Legend of Arakal:

Game Design Documnent

Adam Purtee

1. High Concept/Intro……………………………………………………………………..3
2. One Sentence Pitch…………………………………….………...……….…….3
3. Core Concept…………………………………………………...……………....3
4. Gameplay and Basic Game Mechanics………………………………..……………….5
   1. Overworld – Basic Controls, Basic Actions…………………..…………….......5
   2. Dungeons – Basics, Dungeon Design…………..………………..……………..6
   3. Dungeons – Dual World……………………………..…………..……………..7
   4. Combat – Basics, Enemy Design………………………...……….………….....7
   5. Combat – Dual World………………………………………...….……………..8
   6. Guardian Spirits…………………………………………………...…….……...10
   7. Equipment……………………………………………………….……..………11
   8. Other Items…………………………………………………………………......12
   9. Pause Menu…...………………………………………………………………..13
   10. Combat UI………...……………………………………………………………13
   11. Controls………………..……………………………………………………….15
5. Art………………………………….…………………………………………………..18
6. Cast: Bios...……………………………...……………………………………………..18
   1. Nick…………………………………...………………………………………..18
   2. Cole………………………………………...…………………………………..18
   3. Lina……………………………………………...……………………………..19
   4. Ameera……………………………………………...………………………….19
   5. Zephyr…………………………………………………...……………………..20
   6. Oracle…………………...……………………………………………………...20
   7. Lord Sone…………………...………………………………………………….22
   8. The Artist………………………..……………………….…………………….23
7. The World of Arakal…………………………………………………………………...25
8. Plot Overview………………………………...…………………………………...........30
9. Cast: Stats and Abilities…………………………..……………………………………35
   1. Nick…………………………………………...………………………………..35
   2. Cole………………………………………………...…………………………..37
   3. Lina……………………………………………………...……………………..39
   4. Ameera……………………………………………………...………………….41
   5. Zephyr…………………………………………………………...……………..43
   6. Oracle………………………………………………………………...………...45
10. Dungeons – Level Range, Monsters, Descriptions……………………………………47
    1. Nick in the Ruins……………..…………………………………………..……47
    2. Cole in the Mansion……………..……………………………………………..49
    3. Nick and Lina Flee………………….………………………………………….51
    4. Cole and Lina Flee…………………….……………………………………….53
    5. The Underground Tunnels……………….…………………………………….55
    6. Entering the Empty Room………………….………………………………….57
    7. Investigating Sone…………………………….……………………………….58
    8. Investigating Oracle…………………………………….……………………...60
    9. The Enemy Outpost…………………………………….……………………...62
    10. Fire Temple…………………………………………….……………………...64
    11. Water Temple…………………………………………………………………65
    12. Earth Temple………………………………………………………………….66
    13. Air Temple…………………………………………………...……………….68
    14. Oracle’s Betrayal…………………………………………….......……………70
    15. Outpost 1………………………………………………………...……………72
    16. Outpost 2…………………………………………………………...…………74
    17. Enemy City…………………………………………………………....………75
    18. Enemy Capital…………………………………………………………...……77
    19. Side Quests………………………………………………………………...….79
    20. Last Hideout……………………………………………..……………………80
    21. Finale in the Empty Room………………………………..…………………..81
11. Miscellaneous……………………………………………………..………………….83
    1. Status Effects………………………………………………..………………..83
    2. Stats………………………………………….………………..……………....84

Appendix A – Monsters………………………………………………..……………..85

Appendix B – Items Abilities, Items, Guardian Spirits…………………..…………..91

1. **High Concept**
2. **One sentence pitch**

Two parallel worlds collide in a unique and intriguing turn-based RPG.

1. **Core Concept**

Legend of Arakal is an RPG for the Nintendo DS set in two parallel worlds, both of which are known to their residents as Arakal. In each world, you control a group of characters attempting to save their nation. Unique gameplay and story mechanics based on the principle of two linked universes abound, setting this 20-40 hour RPG apart from others.

The main characters of this game are the two parallel versions of Nicholas Lorian – Nick and Cole. Nick, in his universe, is a treasure hunter by trade, exploring old ruins and reclaiming ancient artifacts to give to those that he feels deserve them, netting a tidy profit in the meantime. Cole, in his universe, is a con artist and thief – he uses these talents to get close to the rich and corrupt, and relieve them of possessions that they don’t deserve. Nick and Cole are, both personality-wise and gameplay-wise, similar characters, though not identical – Nick is somewhat more impulsive than Cole, and uses fire magic as opposed to Cole’s ice magic. However, both are noble, heroic, and brave.

