



SONGBRINGER

OFFICIAL
PDF GUIDE*

* Certified by the intergalactic league of people who guide

WORLD SEED:
WIZARD

One of 4,294,967,295 playable seeds

THE OVERWORLD

The region of Ekzera within which the majority of *Songbringer* takes place, called the Overworld, holds the entrances to most of the game's Dungeons. However, it also has some bosses and minibosses of its own which are encountered at various points in each run, and many secrets lurk just beneath the surface which can be uncovered for useful rewards.

WORLD SEED: WIZARD

Each world is generated from a six-letter World Seed which determines the layout of the Overworld, the order and layout of nine dungeons, the location of the 11 bosses, and the locations of hundreds of secret items. Seeds can be shared between players to allow different players to play the same world.



Ekzera is a planet located around the star Bellatrix. Centuries before the events of *Songbringer*, a devastating war occurred on the planet which left it in ruins.

Though the civilization that dwelled on Ekzera is no more, some of the artifacts they left behind contain writings in an ancient script similar to that which often appears in Jib's speech boxes.

The massive, antique spaceship *Songbringer* is stationed above Ekzera's surface as the story begins.



#1: THE CATACOMBS

The Catacombs is the name for the dungeon which always shows up as the first dungeon regardless of the chosen seed. Its Overworld entrance is a platform that lowers itself into the ground when Roq stands on it.



DOMAIN OF SINDRAPHON

Two items of interest are found while clearing this dungeon, the **Matter Bomb** and the **Blink Orb**. The former is needed to destroy cracked pillars blocking progress while the latter is obtainable along with a **Demon's Tooth** once the boss, Sindraphon, has been defeated.

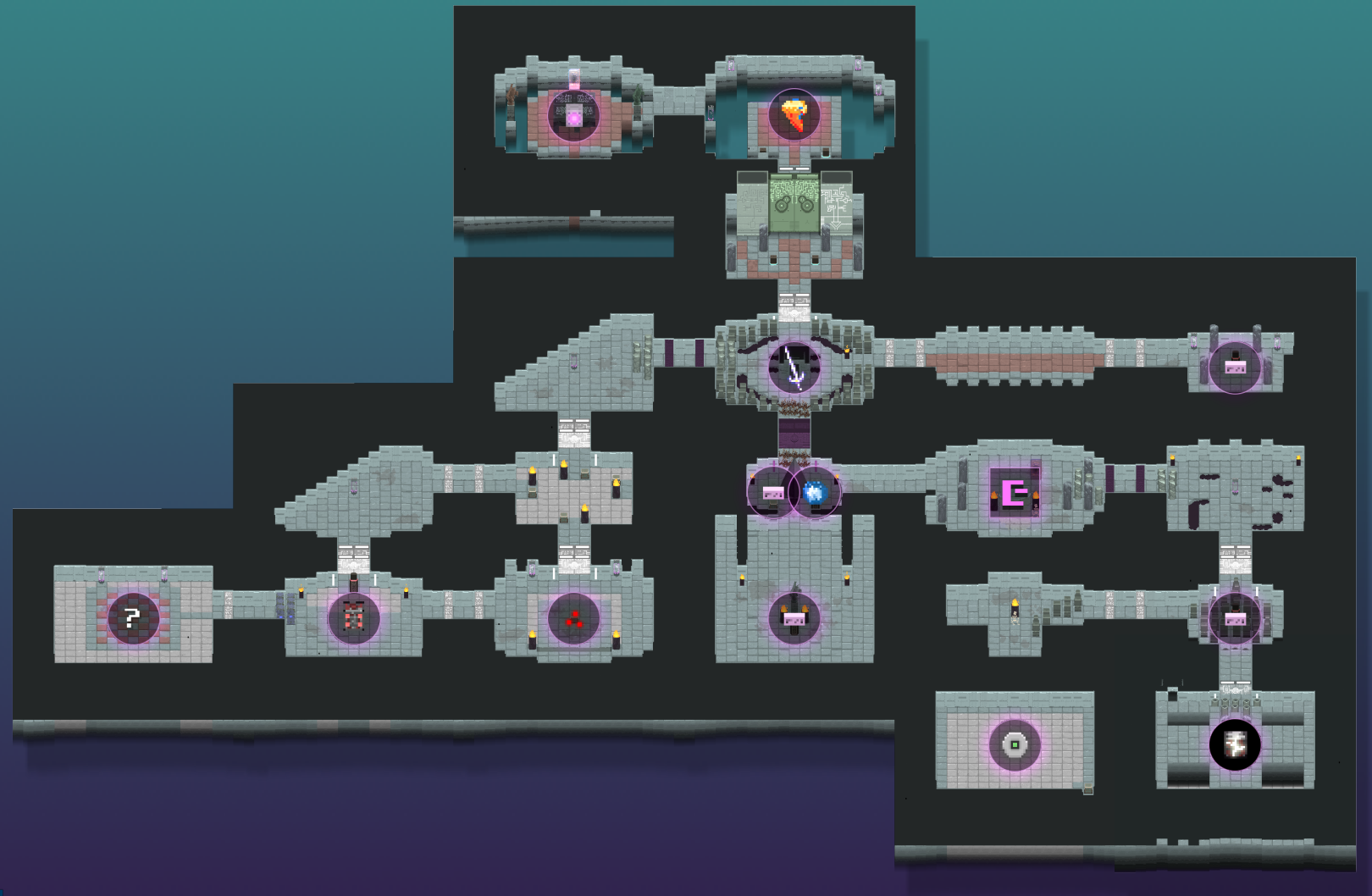


#2: THE ICEWIND ABYSS

The Icewind Abyss is the name for the dungeon which shows up as one of the first four dungeons (its exact position depends on the chosen seed). Its Overworld entrance is an elevator positioned in front of a statue depicting a draconic head.

