

# PoP: The Lost Crown. Compendium

*Last updated: Mar 24th, 2024*

The purpose of this document is to record and categorize all currently known tech which is potentially useful for speedrunning the game.

## Tech

- **Sword Hover**: Hold the directional input, then alternate attacking up (on keyboard: pressing W+LMB) and attacking down (on keyboard: S+LMB). Lets one hover down. Does not work after a walljump.
- **Damage Boost** (self-explanatory)
- **Fast ground movement** (no slide cancel): On flat ground tap jump and dash right after.
- **Dash cancel**: Cancel an aerial dash by blocking
- **Slide cancel**: Canceling and restarting the slide give a really big speed boost. The said cancel can be done by the following:
  - [re-pressing the direction and slide keys](#) or pressing the opposite direction key. The faster you mash/cancel, the faster you go: [comparison video](#) (discord message link)
  - [the bow](#)
  - the dimension power-up (either when [dimension is empty](#) or when [dimension contains an object](#)) (faster than above)
  - [the sword](#). Can be made easier by [rebinding buttons on controller](#)
- **Other movement tech**: [slide-cancel kick-side](#)
- **Super slides**: Slide towards a wall from a certain distance. If done correctly the prince will be pushed back. Doing certain actions at that point will give Sargon ever-increasing backwards momentum: such actions can be, e.g., [using the chakram](#) or simply attacking at the right time: [video #1](#), [video #2](#)
- **Wall sticking**: While gliding down/hanging on a wall press the direction input towards the wall repeatedly. This makes Sargon "stick" to the wall, every re-grab sets his speed to 0.
- **Corner Slide**: Attack downwards onto a corner to get pushed to the side
- **Down attack spam**: Jump, (hold) down + attack, tap jump to cancel drop animation as short as possible, repeat.
- **Infinite walljump without dash**: hold right the whole time, then press jump (and *hold*), right after press sword (and *hold*), and after a small delay do a parry. [Video with input viewer](#). If this done on ground this results in a **higher jump**: [video](#)
- **Bow hover**: fire bow mid air and wiggle the controller stick like crazy, or in circles, to make the prince float for longer.
- **Yellow Wall Break**: Get a red exploding enemy near the wall, and it breaks without the ability.

- ~~Mask enemy clipping, either via [sliding at the right time](#) or [turn right and back jump 2x, slide left, spam jump](#). Has been patched out on Jan 18th, 2024~~
- ~~[Mask enemy push-back](#). Needs the “Wind of Sistan” Athra surge (patched out with patch 1.1.0)~~
- [Wall jump after dashing under a wall](#). Also [video with input viewer](#)
- [Pseudo double jump](#): Jump before activating the Chakram teleport and then use jump input again.
- [Falling through spike rollers](#). Seems to be inconsistent at 60 FPS(?)
- [Bridge launching](#)
- [Quickest fall](#)
- [Moonwalking](#). Massive style points!

## Glitches

- **Flight**: Refers to any way to gain substantial amounts of height by unintended means, e.g., by blocking after certain actions. Found to be easier on *lower* FPS. Current methods of flight include using
  - [the bow](#), assuming Sargon has at least one arrow. Press jump and then bow slightly after that. Keep holding both of those keys, then mash parry to fly. Also works [out of a walljump](#) and [out of a shadow teleport](#).
  - [the dimension power-up](#). Press jump and then Dimensional Claw slightly after that. Keep holding both of those keys, then mash parry to fly. Also works out of a walljump and out of a shadow teleport.
  - the claw power-up.
  - just [debris](#). Performing a back aerial dash into an edge that's not 90° Sargon levitates upwards. Mashing cancel lets Sargon keep flying upwards until a ceiling is hit.
  - [a swing pole](#). Jump off the pole while holding up, attack, and parry; all with barely any time in between.
- **Zombie Glitch**: Refers to any glitch which brings Sargon into an invulnerable state and makes him ignore all trap collision. See section below for known effects; most versions of this glitch require restarting the game to get rid of the state. There are multiple known ways to trigger this state.
  - ~~**Boss zombie glitch**. Zombie can be obtained during certain boss fights by triggering the transfer phase of the fight and then dying before it happens. Works for the [Kiana fight](#) (die as soon as the music changes, indicating the start of the transfer phase) as well as the [Jahandar fight](#) (let the poison effect take you down to 1 or 2 HP, wait for him to spawn a new poison puddle, then Athra surge to surely get him below 600, and after ~2 seconds run into the poison to die). Has also been done in the [Darius fight](#) and a version of it has happened in [Vahram 1](#), as well. *Drawback*: does weird things with textures not loading and the camera being out of position. (has been patched out with v1.0.4)~~
  - ~~**Shadow zombie glitch**. Refers to any zombie glitch which relies on the shadow power or teleporting in general. The currently known shadow zombie glitches are~~