In Nick’s universe, an army from a nearby country suddenly attacks his nation, and he gets drawn into the conflict. Meanwhile, in Cole’s universe, an army of monstrous shadows has suddenly appeared and seems bent on destroying his kingdom. Nick, Cole, and their allies must get to the bottom of their situation, discover the nature of their worlds, and hold back their enemies as best they can, or risk complete destruction.

In terms of gameplay, players will control Nick and Cole’s parties alternately, handling each as the plot demands for a while, unaware of the others’ existence. In general, each party will be on one screen of the DS, both during combat (with one screen going unused if the combat only involves one of the parties) and outside of it. Later in the story, once the parties become aware of each other and of the nature of their world, the player will be able to freely switch between parties most of the time outside of combat. This facilitates many interesting gameplay opportunities – things in one universe affecting the other, things being transported from one universe to the other, etc. Puzzles, especially later in the game, will make extensive use of these mechanics. Additionally, the dual-universe system would be used for combat, allowing certain spells to affect the universe other than the one it was cast in, or the ability to throw enemies back and forth between the universes.

1. **Gameplay and Basic Game Mechanics**
   1. **Overworld and Dungeons – Basic Controls, Basic Actions**

On the overworld, you control your active party. You can move around, talk to NPC’s, enter new areas, and the like. Your active party may have other abilities, as well – you can use various puzzle solving tools to interact with areas. For example, Nick might have the ability to melt things with his fire magic, Cole might be able to freeze things, and Lina might be able to use her magic to light up a darkened area.

You can also switch which party you control at any given time once you have that ability, assuming that something hasn’t happened which makes one of the parties uncontrollable. This allows you to manipulate various things in dungeons that affect things in the parallel universes, activating a switch in one universe that opens a door in the other, for example.

The camera itself is looking down on the action from an isometric viewpoint. Things are designed in such a way that the camera never has to be rotated – all the buildings point one way, for example, and any walls in a dungeon are cut away so that you can see the action properly.

While you’re exploring dungeons or the overworld, you’ll see enemy avatars patrolling through various areas. If you get close enough to them, they’ll charge at you, and you engage them in battle if you touch them. You have the ability to stun them temporarily from a short range, however, so you rarely have to engage in any encounters that you don’t want to.

Pausing brings up a menu that lets you see your characters stats and abilities, as well as change their equipment or guardian spirits, use any items that you’d like to, save (at certain points), quicksave (at any point, when you reload the quicksave file is deleted), and feed your guardian spirits.

* 1. **Dungeons – Basics, Dungeon Design**

Dungeons should each take 15-45 minutes to complete, depending on the dungeon. Dungeons that don’t make extensive use of the dual world mechanics would still be fairly complex, requiring some navigation and puzzle solving to proceed through them. Puzzles might include things like block puzzles, arranging platforms so that you can proceed across them, or walking across a room in a certain pattern that corresponds to certain floor tiles. The special abilities of characters would also come into play, as well – Nick would be able to burn things, melting ice or destroying plants, Cole would be able to freeze things, making a path across a lake or halting the flow of a river, Lina would be able to light up things, dispelling darkness or destroying a shadowy barrier, and so forth.

* 1. **Dungeons – Dual World**

Many dungeons, especially later in the game, will play with the fact that there are two linked worlds in their design. There might be switches that open something in one world and close it in the other, there might be portals that you have to push something through at a certain angle, there might be something that’s blocked in one world and clear in the other, and then something after it which allows you to teleport the party that was blocked past their obstacle.

* 1. **Combat – Basics, Enemy Design**

The combat in this game is fairly traditional turn-based RPG fare, with a few twists. Each character has hit points and energy that they use to cast spells or use abilities. Each character has a basic attack that uses no energy, and a number of attacks that do use their energy. For example, Nick, who uses a sword combined with fire magic, might have a basic attack that uses no energy and hits one enemy for a relatively small amount of damage. He would also know “Fiery Slash,” which uses ~10% of his energy to deal a bit more damage to one enemy. “Scorch” would use roughly 20% of his energy to do about the same amount of damage as “Fiery Slash,” but to all enemies. Lastly, “Flame’s Fury” would use about 30% of his energy to do a large amount of damage to a single enemy. As you progress through the game, each character learns new abilities naturally (and their existing ones get stronger), as well as having other abilities based on their equipment and equipped guardian spirits. See the Cast-Abilities section for more details, as well as the Equipment Appendix.

Energy regenerates rapidly in this game (by default, about 10 per turn, though items and status effects can change that), as well as it and hp automatically returning to full after each combat. Energy is capped at 100 before any special items to increase it. This allows for even more mundane fights to be fairly interesting, as this system encourages the use of abilities that use fair amounts of energy, and discourages the use of only basic attacks.

For a combat round, you assign commands for your characters, and they instantly carry them out. You can choose to use ability, defend, or use an item. The order in which your characters and the enemies take their turns is determined by speed – high speed characters first, then all the way down the lowest, and then it cycles back to the top. Note that speed also determined dodge rate, to make it a more useful stat.