DOMAIN OF LASSAURIUM

Two items of interest are found while clearing this dungeon. The first, **Ghost Sword**, is required to destroy blue-core pillars blocking progress. The second, the **Teleport Cube**, appears along with a **Demon's Tooth** once the boss, Lassarium, has been defeated.

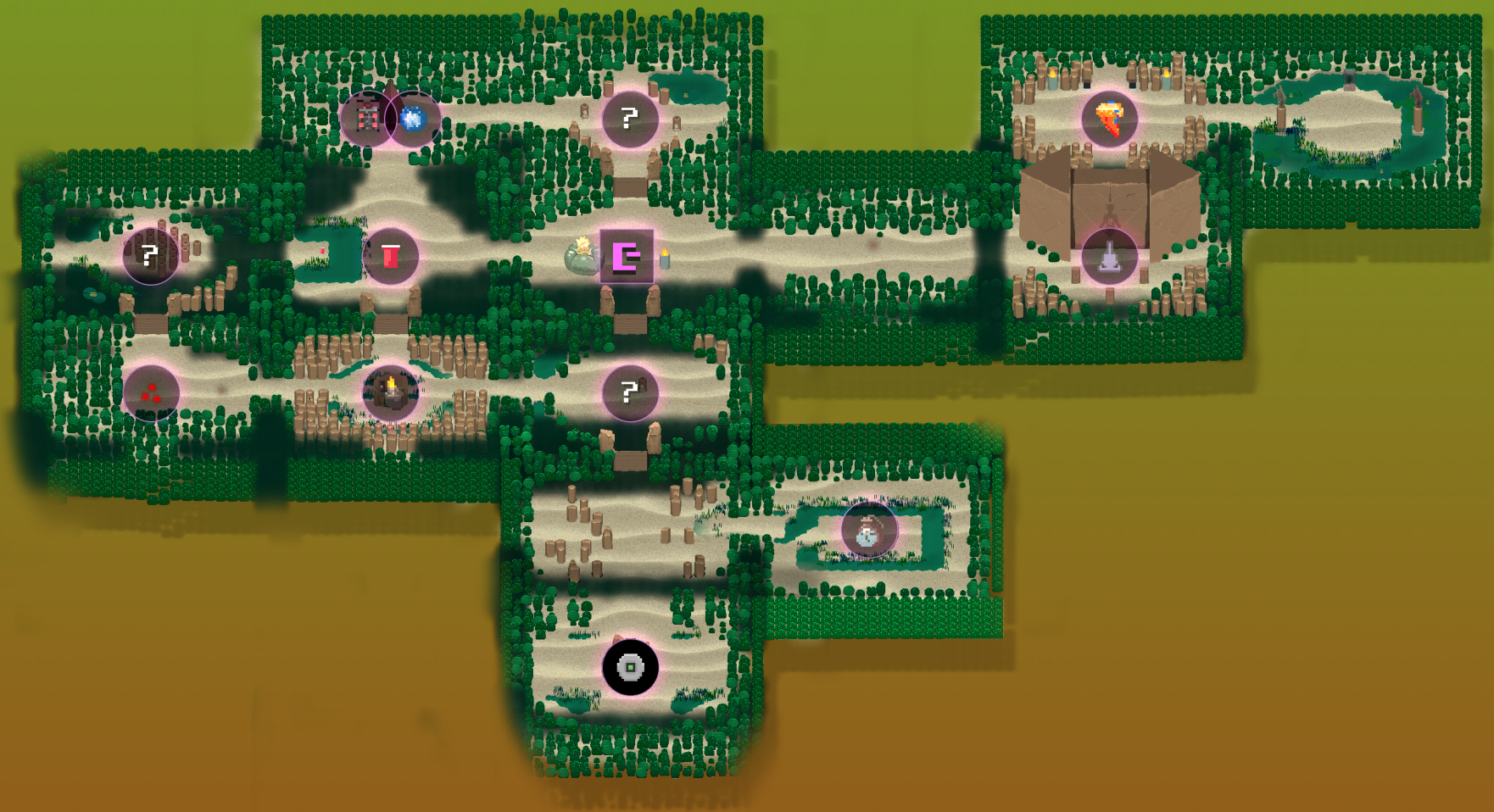


#3: THE WAKING DREAM

The Waking Dream is the name for the swordless dungeon which shows up as one of the first four dungeons (its exact position depends on the chosen seed). Its Overworld entrance is a cave entrance with two torches in front.

FIRST SWORDLESS DUNGEON

Two items of interest are found while clearing this dungeon. The first, **Lighter**, allows Roq to light torch pillars and open the way out. The second, **Cup**, is an item which allows Roq to access the second swordless dungeon, The Sandy Lake.

