



ELDEN RING NIGHTREIGN

OFFICIAL STARTER GUIDE

Welcome to the official Future Press starter guide for Elden Ring Nightreign. This guide is intended to introduce all of the game's central mechanics and clearly explain its flow and progression. Everything you'll need to know to get into the game quickly and smoothly can be found on the following pages. Nightreign is a very dense game, and while a knowledge of Elden Ring will help, there is an entirely different focus governing things here: balancing teamwork with gaining synergistic power as quickly as possible. Just like in the full Official Companion Guide, we've tried to highlight any area of the game where you can tip that balance in your favor. We hope you enjoy discovering the game's many intricacies as you dive into Limveld.

— Team Future Press

IMPORTANT NOTE

ELDEN RING NIGHTREIGN can be played in either Solo or Multiplayer modes. However, the game is best enjoyed with a team of three players working together. Therefore, most of this guide's content assumes the game is being played in the recommended multiplayer mode.

ELDEN RING NIGHTREIGN

OFFICIAL COMPANION GUIDE



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FROM SOFTWARE

BANDAI NAMCO

HOLD BACK THE NIGHT...

FromSoftware's ambitious multiplayer rouge-like presents a brand-new challenge. The night itself is the enemy, and as it inches closer, you'll race to gain the power to defeat the foes that lie in wait. Future Press' Official Companion Guide for Elden Ring Nightreign is an essential resource for anyone who dares to enter Limveld. Whether you're doing so for the first time or the hundredth, you'll find it an utterly invaluable companion along the way.

This meticulously crafted guide delves deep into the enigmatic world of Nightreign, offering unparalleled insights into its dynamic mechanics. Mastering Nightreign requires striking a delicate balance between careful teamwork and gaining synergistic power as quickly as possible. This premium hardcover book highlights every way in which you can tip this balance in your favor.

SYSTEM EXPLAINERS

Vastly speed up the process of getting to grips with Nightreign's complex new gameplay mechanics using our clear breakdowns — you'll go from learning the flow of the game to playing proficiently in no time. Every one of the game's many systems is covered in depth, so you can strategize effectively with your team and adapt to every challenge.

NIGHTFARER MASTERY

Master all eight unique Nightfarer classes with expert guidance. Each one is explained in comprehensive detail — their stats, skills and playstyle are carefully analyzed to make learning to play them simple. For each Nightfarer, we provide a selection of example builds that combine synergistic skills, weapons and equipment buffs, and reveal which Relics provide the best chance of survival.

LIMVELD UNCOVERED

Every expedition has its own unique challenges, and each one is fully broken down to reveal optimal routes and the most potentially lucrative locations. Learn to target the specific goals that benefit your team most, and fully explore the Shifting Earth locations through detailed, beautifully illustrated maps.

COMPLETE BESTIARY

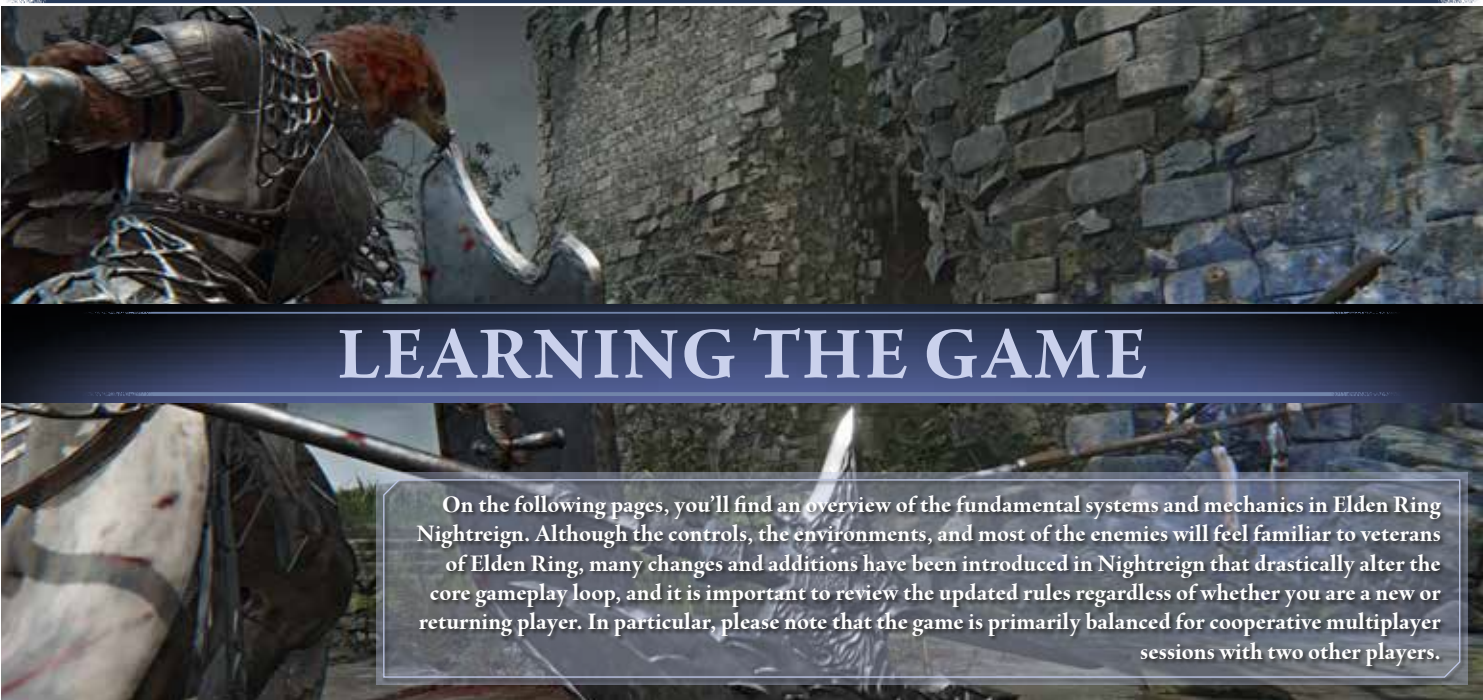
The Bestiary chapter provides a comprehensive reference of the game's gigantic collection of classic FromSoftware bosses. Learn how to tackle every enemy as a team — coordinate attacks, exploit openings, and emerge victorious against even the deadliest nightmares reborn from Souls lore.