1. [change outfit while returning to shadow](#). So far this has only been done with the Immortal and with the Warrior Within outfit. Also, this trick does not require the shadow power up: teleporting via "skip difficult sections" portals also works. (has been patched out with v1.1.0)
  2. [triggering the dragon king amulet and restore your saved position right after](#). Drawback: makes Sargon invisible & zombie state is lost whenever the shadow power is used again (has been patched out with v1.0.4)
  3. [activating shadow during this particular room transition](#). Seems to not work with normal room transitions. (has been patched out with v1.1.0) Maybe still works on other room transitions ([link](#))?
  4. [Vahram 1 shadow teleport zombie](#). Happens by voiding out and triggering a cutscene at the same time (has been patched out with v1.1.0)
- [Ledge warp](#): Place a shadow while climbing up a ledge, and when you teleport back to the ledge you want to hold the opposite direction of the ledge you are holding onto (so you're not climbing the edge) (no longer works as of patch 1.1.0 due to rubberbanding changes)
  - [Shadow wrong warp](#) (Transition Warps): placing a shadow after a room transition at the coordinates of the previous room (works for any room). This works because as soon as you press E the game saves Sargon's coordinates to the memory, and when you let go of E—assuming that's not too long after you started holding it—the game places a shadow at the location which was written to the memory. [Setup video](#): slide into a room's exit, immediately let go of all keys, start holding E (Shadow), right before the new room fades in, let go of E. If done correctly you'll see the shadow icon in the bottom left, but no shadow at your current position
  - [Yellow parry clipping](#). Refers to any method of clipping through collision by means of a vengeful counter ("parrying a yellow attack"). Also works if the enemy is in front of the door, assuming the animation you get when parrying the yellow attack is one where you jump over the enemy.
  - [Rubber band glitch](#). Currently unknown how to trigger reliably. (has been patched out with v1.1.0)
  - [Inverse vine](#): Jumping into a patch of vines from underneath, clips Sargon into the wall (any movement seems to clip Sargon outwards again)
  - [Vine parry](#): Parrying poisonous vines lets one ignore trap collision and jump off the wall. (has been patched out with v1.2.0)
  - [Corner dash clip](#)
  - [Switch jamming](#). Exactly what it sounds like, see [this](#) or [this](#) video. Is not based on spamming but rather has a rhythm to it: [video](#)
  - [Chakram corner clip](#) (with chakram teleport). Can also be used to [warp behind screen transitions](#)
  - [Circumvent dimension claw barriers](#) (with chakram teleport). Throw chakram behind the pink barrier, pick up object with the dimension claw, teleport
  - [Xerxes glitch](#): super down attack into spikes collects a Xerxes. Does *not* work universally, or if it does, then the timing has to be rather precise. [Other video](#)