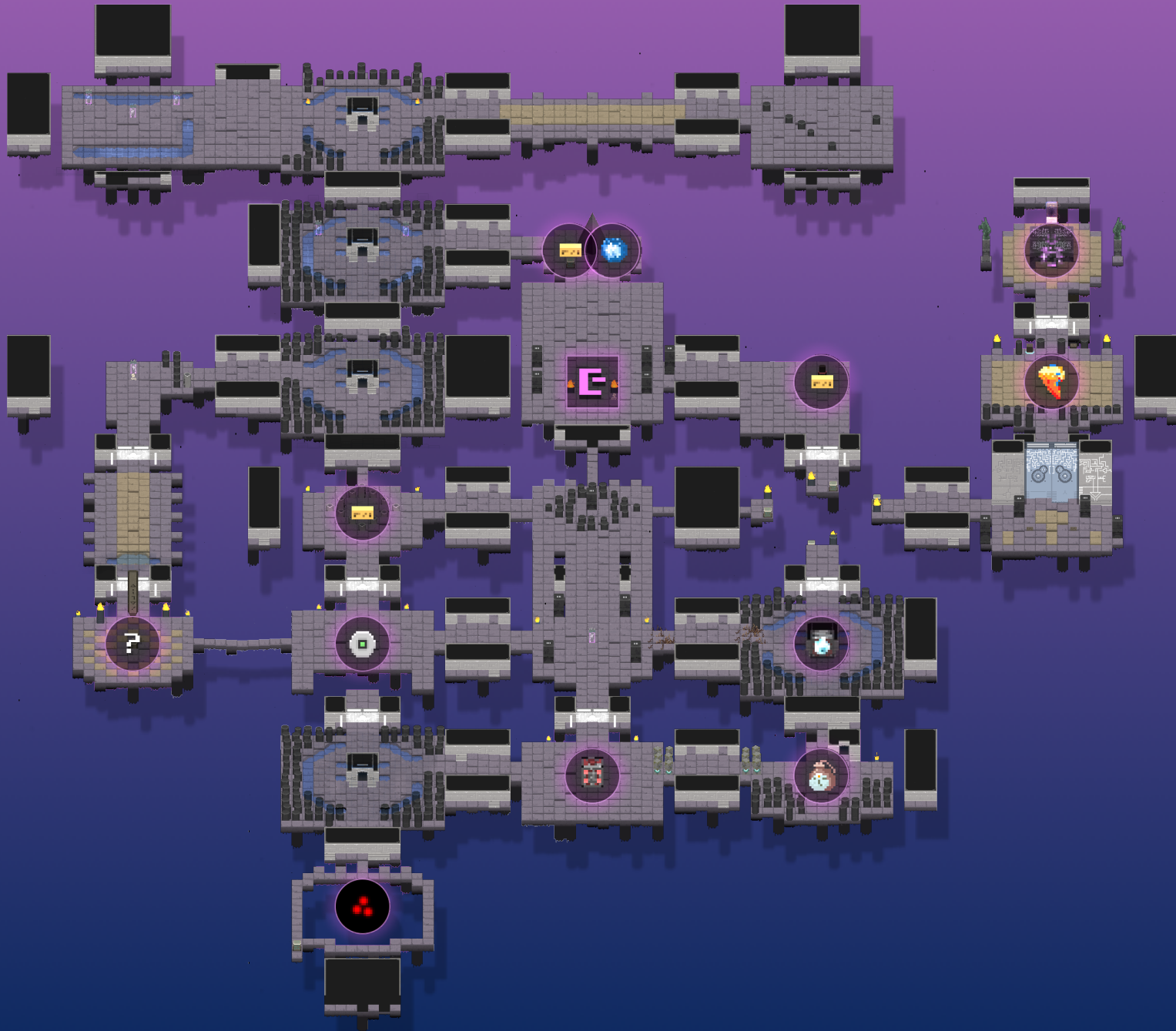


#4: THE HOVERING DEEP

The Hovering Deep is the name for the dungeon which shows up as one of the first four dungeons (its exact position depends on the chosen seed). Its Overworld entrance is a doorway within what appears to be a harpy statue.

DOMAIN OF RADRUIEL

Two items of interest are found while clearing this dungeon. The first, **Ice**, can be used to augment another item so that Roq can cross over pools of water blocking progress. The second, **Courage Shield**, appears along with a **Demon's Tooth** once the boss, Radruiel, has been defeated.

