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SUDEKI™

Prima's Official Strategy Guide

Debra Lockridge



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● *The Battle between Light and Darkness Has Begun!* ●

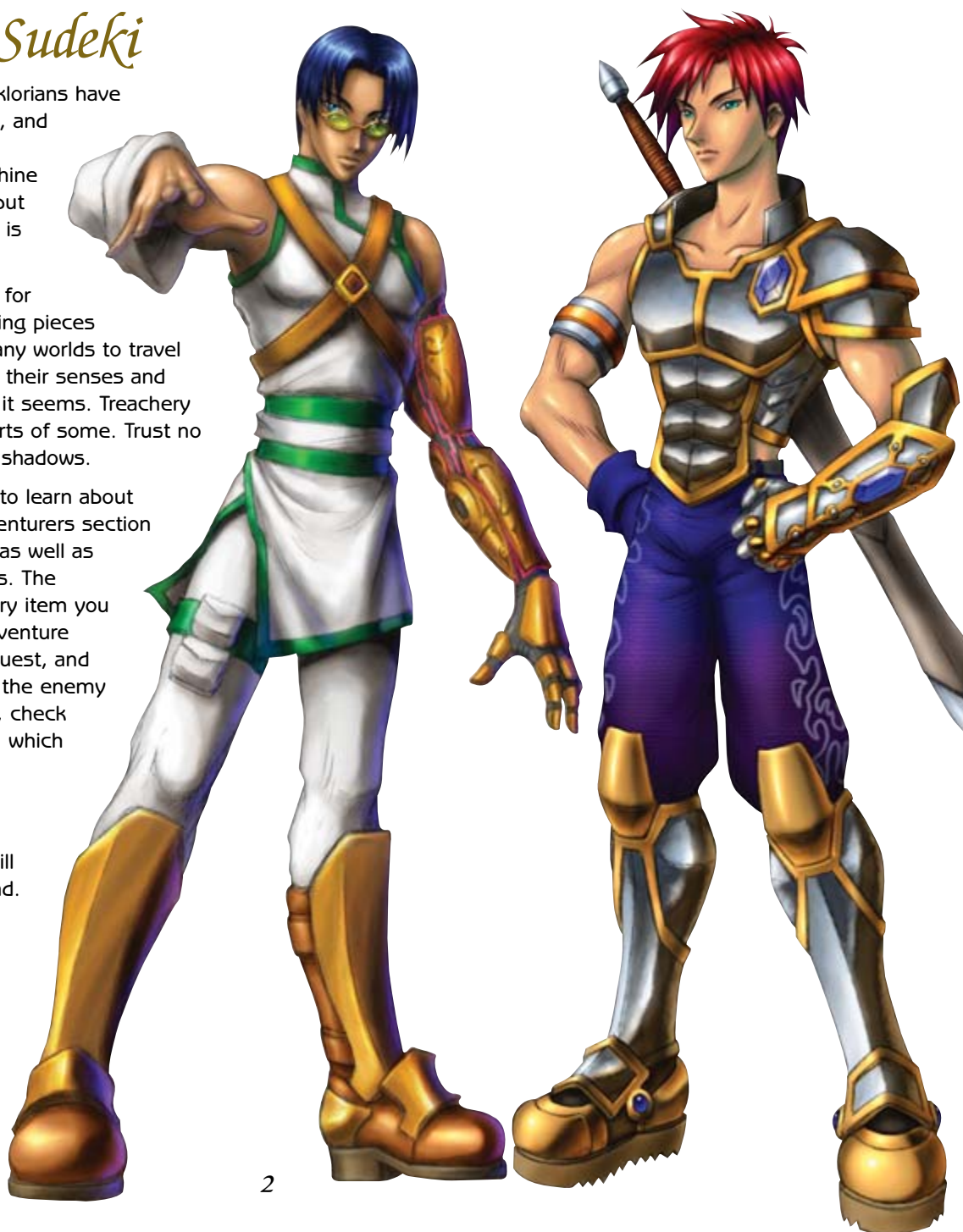
Welcome to Sudeki

A war is raging in Haskilia. The evil Aklorians have laid waste to the Illumina countryside, and soon they will assault Illumina. The people's only hope is a mystical machine that can resist the Aklorians' power, but time is running out, and the machine is not complete.

Tal and his companions must fight for queen and country and find the missing pieces before the end arrives. They have many worlds to travel and evils to conquer. Battle sharpens their senses and improves their skills, but all is not as it seems. Treachery and betrayal lurk deep within the hearts of some. Trust no one. No one knows what lurks in the shadows.

Refer to the Game Basics section to learn about questing and using abilities. The Adventurers section provides all the stats for the heroes, as well as their unique Special Skills and abilities. The Items section lists and describes every item you can find. The quest begins in The Adventure section. Discover every quest, side quest, and battle strategies guaranteed to leave the enemy weeping. When vicious beasts attack, check out the Enemy Compendium section, which lists every creature, its stats, and its immunities.

The battle has begun. Destiny has brought you to this point, but only skill and knowledge will see you to the end. Grab a sword, don some armor, and prepare for a war between titans in a world of light and darkness.



Exploring Sudeki

Exploration

To complete their quest, Tal and company must venture throughout Haskilia and other worlds. Along the way they meet a variety of people and discover clues that guide them to their final destination.

Interacting with the World



Keep an eye on the screen's bottom-left corner while exploring. Special text boxes often appear in this area, such as "Talk," "Climb," "Break," "Open," "Locked," or "Check." When one of these options appears, you can interact with something such as an NPC, chest, door, or other object.

"Break" and "Open" allow the party to check objects such as chests, boxes, vases, and barrels for random items. "Open" also can refer to a door that can be opened. "Locked" refers to doors that cannot be opened without a key, and in some cases, not at all. "Talk" initiates a conversation with an NPC. "Climb" is used to scale ladders. "Check" appears whenever an unusual object is nearby. Most of the time it provides additional details on the object and helps to set the flavor of an area, but every now and then it uncovers hidden treasures.

Conversing



Speak with NPCs. They provide clues to keep the story in motion, and they present side quests that deviate from the main path and provide experience and extra items, some of which are important to unlocking the best weapons. Converse with an NPC by approaching him or her and pressing **A** when the "Talk" option

appears in the screen's lower-left. The NPC's text appears along with one or more potential responses. Try out every possible response. You never know what might spark a side quest or reveal an important tidbit of information. Talk to everyone. The most insignificant-looking character may offer an important task.

Quests



Quests are any task given to the party by an NPC or one of the party's members. They can take any form. Someone might be searching for a specific item, an important character may need assistance in reaching a new location, or there may be a powerful enemy you must destroy before peace can be restored. Once received, quests are added to the "Quest Log" in the pause menu, and you can check them at any time until completed. Use the "Quest Log" to refresh your memory if the party is aimlessly wandering around. Each time a part of a quest is completed, the information in the "Quest Log" is updated to reveal the next step. This is useful, especially if you must take a long break from the game.

Why quest? It keeps the story moving. Quests also provide useful items and equipment, but more importantly they provide lots of experience. Speak with NPCs to find side quests throughout the adventure. Also return to areas previously explored. NPCs you have already spoken to may have new things to say, or need an adventurer's services.

The party may collect "Quest Items" while exploring. You can view these in the "Valuables" area of the pause menu. You cannot sell quest items. They're for the purpose of completing a quest. Once used, they're normally removed from the party's inventory unless you can use the items multiple times, such as a key.



Character Abilities

Each of the four main characters has a unique special ability. Tal can move large objects such as statues or crates. Ailish can make invisible objects appear and some obstacles vanish. Buki uses her steel claws to climb walls. Elco's rocket pack allows him to fly for a limited amount of time. These abilities are important and are used often throughout the game to solve puzzles and find valuable items.



Tal: Moving Objects



You must move many objects throughout the game. These items are marked with a handle on the side. Approach the object you must move, and the "Grab" option appears in the screen's bottom-left. Press and hold **A** to grab the object. Move the object by pushing forward or back on the joystick. Most objects can be moved in multiple directions, but Tal can only push or pull. He can't pull an object backward when

doing so would pin him between the object and another obstacle, such as a wall. Experiment with moving objects in several directions when solving puzzles.

Ailish: Dispel

Golden fairies fly in unusual places. These fairies mark hidden objects or obstacles. Select Ailish and press **LD** to enter first-person perspective. Look for the ghostly shadow of an object within the fairies, and the "Dispel" option appears in the screen's lower-left. Press **A** to make the object appear or dissolve into nothing. This is critical for revealing new paths and for solving many puzzles where a critical piece may be invisible.



Buki: Climb



Buki's steel claws are strong enough to support her weight and sharp enough to pierce certain walls. Look for walls covered in unusual vegetation. Approach them with Buki, and the "Climb" option appears in the screen's bottom-left corner. Press **A** and Buki attaches herself to the wall. She can then climb up, down, and side-to-side. Such walls lead to out-of-the-way areas where there are treasures or switches. Other

characters cannot follow Buki as she climbs, but she never encounters any danger on her own in these situations.

Elco: Rocket



Elco's rocket allows him to fly for a few seconds, which is time enough to cross obstacles such as pits or lakes of fiery lava. But the rocket requires a special fuel, which you must draw from gold crystals found around Maskilia. Stand next to a crystal, and the rocket's fuel gauge fills automatically. Press **A**, and Elco hovers over the ground. Push in any direction on the right joystick, and Elco flies at the same altitude in that direction. It's impossible to increase Elco's altitude in the air, but he drops if **A** is momentarily released. Keep a close eye on the fuel gauge. It empties quickly, and Elco drops like a stone when the fuel is exhausted.



Combat

Combat is also a large part of *Sudeki*. The party must battle often as it travels through the wilderness and other areas infested with a variety of enemies. Battles are the primary source of both Experience Points and items for use or sale. Tal and Buki are close-range fighters with a similar style. Ailish and Elco use ranged weapons they handle in an entirely different fashion.

Close-Range Combat



Tal and Buki use close-range weapons. Tal prefers swords while Buki uses ancient claw-like weapons designed for anthropomorphs. Though they look different, both types of weapons are used in the same manner. **A** launches a vertical attack and **X** performs a horizontal strike. If enemies surround you, press **B** to knock back

- A** - Vertical Attack
- X** - Horizontal Attack
- B** - Sweep (knock back)

any enemies standing next to the controlled character. This sweep attack is weak, but it prevents a monster horde from overcoming a character.

Combos

You can link melee attacks by using the combo bar that appears in the screen's bottom-left corner during combat. Press **A** or **X** and the first circle on the combo bar gets filled with that command. Wait for a blue halo to appear around the second slot and enter another command. Then do the same for the third spot. If your timing is correct, each spot on the bar gets filled with a button command. Incorrectly input commands are marked with a red "X." If performed properly, the combo ends with a special move and the damage caused by each attack is significantly greater. You can perform combos without paying attention to the combo bar, but they'll be weaker and end without the flashy finish. Every combo has a unique ending move with different effects. Try to learn them all, so you can use them in different situations.

A, A, A	X, X, X
A, A, X, X, X, X	X, X, A, A, A, A
A, X, A	X, A, X
A, X, X	X, A, A



Blocking and Dodging



Tal and Buki also can block most incoming attacks when you press and hold **(R)**. Some unblockable attacks pass through these shields, but they're uncommon. Attacks from the back arc are also unblockable, because the shield protects only a character's front side. You can dodge attacks in cases where blocking doesn't work. Hold **(R)** and tap the left joystick left, right, or down and the character performs a roll or flip to dodge the incoming attack. The character is temporarily invincible while rolling or flipping, but can be struck again as soon as the dodging maneuver is complete.

- (R)** Block
- (R) + ←** Roll Left
- (R) + →** Roll Right
- (R) + ↓** Backflip



Ranged Combat

Ailish and Elco use ranged weapons that fire different types of projectiles. Ranged weapons vary greatly in power and speed. You'll develop your own preferences throughout the game, but less power and greater speed is often more effective than a very powerful weapon that reloads slowly.

Press **(R)** to fire a ranged weapon. Note the small bar in the screen's bottom-left corner. This represents the weapon's ammunition. Some weapons can fire only once before they require reloading, but many can be used multiple times before needing a break. Each time a shot is fired, part of the purple bar gets depleted. When the entire bar is consumed, the weapon is empty and it begins to reload. A flashing bar represents this. When the flashing ceases, the weapon is ready to fire.

- (R)** Fire Weapon
- (R)** Aim
- (B)** Sweep
- (X)** Swap Weapons



Ailish and Elco cannot block and must rely on their ability to continue moving while firing. However, they can use a sweep move like Tal and Buki. If enemies surround you, press **(B)** to knock the enemies back. This attack causes little damage, but can be a lifesaver if properly used.

Skill Strikes



Each of the main characters has a set of Skill Strikes that are earned as he or she advances in levels. Skill Strikes do everything from protect the party from harm to cause devastating damage to enemies. When a Skill Strike is used, some of a character's Skill Points (SP) are drained as payment. If the character doesn't have enough SP to pay for a Skill Strike, it can't be used until the character's SP is restored. This is

done using items, resting, or by using a weapon that converts a portion of damage caused to opponents into SP for the attacking character.

Offensive Skill Strikes

Skill Strikes that perform supportive functions such as healing are instantaneous and affect the entire party. Those that damage enemies work slightly differently. When the Skill Strike is activated, a target area appears in front of or around the character depending on the type of attack. Only the enemies within the target area suffer damage from the attack, but it doesn't begin until the target area fills with light, which takes a second or two. Use this time to aim, but be careful not to move so much that the main target slips out of the area of effect.

Character Advancement

Note
 If a character's weapon is enchanted with Runes that convert damage into SP, the character can use Skill Strikes more often without having to consume valuable items.

Spirit Strikes



Spirit Strikes are a lot like spiritual atom bombs. These extremely powerful attacks call upon the power of the four legendary heroes to obliterate enemies, or to rescue the party when death seems imminent. Characters don't begin the game with them, but the god Tetsu grants the party these abilities as they advance. You can use them only when the crescent meter in the screen's lower-right corner is full, and it takes a long time to fill. The meter gradually fills as the controlled character dishes out damage and is harmed by enemy attacks.



As characters complete quests and defeat enemies they're awarded Experience Points. Whenever he or she gains a certain level of experience, the character gains a level. Open the "Advancements" menu from the pause screen and select the character that has recently gained a level. You'll see the character's four attributes (Health, Skill, Power, and Essence) and Skill Strikes. As the character gains a level, he or she receives an orb (or orbs) that appears in the screen's upper-right corner. Use the orb to purchase an advancement in one of the four attributes, or to obtain a new Skill Strike. They can be used for anything as long as the required level or SP amount has been achieved. There's no wrong way to spend the orbs, but it's important to note that characters cannot advance past level 30. It's impossible to acquire every advancement and Skill Strike, so plan carefully. You cannot recover the orbs after you use them to purchase an advancement. Leveling strategies for each character are discussed in further detail in the "Characters" section.

Items

Items come in three basic categories: restorative, valuables, and quest items. Each type has its own purpose.

Restorative Items

Restorative items are potions that heal Health Points and Skill Points, cure negative status effects, and revive those who have fallen in combat. They are in chests and other containers, dropped by defeated enemies, earned for completing quests, or purchased from vendors. You can only hold so many restorative items at any moment. You can sell them to vendors, but at only half of their value.

You can use these items in or out of combat. Outside of combat, either press **Y** to open the quick item menu, or pause the game and access the full item menu. In battle, you can only use the **Y** command. When you press **Y** the action slows, but the battle doesn't pause, so avoid taking unnecessary damage from enemy attacks.

Tip

You can place four restorative items on the "Quickshot" menu, which uses the directional pad to provide quick access to items in critical moments. Open the items inventory in the pause menu. Highlight the item you want to add to the "Quickshot" menu and press **X**. A picture of the item within four directional arrows appears. Press the directional pad in the direction to which the item is to be assigned, then press **A** to confirm. To use the item without opening the item menu, press in that same direction on the directional pad at a later time.

Quest Items

Quest items are for solving quests. You cannot sell or use them. After you complete a quest portion, any quest items you used are removed from the inventory. Only items such as keys remain, because you may repeatedly use them.

Valuables

Valuables are the basis of the economic system. They're items such as animal furs, precious gems, and animal trophies you can sell to traders for tidy sums. They're the party's primary source of income. Most valuable items are dropped when you defeat creatures in combat, but they can also be found in containers, or awarded at the end of a quest. Though you can sell them to any trader, most traders pay more for particular items that they prefer over others.

Economy

Though florins are often in barrels and other breakable objects, the party's main source of income is trading valuable items it finds in battle with traders throughout Haskilia. Every trader prizes certain items over others. These prized items command a better price, which is often twice as much as other traders will pay. Earning as many florins as possible requires determining which of the traders will pay the most for an item and selling it to that person. Further details are available in the "Items" section of this guide.

Kamo

Kamo has shops throughout Haskilia and other far away lands. He offers an ever-changing assortment of goods, but at a premium price. When shopping with Kamo, you're paying for convenience and not the quality of goods. He also pays less than other traders for valuable items. Other traders pay the full value or better, but Kamo offers only a percentage of what the items are worth. Avoid his shops, except when purchasing one of the four weapons he offers that you can't obtain elsewhere.



Traders



Traders are hard to find and are scattered across the land, but their prices and goods are better than Kamo's. Watch for their carts throughout the adventure. Each trader covets particular items. Sell these items to the right traders to make large profits. Unlike Kamo, traders sell the same selection of items throughout the game.



Weapons and Armor



A warrior is only as strong as his weapon and as tough as his armor. The party has access to a wide variety of weapons and armor. The god Tetsu awards better armor to the characters at set times during the adventure, but you can find or buy new weapons throughout the game.

The most obvious difference between weapons

is the damage potential (strength) and critical percentage. But some weapons also have rare enchantments that can't be purchased from blacksmiths. They have different numbers of Rune Slots available, which you use to enchant the weapons further and make them more powerful. When choosing a weapon consider these factors. Bigger isn't always better.

Enchanting and Blacksmiths



To improve weapons and armor, visit a blacksmith, found in every town. Blacksmiths can inscribe Runes on weapons and armor for a fee that may seem high at the game's start, but the effects are well worth the cost.

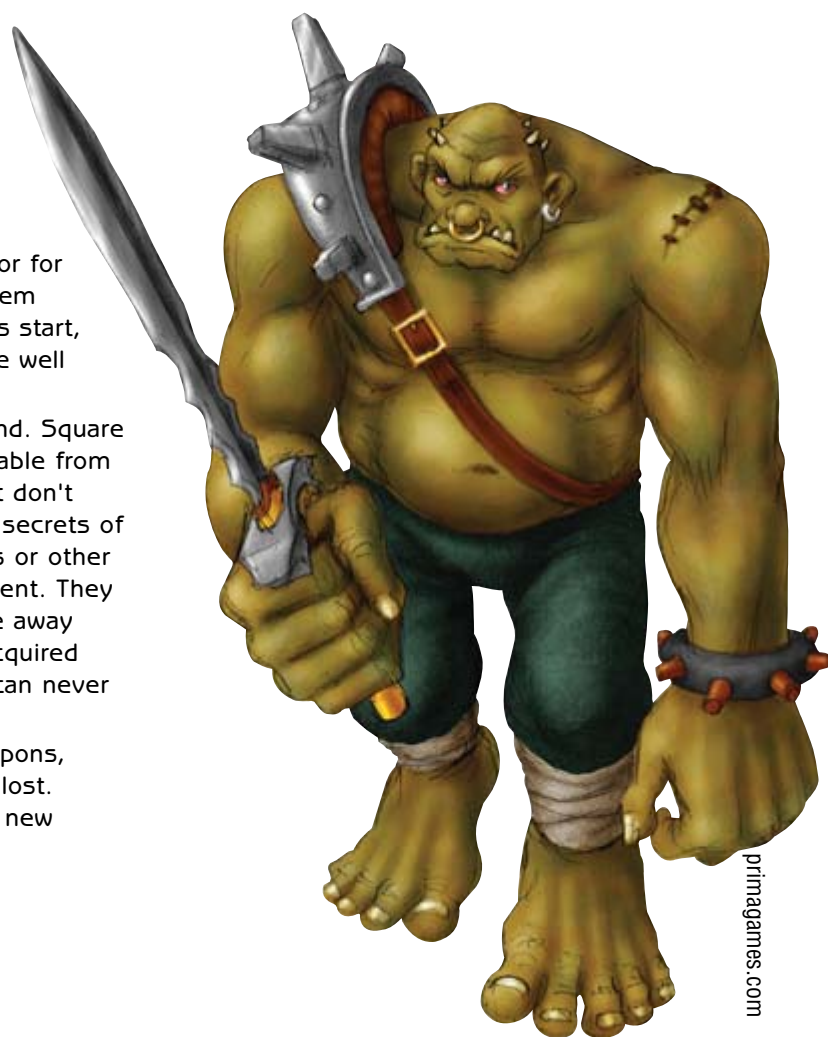
Weapons have two types of Rune Slots: Square and Round. Square Runes are weaker and have lesser effects, but they're available from the game's beginning. Round Runes are more powerful, but don't become available until you locate the scrolls that teach the secrets of inscribing these Runes. These are awarded after boss fights or other special events. Most weapon enchantments are not permanent. They can be replaced at any time by a blacksmith, but won't fade away from use. Those that are a part of weapons when they're acquired (poison, slow, etc.) are permanent enchantments and you can never remove them.

You can also replace armor enchantments, but unlike weapons, when you acquire new armor, the old armor is automatically lost. However, any enchantments in the old armor transfer to the new armor, so they're never lost. A blacksmith can replace these enchantments at any time.

Portals



As the game progresses, the party gains access to portals, which transport them from one location to another. Look for these stone rings while traveling. They're a safe way to reduce travel time and revisit areas later in the game.



Heroes in the Making

These are the characters you control during your adventure in *Sudeki*. Different characters join your party as you advance through your adventure. Each character's Special Skills are outlined here. Refer to the "Exploring *Sudeki*" section for more detailed information on each character's Special Skills.

Tal

STATS

Age: 20

Sex: Male

Height: 6'

Occupation: Soldier

Fighting Style: Illumina
Thousand Swords
Fighting School

One of the four main hero characters in *Sudeki*, Tal is a respected officer of the queen's elite guards. He is in love with Princess Ailish, and estranged from his father Arlo, the general. Tal attended the Elite Military College of Illumina. Tal is determined to earn the respect of his father, a gruff man, known for his toughness and unforgiving nature. As a member of the Elite Illumina Guard, Tal is under General Arlo's command. However, General Arlo plays no favorites when it comes to his troops. As Tal struggles to prove himself to his father, he learns he has to overcome far greater obstacles than winning his father's respect.

History

Tal was born in a small village in the Haskilia countryside. His mother, Idah, was a charming local girl who fell in love with Tal's father, Arlo, while his platoon was stationed nearby. Arlo was often called away on duty for months or years, putting a strain on the young couple's marriage. They separated when Tal was eight. From that day, Tal took on the responsibility of being the man of the house. Over the next six years, Tal learned to hunt, fish, and fight. When he was 14, Light Spawn and Aklorian Knights started terrorizing the villagers with violent raids. Tal was the only survivor of one such raid and, lost and alone, he was forced to seek out his estranged father. The two struck up an uneasy relationship, and Tal enrolled at the Elite Military College of Illumina. Tal became an exceptional swordsman; perhaps even greater than his illustrious father.

Strengths/Weakness

Tal is an excellent warrior who has been schooled from an early age by the Imperial swordsmen. However, he is also impetuous and forgetful.

Special Ability

Tal's special ability is strength. Tal's a tough customer who puts his muscles to good use by moving obstacles that block his path.

Advancement Strategy

Tal is the party's best fighter. He'll be the one dealing out the bulk of the damage in most fights. His Skill Strikes are powerful, but unnecessary. Focus on raising his Health and Power at first, maxing them out. Bump up his Skill to at least 80 so all of the Skill Strikes are available. Put a few points into Essence so Iron Warrior lasts longer.



Tip

Tal is the most important person in the party, because he's the main character. The action focuses on him more than anyone else. Use most of the Orbs of Power and Orbs of Vigor on him so that his Strength and Health are high.

Combos

TAL'S COMBOS

COMMAND	NAME	EFFECT
A, A, A	Lightning Thrust	Short combo with a lunging thrust at the end; effective against a single enemy. The final hit also knocks the enemy back.
X, X, X	Sidewinder Slash	Quick combo with a spinning sweep at the end that can knock down multiple enemies.
A, X, A	Aurora Scythe	Slow combo with an extremely powerful spinning strike at the end against a single opponent; the speed of this combo makes it ineffective against enemies who are quick to counterattack. Best used against enemies who are occupied with another character, or stunned.
X, A, X	Typhoon Cutter	Slow combo with a big spin at the end capable of knocking down multiple enemies.
A, X, X	Crusader's Charge	Swift combo with a dashing sword swipe at the end that can push some enemies back; great escape move when surrounded or backed into a wall.
X, A, A	Whirlwind Smash	Short combo with a spinning kick at the end, which can strike multiple enemies and stun some opponents.
A, A, X, X, X, X	Blade Mirage	Long combo with three additional hits; pushes enemies backward while Tal walks forward. It's slower than the Tornado Spin and leaves Tal open to attacks from the back; best used against individual opponents.
X, X, A, A, A, A	Tornado Spin	Long combo with three additional hits; juggles most enemies into the air. Can also switch targets by changing directions during the juggle; the most effective combo of the eight.

You can split both Tal and Buki's combos into two groups—those that average damage to lots of enemies, and those that do high damage to single or few. Learn to use these combos to best tackle the amount of creatures you're fighting. X, X, X and X, A, X are great for dealing with mobs of monsters all around you. A, A, A and A, X, A, however, are better choices against a single or close-bunched group of monsters.

Learn the distance for the A, X, A combo; this combo's end attack will do enormous amounts of damage if timed correctly, especially so with a weapon that has a high chance of causing a critical hit, killing monsters outright at lower levels and taking significant chunks out of their HPs at later levels.

Equip your ranged characters with their slow weapon and put them under AI control. Now they will slow everything in the environment that can be slowed whilst you run around causing carnage with the melee characters.

Skill Strikes

Tal's Skill Strikes focus on combat. The only supportive Skill Strike he can learn is Iron Warrior, which reduces the damage caused by enemy attacks. The only "must have" Skill Strike is Iron Warrior, but Blade Dance is also recommended for its destructive power. You can skip the others in favor of attribute advancements without crippling Tal late in the game.

Iron Warrior

SP Requirement: 40 • SP Cost: 40



Iron Warrior creates a shield around the party that reduces the damage it takes by 70 percent. The higher his Essence, the longer this Skill Strike lasts. Use it against large numbers of strong enemies where it is difficult to keep

track of the party's health. Elco and Ailish are easier to defeat than Tal. Enemies such as the Pirouette or an Arconite Warlock have attacks that can rip through what little life these characters have. Iron Warrior helps to protect them in these situations and provides more time to react if they're wounded.

Shin Splitter

SP Requirement: Starting Skill • SP Cost: 20



Shin Splitter attacks all enemies within sword range in front of Tal with a mighty swing. The higher his Essence, the more damage he inflicts.

Geyser Charge

SP Requirement: 30 • SP Cost: 30



Geyser Charge attacks with the earth's fury, striking Tal's target from any distance. The higher his Essence, the more damage he inflicts.

Will of the Sword

SP Requirement: 10 • SP Cost: 10



Will of the Sword focuses Tal's will upon his blade, causing it to damage and Stun enemies around him. The higher his Essence, the more damage he inflicts.