ITEMS & EQUIPMENT

Ideal for reference and build-crafting, the book includes a beautiful and comprehensive catalogue of every item, spell, skill, and weapon in the game. For each weapon, we reveal the kinds of bonuses it can potentially provide along with all of its stats. The mechanics of Relics are also unraveled, empowering you to create powerful, lasting builds.

ART & LORE

The guide doubles as a gorgeous art book and lore compendium — packed with enemy artworks and a complete archive of each Nightfarer's Remembrance dialog. It's all immaculately presented and certain to deepen your understanding of Nightreign's story and mythos. As a final bonus, the book comes with premium, letter-format art prints, each one depicting a different Nightfarer.



On the following pages, you'll find an overview of the fundamental systems and mechanics in Elden Ring Nightreign. Although the controls, the environments, and most of the enemies will feel familiar to veterans of Elden Ring, many changes and additions have been introduced in Nightreign that drastically alter the core gameplay loop, and it is important to review the updated rules regardless of whether you are a new or returning player. In particular, please note that the game is primarily balanced for cooperative multiplayer sessions with two other players.

The Basics

This section addresses essential information such as character controls, game systems, and the user interface. It serves as a foundation for the more complex concepts which will be introduced in the remainder of this guide, and we recommend perusing its contents before you proceed in order to ensure that you are fully prepared for the myriad challenges awaiting you in the land of Limveld.

Controller Settings

The Controller Settings menu displays the current game controls using your current input device. You can use this menu to change any of these settings to a button that is more to your liking.

Tutorial

When starting from a new save file, you will be transported directly to a tutorial area where a series of HUD messages will direct you through several tasks to familiarize you with the game's controls. While it is possible to disable the onscreen prompts or skip this event entirely via the main menu, doing so is strongly discouraged for first-time players as you'll receive little other guidance from here onward. The tutorial culminates in a boss encounter, after which you'll be transported to Roundtable Hold. This tutorial can be replayed at any point later on.



◆ Controller Settings

PS	XBox	Description
		Skill
		Guard (Left Hand Armament)
		Use Item
		Switch Left-Hand Armament
		Switch Right-Hand Armament
		Switch Item
		Move
		Surge Sprint
		Map
		Strong Attack (RH & 2H Armament)
		Attack (RH & Two-Handed Armament)
		Event Action (Examine, Open, etc.)
		Use Flask
		Backstep, Dodge Roll, Dash
		Jump
		Adjust Camera, Change Lock-On Target
		Reset Camera, Lock-On/Remove Target
		Main Menu

Gameplay Overview

Elden Ring Nightreign's gameplay revolves around a series of missions referred to as Expeditions. Each Expedition consists of two in-game days of freely exploring Limveld with mandatory boss encounters at night, followed by a showdown with a powerful Nightlord avatar on the third day. Throughout the first two days, the safe area of the Map gradually shrinks over time until you are forced into the boss arena; the third consists only of the final battle with the Nightlord, after which the Expedition is complete. Successful Expeditions award a selection of permanent character upgrades as well as a currency called Murk, which can be spent at the Small Jar Bazaar in Roundtable Hold.

Character Selection

This altar in Roundtable Hold is flanked by a suit of Banished Knight armor and can be found adjacent to the Table of Lost Grace. Examine it to access the character select screen, where you can freely switch between available Nightfarers. You'll initially have access to Wylder, Ironeye, Recluse, Guardian, Executor and Raider; two unlockable characters, Duchess and Revenant, will join your ranks after you've progressed through the early portion of the game and fulfilled a set of specific requirements.