- **[Weightlessness glitch](#)**: Go to the Clockwork teleport with an enemy in your dimensional claw. Stay very close to the old man, shoot the enemy and wait until he attacks you. The glitch worked if the enemy hits you into the cutscene but the dialogue doesn't start. After game overing the glitch will be active.
- **[Checkpoint Death Warp](#)**: It is possible to skip the checkpoint coordinates from updating on room transition, and if you die you will respawn in the same coordinates, which corresponds to a new location in the new scene. The respawn points are based on box triggers (rather than updating constantly to where you were standing): [video](#). While it is not yet known why the trigger is not updating sometimes on room entry, one theory is that something like falling before entering the transition updates the respawn coordinates from the previous map and delays the box trigger to update your coordinates a little bit, which gives you enough time to dash away from it before it updates. Here's another example of it triggering in Sacred Archives: [link](#)
- **[Whisper Shadow Warp](#)**: While in wall cling state, the end of the sword attack animation will cancel any on-going shadow warps. This can be used to teleport in between the trajectory of the shadow warp, by leaving a shadow, attacking while on a wall cling, then time the teleport right after the attack finishes.
- **[0.0 Shadow Warp](#)**: By doing a flight, and leaving a shadow next to a ledge, when you warp back to the shadow, the game will try to grab the ledge while on the flight state, and will instead warp you to a default X: 0 Y: 0 coordinate.
- **Chakram TP momentum**: Throwing a chakram, then teleporting to it and immediately jumping, will maintain the jump momentum after the warp

## Skips & Strats

- **[Prologue first fight skip](#)** (using infinite walljump without dash). Also: [video with controller input viewer](#)
- **[Prologue Orod & Menolias skip](#)**: just wait for one dude, bait the attack, kick to push against wall, wait until he gets up, slide jump. Alternatively this skip can be done [using sword hovers](#); seems to be easier on *higher* FPS
- **[Prologue bridge fight strat](#)**. If the third hit of the sword combo happens on top of the spawn point for the final enemies it kills all of the queued spawns immediately
- **[Prologue yellow parry skip](#)**
- **[Prologue hero warp](#)** (using infinite walljump without dash & sword hover)
- **[Prologue Sword Master Cheese](#)** ([alternative](#))
- **[Prologue Sword Master Skip](#)** (using infinite walljump without dash); one setup is to only start the directional input at the first parry ([video with input viewer](#)). [Alternate version](#) using damage boost
- **[Lower city Anahita skip](#)** (using infinite walljump without dash)
- **[Alternative early game route](#)** (saves ~15 seconds)
- **[Shopkeeper skip](#)** (NMG: only uses sword hover)

- ~~[Undead prisoner skip](#)~~ (using yellow parry clipping). Alternative version which still seems to work on the new patch: [link](#) (Patched on v1.3, 10 June 24)
- [Lower City puzzle skip](#) (using pole flight glitch). Can also be done with infinite walljump without dash: [video](#)
- [Erlik Skip](#)/Bow early (NMG: only uses sword hover)
- [Bow pickup animation skip](#). Enter the bow cutscene while jumping and trying to chain a sprint or a jump as soon as the cutscene ends
- [Manticore skip](#) (using flight glitch). Also works with bow hover: [video](#)
- [Fight before sacred archives skip](#). Versions:
  - [Backdash and slide right](#). The start of the running animation ("blue boost") is key to the skip as it makes Sargon stop further right when the cutscene starts (NMG)
  - Via Athra surge, either on [the right](#) or even [on the left](#) (NMG)
  - [Slide to the right before the cutscene starts](#) (which, however, is believed to be frame perfect). NMG
  - There are also free versions using [the flight glitch](#) or [slide canceling](#)
- [Sacred archives bell skip](#) (uses wall jump after dashing under a wall)
- [Upper city puzzle room skip](#) (uses zombie and flight glitch)
- [Upper city puzzle skip](#) (uses wall jump after dashing under a wall)
- [Eternal sands gate skip](#) (uses ledge warp). Another version with shadow wrong warp that works after patch 1.1.0: [video](#)
- [Eternal sands gate: Left seal early](#) (uses wall jump after dashing under a wall)
- **Archive Puzzle low-cycles**
  - [top right](#) 2-cycle (also there's a 1-cycle using wall jump after dashing under a wall: [video](#))
  - [bottom right](#) 2-cycle (also there's a 1-cycle using button glitch: see [this](#), [this](#), or [this](#) video)
  - [top left](#) 2-cycle
- [Kiana skip](#) (using flight glitch)
- ~~[Kiana skip](#)~~ (using ledge warp) (no longer works as of patch 1.1.0)
- [Vahram cutscene skip](#) (NMG)
- ~~[Forest skip \(DC Skip\)](#)~~ (NMG: only uses sword hover). However, there is currently no known way to get to the top-right celestial without the dimension claw power-up (as of patch v1.0.4 the barrier between the seals extends further up)
- ~~[Pit of eternal sands shortcut](#)~~ (using ledge warp) (no longer works as of patch 1.1.0)
- ~~[Azhdaha early](#)~~ (using ledge warp) (no longer works as of patch 1.1.0)
- [Azhdaha skip](#) (using flight glitch)
- **Menolias skip** (NMG): [here](#) or [here](#). Currently without explanation
- [Menolias early](#) without double jump, fly, or zombie (uses shadow glitch)
- **Clockworks puzzle**: [faster cycle for Any%](#)
- [Clockwork puzzle skip](#) (OoB, no claw, needs chakram teleport)
- [Tower of silence door clip](#) (using yellow parry clipping). Needs the dimension claw power to get a suitable enemy there
- **Darius early**. Can be done
  1. using the flight glitch: [video](#)

