

# Medieval IL Any% (OUT OF DATE)

## Introduction



Medieval includes:

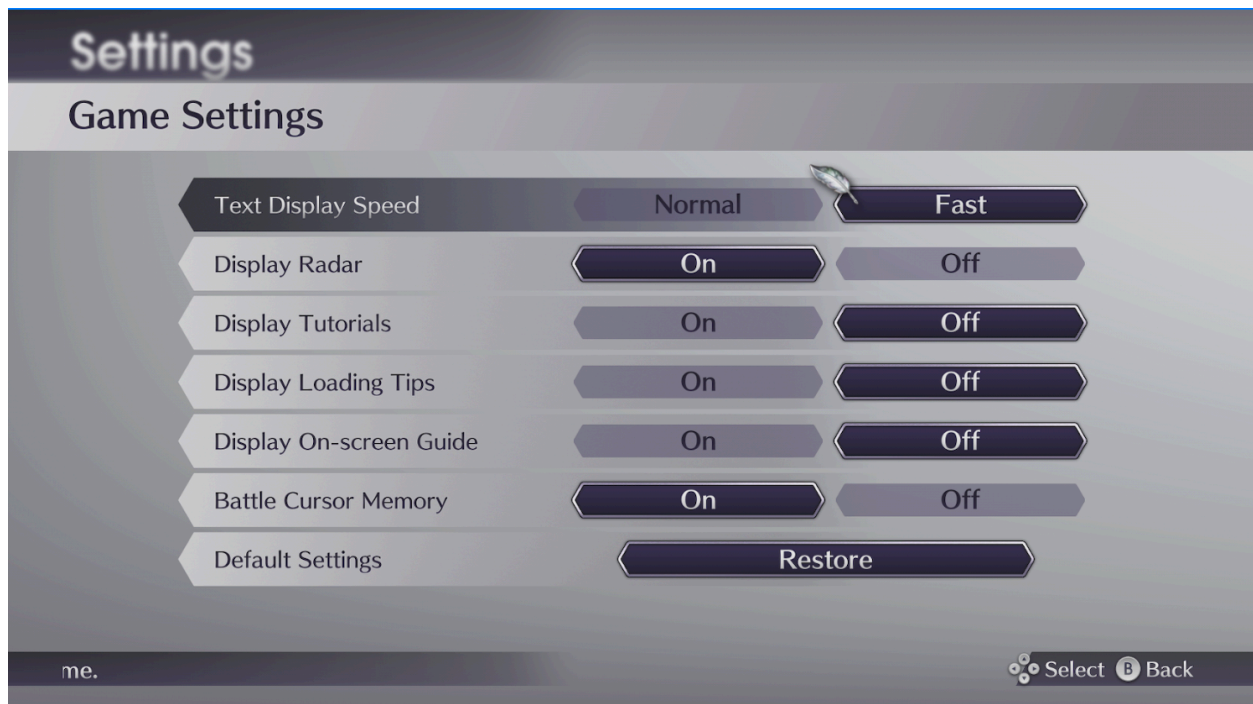
- Good mix of movement and fights
- RNG Level grind
- Plenty of boss fights
- Relatively consistent

[Leaderboard](#)

[Skip to Route](#)

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## Game Settings



## How to use these notes

### Important Notes

Sometimes a clarification may appear in the notes, this is indicated by a 1x1 table wrapping some text:

Something important is happening!
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### Cutscenes

This guide assumes you will be skipping all cutscenes, so they usually will not be included in the notes

## IL Any% Route

### Opening

- Armstrong - 2 V-slash
- Streibough - Move to side where hes not facing to turn cancel and 2 V-slash
- Dragunon - 2 V-slash

### Castle

- Run south to Last room of Lucrece castle and head east to treasure room



#### Treasure Room

1. Alice biscuit
2. Charioteer's boots
3. Unicorn horn
4. Sallet
5. Divine armor

- Leave, return to the middle and run south until you leave the castle

Escape all fights

#### Hallowed Wood 1

- Head south until you can take the northwest path to The Hero's Rest

#### The Hero's Rest

Escape all fights

- Head northward and take left path
- Head north and take stair path and follow footsteps to cabin