Expeditions

Interact with the Table of Lost Grace in the central chamber of Roundtable Hold to access the list of currently available Expeditions, set matchmaking passwords which enable you to team up with friends, and toggle gameplay modes between solo and multiplayer. The gameplay elements of an Expedition will be covered in this section.

Matchmaking

Two game modes are available in Elden Ring Nightreign: solo play, which can be conducted either online or offline; and cooperative multiplayer, which requires an internet connection. This setting, as well as the matchmaking passwords which enable you to play with specific friends or groups, can be changed at the Table of Lost Grace prior to embarking upon an Expedition. The player who initiates a matchmaking session is considered the host for game progression purposes, and the state of the host's world will directly impact the rewards received by their teammates. In solo play, enemies' HP is scaled downward, making them easier to defeat. The special Wending Grace item is also sold in shops during Expeditions, which allows you to revive once when you die.

Ties to Other Worlds

When playing online, you will occasionally encounter the ghostly afterimages of Nightfarers from other worlds. These echoes assume two distinct forms: grey phantoms which reenact living players' movements in real time and will restore your Arts Gauge if you walk through them; and static red phantoms left behind when a Nightfarer dies before completing their mission.

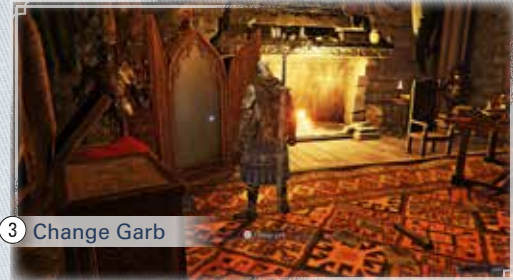


Roundtable Hold

Roundtable Hold serves as a base of operations for the Nightfarers—heroes hailing from disparate realms and eras, drawn together with the common goal of liberating the Lands Between from the curse of the Nightlord. Expeditions, match-making settings, character customization, and various other progression-related functions are accessed here, as are nearly all story events, dialog, and cutscenes. Between Expeditions, you may interact with friendly NPCs, purchase items, hone your combat prowess in the Sparring Grounds, perform Rituals which modify your characters’ abilities, and make various other preparations for your next excursion. The available services are initially limited, but will gradually expand as you defeat Nightlord avatars; below, you’ll find a brief summary of each area and its function.



- 1 Expeditions**
Access the Expeditions and Matchmaking screens at the Table of Lost Grace.
- 2 Character Selection**
Switch your current Nightfarer by examining the altar.



- 3 Change Garb**
Interact with the mirror to change your Nightfarer’s costume.
- 4 Relic Rites**
Use this altar to access the Relic Rites menu and modify your Nightfarer’s loadout.
- 5 Visual Codex**
A repository of useful information on the game’s controls, systems, and lore.
- 6 Journal**
A record of your game progression with each Nightfarer. Grants access to personal objectives during Expeditions.
- 7 Small Jar Bazaar**
Purchase Gestures, Relics, and other items from this shop using accumulated Murk.
- 8 Garden**
An exterior area of Roundtable Hold. Your fellow Nightfarers can sometimes be found resting or contemplating here.
- 9 Shore**
Part of the exterior of Roundtable Hold. Certain story events occur here.
- 10 Waiting Room**
Rest here to skip Shifting Earth events and revert the terrain of Limveld to its default state.
- 11 Crypt**
Located beneath the west wing of Roundtable Hold, this area is primarily involved in story events.
- 12 Sparring Grounds**
A training area which can be used to practice basic combat actions with any available Nightfarer.
- 13 Great Hall**
Examine the golden echoes on the ground to view the Expedition results of other players who successfully defeated a Nightlord avatar (online mode only).

The Sparring Grounds

The Sparring Grounds provide a very important function in allowing you to see how each Nightfarer’s skills work in practice, as well as judging which weapon and equipment best suit your playstyle. Upon entering the Sparring Grounds, you’ll notice your character draw their weapon. This lets you practice using all of the attacks and skills you’ll find while on Expeditions in Limveld. The stall at the back of the area allows you to choose which weapon, skill or spell you want to experiment with, and offers a useful Handbook that explains key concepts. Pressing the [Y]/[X] will open the Guide Settings menu, from which you can choose your character, view the map, and change sparring settings. These settings allow you to change your character’s level—useful for experimenting with higher Rarity weapons—adjust how quickly your HP, FP and Stamina regenerate in combat, and remove the limits on consumable, Skill and Ultimate Art usage.

While there are training dummies in the area that you can target, making use of these settings in actual combat will require you to animate the fallen soldier lying on the ground near the main building. This soldier will attempt to strike you, allowing you to practice parrying here, or experiment with Character Skills such as Retaliate or Cursed Sword. The soldier will return to its inanimate state if you move too far away from its initial position.



This soldier is the ideal training partner for testing out both Character Skills and weapon skills.



From up here you can test out your weapon’s plunging attack, or see how well your ranged attacks can handle differences in elevation.