Blade Spark

SP Requirement: 30 • SP Cost: 30



Blade Spark drags Tal's blade forward, attacking enemies in front of him with a sparkling swipe. The higher his Essence, the more damage he inflicts.

Blade Dance

SP Requirement: 75 • SP Cost: 75



Tal spins with his sword, slicing anyone in his path. Control him with the left thumbstick. The higher his Essence, the more damage he inflicts.

Weapons

When enchanting a weapon for Tal, it's natural to want to fill the sword with Runes that increase the weapon's strength or criticals such as Razor Edged or Heart Seeker. Don't underestimate the value of those Runes such as Bat Fang that restore bits of HP. With a couple of these Runes in a weapon, Tal can often go without healing or rest for huge chunks of the game. It's especially valuable whenever Tal is forced to fight alone. When Ailish travels with him, she can handle the healing duties and his weapons can be enchanted to cause more damage. If you like to use his Skill Strikes often, place one or two Spirit Bite Runes in his weapon to cut down on the use of SP restoring items.

Recruit's Sword



Location: Starting equipment

Cost: None

Strength: 15

Critical: 10%

Enchantments: None

Rune Slots: 2 Square

A standard sword with a good chance of causing critical damage, but little upgrade

potential. This blade is given to recruits to celebrate the successful completion of their first mission. Soldiers take great pride in the symbolism and history this humble weapon evokes.

Mojo



Location: Brightwater Beach

Cost: None

Strength: 25

Critical: 5%

Enchantments: None

Rune Slots: 2 Square

A strong sword that has two Rune Slots for imbuing it with extra power. Upon his retirement, Kazic Lore passed down the blade to his

protégé, Carrick, in a sacred ceremony. The fine edge of Mojo didn't fail the new shaman as he sacrificed a sacred Reptuffalo.

Hukin's Fate



Location: Nolan's Farm

Cost: None

Strength: 10

Critical: 10%

Enchantments: Poison

Rune Slots: 1 Square, 1 Round

A fairly weak powered weapon, but with a good critical hit chance that causes poison on the enemy.

When swung, this silvery white sword leaves a trail of green energy. The enraged winged serpent within can do nothing but unleash his anger into the victims of this sword.

Preystalker



Location: Realm of Shadow (Pitt the Ferryman/Quest Reward)

Cost: 25 Spirit Orbs

Strength: 15

Critical: 5%

Enchantments: Poison

Rune Slots: 1 Round, 2 Square

A standard strength sword that inflicts deadly poison on its victims.

The serrated edges of this broadsword deal severe wounds that incapacitate enemies. Two arthropod pincers decorate the hilt and pommel as a tribute to the origin of this sword's power.

Agarth's Cleaver



Location: Campos's Shadowstone

Quest Reward

Cost: 21 Shadowstones

Strength: 20

Critical: 15%

Enchantments: Poison

Rune Slots: 2 Round, 1 Square

A powerful blade that inflicts the victim with strong poison. This blade was once wielded by Agarth the Mechanized Ogre, a failed Transentine experiment. Agarth wandered away from his inventors, spending years wading through swamps and using this blade as a machete.

Chain Sword



Location: Any Kamo's Location

Cost: 6,500

Strength: 25

Critical: 15%

Enchantments: None

Rune Slots: 1 Round, 2 Square

A powerful sword with several Rune Slots, making it highly upgradeable. This sword is composed of a sharp-toothed chain that is dragged around the blade by a motor at the hilt. It is powered by mystical energy, meaning it never runs out of power!

Siren's Song



Location: Singing Siren Chamber (Nassaria's Grotto)

Cost: None

Strength: 15

Critical: 10%

Enchantments: Slow

Rune Slots: 1 Round, 2 Square

A standard powered weapon that Slows the enemy with every hit. Wsoran gave this blade to his son as a wedding gift. But the prince was betrayed by his new bride, Nassaria. She fled with Siren's Song to her deep-sea grotto, but eventually abandoned this beautiful aqueous sword.

Mammoth's Fang



Location: Tree of Woe

Cost: None

Strength: 10

Critical: 15%

Enchantments: Slow

Rune Slots: 3 Round

A fairly weak weapon, but causes a long lasting Slow status effect on its victims and has good upgrade potential. This weapon boasts a core of obsidian and a blade edge of jagged ice. The sword's bite is cold enough to numb any enemy and its blade sharp enough to cut through stone.

Faustian Blade



Location: Inner Bailey Courtyard (Aklorian Stronghold)

Cost: None

Strength: 35

Critical: 10%

Enchantments: None

Rune Slots: 3 Round

A very powerful blade with plenty of Rune Slots for upgrade potential. You must be a skilled swordsman to use this weapon safely; many a raw recruit has singed eyebrows and lashes while training with this weapon.

Runic Blade



Location: Wey Shrine to Kariston the Wolf

Cost: 4 Wolf Totems

Strength: 40

Critical: 35%

Enchantments: None

Rune Slots: 3 Round

A weapon of truly awesome power with an extreme chance of causing critical damage. Also highly upgradeable. Like that of its fabled owner, the bite of this beautiful lapis-colored blade is painful, sharp, and effective.

Armor

Haskilian Plate



Location: Starting Equipment

Rune Slots: 1 Round

Standard Haskilian military armor. Tal polishes it every day.

Shadow Armor



Location: Brightwater Beach
Boss Battle

Rune Slots: 2 Round

Shadow-tainted ore from beneath the Black Mountains has been used to make this armor.

Knightly Armor



Location: Nassaria's Grotto

Rune Slots: 3 Round

One of the finest suits of armor ever made, used exclusively by Lady Caprine's bodyguard, and thought lost when the Aklorian army rebelled.



Ailish

STATS

Age: 19

Sex: Female

Height: 5'6"

Occupation: Imperial
Princess and Mage

Fighting Style: Royal
War Mage Training

Ailish is the magic user of your group. As princess in Illumina Castle, Ailish led a happy and privileged life. Ailish's magical abilities have grown powerful. This power benefits your party, as the war will soon test everyone's abilities.

History

Ailish was born in the kingdom of Illumina and raised in the royal court of Queen Lusica the First. Lusica saw to it that Ailish dedicated herself to the study of magic, but as Ailish reached her teens, she began to

rebel more and more against the queen's dictates. Ailish has an inquisitive nature and an irrepressible personality that can shine bright enough to light up any room. But she is also spoiled and naïve. Her lack of experience in the real world is evident after she is out of the royal court's security. She is beautiful, vivacious, and has a kind heart that is at odds with her royal upbringing. Her most remarkable asset, however, is her tremendous magical ability.

Strengths/Weaknesses

Ailish is physically weak, but is an exceptionally gifted mage and is well-versed in both attack and healing magic.

Special Ability

Ailish can see things on a magical plane that others cannot. Control Ailish to get your party through dark areas. Ailish can also make objects appear and disappear.

Advancement Strategy

Ailish is the party's magic user and healer. Thus, Essence is her most important attribute, because it determines the effectiveness of her spells. Both her Health and Skill are second priority and should remain about even. Power is the least important attribute and should never pass four or five advancements. Get her the support Skill Strikes Gaze of the Wind and Shadow Nexus early on. Celestial Circle and Permaforce are helpful, but, with a high Essence, Blaze Ball is effective and costs less to cast.



Skill Strikes

All Ailish needs is Witch's Kiss and Blaze Ball, but Gaze of the Wind is useful in tough battles. Her other attack Skill Strikes are powerful, but expensive. With a little practice you can wreak as much havoc with Blaze Ball.

Witch's Kiss

SP Requirement: Starting Skill • SP Cost: 40



Witch's Kiss replenishes the HP of all party members starting at 200 HP. The higher her Essence, the more HP she restores. This is easily Ailish's most useful Skill Strike.

While she's in the party there should be no reason to use healing items. Raise her Essence and she can fully heal even a seriously wounded Tal with a single cast.

Blaze Ball

SP Requirement: Starting Skill • SP Cost: 30



Blaze Ball unleashes a ball of fire ahead of Ailish that explodes upon contact. The higher her Essence, the more damage she inflicts. Lure the enemies into a straight line before using it.

Shadow Nexus

SP Requirement: 75 • SP Cost: 75



Shadow Nexus revives her fallen comrades, starting at 40 percent of their HP. The higher her Essence, the more HP she restores. This can be useful, but sadly, Ailish is often the first one

to collapse in a tough battle. Use Witch's Kiss properly and you'll never need Shadow Nexus.

Celestial Circle

SP Requirement: 60 • SP Cost: 60



Celestial Circle sends a blast of holy light into all monsters around Ailish. The higher her Essence, the more damage she inflicts.

Gaze of the Wind

SP Requirement: 80 • SP Cost: 45



Gaze of the Wind bestows Haste, which quickens all party members. The higher Ailish's Essence, the longer this Skill Strike lasts. Use this against fast enemies such as the Abomination or Wolufs.

Permaforce

SP Requirement: 80 • SP Cost: 80



Permaforce summons a spiral of ice that blasts enemies around Ailish. The higher her Essence, the more damage she inflicts.

Weapons

Selecting a weapon for Ailish can be tricky. She has a lot of great weapons from which to choose, but in the end it comes down to personal taste. Want big damage? Go for the Batholith. Prefer speed to power? Stick with the Royal Scepter. No matter which weapon you choose, enchant it with Spirit Bite or Essence Gnawer Runes, and Ailish will have an unlimited supply of SP for her Skill Strikes.

Royal Scepter



Location: Starting Equipment
Cost: None
Strength: 16
Critical: 5%
Fire Rate: High
Enchantments: None
Rune Slots: 2 Square

The Royal Scepter is a rapid firing weapon that causes a small amount of damage with each shot. Denied the original Illumina Royal Scepter by her mother, Empress Tiffion, Lusica created her own when she became regent as well as this one for Ailish.

Xuric's Shockstaff



Location: Starting Equipment
Cost: None
Strength: 50
Critical: 10%
Fire Rate: Medium
Enchantments: None
Rune Slots: 1 Square

This staff is a short-ranged but high-powered weapon that takes a few seconds to recharge. Powered by pure magic, the results of this staff are often erratic. Rippling waves of electricity can shoot in every direction.

Batholith



Location: Realm of Shadow (Pitt the Ferryman/Quest Reward)
Cost: 25 Spirit Orbs
Strength: 60
Critical: 10%
Fire Rate: Low
Enchantments: None
Rune Slots: 2 Square

A high-powered explosive weapon that takes a while to recharge. Enemies face the vengeance of the seismic earth when they face this staff. Its tip is a cauldron of scorching flame that emits the force of ancient volcanic processes.

Histanica



Location: Any Kamo's Location
Cost: 7,500
Strength: 10
Critical: 5%
Fire Rate: Medium
Enchantments: Curse
Rune Slots: 1 Round, 1 Square

This staff curses the enemy, making them take double normal damage. Very powerful if used correctly. Harnessing the power of the music (as the treble clef adorning its crown suggests), this staff sings in beautiful flute-like tones that place a terrible curse on any would-be assailant.

Wizardwood Stave



Location: Dean's Office Safe (Transentia Research Center)
Cost: None
Strength: 70
Critical: 15%
Fire Rate: Low
Enchantments: None
Rune Slots: 2 Square

Fires a very high-powered bolt that penetrates whole lines of enemies. Takes a while to recharge after each shot. Fashioned by the elderly wizards of Illumina, the Wizardwood Stave is made of four intertwined strips of material (metal, wood, crystal, and leafy vine) and channels the energy of the natural world.

Chilltip Cane



Location: Crystal Reef
Cost: None
Strength: 30
Critical: 5%
Fire Rate: Medium
Enchantments: None
Rune Slots: 1 Round, 2 Square

A steady-firing weapon that slows anything it hits. Causes minimal damage. Made from petrified wood, this cane is bound with cold-forged iron and holds a glowing blue ice diamond as its crowning focus point. The jewel's faceted edge splits magical energy to blast sprays of magical ice into victims.

Nightshadow



Location: Wey Shrine to Olivetess
Cost: 4 Eagle Totems
Strength: 48
Critical: 10%
Fire Rate: High
Enchantments: None
Rune Slots: 2 Round, 1 Square

This staff is also known as "the Lifestealer" because it was once thought to suck the soul from its victims, gathering their essence to its core to enhance its malevolent magic.

Armor

Silk Dress



Location: Starting Equipment
Rune Slots: 1 Round

Made from fine enchanted silk, this expensive dress could only be afforded by a princess.

Witch Armor



Location: Woluf Valley
Rune Slots: 2 Round

This armored suit was made by warlocks of Lyre to be worn by the female members of their military order.

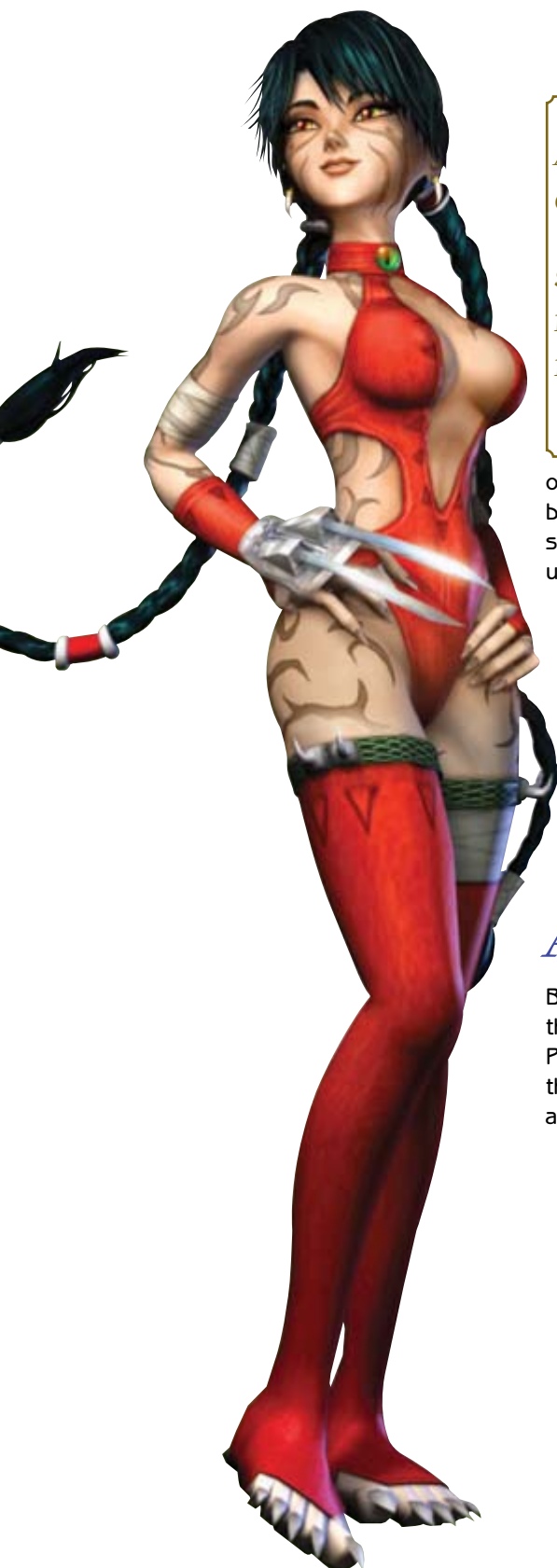
Seraphitic Armor



Location: Rivet Point
Rune Slots: 3 Round

Due to Aklorian attacks, Lusica requested suits of body armor to protect her and her daughter. This is one of the first prototypes.





Buki

STATS

Age: 19

Occupation: Tribal
Warrior

Sex: Female

Height: 5'2"

Fighting Style: Way of
the Claw (Shadani
Martial Arts)

One of the four main hero characters in *Sudeki*, Buki is an anthropomorph (half human, half animal), with senses far superior to a human's. Buki is also an ambassador, visiting Illumina Castle, and is a friend to Ailish.

History

Buki joined her first hunt at the age of 10 and progressed through the ranks of the warrior council quickly under the tutelage of Malik the Warrior Chief of the Shadani tribe. His teachings forced her to be disciplined and self-reliant, and through many years of physical training from Malik and spiritual guidance from Carrick, Buki has become an accomplished warrior. Her lithe, acrobatic body belies a great strength, and her inhuman reflexes and mastery of martial arts make her unstoppable in combat.

Strengths/Weaknesses

Buki has great agility and is an unsurpassed martial artist. However, she mistrusts humans and therefore finds it hard to work with others.

Special Ability

Because of Buki's animal half, she can climb walls with ease. Have Buki lead the group to scale high walls and get to areas out of reach to the other party members.

Advancement Strategy

Buki is the party's second best fighter. Whenever Tal leaves the party, she'll be the one dealing out the bulk of the damage. Focus on raising her Health and Power first, maybe even max them out. Bump her Skill up to at least 80 so all of the Skill Strikes are available and put a few points into Essence just so they pack a bit of a punch, or last a bit longer.

Combos

BUKI'S COMBOS		
COMMAND	NAME	EFFECT
A, A, A	Burning Wolf Kick	Short combo with a jump kick at the end, which is effective against a single enemy. The final hit also knocks the enemy back.
X, X, X	Lucky Crane's Feet	Quick combo with a spin kick at the end that can strike multiple enemies.
A, X, A	Dipping Hawk Punch	Slow combo with an extremely powerful jumping strike against a single opponent at the end. The speed of this combo makes it ineffective against enemies who are quick to counter-attack. Best used against enemies who are occupied with another character, or stunned.
X, A, X	Swaying Willow Dance	Quick combo capable of striking multiple enemies with a big spin at the end.
A, X, X	Furious Scorpion Pincer	Swift combo that can push back enemies with a dashing claw swipe at the end. Great escape move when surrounded or backed into a wall.
X, A, A	Swirling Storm Strike	Short combo with a spinning kick at the end, which can strike multiple enemies and stun opponents.
A, A, X, X, X, X	Devastating Orchid Kick	Long combo with three additional hits. Pushes enemies backward while Buki jumps forward. Slower than the Mystic Tiger's Fury and leaves Buki open to attacks from the back. Best used against individual opponents.
X, X, A, A, A, A	Mystic Tiger's Fury	Long combo with three additional hits. Juggles most enemies into the air. Can also switch targets by changing directions during the juggle. It's the most effective combo of the eight.

Skill Strikes

Get the Path of the Warrior as soon as possible. It comes in handy during Buki's trial in Shadani-Mo, or in any battle where Buki is the main fighter. It's costly, so she needs a Skill of at least 80 and a decent Essence or the effect won't last long. Asilas the Wolf is also useful in that it draws attention away from the rest of the party, but it never causes devastating damage and you can do without it. Her other Skill Strikes are useful, but they require putting extra advancement points into Essence, which is a waste with Buki's fighting skills.

Spirit Wind

SP Requirement: Starting Skill • SP Cost: 50



Summons the Spirit of the Eagle to regenerate all party members during combat. The higher her Essence, the longer this Skill Strike lasts. This sounds like a useful Skill Strike, and it is early in the game, but eventually the damage enemies cause surpasses the regenerative effect, making it less effective.



Path of the Warrior

SP Requirement: Starting Skill • SP Cost: 80



Path of the Warrior slows the world around Buki, allowing her to dispatch enemies. The higher her Essence, the longer the duration of the skill. It's effective in any battle, but especially when there are fast or

tough enemies around. If you have trouble passing Buki's trial, this Skill Strike can make a world of difference.

Storm Kicks

SP Requirement: Starting Skill • SP Cost: 25



Storm Kicks delivers spinning kicks to enemies around Buki. Control her using the left thumbstick. The higher her Essence, the more damage she inflicts.



Clawed Frenzy

SP Requirement: 35 • SP Cost: 35



Clawed Frenzy slashes any enemy within range of Buki's deadly flashing claws. The higher her Essence, the more damage she inflicts.

Asilas the Wolf

SP Requirement: 40 • SP Cost: 40



Summons the spirit of Asilas to aid Buki in battle. The higher her Essence, the stronger Asilas is. This Skill Strike is useful in battle, but Asilas doesn't cause enough damage to be a threat, unless

Buki's Essence is high. However, it's another distraction for enemies and can interrupt their attacks at critical moments.

Dragon Fire

SP Requirement: 60 • SP Cost: 60



Dragon Fire unleashes the fiery wrath of the dragon, attacking enemies in front of Buki. The higher her Essence, the more damage she inflicts.

Weapons

When enchanting Buki's claws you may feel like using Runes that increase the weapon's strength or critical such as Razor Edged or Heart Seeker. Don't underestimate the value of Runes that restore HP such as Bat Fang. They allow Buki to abstain from healing or rest for long periods and save on items. It's valuable when Buki fights alone. When Alish travels with her, she can handle the healing duties, and Buki's weapons can be enchanted to cause more damage. The great thing about Buki is that you can get her ultimate weapon, Staeysekin, before the party reaches Transentia.

Kalamarka



Location: Starting Equipment
Cost: None
Strength: 10
Critical: 15%
Enchantments: None
Rune Slots: 2 Square

A standard strength weapon that has a good chance of causing critical damage. Buki is one of the few warriors trained in the "Way of the Claw," and she is very skilled with this set. Unfortunately, many Shadani warriors now use weapons similar to those used by the Illumina Guard.

Shalizeh



Location: Shadani Temple (Hall of Warriors)
Cost: None
Strength: 20
Critical: 5%
Enchantments: None
Rune Slots: 3 Square

A powerful set of claws with more room for upgrades, but little chance of causing a critical hit. The Shadani claim this set of ancient claws was given to them by Mo the Great Cat to ward off great evil. The fire within them is said to burn as bright and hard as Mo's anger.



Jakome



Location: Realm of Shadows (Pitt the Ferryman/Quest Reward)

Cost: 25 Spirit Orbs

Strength: 20

Critical: 30%

Enchantments: None

Rune Slots: 1 Round, 1 Square

A powerful weapon with an extremely high chance of causing critical hits. A gladiator used Jakome during his years of servitude. When he finally won his freedom, the warrior cast down the claws, and they have passed from hand to hand ever since.

Melakorka



Location: Temple Mo (Fountain Room)

Cost: None

Strength: 25

Critical: 20%

Enchantments: None

Rune Slots: 2 Square

A strong weapon that has a good chance of dealing critical hits. Elco originally designed these industrial-strength claws as an enticement for Buki to relinquish her tribe's crystal for use in the Peace Shield. But Elco soon realized that such intrigue was beneath her.

Mephiticus



Location: Any Kamo's Location

Cost: 2,500

Strength: 10

Critical: 10%

Enchantments: Poison

Rune Slots: 1 Round, 2 Square

A standard strength weapon that inflicts strong Poison on its victims. Has a good chance of causing critical damage.

Capable of puncturing even the thickest armor, these gold geometric claws deliver a toxic and agonizing sting to even the hardest of enemies.

Pathosis



Location: Realm of Shadows

Cost: Fallen Warrior's Skull

Strength: 15

Critical: 5%

Enchantments: Poison

Rune Slots: 2 Round, 1 Square

The skulls of two demon twins form these bone claws. Their malignance infects all who are sliced.

Veshchenega



Location: Copper Field

Cost: None

Strength: 20

Critical: 25%

Enchantments: Slow

Rune Slots: 3 Round

These claws inflict a short-lived Slow effect on enemies, and have a very high chance of causing critical hits. Maintaining unearthly cold temperatures, the crystalline blades quickly freeze any unfortunate foe that's caught in their path.

Staeyseskin



Location: Wey Shrine to Mo the Great Cat

Cost: 4 Cat Totems

Strength: 30

Critical: 40%

Enchantments: None

Rune Slots: 3 Round

These extremely powerful claws are capable of causing critical hits on almost every other blow. Named after their creator, the famous sculptor Staeyseskin who worked on the Shadani temple, these jet-black claws are his finest work. Many claim the claws' sharpness is really due to the sculptor's soul, which remained in the weapons even after his death.

Anemomir



Location: Crystal Reef

Cost: None

Strength: 10

Critical: 10%

Enchantments: Slow

Rune Slots: 2 Round, 1 Square

These claws cause a long duration of Slow status, and have good upgrade potential. Made in the sea air and cooled in the salty rich water off the coast of Crystal Reef, this set of claws has retained much of the sea's nature. The blades curve and roll like the motions of the sea.

Armor

Tribal Hide



Location: Starting Equipment

Rune Slots: 1 Round

Fine soft leather is used in this armor. It offers moderate protection, but allows a freedom of movement that aids the Shadani combat style.

Mist Tiger



Location: Farex Lore's Tomb

Rune Slots: 2 Round

Made from the cured hides of mist tigers, strange and elusive beasts that were hunted to extinction.

Coelacanth Scale



Location: Processing Room (Transentine Research Center)

Rune Slots: 3 Round

Mail from the scales of the great Coelacanth fish. Like liquid metal, the scales are as tough as the strongest steel but move like fine silk.



Elco

STATS

Age: 25

Sex: Male

Height: 5'9"

Occupation: Chief Science Officer to Queen Lusica of Illumina

Fighting Style: Sniper

One of the four main hero characters in *Sudeki*, Elco is the youngest man ever to receive the post of Chief Science Officer at Castle Illumina. Elco was a child prodigy who discovered that crystals trap magic in a form that can be controlled and reused. During one experiment with crystals, Elco was badly wounded and lost an arm. Queen Lusica fitted Elco with a bronze clockwork arm so he could return to his experiments. Elco soon built an incredible machine that could claim the power of magic from the air. This machine requires large crystals to run, and Elco

spends his time scouring the globe to procure these.

History

Elco was born in Transentia, part of the Bright Empire. He was a precocious child whose parents were teachers at the famed Transentia University. Early on, Elco showed an exceptional aptitude for science. He discovered that crystals trap magic. News of the young lad's genius quickly spread to the mainland, where it caught the attention of the young Queen Lusica. Elco was appointed as the queen's official scientist, but one experiment went terribly wrong and Elco lost his arm at the shoulder. After a sabbatical, the queen fitted Elco with a clockwork arm made of bronze to help get him back to work. In gratitude, Elco threw himself into his work and, with Lusica's backing, Illumina Castle became home to an incredible machine that could claim magic power from the air.

Strengths/Weakness

Elco's greatest strengths are discipline, intelligence, and dedication. His greatest weaknesses are getting sidetracked by his obsessions at the expense of those around him, and his dislike of melee combat.

Special Ability

Elco has a rocket pack that lets him fly over gaps and jet to places no one else can reach.

Advancement Strategy

Elco is a support character with some of the best Skill Strikes. It's a good strategy to raise all of his attributes evenly and then focus on Essence and Power or Health. Get Nano-Enhancement and Tesla Shield as soon as possible. You'll use these two Skill Strikes often throughout the adventure, and they're a great investment early in the game.



Skill Strikes

Elco's Skill Strikes are supportive. He does have several that damage enemies, but causing damage isn't his main purpose. Invest in Nano-Enhancement right away. It can be used in nearly every battle as long as Elco's weapon is enchanted with Spirit Bite Runes to restore his SP. Tesla Shield is the next best Skill Strike to purchase. It protects the entire party from negative status effects and even reverses those that are already on characters. So a character inflicted by Weaken suddenly begins causing twice the normal damage. Toxic Cloud can be useful as well, but its effectiveness is limited because a large number of the enemies faced are immune to poison. Trick Shot is fun to have, but not necessary.

Cybernetica

SP Requirement: Starting Skill • SP Cost: 40



Cybernetica fires a volley of explosive pulse charges in a wide arc in front of Elco. The higher his Essence, the more damage he inflicts.