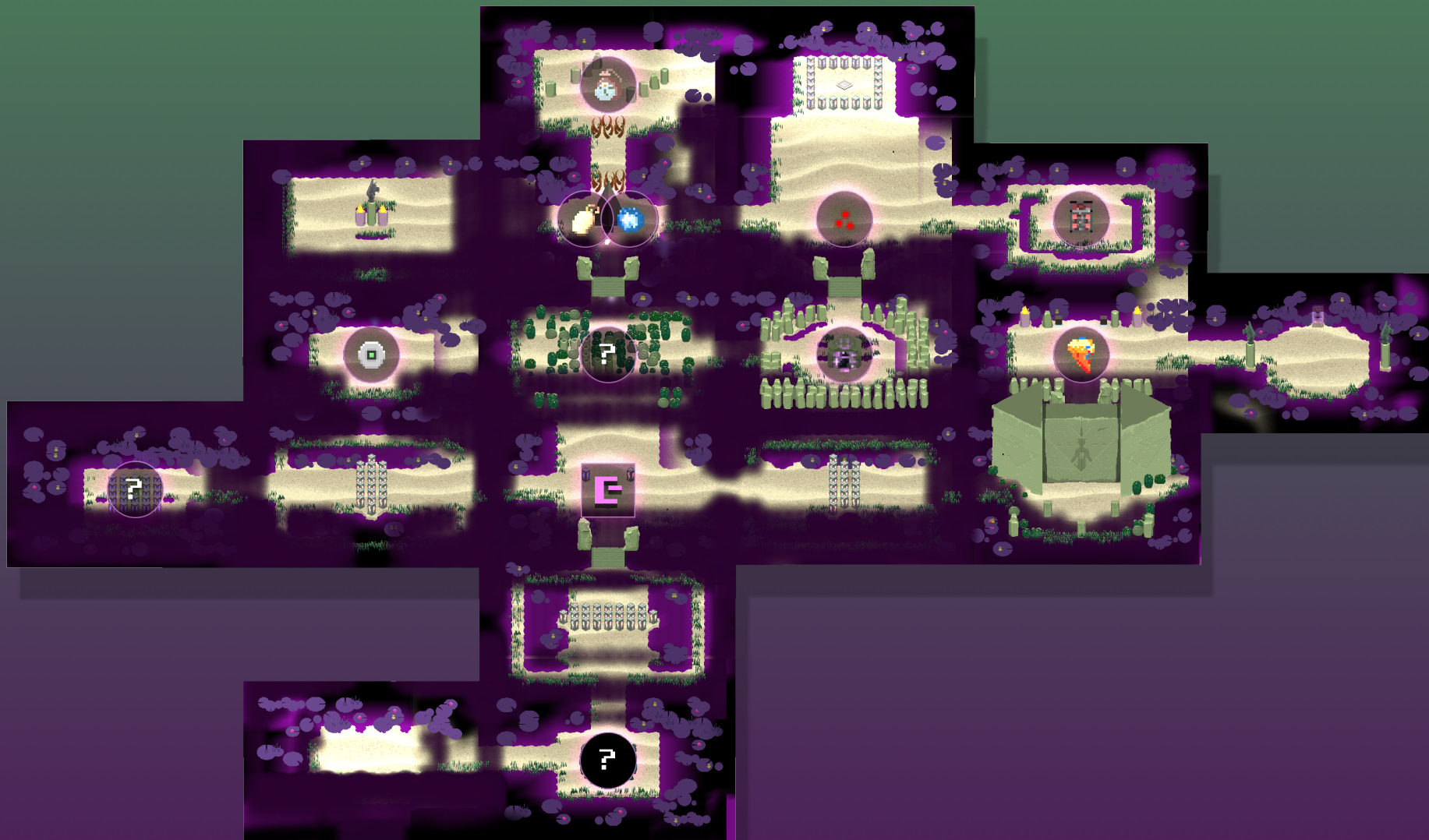


#5: THE FOGGY SHORE

The Foggy Shore is the name for the swordless dungeon which shows up as one of the last five dungeons (its exact position depends on the chosen seed). Its Overworld entrance is a manmade pool with some odd water.

2ND SWORDLESS DUNGEON

Two items of interest are found while clearing this dungeon. The first, **Courage Shield**, allows Roq to defeat living pillars and open the way out. The second, **Sand's Locket**, reduces ice-type damage.