- Talk with Hasshe and go inside
- Check shield on wall and leave
- Head back south down the mountain and leave the zone

## Hallowed Wood 2

Escape all fights

- Move directly south through the secret passage
- Continue west until you reach Fugalia Village

## Fugalia Village

- Go west through the town and enter the westmost building

You can take some balms outside of the house here for safety

- Talk to shield on all and Uranus joins
- Optional: Grab shield
- Leave the house and exit the town in the east

## Hallowed Wood 3

Escape all fights

- Go back through the secret passage north to The Hero's Rest

## The Hero's Rest 2

Escape all fights until leaving

- Go back to cabin
- After cutscene, attempt to leave, then Hasshe joins
- Grab shield
- Leave the cabin and follow the path north-northeast
- Talk to gravestone to get Brion (sword)
- **EQUIP**
  - Oersted
    - Optimize
    - Manually equip Charioteer's Boots
    - Equip Unicorn Horn
  - Hasshe

- Optimize

- **FORMATION**
  - Swap Oersted and Hasshe (to give Hasshe turn priority)
- Head south and leave The Hero's Rest while grinding on the way

### **Grind**

The ideal fights to get in hero are multiple Raging Bears you can Archons to kill to get to level 4 or higher, but you can take a couple of fights to get level 3 instead and finish the grind at Archon's Roost

## Hallowed Wood 4

Escape all fights

- Take the path east and continue east through the secret passage passed the river
- Go north after the passage past the sign to Archon's Roost

## Archon's Roost

### **Grind**

Take fast fights on the way through Archon's Roost - shardfall is a good Hasshe AOE

### Ideal Fights

Armstrong + flamebulbs: heavenly strike with hasshe - very high party level - so should level

You want level 5 before finishing this area

- Take the west fork, continue long and take the west fork again to go through the door
- Head north and take the center path at the 3 way fork
- Southwest down the stairs and to the door
- North through the door
- Optional: Take the northeast path and get the Eye of Argos (if you are level 5 already, get this on the way out later)
- Follow the path west and up the stairs, go west down the stairs, and up the west stairs through the door
- Go north through the door



There's a section where you can go downwards over the water - the reason i chose the high ground path is there is significant movement issues when going down some stairs/paths - you slow down quite a bit going through the lower section.

- Go far west through the door
- Take the treasures in this room
  - Bottom: Solomon's Thighbone
  - Right: Unicorn Horn
  - Optional: Left - Flask of Holy Water (consistency and safety)
- Leave the room and head far east through the door
- Take the hallway to door on the other side
- Head west and north through the door
- North through the statues - before entering door:
- **FORMATION**
  - Uranus Top
  - Hashhe Bottom
  - Oersted Right
  - Streibough Left
- Go through door to start boss fight

### **The Lord of Dark**

This fight isn't optimized yet - Will post a video here later showing the strategy i'm using

The idea is to use streibough then oersted to tank, and set up hash for multiple Archon's Mark's to end the fight in 3-4 actions - use uranus to heal oersted and hasshe

- Pick up the Eye of Argos if you skipped it
- Leave the dungeon

### Hallowed Wood 5

- Take the secret path over the river and north to the castle

### Castle 2

- Go north all the way to the king
- Go west to sleeping chambers and talk to the RIGHT bed from the RIGHT side
- Optional: Take the Alice biscuit from the white pot on the way out

- Before engaging boss:
- **EQUIP**
  - Oersted
    - Optimize
    - Manually equip all accessories
- **FORMATION**
  - Swap Oersted to top
- Kill shade
- Go south and exit castle

## Hallowed Wood 6

- Take path southwest-west to Fugalia Village

### **Grind**

Take Royal Guard fights with **Thousand Cuts**

Be careful of them getting too close - their desperation attack can 1 shot you  
Stop encounters after getting level 6

## Fugalia Village 2

- Head west and talk to kid
- Enter house, skip cutscene, leave house, and leave Fugalia village to the east