2. without using major glitches (still out-of-bounds & needs level 3 Ahtra surge): see [here](#) and [here](#)
  3. by chakram teleporting out-of-bounds right away: [video](#)
  4. using bow hover, sword hover, and yellow parry clipping: [video](#). Needs dash, double jump, and dimensional claw power
- **Royal corridor skip** (using chakram corner clip and flight glitch): idea
  - **Royal corridor fight skips** (using flight): [here](#) and [here](#). Also possible in NMG: [here](#) and [here](#): (no longer works as of patch 1.1.0 due to fight arena door changes)
  - **Feather walk skip**. Either via [Ahtra surge](#), [running at the right time](#) (seems quite precise), [jump kick](#), or [partially via slide attack](#)
  - **Crystal Chest early** (using jump extension). Allows to get the chest in the video before obtaining the dash ability
  - **Traps Challenge Cheese** (using wall sticking)

## Misc

- [Early money spreadsheet](#)
- [Clock tower out of bounds](#)
- [Clockwork puzzle OoB](#) (only uses dash) (fixed due to hidden hazards added in patch 1.1.0)
- [Using shadow saves the bells in the Impossible Climb](#)
- Unexplained/unreplicated tech: [shadow zoom](#)
- Position of placed shadow in memory:  $X = \text{Sargon\_X}$ ,  $Z = \text{Sargon\_Z} - 1$
- [Backup of this document for game version 1.0.4](#) (patch before speedrun mode)

## Zombie findings

Things you can do with invisible zombie:

- Ignore all traps, most traps can be completely ignored (except the ones that require clairvoyance) which makes oob a lot easier and possibly sequence breaks by scaling spiked walls. And of course the fact that you can just zoom through everything.
- Oob, seems to be restricted to the current screen. I haven't been able to load any other areas from oob and that also makes a lot of sense, so any oob skips would have to be done by getting oob on that screen.
- Ignore death triggers, another way to get oob easily, but don't see this one being that useful
- Persistence, the state is persisted through healing, resting at trees, teleporting, cutscenes. The only way to get back to normal is by going back to a shadow, or reloading the game. There are seemingly some boss cutscenes that reset the state (Vahram 2, 2nd phase cutscene and Vahram 3, 4th phase cutscene)

## Other Resources

[Speed comparison of movement tech](#), see also [here](#)

[“All Collectibles” guide](#). Note: Wak-wak trees do **not** count towards 100%

[All kinds of save files](#) + [guide on how to load \(external\) save files](#)

[Game maps](#)

## Attack Damage

Source	Base Value	Upgrades
Sword (grounded & aerial) and arrows	5 per hit	+1: 7 per hit +2: 9 per hit +3: 12 per hit +4: 15 per hit
Power attack & sword forward combo (attack + hold attack)	30 per hit	+1: 32 per hit +2: ?? +3: ?? +4: ??
Chakram	1 damage every 2 frames it interacts with an enemy, up to 4 damage at once.	+1: up to 5 damage at once +2: ?? +3: ?? +4: ??