The Night’s Tide

Safe territory is delineated on the Map by a circle of blue flame which initially encompasses all of Limveld, but contracts over time until it covers only an area of sufficient size to serve as a boss arena, at which point the mandatory nighttime boss encounter begins. Defeating the Night 1 boss will reset the accessible portion of Limveld to its maximum range and transition into Day 2, whereupon you may resume your exploration until the Night 2 boss appears. Straying beyond the circle’s borders exposes player characters to cursed rain known as the Night’s Tide which rapidly erodes HP; entering a near-death state within the Night’s Tide virtually guarantees the loss of a level as your allies will typically not have time to revive you without jeopardizing the Expedition, nor will you be able to reach your Runes and return before incurring another death.

On each of the first two days of an Expedition, the Night’s Tide will close in on a random position in Limveld; the destination toward which it does so will not be apparent from the start, but can be extrapolated on the Map as the circle indicating its boundary gradually contracts. For this reason, monitoring your Map at regular intervals is essential for planning a safe route to the nighttime boss. Once the Night’s Tide has progressed sufficiently, an Erdtree icon will appear on your Compass, pointing you directly toward the boss’ location. A spectral golden tree will manifest in the sky directly above this position, serving as a visual beacon to guide you to the objective. Additionally, you will receive a series of warning messages and audio cues in the HUD each time the Night’s Tide begins closing in.

Expedition Flow

A single game session consists of five sequential steps as illustrated in the diagram below.



During the first two days, your goal is to canvass the land of Limveld for weapons, items, upgrade materials and Runes, which will strengthen your offensive and defensive capabilities in preparation for the mandatory bosses you’ll face when night falls. These nighttime bosses are randomly selected per Expedition from a pool of possible candidates, and their arrival will be preceded by specific groups of weaker enemies whose type can be used to predict which boss is about to appear.



Warning messages regarding the Night’s Tide are displayed in the upper-right corner of the HUD directly below your Rune counter.



Getting caught in a tunnel as the Night’s Tide closes in will often spell the end of your Expedition; always manage your time carefully and ensure you have enough time to get out of any location safely.

After defeating the Day 2 boss, you will leave Limveld and arrive in a small sanctuary known as the Spirit Shelter where you’ll have the opportunity to level up, purchase items from a merchant, upgrade your equipment, and make any other necessary preparations without the time pressure of an encroaching Night’s Tide. When your team is ready to proceed, simply leave the shelter and follow the path outside—approaching the large door at the end will commence the final battle with your current Expedition’s Nightlord avatar.




◀ The Spirit Shelter provides one final opportunity to prepare for the Nightlord encounter on the third day of an Expedition.



Runes & Leveling Up

Every enemy and boss you defeat will yield a currency known as Runes in an amount commensurate with the overall strength of the vanquished foe. Runes are required for leveling up, which takes place at Sites of Grace and increases each Nightfarer’s stats according to their individual growth curves; you will also need Runes to purchase items from the ghostly merchants found throughout Limveld. By default, each member of your team will receive the same number of Runes from a kill, but the base rate of Rune acquisition can be increased through the bonuses granted by Relics and per-Expedition character upgrades. As stronger opponents generally take more time to defeat but are worth larger amounts of Runes, you must decide how much time you are willing to allocate to Rune farming, as well as whether to spend that time fighting low-risk targets for lesser rewards, or high-value targets at increased risk.

Churches

 Ruined churches lie scattered throughout Limveld and can be identified on the Map by their distinctive icon. Examining the altar in a church will increase the number of charges in your Flask of Crimson Tears by one for the remainder of the Expedition, and each member of your team can receive a boost from the same altar without rendering it inaccessible to the others. As methods of HP recovery are severely restricted unless you are near a Site of Grace, it is exceptionally important to visit as many churches as possible; you may even wish to plan your route around them if circumstances allow.



Unless you have access to a Site of Grace, you’ll have to rely on a limited array of other methods to restore your HP. Rowa Fruit, which can be identified by its bright red berries, grows throughout Limveld and will restore a small amount of health when harvested.




Certain equipment, passive traits and environmental objects will boost the rate of Rune acquisition, either for a brief period of time or the remainder of the current Expedition depending upon the source of the buff.



Merchants always appear next to a Smithing Table, where you can use any Smithing Stones you’ve obtained to upgrade your armaments and increase their Rarity.

Merchants

 Ghostly merchants can be found in many locations throughout Limveld. Their positions will change during each new Expedition, but the spots where they can potentially appear are selected from a fixed pool and can therefore be predicted to at least some degree. While a portion of every merchant’s stock is dedicated to a universally static set of upgrades such as Item Pouches and Smithing Stones, the armaments they sell are rerolled at the beginning of each mission and tend to possess attributes which target the weak point(s) of the current Expedition boss. All merchants except the one encountered in the Spirit Shelter share a single collective inventory with an identical selection of goods. For rarer and more powerful items, buying from one merchant will deplete the inventories of all other merchants of that same item. Merchant inventories have separate instances for each player in a session, so every member of your team can purchase otherwise unique goods such as an Item Pouch from the same merchant.