* 1. **Combat – Dual World**

Combat also makes use of the fact that there are two worlds. In a dual-universe combat, you’ll control both parties at once, issuing commands to both. The enemies in these combats may jump between universes – for example, an early boss that uses both universes might deal lots of damage and jump between the two universes, meaning that the party he’s not attacking will have a chance to heal. Additionally, spells that the enemies use may affect both universes, making killing those enemies a priority, as well as adding some spice to the combat system.

Eventually, the player characters will learn how to take advantage of the dual-universe mechanics as well. For example, a boss might have several minions with him, all in one universe. The characters in that universe could force the minions into the other universe, splitting up the boss and his minions to make for an easier fight. Spells that a character uses might be able to affect both universes as well – a healing spell could heal all party members in both universes, or a damage spell might damage just the enemies in the other universe.

A battle that starts as a single universe battle can evolve into a dual-universe battle, if an enemy or an ally uses an ability that moves an enemy into an alternate universe.

If all the enemies in one of the universes are defeated but enemies remain in the other universe, you lose control of the characters in the universe where no enemies remain. They heal at a rate of 20% health and 20% energy per turn while inactive, in case the battle necessitates them returning to combat by reactivating their universe. The inactive universe is darkened on whichever screen of the DS it is on, but it is still visible, with the characters adopting a “resting” pose.

If an ability would affect the characters in both universe, but one universe is inactive (no enemies), then it doesn’t affect them.

If an enemy is transported to the other universe, it will still take its turn as normal, as commands are only issued immediately before they are carried out. If that activates the other universe, then the characters will jump into the turn speed queue as it is already happening.

* 1. **Guardian Spirits**

Guardian Spirits are creatures that you find throughout your journey, and after you convince them to join you, you can equip them to your characters to grant new abilities or statistics to that character – 3 per character max.

Some sample spirit effects might include:

-Increases any given stat for a character.

-Grants health or extra energy regeneration.

-The spirit can sacrifice itself once per fight to save the character it’s equipped to.

- Adds an element to a character’s attack, and does extra damage.

You will have more spirits than you can equip to your characters, so you’ll have to choose. Additionally, you can find items to give to your spirits to make them level up into more potent forms, up to a maximum. These items would likely be random drops from enemies (so you could eventually get as many as you want), as well as found in limited quantities at stores and in treasure chests.

See the Guardian Spirit appendix for a full list of abilities.

* 1. **Equipment**

Each character can equip one weapon, one piece of armor, and two accessories. All weapons grant 1 ability early in the game, and 2 after that. All armors grant 1 extra ability, and later armors may have other effects, like elemental resistances. Weapons increase strength and magic, and armor increases defense, magic defense, and speed. Accessories do not grant abilities, but instead grant passive properties.

After every 2 dungeons, stores will get new items in stock. There will be 3 new weapons for each character (each of which, after the 4th equipment upgrade, grants 2 abilities – before that, each one grants ­one ability), 2 new armors for each character (each of which has its own ability, and possibly a second effect or higher stats), and one new universal accessory. Occasionally, you’ll also find other upgrades in dungeons or dropped from enemies.

Weapons are character-specific, and armor, though not completely specific to any given character, is sorted into different types – only more physically-oriented characters can wear particularly heavy armor, and the more magically-inclined characters wear lighter armor.

Accessories may be character specific (especially the ones that grant abilities), but most are not. They typically have generic bonuses, such as decreasing the amount of energy needed to use special attacks, or allowing a character to use two abilities but skip their next turn, or some other such bonus.

See the equipment appendix for a full list of item effects.

* 1. **Other Items**

Other items your characters have would include various consumable items, such as potions that restore health or mana, items that teleport your party back to the start of a dungeon or back to another town, items that simulate certain spells (healing or damage spells), or plot-important items like keys. See the item appendix for a list of other items.

* 1. **Pause Menu**

The Pause menu can be brought up at any time outside of combat.

**-Items**

-Brings up a list of your items. Divided by category – Usable items (outside of combat, you can use them from here), usable items (in combat), weapons, armor, accessories, and key items.

**-Equip**

-**Select character**

-**Select Item Slot** (Weapon, Armor, Accessory, Accessory)

-Can see other possible equips and how they effect stats, as well as what abilities you’ll be losing and gaining by changing the equipment.

**-Change Spirits**

-**Select character**

-**Select spirit slot**

-Can see other possibly spirits to equip, and what you would gain and what you would give up.

**-Status**

-**Select Character**

-Lets you see all of a characters stats, their equipment, their abilities, and their spirits.

-**Log**

-Shows a log of past events, as well as your current objective.