Nano-Enhancement

SP Requirement: 35 • SP Cost: 35



Nano-Enhancement boosts all party members, enabling them to inflict triple damage on their enemies. The higher his Essence, the longer this Skill Strike lasts. This is Elco's best Skill Strike. Late in the

game this makes even difficult battles seem simple. Try using it in every battle with Spirit Bite Runes in Elco's weapon. Two or three shots restore his SP.

Plasmatica

SP Requirement: Starting Skill • SP Cost: 55



Plasmatica fires a supercharged bolt of energy that sears all in its path. The higher Elco's Essence, the more damage he inflicts.

Toxic Cloud

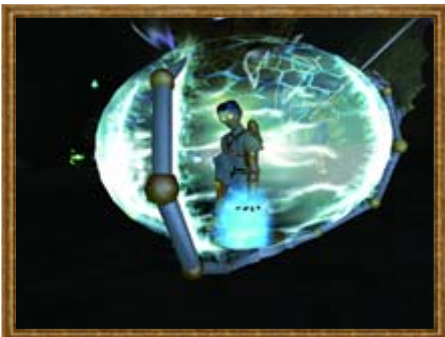
SP Requirement: 30 • SP Cost: 30



Toxic Cloud sprays a corrosive gas into the air in front of Elco, damaging and poisoning those it touches. The higher his Essence, the more damage he inflicts.

Tesla Shield

SP Requirement: 50 • SP Cost: 50



Tesla Shield turns negative status effects into positive ones, and provides immunity to those negative statuses for the duration of the combat. This is effective against monsters that cause negative

status effects, turning the tables against them.

Trick Shot

SP Requirement: 80 • SP Cost: 80



Trick Shot launches a single grenade-sized shot that explodes on contact. The higher Elco's Essence, the more damage he inflicts.

Weapons

Elco has a lot of cool weapons at his disposal, but one stands head and shoulders above the rest. The Ion Fluxinator may not be his most powerful weapon, but it has a decent rate of fire, knocks most enemies down, and can strike multiple enemies at the same time. It's effective from the beginning of the game to the end. Experiment and find your own favorite, but the Ion Fluxinator is a great standby. Put Spirit Bite Runes in Elco's weapons so he can use the Nano-Enhancement Skill Strike.

Proton Phaser



Location: Starting Equipment

Cost: None

Strength: 20

Critical: 5%

Fire Rate: High

Enchantments: None

Rune Slots: 2 Square

A rapid-firing pistol that deals a small amount of damage with each shot. Made from lightweight but durable alloys, this firearm is ahead of its time. It is almost ready for field-testing, where it soon might become a weapon for the Illumina Army.

Ion Fluxinator



Location: Starting Equipment

Cost: None

Strength: 35

Critical: 15%

Fire Rate: Low

Enchantments: None

Rune Slots: 2 Square

Fires a high-powered energy bolt that penetrates opponents, but it takes a while to reload after each shot. The Ion Fluxinator was derived from Transentine research that proved excited ion particles, when fed into a powerful magnetic field, create blasts of pure energy capable of ripping through anything.

Debilitator



Location: Farex Lore's Tomb

Cost: None

Strength: 20

Critical: 5%

Fire Rate: Medium

Enchantments: Weaken

Rune Slots: 1 Round, 1 Square

A steady-firing weapon that weakens its victims, causing them to inflict half damage, but does little damage on its own. Transentine scientists created the Debilitator when they discovered that sonic waves induce nausea. The waves weaken enemies as their vital organs reverberate at sickening frequencies.

Chronotron



Location: Realm of Shadow (Pitt the Ferryman/Quest Reward)

Cost: 25 Spirit Orbs

Strength: 30

Critical: 5%

Fire Rate: Medium

Enchantments: Slow

Rune Slots: 1 Round, 2 Square

Fires weak-powered shots that Slow the enemy, and is a useful weapon in the right hands. This weapon is the result of Professor Wai's research into relative time and space. The gun's pulses distort any matter they hit.

Neutron Blunderbuss



Location: Any Kamo's Location
Cost: 5,950
Strength: 90
Critical: 10%
Fire Rate: Medium
Enchantments: None
Rune Slots: 1 Round, 2 Square

A short-ranged, but devastating weapon. Takes a few seconds to reload. Transentine scientists harnessed the volatility of Omnium crystals to create this powerful weapon.

Omnium Rocket Gun



Location: Devil's Belch Canyon
Cost: None
Strength: 100
Critical: 10%
Fire Rate: Low
Enchantments: None
Rune Slots: 2 Square

A high-powered, explosive weapon that takes some time to reload. Transentine researchers refine Omnium mineral deposits and compress them into miniature rockets for this weapon. When the rocket hits the target, the Omnium releases into the rocket chamber, causing it to ignite with extreme force.

Plasma Launcher



Location: Wey Shrine to Lebius the Dragon
Cost: 4 Dragon Totems
Strength: 48
Critical: 10%
Fire Rate: High
Enchantments: None
Rune Slots: 2 Round, 1 Square

The Plasma Launcher is a wonder of modern plasma technology, which is one of the keenest areas of experimentation for the faculty at Transentia University. The launcher is the pinnacle of their research.

Equip Elco with the Debilitator and Ailish with Histanica, and apply Curse and Weaken to the enemy. This gives you a massive advantage in combat. To hurt the enemy, get Elco to cast Nano-Enhancements to Boost the party. Now you will do four times the damage with every hit on a cursed enemy!

To remove a positive status on an enemy, you can hit them with a negative one. A great example of this is using Poison to remove Regeneration.

Armor

Prototype Shield



Location: Starting Equipment
Rune Slots: 1 Round
 This first-generation personal shield is a pet project of Elco's.

Essence Shield



Location: Cyantine Citadel
Rune Slots: 2 Round
 Using a sample of the crystal from Temple Mo, this upgraded power source has increased the shield's abilities.

Alloy Shield

















Location: Nolan Farm
Rune Slots: 3 Round
 This enclosed power shield is mounted inside a toughened alloy breastplate, providing the ultimate in high-tech personal shielding.

Items














Restorative Items

Restorative items are those that are consumed to recover HP or SP, revive a fallen ally, or cancel a negative status. Find them in barrels, crates, and vases; buy them from vendors; or collect them from fallen enemies.

RESTORATIVE ITEMS

NAME	BASE VALUE	DESCRIPTION	EFFECT	INVENTORY MAX.
 Aegis Drink	100	Made from the blood of a titan.	Nullifies all status effects and heals 750 HP (single PC)	5
 Amaranth Drink	750	This magical drink is made by Queen Lusica with her own hands.	Restores all SP (all PCs)	3
 Apotheosis Drink	1,500	This drink is served on the tables of the gods themselves.	Restores all HP and SP (all PCs)	2
 Blazing Panacea	30	This panacea nullifies the effects of evil, curing Weaken and Curse status effects.	Cures Weaken and Curse, and grants immunity until the end of combat (single PC)	5
 Emerald Panacea	30	A powerful antidote to poison. It grants immunity to all venoms for a while.	Cures the Poison status effect and grants immunity until the end of combat (single PC)	5
 Golden Panacea	50	This glorious magical fruit heals all ailments.	Cures all negative status effects and grants immunity until the end of combat (single PC)	3
 Healing Elixir	345	Elixir that is drunk by the Spirits of Light.	Restores all HP (single PC)	3
 Healing Ointment	50	Juice of Metreah tree leaves that can cure any wound.	Heals 250 HP (single PC)	15
 Healing Potion	120	Potion made from Metreah leaves picked when both moons are full.	Heals 1,000 HP (single PC)	8
 Healing Salve	85	Salve made from Metreah leaves.	Heals 500 HP (single PC)	10
 Healing Tincture	180	It takes a century of work to prepare one of these potions.	Heals 2,500 HP (single PC)	5
 Holy Nectar	850	The essence of the pure soul. Revives all fallen comrades.	Revives and heals all HP (all PCs)	2
 Luster Brew	435	Potion from mixed plants of the Dark and Light worlds.	Heals 1,000 HP and restores 250 SP (single PC)	3
 Luster Drink	120	Potion mixed by priests of Tetsu.	Heals 200 HP and restores 50 SP (single PC)	8

RESTORATIVE ITEMS (CONT'D)

NAME	BASE VALUE	DESCRIPTION	EFFECT	INVENTORY MAX.
 Luster Wine	215	The shamans of Mo make this potion.	Heals 500 HP and restores 100 SP (single PC)	5
 Miracle Potion	875	Said to be the most powerful potion ever brewed by the shamans of Mo.	Heals All SP and HP (single PC)	2
 Moondust Vial	325	Vial filled with enchanted moondust.	Heals 1,000 HP (all PCs)	3
 Royal Potion	355	Royal Illumina Guards carry this powerful potion.	Heals all HP and negative status effects (single PC)	2
 Sapphire Panacea	30	The essence of quickness is captured in this panacea.	Cures the Slow status effect and grants immunity until the end of combat (single PC)	5
 Skill Ointment	100	This ointment holds trapped magical power.	Restores 50 SP (single PC)	10
 Skill Potion	300	This potion holds great magical power inside it.	Restores 250 SP (single PC)	3
 Skill Salve	175	This potion houses raw magical power that wizards can use.	Restores 100 SP (single PC)	5
 Skill Tincture	525	This potion was created by the legendary Lady Caprine herself.	Restores all SP (single PC)	2
 Soul Nectar	475	A nectar that is imbued by Tetsu himself with life-giving properties.	Revives with full HP (single PC)	3
 Spirit Nectar	250	Nectar that was blessed in the Great Shrine of Tetsu. This holy liquid revives the fallen.	Revives and heals 250 HP (all PC)	5
 Stardust Vial	175	Vial filled with enchanted stardust.	Heals 500 HP (all PCs)	5
 Starflare Vial	625	This magical stardust heals all it touches.	Heals 2,000 HP (all PCs)	2

COST FOR RESTORATIVE ITEMS

NAME	KAMO	JURGEN	HAMBOS	MANDRIK	LETCHKO	OLAF	PITT
Aegis Drink	—	100	100	—	—	—	—
Amaranth Drink	—	—	—	725	—	—	—
Apotheosis Drink	—	—	—	—	—	1000	—
Blazing Panacea	30	—	—	—	—	—	—
Emerald Panacea	30	—	—	—	—	—	25
Golden Panacea	50	—	—	—	—	—	—
Healing Elixir	345	—	—	—	275	—	—
Healing Ointment	50	45	—	—	—	—	—
Healing Potion	120	—	—	—	—	—	100





COST FOR RESTORATIVE ITEMS (CONT'D)





NAME	KAMO	JURGEN	HAMBOS	MANDRIK	LETCHKO	OLAF	PITT
Healing Salve	85	75	—	—	—	—	—
Healing Tincture	180	—	—	—	145	—	—
Holy Nectar	850	—	—	—	750	—	750
Luster Brew	435	—	395	—	—	—	—
Luster Drink	120	—	105	—	—	—	—
Luster Wine	215	—	200	—	—	—	—
Miracle Potion	—	—	—	—	—	875	—
Moondust Vial	—	—	325	300	—	—	—
Royal Potion	—	—	—	—	—	355	—
Sapphire Panacea	30	—	—	—	—	—	—
Skill Ointment	100	—	—	85	—	—	—
Skill Potion	300	—	—	265	—	—	—
Skill Salve	175	—	—	155	—	—	—
Skill Tincture	525	—	—	450	—	—	—
Soul Nectar	475	400	—	—	425	—	425
Spirit Nectar	250	200	—	—	200	—	200
Stardust Vial	—	175	175	—	—	—	—
Starflare Vial	—	—	—	—	—	625	—

* Best available prices are bolded.

Valuable Items

Valuable items are those that either have no function, or are part of a quest and can be sold to vendors for a tidy sum. They are normally dropped by enemies, but you can also find them in crates, barrels, and vases. These items cannot be purchased.

VALUABLES

NAME	BASE VALUE	DESCRIPTION
 Aquatic Claw Shell	75	Suits of incredibly hard armor can be fashioned from the shells of Aquaticclaws, vicious crab-like creatures. Armorers highly value these and so do their military clientele.
 Arconite Skull	140	Arconite Skulls are used in divination and can be made into impressive macabre drinking cups.
 Bearal Fur	170	An exotically spotted brown hide, this fur can only be cut by the land's most skilled tailors (so as not to ruin the spots).
 Brightwater Pearl	100	Iridescent pearls from the Brightwater coast are both rare and valuable. They are used to make the finest necklaces for the ladies of Illumina.

VALUABLES (CONT'D)

NAME	BASE VALUE	DESCRIPTION
 Crab Crystal	345	Because of their clarity, the glass-like shells of elusive Crystal Crabs make fine lenses for telescopes.
 Cyantine Eye	200	A rare luminescent moonstone that reflects the eternal autumn twilight of Akloria.
 Dilodactyl Hide	85	The skins of these hammerhead lizards are used for water-resistant, yet very fashionable, boots.
 Eden Coral	400	The mysterious corals of Crystal Eden grow very slowly and only once in a century, when shadows of the two worlds meet. This makes them extremely rare and highly sought after.
 Glue Spider Duct	120	Considered a culinary delicacy amongst the nobility of Illumina who don't mind the smell.
 Gnat Stinger	10	Gnat Stingers are very sturdy and make excellent pins, chopsticks, darts, and toothpicks, but the gnats don't appreciate giving them up!
 Huge Gold Bar	4,000	Used by Transentine scientists as an electrical conductor and by most others as currency, glittering gold is extremely valuable.
 Hydrogenate Scale	375	Hydrogenates are telepathic creatures who have an affinity for water and crystals; as a result, their opalescent scales are highly prized as good-luck charms.
 Illumina Opal	500	Imperial mines produce these matchless gemstones, which are coveted by jewelers for their unsurpassed beauty.
 Kargal Fur	125	The Kargal's rich deep-brown coloring looks divine on fashionable young anthropomorphs.
 Marble Shard	100	Durable marble is very valuable and is commonly used in mosaics for the powerful and wealthy.
 Omnium	215	A huge lump of high-density metallic rock, Omnium is valued by scientists who process it to manufacture ammunition and explosives.
 Reptuffalo Hide	40	A plush warm hide from the very large and lumbering Reptuffalo. Favored by anthropomorphs for everything from hats to blankets, this fur will fetch a few coins at the nearest trader.
 Scribe Skin	575	The magical Scribes are powerful enemies, and their snake-like skins are valuable to wizards and alchemists.
 Shadowstone	100	You will find this jet-black gem only on creatures from the Realm of Shadows. The stone embodies the dark mysteries of that world and is highly prized.
 Woluf Pelt	50	Hides of ferocious gray Wolufs are admired by furriers, who turn these durable pelts into belts, coats, and other articles of clothing. There's nothing like a pair of Woluf trousers to attract the ladies!
 Wyrdlord Gem	300	The ruby-red heartstone of a mighty Wyrdlord is a prized gem amongst jewelers. Citizens of Illumina will pay well for the virility and health this gem endows on whomever wears it.





VENDOR PURCHASE PRICES FOR VALUABLES




NAME	KAMO	JURGEN	HAMBOS	MANDRIK	LETCHKO	OLAF	PITT
Aquaticlaw Shell	60	75	150	75	105	75	—
Arconite Skull	105	140	275	140	160	140	—
Bearal Fur	130	315	170	170	190	170	—
Brightwater Pearl	80	100	100	215	120	100	—
Crab Crystal	310	345	345	515	365	345	—
Cyantine Eye	155	200	200	385	230	200	—
Dilodactyl Hide	65	125	145	85	100	85	—
Eden Coral	365	400	400	400	450	695	—
Glue Spider Duct	95	120	210	120	140	120	—
Gnat Stinger	5	10	40	10	25	10	—
Huge Gold Bar	3,000	4,000	4,000	4,000	4,500	5,500	—
Hydrogenate Scale	340	375	375	375	400	500	—
Illumina Opal	425	500	500	675	570	500	—
Kargal Fur	100	200	125	125	145	125	—
Marble Shard	80	100	100	245	120	100	—
Omnium	175	215	215	385	245	215	—
Reptuffalo Hide	25	65	40	40	50	40	50
Scribe Skin	450	650	750	575	625	875	—
Shadowstone	80	100	100	195	120	100	—
Woluf Pelt	35	85	50	50	60	50	—
Wyrdlord Gem	260	300	300	625	340	300	—

* Best available prices are bolded.



Orbs

Orbs are very rare items that are commonly found in chests throughout the world. Consuming one permanently raises one of a character's attributes. These items cannot be purchased but are often presented as a reward for a quest.

ORBS

NAME	VALUE	DESCRIPTION
 Orb of Might	500	Permanently raises SP by 20 (single PC)
 Orb of Power	500	Permanently raises Power by 10 (single PC)
 Orb of Sanctuary	750	Raises the user's maximum HP by 250 (single PC)

ORBBS (CONT'D)

NAME	VALUE	DESCRIPTION
 Orb of Vigor	500	Permanently raises HP by 100 (single PC)
 Orb of Wisdom	500	Permanently raises Essence by 10 (single PC)

Scrolls

Scrolls are found after major events in the game such as boss battles. They teach the local blacksmiths how to enchant weapons or armor with a new Rune. These items cannot be purchased.

SCROLLS





NAME	DESCRIPTION
 Combat Boost Scroll	This Scroll contains the secrets of inscribing the Combat Boost Rune. Allows the wearer to cast Boost (triple damage for standard attacks) at the start of combat for free.
 Combat Fortify Scroll	This Scroll contains the secrets of inscribing the Combat Fortify Rune. Allows the wearer to cast Protect at the start of combat for free.
 Combat Regen Scroll	This Scroll contains the secrets of inscribing the Combat Regeneration Rune. This will allow the wearer to cast Regen at the start of combat for free.
 Essence Burn Scroll	This Scroll contains the secrets of inscribing the Essence Burn Rune. This will allow a 50% chance of dispelling magic on the enemy with a successful hit.
 Essence Gnawer Scroll	This Scroll contains the secrets of inscribing the Essence Gnawer Rune. This will take 2% of a successful attack and turn it into SP for the wielder.
 Jagged Edge Scroll	This Scroll contains the secrets of inscribing the Jagged Edge Rune. It will increase the base damage of the weapon.
 Soul Seeker Scroll	This Scroll contains the secrets of inscribing the Soul Seeker Rune. It will increase the critical hit chance of the weapon by 10%.
 Vampire Fanged Scroll	This Scroll contains the secrets of inscribing the Bat Fanged Rune. It will steal 20% of a successful attack and heals the user by that amount.



Totems

Totems are the keys to unlocking a character's ultimate weapon. Four of each type of Totem are hidden throughout the land. When all four are collected and presented at the appropriate Wey Shrine, the character presenting them is rewarded with his or her ultimate weapon. Chests containing Totems are very well hidden and require extra exploration and even some backtracking to find. These items are also commonly awarded at the end of a quest.









TOTEMS

NAME	DESCRIPTION
 Cat Totem	Totem of Mo the Great Cat
 Dragon Totem	Totem of Lebius the Dragon
 Eagle Totem	Totem of Olivetess the Mistress of Magic
 Wolf Totem	Totem of the ancient warlord Kariston









Quest Items

These items cannot be used or sold. They're only used to complete quests given by NPCs.

QUEST ITEMS
















NAME	DESCRIPTION
 Aklorian Crystal	An alluring piece of refractive stone, this green crystal stores the energy that Elco has been searching for.
 Anthropomorph Skull	Skull of a long-dead hero of the People of Mo.
 Antiquin Gem	A large claret-colored stone that is fitted with brass handles for use in Transentine machinery.
 Arek Jar	A jar for storing leaves from the Arek plant.
 Arlo's Key	A small ornate key, the letter "A" is stamped into the end.
 Balcony Key	Decorative golden key.
 Balum's Staff	This long wooden staff has an eagle with wide-spread wings at one end.
 Blue Incense	Fine blue powder that smells slightly sulfurous.
 Boathouse Key	A rusty key to the old Crystal Reef boathouse.

QUEST ITEMS (CONT'D)













NAME	DESCRIPTION
 Cog Wheels	A set of large round cogs.
 Conductive Crystal	A shard of purple crystal.
 Cooney's Receipt	Received by Mr. Bunny Lafsore, Salty Dog Inn, New Brightwater, 1 item for safekeeping for Mr. L Cooney.
 Crystal Lightbulb	A bulb made from jagged crystal shards. It glows with magical light.
 Crystal Reef Key	A large key.
 Decryption Device	The device is a small brass box with a multi-digit display and a processed crystal installed to power it.
 Full Arek Jar	A jar full of leaves from the Arek plant.
 Galex's Key	Old key, clearly made by the locksmiths of New Brightwater.
 Ghost Orb	A large glowing orb.
 Heart Circuit	A fine gold necklace with a heart-shaped locket.
 Hexam's Key	Old rusty key.
 Hunting Spear	Ceremonial spear of the Shadani tribe, used as a proof of friendship of the anthropomorphs. Only the shamans of the tribe have the authority to give these spears to strangers.
 Illumina Crystal	An alluring piece of refractive stone, this green crystal stores the energy that Elco has been searching for.
 Kirklin-Rah's Key	The key to open Kirklin-Rah's tent.
 Large Fish	A large shore fish.
 Lily Seeds	Seeds of Illumina lilies. Queen Lusica herself grows such lilies in her garden.
 Little Fish	A small shore fish.
 Master Key Card	Master key card to the Transentine Research Center.
 Mermaid Pearl	A huge pearl, the traditional offering of sailors to mermaids to appease them.
 Navigation Stone	You're in luck! This special stone allows you to use the portals between the worlds. Just take this stone and stand on a portal to call upon magical transportive powers.
 Oars	Large wooden boat oars.



QUEST ITEMS (CONT'D)

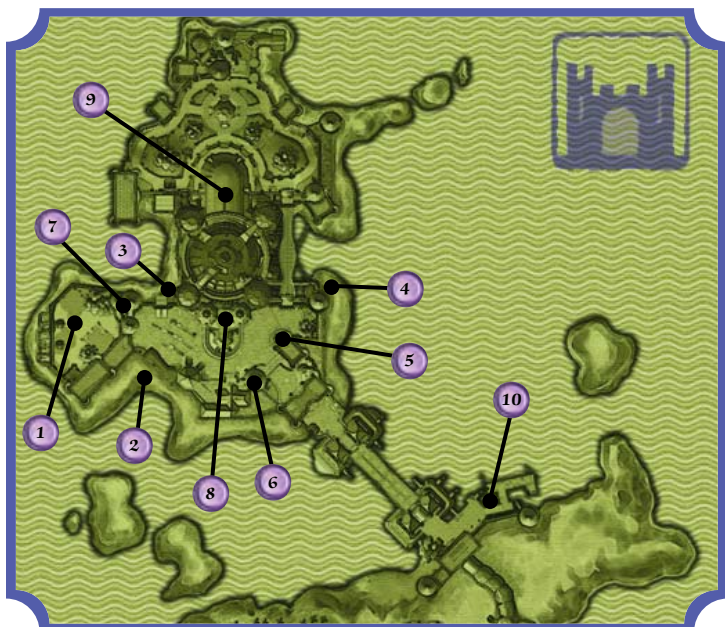
NAME	DESCRIPTION
 Oil Painting	A lovely gilt-edged oil painting by the famous Durani-Mo artist, Hans Halfbean.
 Omnium Crystal Map	Map that shows the crystal deposits in another world.
 Ordinary Rock	A huge lump of plain old rock. You really did not want to find this; it's not worth anything to the local traders.
 Parrot's Feather	A large gray tail feather.
 Party Invitation	An invitation to a birthday party.
 Power-Plant Key	The key to open the power plant of the steam train in Transentia.
 Processed Transentium	Transentium charged with power.
 Queen's Rose	A beautiful white rose from the queen's garden.
 Raw Mineral	A huge lump of jagged gray rock that Transentine scientists can process into useful metals.
 Red Door Key	A big brass key.
 Red Incense	Fine red powder that smells slightly sulfurous.
 Remi's Trinket	A locket taken from poor Remi by Sunder-Rah. She would be most pleased to get it back....
 School Key	A large silver key on a key chain.
 Self-Help Book	A thick and worn leather-bound tome that contains several practical instructions for those who strive to improve.
 Shadani Crystal	An alluring piece of refractive stone, this green crystal stores the energy that Elco has been searching for.
 Shadani History Scroll	This is the sacred story of Mo the Great Cat, whom we give reverence to as the god of the Shadani tribe.
 Shadani History Scroll	After Mo and his three allies defeated Heigou, our tribe entered a time of great anguish.
 Shadani History Scroll	Keep heart, Children of Mo, we are here for only a short while longer.
 Shell Key	A large shell that loosely resembles a key.
 Silver Stem Petals	The metallic petals of a pure silver plant.

QUEST ITEMS (CONT'D)

NAME	DESCRIPTION
 Special Fishing Bait	A bright multi-colored worm.
 Spirit Orb	An ethereal sphere that holds the spirit of a fallen anthropomorph warrior.
 Tale of Farex Lore	Farex Lore, the greatest warrior of the anthropomorphs, was charged with the duty of protecting the sacred Navigation Stone.
 Talos's Letter	"Lord Talos—At present, the Aklorian troops that have made it into our world still act as an unorganized mob, but if we allow more to cross over, there may be serious repercussions. I trust you will investigate methods of sealing the portals as soon as possible. — HRH Lusica."
 Tetsu Holy Symbol	The symbol of Tetsu, lost long ago from Crystal Reef's church.
 Transentine Crystal	An alluring piece of refractive stone, this green crystal stores the energy that Elco has been searching for.
 Trouser Suspenders	Two stretchy elastic straps with trouser clamps.
 Vessel of True Sight	Holy Vessel of Light. Bring this to Caprine so she can complete her spell.
 Veteran's Key	A large iron key.
 Wazim's Key	The key to open Wazim Hadren's tent.
 Wilderness Map	This map shows the path from Illumina Castle to New Brightwater.
 Yellow Incense	Fine yellow powder that smells slightly sulfurous.



● Illumina Castle ●



The Adventure Begins



Tal's story begins at the Illumina Castle training grounds. This tutorial teaches basic combat and item usage. Follow General Arlo's orders as he barks them out. After you complete the tutorial, you're

dropped into the castle courtyard. Visit Kamo's Emporium to pick up a Wilderness Map.

Legend

- | | |
|----------------------|-------------------|
| ① Training Grounds | ⑥ Tal's Room |
| ② Cooper's Tavern | ⑦ Ailish's Room |
| ③ Hagren the Armorer | ⑧ Castle Entrance |
| ④ Kamo's Emporium | ⑨ Queen's Court |
| ⑤ Balor's Theater | ⑩ Tiffion Harbor |

Quests

- | | |
|-------------------------------|-----------------------------|
| 1. Muster at the Gates | 5. Find General Arlo |
| 2. Clear Illumina Countryside | 6. Courtroom Duty |
| 3. Find Princess Ailish | 7. Follow Tal to Shadani-Mo |
| 4. Escort Ailish Home | 8. Clear Temple Mo |



Exploring the Castle



Hagren the Armorer



Cooper's Tavern



Kamo's Emporium

There isn't much to do here yet, but become familiar with the surroundings. Hagren, the local armorer, has set up shop left of the training grounds. His services are out of your price range for the moment. After collecting florins from chests and barrels around the castle, you can afford one or two weapon enchantments, but this isn't necessary yet. Save the florins for later.

Next stop is Cooper's Tavern, across from the armorer. Use the Save Point outside the tavern and pay Cooper a visit if you like, but there's no need to rest at this time.

Kamo's Emporium is at the courtyard's far end. Talk to him to get a free Wilderness Map. Kamo sells many useful items. Check out his stock, but there's no need to purchase anything until later.