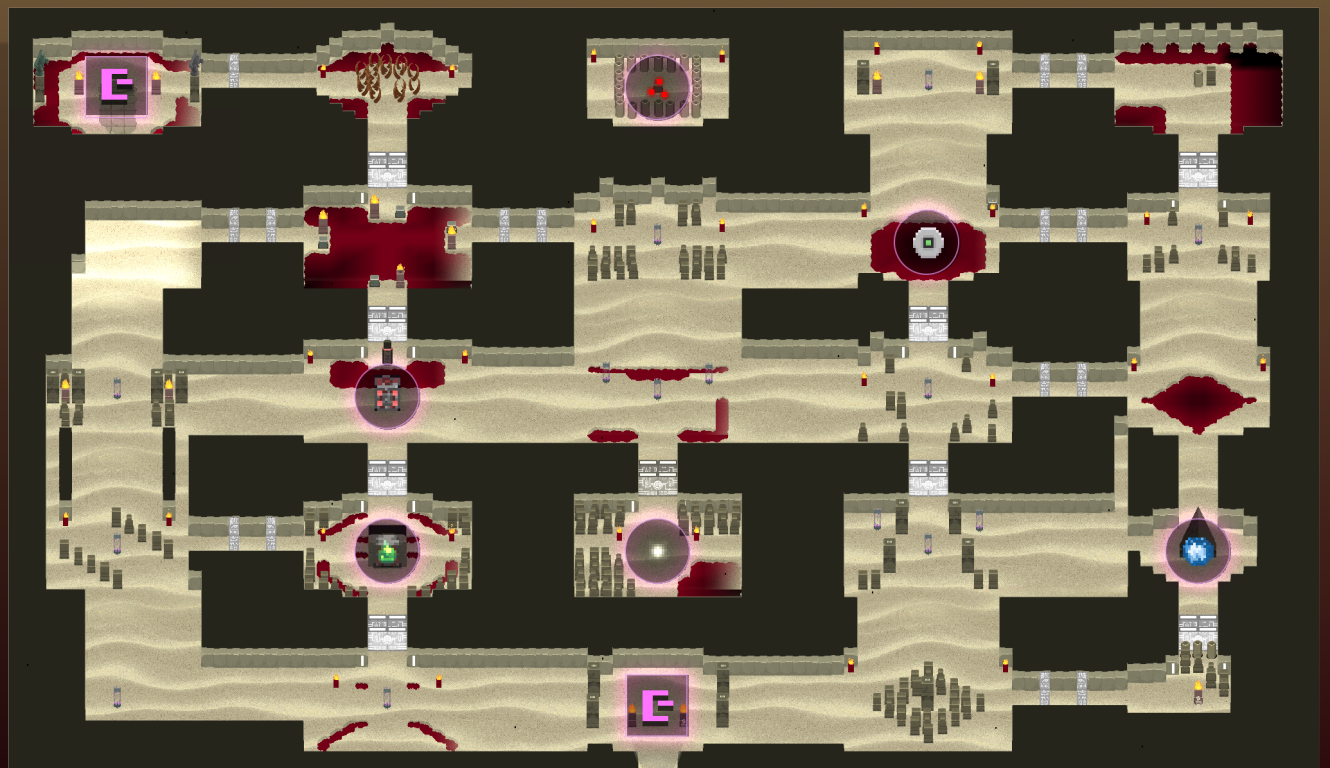
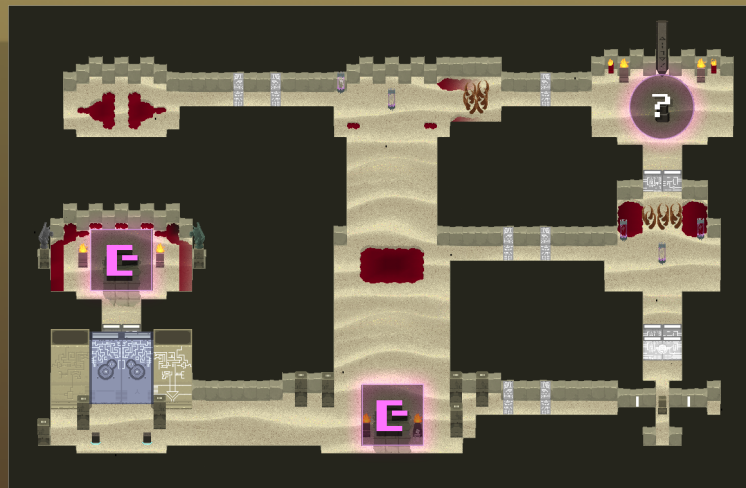


#6: THE ZIGGURAT

The Ziggurat is the name for the dungeon which always shows up as the fourth combat dungeon regardless of chosen seed (its exact position in the dungeon sequence still depends on the chosen seed). Its Overworld entrance is a doorway within a ziggurat (a pyramid-like structure which resembles a stack of shrinking rectangles).

DOMAIN OF MURMUROTH

Two items of interest are found while clearing this dungeon. The first, **Acid**, can be used to augment another item so that Roq can pass through curved horns blocking progress. The second, **Boots**, appears along with a **Demon's Tooth** once the boss, Murmuroth, has been defeated.