**-System**

**-Options**

-Adjust text speed

-Adjust Sound Effects volume

-Adjust Voice Volume

-Adjust Music Volume

-**Save** (at a save point, or anytime on the overworld)

-**Quicksave** (at any time, file is deleted once loaded, returns you to the game opening menu when selected)

-**Load** (brings up your save files, you can load one)

* 1. **Combat UI**

When it is one of your characters’ turns, you have the following options:

-**Use Ability**

-All attacks fall into this category, even basic ones. You can see the description of each ability here

-**Use Item**

-Lets you use a consumable item.

**-Defend**

-Take no action, take half damage for a turn.

**-Run**

-Attempt to run away from a fight.

You can also pause, and are presented with the option to Quicksave.

-**Quicksave**

-Creates a temporary save file that is deleted when you reload the game, and exits to the opening menu.

* 1. **Controls**

Outside of Combat:

D-Pad: Move.

A: Interact with an object, or talk to an NPC.

B: Use a special ability of the character whose avatar your party is represented by.

Y: Use another special ability of the character whose avatar your party is represented by.

L or R: Switch which character’s avatar is representing the party. L and R rotate through the characters in different directions.

L+R: Teleport the other party to your current location in their universe, once unlocked.

Select: Change which universe’s party you are controlling.

Start: Open the pause menu.

In combat:

D-pad: Move up and down menus, select enemy to attack

A: Select action. During many attacks, press for extra defense or attack at just the right time.

B: Cancel last selection

Select (hold): See a more detailed description of any item or ability.

In the pause menu:

D-pad: Move up and down menus

A: Choose a selection

B: Undo last choice

Start: Unpause.

1. **Art**

****

****

****

Images from Golden Sun: Dark Dawn, copyright Camelot Software Planning.

The art style for this game will be a lot like that of the above game, Golden Sun: Dark Dawn. However, it will be slight more realistic. This game takes itself slightly more seriously than Golden Sun – for example, you won’t see giant spectral hands moving obstacles around, rather, you’ll be either pushing or pulling them yourself, or using air magic to move them.

In combat, it will be fairly similar as well – your character will be on one side, your enemies on the other, in 3d. When you or your enemy takes an action, they will do their animation, and be done with it.

1. **Cast**
   1. **Nick – Nicholas Lorian**

The main character of the story, in his universe. He’s a treasure hunter by trade, exploring ancient ruins for anything of value that he can find – selling some, keeping some for himself. He’s heroic, brave, noble, and fairly impulsive – he’ll jump straight into any problem he sees without a second thought. In combat, he uses a sword and fire magic together quite effectively – he’s studied swordplay in the past, but prefers not to have to use his talents whenever he can help it.

Red hair, average build. Brown eyes. Wears a shirt and pants.

* 1. **Cole – Nicholas Lorian**

The main character of the story, in the other universe. He’s a con man and thief by trade, stealing from the rich, especially the undeserving rich. What he takes he’ll often give back to those that it was taken from, or if what he took was not stolen from anyone in particular, he’ll keep it for himself. Like his counterpart, he’s brave and noble, but is a much better thinker than Nick. He’ll take the time to make a plan to get a problem right, but sometimes he can fail to act when immediate action is required. Like Nick, he uses a sword, but instead complements it with ice magic.

Blue hair, average build. Brown eyes. Wears a shirt and pants, slightly more formal than Nick.

* 1. **Lina**

Lina is basically the same character in both universes – a loyal and kind-hearted restaurant owner/chef. She’s Nicholas’s best friend in both universes – they’ve been friends basically all their lives. She’s been known to take time off from her work to help out Nicholas with whatever he’s doing – exploring ruins, or conning corrupt nobles. She also has an aggressive streak, and though she won’t admit it, has more fun adventuring with Nicholas than she does pretty much any other time. In combat, she uses healing and offensive light-themed magic. She also wields a quarterstaff, which she is quite competent with.

Blonde hair, light build. Wears a light red robe in Nick’s, a light blue robe in Cole’s. (Not consciously to match them, but it does.)

* 1. **Ameera**

Ameera is the third party member in Nick’s universe. She was living peacefully in her village until it was destroyed by Lord Sone’s armies, and her family (including her brother Zephyr) was killed. Now she fights against Lord Sone, and she joins the party to help put a stop to him. She is largely driven by her desire for vengeance, and is very stoic. In combat, she uses a lance and air magic.

White hair, medium build. Wears mail armor. Combat Girl, but in more of an armored way than a bare midriff way.

* 1. **Zephyr**

Zephyr is the third party member in Cole’s universe. He was living peacefully in his village until it was destroyed by shadows, and his family (including his sister Ameera) was killed. He’s been fighting shadows ever since, but is more of a joker-style character than Ameera. He’s whimsical and impulsive, and likely would have been some sort of adventurer even if his town hadn’t been destroyed. He joins the party because they have a common enemy in the shadows, and because they look like a fun sort. In combat, he uses a dagger along with air magic.