Exception to the above is the “my world” phase in Kiana, where she takes much lower damage.

**Note** - The condition to unlock +2 sword depends on the completion of all the steps of the “Abducted Prince” quest. It is hence very easily missable.



## All Athra Surges

### Level 1:

*Verethragna's Smite*: Obtained from story progression

*Shahbaz' Spirit*: Alternate Sargon fight in Sacred Archives

*Wind of Sistan*: Can be picked up in the Depths

*Vayu's Wave*: Obtained after completing the first 9 of Artaban's challenges (yes it's not just the 9th one, but all of the first 9)

### Level 2:

*Bahman's Breath*: First Wak-Wak tree in Hyrcanian Forest

*Arash's Ray*: Alternate Sargon fight in Depths

*Hadhayans' Might*: Alternate Sargon fight in Soma Tree

### Level 3:

*Soul of Gilgamesh*: Alternate Sargon fight in Pit of Eternal Sands

*Bahamut's Rage*: Orod fight in Raging Sea

*Rashnu's Judgment*: Menolias fight in Upper City

## List of Amulets

This list excludes the Prosperity Bird Amulet from the Deluxe Edition. The effects of forge upgrades are written in **orange**.

Script to view bonus damage data in memory can be found [here](#).

Name	Description	# of Slots	Location	Notes (damage, etc.)
Blade Dancer	Land a fourth ( <b>fifth, sixth</b> ) attack at the end of the extended combo. Press (LMB) right when the third ( <b>fourth, fifth</b> ) attack hits the enemy.	2	Obtained from Vahram (after the Jahandar fight on the way to the Sacred Archives)	
Elusive Water	Dodge on the spot using (W + Shift) against incoming attacks, dealing slight ( <b>moderate, great</b> ) damage by moving behind the enemy	2	Chest in Soma Tree	
Void Blade	Send an energy wave in the direction of the attack, dealing slight ( <b>moderate,</b>	2	Chest in Upper City	<b>Base:</b> 20 damage <b>+1:</b> 30 damage



Name	Description	# of Slots	Location	Notes (damage, etc.)
	great) damage. Can be used again after some time without attacking. (Time without attacking before re-use is slightly, moderately reduced)c			<b>+2:</b> 40 damage
Verethrangna's Wrath	Slightly (moderately, greatly) increase Athra Surge attack damage	2	Chest in Sunken Harbor	<b>Base:</b> Increases athra Surge damage by 20% <b>+1:</b> Increases athra Surge damage by 30% <b>+2:</b> Increases athra Surge damage by 40%
Turning Wind	Slightly (Moderately, Greatly) increase the damage of dodging attacks. Dodgeback attack: Press (Shift), then (LMB). Slide Attack: Press (Shift+D), then (LMB).	1	Soma Tree, talk to Chamrosh (big red wolf) after defeating the Forest Queen	<b>Base:</b> Adds 4 damage to dodge attacks. <b>+1:</b> Adds 8 damage to dodge attacks. <b>+2:</b> Adds 12 damage to dodge attacks.
Indomitable Spirit	Moderately (Greatly, Tremendously) increase the power of all melee attacks when health is low	2	The Depths, after completing the Motherly Love side quest	<b>Base:</b> Adds 3 damage to all sword attacks. <b>+1:</b> Adds 5 damage to all sword attacks. <b>+2:</b> Adds 7 damage to all sword attacks.
Arslân's Glory	Slightly (Moderately, Greatly) increase melee attack power while in full health	1	Start the sand jar side quest "Prophecy of Mount Qaf" (in Lower City)	<b>Base:</b> Adds 2 damage to all sword attacks. <b>+1:</b> Adds 4 damage to all sword attacks. <b>+2:</b> Adds 6 damage to all sword attacks.
Will of Rostam	Slightly (Moderately, Greatly) increase the power of standard sword attacks	2	Chest in Sacred Archives	<b>Base:</b> Adds 1 damage to grounded sword attack only. <b>+1:</b> Adds 2 damage to grounded sword attack only. <b>+2:</b> Adds 4 damage to grounded

