



Island Saga Full Walkthrough (All 50 Quests)

Posted on May 21, 2020 Games: Island Saga



If you play Island Saga and looking for a 100% walkthrough, this guide will help you out, all 50 quests, the harem ending and extra solo missions are all explained in this article, let's check them out.

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Foreword

If you can't find a Quest, ask Emil at the Guild – most come from her, or try Granma, if still nothing complete any you have available or ask the cat outside the Guild "Where to go?" It will give you a hint.

If at anytime something doesn't trigger or the character doesn't jump up or down a cliff, remember to hit Enter.

Make sure to COMPLETELY finish Beginners Cave so the game progresses. If you don't you might not be able to finish Quest 8.

How to complete Beginners Cave FULLY:

RECENT POSTS

[YOU and ME and HER: A Love Story Complete Walkthrough \(All Endings\)](#)

[We Went Back Complete Walkthrough Guide](#)

[Those Who Remain 100% Walkthrough Complete Achievements And All Endings Guide](#)

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- First collect the Perle Gem as instructed, when you return to the Guild you have the option to do the Lost Child quest – I suggest you do it (it isn't difficult).
- After you return from Lost Child quest you can start accepting quests from Emil at the Guild.

(**NOTE:** You can complete Quest 2 at the same as fully finishing Beginners Cave so go accept it)

- Return to Beginners Cave and go through the door in room you got the Perle Gem



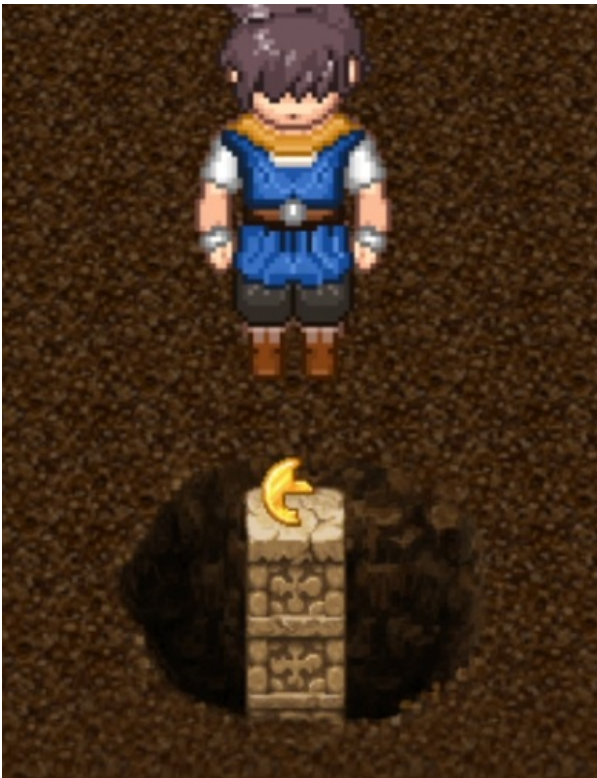
- Enter the middle cave



- Follow the path round, at the end go up to see a quest marker and 3 stone pillars, activate the middle one (press Enter)



- Claim the Gold Key Circle thing



- Take it to Emil at the Guild (The reason Iris is nude here is... well finish the game once and start NG+ 😊 all the female party members are nude they just aren't in the screenshot)



- Go to Granma's House (appears as ??? on the world map) and talk to

her



- Go to the Ruined Temple



- Go through the Temple to end, and put the Gold Circle thing in the slot



- Watch Cutscene, then go back and talk to Granma

**You should now be able to finish Quest 8 and accept more from Emil!
Quests 1 – 10**

Quest 1: Package Delivery!

Talk to Marie in the Residential district.



Return to Guild and speak to Dory.



Quest 2: Striped

Heirloom!

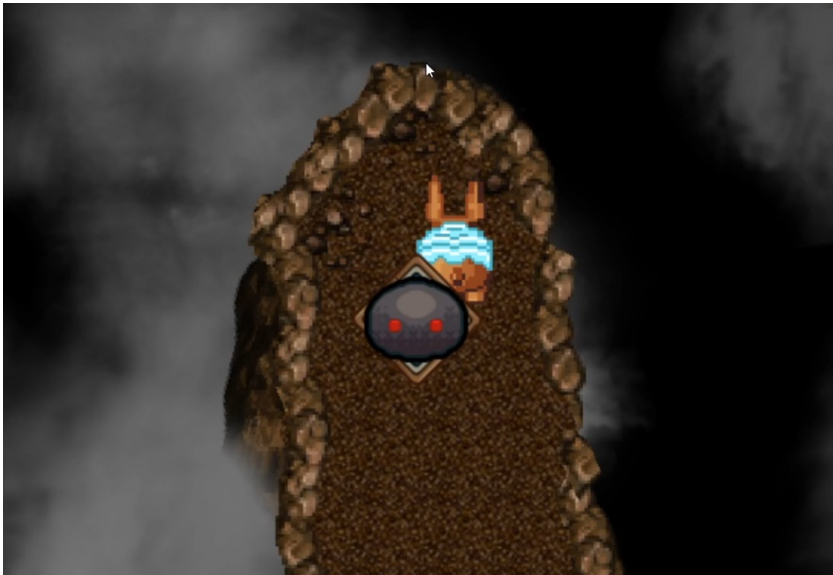
Go back to Beginners Cave, to where you found the Perle Gem and open the door.



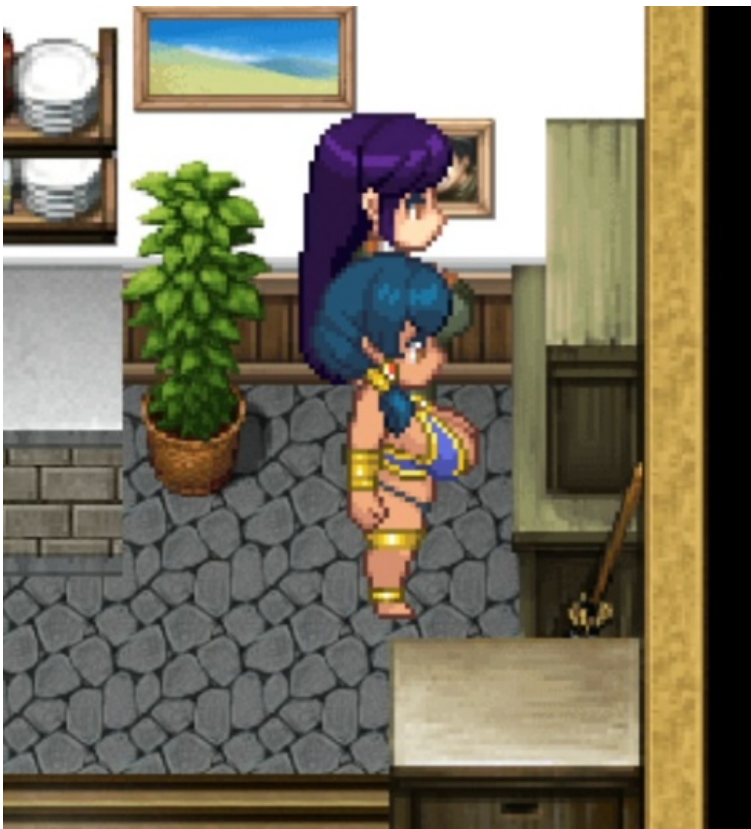
Go to the far right cave in the next room.