You'll often be able to obtain items in shops that specifically target the weakness of the Nightlord you'll face at the end of the Expedition. It's worth buying these even if they're not suited to your character, to ensure all of your bases are covered.

Armaments

Armaments include weapons, shields, and spellcasting implements such as Glintstone Staves and Sacred Seals. Although they can be purchased from merchants, it is generally more efficient to acquire them for free by looting treasure chests and weapon racks, or by earning them as rewards for defeating bosses. Equipment generated during Expeditions or otherwise acquired in Limveld will be rolled with random upgrade levels, Skills, Affinities, Status Ailments and passive effects, although certain pieces also possess fixed properties of their own. Each armament benefits from a different combination of core stats, and although all Nightfarers can wield any type of equipment as long as they meet its minimum level requirement, some characters will inherently utilize specific weapons more effectively than others if their stat distribution is compatible with the armament's damage scaling.

Breakable Statues

You'll occasionally encounter half-buried stone statues emanating a telltale white light from within. To break these, strike them with an Ultimate Art such as Totem Stela that alters the surrounding terrain, or lure a large enemy or boss toward the statue and bait your foe into attacking it—you'll be rewarded for your trouble with high-quality items and upgrade materials.



Near-Death & Revival

Nightfarers whose HP are reduced to 0 enter a near-death state indicated by a segmented countdown gauge in the HUD, and can be revived by consecutive ranged or melee attacks from teammates until the gauge timer expires; failing that, the defeated character will respawn at the last Site of Grace visited (or the nearest safe position) and lose one level. The Runes from the lost level can be recovered at the location of death, but nearby enemies may retrieve them first, in which case the enemy must be defeated in order to reclaim your Runes. If your entire team falls in combat against a Nightlord avatar, the current Expedition immediately ends in failure.

When near death, a Nightfarer's revival gauge will begin with a single interior segment filled and its circular border colored. Teammates must repeatedly attack the

dying character to drain the filled inner segment and revive the target before time runs out. The gauge's border serves as the timer, and if its color completely fades before the character is revived, they will die and lose a level. Each time a player near death is successfully resuscitated, another inner segment will be added to their revival gauge up to a maximum of three, making it increasingly difficult to revive allies who incur multiple near-death states in rapid succession. The number of filled segments will gradually decrease over time as long as that character's HP are not reduced to 0 again before their gauge resets.

Easier Revival

Certain Nightfarers' Ultimate Arts, such as those of the Guardian and the Revenant, are particularly effective at restoring near-death allies to life. Additionally, ranged weapons such as Bows and Crossbows provide the ability to revive teammates from a much safer distance than melee attacks, and can be worth carrying for this express purpose even by Nightfarers who are not otherwise suited to such armaments.

A Choice of Rewards

Upon defeating bosses and certain strong enemies, as well as after completing Shifting Earth events, you will receive a rewards cache which typically appears on the field as a roughly player-sized wisp of colored haze marked with the icon shown above (although the final rewards for Shifting Earth zones may take other forms). Interacting with these caches will prompt you to select from up to three different rewards; the contents are chosen from a pool of possibilities whose properties or values are determined randomly upon generation, and will be different for every player in the current session. Caches may contain equipment or passive character traits, but in either case, the reward will generally be of much higher quality than what can be found in standard treasure chests or supply crates. Additionally, your choice has no impact on the remaining options available to your teammates.



As with all things on an Expedition, you're up against the clock when deciding what loot to take. At first when you're less familiar with things that can lead to a lot of pressure, but as your general game knowledge increases, those choices will start to become second nature.

Equipment

The equipment you'll find throughout Limveld can be divided into three general categories: **Armaments**, **Talismans** and **consumable items**. **Armaments encompass all types of ranged and melee weapons as well as shields and casting implements; Talismans grant a variety of passive effects for as long as they are worn; and consumable items include temporary supplies such as Kukri or Starlight Shards, which are removed from your inventory upon use.** This section provides further detail on the various ways in which the equipment you acquire during your Expeditions will affect your Nightfarer's combat capabilities and overall strength.



Weapon Specifications

Each Nightfarer can equip and use all of the available types of armaments, though their particular stats will make specific Nightfarers much more effective with certain types. Apart from a limited number of edge cases, such as each Nightfarers' starting gear, the armaments you obtain can appear with random Affinities, Status Ailments, and Rarities. An armament's Rarity, or upgrade level, is indicated by a colored border surrounding its icon, as shown here:

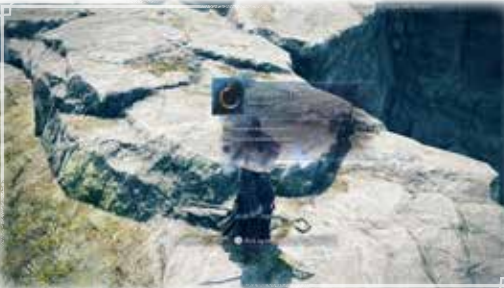


While rarer armaments will have proportionally higher attack power, they also come with increasingly restrictive level limits below which they will deal drastically reduced damage. The exact requirements depend on the armament's rarity, with Uncommon types requiring a minimum level of 3, Rare pieces level 7 and Legendary armaments level 10. Note also that equipment weight is not a factor in Elden Ring Nightreign, so you are free to carry as many gigantic armaments as necessary without a penalty to movement speed or evasive capability.