## Hallowed Wood 7

### Note:

You can either go north back to the castle or east to archons roost, enter the dungeon and leave to be arrested. This still needs to be timed to see which is faster

- Go to archon's roost (then leave) or go to castle to be arrested

## Castle 3

- Move left to talk to Uranus
- Head east out of prison
- Keep left to skip guard
- When back to the main room, skip the guards by running through the middle:



- Go through door and take large guard fight
- Go south to exit the castle while killing all guards on the way

## Hallowed Wood 8

- Go south-southwest and take secret passage towards Archon's Roost

### Grind

Only take guard fights  
Stop XP at level 7

- Hit level 7 and enter Archon's Roost

## Archon's Roost 2

- Take west path at fork, and west path again towards door: **DO NOT ENTER UNTIL LEVEL 9**

### Grind

Ideal Fights:

Anything with a Faerie (Entomophobia) (Very good XP, potential unicorn horn/alice biscuit drop)

Anything with a Dog (Cynophobia) (Very good XP, potential Unicorn Horn drop)

This grind can be a little scary - I generally run from spiders and dracophobia packs, but they can be manipulated, however they dont give very much xp and take a while to kill so not really worth it in my opinion.



- Optional: Equip any unicorn horn drops
- Optional: Save
- Go to door to start Miniboss 1: Claustrophobia

### Claustrophobia

This boss spams Earthquake but also has a change to move, giving you a free turn

Ideally, you just want to use **Dragonsoul** until she dies

If you need to heal, its best to just use an alice biscuit here as she will outdamage balms and you have to get a lucky move to catch up

- After the boss, go through the door
- Head north and take middle path through the fork then head all the way west up to the door, killing a fight on the way

You need to take 1 fight in this room to get level 10; it's better to take one in this room as the step counter will reset if you take a door

- Go through door, and north to the door where you'll fight Miniboss 2: Scotophobia

### Scotophobia

This boss can be trivialized by spamming Crushing Blow on the bottom right side of the boss

This achieves a few things - when the boss' side is you, it's likely going to cast **Abyssal Drain** which does very low damage, but triggers Mirror Strike, offsetting that damage and then some

By spinning the boss to where his back is facing you you can get a turn skip, allowing you to get an extra Crushing Blow; he'll then use **Orb of Midnight** which will trigger a counter: Prismatic Whirl

This fight is almost perfectly safe to spam Crushing Blow without healing

This boss can drop **Shroud of Demons** - a powerful AOE that can be used on the next boss

- Go through door, up the stairs and follow the path west to the next door
- Go north to door and next fight: Miniboss 3: Acrophobia

### Acrophobia

If you got **Shroud of Demons** from Scotophobia, use that and the fight will be over

Otherwise theres a couple of outcomes:

Move directly under the stump (left then up) and spam **V-strike** until the boss is dead

If the Acrothralls are blocking you from reaching the boss, you can use **Dragonsoul** from max range, and pray you dont get picked up by the Acrothralls

- Go through door and take the path east throught he door
- Go through the hallway
- Go west and north to the door where you'll fight Miniboss 4: Hygrophobia

### Hygrophobia

This fight can be done by spamming **Heavenly Strike**

Some notes:

Follow the bosses movement to keep the boss in the heavenly strike hitbox

*This boss has a misleading 2x6 hitbox, so you can always hit the boss with heavenly strike unless she's right in front of you.*

If you miss enough times, use crushing blow for potential turn skips

- Go north through the statues and the door
- Talk to the statue and go down the stairs
- Run north through the cave
- Run north to the throne and interact where you will fight: Streibough

### Streibough

This fight isn't fully optimized, but a safe-ish strat found by DahliaAsTrue seems to be very consistent.

Move to the right of streibough, with enough distance for heavenly strike

Follow the bosses movement until you are up against the wall

Move to north side of streibough and continue heavenly strike (heal with alice biscuit if needed)

- Skip cutscenes

### Things to do:

- Time Hallowed Wood 7 -> arrested
- Optimize Lord of Dark fight
- Optimize Scotophobia
- Optimize Streibough Final