You'll see the rabbit, just defeat it and you'll get the panties.



Go to the far left house in the Residential district and speak to Xena.



Quest

3: Find the Ingredients!

Go to Star Path, go north, in the next area with the little pond go along the top right path to find a bee – defeat it to get the **Golden Honey**.



Go back to the pond area, and go north again then turn left in next area and go to the white tree to get the **Snow-White Tea Leaves**.



Return to Jilsen in the Guild. **Quest 4: Rat Infestation!**

Go to the Outskirts and into the first house, go down into the hole



Follow the top path, until you reach the boss room. (You'll also get a H-Scene) Defeat Boss Rat.

Return to Mosh in the Guild. **Quest 5: Water Problem!**

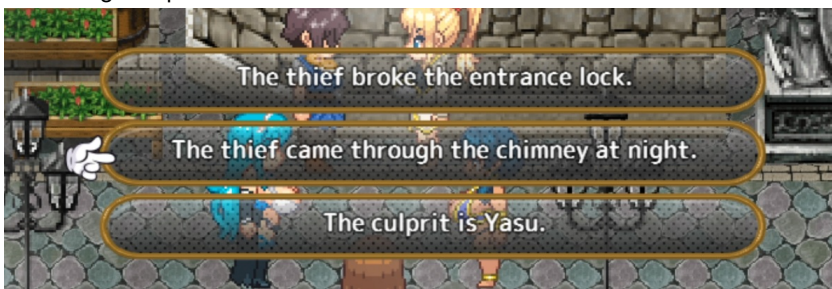
Go to Gilgamesh and enter the sewer. Follow the center path around and then enter the double door room.



(H-Scene will play) Defeat Slime Boss, and go back to Gilgamesh in the Restaurant. **Quest 6: Catch the Thief!**

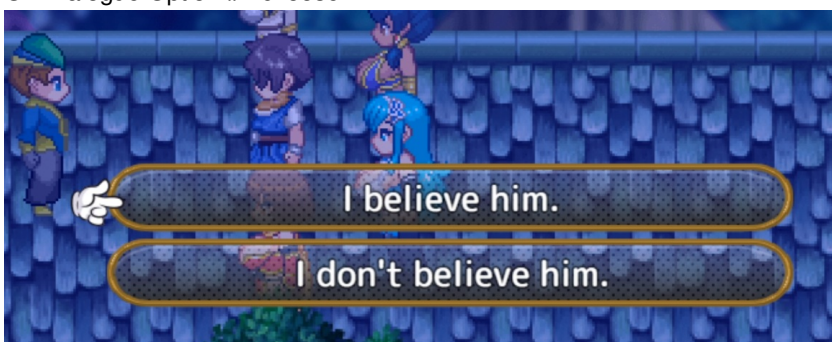
Speak to the Planeis in the house next to Love Park. Then Rose in the outskirts. And finally, Madam Puss (you need to speak the guard outside her house first).

On Dialogue Option #1 choose:



Walk to the chimney in your house to go to the roof.

On Dialogue Option #2 choose:



Quest 7: The Wondrous Seashells of Lake Kalby!

Go to Lake Kalby and look for the two twinkly locations.



Return to Eldia and talk to the couple on the bridge.

Quest 8: Save the Wiped Party

Go to Southern Caverns. Follow the right path round to the fallen party. Defeat the boss. Return to Emil in the Guild and choose “Report” to hand the quest in. (If it isn’t available check you have finished Beginners Cave fully – see “How to complete Beginners Cave FULLY” in the Foreword)



Quest 9: Monster Hunt!

Go to Star Path. Go north, then take the southern path, keep going south and follow it round.

(H-Scene triggers) Go up the steps and follow the path, defeat the Manticore (you can exit quickly by going north after the Manticore)

Return to Emil in the Guild and choose “Report” to hand the quest in.

Quest 10: Find the Cooking Ingredients!

South of Gilgamesh Restaurants, speak to Massul for the **Dawn Chicken**.

Go to Star Path. Go north, then take the southern path, go east across the river and defeat the bee for the **Honey**.



Go to Forest of Love. Go all the way south and turn left for the **Apple**.
Cutscene plus a H-Scene triggers.

Return to Gilgamesh at the Restaurant.

(After you finish Quest 10, Emil in the Guild has Quest 15 available. This quest is good to do early to get the **Shiny Bell**)

Quests 11 – 20

Quest 11: Find Me!

Hiding Spot 1: Weaponsmith shop between 2 boxes.



Hiding Spot 2: Guild building behind the barrels at the back.



Hiding Spot 3: At Love Park in the trees.



Quest 12: Find

Twinkling Ore!

(If you did the "Lost Child" Quest at the start then the **Light Stone** is the cave in that room at the end).

Go to Western Cave. Go south to the next area, then south again and follow it round. Go into the cave to see the **Light Stone**.



Go to the house right of Love Park and talk to Oubil. **Quest 13: I Lost My Signboard!**

(I recommend completing Quest 15 before this one, the **Shiny Bell** will make it a lot easier – but it is doable without)

Talk to Oubil (house right of Love Park)

Go to Mt. Harvey – climb to the top – pretty much just head north. At the top you will have 30 seconds to go to the circle and throw the **Shiny Bell** over the side. (If the time runs out the bird attacks) (I have 2 because this was a NG+)



(There is a Formation Scroll on the ground after you get the Signboard – don't forget to pick it up)

Return to the Weaponsmith. **Quest 14: Weapon Test!**

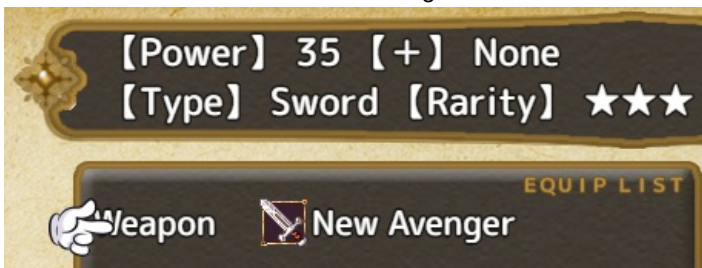
Talk to the Blacksmith to receive Avenger sword.

Equip it on a character and battle with it (you don't have to actually use it just have it equipped)

After battling return to the Blacksmith.

NOTE: There are 3 possible outcomes!

Outcome 1: 1-100 Battles – New Avenger



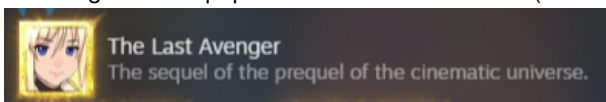
Outcome 2: 101-200 Battles – Avenger Max



Outcome 3: 201+ Battles – Last Avenger



^ Getting this also pops the Steam Achievement (The Last Avenger)



Quest 15: Enabling

the Smell Fetishist!