Virtually all equipment found in the field possesses at least one passive effect which you'll benefit from as long as the armament is in your possession. While a small subgroup of armaments—primarily in the Rare and Legendary categories—possess unique Skills which will never change, two otherwise identical armaments with the same fixed Skill can appear with different passive bonuses.

Consumable Items & Tools

Tools, foodstuffs, medicine, and other sundries that occupy the Item Wheel are found primarily in supply crates, which can be identified by the conspicuous bolts



You can only obtain Talismans by killing Teardrop Scarabs, so make sure you listen out for them, or get a map from a Fort to reveal their locations.



of crimson cloth draped over their lids and the telltale white glow emanating from within; such items are also occasionally dropped by enemies and bosses or procured from treasure chests, and like armaments, they are subject to the four tiers of Rarity: Common, Uncommon, Rare and Legendary.

Unlike armaments, however, items have no minimum level requirement for use, and are instead restricted through carrying capacity. All Nightfarers begin an Expedition with four item slots, and can increase this number by purchasing Item Pouches from the ghostly merchants encountered throughout Limveld. The exact quantity of each item that can be carried at any given time is strictly capped per slot, ranging from one Stonesword Key or two Starlight Shards to four Kukri or eight Throwing Knives. It is possible to fill more than one slot with the same type of item as long as you have room, and you may discard undesired items at any time via the equipment menu.

Affinities & Status Ailments

Armaments found in Limveld (and under certain circumstances, those initially carried by the Nightfarers) will sometimes come with elemental Affinities and/or the ability to inflict Status Ailments. As previously mentioned, apart from the general utility and increased power such weapons provide, certain bosses—Nightlord avatars in particular—have specific weaknesses against one or more of these effects. Striking a boss' weak point will not only deal significant HP damage, but also deplete a large portion of its Stance, enabling you to safely follow up with additional attacks or interrupt one of the target's more dangerous abilities. There are four possible elemental Affinities: Fire, Magic, Lightning, and Holy; the seven primary Status Ailments are Poison, Scarlet Rot, Frostbite, Blood Loss, Sleep, Madness and Death Blight.

Limveld – Key Locations

Key Locations include any and all points of interest throughout Limveld, and will be marked on the Map from the start of each Expedition. Most are inhabited by enemies or optional bosses which serve as stepping stones for strengthening your Nightfarer: apart from yielding large amounts of Runes, all boss-type units and certain strong foes such as Trolls will drop a cache of random rewards ranging from pre-upgraded armaments to passive buffs which last for the remainder of your current mission. Caches typically offer two or

three choices, and each player in a session may choose the same item or effect without impacting its availability to the others. Key Locations also house treasure chests and supply crates which can often be looted with little to no engagement in combat, so it is still worth passing through these sites when you are in a hurry as long as you remain a step ahead of the Night's Tide.



1 Fort

Forts are worth plundering for maps of the surrounding area's treasure.

2 Great Church

Likely sources of Sacred Seals.



1 Fort



2 Great Church



3 Main Encampment



4 Ruins



5 Tunnel Entrance



6 Castle



7 Field Boss



8 Evergaol

3 Main Encampment

Powerful enemies such as Flame Chariots are likely to patrol encampments.

4 Ruins

Ruins often lead to underground passageways and cramped boss encounters.

5 Tunnel Entrance

A good source of Smithing Stones—press \downarrow on the map to view tunnel maps.

6 Castle

Dangerous citadels, with powerful foes often laying in wait as you approach their upper sections.

7 Field Boss

These powerful foes wander the overworld. They will attack any who venture too close, and leave excellent rewards when defeated.

8 Evergaol

A Stonesword Key is required to enter an Evergaol and battle its captive. These are found as treasure and sometimes sold by merchants.

9 Township

Usually safe areas, it's likely to find merchants operating in the vicinity of townships.

10 Church

Church altars allow you to increase the number of flask charges available, making them desirable destinations.

11 Sorcerer's Rise

These towers are sealed with magic, and you'll need to search the nearby area for a way to break the seal.

12 Spectral Hawk Tree

From these trees you can soar over the land on a spectral hawk, allowing for quick traversal of great distances.

13 Spiritstream

These streams of energy facilitate leaping over great heights, and are often found at the bottom of sheer cliffs.