White hair, light build. Wears cloth armor, with a cape.

* 1. **Oracle**

Oracle is, ultimately, the fourth party member in both universes, but his intentions are a bit more muddled at the outset of the game. When he is first revealed, in Nick’s universe, he’s the leader of the defense forces of the nation against Lord Sone’s attacks. In Cole’s universe, he commands the Shadows to do his bidding and leads them against Cole’s nation. Ultimately, the party discovers that these two contrasting characters are actually one in the same – Oracle (and Lord Sone) can travel freely between universes, and he and Sone are working together to try and take over both worlds. Oracle is originally from Cole’s universe (and a high-ranking official in Cole’s country) and his parallel version (who was also a high-ranking official) was killed Lord Sone. He is highly ambitious, and when he stumbled upon a portal to The Empty Room (the space between worlds), he met Lord Sone, who was already there at the time, studying the portraits hung by The Artist. They discovered that they could both travel between worlds, and that using this fact, they could manipulate events so that they ended up in control of both universes. He would impersonate his parallel self in Nick’s universe, leading their military against Sone’s forces effectively at first, but then he would make a critical “mistake” and allow Sone’s invasion force to take over the country. In Cole’s universe, he would be a traitor who controlled the shadows against Sone’s noble defense (though Oracle would conceal this status as long as possible, preferring to be thought to have gone missing rather than being an open traitor), and there too he would fail, and Sone would be a hero who fought off the shadows and would leverage that to effectively take over the country.

Eventually, however, Oracle learned that Sone had killed his parallel version, and was planning to betray him once he had secured his power – and had, in fact, already largely usurped his role among the armies controlled by the two of them. Thus, he frees the heroes from their captivity, and joins them in their quest.

Oracle is a practitioner of Void magic, which means that he’s particularly good as using the two-universe mechanic, as well as controlling Shadows. He can project himself into both universes, which allows him to be the fourth party member in both parties. He uses an orb to channel his magic, rather than any sort of weapon.

Wears a black cloak at almost all times, covering most of his features. Dark green eyes, no pupil. Dark green hair, unhoods after he changes sides.

* 1. **Lord Sone**

Lord Sone is the main villain in both universes, though, like Oracle, his role in the beginning isn’t entirely clear. He is native to Nick’s universe, and a ruler of a nation that borders Nick’s. He seeks to take over both worlds, starting with the nation that Nick and Cole reside in – Nick’s by invading with an army, Cole’s by being a foreign hero who steps in to save the nation from the shadows.

In the past, Sone learned of the dual nature of the world, and began to practice Void magic. He managed to create a portal to The Empty Room (though he unknowingly had help from The Artist), and from there learned even more of the world, and learned to travel between worlds. He explored the other universe, marveling at it. He found his parallel version, meaning to meet with him to plot to use their powers to take over both worlds. However, his parallel self was a benevolent, kind ruler, and Sone, disgusted at this, slew him. This act served to enhance his power over Void magic, as well as offer him some unprecedented opportunities for deception. Eventually, through visions seen in The Empty Room and intelligence gathered in each universe, he discovered Oracle, a leader in a neighboring country who was also dabbling in Void magic, who would likely be open to some collaboration. He slew his own universe’s version of Oracle, which increased the power of the other, allowing him to also open a portal to The Empty Room and find Sone. Sone then manipulated Oracle into helping him to take over both worlds, and so the story begins.

Wears plate armor and a cape. Usually wears no helm, brown hair.

* 1. **The Artist**

The Artist appears, at first glance, to be a child who lives in The Empty Room. He is almost entirely insane, though typically calm. He can see into both universes, but cannot directly affect either, bound to The Empty Room, his own blank and empty domain. Within the empty room, he hangs “pictures” of events that interest him from either world, snapshots of the important and interesting events from the two worlds.

In truth, he is the sorcerer who originally bound the two worlds together long ago. An amazingly powerful wizard, he learned that parallel worlds existed through his studies of magic, and sought to channel the energy of one of them into himself, to even further enhance his own magical prowess. However, when he did this, instead of channeling the power into himself, he inadvertently channeled it through himself into his own world. He linked the two worlds, and with the power of both flowing out of control through him, the Empty Room was created, where he was confined. Initially, he sought to escape this prison, but found that despite having so much power from his own studies and the linked worlds, he could do nothing to affect the worlds or escape the empty room. All he could do was observe the outside worlds, but never influence them. And with this observation, he saw that he actions had unforeseen consequences, most notably the creation of Shadows – whenever a person died in one world but not the other, a Shadow formed, whose goal was to hunt down and slay the survivor. Eventually, due to the strain of the magic flowing through him, the fact that he was trapped in The Empty Room, only able to see and never affect the outside world, and the knowledge that his actions had such terrible consequence, his sanity snapped. His magic reshaped him into a child, because that was what he felt like – a child who had played with forces beyond his comprehension, and paid a terrible price.