(After you complete Quest 10 this one will be available)

Boots: Lake Kalby on the beach



Shirt: Star Path where you defeated the first bee ion Quest 3



Gloves: Western Cave, go south and in the next area, turn left. There is a hidden path in the lower wall to follow round to the room.



Return to Guild and talk to Heart. **Quest 16: Find the Rosary.**

Go to the sewers next to Gilgamesh. Follow the same route as Quest 5. Defeat the Boss. Speak to Zabel outside the Inn.

Quest 17: Fix the Floor!

Go to Forest of Love.

Go south then turn right and go under the trees.



Enter the tree, and get the wood.



Return to Buton in Roast Pork Restaurant.

Quest 18: Monster Hunt at Mt. Megalith

Go to Mt. Megalith and climb to the top.

Defeat the boss.

Return to Emil in the Guild and choose "Report" to hand the quest in.

Quest 19: I Need Staff!

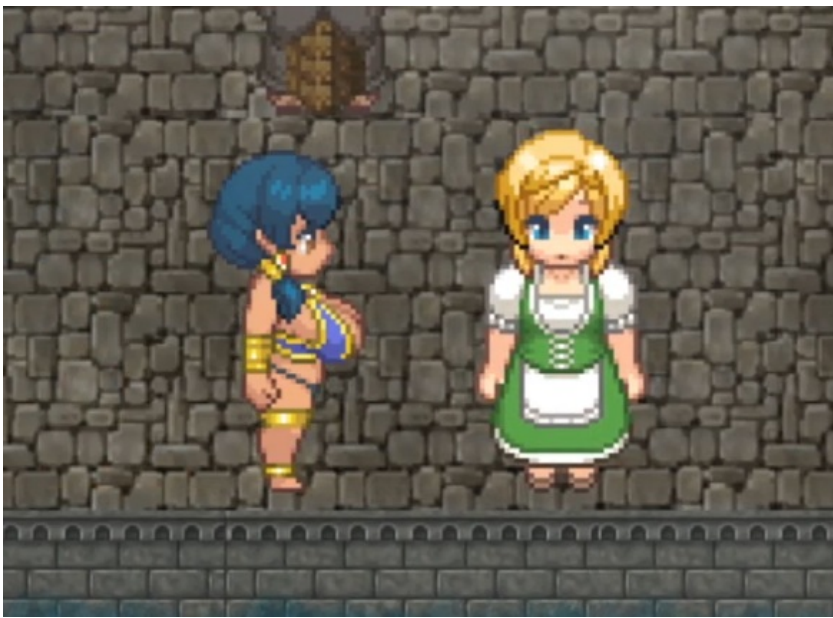
Worker 1: Outside Roast Pork



Worker 2: On the bridge



Worker 3: At the Port



Return to Gilgamesh at the Restaurant.

Quest 20: Set Up the Return Crystals!

Go to Big Cave. Walk around the cave and place all the crystals in the exclamation points.

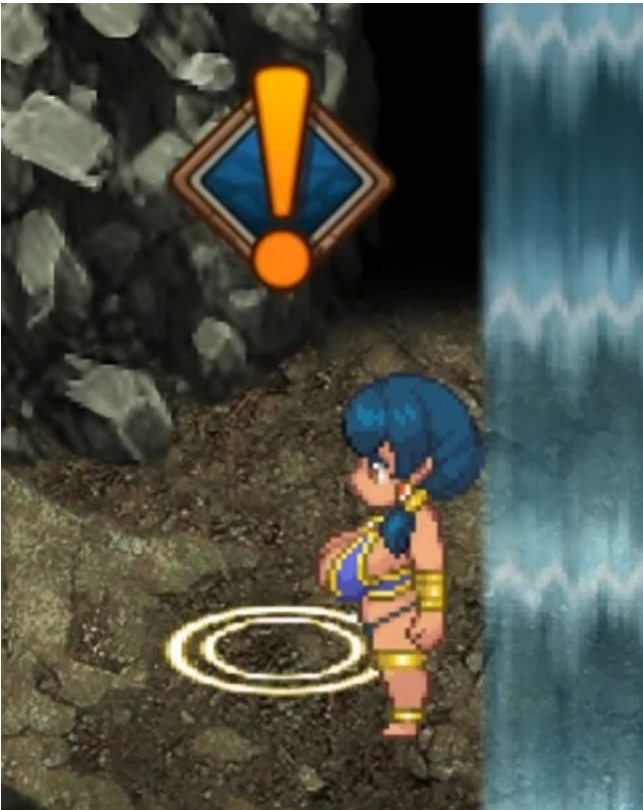
There is one in the entrance area:



Go into the north entrance from there, there will be another point to the left:



Head south, in the next area go up the stairs and place the crystal to the left,



Back down the stairs, turn right, down the other stairs, and enter the first cave.



Go in to the second cave, and go to the island with the ! mark, fight the boss, and place the last crystal.





You can then use that crystal to return to the entrance of Big Cave.
Return to Emil in the Guild and choose "Report" to hand the quest in.

Quests 21 – 30

Quest 21: Find the lost Cat! Sister Maria

Go to the Church.

Look around all the rooms.

Leave the church and visit Granma.

Return to the church and talk to Sister Maria – get Johan's Toy.

Go back to Granma, then return to the church and talk to Sister Maria. **Quest**

22: The Search for Shiny Gems!

Go to Big Cave.

Purple Gem: Near the second crystal you placed in Quest 20



Red Gem: Up the stairs and in the cave behind the 3rd crystal of Quest 20



Blue Gem: On the left island in the water cave (where you fought the boss and placed crystal in Quest 20)



Return to Asuka in the Armorsmith.

H-Scene Triggers **Quest 23: Help From Seagulls!**

Go to Coastal Cave. Go to the end of the cave, more or less go north, south, south, enter cave behind waterfall, go south.

Return to the port and talk to Erza.

H-Scene Triggers **Quest 24: Newbie Training!**

Go to Beginners Cave and talk to the Adventurers outside.

Go to the place you got the Perle Gem originally and enter.



Go out of Beginners Cave.

2 H-Scenes will trigger **Quest 25: Find my Black Bag! (If he isn't there keep doing other quests until he appears)**

Speak to the Mysterious Man outside the Weaponsmith



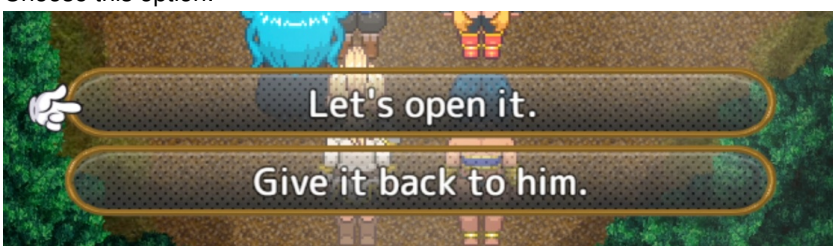
Go to Star Path. Go to where you found the first Honey Bee and Heart's Shirt, There will be a new path.