Name	Description	# of Slots	Location	Notes (damage, etc.)
				sword attack only.
Agony Amulet	Defeated enemies trigger a small (medium, large) explosion after death that deals a slight (moderate, great) amount of damage	2	Dropped by Giant Crab in the Depths	
Evil-Eye Amulet	Greatly increase melee attack power. But reduces max health to a measly amount.	1	To be purchased in the Scrapper's Shop (Depths) for 3 Xerxes	Adds 10 damage to all sword attacks.
White Peacock	Fire three (five, five) arrows along a broad sweep. The power of each arrow is moderately (slightly, barely) reduced	3	Chest in Sunken Harbor	<b>Base:</b> Fires 3 arrows but each arrow's damage is reduced by 40% <b>+1:</b> Fires 5 arrows but each arrow's damage is reduced by 25% <b>+2:</b> Fires 5 arrows but each arrow's damage is reduced by 10%
Blazing Kestrel	Arrows become formidable flaming arrows. The duration of the Burning Effect is slightly (moderately, greatly) increased	2	Chest in Tower of Silence	
Zurvan's Voice	Slow down time while aiming with the Chakram, drawing moderately (slightly, very little) from your Athra meter	2	Chest in Lower City (Architect puzzle)	
Arash's Arrowhead	Slightly (Moderately, Greatly) increase the damage of arrows	1	To be purchased in Kaheva's Forge	<b>Base:</b> Adds 1 damage to arrows. <b>+1:</b> Adds 3 damage to arrows. <b>+2:</b> Adds 5 damage to arrows.
Chakram Tempest	Trigger area damage at the Chakram's position by pressing (RMB). Slightly (Moderately, Greatly) increase the radius of the area of effect and the number of hits	2	To be purchased in Kaheva's Forge (after Abducted Prince completion)	
Blessing	Slightly (Moderately,	1	Given by The	

Name	Description	# of Slots	Location	Notes (damage, etc.)
	Greatly) increase max health. The additional health boost can only be regenerated at Wak-Wak trees.		Mage first Shopkeeper	
Wolf-Bride	Convert a small (moderate, large) amount of damage taken into Athra build-up	1	Defeat Erlik in Hyrcanian Forest	
Dragon King	One-time protection from a killing blow by restoring a small (moderate, great) amount of health. Regenerates at Wak-Wak Trees.	3	Sacred Archives, after starting the Moon quest	
Starving Heart	Gradually restore health. But melee damage is weakened.	2	To be purchased in the Scrapper's Shop (Depths) for 5 Xerxes	Subtracts 3 damage from all sword attacks.
Hardiness	Slightly (Moderately, Greatly) decrease environmental damage.	3	To be purchased in the first shop (The Mage) (after Abducted Prince completion)	
Mount Damavand	Slightly (Moderately, Greatly) decrease the power of incoming melee attacks.	3	To be purchased in Kaheva's Forge	
Shield of Mithra	A successful parry (Ctrl) creates a small (medium, large) time bubble, slowing all enemies within it.	3	From completing the "Ancient Power Unearthed" side quest	
Gleaming Lion	Slightly (Moderately, Greatly) increase Athra build-up for each successful parry.	2	Chest in Lower City	
Rukhsana's Gift	Slightly (Moderately, Greatly) restore health after a successful parry.	2	Chest in Lower City	
Shockwave	Create a small (medium, large)	2	Chest in the Depths (Architect	