Much later, the events of the game begin. In fleeting moments of near-sanity, The Artist has finally discovered that he can open portals from the worlds into The Empty Room, and vice versa. He cannot pass through them, but residents of the two universes can. At first, he does this by aiding Sone’s efforts to pass through into The Empty Room and back and forth from the universes, building on Sone’s magic to open the portals, but after a time he learns how to do it on his own. Once he has done this, however, he learns that Sone has abused the power that he helped him obtain, and that his actions had even further screwed up the world. The Artist then finds the two parties of main characters and saves them through the opening of portals to the Empty Room, but slips back into madness as they appear in his domain. He can’t explain anything about the greater situation to them, but simply keeps the portals open and allows them to see the pictures of the worlds that he has hung in The Empty Room. The main characters go from there, attempting to stop Sone, with The Artist trying to help them as he can, hoping that ultimately they’ll be able to split the worlds back into two, as they should be.

Blonde hair, a child. Wears white clothes.

1. **The World of Arakal**

The world of Arakal is a fairly standard fantasy world, geographically. It’s got its mountains and forests, with occasional canyons, deserts, and what have you. Technology-wise, it’s again your fairly standard fantasy setting – roughly medieval, with occasional bits of steam-level technology and other bits of magic substituting for technology. In terms of exploring the world, in general, it’ll be laid out such that you can only go backwards or to the next place that you need to, naturally. Bridges, barricades, and such will conspire to keep the player, for the most part, progressing through the world in the order the plot demands, taking a minute or two to get from place to place each time, if there’s nothing in the way, not counting the couple of random encounters that the play could choose to engage or avoid.

Most of the game takes place in the country of Lorona, where Nicholas and Lina live. The city they live in is called Thoran, which is, by fantasy standards, a thriving metropolis – it’s the second largest city in Lorona, just behind the capital. It is relatively close to the border with the neighboring country of Randor. Randor is a relatively militaristic land in Nick’s universe, but a more peaceful one in Cole’s.

Lorona has a number of other cities, as well. For almost every dungeon, there is a corresponding city right outside of it to provide a place to buy items, take a brief break, and advance the plot. Randor also has a fair number of cities, but you don’t usually visit them, as most of the game takes place in Lorona. A few exceptions exist, though, as a few of them serve as dungeons late in the game. Lorona is also the home of the elemental temples of Water (in Nick’s universe) and Fire (in Cole’s universe). Note that these are not in the same locations – the temple of water simply doesn’t exist in Cole’s universe, and fire in Nick’s. They used to, but wars long ago went a little differently in the two universes, and different temples were destroyed. The elemental temples of earth and air are both in Randor, and both are in both universes.

As the game progresses, the forces of Randor invade Lorona in Nick’s universe, and the shadows from those battles are directed by (initially) Oracle in Cole’s universe. A few cities of Lorona get destroyed as the plot progresses, especially in Nick’s universe. In Cole’s universe, where Randor is less militaristic, it is devastated by the appearance of shadows. Oracle takes directs the shadows that spawn near him – the shadows of the citizens of Lorona that are killed. But the shadows of the troops of Randor that die spawn back in Randor, and devastate many of their cities. In Nick’s universe, Lord Sone is already the military leader of Randor. In Cole’s, Lord Sone, while an important figure in Randor’s politics, was not a military man (before he was killed by his parallel version, that is) – thus why Sone uses an army in Nick’s universe, and the less reliable – though potentially more dangerous – shadows in Cole’s universe. Later in the game, when Oracle betrays Sone and joins the party, Sone uses his forces of both soldiers and shadows to declare himself ruler of both versions of Randor.

Of course, the most notable thing about Arakal is the dual nature of it. Two parallel versions of Arakal are bound together to create the setting of this game. The Artist, long ago, accidently bound these two universes together, and ever since then, they’ve been molding each other to be quite similar to each other. The most dramatic way that they do this is the Shadows, solid-black figures that are usually humanoid. When someone dies in one universe but not the other, a shadow is spawned within a few days of the death in the universe of the person who did not die, and that shadow seeks out the person who did not die with the goal of killing them. Shadows are usually a bit more powerful than the person who died.

The dual nature of the universe has other effects as well. At the start of the game, the universes, due to the actions of The Artist, Sone, and Oracle, are starting to bleed into each other – certain objects can slip from one universe to another, and portals from one universe can open into the other – though a living thing trying to pass through them is usually a bad idea, as they’re highly dangerous. The Artist initially helped Sone to pass through to The Empty Room and to the other universe, but after he discovered just what Sone was up to, he will no longer assist anyone attempting to travel between worlds. At that point, it was too late to stop Sone, however.