Follow the path round.

H-Scene Triggers when you get to the bag.

Choose this option:



You'll be teleported back to Eldia – quest is done.

Quest 26: Escort Potton the Explorer!

(Before doing this make sure you HAVE 10,000+ Gold)

Go to the Ruins.

North, north, south, east, east, east, north, enter the ruins.

After the battle choose this first:



Then this **(This is why you need 10,000 Gold!)**



Quest 27: Find My Cards!

(There will be a Map Marker on Mt. Megalith when this quest is available.)



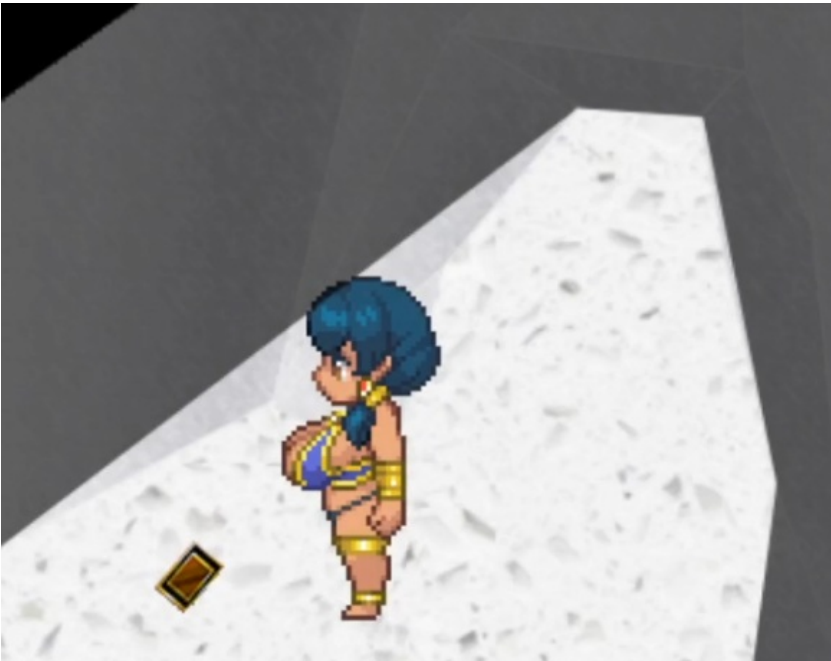
(You NEED the item from this Quest in order to complete Quest 32 fully)

Climb to the top and speak to the guy. You need find 3 cards.

Card 1: As soon as you go down the steps.



Card 2: In the cave to the right of Card 1.



Card 3: Go down another level and it's outside the other cave.

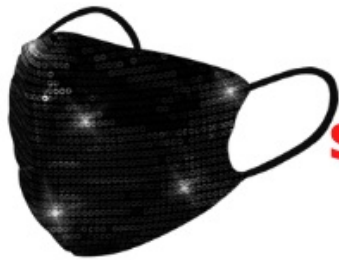


Return to the guy at the top to receive **Card of Resurrection**.



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Quest 28: Monster Hunt on the Plains!

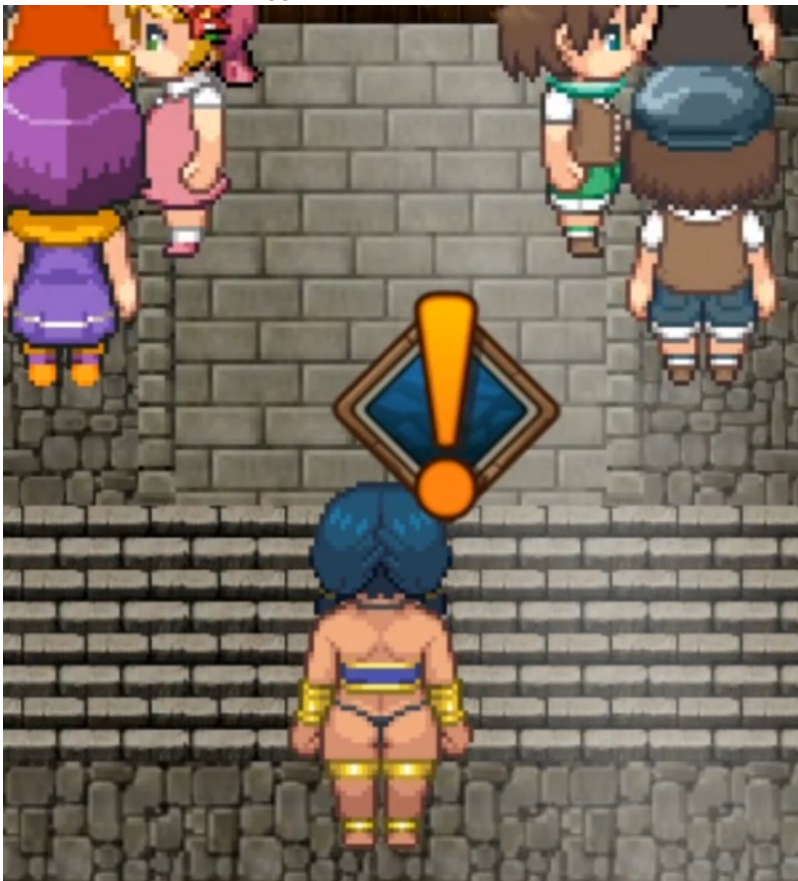
Go to Angela Plains.

Kill all the monsters you see – they **DO NOT** respawn so don't worry.

Return to Emil in the Guild and choose "Report" to hand the quest in.

Quest 29: Teachers At Sunday School!

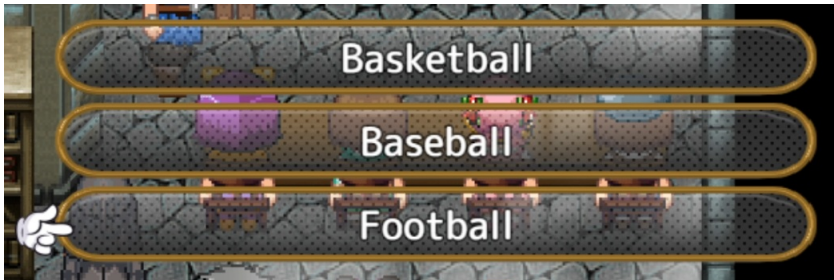
Go to the Church and trigger the marker outside.



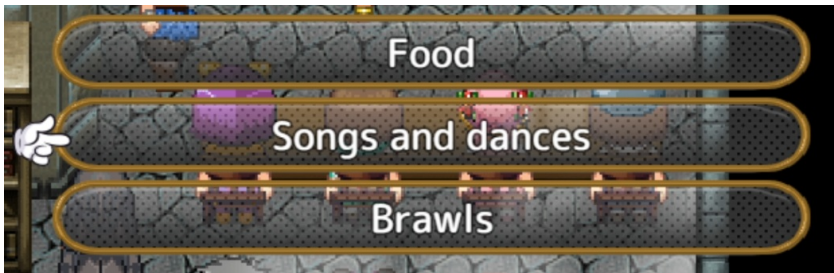
Question 1:



Question 2:



Question 3:



Question 4:



Question 5:



After Question 5, quest finished.

