

# Throné Single Story

Adapted from LaxLime's route, but with some changes for efficiency.  
Assume almost all non-exploration fights are **done at night**.

[Example Run 1 \(60 FPS\)](#)

[Example Run 2 \(120 FPS\)](#)

[Example Run 3 \(60 FPS\) with EXP 100](#)

## Chapter 1

### Thieves 1:

Break with dagger/Axe

Slice x3 one of them, Darkest Night x3 the other..

### Thieves 2:

Throne Darkest Night Pursuer A, Pirro Pierce Through on Leader, Sacaracci Axe Pursuer B  
Sacaracci Axe x3 Pursuer A, Throne Darkest Night x3 Leader, Pirro Slice x3 Pursuer B

Steal Shadow S, Dress, Gold Ring, Grape, Antique Coin, 3 S Stones.

Go to the Weapon Shop and buy the Unerring Earring (don't equip it).

Get Shadow S and run to the boss. Make sure you're healed to full before the fight.

## Pirro

Darkest Night

Shadow S

Sword x4

Shadow S

Light S

Defend

LP Sword x4, Wind S

Ice S

Attack

## Chapter 2/Exploration

Tag New Delsta Anchorage + Abandoned Village

Recruit Osvald, go to Cape Cold, mug Guy (Defend, Staff + Fireball x4)

Grab the \$2k red chest inside the house, TP Abandoned Village.  
Pick Herb of Serenity, swap between day/night at the Black Market until you see clerics.

Sell all gold items + Herb of Serenity

**Buy 1 Fire S, 1 Ice S, 1 Thunder S, 1 Wind S, 4 Fire M, 1 Ice M, 5 Shadow M**

Go to Abandoned Waterway, kill 1 encounter w/ Ice M, **pick \$7k chest**.

TP Cape Cold, head to Winterbloom and kill 1 encounter on the way with a Shadow M (if not learned EM yet learn it after this encounter), don't start Throne 2M.

### Skills

Osvold - Lightning Bolt + Analyze, Evasive Maneuvers

TP New Delsta Anchorage, go to Crackhollow Harbor. Tag Oresrush from there (run through Cropdale areas). Start Throne 2F.

Recruit Partitio, hire quest guy for increased sell amounts, and buy **Sturdy Pickaxe**. Finish 2F.

TP New Delsta Anchorage, Go to Toto'haha, steal **the bottle** from the lady, then go to Canabrine

Buy **Crit Earring**, and turn in quest to the green hat merchant

Go to West Canalbrine Coast, go south to North Conning Creek, Kill the encounter with Fire M. Walk West Conning Creek and mug the nearby guy. If you get an encounter before, use a Fire M and skip the mug.

Steal **Wind L** (if you failed all 5, just steal the backup one later), pick **Rainbow Bottle**.

*You can use up to 3M on any random encounters. If you use more, you can get backup M stones in Winterbloom, specifically from the red apple person and the quest person, but you likely need to sell before Father depending on hire luck.*

TP New Delsta, head to Inventor guild and get Inventor + Critical Scope + Elemental Bomb. Get **6.3k chest** on the Clockbank screen, go back and head to Flamechurch.

Switch to night and recruit Tenemos (Staff x2 OR LP Fireball x2 + Dagger x2, AoF x2-3)

Go to Boulderfall, Fire M encounter, get Thunder M chest. Walk all of West Montwise into Montwise.

**Mug Dazzling Artwork guy** (guy at the top where there are 3 people). Use any M (save 2 Shadow Ms) to kill.

TP Oresrush, go to Wellgrove, Kill the encounters on the way with Shadow M + Ability x2 (remember to use Ability x2 first if Moose goes before other party members!) and get **Pom L Chest**. Start Throne 3F.

Steal Church Robes, **mug Grandpa Guy** near Dancer Guild (Lightning Bolt/Sword + Fireball x3 OR LP Lightning Bolt x2)  
Get Solider Bow outside guild, get Dancer.

### Jobs

Throne - HP Thief + Shackle Foe, Dancer + Bewildering Grace  
Osvald - Inventor  
Partitio - Collect, Hired Help  
Temenos - Revive (+Luminescence if he has LP)

### Support Skills

Partitio - A Step Ahead + Grows on Trees

TP New Delsta, steal **Clamor Herb** from girl, head to Weapon Shop and **sell all money items/weapons + Stimulating Bracelet**, and get the Hire (refund Hired Help cost) near the Mansion.

TP Winterbloom, steal **Red Apple**, go to Tavern to start Throne 2M. Turn in Pickaxe Quest on the way  
Do quest Ambushes, Travel Banter encounter skip after crossing the bridge.

