

# Crushik Valley Quest Walkthrough

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## **Prologue**

Crushik valley area encompassed a destitute abandoned village and on the other side beyond the cave lays the ruins of the High Temple of Crushik. The village is abandoned due to the resurgence of monsters coming from the mountains in search of food. The people of Crushik have pooled their magic abilities to open up a portal in one of the old dilapidated towers.

## **Whets the mission?**

The player must escape the village which is overrun by monsters, and make it to the High Temple of Crushik and follow the villagers through the portal. Then the player must close the portal so the monsters don't follow through.

## **Quest 1 – Escape Crushik Village**

The quest starts off when a player begins the game in the desolate village of Crushik. All of the doors are closed, barring entrance into them. There is an old church, water tower, water well and catapult. Before the player gets a chance to explore, monsters start to pour into the village,

giving a clue on possibly why it was abandoned in the first place. The player must service the onslaught of monsters and make it out of the village proper.

## **Quest 2 – Where has everyone gone?**

When the player makes it outside the village something by the waterfall draws attention to itself. Glistening in the bottom of the water is a purple looking crystal. This crystal is glowing and allows the player to pick it up. As soon as the crystal is picked up, the player notices a large monster menacing a grizzled old woodsman by a cave. When the player defeats the large monsters the old woodsman tells him that all of the villagers have fled to the regions High Temple of Crushik. The woodsman tells the player that he is going to look around for anyone else from the village to bring them along. The woodsman gives directions to the temple to the player. This allows the player to now enter the cave.

## **Quest 3 – High Temple of Crushik**

The High Temple of Crushik has withstood a thousand years of war and the toils that are included. The High Temple for the most part is dilapidated and falling into ruin. Only two of the original buildings are still standing and the rest have long fell apart and lie in rubble on the

ground. Hidden in the rubble is an old sword that the player can pick up and now use in greater efficiency in fighting the monsters. When the player picks up the sword, monsters come out of the cave the player had just come from and attack. The player must defeat the monsters in order to continue on throughout the level. Once defeated the player may explore the area. The last temple the player will see in the level has glowing braziers marking it as a place of great importance. When the player ascends the staircase leading up into the top of temple, there is a purple portal glowing. In order for the player to enter the portal he must have picked up the crystal at the bottom of the waterfall near Crushik Village. When the player approaches the portal, it will ask for a keystone to enter the portal. If the player has the crystal he will be allowed to enter the portal and continue on in the search for the fleeing residents of the village.