Quest 30: Follow the Sound!

Go to Home in Eldia, and trigger the wait until night quest marker.



You're teleported to the sewers, follow the path straight forward and through the door. First take the left path at the statue and follow it round – turn the wheel.





Return back to the Knight statue room, but take the right path and follow it round and defeat the boss.



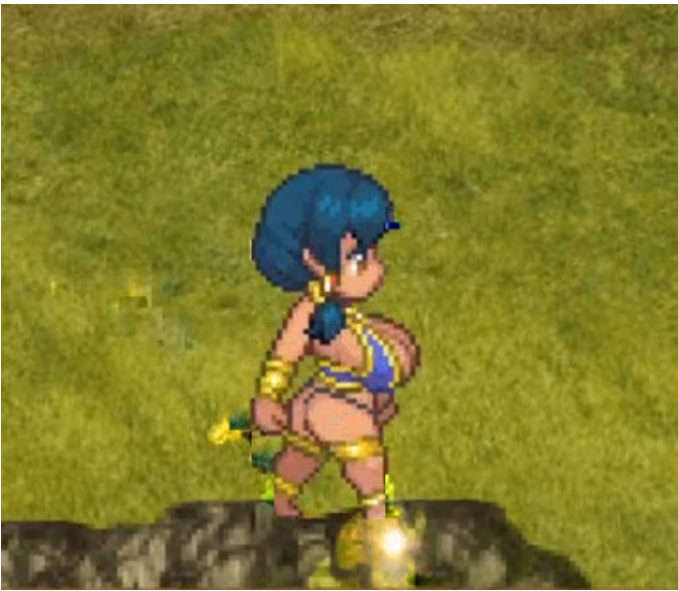
Return to Emil in the Guild and choose "Report" to hand the quest in.

Quests 31 – 40

Quest 31: Gunpowder Ingredients!

Go to Angela Plains.

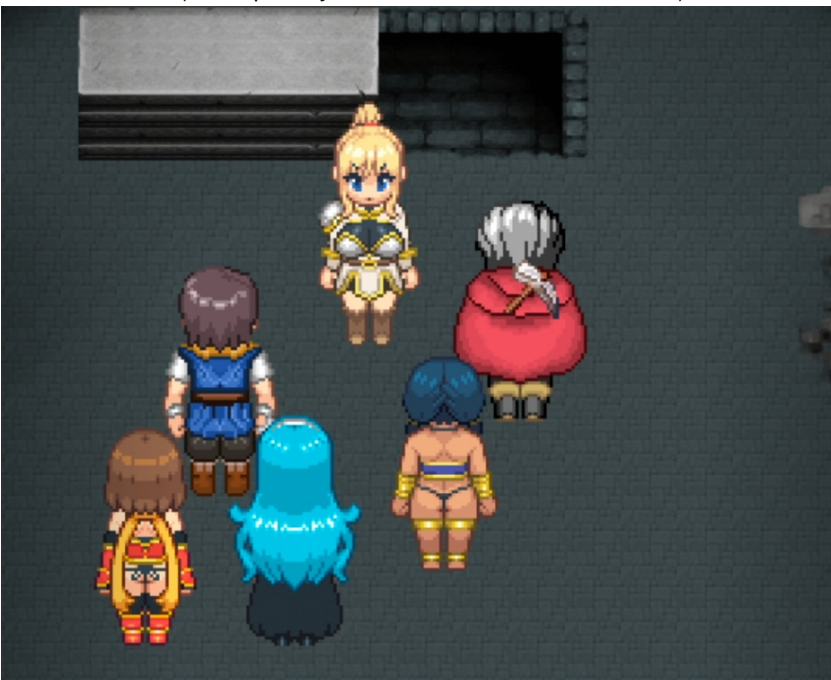
Sulphur: Go to the right area and pick up the yellow shiny thing on the wall.



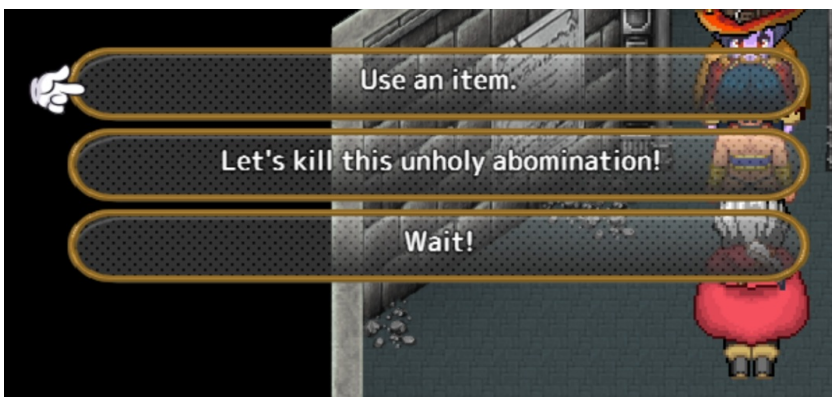
Niter: Go to the left area and pick up the grey shiny thing on the rock on the lowest level,



Return to Edison in the Outskirts. **Quest 32: Where's My Friend?**
(Make sure you **HAVE COMPLETED** Quest 27 and have **Card of Resurrection** before doing this Quest)
Go to the Ruins (same place you went with Potton in Quest 26)



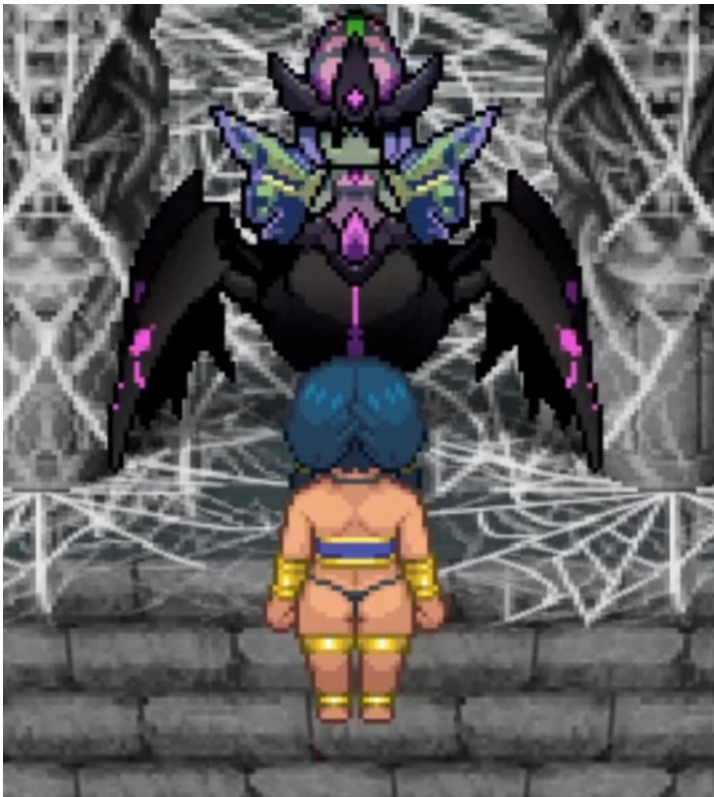
Follow the path round and trigger the marker. Choose:



Card of Resurrection

Quest finished.

