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Hello, Predatory Sword: ShadowLand players! The map of this game is more complex, the direction of the task is also more diffuse, next guest editor to specifically tell about the basic process and strategy of the game, hoping to help everyone: This ginger-like map is actually very simple, for the main city as the center, divided in east and west directions north and south four directions , is a cross. The main city of Aven divided into two cities north and south, there are four north and west gates, from the city gate are four areas, and the main task of the line, in these four areas are completed. Note that the location name appears when the location is discovered, which can be quickly reached by clicking directly on the map. Here's a look at the main line to-do list. A total of 23 steps, some of which are just transition processes. (Marked on the map as the corresponding location for the task number) 1. The main character wakes up. Seeing a beautiful woman in front of her, she said you were the only survivor of the war. 2. Come down to talk to Perdis. 3. Perdis gave the protagonist some money and equipment and continued to talk to him. 4. To find out what happened to the Battle of Heronmar, the protagonist went to the East Forest to find the wizard Lamil. On the map, Lamil's Cabin is Lamil's cabin in the woods on the outskirts of the East Side. 5. Seeing Lamil in a small bottle, he asked the main character to get the magic water. The lake is behind the Troll Caves. The cave of the trolls is not very easy to find, in the river near the mountain wall to search carefully. Don't mess with the Goblin Ruins further east, it's a relic of the Goblins. The Lost Goods branch can be completed at the Goblin Ruins. Early can brush the level of goblin practice. 6. I found the magic water. After picking up the water, skirting the statue and walking forward will pass through the rocks and return straight to the vicinity of Lamil Lodge, without having to return by road. 7. After freeing Lamil, he promised to help the protagonist. 8. Lamil asks the protagonist to go to the Archmage and gives the protagonist a letter with the Grand Master's Seal. This is the credential to enter the Great Tower of the Mage and cannot be lost. The Archmage tower is located in the north of the city of Aven, and the map shows the tower, which will later be the center of the mission and will require several round trips. 9. entered the Tower of the Great Mage. 10. The Grand Mage wants the protagonist to collect Ravenstone (The Crowstone) in three pieces. The first piece is in the north, in the nest of ice giant Gulch, and the map is the giant ice lair further north. It passes through North Meadows, White Iron Peaks, Mining Camp and, in its northernmost depths, the giant Ice Lair. way you will find wolves and white bears, and then giant ice in the north. On a farm in the northern pastures, you can take the Snowman branch and buy horses, and in the mining field you can complete the branch of missing miners. After entering the Giant Ice Lair, if you see a locked door, you need to go left to kill two monsters, next to the table jumped to find the key, pick up the key to open the door and enter. 11. Take the first crow stone. Back to the Great Tower of the Wizard. 12. The second crow stone is in the south. Located in Cidadela de de The tower south of Marsh. At the same time, the protagonist needs the help of a man named Cribbons, who lives on a cliff on the south coast. Here you have to go to Cribbons first, because you have to master the power of the wind before you can enter the castle. Outside the south gate of the main town, passing the Terraced Terraces, Tanglewood Marsh, look carefully for the entrance to the Crag. On the way, you can complete Mrs. Catalina's mission at The Terraces. 13. Enter crags and find Cribbons, the man who made the big crab on the cliff and roast. He asks the protagonist to help him collect five dragon eggs and gives the protagonist a petista dragon horn to summon the petista dragon to ride. This tour can be called any time later, very windy. Dragon eggs are located in nests on cliffs, some empty and some with eggs. Be careful to fly away from other petista dragons when flying in the sky, as they will be attacked when they are found. 