley of Humiliation and come across some new enemies! Apollyon is at the end of this area and he is the most difficult enemy you've encountered so far.

Quests:

Overcome Evil - This is a quest that you can probably complete within the next few areas. Simply defeat 30 enemies of this area's difficulty or higher to complete the quest.

Defeat Apollyon - You know.

Enemies:

Soulclaimer

HP: 300

Strength: 250

Speed: 13

Weakness: Promise

-----BOSS-----

Apollyon

HP: 1000

Strength: 250

Speed: 12

Weakness: Grace

Apollyon is by far the most difficult enemy thus far. His strongest attack, "Fall Away," can drop you in one shot if you aren't prepared! He will also put Chains on you, which can be crippling in a fight like this.

Take things slowly at first, preparing for the fight ahead. Going toe-to-toe with Apollyon won't end well for you. Spend your first turns using blessings such as Assurance and Peace. With that protection, you can start spending some time praying to boost your bonus stats. Get your Defense and Regen bonus stats up to 99 first, healing as needed. If you want to be safe, then start working on building your Wisdom bonus stat up to 99 as well. After that, you can go ahead and work on getting your Strength up to 99. Be sure to renew your Blessings when they run out. Keeping Assurance active can be a big help, and use Peace and Zeal when an opportunity presents itself.

At this point you're ready to switch to offense! Use your turns to activate Authority, and then start hitting Apollyon with Grace over and over again! At this point, you should be able to take him down in 5 or 6 hits!

To make things easier, try switching your Focus points to Preparedness before this fight to give all your stats a boost from the very start. Or you can put the points in Blessings so that you can use them more often.

Cross Alert!!!

The Blue Cross

Before you fight Apollyon, you'll come across a strange medical kit laying on the ground. Pick this up, and take it back to the Hill of Difficulty. In the very first room at the top of the chamber, there is a secret compartment to the left (on a secret platform) where a sick man sits. Talk to him and he will be thankful for the medicine you've brought him, giving you the Blue Cross. The Blue Cross makes all of your blessings last 1 turn longer. That may not sound like much, but when fighting very difficult fights, it can

make a big difference!

Chapter 7: Down in the Valley!

After fighting Apollyon, you'll be on your way to the Valley of the Shadow of Death. Make your way through this passage, fighting Deceivers along the way. You'll eventually reach the entrance to the valley.

While in the valley, you'll encounter some new dangers. You'll face Tempters, which can be very tough, as well as skeletal hands that will reach up and try to grab you if you fall into the purple swamp. Once again, just fight your way to the right until you get to the end of the valley!

Quests:

Lead the Blind - Press UP while in front of 10 people you find in the Valley to complete this quest.

Help Pilgrim's Begin Their Journey - Press UP while standing in front of people who are crouched down with burdens on their back. Do this for 30 people to complete this quest.

Lead a Soul to Christ - You can complete this quest with the same people you find for the above quest – the crouching people carrying burdens. To fulfill this quest, there is a special condition that must be met. Find a Place of Rest (the Cross rest areas that glow yellow and give you Exp). Pray here to get a charge of the Holy Spirit (as represented by the glowing aura within the player), and then press UP while standing with one of the pilgrims who are crouching. Do this 5 times to complete this quest.

Enemies:

Deceiver

HP: 400

Strength: 200

Speed: 12

Weakness: Truth

Tempter

HP: 500

Strength: 175

Speed: 9

Weakness: Faith

Cross Alert!!!

Amber Cross

In the Valley of the Shadow of Death, try to make it from one side to the other without falling into the swamp! If you fall in, you'll have to return to the beginning (the left side) to try again. If you make it to the far right side without falling into the swamp, the Amber Cross will be there waiting for you. The Amber Cross lets you start every battle with Assurance activated for 3 turns.

Chapter 8: Vanity Fair and The Mine

After exiting the valley, it won't be long before you come across Vanity Fair. There are a few cutscenes and a Cross to be found here! Be sure not to buy something from the vendors here, or you'll be thrown into an unwinnable battle against the Lord of the Fair, not to mention, you'll lose 100 coins!

Upon leaving the fair, keep heading to your right until you meet up with Hopeful. After this cutscene, keep heading right and you'll enter the area in front of the Silver Mine. The Silver Mine is an optional area, but you can find a Cross inside, as well as finish the related Quest to warn the people in the Mine. The Silver Mine doesn't lead anywhere, and once you reach the end of it, you'll have to turn around and exit again. After leaving the Silver Mine (or skipping it), keep heading to the right until you come to the rocky path leading to the Delectable Mountains.

Quests:

Warn Citizens of Vanity - Press UP while standing in front of 20 people inside Vanity Fair to complete this quest.

Help People in the Mine - While inside the mine, speak with 20 people (using UP) to complete this quest. You'll need to go through the mine, exit, and enter again to find enough people.

Rescue the Tormented - As soon as you receive this quest, you'll notice that occasionally when you enter a battle, the enemy's name will be in Red and a crying child will be present on screen. These are more difficult versions of the enemies, as they have double the normal amount of life. Win this battle and you will rescue the child! Do this 30 times to complete the quest.