Name	Description	# of Slots	Location	Notes (damage, etc.)
	shockwave when destroying your Shadow teleport marker. (Explosion damage is moderately, greatly increased.)		puzzle)	
Divine Spear	Create a laser beam dealing slight (moderate, great) damage while using the Shadow teleport power.	2	Chest in The Depths	<b>Base:</b> 30 damage <b>+1:</b> 55 damage <b>+2:</b> 80 damage
Eye of Destiny	Display enemy life bars when you hit them.	1	To be purchased in the Scrapper's Shop (Depths) for 3 Xerxes	
Ard's Fortune	Slightly (Moderately, Greatly) increase the number of Time Crystals dropped by defeated enemies.	1	Chest from the puzzle at the bottom of Sunken Harbor	
Ecbatana Seal	Collect Time Crystals from a distance.	1	To be purchased in Kaheva's Forge	
Four Royal Stars	Slightly (Moderately, Greatly) increase all melee attack damage in the air.	2	Chest in Upper City	<b>Base:</b> Adds 1 damage to aerial sword attack only. <b>+1:</b> Adds 2 damage to aerial sword attack only. <b>+2:</b> Adds 4 damage to aerial sword attack only.
King Jamshid	Emits a special sound to indicate a nearby treasure chest.	1	To be purchased in the first shop (The Mage) (after Abducted Prince completion)	
Ayyar Amulet	Slightly (Moderately, Greatly) increase Athra build-up for each successful attack.	2	Chest in The Depths	<b>Base:</b> Increases Athra gain by 25% <b>+1:</b> Increases Athra gain by 50% <b>+2:</b> Increases Athra gain by 100%
Horned Viper	Slightly (Moderately, Greatly) reduce incoming Poison Effect damage.	1	To be purchased in the first shop (The Mage)	
Holy Fire	Slightly (Moderately,	2	From the sand jar	

Name	Description	# of Slots	Location	Notes (damage, etc.)
	Greatly) reduce incoming Burn Effect damage.		side quest "Prophecy of Mount Qaf" (in Lower City)	
Thunder Charm	Slightly (Moderately, Greatly) decrease the duration of Shock Effect that cripples Athra Gauge.	2	Chest in Sunken Harbor	
Frost Charm	Slightly (Moderately, Greatly) decrease the duration of Frost Effect. Press all buttons quickly to recover.	2	Chest in Lower City	

## List of (Mini-)Bosses & their HP

<b>Boss name</b>	<b>HP</b>	<b>Boss locID (game internal)</b>	<b>Boss Room(game internal)</b>
General Uvishka	250	7415	KIN_BAT_08_Boss
Sword Master	150	14269	KIN_THO_03
Undead Prisoner	290	2922	CIT_LOW_13
Erlík	340	2925	AUT_04
Jahandar	850	7416	CIT_LOW_06_BOSS
Vahram 1	550	7414	UPP_04
Alternate Sargon (The Depths)	300	7413	CIT_DEP_09_CorruptedSargon
Kiana	800	2927	HYR_SOM_14_ForestQueen
Azhdaha	800	7417	END_PIT_20_AzdahaArena
Orod	1020	7419	VAL_RAG_13_Orod
Menolias	1000	7420	UPP_06
Vahram 2	950	7414	UPP_04
King Darius	1400	7418	TOW_04
Vahram 3	450, 450, 450, 650	7414	CRO_CRO_02_Boss_VarhamGod
Undead Erlík	340	3454	DEP_11
Giant Crab	375	7548	DEP02_03
Ardashir	675	7056	LOW_22
Alternate Sargon (Sacred Archives)	270	7413	
Alternate Sargons (Hyrceanian Forest)	225 each	7413 (both)	
Alternate Sargon (Pit of Eternal Sands)	350	7413	

# Puzzle Solutions etc.

## Architect Puzzle 1

Fire an arrow directly in the middle of the two statues.

## Architect Puzzle 2

Cut all the grass on the platforms.

## Architect Puzzle 3

Sit down in the position of the mad scientist who gets taken away.

## Architect Puzzle 4

Move until the broken sculpture looks complete, then throw your Chakram into the middle.

## Architect Puzzle 5

Dimensional claw the enemy that resembles that statue in the back of the room. Can be found near the clockwork teleporter in Upper City.

## Architect Puzzle 6

Use the Chakram to complete the Tic-Tac-Toe board as circle (top left position).

## Architect Puzzle 7

Use the dimensional claw to place the larger statue on the leftmost position facing right, the medium sized statue in the middle facing left and the smallest statue on the rightmost position facing left. Statues can be found at the top and bottom of the room - remove the statue without any color.

## Architect Puzzle 8

Use the shadow ability to light up both statues at once.

## Architect Puzzle 9

Replicate the pattern seen in the [background in the temple of knowledge](#).

[Order of symbols for Architect puzzle](#)