14. Collect five dragon eggs and deliver them to the Cribbons, who will give the main character, Rune of Winds, the power of the wind. Cribbons can also add skills to the main character, just pay for it. 15. After catching the wind, enter the Citadel of Ror-Dan, the obvious tower at Tanglewood Marsh. There are dinosaurs and big spiders around, be careful. After entering the castle there are soldiers skeletons and spiders, dead inside, see the statue of the snake on the chest of the red jewel, which is the key to the temple. After you take the temple key, fold it back in, and reach the crossroads hall, you'll see that the doors on the left and right are locked. The key to the temple can only open one side of the door, which is the temple side. The way to open the door is to stand in front of the door, facing the door, click on the center of the door it puts, the jewel will insert automatically, the door will automatically open (I've been on this card for a long time Can't enter). Enter and come to a pool of green poison to block the path, the poison pool hit the dead, then use the force of the wind. Equip the character of the wind, and then use the force of the wind against the distant cube stone to move the stone to pave the way, holding the wind power key while using the left hand arrow key to control the direction of the stone movement. After paving the path, you can jump on the stone. Pay attention to collecting jewelry keys along the way. Again found can not open the door, if the jewel can not open, or use the force of the wind, the cubic stone moved to the pressed door, the door will open. This is the most important place in the whole game. At the end of the pool, there is a snake monster that drills to attack, kill him and get a crow stone. 16. After the Citadel of Ror-Dan received the Crow's Stone, he returned to find the Grand Master. 17. The stone of the third crow is in the hands of Prince Solerinn of the Dark Elves. The main character needs to go through Grimm Grimm Pass, where the orcs live, pay attention to the treasure chest where you can get a sword. Walk inland and you'll enter Wastelands, and there are big dinosaurs everywhere. Enter a stone gate and meet two guardians who will take the protagonist to the nomadic camp, where they will meet Marissa. 18. Marissa will take the protagonist to the entrance of the passage to Heronmar, which will be followed by the residence of the Night Elves. Night elves use bows and arrows, attack more powerful, kill us will have bows, this bow is more expensive, can be used to sell money. Here the treasure chest will have a set of armor of dark night elves, using very stunning very powerful. On the way, you'll get the keys to the prison, and you'll be able to get out of jail. At the end of the day, you'll find the Night Wolf Prince Solerinn, who will fight the main character. This duel is more pit father, because the request can only use the sword, so before must practice the sword, otherwise it will not be too bad. Defeat him to get the stone from the third crow, and this collection is over. 19. Three crow stones were gathered to return to the Grand Master. 20. The Grand Master said he felt the power of the crow's sword, which was hidden somewhere in the city of Aven. Where the hell is that? Well, I'll tell you, the sword is hidden under the statue near the south market in Aven South, and if you walk around the statue, you'll open the dark door and come in and get the sword. 21. This resulted in the legendary crow sword, a sword with a strong attack, which is also the theme of the game. It turns out that beneath the statue was the king's hidden tomb. 22. Take the sword back to the Great Tower of the Mage, the plot appears, this time the little Boss appears, after killing him, the Grand Master will open the transmission door, the main character needs to enter the shadow continent of the Shadowlands through the transmission door to kill the final boss. The chief was on a high stone platform and needed a little jump. Before killing boss, pay attention to searching for a treasure chest, open a ring by jumping to increase the jumping ability. After jumping, there is a small boss, and after that, he faces the final boss U'Thok. Be careful to avoid his attack and cut him hard when he falls until he is finally killed. 23. After killing boss, the automatic plan, back to the Great Tower mage, the Great Mage is dying, this time the transmission door is still, you can also go to kill a killer monster to find a treasure chest, because once outside the Master Tower can not return. Outside the Great Tower of the Wizard, the tower automatically collapsed and buried everything in it. The main character completes the task, becomes the hero, the main task ends here. Here's a look tasks, some of which are currently completed on the main route, others to be reset. 1. The lost cargo (Missing Shipment) Blacksmith from the city of Aven lost some iron, the eastern forest named John said to see Goblin taken, east of the Goblin Ruins to find the black block, return to the blacksmith shop to return the iron to the blacksmith to complete. 2. The missing miner, at the Miners' Camp north of Pico do Ferro, was given the task of entering an iron ore mine after a miner lost his job. Job. Triple mahjong for Christmas. Match three of the same free tiles to remove the tiles. Try to remove all tiles before time is up. 119 Our new selection, Friv 2020, contains only the best Friv 2020 Games you will enjoy playing. Check out the variety of popular friv games for free. The website, Friv 2020, provides a huge list of Friv2020 games online. It contains a lot of new friv games to enjoy and have fun playing them. 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