

# Elden Ring

When I'm bored and meditating over the SD-8516 and to recover from coding, I play Elden Ring.

My approach to Elden Ring is similar to how I code.

## Limgrave Guide

- If you have problems with this content skip down to the “Limgrave Prep Checklist” to power-up!

### Limgrave Progression

- Complete the **Stranded Graveyard** tutorial – Defeat Soldier of Godrick
- Take the elevator out of **Fringefolk Hero's Grave** and enter Limgrave
- Speak with **White Mask Varré** outside the grave until dialogue repeats
- Go to **Church of Elleh** – Speak with **Merchant Kalé** and buy the Crafting Kit
- Rest at **Gatefront Ruins** grace to meet **Melina** and get **Torrent**
- Clear the ruins and collect **West Limgrave Map Fragment**
- Return to **Church of Elleh** at night – Speak with **Renna (Ranni)** to get **Spirit Calling Bell** + **Lone Wolves Ashes**
- Free **Boc** the Seamster (hit the suspicious tree south of Gatefront near the bridge)
- Help **Yura** defeat **Bloody Finger Nerijus** at Agheel Lake
- Speak fully with **Yura**
- Clear **Murkwater Cave** – Defeat **Patches** and spare him
- Speak with **Sorceress Sellen** in **Waypoint Ruins** cellar and become her pupil
- Speak with **Kenneth Haight** on the ruined arch east of Gatefront – Agree to retake his fort
- Clear **Fort Haight** and report back to Kenneth
- Visit **Third Church of Marika** – Get **Sacred Tear** + upgrade Flask
- In **Mistwood** – Use Finger Snap near the howling tower to meet **Blaidd**
  - Acquire “Finger Snap” by going to the Mistwood Ruins in eastern Limgrave to hear a wolf's howl, then returning to the Church of Elleh to ask Merchant Kalé about the noise.
- Defeat **Forlorn Hound Evergaol** (Blaidd summon available)
- Head to **Weeping Peninsula** – Speak with **Irina** and take her letter
- Clear **Castle Morne** and complete the Irina/Edgar questline
- Defeat **Flying Dragon Agheel** (speak with Yura before/after)

*At this point, you can go to Stormveil, or power up by doing the dungeons, quests, farming items, etc.*

### Dungeons

- Clear **Cave of Knowledge** (Tutorial) – Defeat Soldier of Godrick
- Clear **Groveside Cave** – Defeat Beastman of Farum Azula
- Clear **Stormfoot Catacombs** – Defeat Erdtree Burial Watchdog
- Clear **Limgrave Tunnels** – Defeat Stonedigger Troll
- Clear **Murkwater Catacombs** – Defeat Grave Warden Duelist \*(get Engvall here)
- Clear **Waypoint Ruins** cellar – Defeat Mad Pumpkin Head + speak with Sellen

- [X] Clear **Coastal Cave** – Defeat Demi-Human Chiefs (x2) + give **Boc** the Sewing Needle
- [X] Clear **Deathtouched Catacombs** – Defeat Black Knife Assassin
- [X] Clear **Highroad Cave** – Defeat Guardian Golem
- [ ] Clear **Earthbore Cave** – Defeat Runebear
- [ ] Clear **Murkwater Cave** – Defeat **Patches** (spare him)
- [ ] Clear **Fringefolk Hero's Grave** (2 Stonesword Keys) – Defeat Ulcerated Tree Spirit

Notes:

- Use steel wire torch from Castle Morne for Highroad Cave.
- Rot Stray +5 can solo: Guardian Golem and at least tank most Limgrave boss rooms. Also does well in Boc's Cave, with the right weapons!

## Legacy Dungeons & Major Bosses

- [ ] Defeat **Tree Sentinel** (multiple encounters)
- [ ] Defeat **Margit, the Fell Omen** at Stormhill
- [ ] Reach and complete **Stormveil Castle** – Defeat **Godrick the Grafted**
  - [ ] Enter Stormveil Castle
  - [ ] Meet Nepheli Loux inside the castle (before Godrick) and exhaust dialogue
  - [ ] Complete Stormveil Castle – Defeat Godrick the Grafted (can summon Nepheli)
- [ ] Explore **Chapel of Anticipation** (optional return) – Defeat Grafted Scion

## Quests & NPCs

- [ ] Meet **Roderika** at **Stormhill Shack** and progress her quest to Roundtable Hold
- [ ] Meet **Alexander** the Iron Fist (various locations, including the jar hole)
- [ ] Visit **Warmaster's Shack** – Speak with **Knight Bernahl**
- [ ] Find **D, Hunter of the Dead** near Summonwater Village
- [ ] Defeat **Tibia Mariner** and speak with D
- [ ] Use teleporter near Third Church → Meet **Gurrang** at Bestial Sanctum (Deathroot quest)
- [ ] Talk to **White Mask Varré** at **Rose Church** (Lord of Blood quest start)