(Immediately after this Quest go up into the next room and defeat the spider – save before just in case – you will get Silver Strings; this is needed for later and saves you coming back).



Quest 33:

Any Squishing at Maitsu!

Speak to the Mayor, then speak again. And choose “Yes”.



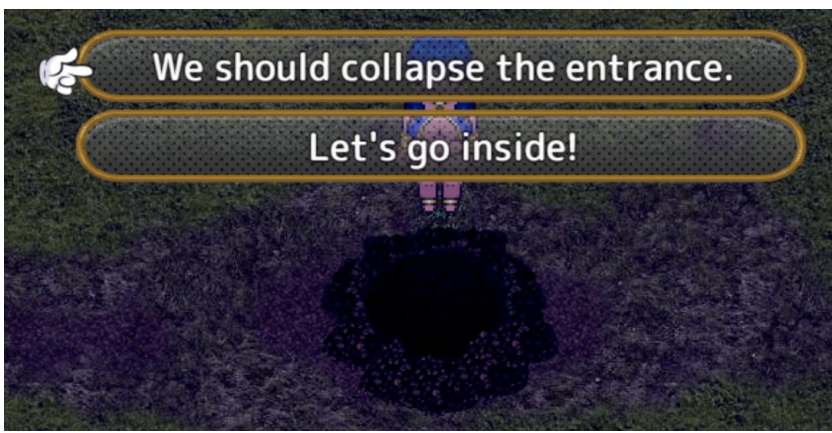
Go to hole and choose:



Go left and down and you'll see a hole on the right, enter that and keep following the path round. Eventually, you'll end up at the boss:



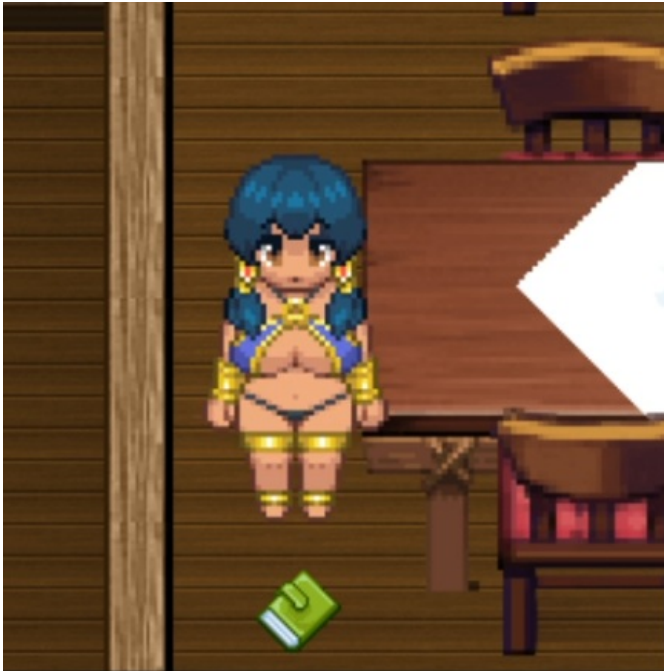
Go back to the surface, go to the hole and choose:



Return to Emil in the Guild and choose "Report" to hand the quest in. **Quest 34: Assist Sally!**

Talk to Sally in the General Store.

Head to Roast Pork Restaurant, the Recipe Book is at the back.



Return to Sally in the General Store.

Quest 35: I'll See You In My Dreams!

Speak to Katia – Reis' mother in Residential. Then go to the Guild to trigger the quest.



Go to Granma, then head to Outskirts and speak to Edison to get **Dynamite**. Then go to Mt. Pachika – use the Dynamite on the boulder.

Climb to the top of Mt. Pachika – pretty sure there is only one path to follow. Get the flower on the top, and head back to Granma to get **Dream Droplet (Tea)**.

Go back to Katia's house and talk to Katia. You'll enter the dream world. Enter the "1 o'clock" room and talk to Kuro on the sofa.



Then follow the rooms in order: "2 o'clock", "3 o'clock", "4 o'clock"
In the "4 o'clock" room, talk to Kuro again.



When you leave again, they'll say what do the clocks mean. Once again go in order:

"1 o'clock > 2 o'clock > 3 o'clock > 4 o'clock"

Once you enter "4 o'clock" room again the layout will change.



Go either left or right and talk to Kuro at the bottom.



Enter the door that appears, and defeat the boss.

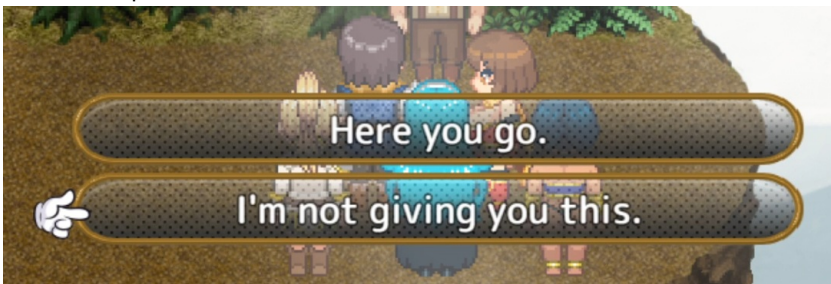
You'll exit dream world and quest is finished.

Quest 36: The Carriage!

(There will be a Map Marker on Mt. Megalith when this quest is available.)



Go to Star Path, in the first area, go south east and speak to the Merchant.
Head down the cliff and go to the carriage.
You'll end up back with the Merchant, choose:



Defeat the Thief – quest finished.

Quest 37: Save The Three Adventurers!

Go to Tower and climb to the top.
Defeat the boss.
You'll be teleported back to Guild, and quest is done.

Quest 38: Deep-sea Treasure!

(Go to the Port to trigger the Quest)



Talk to Erza again and choose "Yes". Defeat the Sea Serpent.

Head to Granma and speak to her, then head to the pier on Lake Kalby.

Defeat the Thieves to receive **Mermaid Scale**.

Head back to Port and speak to Erza, and choose "Let's Go".

On the sea floor, head south, south west then follow it round, defeat the Sea Serpent again to finish the quest.

NOTE: You can return to the sea floor anytime by re-talking to Erza.

Quest 39: Find the Song of Love!

Go to the church and talk to Sister Maria.

Go to Rubeus. Head east, then keep heading north, then north west to find the quest marked building. Enter and defeat the boss and you'll return to the church and quest completed.

Quest 40: Defeat the Count!