9 Township



10 Church



11 Sorcerer's Rise



12 Spectral Hawk Tree



13 Spiritstream

Exploration

In this section, you'll find explanations of the traversal methods you'll use to explore Limveld, as well as a variety of important strategies and tips on how to navigate effectively. You'll have to make the most of a limited time allocation to ensure that you're sufficiently prepared for the challenging Nightlord battles that await, so be sure to review this information thoroughly.

Expanded Movement

Two types of enhanced character movement options are possible while navigating Limveld or Roundtable Hold: sprinting and wall jumping. Additional traversal options such as Spirit Hawks and Spiritstreams provide other means of crossing great horizontal or vertical distances quickly, but are more limited in their applications and can only found at specific points in Limveld.

Treasure Chests & Supply Crates

These containers can be found in abundance at the various points of interest scattered throughout Limveld. Treasure chests may contain any combination of equipment and consumable items, with more ornate chests offering better odds of high-quality rewards. Supply crates always take the form of small wooden boxes conspicuously draped with red cloth, and can be broken open by attacking or dodging into them; unlike treasure chests, they exclusively yield consumable items.



Surge Sprinting

Surge Sprinting

To Surge Sprint, click in the Left Stick while tilting it in any direction. Surge Sprinting increases your movement speed considerably more than Dashing by holding Δ / \textcircled{B} , but will consume Stamina far more quickly while engaged in combat. While it is primarily used for traversal, this ability can also be helpful for avoiding certain attacks.



Wall Jumping

Wall Jumping

When faced with an obstacle slightly taller than the maximum height of a Jump, tilt the Left Stick toward the obstruction and press \textcircled{X} / \textcircled{A} to scale the vertical surface. This technique can be used to climb over most objects such as tents, ruins, minor fortifications and natural elevation differences; it also enables you to scale cliffs in certain locations, and to perform a wall jump by leaping toward a vertical surface and then pressing \textcircled{X} / \textcircled{A} a second time while airborne.

Spectral Hawks

Spectral Hawks can be summoned at predetermined locations by interacting with the ghostly blue trees marked on the Map. The hawks provide a safe and relatively swift traversal option but cannot be made to deviate from their specified flightpaths (which are also shown on the Map), so be sure to compare their routes to your destination before takeoff in order to avoid being carried straight into the Night's Tide.



Spectral Hawks



Spiritstreams

Spiritstreams

These traversal points appear in fixed locations as rising vortexes of blue energy, and are also marked on the Map. Spiritstreams dramatically enhance the height of your jump, enabling you to scale most cliffs and fortifications in a single bound. While airborne, you'll have a limited degree of control over your horizontal trajectory as well, enabling you to aim for a specific landing point such as the battlements of a fort or the top floor of a ruined cathedral.

Planning Your Route

In order to make the most efficient use of your limited exploration time during the first two days of an Expedition, it is crucial to determine your route and goals in advance. This is best accomplished by using the Map, which you can open by tapping \textcircled{M} / \textcircled{C} . You can then press Δ / \textcircled{Y} to display the Detailed View—this will reveal the contents of each point of interest, such as the types of armaments you'll find there and the Affinities with which those armaments are imbued. An Affinity or Ailment symbol on a Key Location can also act as an indicator of what you'll be up against when you get there; Poison, for example, is likely to mean battling through creatures that can inflict that Ailment on you. Note that only ranged and magical armaments are displayed, so if your team has no need for any these weapon types then it may be best to focus your attention elsewhere.

Every Nightlord avatar has one or more weaknesses which can be confirmed on the Expedition screen in Roundtable Hold prior to departure. Making an effort to find weapons or spells capable of exploiting these weaknesses will drastically increase your chances of emerging victorious. Shifting Earth zones can be useful for this purpose as their rewards are more predictable than those of other Key Locations: weapons found in the Rotted Woods, for example,



The elemental icon in the upper-left corner of the Nightlord's portrait indicates the boss' primary weakness. Look for this icon on map locations upon entering Limveld.

will frequently be found with the ability to inflict Scarlet Rot. Use this information to prioritize your destinations as early as possible, and bear in mind that you must also be prepared to improvise if an Expedition doesn't proceed according to plan.

Exploring Tunnels

Another important consideration when charting your course through Limveld is avoiding the Night's Tide. If you are exploring a subterranean area such as a cave or mine when the tide's boundary crosses your position, you may become trapped underground without access to a safe exit, resulting in a lost level or even a failed Expedition. Such scenarios can be anticipated and prevented by opening the Map and pressing \textcircled{D} to display a geographically accurate representation of the current dungeon's layout—use this to identify potential escape routes in the event that the encroaching rains force you to surface earlier than intended.



Tunnels are great sources of weapon upgrade materials, which you can use when you come across a merchant.



Remember that when bringing up the map in a tunnel, you can press \textcircled{D} to show the tunnel area, making navigating to an exit much simpler.

Permanent Game Progression

Clearing the initially available Tricephalos Expedition unlocks further missions and sometimes also leads to story scenes, situational encounters, or other forms of game progression. Completing new Expeditions for the first time will award you with a special Relic unique to the Nightlord avatar you’ve defeated, while subsequent clears provide generic, randomly-generated Relics of varying quality; you will also receive a small amount of Murk regardless of which end boss you choose or whether you complete the mission successfully.