## Bergomi (Sword, Fire, Bow)

Partitio Hired Help Beastlings x3

## Chapter 3 + BG

TP Montwise, start 3F, rest at Inn if needed for Throne (highly recommended for Throne, but not necessary).

### Skills

Partitio - Any 1 Merchant Skill, give Boost-Start  
Temenos - Luminescence (Optional if you have LP on Temenos)

### Support Skills

Osvald, Temenos, Throne - A Step Ahead

Exit and go to Merry Hills (if encounter in Montwise, use Fire M)

Trigger Merry Hills encounter at night.

If Anteater/Monkey - Requires Crit Scope on Anteater + Guards x4 + M Stone.  
Triple Monkey - Requires Wind L + 4x Guards.  
Can kill any non-Anteater/Monkey encounter with just a Wind L stone (saves you 7k).

Go inside Merry Hills and walk back out (Optionally reload autosaves, better time convenience if not looking only for first try BG). Head out to start the Assassins fight.

## Foreign Assassins

*This fight requires EXP x5 at a minimum. You can use spare M stones here if needed for damage. You have 1 Herb of Clamor to use on Partitio if needed (DO NOT USE IT ON THRONE). If you have LP on Temenos, you can just have Oswald Crit Scope Front Assassin on T1 and support the team as needed.*

T1

Throne Pom L Self  
Partitio Defend  
Oswald Defend or Springy Boots self  
Temenos Wind S/LP Luminescence

T2

Throne LP BG x4, BG x3-4  
Partitio Hired Help Beastlings x4  
Oswald Sword x3 Top assassin (Foreign Assassin II)  
Temenos Defend if before Throne, else nothing/Revjam Throne/Wind L/Any M  
*If Throne is after Partitio, just run, reset to title and try again. If you get LP drain, it's mandatory to restore Partitio's BP.*

T3

Oswald Crit Scope Foreign Assassin I(frontmost)/Any M/Wind L/Red Apple Partitio  
Temenos Revjam or Red Apple Throne/Partitio/Any M/Wind L  
Throne BG x4  
Partitio Beastlings x4 (LP if needed)

TP to Montwise. Father requires 20.5k + Any M, sell Olive L if needed.

**REST AT INN if Partitio needs LP. SWAP TEMENOS TO DANCER IF HE HAS NO LP.**

Travel banter a little after cutscene to reset step encounter.

If needing a M stone for Father, get one from the tiny cavern after doing Travel Banter. Run from all encounters until Father.

## **Father (Dagger, Spear, Axe, Wind, Light)**

T1

Throne Defend

Partitio Spear x2

Oswald Critical Scope

Temenos Defend

T2

Temenos LP Staff x3 OR Dagger x3

Throne Dagger x3

Oswald Springy Boots Partitio

Partitio LP Hired Help Beastlings x4

T3

Anyone M stone

Partitio Hired Help Guards x3

T4

Partitio Collect

Anyone Attack after collect

TP to Wellgrove, 15k + Any M required. Sell Olive L (+ Marietta) if needed. Steal Wind L + M from Green Merchant if needed.

Start Throne 3M again at the tavern.

<b>Jobs (if not dancer yet, else learn from Skills)</b>
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Temenos - 2-3 Cleric skills (+ Dancer), learn Evil Ward
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## **Mother (Dagger, Bow, Ice, Light)**

T1

Throne Defend

Oswald Critical Scope Mother

Temenos Defend

T2

Throne Dagger x3

Temenos Dagger x3

Partitio Hired Help Beastlings x4

T3

Partitio Collect

Anyone M stone

T4

Attack

## Chapter 4

TP New Delesta, walk both Lostseed screens.

If you don't have LP on Throne/Partitio (likely at EXP 100), rest at the inn.

If no Red Apple or Revjam, buy Forbidden Elixir if you have money (3k) or pick Reinforcing Jam (at the top of the tower)

12k + Any L required.

**You need a Revjam for Partitio OR Throne/Partitio MUST be at full HP entering Claude.**

### Claude (Dagger, Axe, Staff, Thunder, Dark)

T1

Throne LP Dagger, Defend

Temenos Staff x2

Oswald Springy Boots Self

Partitio LP Collect x4 (95%)

T2

Throne Dagger x3

Partitio Hired Help Vets x3

Oswald Staff x3

Temenos Revjam/Apple/Elixir Partitio

T3

Oswald Critical Scope

Temenos L Stone

Partitio Hired Help Beastlings x4

Throne Shackle Foe (skip this if EXP x100 at 80% HP or higher)

T4

Attack

3 cutscenes til ending screen. GG!