Go to Mt. Koltz. You need to head on the eastern path.

Trigger the quest marker on the dragon.

Watch the cutscene, then defeat the boss (twice – Riritou then Countess).

Main Story finished – Receive **Love Rheid**.

Quests 41 – 50

Quest 41: Cavern Expedition!

(Need to complete Quest 40 before this is available)

Go to Unknown Grotto.

Follow the path round, when you have 3 caves – the one on the right leads to the rest of the grotto.

Keep following round and defeat the boss and place the crystal.

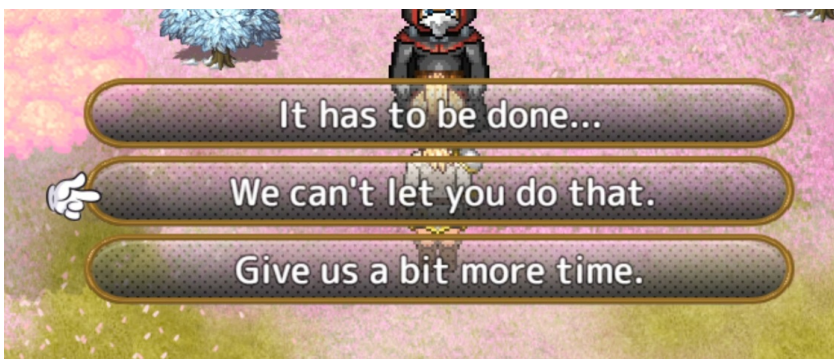
Quest finished. (You can use the crystal to return to the entrance)**Quest 42:**

Cross the Desert of Perish!

(To start speak to the guy outside Guild – you might need to do the **Solo Quests** for him to appear – see **EXTRAS**)



Go to the Desert of Perish, and just head west. In the cliffs area, head all the way south then head all the way west, then north. Talk to Katsumata and choose:



Defeat him and a H-Scene will trigger. **Quest 43: Bouquet for my Mom!**

There are 7 flowers to collect:

Red Flower: found automatically during cutscene.

Yellow Flower: Outskirts in Eldia



Green Flower: Lake Kalby



Purple Flower: Ruined Temple



White Flower: Beginners Cave



Orange Flower: Star Path



Blue Flower: Granma's House



Return to Guild and talk to Mylene to finish. H-Scene triggers after.

Quest 44: Find My Guest!

Go to Crosbel.

There is a H- Scene to get, in the first area go north and enter the building. Iris and the MC will do a duo mission. Go to the top of the house and trigger the ladder marker.



Defeat the boss, and get the H-Scene.

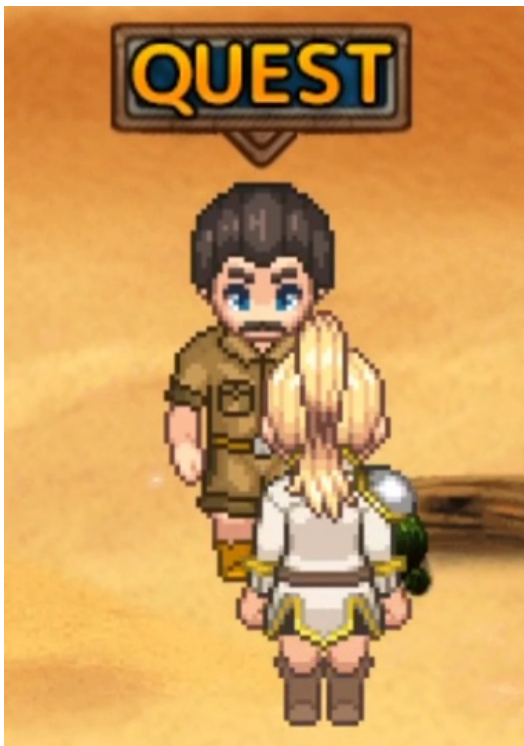
Head all the way back down and use the ladder to get out.

Once out head east, then keep heading north and enter the building.

Defeat the boss and you'll return to Michelle in the Inn.

Quest 45: Mirage!

Speak to the guy in the desert (appears after you finish Quest 42 I think)



First head all the way west to the cliffs then return to the area with the Quest giver.

Head south to go to another part of the desert.



Head east to the edge, then all the way west to find the Oasis.



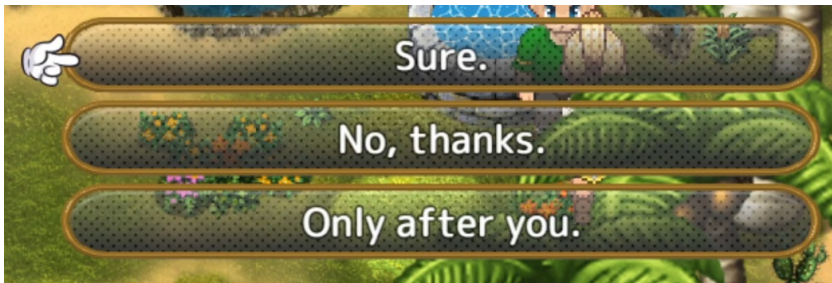
Enter the Oasis and go to the little island for the flower.



BEFORE LEAVING, there is a H-Scene to get here:
Talk to the guy near the well.



Choose:



Then:



Enter the temple and trigger the marker to trigger the H-Scene.
Return to the Quest giver and finish the quest.

Quest 46: Meet the Fairies!

Talk to Granma.

Go to Mt. Pachika and climb all the way to the top.

You need to collect the **Harp** and **Ocarina**.

Go speak to Granma again.

After finishing Quest 48. Go back to the Forest of Love where Elk got the flower, and jump up the cliff and go into the cave to find the **Ocarina** and complete the quest.



Quest 47: Heartstrings!

(This quest will trigger after speaking to Granma again in Quest 46)

(If you defeated the spider boss after Quest 32 and have Silver Strings already this you will instantly get the Harp after speaking to Bahhan and complete the Quest)

Head to the Church and speak to Bahhan.

If you don't have the **Silver Strings** go to Ruins and down the stairs to end and defeat the spider boss.



Then return to the church and talk to Bahhan.

Quest 48: Courage Test!

(This quest will trigger after speaking to Granma again in Quest 46)

Go to the Weaponsmith and talk to the Elk.

Go to Forest of Love, this time go south all the way then go right, go up between the trees and you'll see the quest marker. After cutscene, quest is finished.

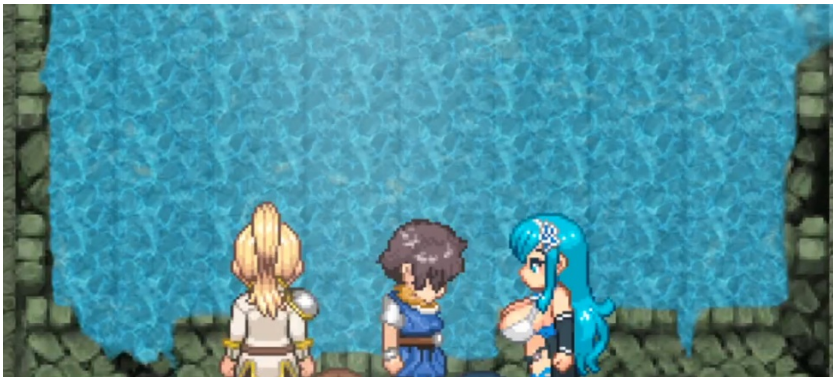
Quest 49: To the Fairy's Village!