Side Quest: Street Urchin Hunt



Three children play in the castle courtyard's center. Some of the locals warn against interacting with the children, but take the risk. The children steal some florins from your pouch and run off. Find the three hidden children to recover the lost loot. All three are in random locations around the courtyard. Catch them all, and receive a Red Door Key and some Experience Points. The Red Door Key opens a secret door somewhere in the castle, but you can't use it yet.

Muster at the Gates



Throw this switch...

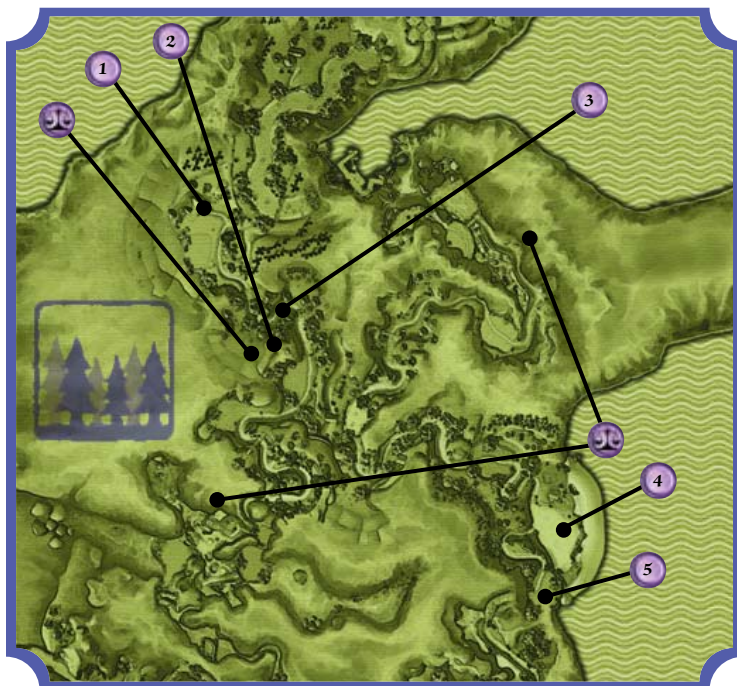


...to reach this chest.

Pass through the lattice gate and advance up the stairs on the left. Press the button at the top to open the chamber in the yard below. Move quickly to the chamber after pressing the button or the door will close. The chest inside the chamber contains a rare Wolf Totem. There's also a small experience reward for solving the puzzle.

Pass through the mechanical gate and cross the bridge. Explore the Tiffonia Harbor dock to find plenty of breakable boxes and barrels. Continue into the mountain tunnel and through the checkpoint. Look for breakable urns and barrels along the tunnel walls. General Arlo waits at the end. Tal is awarded 30 Experience Points for completing the quest.

● Illumina Countryside ●



Quests

- | | |
|-------------------------------|-----------------------------|
| 1. Muster at the Gates | 5. Find General Arlo |
| 2. Clear Illumina Countryside | 6. Courtroom Duty |
| 3. Find Princess Ailish | 7. Follow Tal to Shadani-Mo |
| 4. Escort Ailish Home | 8. Clear Temple Mo |

Legend

- 1 Nolan's Farm
- 2 Shrine
- 3 Box Puzzle
- 4 Brightwater Beach
- 5 Boss: Aklorian Siege Ogre



Clear Illumina Countryside



General Arlo has a new quest for you. Take two soldiers and head out to the Illumina countryside. Seek out and deal with any Aklorian Knights between this location and New Brightwater.

Venture down King's Road until a group of Aklorian Warriors attacks you. These brutes aren't tougher than the Illumina Guards you faced during training, but there are more of them. Don't worry about your companions—they can take care of themselves.

Note

In combat the enemy has the advantage of numbers, so you're often surrounded and pounded upon. Use the spinning strike **B** to push enemies back. Also get to know Tal's **X A A** combo. It isn't his most damaging combo, but the spin kick at the end stuns lesser opponents and makes battles easier to manage.

Nolan's Farm



Go down the road to Nolan's Farm. Several Aklorian Warriors and a hulking Wolf Knight attack the house. The Aklorian Warriors are slow to attack, but they are lethal in a group. Use Tal's Shin Splitter to even the odds. Block and counterattack to avoid taking too much damage, so you don't use your healing items. After the battle, check the house's patio to find a chest containing 100 florins.

Shrine Road



Continue along the dirt path to Shrine Road. The Karriston Altar is left of the path at the roundabout. Offer the Wolf Totem you found at the castle to the altar, and Tal is rewarded with an orb. Any time you find Wolf Totems, have Tal bring them here to earn other rewards.



Two large crates block the path. Grab the first crate and pull it back two spots, then push the second crate away from you to clear the road.

Parham County

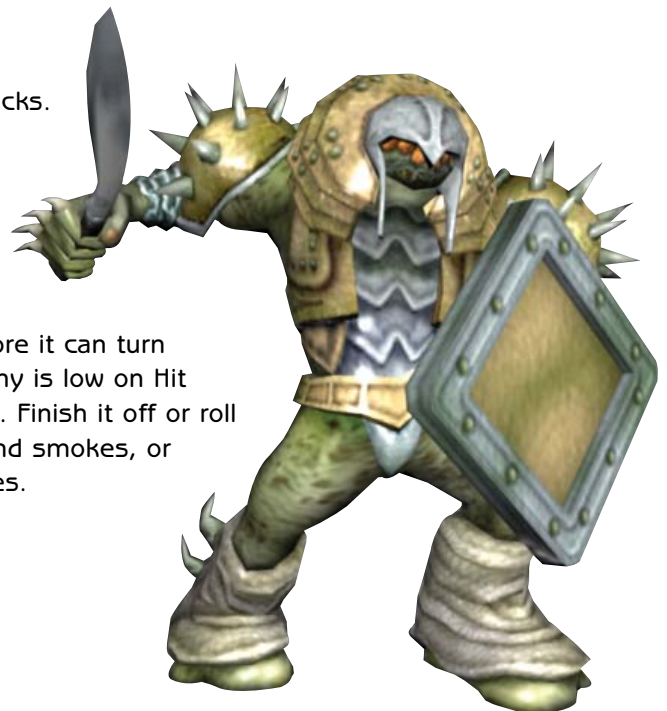


Travel down the hill to Parham County. Passing through the gate initiates an encounter with several enemy soldiers. Beware of the Deathbringers in the back. Keep them close so they can't pepper you with magic bolts from a distance.

Leave the area through the side gate. Collect the florins from the chests next to the

mill and in the trees before crossing the bridge. The area across the bridge is home to a powerful enemy, the Aklorian Grotesque. Eliminate the Aklorian Warriors around the Grotesque first. Avoid using long combos and stay mobile.

The Grotesque is a powerful monster, but slow. Beware of its attacks. Even when blocked, its attacks can knock you down. Guard and roll out of the way before each blow lands. Get behind the enemy and attack its backside before it can turn around. When the enemy is low on Hit Points, it self-destructs. Finish it off or roll away when it shrieks and smokes, or suffer the consequences.



Brightwater Beach



Pass through the gate and travel first to Mill Road, then to the Road of Burials. Visit the Royal Burial Grounds on the right before the next gate. Find loot near the crypts. Pass through the gate and wage war against the ambushing enemies. After the battle, continue down the road to Brightwater Beach.

Ignore the shack for now and cross the beach. Prepare for a challenging battle against Aklorian Warriors, Deathbringers, and a Grotesque. Use Skills to even the odds if things get scary. After the battle, a chest appears. Open it to find a new weapon for Tal, the Mojo sword. Equip it. This new weapon causes more damage with every blow, but fewer critical hits. After the beach, the road climbs to a mountain tunnel, where you face a fierce opponent: the Aklorian Siege Ogre.

Boss: Aklorian Siege Ogre

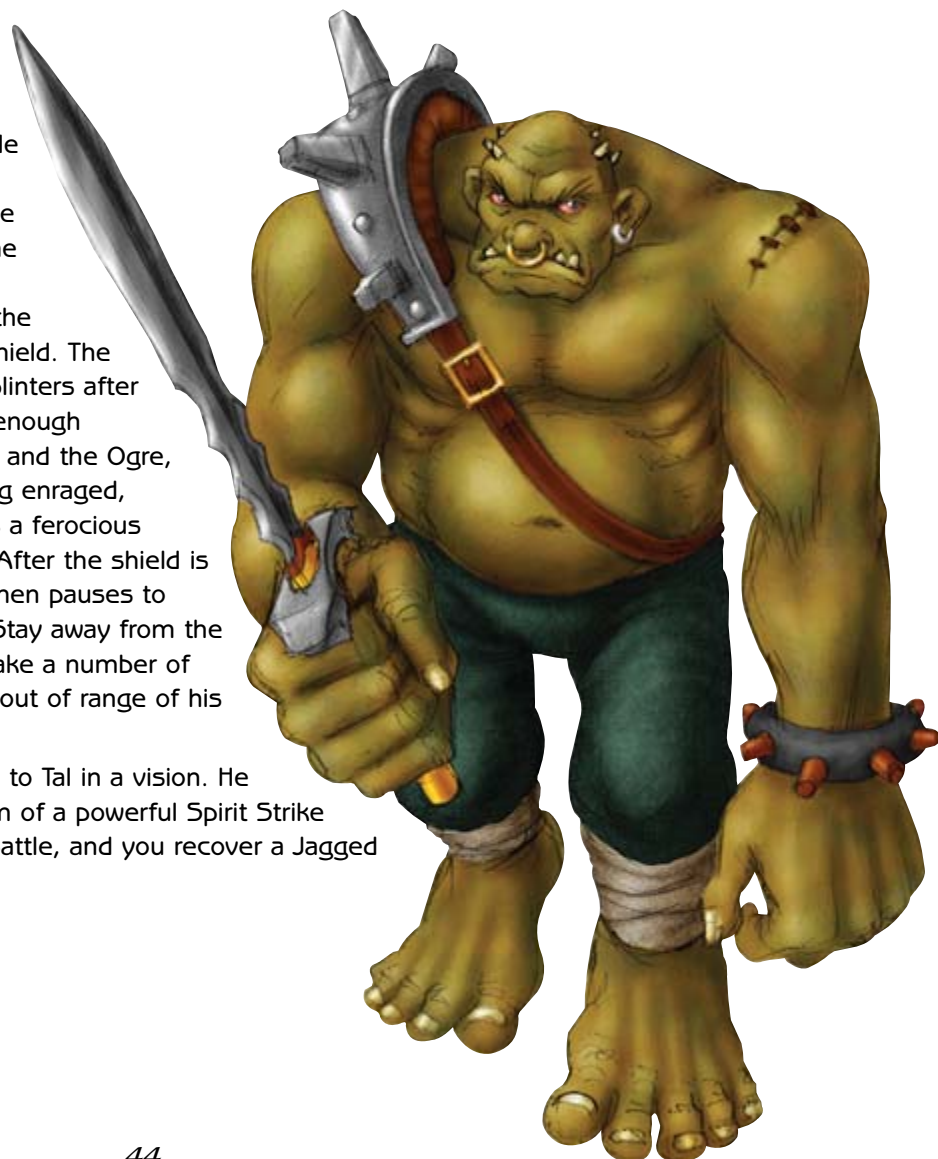


Beware of Ogres!

This battle has two parts. The first is the fight to destroy the Ogre's shield. The shield splinters after it takes enough damage, and the Ogre, becoming enraged, launches a ferocious assault. After the shield is

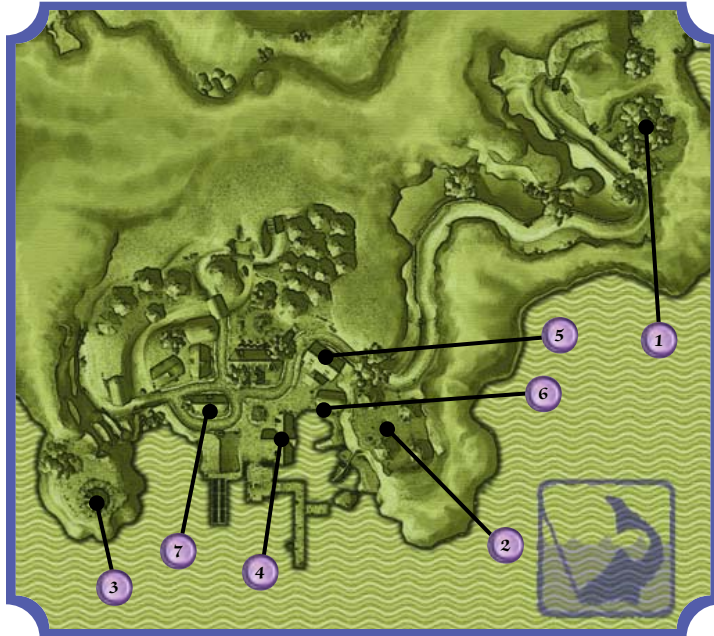
gone, the Ogre attacks three times with its club, then pauses to release a noxious cloud of gas from its buttocks. Stay away from the cloud or Tal will be poisoned and lose Hit Points. Take a number of swipes at him, blocking and backflipping or rolling out of range of his attacks.

When the Ogre is knocked down, Tetsu appears to Tal in a vision. He grants Tal Kariston the Wolf's protection in the form of a powerful Spirit Strike and Shadow Armor. The Spirit Strike finishes the battle, and you recover a Jagged Edge Scroll from the enemy.





New Brightwater Village



Legend	
1 Jurgen's Mobile Emporium	4 The Salty Dog Inn
2 Shadani Encampment	5 Kamo's Universal Supplies
3 Brightwater Lighthouse	6 Gabbit Bluehammer the Blacksmith
	7 Densi's House

Quests	
1. Muster at the Gates	5. Find General Arlo
2. Clear Illumina Countryside	6. Courtroom Duty
3. Find Princess Ailish	7. Follow Tal to Shadani-Mo
4. Escort Ailish Home	8. Clear Temple Mo

Jurgen's Mobile Emporium



Jurgen's Mobile Emporium is on the left side of the road to New Brightwater. This store's owner offers a variety of items for sale and is happy to purchase your valuables. Similar stores are all over the world outside of villages, and

offer a pleasant alternative to shopping at Kamo's. Jurgen loves animal skins and pays top dollar for them.

JURGEN PAYS TOP DOLLAR FOR....	
ITEM	PRICE
Woluf Pelt	85
Reptuffalo Hide	65
Kargal Fur	200
Bearal Fur	315
Dilodactyl Hide	125
Scribe Skin	650

JURGEN'S STOCK	
ITEM	PRICE
Aegis Drink	100
Stardust Vial	175
Spirit Nectar	200
Soul Nectar	400
Healing Ointment	45
Healing Salve	75

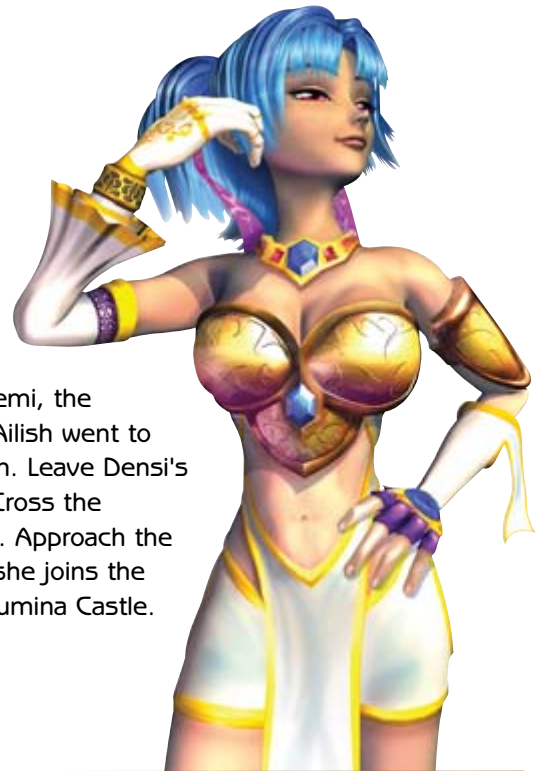
Note

Traders, such as Jurgen, sell items more cheaply than Kamo and carry items that Kamo doesn't stock. For instance, Jurgen offers the Aegis Drink, which Kamo doesn't sell. He also sells Healing Ointment for 45 and Healing Salve for 75. Kamo charges 50 for Healing Ointment and 85 for Healing Salve. The price difference is more dramatic on bigger ticket items such as Soul Nectar, which sells for 400 at Jurgen's and 475 at Kamo's. Valuables always draw a greater price at traders. Kamo pays a percentage of the base value, but traders purchase the items for the base value or more. Sell valuables to the appropriate trader to make as many florins as possible, and purchase items from them to avoid paying Kamo's inflated prices.

Find Princess Ailish



Princess Ailish is staying with a woman named Densi in New Brightwater. Densi's home is at the base of the hill before the harbor. Look for a blue two-story house sitting by itself. Speak to Yemi, the princess's lady-in-waiting, to learn that Ailish went to the local lighthouse after arriving in town. Leave Densi's home and follow the road to the right. Cross the bridge, and the lighthouse is on the left. Approach the front door to find Princess Ailish. After she joins the party, explore the town, then head to Illumina Castle.



Galex's Key



Talk to Galex in the Salty Dog Inn and offer to buy him a drink. Purchase the champagne for 50 florins. Galex downs the drink and gives you the key to his home. Use the key to enter the blue-and-yellow home below the Brightwater Lighthouse. Check the locker inside the house to find Cooney's Receipt. Take the receipt to the Salty Dog Inn and present it to Bunny Lafsore, the inn's owner, to receive an Emerald Panacea and 200 florins.

Reverend Clevis

Visit the church in the town center and speak to Reverend Clevis, who mentions that donations are welcome. Donate 50 florins, then another 20 and the holy water in the church's baptismal font will be blessed. Inspect the font to be fully healed at any time without having to stay at the Salty Dog Inn; the water won't restore lost Skill Points.



Gazebo Goodies



Walk up the road next to the Brightwater Lighthouse to a large gazebo at the top of the hill. Use Ailish's powers to uncover a hidden chest inside the gazebo that contains an Orb of Vigor.

Note

Check the fountain in the Village Square to find 50 florins.

Side Quest: Valuable Cargo



Talk to the townsfolk about their lost items...



...then gather the items from Brightwater Beach.

Speak to Lighthouse Jim, the lighthouse keeper, at Brightwater Lighthouse's base to receive this quest. A boat washed up on Brightwater Beach and dumped heaps of valuable cargo. Travel to the beach and recover the lost cargo for some of the locals, and they'll pay a reward. Fortunately the beach is on the way to Illumina Castle, so this quest is easy to complete. The following citizens need items recovered.

CITIZENS NEEDING ASSISTANCE

NAME	LOCATION	LOST ITEM
Lighthouse Jim	Brightwater Lighthouse	Crystal Lightbulb
Sasan Miko	Village Square near fountain	Oil Painting
Sherry	Wanders between Village Square and Churchyard	Lily Seeds
Galex	Inside Salty Dog Inn	Trouser Suspenders
Kilk	The Pier	Parrot's Feather
Merther	The Pier	Special Fishing Bait
Kweeg	The Pier	Self-Help Book
Teebor	The Pier	Party Invitation

Defeat the crabs at Brightwater Beach, then inspect the cargo washed up on the shore to find the lost items. You may need to leave the beach and return several times before the lost items appear. Return the lost items to their owners and earn the following rewards along with 25 Experience Points for each one. The rewards are given in the following order no matter which items are returned first.

Cyantine Eye
 Omnium
 Wyrldlord Gem
 Eden Coral
 Wolf Totem
 Crab Crystal x2
 Brightwater Pearl x10
 Illumina Opal x3

Side Quest: Valuable Cargo (cont'd)

Tip

Attack Aquaticlaws from the back. Not only are they dangerous if you face them head-on, but they also have the ability to use their giant claws as shields. Back attacks are also more likely to knock an Aquaticlaw into the air for a juggle combo.

Side Quest: Remi's Trinket

Look for a little girl named Remi who roams around Densi's house in the Village Square. Sunder-Rah, a young boy who stands in front



of Kamo's Universal Supplies, took Remi's Trinket and refuses to return it. Talk to Sunder-Rah, and he asks for a Brightwater Pearl. Get these from Aquaticlaws at Brightwater Beach or by completing the "Valuable Cargo" quest. Give Sunder-Rah a Brightwater Pearl, and he hands over the trinket. Return the trinket to Remi to receive an Amaranth Drink and 15 Experience Points.



Side Quest: Brightwater Pearl Collector

Speak to Sunder-Rah outside of Kamo's Universal Supplies in New Brightwater. Sunder-Rah asks for a Brightwater Pearl to prove your worth as a warrior. The first Brightwater Pearl surrendered to Sunder-Rah is rewarded with Remi's Trinket, which is used in the "Remi's Trinket" quest. Bring him another 20 to claim the real rewards. The final reward, Kirklin-Rah's Key, unlocks the door to Kirklin's Tent in the Shadani Encampment on the outskirts of New Brightwater. The tent contains a special chest, but you'll need Buki's assistance to reach it.

- First 1: Remi's Trinket
- Next 5: Skill Tincture
- Next 5: Miracle Potion
- Next 10: Kirklin-Rah's Key



Side Quest: Stingers for Kilk



Speak with Kilk on the Pier in New Brightwater. Kilk needs Gnat Stingers so he can make fishing hooks. Gather Gnat Stingers from Venom Gnats in the Illumina Countryside and return them to Kilk. Kilk pays you 750 florins for 5 of them, and you earn 15 Experience Points.

Escort Ailish Home



When you're ready, begin your return to Illumina Castle with Princess Ailish. On the way, Tal and Ailish pause for a tutorial concerning Ailish's skills. Afterward, check out the shack next to Brightwater Beach. Go inside and use Ailish's powers to

reveal a chest in one of the walls, which contains an Eagle Totem. Cross Brightwater Beach and look for a Way Shrine to Olivitess. Ailish can exchange Eagle Totems for rewards at this shrine.

Stop at the graveyard past the shack and inspect the statue of Empress Tiffion, Ailish's grandmother, at the back. The inscription mentions her grandmother's orb and something about second sight. Look around in the first-person perspective with Ailish to find a hidden chest. The chest contains an Orb of Might.





Stop at the well after Parham County. Use Ailish's powers to dispel the side of the well and climb down the ladder to a chest containing an Eagle Totem. Take the totem to the Olivitess Shrine. Tal also has another Wolf Totem for the Kariston Shrine if he completed the "Valuable Cargo" quest.

Hambos the Trader



Because the Illumina Countryside is calm at the moment, Hambos the Trader decides to re-open his shop. It's across from the Wey Shrine to Kariston on Shrine Road. Hambos loves animal trophies and scaly hides.

HAMBOS PAYS TOP DOLLAR FOR...	
ITEM	PRICE
Aquaticlaw Shell	150
Gluespider Duct	210
Gnat Stinger	40
Archonite Skull	275
Dilodactyl Hide	145
Scribe Skin	750

HAMBOS'S STOCK	
ITEM	PRICE
Aegis Drink	100
Stardust Vial	175
Moondust Vial	325
Luster Drink	105
Luster Wine	200
Luster Brew	395



Nolan's Farm



Defeat the enemies around Nolan's Farm and enter the farmhouse. Check the back room to find a special chest containing Hukin's Fate, a sword for Tal. This new sword isn't powerful, but it has a poison enchantment that whittles away at enemy Hit Points.



Ambushed!

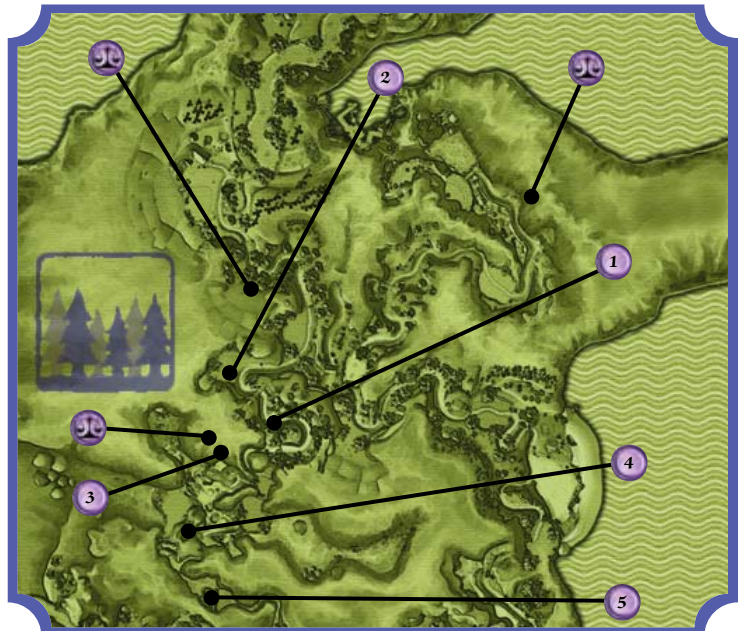
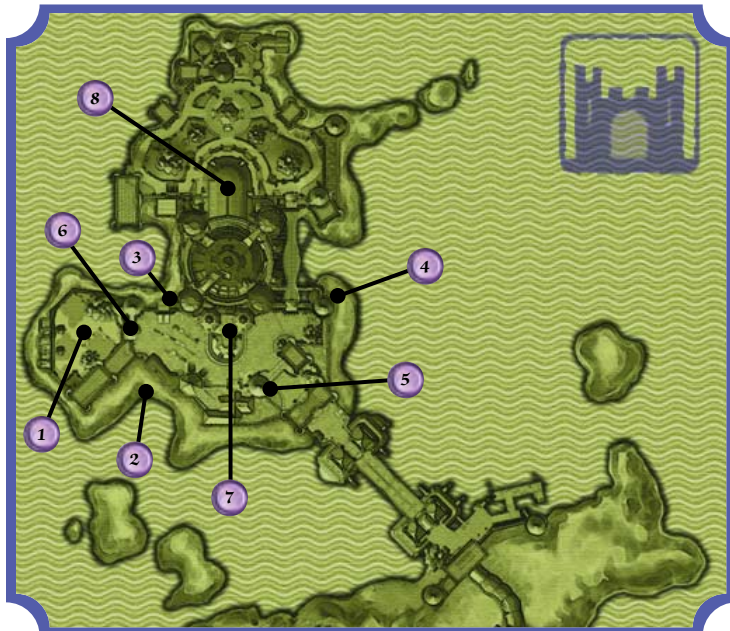


As the heroic duo nears the castle, they're attacked on King's Road. Run toward the castle gate, and two guards join the battle. Be prepared for an onslaught of Aklorian Warriors, Wolf Knights, Deathbringers, and Grotesques. Use Spirit Strikes and Skills to overcome large groups of enemies and keep an eye on both characters to ensure neither is struck down in battle. Enter the tunnel after the battle to finish the quest and return Ailish safe and sound.

Note

With such large groups of enemy soldiers, Ailish fares well using Xuric's Shockstaff. It can strike multiple enemies at once and cause major damage.

The Road to Shadani-Mo



Legend

- | | |
|----------------------|-------------------|
| 1 Training Yard | 5 Tal's Room |
| 2 Cooper's Tavern | 6 Ailish's Room |
| 3 Hagren the Armorer | 7 Castle Entrance |
| 4 Kamo's Emporium | 8 Queen's Court |

Legend

- | | |
|------------------|----------------|
| 1 Path of Totems | 4 Cat Shrine |
| 2 Farmer Avent | 5 Woluf Valley |
| 3 Trader Mandrik | |

Quests

1. Muster at the Gates
2. Clear Illumina Countryside
3. Find Princess Ailish
4. Escort Ailish Home
5. Find General Arlo
6. Courtroom Duty
7. Follow Tal to Shadani-Mo
8. Clear Temple Mo

Find General Arlo



Leave Tal's room and go left to reach the Training Yard. General Arlo orders Tal to partake in courtroom duty. Enter the castle and follow the corridor to the Illumina Castle Courtroom.