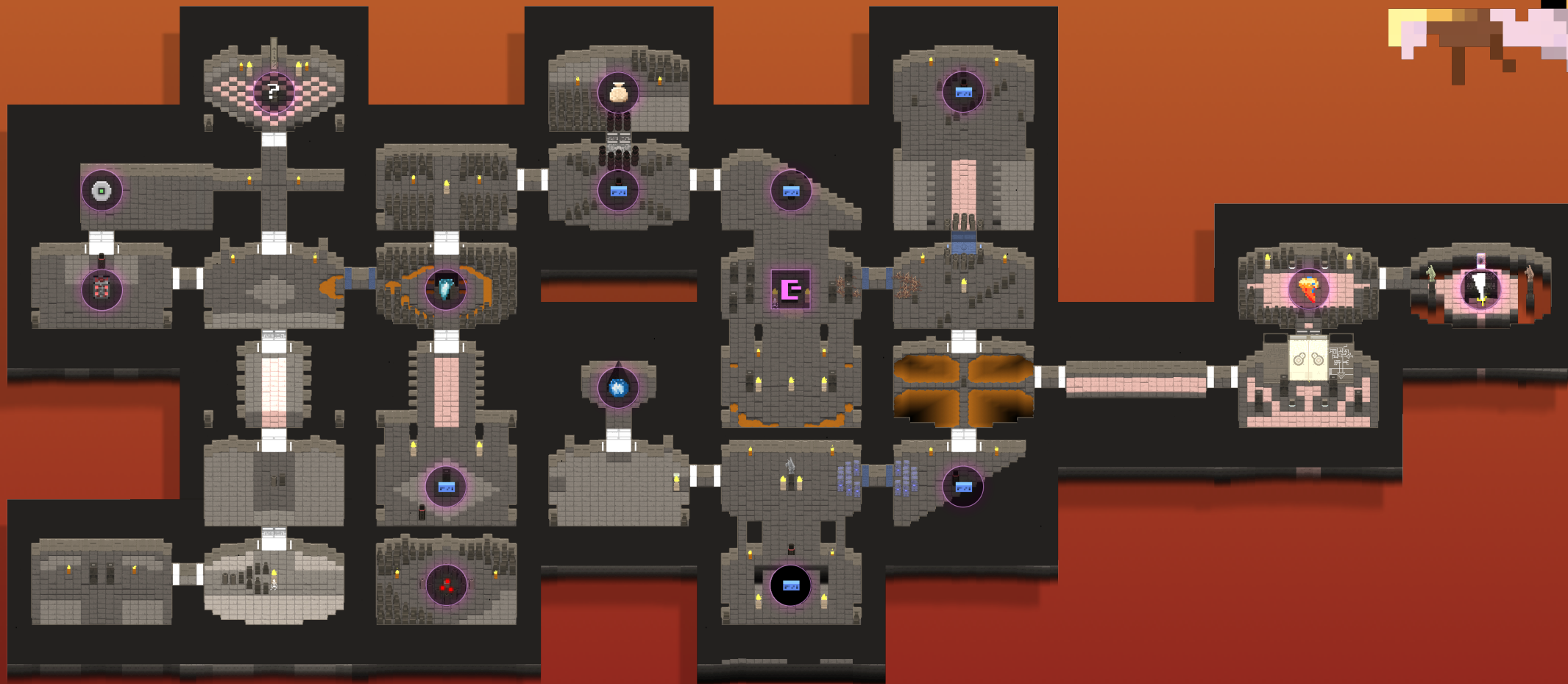


#7: THE FURNACE

The Furnace is the name for the dungeon which shows up as one of the last three dungeons (its exact position depends on the chosen seed). Its Overworld entrance is an elevator in front of a statue depicting a humanoid figure.

DOMAIN OF PURIEL

Two items of interest are found while clearing this dungeon. The first, **Shadrach's Tear**, allows Roq to pass over hot tiles blocking progress. The second, **Parry**, appears along with a **Demon's Tooth** once the boss, Puriel, has been defeated.