The Empty Room also exists because of the dual nature of the universes – it is a white void where The Artist is trapped. It is his realm, that he can reshape, but most of what he does is simply look into one universe or the other and “take pictures,” which he hangs in the void of the empty room. He’ll also occasionally form entire rooms this way, taking their appearance from one universe the other and shaping an area of The Empty Room to match it.

As a side note of something that comes up only once or twice in the game, and never as a big point, The Artist can occasionally catch glimpses of other universes from The Empty Room, not just the two that he bound together.

Another effect of the dual nature of the universe is the existence of void magic. Tied to the same force that creates shadows, it is the magic of the dual nature of the universe. Used properly, it is quite destructive, as well as being able to transport people or objects from one universe to another, as well as exerting some degree of control over shadows. Sone is the strongest practitioner of void magic in existence, due to his great study of it, and initial assistance from The Artist in travelling from one world to another, and Oracle is relatievely distant number two. Not having a parallel version of yourself also increases your power in void magic, as you yourself become something of a paradox – a fact which Sone has used to increase both his and Oracle’s power. However, most people who don’t have a parallel version don’t ever feel the effects of that, as most people don’t study void magic – plus, the whole point of shadows is to stop such people from existing.

1. **Plot Overview**

At the beginning of the game, you play through an introductory sequence first as Nick, then as Cole. They showcase both the similarities and differences of the two characters – both are attempting to recover an artifact, but Nick is trying to recover it from a ruin before a noble’s henchman do the same, while Cole is trying to con it from the noble, who has already had it recovered. You also get introduced to Nicholas’s best friend (and future love interest), Lina, who is basically the same character in both universes – restaurant owner, chef, and occasional assistant to Nicholas’s schemes, be they conning a noble or exploring a ruin.

After the introductory scenarios, hints of the plot begin to show up – the characters of Lord Sone and Oracle are introduced. You meet Oracle in Nick’s universe as a mysterious general whose battalion is passing through. You meet Sone in Cole’s in basically the same role, though somewhat less mysterious and more charismatic.

Additionally, funny things start happening in both universes to show that they are starting to interfere with each other more. Eventually the main plot hits – an invasion by a neighboring country in Nick’s universe, and an invasion of Shadows in Cole’s universe. Nick and Cole each get caught up in the action, along with their Linas. In Nick’s universe, Lord Sone is leading the invading army, and Oracle is leading the defense against them. In Cole’s universe, Oracle leads the shadows that are invading, and Lord Sone leads the defense against them. The forces hit the cities where Nick and Cole live, in their worlds, and they are forced to flee. As they are fleeing, each catches a glimpse of the “enemy” general – Nick sees Sone leading the invading army, and Cole sees Oracle directing the shadows. Both groups flee into a cave to endure the attacks of the forces, and eventually are only saved by the timely appearance of portals into The Empty Room, which they enter, and which close behind them.

Within the empty room, they learn of the dual nature of their worlds. They also meet The Artist, a child who appears to be the only inhabitant of The Empty Room. He can see into both worlds, and seems to have some insight into what’s going on, but is impossible to get information out of – the artist is relatively unhinged, a quiet, keep-to-himself sort of way. He hangs pictures of various events of the worlds in The Empty Room, events that are usually plot-relevant – often these are of events that have happened already and the characters knew about them, but occasionally they will move the plot forward by revealing something that the characters didn’t already know. Before he opens portals back into their respective universes, The Artist gives them each a magic stone, through which they can communicate with the other group, as well as pass small objects to each other (to facilitate the merging of inventories).

After they leave The Empty Room, both parties back in their own universes, the invasions continue, and the characters attempt to get to the bottom of what’s going on. To this end, the parties seek to uncover the nature of Lord Sone and Oracle, as their reversed nature of enemy vs villain was hinted to be more than just a product of the parallel universes from scenes they saw in the Empty Room. Nick’s group encounters Ameera, who also has suspicions about Oracle’s intentions, and she joins Nick’s party. Eventually, both groups are somewhat closer to finding the truth when they attack an enemy outpost, and there, (after Cole’s group encounters Zephyr, and he joins Cole’s party) both find Oracle, and he tells them just what’s going on, though they’d already figured most of it out. Oracle and Sone are each only one person in both universe, and they are working together to attempt to take over both universes, and can travel between universes at will. Lord Sone is the true leader, Oracle is his second-in-command. After a fight, Oracle flees to The Empty Room.