Training Yard Puzzle



Before going into the castle, stop by the Training Yard while still controlling Tal. Near the back of the Training Yard are five large crates. Push the left crate in the first row back two spaces. Pull the crate in the middle row to the left one space. Go to the first row and push the right crate back one or two spaces. Now you can reach the chest behind the crates, which contains an Orb of Power.

Follow Tal to Shadani-Mo



Although she risks the queen's wrath, Ailish needs to keep an eye on Tal and must follow him south to Shadani-Mo. Tal is on his way, so Ailish must travel alone. Stop at the blacksmith for upgrades and explore the castle before heading into the Illumina Countryside.

Lusica's Garden



A small tunnel next to the red door leads under the gate blocking Lusica's Garden. Explore the garden to find lots of treasures, but avoid the gardeners or they'll kick you out. Search the small building in the back of the garden to find an invisible chest containing an Orb of Might. The large font across from that building restores Health Points.

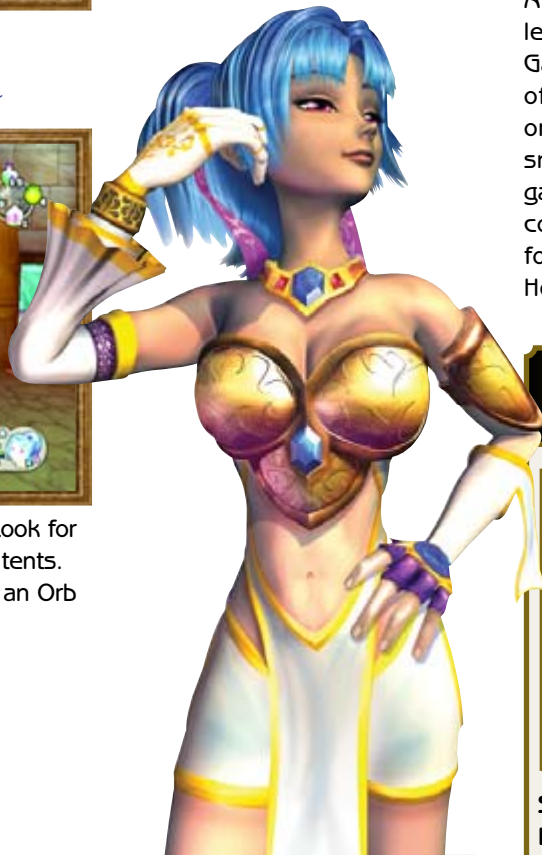
Hidden Treasure



Explore the Training Yard with Ailish. Look for a wall you can dispel near one of the tents. Beyond the wall is a chest containing an Orb of Wisdom.

The Red Door

It's time to use the Red Door Key you received from the street urchins early in the game. The large castle gate near Kamo's Emporium is now unlocked. This leads to the Coastal Balcony. Cross the balcony and climb down the left ladder to find the red door. The door opens into Talos's Tower. Check upstairs to find a diary with a strange entry and a chest containing an Orb of Power.



Side Quest: Pelts for Ricardo



Speak with Ricardo of Leys in the Illumina Castle Courtroom. He needs five Woluf Pelts to craft a new coat for the queen. You may already have enough Woluf Pelts in your inventory. If not, look for them on the road to Shadani-Mo and return them to Ricardo to receive 1,000 florins and 15 Experience Points.

Traveling to Shadani-Mo

Return to the wilderness and follow the path to King's Road. Ailish encounters enemies by herself for the first time. Fighting with Ailish is different than fighting with Tal. Keep moving and fire at enemies while dodging their attacks. Fight your way to Parham County. After defeating the enemies next to the mill, follow the southern path, which was previously blocked.

Farmer Avent's Herding Game



Before the Path of Totems, notice a farmer sitting at the roadside with a herd of Haskillian Long Hairs. For 50 or 100 florins he allows you to round up his animals. Do it fast enough and receive a reward. You have just over a minute to round up all 10 of the animals. Start with the animals who are farthest from the pen and on the road. Push them as a group by running behind them. There's no time to chase

them individually. Having trouble? Gather the animals together before talking to the farmer to give yourself an edge. When betting, remember that the greater the risk, the better the potential award.

Wey Shrine to Mo the Great Cat



On the Path of Mo is a small alcove with a Wey Shrine to Mo the Great Cat. Here you can exchange Cat Totems for items. However, you currently have no Cat Totems in your inventory, nor anyone in the party who can make the exchange. Keep this place in mind for later.

Woluf Ambush



The road leads to Woluf Valley. A pack of Wolufs attack Ailish. Defeat them all, and an even larger pack appears. Tetsu appears and grants Ailish the protection of Lady Olivitess in the form of a powerful Spirit Strike, which eliminates the enemies. Ailish is also clothed in Witch Armor.

Continue down the road when the dust settles. Shadani-Mo is ahead and Tal and Elco are sure to have arrived ahead of you.

Trader Mandrik



Walk down the slope next to the Save Point on the Path of Mo. Below the Save Point is a wall marked with magic sparkles. Use Ailish's powers to dispel the wall and uncover a hidden trader, Mandrik. He loves gemstones and pays well for them.

MANDRIK PAYS TOP DOLLAR FOR....

ITEM	PRICE
Wyrdlord Gem	625
Marble Shard	245
Crab Crystal	515
Brightwater Pearl	215
Cyantine Eye	385
Shadowstone	195
Omnium	385
Illumina Opal	675

MANDRIK'S STOCK

ITEM	PRICE
Amaranth Drink	725
Moondust Vial	300
Skill Ointment	85
Skill Salve	155
Skill Potion	265
Skill Tincture	450

Tip

After Ailish and Tal have joined as a group, go to the Village Center. Enter the blacksmith's Storage Tent and use Tal to move the crates around. Several chests in the basement contain florins.

Opal and the Incense



Opal lives in a tent near the entrance to the elders' area. Speak to her about her lost son, and she hands over some Healing Ointment. The incense burning outside of Opal's home also restores your Skill Points.



Preparing for Temple Mo



Visit the blacksmith after Tal and Ailish join forces. Purchase Anti Venom Enchantments for both characters' armor if you haven't already. Poisonous creatures abound in Temple Mo, and these enchantments will save healing items.

Side Quest: Duct Soup

Look for a cook named Tamista in the elders' area. She needs three Glue Spider Ducts for a potion she's preparing. Glue Spider Ducts are inside the temple, or inside pots and crates. You may have enough in your inventory. Tamista rewards the party for their help with 3 Luster Wines and 25 Experience Points.



Temple Mo

Quests

1. Muster at the Gates
2. Clear Illumina Countryside
3. Find Princess Ailish
4. Escort Ailish Home
5. Find General Arlo
6. Courtroom Duty
7. Follow Tal to Shadani Mo
8. Clear Temple Mo

Shrine to Mo

Several Glue Spiders and Impaler Spiders attack Tal and Ailish when they enter the Shrine to Mo. Watch out for their poisonous attacks and sticky webs. After you eliminate the spiders, inspect the area in front of the Mo statue. Note the three colored squares on the floor. Using Tal, push the red incense burner onto the red square and the green incense burner onto the green square. Switch to Ailish and look for an invisible blue incense burner in front of the statue. Make it appear, then have Tal push it onto the blue square. When all three incense burners are in place, the door marked with blue flags unlocks.



Temple Mo



The hall behind the door leads to the Fountain Room. Stand in the waters and drink to heal Tal and Ailish. Check out the room to notice several places you can't reach. Ailish can dispel a wall near the fountain, but it reveals a pit that only Elco can cross. Keep this place in mind for the future.

Eagle Chamber



The hall continues down to a cylindrical room with a ramp along the outside known as the Eagle Chamber. Defeat the spiders and walk up the ramp. At the top is a large incense burner with a white flame. Notice the two gates next to it. One is marked with green flames and the other with purple flames. Walk across the bridge and have Ailish dispel the wall at the ramp's top to find a room with blue, red, and yellow incense burners. Pick up loose incense

from each burner's base, and drop it into the incense burner in the Eagle Chamber to change the color of the white flame. Grab a handful of yellow and some blue incense to create a green flame. This unlocks the green gate and allows the duo to enter the Treasure Room. Clear the Treasure Room, then place red and blue incense in the white flame to unlock the purple gate. Walking through the purple gate switches control to Elco and Buki at the top of the chamber.



Mural Chamber and Shrine to Mo



Pass through the Mural Chamber, defeating the spiders who attack as you enter the room. The hall beyond leads to the Shrine to Mo, but places Buki and Elco on the balcony above the temple's main entrance. Defeat the attacking spiders, then look for a gold crystal on the balcony. Stand Elco next to the crystal and his fuel gauge fills. Press **A** and Elco can fly for a short time. Fly through the rings hovering over the statue's hands. This unlocks the door on the balcony marked with red flags. Collect the Orb of Power from the chest in the next hall and save.

Hall of Warriors

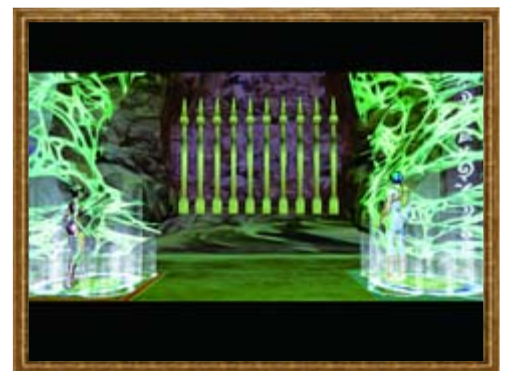


The next room is challenging. A large group of Arconite Raiders and an Arconite Warlock appear. Switch to Elco and use his Ion Fluxinator to keep the enemies off of Buki. Use Buki's Storm Kick to thin out the pack. Stay away from the Arconite Warlock while fighting the others, or target it first. It releases a powerful shockwave that causes major damage. Left unchecked it can quickly wipe out Elco and Buki. After the battle, claim the Shalazah, a

weapon for Buki, from the chest along the wall before passing through the door marked with purple flags.

Dragon Chamber

The Dragon Chamber is damaged. There's no easy way for Buki and Elco to reach the exit. Turn left from the entrance and look at the outside wall. Buki can climb along the wall to reach the exit door, but Elco must find another way across. Go right from the entrance to find a gold crystal. Power up Elco's rocket and fly across the two pits to reach the exit. Check both pits to find additional items. When both characters are at the exit, have each one stand on one of the two circles set in the floor. This unlocks the door and allows them to progress. Control switches to Tal and Ailish.



Walk around the balcony and look for two suspicious patches on the wall that are covered in vegetation. Buki can climb these walls. Walk to them and press **A** to dig her claws into the wall, then climb as if on a ladder. Buki can also go to the left or right while climbing. The switch in one of the raised alcoves unlocks the door marked with yellow flags.

Treasure Room



Defeat the two Impaler Spiders in the Treasure Room. Most of the treasure has been looted, or has deteriorated with time, but the center chest still contains an extremely valuable Eagle Totem.

The Long Gallery

Enter the Long Gallery and fend off the Arconites. Have Ailish use Xuric's Shockstaff, because it's very effective against the Arconites. There's an Arconite Warlock in the pack. Target the Arconite Warlock first, then turn your attention to the other enemies. After the battle, use Ailish's powers to dispel the blocks to the left and right of the Mo statue that are blocking the two smaller statues. Use Tal's power to pull the two statues onto the gold squares set into the floor. When both statues are in place, the door at the front of the room unlocks.



Dragon Chamber



Tal and Ailish enter the Dragon Chamber on a lower level. Walk down the ramp to the bottom floor. The center of the room contains an unusual puzzle. Four of the jagged columns have blue

stones set into them that match the large stone in the floor's center. You must place the four jagged columns on the four glowing spots on the floor surrounding the center stone, so that the stones set into the columns point toward the center. One of the four columns is already in place. Notice the white glow coming from its base.

Two columns are broken. Move them to the nearest corner so they're out of the way. Push the column closest to them into the same corner on top of the light in the floor. The two remaining columns are in each other's way. Push the column closer to the center one space toward the middle of the puzzle. Move the column in the corner around the first column and into its position to the right. It's then easy to move the remaining column into place. When all four columns are in the right spots, the dragon statue breathes fire and burns away the webs blocking the door at the ramp's top. Pass through the door and save. The two groups reunite outside of the temple's center.



Boss Fight: Queen Ghara



Lure Ghara into one of these spots that stick out from the wall...



...then attack her abdomen while she's stunned.

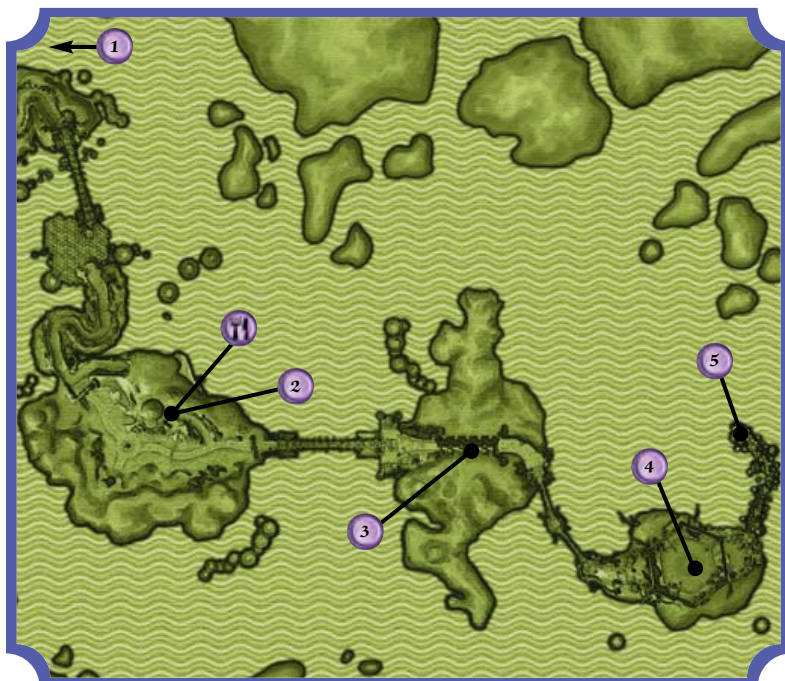
Only Buki can enter the final chamber, where she must face Queen Ghara alone. Direct assault cannot damage Ghara. To stun Ghara, you must fool her into crashing into one of the four spots that jut out from the wall. Stay near the room's outer edge. Run to stand Buki in front of one of the wooden placards that jut from the walls. Face Ghara and block, holding it in preparation to roll. As Ghara charges, roll Buki clear to one side; if you aligned with the pillar correctly, Ghara crashes into it and becomes stunned for a short while. Run behind Ghara, and attack her with your most powerful combos or skills. Use **A, A, X, X, X, X** for maximum

impact. As Ghara gets free, get away to avoid her shockwave attack. Whilst she is doing this, line up Buki in front of another placard in preparation for her next charge.

Repeating this process, Ghara will fire a glue shot before charging. You have plenty of time to roll and avoid this using the same technique as her charge. From this point forward, you will need to line Buki up to one side of a wooden placard as Ghara launches her glue, and roll in front of the placard to lure her charge alignment with it. Run forward and quickly roll or run to avoid her charge. She continues past and crashes into the placard. This technique works for both her single shot and triple glue shots. When the battle is over, you find the Vampire Fanged Scroll and the party is transported to the Realm of Shadows.



The Realm of Shadows

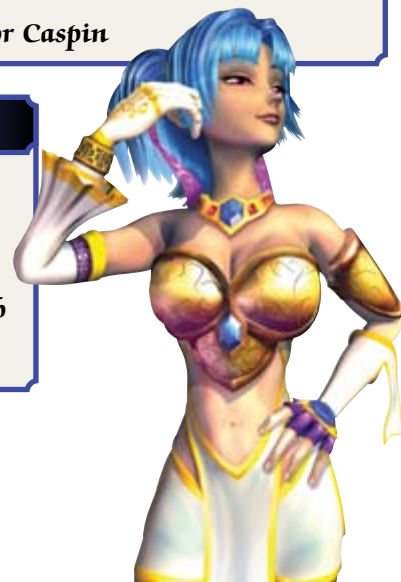


Quests

1. Return to Illumina
2. Speak with Hexam
3. Find the Navigation Stone in Farex Lore's Tomb
4. Return the Navigation Stone to the Portal
5. Find Transport Home to Illumina Castle
6. Collect the Oars for Caspin

Legend

- 1 Shadow Nexus
- 2 Hexam
- 3 Hall of Heads
- 4 Farex Lore's Tomb
- 5 Navigation Stone



Tip



At the base of the ramp, turn left and look for a vegetation-covered wall Buki can climb. Scale the wall to find some pots and an Orb of Wisdom.

Finding a Way Back

Climb the twisting path and follow it across the bridge. Avoid the spirits on the bridge, or they'll chip away at the party leader's Health and Skill Points. Save on the other side, then enter the lowered area where a group of Bat Spirits and Wolf Spirits attacks the party. This is the first time you've had to manage four characters at once. Use Tal or Buki and focus on the Bat Spirits first to keep them from poisoning the group. Make good use of the **X, X, A, A, A, A** combo to defeat these strong enemies. Listen for the warning that a character's health is low. When it sounds, switch to Ailish and use her Witch's Kiss to keep everyone in the battle.





Follow the path up the hill. Don't open the gate at the top. Explore the road to the left first to find an Orb of Might and a Ghost Orb. Backtrack to the gate and enter the courtyard area. Several waves of Bat Spirits, Wolf Spirits, and Eagle Spirits attack. Fend them off, then climb the hill near the back gate to meet Hexam.

Note

Ghost Orbs protect the party from the spirits on the bridges. Whoever is leading the party receives 50 Health and Skill Points every time he or she makes contact with a spirit, instead of losing the same number. It's a good opportunity to restore one character without wasting items.



The party learns they must find a Navigation Stone if they're ever to return to their own world, which means challenging the spirit of Farex Lore. Hexam gives them a key to get through the gate at the bottom of the hill. Use Hexam's Key and cross the bridge beyond the gate.

Tip

Come back anytime! Hexam is happy to let the party rest at his home. Speak to Hexam whenever the party needs to restore lost Health and Skill Points.



Pick up the next Ghost Orb and save before climbing the steps ahead. Pass through the Hall of Heads and cross the third bridge. Claim the Ghost Orb beyond the bridge before entering the next gate.

Boss: The Dread Lord Farex Lore

Farex Lore is a powerful enemy with a giant morning star that can break stone. He also can summon Wolf Spirits and Eagle Spirits to fight by his side. Set Tal and Buki to Defensive mode and put Elco on Attack. Take control of Ailish and circle the arena to avoid Farex Lore's attacks while peppering the enemies with shots from a rapid-fire



weapon. Farex Lore tends to chase whomever you control, so the others will be safe from his attacks and can focus on the spirits that appear. Use Blaze Ball or another Skill Strike to attack enemies as they group, and use Witch's Kiss when someone is hurt. Farex Lore has a lot of health, so it will take time to weaken him. As he takes damage, he summons different spirit groups, so even if one group is obliterated another will follow. When the battle is over, the party gains the Soul Seeker Scroll.

Activating the Shadow Nexus



Pass through the gate in the back of the room to find a chest containing the Debilitator, a weapon for Elco. Look for a wall covered in vegetation. Climb the wall with Buki, then climb down the other side to find a chest containing an Orb of Might. The Navigation Stone is across the stone walkway. Run forward and the walkway appears piece by piece. When Buki collects the stone, Tetsu appears and grants her the Protection of Mo the Great Cat in the form of a Spirit Strike. She's also clothed in the Mist Tiger armor.



Hike to the portal where the party entered the Realm of Shadows. Hexam explains more of what's going on with the world and sees off the party. The portal transports the team to New Brightwater at the Brightwater Lighthouse's base.

Side Quest: Souls for the Ferryman



On the way to the beginning, after collecting the Navigation Stone, look for Pitt the Ferryman at the top of the ramp before reaching the portal. Bring him the Spirit Orbs that the spirits in the Realm of Shadows drop. For every 25 Spirit Orbs, he awards one weapon until all four characters have been given one. The four weapons are the Jakome (Buki), Batholith (Ailish), Chronotron (Elco), and the Preystalker (Tal). Pitt also acts as a trader, but he purchases only Spirit Orbs for 50 florins. He also sells the items to the left.

PITT'S STOCK

ITEM	PRICE
Emerald Panacea	25
Healing Potion	100
Soul Nectar	425
Spirit Nectar	200
Holy Nectar	750



New Brightwater Village

Quests

- | | |
|--|---|
| 1. Return to Illumina | 4. Return the Navigation Stone to the Portal |
| 2. Speak with Hexam | 5. Find Transport Home to Illumina Castle |
| 3. Find the Navigation Stone in Farex Lore's Tomb | 6. Collect the Oars for Caspin |

Hitching a Ride



Ailish insists on hiring a boat for the trip to Illumina and won't allow the party to leave the village on the main road or through the Shadow Nexus. Walk down to the Village Square and speak with Caspin at the boathouse. He's willing to take the party out on the water, but needs a pair of oars, which are in his other boat.

Walk to the edge of the Salty Dog Inn and face east over the water to see the second boat sitting on a grassy ledge. Look left to see a wall covered in vegetation near the blacksmith. Have Buki climb down the wall and claim the oars, then return them to Caspin to secure travel to Tiffion Harbor at Illumina Castle.



Tip

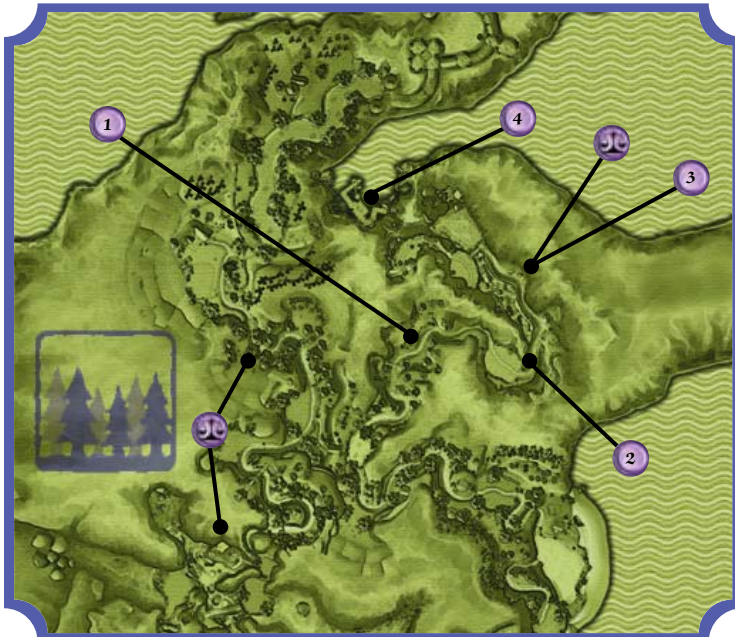
If you completed the Brightwater Pearl Collector quest on the first visit to New Brightwater, you've been sitting on Kirklin-Rah's Key all this time. Visit the Shadani Encampment at the top of the hill and send Buki into Kirklin's Tent. Climb the wall inside the tent to find a chest containing a Cat Totem.

Side Quest: Skulls for Wazim



Have Buki speak to Wazim in the Shadani Encampment at New Brightwater. He challenges her to prove her worth as a hunter by bringing him eight Arconite Skulls. You may already have that many Arconite Skulls in your inventory from the trip to Temple Mo, but odds are good that it will be awhile before you can complete this quest. Return to Wazim after collecting eight Arconite Skulls, and Buki receives Wazim's Key. Enter Wazim's Tent, which is right next to him, to find a chest containing 2,000 florins. Rest in his bed to restore the party's HP and Spell Points free of charge.

The Road to Transentia



Quests

- | | |
|---|---|
| 1. Install the Crystal | 6. Obtain the Crystal from the Transentine Research Center |
| 2. Report to the Illumina Castle Courtroom by Royal Command | 7. Collect six lumps of Raw Mineral from the Transentine mine |
| 3. Board the Airship in Illumina Countryside | 8. Load the Raw Materials and Collect the Processed Transentium |
| 4. Fix the Elevator | 9. Activate the Shadow Nexus in Transentia |
| 5. Find Professor Hayton at Transentia University | |

Legend

- | | |
|---------------------|-------------------|
| 1 Fatty's Scrapyard | 3 Trader Letchiko |
| 2 Copper Field | 4 Airship |

Things to Do

There are many things to do before returning to Illumina Castle. You don't have to complete these tasks at this time, but the rewards are worthwhile.

Parham County Outhouse

In Illumina Countryside's Parham County, there's a house next to a previously burning mill. Behind the house is an outhouse. Use Tal to push the outhouse to the side, then use Buki to climb up the wall behind it. The chest in the alcove above the outhouse contains an Orb of Vigor.



Spirit Canyon Waterfall

In Spirit Canyon, look for a rock bridge over a deep gorge before Woluf Valley. Next to the bridge is a wall Buki can scale. Use her claws to crawl along the left wall and explore the alcove behind the waterfall to find a Cat Totem.



Temple Mo's Secrets



Revisit the Fountain Room in Temple Mo. Have Buki climb the wall to the right of the fountain to find the Melakorka, a weapon for Buki. Toss the switch next to the chest to open the gate in the room below. The chest behind the gate contains an Orb of Vigor. Fly Elco across the pit to the fountain's left. A Dragon Totem hides behind a secret wall you can dispel.

Lamper's Bell Run



Talk to Lamper in Shadani-Mo to play the "bell run" game. Ring all 5 bells in Shadani-Mo in less than 2 minutes and 50 seconds to earn a prize. After winning once, beat your best time and earn additional prizes by speaking to Lamper. The bells are:

- In the Village Center near the base of the hill leading to Mount Lore
- In the Council Room's center
- Between the Elders' tents
- On top of Mount Lore near Temple Mo's entrance
- In the cave behind Campo's Hut near the front of the village.

Side Quest: Fallen Warrior's Skull

Enter Carrick Lore's Tent in Shadani-Mo with Buki. Have her search the shelves to find a Fallen Warrior's Skull. The other party members won't see the skull if they search the shelf. Take the skull into the Realm of Shadows and visit the Hall of Heads. Place the Skull on the empty pike in the back of the room and a chest containing the Pathosis, a weapon for Buki, will appear.

Side Quest: The Trials of Mo



Explore south of the entrance to Shadani-Mo to find a wall Ailish can dispel. Behind it is a door only Buki can enter, but first she must speak to Malik in the village. He is in the Elders' section of town inside a tent. Malik grants Buki entrance to the Trials of Mo. There are five trials. Each trial pits Buki against a series of progressively more

challenging monsters. Defeat all of the enemies in a trial, and Buki earns a reward.

Be sure Buki has lots of healing items. It also helps to have the Asilas the Wolf Skill Strike, so Buki isn't alone throughout the trial. Conserve her Spirit Strike. It comes in handy during the fifth round of fighting. Buki is often outnumbered. Separate enemies, so they don't pound on her from several directions at once. Be relentless against bigger enemies. Many of the larger enemies regenerate HP if left alone. Target an enemy and focus on it until it's dead, even if that means taking a shot from another monster.