Enemies:

Greedeye

HP: 300

Strength: 225

Speed: 15

Weakness: Truth

Minemaster

HP: 500

Strength: 300

Speed: 10

Weakness: Truth

Cross Alert!!!

The Purple Cross

Close to the entrance of Vanity Fair, you'll see a boy hiding behind the fence. Feed him 20 times and he will give you the Purple Cross. With the Purple Cross, every coin you collect will give you Exp!

Cross Alert!!!

The Ruby Cross

Inside the mine, you'll encounter a man in a cage hanging from the ceiling. He wonders if forgiveness is still available for him. You'll need to find the Key of Forgiveness to help him! There is a man standing at the very end of the mine, and as soon as you reach him, you'll see a bat carrying a key flying from right to left across the top of the screen! You'll have to try to chase him so you can grab the key! Hurry to the left (jumping is slightly faster) and Run from the first two Minemaster enemies that you encounter. If you were able to successfully Run, you'll be able to jump onto the first mine cart you come to and leap up to grab the key from the bat! If you don't catch the bat, return to the man at the end of the corridor until the bat flies past again.

Once you give the key to the man in the cage, he will give you the Ruby Cross. The Ruby Cross gives you the first attack advantage at the start of each battle, with your charge meter full and the enemy's charge meter empty.

Chapter 9: Caught by Giant Despair!

After passing the mine, you'll come to a rocky field. It's here that Christian and Hopeful start looking for an easier path and cross over onto Bypass Meadow. During a cutscene, you'll learn that Christian and Hopeful have been caught by Giant Despair and taken to Doubting Castle! When you regain control of Christian, you're deep in the dungeon and have to fight your way out! Your path will be blocked by Jailors and eventually by Giant Despair himself! Just work your way to the left until you eventually escape the castle. After leaving the castle, you can journey left to exit through Bypass Meadow and reach the rocky path again, or you can go to the right to talk to a man in need of spiritual help, but that will be covered later in this guide.

Quests:

Encourage Those in Doubt - Press UP while standing in front of 20 people in Doubting Castle to complete this quest. You will have to go through the castle several times to find enough people.

Defeat Giant Despair - All in good time.

Enemies:

Jailor

HP: 750

Strength: 400

Speed: 10

Weakness: Promise

Jailors have several nasty attacks and bind you in chains frequently. Getting inflicted with Chains during this fight really make things difficult, so use Assurance when you can or Authority to make short work of them.

Darkthought

HP: 600

Strength: 325

Speed: 10

Weakness: Grace

Darkthoughts will make this fight difficult for you by inflicting you with Doubt, halving your Faith and dragging the fight out. They can also use False Prophet, which inflicts Doubt plus Chains. Use Assurance if you can and heal when needed. Protecting against Darkthought's status inflections is the key to success!

---BOSS---

Giant Despair

HP: 2000

Strength: 350

Speed: 14

Weakness: Promise

Giant Despair is another enemy that you must carefully prepare for. Put your Focus points in Blessings, as keeping Assurance on you will make the fight much easier. It's also good if you've been putting some points in Prayer, as getting your stats to maximum is recommended. Giant Despair is very strong, but also very fast. Fortunately, he won't be putting you in Chains, but his Depress attack can inflict Doubt,

Fear, and Shame. If you don't have Assurance and get inflicted with Shame, remove it with Forgiveness as soon as you can so your Blessings will be available to you again.

Use Assurance and Peace to give you a cushion at the start of battle. Then start building up your bonus stats, starting with Protection and Regen, healing when needed. Once those are maxed out, start working on building up your Wisdom. Getting your Wisdom bonus stat to 99 will give you about an additional 15% chance to dodge Depress, which equates to a free turn when it works.

Once your protective stats are built, get your Strength up to 99 as well. Keep Assurance up, use Authority, and start getting in hits with Promise when you can. Once your bonus stats are built up, you'll stand a very good chance against him.

Cross Alert!!!

The White Cross

After you've defeated Giant Despair, stand in the spot where he was, and then fall off the small ledge to the left. Don't worry about the spikes, as they'll do minimal damage. Walk to the left and through the wall. You'll find a Prayer Book in this hidden spot! Exit the hidden chamber and continue to your left, navigating through the final part of castle. Just one more Jailor blocks your path. When you get outside, head to the right and you'll find a man who has forgotten how to pray. Give him the Prayer Book and he'll give you the White Cross. The White Cross enables an additional type of Holiness with a blue icon. This does less damage than the Holiness blessing that you've been using, but this one is always on and can add to the damage of your primary Holiness blessing.

Chapter 10: Crossing the River

After returning to the rocky field, head to the right and you'll end up at the Delectable Mountains. Here you can buy food, donate extra supplies, cash in quests and get new ones, as well as visit with the Shepherds there. Continue to the right and you'll enter the Enchanted Grounds, where you will be blocked by Sleepwalks – enemies that have the powerful "Fall Away" attack at their disposal.