Go to the top of Mt. Pachika.

Then go talk to Bahhan in the Church.

Go to Love Central (Previously Ruined Temple), and back to the fountain where you first saw the dragon at the start of the game.





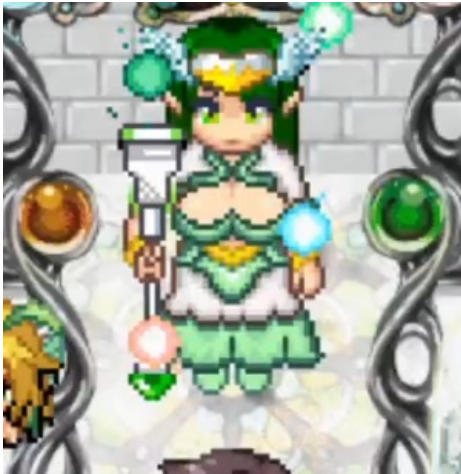
After the fountain, you'll teleport to the top of Mt. Pachika, go along the road to Fairy's Village and quest is done.

NOTE: In Fairy Village speak to this Fairy to get a Formation Scroll.



LAST Quest: Eureka's Treasure!

Speak to Titania in Fairy Village to start and end the quest



Quest 50: The Hidden Treasure!

Talk to Titania and enter Eureka.

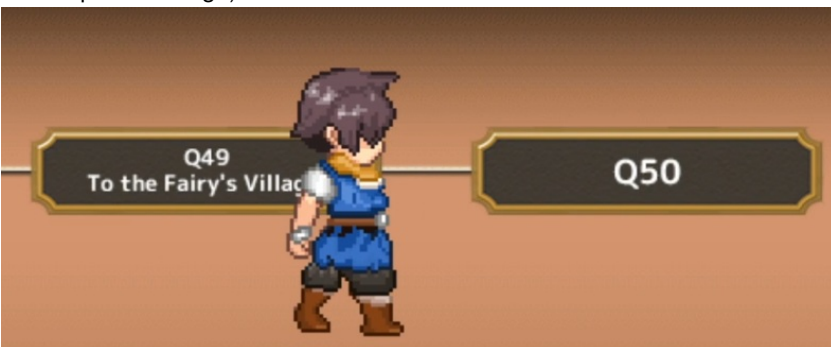
Take the left door and follow the paths round until you get to the teleporter.



Take the teleporter, then follow the path round again to the final room, take the Eureka Purple Gem to trigger the boss fight (**save before**)



Defeat the boss then leave Eureka, via the same path you came in by. Speak with Titania again to finish the quest (The Flow Chart doesn't show it as completed though)



ALL QUESTS DONE – ONLY ONE THING LEFT!
Harem Ending & EXTRAS (Solo Missions)

HAREM ENDING:

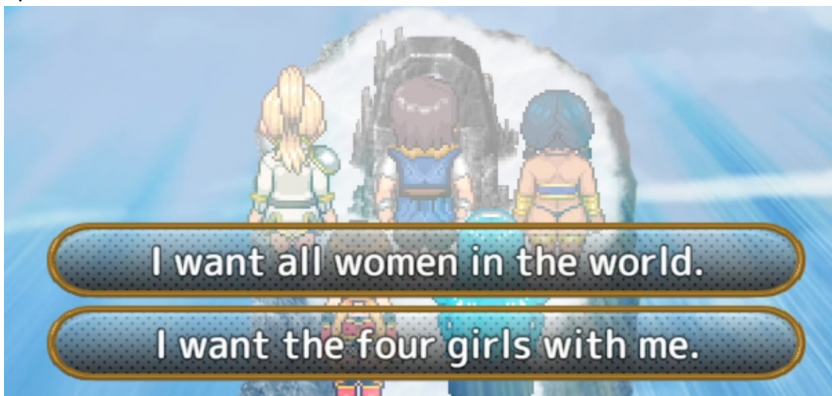
After finishing Quest 50, return to the top of Mt. Pachika, and go to the stone



Place both **Love Rheid** and **Eureka** into the stone.

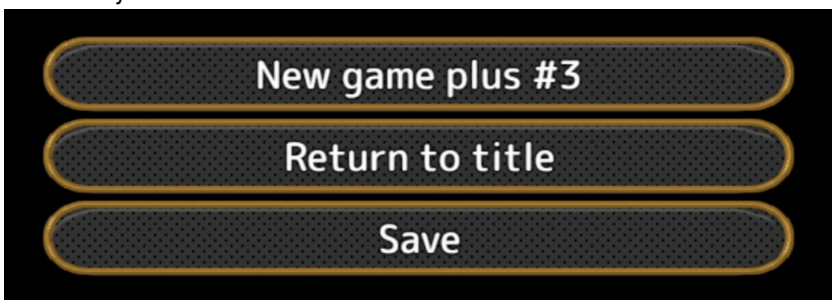
SAVE THE GAME.

Then activate the stone again, choose “**Yes, I did**” then there will be 2 more options:



First option will play a cut scene then take you back to the main menu.

Second option will play the **Harem Ending** plus pop a Steam Achievement, followed by:



If it is your first time finishing the whole game, it'll say “**New game plus #2**” this was my second time so #3.

Choose one of the options and you're FINISHED!

EXTRAS (Solo Quests – All are done Eldia) – Provided by Remtairy in the patch.

I did all of these after I finished Quest 37.

=== Romance Events

Press the key for Solo Mode. (By default: TAB Key)

Note that some events require a certain quest to be completed before they are available.

- Iris
- 1. Iris's Bedroom
- 2. Park
- 3. My Home's 3rd Floor
- Nadia

1. Roast Pork Restaurant
2. Nadia's Bedroom
 - Sophie
1. Guild
2. Harbor
3. Protagonist's Bedroom
 - Sakura
1. Bathroom
2. Protagonist's Bedroom
3. Kitchen

That's all we are sharing today in Island Saga Full Walkthrough (All 50 Quests), if there are anything you want to add please feel free to leave a comment below and we'll see you soon.

Credit to [Jessie](#)

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2 thoughts on “Island Saga Full Walkthrough (All 50 Quests)”



Kuma Yamato says:

May 22, 2020 at pm11:44

Now I don't know about other magics, but I will say this, the light ability

“day break” is overpowered, I am glad I had focused on light, it is a 100% insta kill ability and no immunity unless you’re a light dragon maybe. Or have light immunity or something, then I think it wouldn’t work but so far it was my saving grace against the quest 40 boss.

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crudgy says:

May 27, 2020 at pm2:13

Even the walkthrough is as vague as this shitty game.

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