

# 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
- [X] Clear **Earthbore Cave** – Defeat Runebear
- [X] 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

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

## Key Items & Collectibles

- [X] Collect **East Limgrave Map Fragment** (Mistwood)
- [X] Find **Whetstone Knife** (for Ashes of War)
- [X] Obtain **Flask of Wondrous Physick** (Third Church of Marika)
- [X] Get **Dectus Medallion (Left)** (Fort Haight)
- [X] Find **Margit's Shackle** (Stormhill or buy from patches)
- [X] Acquire **Green Turtle Talisman** (Summonwater Village)
- [ ] Loot **Erdtree's Favor** talisman (Fringefolk)

## Roundtable Hold (After Stormveil)

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

# Limgrave Prep Checklist

## Smithing Stones (Weapon Upgrades)

- [X] **Limgrave Tunnels** (north shore of Agheel Lake) – Excellent early farm: ~9x Smithing Stone [1] on walls + drops from miners
- [X] **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]
- [X] **Stormfoot Catacombs** – Smithing Stones inside
- [X] **Murkwater Catacombs** – Smithing Stones inside
- [X] **Deathtouched Catacombs** – Smithing Stones inside
- [X] **Highroad Cave** – Multiple Smithing Stones [1]
- [X] **Earthbore Cave** – Smithing Stones inside
- If you need more stones, there are some in Morne Tunnel and Liurnia Crystal Tunnel.
  
- But the big 'next level' power curve is in Raya Lucaria crystal tunnel – where there are many smithing stone [2] and [3].

## Easier/earlier smithing stone [2]

- Castle Morne Ramparts grace – the merchant sitting nearby sells one.
- Ride west to the Isolated Merchant's Shack (on the western coast of Weeping Peninsula) — he sells 3x Smithing Stone [2].

## +9 unique at start

### 1 and 2

It is possible to get a +9 unique weapon at the start of the game without defeating any bosses; it just requires some exploration and running away from enemies. From the First Step Grace, follow the road north to the Gatefront Ruins then head east. Cross the bridge to get to a cliff overlooking the northeastern part of Lake Agheel. Sitting on a chair on this cliff is a corpse with a Somber Smithing Stone (1) on it. Head back on the road and follow it south into the Weeping Peninsula. After crossing the Bridge of Sacrifice, keep following the road south to approach Castle Morne. After grabbing the map for the area, split off the path to the left (towards the southeast) and head down onto the beach. The red jellyfish here are guarding a corpse in the water with a Somber Smithing Stone (2).

### 3

Teleport back to the Gatefront Ruins and follow the road northwest. At the end of the collapsed bridge, jump down to the cliffside on the left and follow the path up to Liurnia of the Lakes. Grab the Lake-Facing Cliffs grace and make your way north towards the Academy of Raya Lucaria. Grab the Academy Glintstone Key from behind Smarag and enter the academy. Make a beeline for the Church of the Cuckoo Grace just in case you get defeated. Behind the altar in the previous room is a Somber Smithing Stone (3).

- Easier: A teardrop scarab near Artist's shack in Liurna.
- Easier: Road to the Manor Site of Grace, buy from master Iji

## 6

Run through the dungeon, past the graveyard, and onto the large waterwheel-like lift. Get grabbed and killed by the Abductor Virgin at the bottom to be taken to Volcano Manor. Instead of following the path here to the Subterranean Inquisition Chamber, you'll want to jump down onto the lava below. To the left of the lava waterfall, is a large pile of rocks, and to the left of these rocks is a slight protrusion in the floor. If you jump to the left of the protrusion and surf the wall just right, you won't take and fall damage and can run through the lava to a safe platform with a Burning Slug. Head southwest towards the ruined buildings and climb up the slope you see to your left to get to an area with many cages and cage lifts. Scale the roofs to the southwest to find a corpse with a Somber Smithing Stone (6).

## 5, 7

Jump down onto the lava level and go back up the slope to the cage area. Head up the northeastern cage lift and to the right is a Somber Smithing Stone (5). Head up the stairs, making sure to avoid getting hit by the enemy here. Activate the bridge shortcut in the northwest to be able to reach the next smithing stone. You'll find a corpse on the balcony at the far end of the bridge. You can jump up there by jumping from the small iron piece on the side of the bridge to the chain wheel. From the chain wheel, you can then jump up onto the balcony to grab the Somber Smithing Stone (7). (Note that as of Patch 1.04 this jump got patched and is near impossible, requiring tremendous effort. It's recommended to instead cheese the godskin noble with sleeping status effects). Interact with any Site of Grace in the area to be able to leave afterwards. You can be defeated to get back up to the ledge that leads to the Subterranean Inquisition Chamber Site of Grace.

## 4

Teleport back to Gatefront Ruins and make your way south to the Dragon-Burnt Ruins in Lake Agheel. Interact with the chest to get teleported to the Sellia Crystal Tunnel. In the tunnel, you'll find multiple Somber Smithing Stone (4)s. In the main chamber, head up the slope until you are able to jump on the roof of the central storage shed. Jump onto the wooden platform in the east and hop over the barricade blocking the tunnel. Go through the tunnel until you end up in a room with a ladder and wooden walkways above. A stone is found on a body on one of the walkways.

## 8, 9

Exit the tunnel and make your way towards the Divine Tower of Caelid in Dragonbarrow. On a small dead branch just before you get to the tower, you'll find a Teardrop Scarab that drops a Somber Smithing Stone (8) (careful it explodes). Follow the cliff here southeast and when you get to the lower cliff ledge, head north on this lower ledge to find a group of corpses sitting on chairs, one of which has a Somber Smithing Stone (9).

## Sombre Ancient

The quickest way to get an Sombre Ancient Dragon Smithing Stone is by doing Varre's quest. You will have to kill at least one shardbearer to progress his quest, but with up to 9 Sombre Smithing Stones, it shouldn't be too much of a problem. Finish Varre's quest to receive the Pureblood Knight's Medal (you can get maiden blood from the dead maiden in the Church of Inhibition). Using it takes you to the Dynasty Mausoleum Entrance Grace. Progress through the mausoleum, running and doing your best to dodge enemies attacks until you reach the next Site of Grace, Dynasty Mausoleum Midpoint. From the grace, you should be able to see a large statue surrounded by many Albinaurics and a Sanguine Noble. In front of that statue is a chest with a Sombre Ancient Dragon Smithing Stone in it. It may take a death or two to open it if you're low level at this point.

## Grave Glovewort (Regular Spirit Ash Upgrades)

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

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

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

## Powering up Rotten Stray

You may feel like you need to power up rotten stray a bit. Rotten Stray +5 can solo or nearly solo all the Limgrave boss rooms and will provide a solid start.

- Road's End Catacombs (North of Liurnia of the Lakes waypoint) for easy Grave Glovewort [3]
- Minor Erdtree Catacombs (North of Rotview) has easy Grave Glovewort [4] for extra power.
- Caelid Catacombs east of Church of Dragon Communion has easy 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!

## Land Squirt Surprise

Land Squirts are situational; sometimes they work very well, even if most times not. A good example is the tree boss in Fringefolk. Try land squirts?

## 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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Last update: **2026/05/24 18:54**