- 1st Trial Reward: 250 florins
- 2nd Trial Reward: 500 florins
- 3rd Trial Reward: 1,000 florins
- 4th Trial Reward: 2,000 florins
- 5th Trial Reward: Cat Totem
250 XP

Side Quest: Mafu's Proof



Mafu, one of the elders in Shadani-Mo, is worried about how to inspire the younger generation to fight. Have Buki suggest defeating the Arconites and Mafu will ask for five Arconite Skulls as proof that the Arconites are not invincible. Scour Temple Mo for skulls and return them to Mafu to earn 1,000 florins and Experience Points.

Side Quest: Balum's Staff



Speak to Opal in Shadani-Mo. Offer to take her dead son's staff to the Realm of Shadows for her and she hands over Balum's Staff. Use a portal to reach the Realm of Shadows. Take the staff to Hexam and he offers to bury it. For completing the quest, the party is awarded an Orb of Sanctuary and 25 Experience Points.

Return the Crystal



The Courtroom Balcony



Speak to Porkin Binsce in the Illumina Castle Courtroom to acquire the Balcony Key before returning the crystal. With it the door on the east side of the courtroom can be opened, but all four party members must be together to explore this area. Only one character can enter the Illumina Castle Courtroom at a time, so begin with Elco. Enter the door to the right of the

queen's throne and fly over the pits upstairs. Toss the switch down below and opposite to unlock the door below. Bring Ailish into the courtroom and have her climb the ladder. Use her dispel ability to find a chest and clear the path for the next character. The party must continue to work together, one character at a time, to get past all of the puzzles and reach the final reward at the end.

Return to the Illumina Castle and speak with Dr. Wai Wan in the Palace Corridors outside of the Machine Room. The party receives 25 Experience Points for completing the quest. Everyone goes separate ways for the night. In the morning, Buki and Ailish are summoned to the Illumina Castle Courtroom. The queen commands Tal and Elco to travel to Transentia to acquire the Transentine Crystal. The queen orders Ailish to remain at the castle, but Ailish convinces Buki to accompany her to Transentia.

Leave the castle and head to the Illumina Countryside. Return to Parham County and cross the bridge. The left path is now clear. This leads through the mountains to the airship.

Side Quest: Shadowstones



Talk to Campos on Mount Lore. He needs Shadowstones for his carvings. Collect Shadowstones from the Arconites within Temple Mo and bring them back to Campos. He rewards the party with the following items and 25 Experience Points.

- 1st Stone: Luster Wine
- Next 5: Luster Brew
- Next 5: Miracle Potion
- Next 10: Agarth's Cleaver (Tal Weapon)



Side Quest: Eyes for Arlo



Visit General Arlo in the Training Yard. He'll reward the first soldier to present him with three Cyantine Eye gems. At this stage of the game these gems are hard to find, so hopefully you have three in your inventory. If not, keep fighting and searching barrels and boxes, then check with Arlo later. When you present three Cyantine Eye gems to Arlo, he awards 100 Experience Points and Arlo's Key. Take the key into Lusica's Garden and use it to open the door on the southwest corner. The chest inside General Arlo's Quarters contains an Orb of Sanctuary.

Tip



Look for a cave in the cliff on the right side of Transentia Road. It's close to a sign pointing to the Illumina Countryside. A chest inside the cave contains an Orb of Vigor.

Veshchenega



After passing through Copper Field, keep an eye on the right side of the path until you spot a valley tucked between the cliffs. Walk to the valley's end to a wall covered in vegetation. Use Buki to scale the wall. The path is long, but at the end is a chest containing the Veshchenega, a weapon for Buki.

Trader Letchko



Letchko is beyond Copper Field. He buys anything, but pays less than most of the other traders. Selling to Letchko won't make you rich, but for quick cash his prices are acceptable.

LETCHKO PAYS TOP DOLLAR FOR...

ITEM	PRICE	ITEM	PRICE
Reptuffalo Hide	50	Wyrdlord Gem	340
Dilodactyl Hide	100	Marble Shard	120
Bearal Fur	190	Crab Crystal	365
Kargal Fur	145	Brightwater Pearl	120
Scribe Skin	625	Eden Coral	450
Aquaticlaw Shell	105	Cyantine Eye	230
Glue Spider Duct	140	Shadowstone	120
Hydrogenate Scale	400	Omnium	245
Gnat Stinger	25	Illumina Opal	570
Arconite Skull	160	Huge Gold Bar	4,500

LETCHKO'S STOCK

ITEM	PRICE
Healing Tincture	145
Healing Elixir	275
Soul Nectar	425
Spirit Nectar	200
Holy Nectar	750



Extending the Stairs



Copper Field comes to a dead end. There's a set of retracted stairs. Use Ailish to inspect the area to the right of the stairs to find a hidden control switch. Dispel the switch and press it to make half of the stairs extend. Look to the left of the stairs to find a wall covered in vegetation. Climb down the wall with Buki and press the switch at the bottom to complete the stairs.

Tip

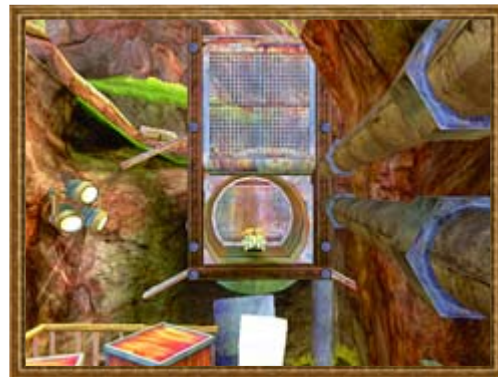
After Buki hits the second bridge switch, follow the walkway to its end to a wall covered in vegetation. Climb over the rail and to the area below to a large room. The chest inside the room contains a Cat Totem. By now you should have all four Cat Totems. Return the last one to the Wey Shrine dedicated to Mo near Shadani-Mo. Buki is awarded her ultimate weapon, Staeysekin.



Tal and Elco



Fly from the gold crystal to this switch...



...then through the gate before it closes.

After Ailish and Buki are aboard the airship to Transentia, the story shifts to Tal and Elco. They're in the Copper Field area before Rivet Point. Look for a ladder to the left. Have Elco climb down and stand next to the gold crystal. Power up and fly across the canyon to the green switch on the opposite wall. Press the switch to open a gate to the left. Elco has 12 seconds to fly through the canyon and past the gate before it shuts. Time and fuel are against you in this challenge. Move quickly between the fences and over the landing to reach the gate in time. The chest behind the gate contains a Dragon Totem.

After collecting the Dragon Totem, follow the road to the airship. Be ready for a couple of battles along the way. Speak to the Airship Attendants when Tal and Elco reach the dock, and they'll be taken to Transentia.

Olivitess's Blessing



Climb the stairs and defeat the enemies that wait through the gate to Rivet Point. After you eliminate them, Tetsu appears to Ailish for a second time. He presents her with a second blessing from Olivitess in the form of a second Spirit Strike, Spirit Flute, and outfits her in the Seraphitic Armor.

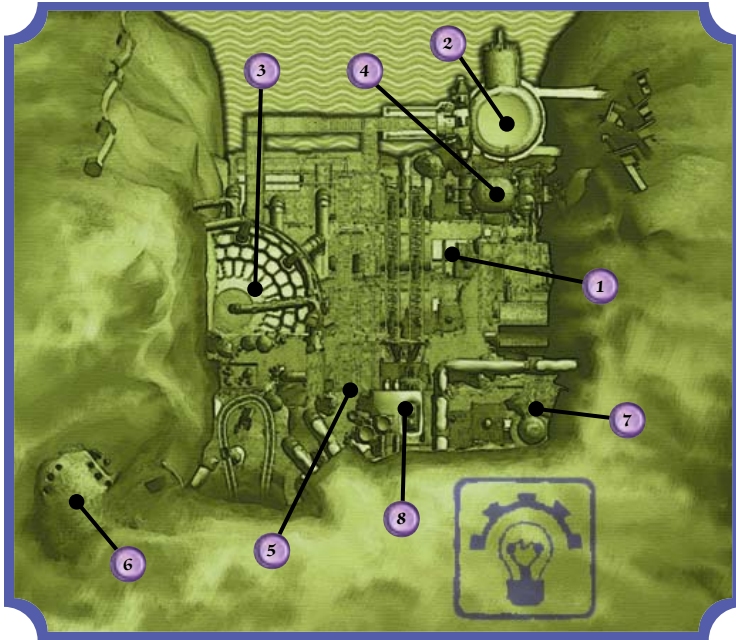
The airship is beyond Rivet Point. Pass through Clockwork Road and speak with the robotic Airship Attendants. They allow Ailish and Buki to travel in the airships to Transentia.

Wey Shrine to the Dragon



Check the left side of the road after passing through Rivet Point to discover the fourth Wey Shrine. This one is dedicated to the Dragon, Lebius, and is used by Elco. Visit the shrine after Elco is in the party.

Transentia



Quests

- | | |
|---|--|
| <ol style="list-style-type: none"> 1. Install the Crystal 2. Report to the Illumina Castle Courtroom by Royal Command 3. Board the Airship in the Illumina Countryside 4. Fix the Elevator 5. Find Professor Hayton at Transentia University | <ol style="list-style-type: none"> 6. Obtain the Crystal from the Transentine Research Center 7. Collect Six Lumps of Raw Mineral from the Transentine Mine 8. Load the Raw Materials and Collect the Processed Transentium 9. Activate the Shadow Nexus in Transentia |
|---|--|

Legend

- | | |
|---|---|
| <ol style="list-style-type: none"> 1 "Nuts" the Blacksmith 2 Rusty Cog Tavern 3 Transentia University 4 Kamo's Shop | <ol style="list-style-type: none"> 5 Transentine Research Center 6 Portal Site 7 Miss Lupa's Observatory 8 Elevator Power Plant |
|---|---|

Fix the Elevator



Azgarth stops Tal and Elco as they enter the city. The elevator to Transentia is broken, but Elco can help set things right. He's given two Cog Wheels. Have Elco climb the ladder to the right and charge up using the gold crystal on the platform. Fly across the small gap to the second ladder and climb up. Flying to the west side of the area takes Elco to a large chest containing another Dragon Totem. Going east puts him on a platform holding the water pump. Put the Cog Wheels on the empty spindle. Drop down and board the elevator to reach the city.

Tip



A crate puzzle is behind the ladder on the right. Push the crate sitting farthest west one spot. Enter the small alcove between crates and pull the southern crate backward as far as possible. This creates a path to a large chest in the back around the corner, which contains a Wolf Totem.

Professor Hayton



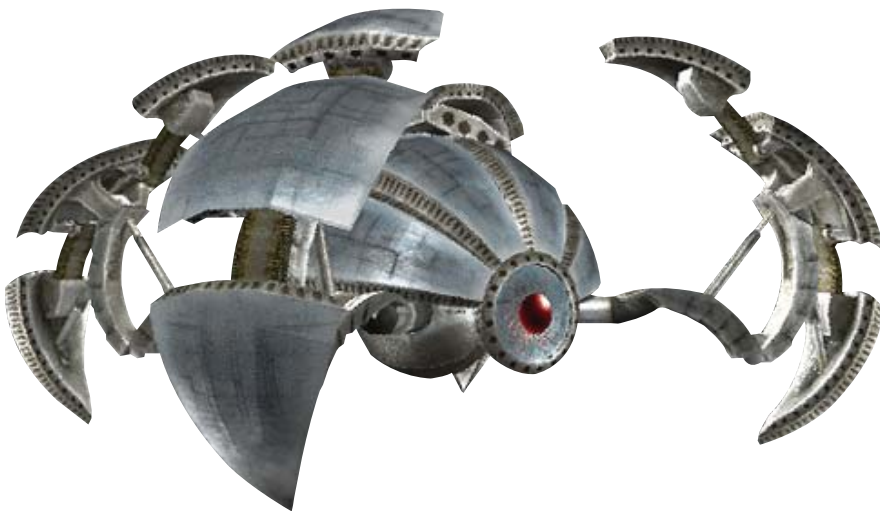
Transentia is built on the side of an immense cliff. The city has five levels. The first level is where the airship docks. The elevator takes the party to the second level, where the local blacksmith and the Rusty Cog Tavern are located. A lift near the tavern connects City Levels 2 through 5. Explore the city and then go to City Level 3 and visit Transentia University to find Professor Hayton. Climb the stairs to the second floor to find the professor along with Ailish and Buki. The professor asks that the party invade the Transentine Research Center and recover the Transentine Crystal from Krenn, the renegade computer.

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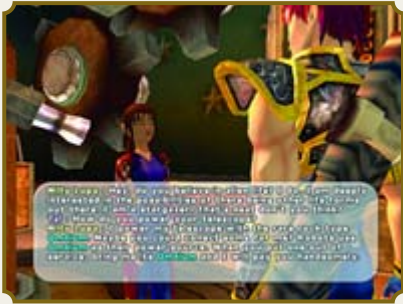
Side Quest: Heart's Heart



Heart, a robot girl found outside the Rusty Cog Tavern, gave her heart chip to another robot inside the Transentine Research Center. She asks that the party get the heart chip, but there's a problem: The robot is nowhere to be found. Save this quest for another trip to Transentia.



Side Quest: Omnium Collector



Visit the Observatory on Transentia's fifth level and speak to Milly Lupa. She offers a reward in exchange for a chunk of Omnium. You may have a piece of Omnium, but the quest requires more. The robots are the only good source of Omnium in the Transentine Research Center. Even after clearing the building, you may need to explore further to get the required number of Omnium chunks. Milly Lupa presents the following rewards as the quest is completed.

- 1st Chunk: Stardust Vial
- Next 5 Chunks: Moondust Vial
- Next 5 Chunks: Starflare Vial
- Next 10 Chunks: Power-Plant Key



After getting the key from Miss Lupa, leave the Observatory and switch to Buki. Climb the wall beneath the lift's tracks to reach the Elevator Power Plant. The chest inside the small building contains an Eagle Totem.

Robot Testing



Look for a ladder on City Level 3. Have Tal climb the ladder and speak to Evaluator K621. Agree to fight the "Death-Bot" and climb the second ladder to enter a small arena. The robot is actually a Hunter-Killer. It cannot be knocked down or back. Block and counter-attack after its two-strike attack, but only with two-hit combos. Three-hit combos leave Tal open to counterattack. When the robot sparks, use the **X, X, A, A, A, A** combo to cause maximum damage, then run as far away as possible to avoid the blast that follows. Defeat the robot to earn 2,000 Experience Points and a Huge Gold Bar. After the battle, open the chest to obtain a Wolf Totem.

Dr. Brett's Exam



Look for Dr. Brett inside Transentia University to the right of the entrance. He mistakes the party for students. Take his test to earn a prize. The questions are true or false, and are based upon enemies and characters you meet in the game. If the questions are too challenging, speak to Simmunz outside the university. He's a fountain of knowledge and provides most of the answers.

- 1 Right: Nothing
- 2 Right: Skill Salve
- 3 Right: Skill Potion

Look for a ladder on City Level 3. Have Tal climb the ladder and speak to Evaluator K621. Agree to fight the "Death-Bot" and climb the second ladder to enter a small arena. The robot is actually a Hunter-Killer. It cannot be knocked down or back. Block and counter-attack after its two-strike attack, but only with two-hit combos. Three-hit combos leave Tal open to counterattack. When the robot



Transentine Research Center

Quests

1. Install the Crystal
2. Report to the Illumina Castle Courtroom by Royal Command
3. Board the Airship in the Illumina Countryside
4. Fix the Elevator
5. Find Professor Hayton at Transentia University
6. Obtain the Crystal from the Transentine Research Center
7. Collect Six Lumps of Raw Mineral from the Transentine Mine
8. Load the Raw Materials and Collect the Processed Transentium
9. Activate the Shadow Nexus in Transentia

Entrance Chamber



Follow the long hall from the entrance to the first room's lift. Ride the lift, and the party meets Krenn, the supercomputer running the complex, in the Entrance Chamber. It unleashes a Controller and several Z 1000s into the room. The Z 1000s cannot be stunned, knocked down, or knocked back, so the juggle combo isn't effective. Stay beside or behind them to avoid their charge attacks while hitting them. Use Ailish or Elco against the Controller. Their ranged weapons are the only effective attack against this flying machine.

Tip

The Controller controls the robots with which it fights. Destroy the robots, and the Controller will crash and explode. Destroy the Controller, and the robots under its control are automatically destroyed. This is not a good strategy. The Controller is harder to destroy than the other robots. It has many Hit Points and only Elco and Ailish can attack it. Focus on the other robots and ignore the Controller.



Dean's Office



Pass through the open hall to reach the Dean's Office. Several Hunter-Slayers attack. You can knock around these robots like most living creatures, so the juggle combo works best against them. After the battle, check the Dean's desk to find a code for the safe (0101, 1011). The chalkboard shows a 1 with an up arrow and a 0 with a down arrow. Use Ailish to dispel the back wall and uncover the safe.

There are four numbered switches outside the safe. Using the code and the information from the chalkboard, pull switches 1 and 3 down, and the first safe door opens. Lift switches 1 and 3 and pull switch 2, and the second safe

door unlocks. Enter the safe to find the Master Key Card. Have Ailish check around for an invisible chest, which contains the Wizardwood Stave, a weapon for Ailish.



Return to the Entrance Chamber and defeat the attacking robots. When all is clear, use the Master Key Card to unlock the door marked with two red lights. Follow the hall to the Computer Room.

Computer Room



After a quick battle, the party splits up. Buki and Tal must find six lumps of Raw Mineral for Elco. Pass through the door with yellow lights to find an elevator shaft. You must activate the elevator's power supply. Walk left from the entrance and have Buki climb on the metal grate attached to the wall to reach the switch for the power supply. Toss the switch, then press the green button on the elevator twice to reach the third floor.

Mining for Materials

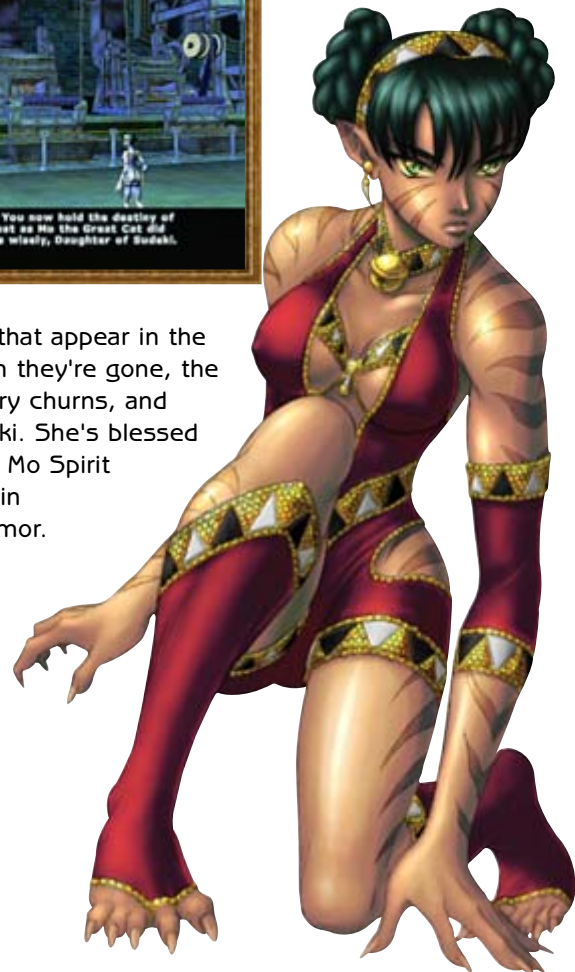
Enter the mine and follow the walkway to the large room at the bottom. Six Extractoclaws are at the mine's base gathering Raw Material. Defeat them to get them to drop the Raw Materials. Beware of the Suicide Droids that also appear. They're weak but capable of powerful explosions. Hit them as they approach. After you defeat all six Extractoclaws and gather the six clumps of Raw Material, return to the mine's entrance and place the materials in the hopper. Ride the elevator up to the second level where the Processing Room is located.



Processing the Transentium



Defeat the Hunters that appear in the room's center. When they're gone, the processing machinery churns, and Tetsu appears to Buki. She's blessed with the Blessing of Mo Spirit Strike and outfitted in Coelacanth Scale armor.



The Processed Transentium is on the catwalk around the room's perimeter. Look to the right of the stairs down into the room's center. There's a huge battery cell next to a vertical grate. Have Tal grab the battery and pull it back one space. The lift next to the battery descends and Buki can climb the grate, but the catwalk is incomplete. Notice four similar lifts at the room's end. Help Buki get across the gap by moving the two large batteries in front of the lifts so they rise. Start on the right and work to the left. Don't move the battery powering the lift Buki is standing on. She won't cross if the lift is lowered. After Buki crosses the lifts, she automatically collects the Processed Transentium and is lowered to the floor. Return to Elco.



Unlocking the Central Processing Room

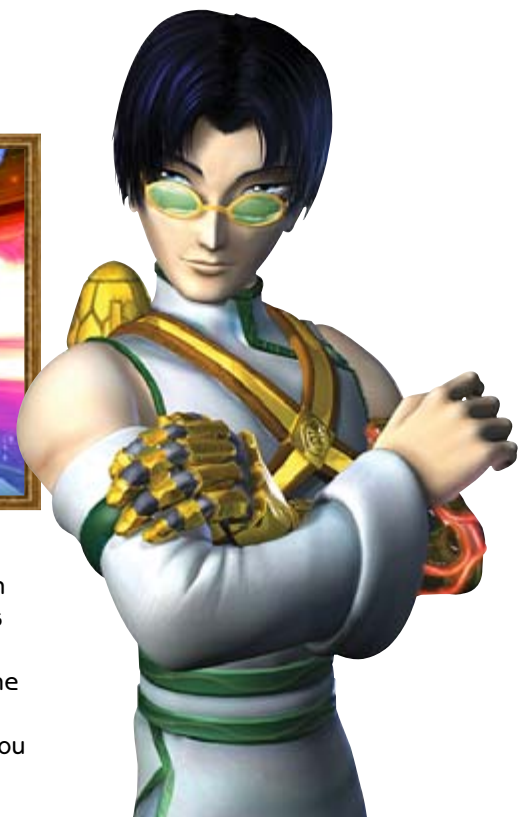


The Central Processing Room's power has been cut and only Elco can restore it. Use the gold crystal at the ladder's base to charge up, then climb the ladder. Fly left and climb the second ladder to reach the highest platform. The two switches to reactivate the power are slightly to the left and right and lower than the highest platform. Fly to either of the switches and drop to the platform. Activate the switch, fly to the second switch, and toss it. The door to the Central Processing Room opens, but only Elco makes it through in time. Save, then use the lift in the room's center.

Boss: The Krenn CPU



Krenn has a predictable attack pattern. It begins with a close-range attack, which requires it to chase after Elco and swipe with one of its front legs. Back away as Krenn approaches, and the attack will miss. The boss returns to the room's center and scans the area for Elco. After it sees him, its head shifts to the side, looks back, and fires a devastating beam from its eye. Stay halfway between the wall and Krenn, and circle the room while shooting the red eye. Keep moving, and the beam won't hit Elco. You can stop for a second to heal, but start moving before Krenn's head shifts to the side. If you move after the shift, it's impossible to avoid the beam.



Tip

Use the Nano-Enhancement Skill to boost Elco's attack power. It allows Elco to deal devastating damage, even with his Proton Phaser.



The only way to damage Krenn is to shoot the center red eye. After the boss takes heavy damage, it closes up in the room's center and a large electrode ejects from the wall. The electricity from the electrode repairs Krenn. Target the electrode to destroy it. Keep an eye on the ground, because two waves of Suicide Droids appear. Pick them off and focus on the electrode until it is destroyed. Repeat this pattern until you wreck all four electrodes.

With the electrodes gone, Krenn is unable to repair itself. The next time it's heavily damaged, it registers the error and begins a more ferocious assault. Keep doing what you've been doing. Stay back and circle while shooting the eye. Krenn's close-range attack is replaced by a spinning attack and a lunging dive; avoid both by moving away at all times. Suicide Droids regularly get released. Eliminate them while avoiding Krenn, but focus on Krenn's eye.

When Krenn falls to pieces, Elco is awarded the Essence Gnawer Scroll and the Transentia Crystal. Return to the Computer Room to meet the others, then take the crystal to Professor Hayton at the center's entrance.



Side Quest: Heart's Heart



The Heart's Heart quest can now be completed. Return to the Mine level where the Raw Material was collected before leaving the Transentia Research Center. Defeat the 2 3000 at the base of the Mine to find the Heart Circuit. Return the circuit to Heart outside the Rusty Cog Tavern to receive a Dragon Totem.

Activating the Portal



Talk to Professor Hayton at the portal after finishing any remaining side quests, resting, and making any last-minute purchases. The crystal's power activates the portal, allowing the party to travel to the Shadow World.



Nassaria's Grotto

Quests

- | | |
|--|---|
| 1. Locate the Aklorian Crystal | 4. Enter Nassaria's Grotto |
| 2. Speak to Lord Mewsley | 5. Find Mermaid Pearls for the Mermaid Statue |
| 3. Recover the Holy Symbol of Tetsu for Rev. Casser | 6. Defeat Nassaria |

Separation



Follow Dead Fish Cave to Singing Siren Chamber. When the guys step into the chamber, they're overcome by the Siren's Song and lured into a trap. Buki and Alish aren't affected, but neither are the Hydrogenate

Warriors and Hydrogenate Myrmidon. These enemies aren't more challenging than others you've faced. Focus on the Hydrogenate Myrmidons first and then eliminate the Hydrogenate Warriors.

After the battle, run around the statue and go up the ramp that wraps around the central structure. Inspect the ground at the base of the statue. There's a spot for a Mermaid Pearl. This triggers the vines at the back of the chamber to lower.



Note

Don't miss the Save Point on the ledge that runs along the outer wall.

Eaquoris Falls



Enter the back hallway to reach Endless Stairs Cavern. Conquer the enemies at the base of the stairs and enter the hall on the right. Follow it all the way up to Eaquoris Falls. A Crystal Scribe and

Hydrogenates protect the falls. Focus on the Crystal Scribe first, as its attacks are the most powerful. After you eliminate the enemies, check the room's right edge to find a pile of skulls with fairies flying over it. Dispel the skulls and hop on the small ledge. Activate the ledge and it carries the duo to the central island in the middle of the gorge. Dispel the second pile of skulls and ride the second small ledge. Switch to Buki and climb the wall to find a green switch. Press the switch and return to the center island. Hop on the small ledge activated by the switch to reach the chest on the opposite side of the gorge. Collect the Shell Key from the chest and return to Endless Stairs Cavern.



Nassaria's Song



Ascend the stairs and look for a door blocked by a giant shell and magical energy. Have Ailish dispel the hidden bridge in front of the door, and use the Shell Key to remove the magical barrier.



The hall leads to a new balcony in the Singing Siren Chamber. To the left are four white circles on the ground. Each circle plays a musical note when stepped upon. Press the green switch to the right of the circles to hear Nassaria's Song. Play the song using the white circles. Stand in the middle of the circles and face the center of the room. Step on the front left, front right, back left, middle front, and back right. Playing the song causes a Mermaid Pearl to appear. Cross the bridge to the right of the switch to reach the pearl and then return to Endless Stairs Cavern.