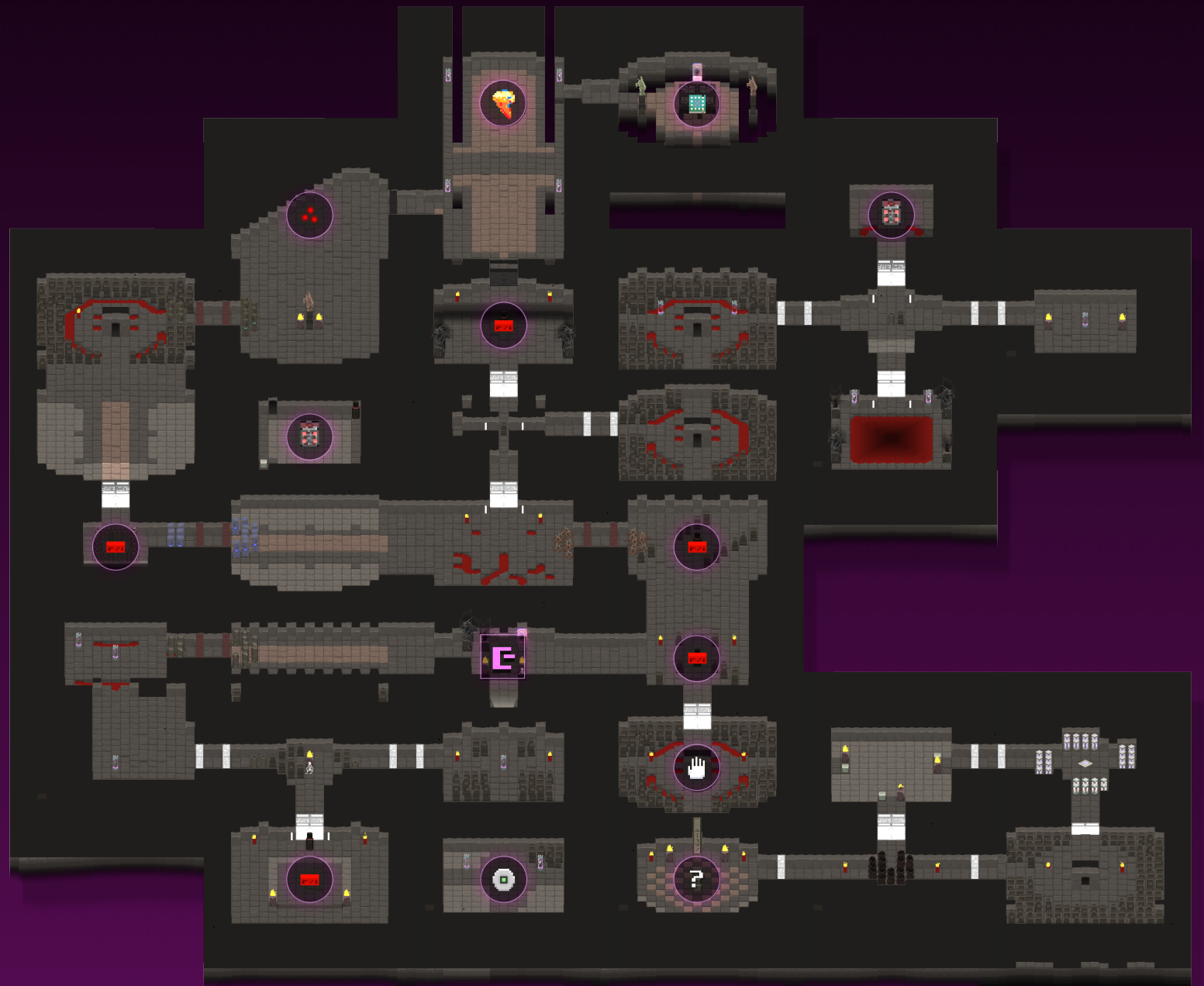


#8: THE WALL OF OBLIVION

The Wall of Oblivion is a the name for the dungeon which shows up as one of the last three dungeons (its exact position depends on the chosen seed). Its Overworld entrance is a stone doorway which seems to lead to an underground location.

DOMAIN OF EIAEL

Two items of interest are found while clearing this dungeon. The first, **The Glove**, allows Roq to swing fast enough to destroy regenerating pillars blocking progress. The second, **The Chip**, appears along with a **Demon's Tooth** once the boss, Eiael, has been defeated.

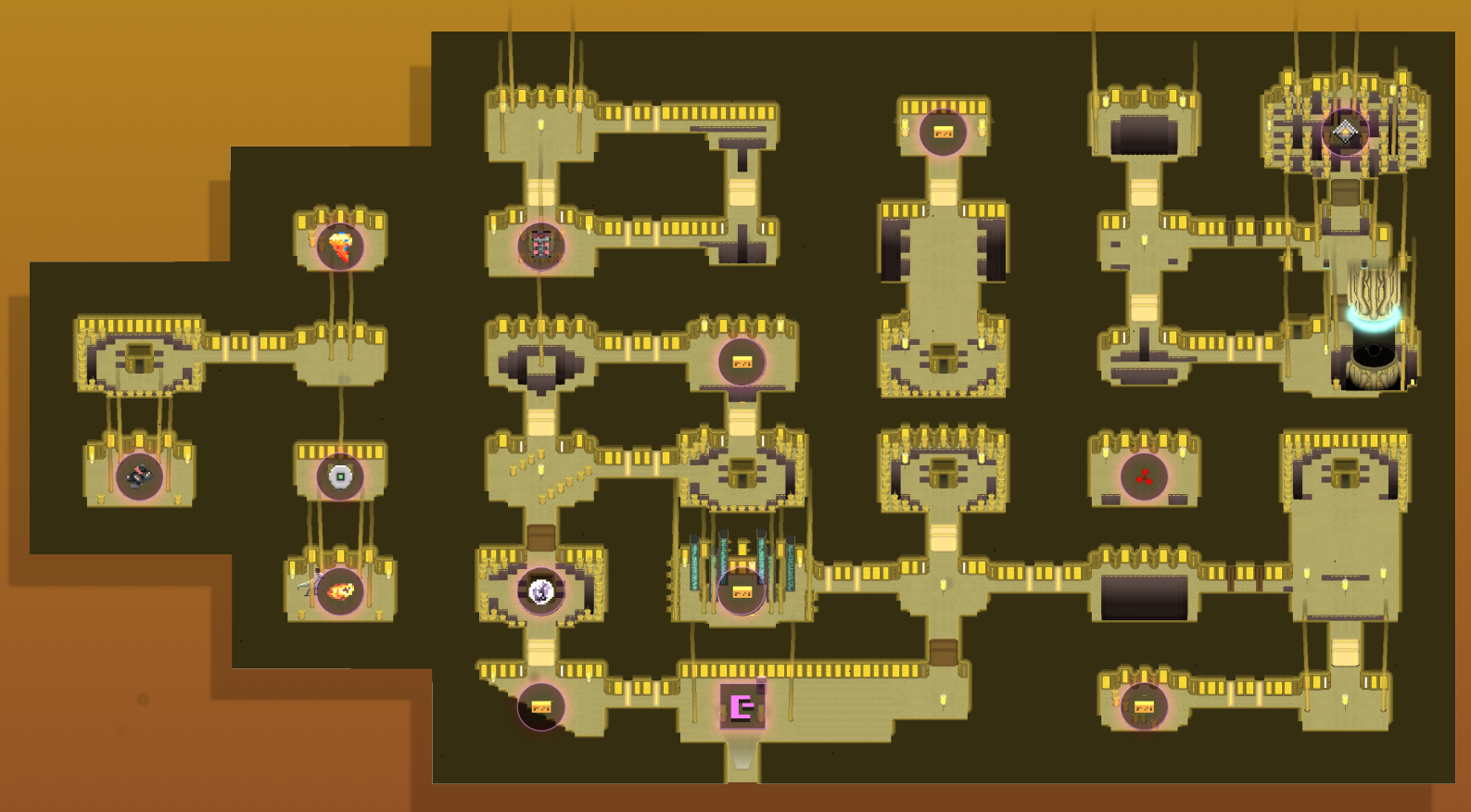
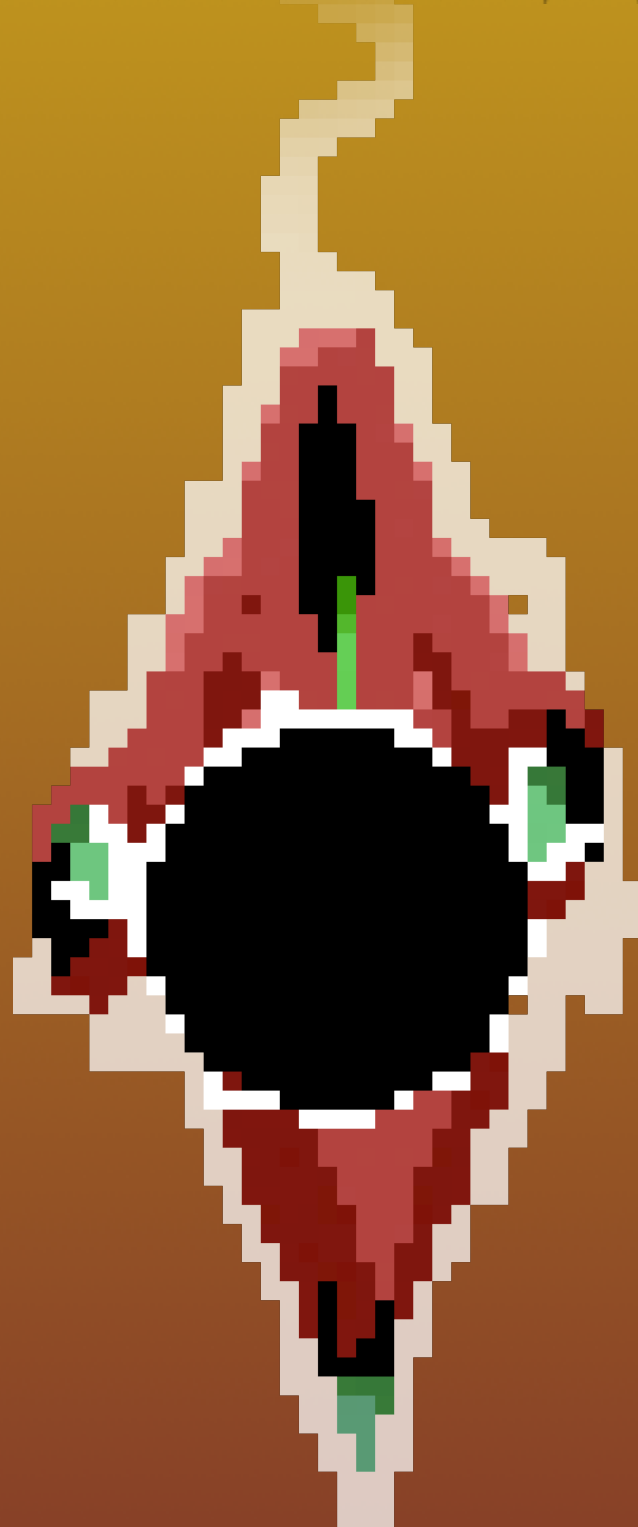


