

## Murran Chronicles 3 – Lifedrinker of Landsdowne Walkthrough

This document is designed to help you through Murran Chronicles 3, the Lifedrinker of Landsdowne the most efficient and quickest way possible with the good ending (there are 3 endings). There will be things that are missed by the player because they are not essential to completing the game. Feel free to deviate from this walkthrough to talk to other characters or explore. You may find out things to help Ken solve the mystery.

### Day 1:

Speak to Turner in his chair. Ask him about himself. Leave the hotel room and head west. Keep going down the sidewalk until you get to the vacant warehouse. Pick up the piece of plastic from the crack in front of the warehouse doors. Open your inventory and look at the guitar pick. Walk east, and keep going until you get to the police station. Enter the police station and talk to the chief. Ask him about all subjects, making sure to ask for anything new that might appear as you uncover new avenues of questioning. After you've exhausted all discussion topics, leave his office. Walk west, to the mall. Enter the flower shop. Talk to Maury. Ask him about all subjects, especially about his problems with the goat-like creatures. Leave the flower shop and walk next door to the music store. Talk to Gary. Ask him about the guitar pick. Open your inventory, select the pick and then use it on him to show it to him. Talk to him again and ask him about the pub's open mic night. Leave the store. Use your map to travel to the Smith home, south of the police station. Knock on the door and talk to Sue Smith. Ask her about all topics, including Tom Hampson twice. Use your map to travel to the Mobley house west of the pub. Speak to Amy on the porch. Ask her about the goat-like animals. Use your map to travel to the police station. Enter and speak with the chief. Ask him about blood work done on the bodies. Leave, and go back to the flower shop. Ask Maury about foxglove essence. Leave and go back to your hotel room. You'll get Turner and the two of you will leave to go to the Open Mic Night. Walk to the pub and go inside. Walk south to the stage. Listen to the poetry reading and watch the poet leave with the woman. Speak to the woman with the white shirt and black skirt on, and ask her about goat-like creatures. Exit the room south back to the bar. Leave the pub and walk east. Keep going until you get to the mall. Walk towards the flower shop and you will be intercepted by flying goats. Watch the cutscene and return to the hotel to sleep.

### Day 2:

Exit the hotel room and travel to the pub. Go out the back door into the garden. Speak to the chief. Ask about everything you can. Examine the body. Look at his clothes. Speak to the chief again and tell him who you think the victim is. Go back into the pub and speak to the man in the red shirt. Ask him

about the dark haired woman. Go back outside to the chief, and tell him about the black haired woman and name her a suspect. Travel to the mall, and go to the newly opened "Gaelic R Us" store. Ask her about everything, especially Leanan Sidhe and Faeries. Exit the shop. Hurry to the Mobley house where you heard the splashing sounds. Go through the gate in the white fence. Watch the cutscene. Talk to Mikey and keep questioning him until he forgets what happened. Travel back to your hotel room. Talk to Turner. Tell him about the mysterious woman and faeries. Tell him about memory loss. Tell him about the Leanan Sidhe. Travel back to the crime scene and talk to the chief. Tell him about the Leanan Sidhe. Travel back to the mall and enter Gaelic R Us. Ask Cliona about flying people, and then Nymphs. Ask her how to find the Seelie Court. Leave her shop and head next door to Maury's shop. Look at the hoof-prints in the ashes of the fireplace. Talk to Maury. Tell him about the hoof prints in the ashes and ask about the three plants needed to find the Seelie Court. Go back to Gaelic R Us, and speak to Cliona. Tell her about the florist. Ask her about the phooka. Return to the flower shop and tell Maury that you'll be helping him. Go back into your hotel room, get Turner, and head back outside. Walk to the Mobley house and the phooka will come to you as you near the right-middle of the screen. Tell them about the Florist's problem. They agree to leave in peace, sorry for the problems they've caused. Watch the cutscene.