The Natatorium

Take the stairs to the left, and save before entering the Natatorium. Follow the path to the left with Buki. Climb the wall to find a button and a lever. Push the button, pull the lever, and push the button a second time. Switch to Ailish and cross the bones. Have Ailish pull the lever on the left and then have Buki press the button again. This changes the path ahead, allowing Ailish to reach a chest to the right. Collect the Orb of Vigor from the chest and then pull the lever behind Ailish. Have Buki press the button once more and a bone bridge rises to her left, allowing both ladies to reach the far shore. Place Buki and Ailish each in one of the circles in front of the giant oyster to receive a second Mermaid Pearl.



Return to the Singing Siren Chamber and place the Mermaid Pearls at the feet of the siren statue. The large shell door below the statue opens. Follow the hallway to its end to find Nassaria.



Devil's Belch Canyon



Crystal Reef



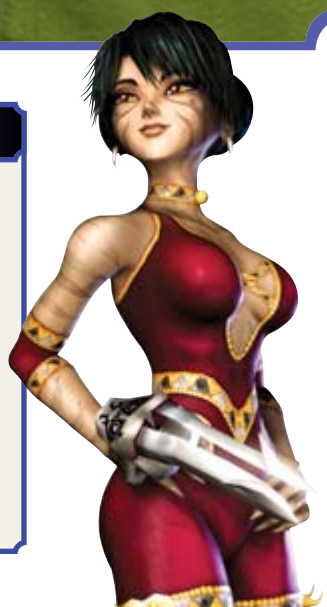
Speak with Samuel Mewsley after escaping Nassaria's grotto. He rewards the party with 500 Experience Points and the Crystal Reef Key, and unlocks the Mewsley

Warehouse. Talk to Mewsley a second time to learn that the kidnappers are headed for Cyantine Citadel. Use the Crystal Reef Key to unlock the gate next to Mewsley Mansion that leads to Devil's Belch Canyon.

The path through Devil's Belch Canyon is filled with dangerous enemies. Be ready. Pass through Wieloe's Gully to Ashenbark Woods. This leads to the Abandoned Checkpoint and into Cyantine Citadel.

Quests

1. Travel to Cyantine Citadel
2. Rescue Ailishi and Buki
3. Retrieve the Vessel of True Sight from Commander Geren in the Aklorian Stronghold
4. Return the Vessel of True Sight to Lady Caprine in Cyantine Citadel



Tip

Before leaving Crystal Reef, check out Mewsley Warehouse to find an Orb of Wisdom and an Orb of Might. Only Ailishi can dispel the gate that blocks the third chest, so keep this place in mind for later.

Side Quest: Collect Eden Coral



Finbar, the fisherman, collects Eden Coral. The Hydrogenates in Nassaria's grotto drop chunks of Eden Coral when defeated.

- 1st Coral: Apotheosis Drink
- Next 2: 2,500 Florins
- Next 10: Huge Gold Bar

Bring him pieces to earn rewards and Experience Points. Finbar hands out the following rewards.

Legend

- | | |
|-----------------------------------|----------------------------------|
| 1 Crystal Reef | 5 Abandoned Checkpoint |
| 2 Wey Shrine to Kariston the Wolf | 6 Wey Shrine to Mo the Great Cat |
| 3 Wey Shrine to Lebius the Dragon | 7 Wey Shrine to Olivitess |
| 4 Olaf's Traveling Store | 8 Eagle Rock |
| | 9 Geren's Pass |

Olaf's Traveling Store



OLAF PAYS TOP DOLLAR FOR ...	
ITEM	PRICE
Scribe Skin	875
Eden Coral	695
Hydrogenate Scale	500
Huge Gold Bar	5,500

OLAF'S STOCK	
ITEM	PRICE
Apotheosis Drink	1,000
Miracle Potion	875
Royal Potion	355
Starflare Vial	625

Look for Olaf on the right side of Wieloe's Gully in the same spot where Jurgen is in Haskilia. He pays well for items that are dropped in Nassaria's grotto, so this is a good opportunity to earn a few extra florins.

Runic Blade

The path through Devil's Belch Canyon splits in two. Follow the left path to find a Kariston Altar. Tal has the remaining Wolf Totems, if you've been following the walkthrough. Present them to the altar, and Tal is awarded his ultimate weapon, the Runic Blade. Return to Crystal Reef and have the weapon enchanted.



Lebius Altar



The path through Devil's Belch Canyon opens on a large plateau overlooking a lava lake. Check the path's left side to find a pair of ladders. Climb down to a Wey Shrine to Lebius the Dragon. Elco should have at least one Dragon Totem, but he's shy of the four totems required to get his ultimate weapon.

Omnium Rocket Gun



There's a series of plateaus over a boiling lava lake next to the Lebius Altar. Use the gold crystals to power Elco's rocket, and fly from plateau to plateau to reach the various treasures. The north corner's plateau has a ladder on the side. Climb up, then cross the higher levels to reach the far plateau near the lava flow. Be careful! The rocket's fuel is quickly consumed. Save fuel by running as far as possible on the plateaus before engaging the rocket. Look southeast on the last plateau to find a cave. It sits lower than the last plateau, so you must perform a tricky maneuver. Fly to the cave's entrance and stop thrusting. Drop a few feet so Elco is in line with the entrance, then engage the rocket again. The chest inside the cave contains the Omnium Rocket Gun, a weapon for Elco.



Cyantine Citadel



Legend	
1 Abandoned Checkpoint	4 Kamo's Shop
2 Ruined Courtyard	5 Riklak the Blacksmith
3 Caprine's Keep	6 Antoine's Inn

Quests
1. Travel to Cyantine Citadel
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Unlocking the Gate



Move the crates away from the gold crystal...



...then have Elco climb the ladder and fly to the lever.

Defeat the guards on the bridge, then enter the castle. The gate is locked, and the lever that unlocks it is at the top of a demolished staircase. Tal and Elco must work together to reach the lever. Have Tal move the metal crates on the left out of the way. Move the southwest crate northeast one space, then southeast once. Move the crate that's blocking the tower back a space, and the path is open. Use the gold crystal inside the tower to power Elco's rocket. Rush Elco out of the tower and climb the ladder next to the destroyed staircase. Fly around the junk on the right at the ladder's top, then climb the second ladder to reach the lever that opens the gate below.



Note

Fly across the left courtyard to find a hidden chest containing florins.

Note

On the way out of the castle, look for fairies to the right when entering the Ruined Courtyard. Have Alexine dispel the rubble to reveal a wall covered in vegetation. Make Nico climb the wall to find a chest containing an Orb of Power.



The Rescue



Pass through the Ruined Courtyard and enter the gate on the right to reach the East Bridge. Cross the bridge and enter the garden to find Buki and Ailish. After a startling event, Elco is visited by Tetsu and granted the protection of Lebius the Dragon. He gains his first Spirit Strike and the Essence Shield.

The party must storm the Aklorian Stronghold and take the Vessel of True Sight from Commander Geren. Kazel, Alexine, and Nico accompany Tal. The three new characters have good equipment, but none of it is enchanted. Visit the blacksmith in the Darkened Gardens before leaving. It would cost a lot to upgrade them fully, so don't bother. Get a few weapon enchantments to match those the main characters use. The Darkened Garden is like the South Courtyard in Haskilia. Explore it.

Side Trips



Now that Alexine and Nico are in the party, you can do a couple of things you passed up earlier. Check the path into Devil's Belch Canyon near Crystal Reef to find a side path leading to a wall covered in vegetation. Climb the wall with Nico to find a Wey Shrine to Mo the Great Cat and a chest containing an Orb of Vigor.

Return to Crystal Reef and visit Mewsley Warehouse with Alexine. She can dispel the gate in the back of the warehouse and collect the Huge Gold Bar from the chest. Sell it to Olaf if you need some more florins for enchanting armor and weapons.



Dare to enter Nassaria's grotto. Follow the path from the Singing Siren Chamber through the Maze and into the Depths of the grotto that Tal and Elco used to escape before. Near the end is a door covered in fairies. Have Alexine dispel the door to find two chests containing an Orb of Power and a Huge Gold Bar.

Traveling to the Aklorian Stronghold

Return to Devil's Belch Canyon. Check the canyon's east side to find the path to the Aklorian Stronghold. Beware of monsters! Enemies get tougher, and the three new party members may not be as strong as you're accustomed to. Keep a close eye on their stats to avoid being overwhelmed in battle. Follow the path through the Fire Pits to Eagle Rock. Rubble blocks the road ahead. Have Alexine dispel it and continue into Geren's Pass and forward to Vossier's Peaks.



Wey Shrine to Olivitess



Note the Wey Shrine to Olivitess in the Fire Pits. Ailish isn't with the party, so the shrine is useless at the moment. However, it may come in handy soon.

Tree of Woe



The path splits into three branches before Eagle Rock. The left fork leads to the Tree of Woe. Climb to the top of the tree and a battle begins. Defeat the enemies and two treasures appear: the Combat Fortify Scroll and the Mammoth's Fang, a weapon for Tal.

Trials of Olivitess



Climbing the ladder at Eagle Rock takes the person to a huge eagle statue in honor of Olivitess. If Alexine climbs to the statue, Olivitess offers her the chance to partake in the trials. Decline for now. There's no reason to give Alexine experience that would better benefit Ailish.



Aklorian Stronghold

Quests

1. Travel to Cyantine Citadel
2. Rescue Ailish and Buki
3. Retrieve the Vessel of True Sight from Commander Geren in the Aklorian Stronghold
4. Return the Vessel of True Sight to Lady Caprine in Cyantine Citadel



East Battlements



Move the boxes...



...so Nico can reach the lever.

The main gate is locked. Go up the stairs to the right of the gate to reach the East Battlements. The party must reach the lever in the northeast corner. Begin with Alexine. On the west end look for fairies flying around. Dispel the hidden box. Have Tal or Kazel drag the two boxes into the opposite wall's two holes. Have Nico climb the wall at the west end and cross the boxes to reach the lever. Pull the lever to unlock the gates in the center of the south side.

Pass through the gates to find a block puzzle. Move the bottom box one space to the right. Now you can reach two boxes on the right. Move the top of the two boxes up one space. Go behind the box on the right and move it down one. Pull the first of the two boxes to its original space, then go around the back of it to reach the box in the top-left corner. Pull the top-left box to the right one space. Go to the two boxes on the right. Move the left of the two boxes toward the top one space. Pull the right of the two boxes up one space, stop, go to the opposite side of the box and push it up one more space.



Return to the gate. Now only the two boxes on the left are in the way. Pull the box on the far left down two spaces. Pull the box to its right back two spaces. The path to the lever in the back is open. Climb the wall with Nico and toss the lever to unlock the door next to the first lever. Enter the room and use the lever inside to open the main gate.

The Alarm



Passing through the main gate, the party encounters a guard who sounds an alarm. This causes other soldiers to come running into the area. Stand at the base of the rope that sounds the bell and defend it. When the troops are nearly eliminated, one of them charges for the rope. If any soldier rings the bell, more soldiers come to their aid. This can turn into an endless stream of soldiers unless you prevent them from ringing the bell. When the battle ends, pass through the large southern door to reach the Inner Bailey Courtyard.



Defeat the enemies and enter the door on the courtyard's east side to find Carlos the Veteran. He parts with the Veteran's Key. Collect the Faustian Blade, a weapon for Tal, from the chest next to Carlos before leaving the room and entering the Garden.

Tip

Use the fountain in the Garden to restore the party's HP.

Training Yard

Pass through the Garden and into the Training Yard. Two large Ogres wait inside the room. Defeat them and approach the small gate at the back of the room. Kazel leaves the party to tackle the block puzzle while the rest of the team continues to the gate.

Move the crate to the right of the stairs to the left. Climb the ladder next to the stairs to find a lever at the other end. Use the lever to lower the ladder at the back of the room. Return to the stairs. Climb the left ladder and drop down the back. Four crates surround the ladder. Push the crate opposite the ladder away from it, then push the crate again, so it lines up with the two in a row. Pull the lone crate away from the second ladder. Climb the second ladder and cross to the connected area.

This part is complicated. Push the crate under the northern catwalk. Use the ladders to get to the crate's east side and push it into the west corner. Pass under the catwalk and pull the second crate away from the final ladder, then place it under the catwalk. Use the ladders to reach the final ladder. Grab the block on the ledge and pull it back to raise the first counterweight.



Grotesque Experimental Lab



Return to the Inner Bailey Courtyard and use the Veteran's Key to enter the room on the west side. Save and exit through the opposite door, passing through the Kennels to reach the Grotesque Experimental Lab. Two Grotesques appear from the machines at the back of the room. Let Tal and Nico attack them, but control Alexine. Ignore the Grotesques and target the large blue fuses on either side of the room. Unless you destroy the fuses, the machines will continue to pour out more Grotesques. After the battle, open the small gate and Nico climbs the wall next to it. Tal must create a bridge for Nico by moving the blocks around.

There are two types of movable objects. The ones with blocks on top of them are obstacles. The others have rails; you can use them as bridges between areas. To the left is the first of the bridges with horizontal bars. Move it right one and down one, and Nico will cross it. Move the horizontal bridge up two.



Grab the far right obstacle and move it down one, left twice, and down twice. Pull the vertical bridge in the top-right corner down twice, then to the left. Nico crosses the two bridges. Pull and push the bridge with horizontal bars down two spaces. Pull the top obstacle down one space. Push the "L"-shaped bridge to the right one space, then pull and push it down three spaces to the bottom-right corner. Grab the bridge with vertical bars, and pull and push it to the right, then up two spaces. Finish by moving the "L"-shaped bridge up two spaces. Nico automatically crosses the final bridges and pulls the second counterbalance.

Inner Bailey Courtyard



Return to the Inner Bailey Courtyard. The camera shows fairies above the locked gate. Have Alexine climb the ladder next to the gate and cross the counterweights to the second ladder. Dispel the wall at the top and the gate opens, allowing Tal to confront Ralph Geren.



Boss: Behemoth



Disable the shield generators...



...then attack the beast's backside.

Tal must defeat Geren's greatest creation, the Behemoth. This beast expels magic shockwaves so powerful that blast shields have been installed around its pen. Tal begins the battle behind a blast shield. Watch the boss. It shoots two waves of energy blasts. Dodge these by running to the side. Look for two blue shield generators. These power the Behemoth's shockwaves, energy blasts, and shield.

Wait for the Behemoth to attack twice, then attack the closest shield generator. Turn and run around the perimeter to the second generator. After you disable both, the Behemoth struggles to fire an energy blast. Dash into the Behemoth's cage and dodge its axe. Attack it in the back while it pulls the axe from the ground. Repeat the pattern until you eliminate the boss. If a warning klaxon sounds, dart behind one of the blast shields. The boss is about to launch its powerful shockwave that can rip through Tal.



Tal is awarded the Combat Regen Scroll and the Vessel of True Sight after winning the battle. Take the party to Cyantine Citadel and speak with Lady Caprine. Elco faces a tough decision between duty and friendship. He must decide to follow Queen Lusica's orders and steal the Aklorian Crystal, or follow his friends and listen to Lady Caprine.



The Beginning of the End

Quests

- | | |
|---|------------------------|
| 1. Accompany Lord Talos to Illumina Castle | 3. Get Tilly to Safety |
| 2. Present the Aklorian Crystal to Queen Lusica | 4. Return to Cyantine |
| | 5. Defeat Heigou |

A Mistake of Fate



Leave Cyantine Citadel and use the portal at the Abandoned Checkpoint's edge to return to Haskilia and Illumina Castle. The only portal available is the one to Parham County. Prepare for heavy resistance along the way, especially on King's Road before the castle. Use Elco's Tesla Shield and Nano-Enhancement Skill Strikes to speed up the battles and give him an edge.

Elco must find his wife, Tilly, after delivering the crystal. She is in Lusica's Garden at the base of a tree near the entrance. The duo leaves the castle and heads to New Brightwater. The Elite Illumina Guard attacks them on King's Road. Use the Nano-Enhancement and Tesla Shield Skill Strikes. Elco must fight alone while protecting Tilly, so he needs every advantage he can get. Stay near Tilly and fire on any soldier who gets near her. She has a decent number of Health Points, so she won't collapse on the first hit. She'll use a potion to heal herself if there's a break in the action.



Upon reaching Nolan's Farm, Elco is visited by Tetsu once more and given his second Spirit Strike and the Alloy Shield. Unfortunately there's no going to Illumina Castle for a quick upgrade, but visit the blacksmith in New Brightwater later.



Before entering the tunnel after Brightwater Beach, two waves of Elite Illumina Guards attack Elco and Tilly. An Elite Illumina Captain in the second wave drops the Combat Boost Scroll when you defeat him. Don't miss it.

Ailish's Ultimate Weapon



Go to Densi's House in the Village Square once in New Brightwater. Tilly leaves the party. Use the portal at the Brightwater Lighthouse's base to reach Cyantine Citadel through Devil's Belch Canyon. The party is inside Caprine's Keep.



Before leaving for the Void, stop at the local Wey Shrine to Olivitess in Devil's Belch Canyon. Ailish can trade in the last of her Eagle Totems to collect her ultimate weapon, Nightshadow. Take it to either the Cyantine Citadel or Crystal Reef to have it upgraded, and then head to Eagle Rock to challenge the Trials of Olivitess.

Trials of Olivitess

Take Ailish to Eagle Rock. There she faces the Trials of Olivitess. The spirit of Olivitess asks Ailish three questions about the other characters in the game. Each time, three characters appear in front of the giant statue. Approach the character who you believe



is the correct answer and dispel the image. Answer correctly, and an urn appears. Give a wrong answer, and Ailish gets attacked. Complete the trial to earn an Orb of Wisdom.



Lady Caprine transports the heroes to the Void to battle Heigou. However, you have unfinished business to take care of first. Come to Lady Caprine when you're ready to face Heigou. There's no coming back from the Void.



The Void

Quests

- | | |
|---|------------------------|
| 1. Accompany Lord Talos to Illumina Castle | 3. Get Tilly to Safety |
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| | 5. Defeat Heigou |

Boss: Heigou

Tal must face Heigou alone. Use the Iron Warrior Skill Strike followed by the Moon Wolf Spirit Strike. This reduces the amount of damage caused by Heigou's attacks and increases the damage caused by Tal's. Keep an eye on the Iron Warrior effect. It will wear off before the battle's end, so use it as needed.

Face Heigou and block his attacks. He performs one of two longer combos. Counterattack after one of the combos using the **A, A, X, X, X, X** combo to cause maximum damage. Block and repeat the counterattacks until the action pauses. This attack pattern is all that's necessary to defeat Heigou, but sometimes your strategy must momentarily change.

At several points throughout the battle, Heigou pauses the action, taunts Tal, then performs one of several attacks. The most common is his Dash Attack. The action slows and Heigou draws back his weapon. Block and roll to either side to avoid this attack. Dodge until the battle returns to normal, and begin the counterattacking pattern.



Heigou also can create a pair of shadow clones to fight by his side. These clones are easily dispatched. Block and roll to draw them together, then use any attacking Skill Strike. The clones disappear if you hit them.



One of Heigou's more dangerous attacks involves summoning a trio of skulls. The skulls can inflict powerful versions of every negative status effect, including a poison that chews away at Tal's HP. There's nothing to worry about if Tal's armor is enchanted with Runes that protect him from the negative statuses. If not, use a Golden Panacea to remove the negative status effects and protect Tal from them for the rest of the battle.

Note

Guard and roll to the side to dodge the flaming skulls as they approach Tal.



Heigou's final attack is a desperation move he uses when you've nearly defeated him. Tal can't block the Final Dash, and it reduces his HP to 1. Use a Healing Elixir or another powerful healing item to restore Tal's health while Heigou is busy laughing. If you take too long, it will be easy for Heigou to finish off Tal, but at this point, Heigou is wounded and the battle is nearly won.

Enemy Compendium



The heroes of *Sudeki* must fight hundreds of battles against fearsome beasts and deceptive humanoids before they face the final evil. These enemies come in all shapes and sizes, from the bothersome Venom Gnat to the powerful War Wyrd. The following pages are dedicated to these fiends. Whenever you encounter new enemies, look here to learn about them.

Monster Listing

Health: The number of Hit Points (HP) the enemy has. The enemy is eliminated when attacks or negative status deplete all HP.

Experience: The number of Experience Points (EXP) gained when the enemy is defeated in combat.

Attacks: Type of attack(s) the enemy uses while fighting.

Immunities: The listed effects do not work against the enemy.

Tips: Strategy for fighting the monster.

Abomination

Health: 4,000

Experience: 250

Attacks: Shield Slam (Knock Over Move), Double Smash (Dmg 350), Swipe (Dmg 250), Swipe 2 (Dmg 275), Boost Self (Lvl 5), Spin (Dmg 150, Knock Over Move), Suicide (Dmg 1500)

Immunities: Poison and Stun

Tips: They're big and powerful, but stupid. Get behind them and attack the back. They're slow to turn around. Ranged weapons work well, but their speed often allows them to catch the shooter. Slip to the side to avoid their attacks as they charge. Avoid them when they're about to die; they self-destruct and can cause serious damage.



Accursed

Health: Invulnerable

Experience: 120

Attacks: Thrust (Dmg 175), Round House (Dmg 250), Vomit (Curse Lvl 4 and Poison Lvl 1), Swipe (Dmg 200)

Immunities: All

Tips: The only way to destroy them is to eliminate the Vessel of Souls, which appears with them. Otherwise, avoid fighting them.

Aklorian Warrior

Health: 250

Experience: 3

Attacks: Thrust (Dmg 20), Slash (Dmg 15)

Immunities: None

Tips: Use ranged attacks to avoid their sword strikes. They appear in large groups. Use Skill Strikes to avoid being overwhelmed by large numbers, especially when paired with Wolf Knights.



Aquaticlaw

Health: 350

Experience: 5

Attacks: Claw Slash (Dmg 75), Barge (Dmg 75)

Immunities: Stun

Tips: Attack these creatures from behind to avoid their claws, or use ranged weapons against them. Keep a close eye on party members who aren't under your control. Computer-controlled characters attack these creatures head-on and suffer damage even when blocking, because they cannot block the Aquaticlaw's charging Barge attack.



Arconite Raider

Health: 650

Experience: 18

Attacks: Slash (Dmg 40), Slash 2 (Dmg 45), Strong Slash (Dmg 50), Strong Slash 2 (Dmg 65)

Immunities: Curse and Weaken

Tips: Use ranged attacks, or block and counterattack. Their ability to teleport is frustrating, so let them come to you. When they're grouped with Arconite Warlocks, focus on the Warlocks first.



Arconite Warlock

Health: 500

Experience: 15

Attacks: Slash (Dmg 40), Shadow Bolt (Dmg 60), Shadow Rift (Dmg 75 plus Weaken and Curse Lvl 2)

Immunities: Curse and Weaken

Tips: When they appear in a group, kill these Arconites first. Their powerful Shadow Rift attack effects a large area and can Curse and Weaken anyone it contacts. When they hunch over and glow, strike them to prevent them from using the Shadow Rift.



Arconite Warrior

Health: 2,500

Experience: 50

Attacks: Slash (Dmg 100), Slash 2 (Dmg 125), Strong Slash (Dmg 125), Strong Slash 2 (Dmg 150)

Immunities: Curse and Weaken

Tips: These are the toughest of the Arconites. They block well and teleport often. Leave them for last in a group battle, because they take longer to dispatch than their comrades. If they block incoming attacks, guard, then counterattack after they use one of their two-hit combos.

Bat Spirit

Health: 1,500

Experience: 20

Attacks: Personal Swarm (Poison Lvl 2), Swarm Bait Splash (Dmg 30 plus Poison Lvl 2)

Immunities: Poison and Stun

Tips: Begin the battle by using Elco's Tesla Shield or Ailish's Witch's Kiss. Bat Spirits' poisonous attacks can whittle away at a party's health. The best defense is to upgrade the party's armor with Anti Venom Enchantments.



Behemoth

Health: 15,000

Experience: 5,000

Attacks: Chop (Dmg 1,000), Slash (Dmg 350), Nuke (Dmg 2,000), Gattling Laser (Dmg 450)

Immunities: All status effects

Tips: Attack the shield generators to either side of the Behemoth while dodging its ranged attacks. Enter the circle around the Behemoth and dodge its melee attacks. Attack it in the back as it tries to remove its axe from the ground. Get behind one of the blast shields if a warning klaxon sounds. That means the Behemoth is about to use its powerful Nuke.



Blood Gnat

Health: 50

Experience: 20

Attacks: Quick Sting (Dmg 150), Paralyze Sting (Poison Lvl 3 plus Slow Lvl 4), Charge Sting (Poison Lvl 3 plus Slow Lvl 4)

Immunities: Slow, Poison, and Stun

Tips: Use fast-attack weapons, ranged attacks, or Skill Strikes. Blood Gnats are about to attack with poison when they pull back and their tails glow.

Cerberus

Health: 2,750

Experience: 170

Attacks: Pistol Shot (Dmg 175), Pistol Volley (Dmg 250), Slash (Dmg 225)

Immunities: Stun

Tips: These enemies fold when attacked with melee attacks. Don't be fooled, though. They stop shooting and start swinging when confronted at close range.



Controller

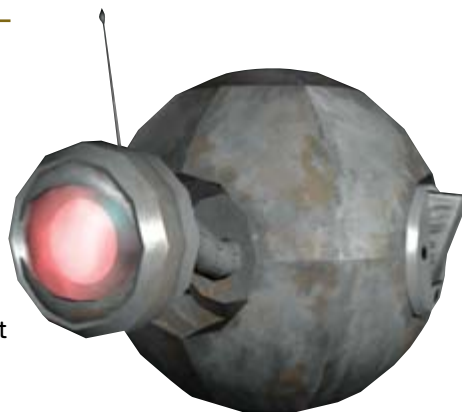
Health: 5,000

Experience: 50

Attacks: Pulse (Dmg 250 plus Clear All Statuses)

Immunities: Melee attacks

Tips: They control the robots that appear with them in a battle. Destroy the Controller, and the other robots automatically collapse. Defeat the robots under its control, and the Controller self-destructs. Controllers have a lot of HP in comparison to the robots it controls, so destroy its comrades and let it explode on its own. It's impossible to hit these flying contraptions with melee weapons, but Tal and Ailish can target it. Use Elco's Mano Enhancement if trying to destroy the Controller, or it will take too long to be an effective strategy.



Crystal Crab

Health: 5,000

Experience: 150

Attacks: Claw Slam (Dmg 500), Barge (Dmg 250), Shard Spear (Slow Lvl 4), Continuous (Clear Positive)

Immunities: Stun

Tips: Attack them from the back, or use ranged attacks. Their Barge attack cannot be blocked. Keep a close eye on the HP of computer-controlled party members. They attack the creatures head-on and suffer a great deal of damage.



Crystal Scribe

Health: 3,500

Experience: 175

Attacks: Eye Beam (Dmg 300), Boost One Ally (Boost Allies Short Range Lvl 4), Zig Zag Blast (Curse, Weaken Lvl 4 plus Clear Positive Status)

Immunities: All

Tips: Stay to the side or in back of this monster to avoid its powerful Eye Beams. Focus on other creatures first when encountered in a group, because the Crystal Scribe is difficult to defeat. Put distance between the party and the Crystal Scribe until you're ready to face it.



Deathbringer

Health: 150

Experience: 2

Attacks: Pistol Volley (Dmg 25), Thrust (Dmg 15)

Immunities: None

Tips: Attack these enemies at close range with melee attacks to cut them down. When confronted at close range, they stop shooting and switch to sword attacks. Eliminate them first in large groups, or they'll stay back and pepper the party with ranged attacks.