## Key Items & Collectibles

- [ ] Collect **East Limgrave Map Fragment** (Mistwood)
- [ ] Find **Whetstone Knife** (for Ashes of War)
- [ ] Obtain **Flask of Wondrous Physick** (Third Church of Marika)
- [ ] Get **Dectus Medallion (Left)** (Fort Haight)
- [ ] Find **Margit's Shackle** (Stormhill)
- [ ] Acquire **Green Turtle Talisman** (Summonwater Village)
- [ ] Loot **Erdtree's Favor** talisman
- [ ] Collect **Golden Seeds, Sacred Tears**, and various **Spirit Ashes**

## Optional / Misc

- [ ] Defeat **Erdtree Avatar** (Minor Erdtree locations)
- [ ] Explore all **Evergaols** and **Ruins** (Dragon-Burnt Ruins, etc.)

- Clear all **Scarabs** for upgrade materials
- Visit **Church of Dragon Communion** (buy dragon incantations)
- Find all **Golden Runes, Smithing Stones**, and unique weapons/armor
- Fully explore **Summonwater Village, Mistwood**, and **Agheel Lake** areas

## Roundtable Hold (After Stormveil)

- Speak with **Gideon, Fia, Brother Corhyn, Diallos, Hewg**, and **Rogier**
- Deliver **Chrysalids' Memento** to **Roderika**
- Progress conversations with **Nepheli Loux** (after Godrick)

## Limgrave Prep Checklist

### Smithing Stones (Weapon Upgrades)

- **Limgrave Tunnels** (north shore of Agheel Lake) - Excellent early farm: ~9x Smithing Stone [1] on walls + drops from miners
- **Troll Statue** (cliff east of Warmaster's Shack / south of Stormhill Shack) - Bait trolls to smash the glowing statue: 5x Smithing Stone [1] + 1x Smithing Stone [2]
- **Stormfoot Catacombs** - Smithing Stones inside
- **Murkwater Catacombs** - Smithing Stones inside
- **Deathtouched Catacombs** - Smithing Stones inside
- **Highroad Cave** - Multiple Smithing Stones [1]
- **Earthbore Cave** - Smithing Stones inside

### Grave Glovewort (Regular Spirit Ash Upgrades)

- **Stormfoot Catacombs** - Multiple Grave Glovewort [1]
- **Murkwater Catacombs** - Multiple Grave Glovewort [1]
- **Deathtouched Catacombs** - Grave Glovewort [1]
- **Groveside Cave** - Possible Glovewort drops
- **Waypoint Ruins** cellar - Minor Glovewort
- Weeping Peninsula Catacombs (Impaler's) - Additional early Grave Glovewort [1] & [2]
- Weeping Peninsula Catacombs (Tombsward) - Additional early Grave Glovewort [1] & [2]

### Ghost Glovewort (Elite / Special Spirit Ash Upgrades)

- **Stormfoot Catacombs** - Ghost Glovewort [1] & [2]
- **Murkwater Catacombs** - Ghost Glovewort [1] & [2]
- **Deathtouched Catacombs** - Ghost Glovewort

## Powering up Rotten Stray

You may feel like you need to power up rotten stray a bit.

- Road's End Catacombs (North of Liurnia of the Lakes waypoint) for easy Grave Glovewort [3]
- Minor Erdtree Catacombs (North of Rotview) has Grave Glovewort [4] for extra power
- Caelid Catacombs east of Church of Dragon Communion has Grave Glovewort [4] as well as [5] behind a hidden wall after the first drop-down.

## Powering up Engvall/Oleg

Early game, if your pumped Rotten Stray starts to fall off, start pushing on Engvall. Engvall is more useful in the earlier stages of the game when you are collecting gloveworts and smithing stones and weapons- for example Boc's cave boss room has multiple mobs, so Engvall is better. Oleg is more powerful against bosses that cannot be stunned or staggered because he does more raw dps.

- Use Oleg for single bosses that can't be stunned or staggered
- Use Engvall for multi-mob boss room crowd control and single bosses that can be stunned or staggered

You can get quite a few Ghost Gloveworts up to [5] in Siofra river if you know the spots. Then you can get a [6] from Azuria Hero's Grave (and some nice armor) and a [7] from Gelmir Hero's Grave. You should be able to complete all of Limgrave content before this!

## Quick Prep Tips

- Prioritize **Limgrave Tunnels + Troll Statue** for the fastest weapon upgrades.
- Clear catacombs for Gloveworts to boost your early Spirit Ashes (Lone Wolves, etc.).
- These are all accessible before or during Stormveil Castle.

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