#### Day 3:

Exit the room and see the crime scene. Try talking to the chief. Go back to Gaelic R Us and talk to Cliona. Tell her about the Phookas. Tell her about the murder. Ask about the three plants needed to contact the Seelie Court. Go next door to the flower shop. Maury thanks you for the help. Ask him about periwinkle, foxglove and hyacinth. Go to the Mobley house and see the gardener go through the fence. Get the foxglove from the flower bed in front of the house. Walk through the fence to the pond. Talk to the gardener. Ask about the shovel. Ask about woes. Ask about guitar. Travel to the house west of the Mobley home and pick the hyacinth from the flower box. Go to the music shop. Talk to Gary and ask for a guitar. Ask about roses and find out about his date tonight. Go to your hotel room. Take one of the dead black roses from the vase by the bed. Talk to Turner. Tell him about the Leanan Sidhe gaining power, and about Gary's meeting with her. Go back to the music shop. Give the rose to Gary in exchange for a guitar. Go back to the pond and give the guitar to the gardener in exchange for his shovel. Go to the garden behind the pub and dig a hole in the grass by the pond. Use each of the three gathered plants on the hole in the ground. Walk into the pub's stage area. Turn around and walk back into the garden. Talk to the faeries. Explore all dialogues. After you pick up the branch head to the Music store, and then enjoy the cutscene.

#### Day 4:

Go to Gaelic R Us. Ask Cliona about last night, Vaektor T'ennok and Tir na Nog. Ask her about Thomas the Rhymer. Leave, and she will give you the coin and the necklace. Go back to the fountain, and use the silver branch in the fountain water. Enter the strange doorway.

## The Path:

Walk Right, Right, Down, Right, Up. At the force field, click the flag panel and make the colors Green, White Orange. For people with colorblindness, click the right box 3 times, the middle box 2 times and the right box 3 times. Click Finished. The forcefield will lower. Walk up, and meet "Not Gary", as I call him. Don't help him. Talk to him if you wish, and in the end have him leave you alone. Walk Right, Up, Left, Left, Left, Up, Right. In the hazy room, go up. Enter the doorway.

## Tir Na Nog:

Talk to the faerie, and agree to have her guide you. Talk to the wisp, and choose it as your guide. Verify that you want it to guide you, and follow it to the Seelie Court. Enter the door to the Seelie Court. Talk to the robed faerie and exhaust all dialogue options. Give the old coin to Advisor Suleiman. Talk to him again and exhaust all dialogue options. Exit and walk west to the Magicweaver Guildhall. Enter the guildhall. Walk south and watch the cutscene. When the Unseelie Court invades and you are left alone, practice each of your spells: Cast life bolt at the potted plant on the wall. Cast far hands on the scattered rock near the back right wall. Cast your sun shield spell on yourself. Cast earth's sending to teleport yourself anywhere you'd like in the room. Watch the cutscene. Dig through the pile of hay 3 times until you get the old hair pin. Open your inventory and "Use" the hairpin, breaking it and giving you pins. Teleport yourself through the bars of the jail cell to the other side. Walk east. Use your moon flare spell to blast the upper and lower tentacles in this room. Walk through the rear right passageway with the light coming from it. Cast life bolt at the vine in order to block the force field emitter. Teleport yourself to only the red squares on the ground in order to reach the doors in the back of the room. Use the pins to pick the lock on the locked door. Open the door and go through. Use moon flare on the crates to destroy them and kill the faerie. Walk out of the tunnel and be confronted by the evil faerie. When she begins to cast a spell, teleport yourself onto her. Watch the cutscene. When Vaektor T'ennok appears, the steps to beat him are:

Stage 1: When he casts a spell at you, cast your shield spell.

Stage 2: When he casts a spell to get around your shield, teleport yourself elsewhere in the room.

Stage 3: When he picks up the giant rock to crush you, cast far hands at it to throw it back at him.

Stage 4: When he is doubled over in pain, cast life bolt at his robe in order to cause the vines woven into it to strangle him.

Congratulations, you've beaten Murran Chronicles 3 – The Lifedrinker of Landsdowne.