Continue to the right and exit the Enchanted Grounds, travel through Beulah Land, and finally you will enter the River of Death! You can't run from the enemies here, and they are very powerful! You should be at least level 30 before attempting to cross this river. Defeat the three Dreads in your way and you will reach the final boss of the game – Wretched!

After that, you will have reached the Celestial City! Congratulations!!! On continuing the save, you can leave the Celestial City and go back through the game to find things you've missed. The Dreads will respawn when you try to get through the river again (not on your way out, but on your way back in), and Wretched will return when the game is reloaded!

Quests:

Wake the Sleeping - Press UP while standing in front of 10 people in the Enchanted Grounds to complete this quest!

Defeat Wretched - Level 35 would be recommended.

God's Warrior - This quest will get its own section later. This is the most difficult quest in the game and requires you to find and defeat three demons, all of which are stronger than the final boss.

Enemies:

Sleepwalk

HP: 750
Strength: 500
Speed: 7
Weakness: Faith

As long as you can survive on hit of their "Fall Away" attack, you shouldn't have anything to worry about. If one uses Fall Away and defeats you in one shot, you will need to go back and level up, putting more points in Spirit. Sleepwalks are pretty slow, so you should be able to defeat them without them getting in more than one attack. Don't worry about healing or powering up too much (since they can use Bore and remove beneficial effects) – just make sure you can take a hit and beat them before they have a chance to hit you a second time! Using Authority is usually beneficial, though, as there is only a 25% chance of a Sleepwalk using Bore.

Dread
HP: 2000
Strength: 700
Speed: 10
Weakness: Faith

Dreads are the most difficult regular enemies in the game. They spend a lot of their time powering themselves up. This can feel like getting free turns, but keep an eye on their attack power! Before long, they will be very strong and very fast! Resist with Power from time to time to keep them in check, resetting their power and speed to their base level. Get in hits when you can, keeping yourself protected as needed.

-----FINAL BOSS-----

Wretched
HP: 7500
Strength: 1000
Speed: 15
Weakness: Promise

Wretched is waiting for you at the end of the river. He has a unique attack that you haven't encountered before called *Judgement*. Judgement intensifies any status effects you are currently inflicted with and turns them into serious damage. He also can use *Devil's Hand*, which inflicts ALL status ailments on you at once. Those two attacks can be a 1-2 punch, dealing upwards of 3000 damage per attack. Put your Focus points in Blessings so you can keep Assurance on you, protecting yourself from Devil's Hand. With Assurance activated, apply Peace and/or Zeal to give you the advantage while building up your bonus stats. Once again, get your defensive bonus stats to max first, then work on maxing your Strength. After this, apply Authority and start chopping him down with Promise, reapplying Assurance when needed. Keep an eye on his attack power as well and don't let it get too high, otherwise his other attack *Deceive* will be devastating!

Beat Wretched and you've beaten the game! After beating Wretched, proceed to the right to enter the Celestial City!

Secret Enemies:

Once you have the quest called *God's Warrior*, you can start searching for the three demons. They can be fought in any order. Go to the place where they appear and continue to re-enter that area, walk through it, exit, re-enter and walk through it again until you encounter one. There is a 10% chance of a demon appearing in these areas each time you enter.

Treachery

HP: 5000

Strength: 1200

Speed: 12

Weakness: ???

Treachery is the easiest to find. He resides in Destruction, to the right of the Hill of Difficulty. Treachery can use *Devil's Hand*, inflicting all status ailments on you at once. Put your Focus points in Blessings so you can keep Assurance on you at all times to defend against this.

Nagbite

HP: 7000

Strength: 1500

Speed: 10

Weakness: ???

Nagbite is found in the field between the exit of the Valley of the Shadow of Death and the entrance to Vanity Fair. Nagbite only has 2 attacks, and 75% of the time he will use False Doctrine, reducing your Wisdom to zero. He does this so that when he uses "Bury" the other 25% of the time you won't be able to dodge it. Just assume that Bury will hit you every time, and be prepared for it. That means ALWAYS having Assurance on (to defend against "Fear," which Bury inflicts), and have Peace always activated as well. If either of these aren't activated and you get hit with Bury then it's likely going to be Game Over. Keep Focus points in Blessings, keep Assurance and Peace up, build your Defense bonus stat to 99 for an extra cushion against Bury, and then switch to offense, getting in hits while keeping your defenses at maximum.

Sinwreck

HP: 12000

Strength: 2000

Speed: 6

Weakness: ???

Sinwreck is found in Bypass Meadow, and he can pack quite a punch. Fortunately, he's also very slow, giving you plenty of time to prepare for his powerful hits! Assurance isn't needed since he won't inflict status ailments. Max your Defense bonus stat to 99, keep Peace on at all times, and keep Zeal on you if possible to ensure you get the maximum number of turns in between his! He will use Embolden to increase his attack power, which needs to be removed immediately, or else Sinwreck will easily be able to take you down with one hit. His biggest hit will be from Mudsling. You should have your Spirit high enough to be able to survive 1 hit from his Mudsling attack. If you can do that then you can beat him with a little patience! Heal, rinse and repeat!