#9: SONGBRINGER

The second to last dungeon is located on the starship that brought Roq to Ekzera. It can only be accessed for the first time if the Droidsmith is currently accompanying Roq.

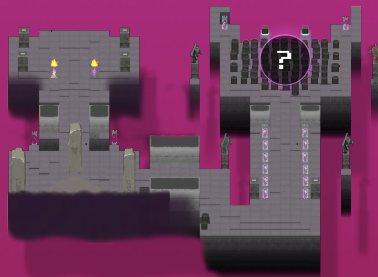
INVASION OF BATH KOL

Two items of interest are found while clearing this dungeon. The first, **Blink Orb**, stacks with the Blink Orb from The Catacombs to allow Roq to warp over gaps blocking progress. The second, **The Kilobomb**, is dropped by the boss, Bath Kol, upon its defeat. The dungeon's **Demon's Tooth**, rather than being dropped by the boss, is located somewhere within the dungeon.



#10: THE TOWER

The Tower is the name for the final dungeon which always shows up as the ninth dungeon regardless of the chosen seed. It is numbered the ninth dungeon, but technically considered the tenth because of the previous dungeon aboard Songbringer. Its Overworld entrance is a triangular door which only opens when it scans a particular person.



DOMAIN OF METATRON

Two items of interest are found while clearing this dungeon. The first, a **Matter Bomb Container**, drops from the first boss. The second, a **Demon's Tooth**, drops from the third boss. There is a secret stash of items hidden behind the brains on the second to last floor. Players can save progress before the final boss fight on the last floor.



Enjoy the soundtrack on Bandcamp

<https://wizardfu.bandcamp.com/album/songbringer-original-soundtrack>

Learn more on the official Songbringer Wiki

<http://songbringer.gamepedia.com/>

Play Songbringer for PC, Mac and Linux

<https://store.steampowered.com/app/367080/Songbringer/>

Play Songbringer on Nintendo Switch

<https://www.nintendo.com/games/detail/songbringer-switch>

Play Songbringer on Xbox One

<https://www.microsoft.com/en-us/store/p/songbringer/9pj4s2q7d5n7>

Play Songbringer on Playstation 4

https://store.playstation.com/en-us/product/UP4415-CUSA05851_00-SONGBRINGERBUND1

Play Songbringer on GOG for PC, Mac and Linux

<https://www.gog.com/game/songbringer>