Eagle Spirit

Health: 2,500

Experience: 30

Attacks: Swing Combo 1 (Dmg 65), Swing Combo 2 (Dmg 70), Lunging Thrust (Dmg 50 plus Weaken), Thrust (Dmg 85)

Immunities: Stun and Poison

Tips: Attack from behind to avoid their sword swings. They block well, so counterattacks are necessary to get past their defenses. Also attack them from the back while they're busy blocking another character's attacks. These are the toughest of the spirits, so attack them last because they're harder to eliminate.

Elite Illumina Archer

Health: 1,500

Experience: 185

Attacks: Archer Shot 1 (Dmg 220), Archer Shot 2 (Dmg 270)

Immunities: None

Tips: Use ranged or magic attacks against them. They have a decent rate of fire, so keep moving from side to side to best avoid their attacks. Focus on the other enemies in a group first when traveling with Tilly, because Archers don't directly target her. In all other situations, attempt to eliminate them.



Elite Illumina Captain

Health: 1,750

Experience: 200

Attacks: Light Attack (Dmg 225), Half Moon Cut (Dmg 275), Star Fall Blade (Dmg 250), Shin Splitter Elite (Dmg 300), Blade Dance Elite (Dmg 300)

Immunities: None

Tips: Use ranged or magic attacks against them. When fighting at close range, block and counterattack. Beware of enemy Skill Strikes and their ability to heal themselves. In large groups, use Skill Strikes to dispatch them.



Elite Illumina Guard

Health: 1,250

Experience: 190

Attacks: Light Attack (Dmg 200), Half Moon Cut (Dmg 250), Star Fall Blade (Dmg 275), Shin Splitter Elite (Dmg 275), Blade Dance Elite (Dmg 300)

Immunities: None

Tips: Use ranged or magic attacks against them. When fighting at close range, block and counterattack. Beware of enemy Skill Strikes and their ability to heal themselves. In large groups, use Skill Strikes to dispatch them.

Extractoclaw

Health: 1,250

Experience: 40

Attacks: Claw Slash (Dmg 200), Barge (Dmg 125), Drill (Dmg 75)

Immunities: All

Tips: Attack them from the back to avoid their Barge attack, which can't be blocked. Keep a close eye on computer-controlled characters. They attack these creatures head-on and suffer damage from the Barge attack.



Farex Lore

Health: 10,000

Experience: 750

Attacks: Spinning Top (Dmg 150), Injured Slam (Dmg 250), Electroblast (Dmg 150 plus Stun), Toothgore (Dmg 100 plus Poison Lvl 2)

Immunities: All

Tips: Use Ailish's ranged attacks while backing in circles around the arena. Avoid combat with the Spirits Farex Lore summons, because they're replaced when defeated. Keep an eye on the other party members and heal them with Witch's Kiss when necessary.



Glue Spider

Health: 500

Experience: 12

Attacks: Swipe (Dmg 55), Glue Spit, Slow (Lvl 2)

Immunities: Poison, Slow, and Stun

Tips: Attack these monsters at close range. Avoid their spit both in the air and on the ground, or it will cause a Slow effect on the character. Eliminate them in groups to avoid this effect.

Grotesque

Health: 500

Experience: 15

Attacks: Shield Slam (Knock Over Move), Double Smash (Dmg 100), Swipe (Dmg 75), Suicide (Dmg 250), Self (Boosts Self Lvl 2)

Immunities: Poison and Stun

Tips: They're big and powerful, but stupid. Get behind them and attack the back. They're slow to turn around. Ranged weapons work well, but their speed often allows them to catch the shooter. Slip to the side to avoid their attacks as they charge. Avoid them when they're about to die; they self-destruct and can cause serious damage.



Horror

Health: 4,000

Experience: 250

Attacks: Shield Slam (Knock Over Move), Double Smash (Dmg 350), Swipe 1 (Dmg 250), Swipe 2 (Dmg 275), Self (Boost Self Lvl 2), Spin (Dmg 150, Knock Over Move), Suicide (Dmg 1,500)

Immunities: Poison and Stun

Tips: They're big and powerful, but stupid. Get behind them and attack the back. They're slow to turn around. Ranged weapons work well, but their speed often allows them to catch the shooter. Slip to the side to avoid their attacks as they charge. Avoid them when they're about to die; they self-destruct and can cause serious damage.



Hunter-Killer

Health: 15,000

Experience: 2,000

Attacks: Slash (Dmg 200), Slash 2 (Dmg 250), Strong Slash (Dmg 250), Strong Slash 2 (Dmg 300), Shadow Rift (Dmg 2,000)

Immunities: All

Tips: It's able to teleport, but rarely does so. Block and counterattack with a quick two-hit combo after it misses with its own two-hit combo. Attack it with a quick six-hit combo when it glows, but back off before it uses its powerful Shadow Rift attack. The enemy cannot be knocked down or juggled and is not stunned by any attacks.

Hunter-Shooter

Health: 3,000

Experience: 100

Attacks: Slash (Dmg 125), Shadow Bolt (Dmg 250), Shadow Rift (Dmg 1,000)

Immunities: All

Tips: When faced with a group of Hunters, eliminate the Hunter-Shooters first. Their Shadow Rift attack causes severe damage to characters within a radius around the enemy and can decimate an entire party. They glow before launching this powerful attack. Strike them to interrupt the casting.



Hunter-Slayer

Health: 3,000

Experience: 100

Attacks: Slash (Dmg 125), Slash 2 (Dmg 150), Strong Slash (Dmg 175), Strong Slash 2 (Dmg 200)

Immunities: All

Tips: They're powerful close-range fighters, but are susceptible to melee juggle combos or ranged attacks that knock down. In groups, leave these enemies until last.



Hydrogenate Myrmidon

Health: 2,700

Experience: 115

Attacks: Spearthrust (Dmg 175), Swipe 1 (Dmg 200), Swipe 2 (Dmg 225), Spear Charge (Dmg 30 SP plus Weaken Lvl 3), Regen (Regen Self Lvl 3, until dispelled)

Immunities: Freeze and Stun

Tips: Use ranged attacks that knock down. Their attacks can drain SP, so having Spirit Bite Runes in weapons is helpful. Use Elco's Nano Enhancement and Tesla Shield against them to finish battles. Mana Spark and Essence Burn Scrolls dispel the creature's regenerative status. Beware of their ability to teleport around the battlefield.

Hydrogenate Shaman

Health: 3,000

Experience: 125

Attacks: Spearthrust (Dmg 175), Swipe 1 (Dmg 200), Spear Charge (Dmg 50 SP), Crystal Bolt (Dmg Slow Lvl 4 plus Curse Lvl 4), Regen (Self Regen Lvl 4, until dispelled)

Immunities: Freeze and Stun

Tips: Attack Hydrogenate Shaman before other enemies in a group. Their attacks can drain SP, so having Spirit Bite Runes in weapons is helpful. Use Elco's Nano Enhancement and Tesla Shield against them to finish battles. Mana Spark and Essence Burn Scrolls dispel the creature's regenerative status. Beware of their ability to teleport around the battlefield.



Hydrogenate Warrior

Health: 2,500

Experience: 100

Attacks: Spearthrust (Dmg 175), Swipe 1 (Dmg 200), Spear Charge (Dmg 15 SP plus Weaken Lvl 3), Regen (Self Regen Lvl 3, until dispelled)

Immunities: Freeze and Stun

Tips: Defeat Shamans and Myrmidons before you attack the Warriors. Their attacks can drain SP, so having Spirit Bite Runes in weapons is helpful. Use Elco's Nano Enhancement and Tesla Shield against them to finish battles. Mana Spark and Essence Burn Scrolls dispel the creature's regenerative status. Beware of their ability to teleport around the battlefield.



Illusion Master

Health: 3,500

Experience: 150

Attacks: Eye Beam (Dmg 200), Boost One Ally (Boost Allies Short Range Lvl 3), Zig Zag Blast (Dmg 100 plus Stun plus Weaken Lvl 3 plus Clear Positive Effects)

Immunities: All negative

Tips: They create Illusionary Wyrds to fight for them. Ignore these shadow creatures and focus on the Illusion Masters. Attack them in the back or from the side to avoid their Eye Beams.

Impaler Spider

Health: 600

Experience: 15

Attacks: Swipe (Dmg 55), Jump Attack (Dmg 85 plus Poison Lvl 2)

Immunities: Poison, Slow, and Stun

Tips: Use melee juggle combos to keep them off of their feet. Their Jump Attacks can break through shields, so blocking is ineffective. Save them for last when facing a group.



Krenn

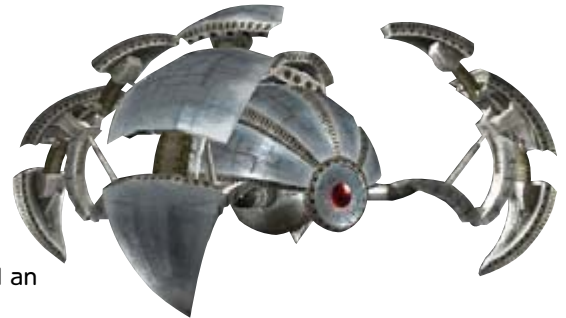
Health: 5,000

Experience: 1,250

Attacks: Laser Eye (Dmg 400), Laser Eye 2 (Dmg 600), Buzzsaw (Dmg 750), Injured Punch (Dmg 500)

Immunities: All

Tips: Krenn's only weakness is the red eye in the middle of its body. Use Elco's Nano Enhancement to triple the damage caused. Avoid Krenn's attacks by circling around it. When it takes sufficient damage, it turns into a sphere, and an electrode makes repairs. Destroy the electrode. When you eliminate all four electrodes, you can finish off this boss.



Myrmidon

Health: 2,750

Experience: 170

Attacks: Pistol Shot (Dmg 175), Pistol Volley (Dmg 250), Slash (Dmg 225), Fast Shot (Dmg 75)

Immunities: None

Tips: Use ranged attacks or melee juggle combos to eliminate these powerful close-ranged fighters. Stun attacks also work. Target these enemies first, then defeat their counterparts with ease.

Nassaria

Health: 9,000

Experience: 2,000

Attacks: Sweep (Dmg 200), Stab (Dmg 175), Tail (Dmg 100), Shock (Dmg 275), Dive (Dmg 100)

Immunities: All

Tips: Stay far back from Nassaria while peppering her with shots from Ailish's weapon. Slip left and right to dodge her trident and tail attacks. When Nassaria drops into the water, watch for her tail to break the surface. She appears to the left of the spot where her tail first appears.



Pack Master

Health: 350

Experience: 6

Attacks: Bite (Dmg 50), Bite Left/Right (Dmg 55), Howl (Haste Allies Lvl 1)

Immunities: Stun

Tips: When fighting a group of Wolufs, kill the Pack Master first to eliminate the group Haste effect. These beasts are fast and difficult to hit with melee weapons, but ranged weapons work well as long as the shooter is in constant motion.



Pirouette

Health: 3,250

Experience: 135

Attacks: Spinreaper (Dmg 250), Slash (Dmg 215), Mace Rain (Dmg 225)

Immunities: Poison

Tips: The Pirouette is most vulnerable while it's recovering from a spin. Block the spin and counterattack when it stops. The spin attack is lethal and can cut down Ailish and Elco. Consider using Tal's Iron Warrior to reduce the damage inflicted.

Queen Ghara

Health: 5,000

Experience: 750

Attacks: Charge (Dmg 250), Gluespit (Dmg 100), Gluespit 2 (Dmg Slow Lvl 2), Stomp (Dmg 85), Shockwave (Dmg 350)

Immunities: All

Tips: Use items resistant to the Slow status effect to counter her Gluespit. Ghara is invincible until you lure her into ramming one of the spots that juts out from the outer wall. Attack her abdomen while she's stunned, but when she recovers, back off to avoid her Shockwave.



Scarecrow

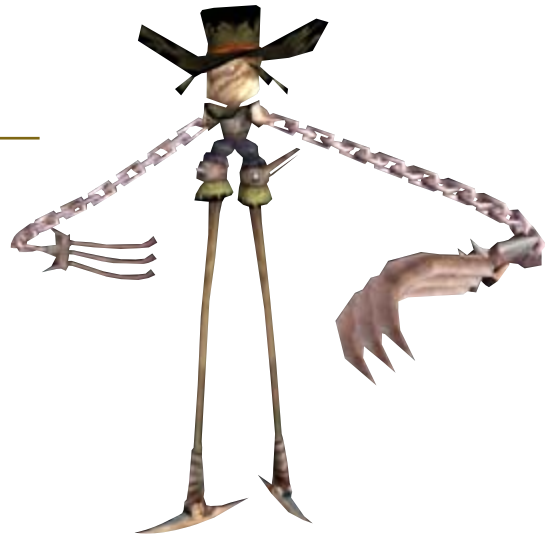
Health: 400

Experience: 8

Attacks: Spinreaper (Dmg 55), Slash (Dmg 30)

Immunities: Poison and Regen

Tips: Block its Spinreaper attack and counterattack while it is recovering. These enemies are dangerous around Ailish and Elco, because they can't block and have low HP. Keep a close eye on their health and use Tal's Iron Warrior to lessen the damage received.



Siege Ogre

Health: 1,500

Experience: 150

Attacks: Melee (Dmg 150), Poison (Lvl 2), Gob (Dmg 75 plus Poison Lvl 2)

Immunities: Stun, Poison, Slow, Haste, Boost, Regen, and Protect

Tips: Attack the ogre from behind to avoid his club. After every three club swings, the boss uses his Gob attack, which is an expanding cloud of poisonous gas expelled from his buttocks. Back away to avoid the attack. If you he poisons you, use an Emerald Panacea to cure the status and guard against it for the remainder of the battle.

Slayer

Health: 3,000

Experience: 175

Attacks: Thrust 1 (Dmg 250), Slash (Dmg 255)

Immunities: None

Tips: They are susceptible to a swift counterattack if you block their two-hit combos. They defend well and are difficult to hit with a direct assault. Attack them from the back while they're blocking another character's attacks. In groups, save these guys for last.



Suicide Droid

Health: 50

Experience: 10

Attacks: Suicide (Dmg 150)

Immunities: All

Tips: Quickly kill these droids. Block to delay their explosion. Shoot them from a distance with a ranged weapon. Their low HP makes them easy to eliminate.



Talos

Health: 45,000

Experience: None

Attacks: Basic Attack (Dmg 200[EN]400), Skull Attack (Dmg 1,000), Dash Attack (Dmg 1,000), Spirit (causes all negative effects on player and all positive effects on self), Final Dash (Drops Tal to 1 HP)

Immunities: All negative

Tips: Guard while Talos attacks with a combo and then counterattack. Roll or flip to avoid his dash attacks. Have a Golden Panacea ready to use when Talos summons skulls to aid him in combat. If he creates shadow clones of himself draw them together and use a Skill Strike to eliminate them all. Near the end of the battle he'll use the Final Dash, which drains all but one HP from Tal. Quickly use a healing item to recover while Talos is busy laughing.



Toxic Scribe

Health: 5,000

Experience: 350

Attacks: Eye Beam (Dmg 500), Boost Allies (Lvl 5), Shadow Orb (all negative effects Lvl 4)

Immunities: All negative

Tips: These creatures can summon Shadow Orbs to aid them in battle. Ignore these illusionary creatures and focus on the Toxic Scribe. Use close melee attacks and attack from the back or side to avoid the creature's Eye Beams.



Venom Gnat

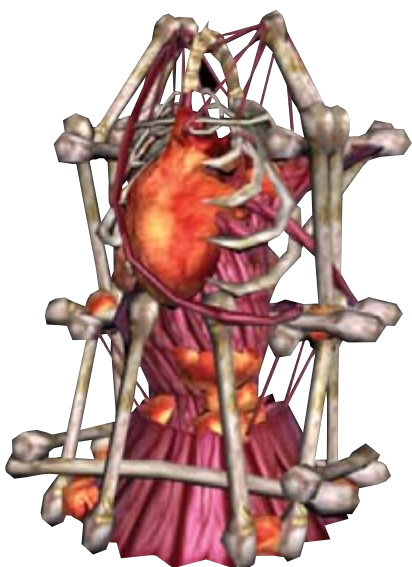
Health: 5

Experience: 1

Attacks: Quick Sting (Dmg 5), Charge Sting (Dmg 5 plus Poison Lvl 1)

Immunities: Poison

Tips: You can easily defeat these enemies using any ranged weapon with a fast rate of fire. When they pull back and glow green, they're about to use a poisonous attack. Step away to avoid the attack.



Vessel of Souls

Health: 3,000

Experience: 100

Attacks: Regen (Lvl 5)

Immunities: All status effects except Regen

Tips: This only serves to power the Accursed around it. Destroy the Vessel of Souls, and the Accursed pass on with it. There's no other way to defeat the Accursed, so target the Vessel of Souls first.

War Wyrđ

Health: 2,750

Experience: 85

Attacks: Attack 1 (Dmg 150), Attack 2 (Dmg 200), Attack 3 (Dmg 250 plus Stun), Regen (Self Lvl 3)

Immunities: Stun

Tips: Use ranged attacks or hit-and-run tactics; engaging this creature head-on is suicidal. It can break through a shield, isn't stunned by attacks, and can't be knocked off of its feet. This is a good creature against whom to use Skill Strikes. In groups of more than one War Wyrđ, use a Spirit Strike.



Wolf Knight

Health: 350

Experience: 5

Attacks: Thrust Combo 1 (Dmg 20), Thrust Combo 2 (Dmg 30), Slash (Dmg 15)

Immunities: None

Tips: Wait until their defenses are down before launching an attack. Block their two-hit combos and counterattack if necessary, or attack them in the back while they're blocking another character's attacks.



Enemy Compendium



Wolf Spirit

Health: 1,500

Experience: 23

Attacks: Swing Combo (Dmg 65), Howl (Hastes Self Lvl 2), Thrust (Dmg 95)

Immunities: Stun and Poison

Tips: They're susceptible to melee juggle combos. Weapons that cause a Slow status limit their attack speed. Beware of large groups. Use Skill Strikes when facing a horde.

Woluf

Health: 300

Experience: 4

Attacks: Bite (Dmg 45), Bite Left/Right (Dmg 50)

Immunities: Stun

Tips: Kill the Pack Masters first; they give additional power to their pack mates. These creatures are agile and difficult to hit with melee attacks. Use ranged weapons, but keep moving to avoid their lunges.



Wyrd Warlord

Health: 3,000

Experience: 300

Attacks: Attack 1 (Dmg 150), Attack 2 (Dmg 200), Attack 3 (Dmg 250 + Stun)

Abilities: Regen (Self)

Immunities: Stun

Tips: Use ranged attacks or hit-and-run tactics; engaging this creature head on is suicidal.



Z 1000

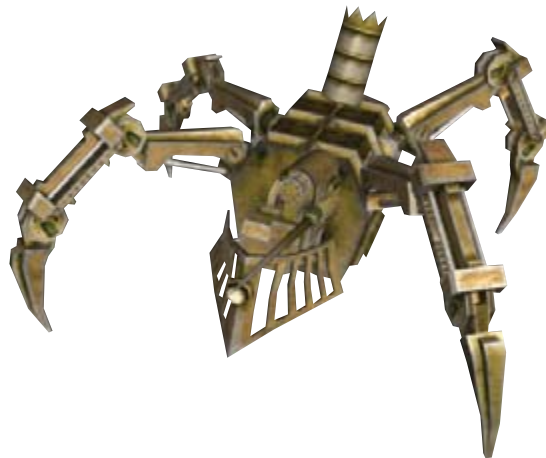
Health: 2,000

Experience: 60

Attacks: Barge (Dmg 100)

Immunities: All

Tips: Use ranged weapons, or attack them from behind or the side with short melee combos. Their Barge attacks are unblockable. If you destroy their Controller, they collapse, too. They can repair all damage once during a battle.



Z 2000

Health: 2,000

Experience: 75

Attacks: Barge (Dmg 100), Cannon Splash (Dmg 200), Laser (Dmg 250)

Immunities: All

Tips: Use ranged weapons, or attack them from behind or the side with short melee combos. Their Barge attacks are unblockable. If you destroy their Controller, they collapse, too. They can repair all damage twice during a battle.

Z 3000

Health: 2,000

Experience: 100

Attacks: Barge (Dmg 100), Laser (Dmg 250), Flame (Dmg 150)

Immunities: All

Tips: Use ranged weapons, or attack them from behind or the side with short melee combos. Their charge attacks are unblockable. If you destroy their Controller, they collapse, too. They can repair all damage three times during a battle.





Secrets



Ultimate Weapons

Collect totems throughout the game and return them to the appropriate Wey Shrine to get each character's ultimate weapon. There are four types of totem (Wolf, Eagle, Cat, and Dragon) and only four of each totem in the game. Take all four totems to the matching Wey Shrine with the appropriate character (Wolf = Kariston = Tal, Eagle = Olivetess = Ailish, Cat = Mo = Buki, Lebius = Dragon = Elco), and the weapon is added to the character's inventory. The following table provides the locations for each totem.



WOLF TOTEMS

AREA	LOCATION/EVENT	REQUIREMENT
South Courtyard	Portcullis Puzzle	Press the switch on the balcony between the two gates to open the door below. The chest behind the door contains a Wolf Totem.
New Brightwater	Valuable Cargo Quest	Recover at least five of the lost items for the citizens of New Brightwater from Brightwater Beach to receive a Wolf Totem as a reward.
Transentia	Airship Dock Puzzle	Move the crates near the Transentia airship dock to find a chest containing a Wolf Totem.
Transentia	Robot Testing Challenge	Climb the ladder on City Level 3 and speak with the robot at the top. Accept the challenge and climb the second ladder to face the Hunter-Killer. Defeat the robot to earn a Wolf Totem.

EAGLE TOTEMS

AREA	LOCATION/EVENT	REQUIREMENT
Brightwater Beach	Smuggler's Shack Secret	Enter the shack next to Brightwater Beach and use Ailish's dispel ability to remove the wall in the back. The chest behind the wall contains an Eagle Totem.
Parham County	Wishing Well Secret	Use Ailish's dispel ability to remove the side of the well in Parham County near the box puzzle. The chest at the bottom of the well contains an Eagle Totem.
Temple Mo	Treasure Room	Unlock the green gate when solving the incense puzzle in the Eagle Chamber. The chest inside the Treasure Room contains an Eagle Totem.
Transentia	Omnium Collector Quest	Bring Miss Lupa, the woman in the Observatory, 21 chunks of Omnium from the Transentine Research Center to earn the Power-Plant Key. Climb the wall outside of the Observatory with Buki and enter the Elevator Power Plant to find a chest containing an Eagle Totem.

CAT TOTEMS

AREA	LOCATION/EVENT	REQUIREMENT
New Brightwater	Kirklin's Tent	Complete the Brightwater Pearl Collector quest to earn Kirklin-Rah's Key. Enter his tent in the Shadani Encampment and climb the short wall with Buki to find a chest containing the Cat Totem.
Illumina Countryside	Spirit Canyon Secret	Look for a waterfall in Spirit Canyon near the rock bridge. Climb the wall next to the bridge to find a path behind the waterfall and a chest containing a Cat Totem.
Shadani-Mo	Trials of Mo	Return to Shadani-Mo after defeating Queen Ghara and speak to Malik to gain access to the Trials of Mo. Leave the village and go left to find a wall that Ailish can dispel. Buki must enter the trial alone. Defeat all five trials to earn a Cat Totem.
Illumina Countryside	Rivet Point Stair Puzzle	Buki must climb down a wall to the right of the stairs connecting Rivet Point and Copper Field to find the switch that extends a portion of the staircase. Explore the end of the balcony where the switch is located to find a second wall that she can climb. The chest containing the Cat Totem is in the room below.



DRAGON TOTEMS

AREA	LOCATION/EVENT	REQUIREMENT
Temple Mo	Fountain Room Secret	Have Ailish dispel the wall to the left of the entrance. Fly across the pit using Elco's rocket to reach a chest containing a Dragon Totem.
Illumina Countryside	Copper Field Flying Puzzle	Look for a ladder on the left side of the road, before the stairs to Rivet Point. Use the gold crystal on the platform below the trail to power Elco's rocket. Fly across the canyon and hit the green switch, then fly through the barricades near the ladder and through the door at the end to find a chest containing a Dragon Totem.
Transentia	Cogwheel Puzzle	Fly west from the top of the second ladder while fixing the elevator near the airship dock in Transentia. The chest containing the Dragon Totem sits on a small ledge to the side.
Transentia	Heart's Heart Quest	Speak to Heart outside of the Rusty Cog Tavern to learn about her missing Heart Circuit. Beat Krenn and then immediately defeat the robots at the base of the mine within the Transentine Research Center to find the lost circuit. Return it to Heart to earn a Dragon Totem.

Easy Money/Exp

At several points in the game, making money is easy. Each one requires harvesting a particular item that's in abundance and selling it to a particular trader. Most of these areas also offer great experience. Remember that at some point, the experience earned from an area isn't going to be worth the trouble. At that point it's time to move on to bigger and better battles.

Brightwater Beach

The Aquaticlaws on Brightwater Beach are a great source of Brightwater Pearls and Aquaticlaws Shells early on in the game. On the road to New Brightwater, sell the shells to Jurgen to earn enough florins for starting enchantments. Hold onto the pearls and sell them to Mandrik near Shadani-Mo. The money from the pearls is often enough to purchase one or more of the weapons sold in Kamo's Shadani Store.

Realm of Shadows

After crossing the first bridge from the Shadow Nexus, you see a lowered area that's gated off. This is a great place to fight spirits and collect Spirit Orbs for Pitt the Ferryman. The Spirit Orbs aren't worth much, but Pitt's quest allows you to collect four decent weapons. Fighting the spirits is a great way to get quick experience.

Temple Mo/Illumina Countryside

After the party returns from the Realm of Shadows and leaves New Brightwater, the Illumina Countryside begins to swarm with Arconites. These creatures drop Shadowstones in abundance. Sell them to Mandrik to make a huge profit. Arconites can also be found in Temple Mo, but Spiders are more common.

Transentine Research Center

The Computer Room in the Transentine Research Center is perfect for leveling up and collecting Omnium. The chunks of Omnium sell well to Mandrik, but there's no easy way to get them to him at this point in the

game. Use them for Miss Lupa's quest and enjoy the experience from the variety of robots that appear in the room. Walk onto the steps near the Save Point and back into the bottom of the room to initiate battles.

Endless Stairs Cavern

Spend some time at Nassaria's grotto in the Endless Stairs Cavern with Elco and Tal. There are three exits to this room (including the stairs). Pass through any of the three and then into the small area at the bottom to initiate battles. The Crystal Crabs and Hydrogenates drop Crab Crystals, Hydrogenate Scales, and Eden Corals. Using Elco's Nano-Enhancement Skill Strike, the duo can cut through the enemies very quickly and gather lots of the valuable items. On the trail to Devil's Belch Canyon, sell them to Olaf to earn a lot of florins in a very short time. This is especially helpful at the end of the game when you need to enchant everyone's armor and ultimate weapons.

Devil's Belch Canyon

As the game draws to an end you may be compelled to fight until all four characters have reached level 30, the maximum level allowed. Devil's Belch Canyon offers a wide variety of some of the toughest creatures in the game. Many of them are worth upwards of 175 points of experience. Look for battles with Myrmidons, Slayers, Cerberi, and Abominations to get more than 2,000 Experience Points per battle and quickly max out the entire party.

Treasure Room

The Treasure Room within Temple Mo offers an Eagle Totem the first time you visit it.

Tip

Destroying the training dummy in the Illumina Castle Training Yard has a 10 percent chance of gaining you the extremely valuable Orb of Sanctuary. It takes a long time to destroy the damn thing, though!



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