Relics & Relic Rites

Situated adjacent to the Table of Lost Grace and distinguishable by the blue flames of its candles, this altar provides access to the Relic Rite menu, where you can view and equip the Relics you’ve obtained. Relics are equipable items which provide permanent modifications to your Nightfarers’ stats and abilities in a similar manner to Talismans, and will continue to apply their effects until removed or replaced. Relic Rites are vessels with a series of slots in which you may equip Relics of the corresponding color; certain advanced Relic Rites also sport uncolored slots which will accommodate any type of Relic.

Both Relics and Relic Rites can be purchased from the Small Jar Bazaar in Roundtable Hold. The selection of available choices will expand as you clear Expeditions, and you may also spend a nominal sum of Murk to instantly create one or more Relics with randomly selected bonuses.

Nightfarer-Specific Effects

The specific effects imparted by Relics vary widely, ranging from simple increases in core stats such as Strength or Intelligence, to bespoke abilities applicable only to particular Nightfarers. These Nightfarer-specific effects are among the most effective ways available to increase your chances in battle, and are well worth incorporating for that reason. Here are some example effects that considerably increase each character’s power.



While all Nightfarers may equip any Relic, certain Relic effects will only apply to a specific Nightfarer; if equipped on a different character than the one listed in brackets, these effects are greyed out and will not activate.

Not all such effects are limited to a single character; other examples include granting your starting Armament an elemental Affinity or Status ailment, or replacing its default Skill with a new one. Needless to say, Relics can substantially alter a Nightfarer’s playstyle or create opportunities for alternative character builds, and while not mandatory, the universal advantages they provide are reason enough to use them.

Name	Description
Wylder	A lingering area of Fire damage after Ultimate Art +1 Additional Claw Shot use.
Guardian	Reflect a portion of the damage received when using Steel Guard. Create a whirlwind when charging halberd attacks.
Ironeye	Extend Marking duration. Charging Single Shot grants it a Poison effect.
Duchess	An automatic Restage effect upon successfully landing a chain attack finisher. Increased Restage damage.
Raider	An aura surrounding the Raider’s Totem Stela that grants increased Poise. Damage taken while using Retaliate improves attack power and stamina.
Revenant	Trigger a ghostflame explosion when using Immortal March. Power up when fighting alongside family.
Recluse	Collecting any affinity residue with Magic Cocktail activates Terra Magica Suffer Blood Loss and gain an increase to attack power upon using Soulblood Song.
Executor	Roaring restores HP while using Aspects of the Crucible: Beast. Cursed Sword boosts attack but attacking drains HP



When matched to the correct Nightfarer, these character-specific Relic effects provide powerful bonuses and passive abilities.”

Changing Garb & The Dresser

After completing at least two Expeditions, you’ll find the stacks of crates in the east wing of Roundtable Hold replaced by a chest of clothing and a changing area, where you may switch between any outfits you’ve acquired for your current Nightfarer. Additional attire will become available for purchase with Murk as you complete further Expeditions



You’ll be able to acquire additional outfits for each Nightfarer from various sources, including completing their Remembrances.

Small Jar Bazaar

Situated at the south end of Roundtable Hold’s west wing, the Small Jar Bazaar is a shop whose inventory will expand according to the number of Expeditions you’ve completed. The primary goods on offer are Gestures and Relics, although you’ll occasionally find other items here as well. Be sure to check back often, especially after accumulating large amounts of unspent Murk.



Journal Entries & Remembrances

The Journal is stored atop a wooden platform in the east wing of Roundtable Hold. It serves the dual purpose of tracking story progression for each Nightfarer and potentially adding their Personal Scenario objectives to the Map during Expeditions. Selecting the “Begin Remembrance” option in your current Nightfarer’s most recent Journal entry will transport you to the Realm of Remembrance, a living memory of Roundtable Hold from a point in time prior to the game’s present events. The screen will be surrounded by a hazy white vignette until either you pause the Remembrance manually via the Journal, or it is canceled automatically by a story event which changes the state of Roundtable Hold in the present.

While in the Realm of Remembrance, a special icon may appear on the Map during an Expedition; this indicates an objective related to your Nightfarer’s personal storyline. Only one of these events at a time can be active during an online multiplayer session, and they are not guaranteed to appear even when all of the necessary conditions are met. Moreover, while successful Expeditions will sometimes unlock additional Journal entries, you must obtain rare Memory Fragments during your forays into Limveld in order to access further Remembrances for each Nightfarer. Completing personal objectives will create a portal back to the present, enabling you to progress normally until you acquire the next Memory Fragment; once you have fully cleared a character’s Remembrances and filled in all of their Journal entries, additional scenes will become available during their ending after defeating the Day 3 boss of the final Expedition.



This orange icon on the map shows you where to head to complete the next personal objective in the current Journal entry.