Unsure of how to proceed, both groups meet in The Empty Room once again – once they decide to do so, The Artist opens portals to facilitate it. While there, they learn several important things from the images they see in The Empty Room. They learn that shadows are created when someone dies in one universe but does not in the other. The shadow is created in the universe of the person who did not die, and that shadow’s goal is to kill the person who lived. Sone and Oracle have been manipulating the creation of shadows in Cole’s universe by starting a war only in the Nick’s universe – events usually happen similarly in both, but since Lord Sone and Oracle can travel between universes and both of their parallel versions are dead, their actions are not mirrored. Since many people would die in one universe but not the other, many shadows would be created in the second universe, which they can manipulate into doing their bidding.

While in The Empty Room, they also learn that Sone and Oracle are attempting to enslave the elementals of the world – Earth, Air, Fire (in Cole’s universe), and Water (in Nick’s – those types of elementals don’t exist in the other’s universe, due an elemental war that happened long ago). They set out to save the elementals from Oracle and Sone’s oppression.

The groups successfully stop Sone and Oracle from enslaving most of the Fire, Water, and Earth elementals by rooting them out of the sacred temples of each of those elemental groups. However, when they go to do the same to Air Elementals, they encounter Sone himself, who was waiting there to ambush them. Both groups are defeated by Sone, and captured.

However, after only a short time being imprisoned, both groups are freed by Oracle, who has turned against Sone. Here, he more fully explains his and Sone’s natures, as seen in the character section. He also explains how after his fight with the parties, during his recuperation in The Empty Room, the artist had shown him a few pictures – including a picture of Sone killing Oracle’s parallel self. This, along with a few other suspicious pictures, convinced him that Sone was not to be trusted, even by him, and so he decided to aid the heroes in their goal to overthrow Sone.

Both groups now set out to stop Sone’s invasions once and for all. Weakened by Oracle’s sudden betrayal, the groups assault and capture several major outposts in both universes, with the help of the forces of the country that weren’t under Sone’s control. They then assault Sone’s main base, and manage to destroy it, though Sone wasn’t actually there. While they try to track down Sone, they learn more about the universe, have character development (the other party members start really trusting Oracle, for example), and have a number of other side quests.

Eventually, they do track down Sone’s hiding spot, assault it, and defeat Sone, but he flees to The Empty Room. There, everyone learns about The Artist’s nature (as detailed in the character section) from some of the images hanging in The Empty room, and they corner Sone for the last time. Before his ultimate defeat, Sone absorbs The Artist’s power, powering himself up, but he is nevertheless defeated. After this, the characters split the worlds, preventing the creation of any more shadows, and saving their universes from the increased destabilization from the recent actions of all the different groups.

**7) Character Stats and Abilities**

-Character stats stay relatively the same as they level up, and acquire the new “current” equipment.

- If a character joins the party at a higher level than the level they learn an ability, then they already have that ability when they join.

**Nick**

**Stats**

-High Strength

-Medium-High Magic

-Medium Defense

-Medium Magic Defense

-Medium Speed

-Low Luck

-Wears heavy armor.

**Combat Abilities**

Slash – 0 energy, light physical damage.

-Default

Fireball – 0 energy, light fire damage.

-Default

Attack Slash – 20 energy, single target, medium damage.

-Default

Whirling Slice – 30 energy, all enemies, medium damage.

-Default

Fiery Slash – 30 energy, one enemy, medium-high damage, physical and fire. Can burn.

-Level 5

Flame Blast – 40 energy, one enemy, high damage, fire. Can burn.

-Level 15

Fiery Wave – 40 energy, all enemies, medium-high damage, fire. Can burn.

-Level 25

Supreme Slash – 50 energy, one enemy, high damage.

-Level 35

Inferno – 60 energy, all enemies, high damage. Can burn.

-Level 45

Void Transportation – 30 energy, moves one enemy to the other universe.

-Taught when Oracle joins the party.

**Out of Combat Abilities**

Burn – Stuns an enemy for a few seconds, ranged. Used to prevent combat, also can burn plants or ice.

Slash – Cuts whatever is in front of him.

**Cole**

**Stats**

-High Strength

-Medium-High Magic

-Medium Defense

-Medium Magic Defense

-Medium Speed

-Low Luck

-Wears heavy armor.

-Cole has very slightly higher defense and magic defense than Nick, and very slightly lower strength and magic.

**Combat Abilities**

Slash – 0 energy, light physical damage.

-Default

Icy Blast – 0 energy, light ice damage.

-Default

Heavy Slash – 20 energy, single target, medium damage.

-Default

Whirling Slash - 30 energy, all enemies, medium damage.

-Default

Icy Slash – 30 energy, one enemy, medium-high damage, ice and physical. Can freeze.

-Level 5

Ice Burst – 40 energy, one enemy high damage, ice. Can freeze.

-Level 15

Coldwave – 40 energy, all enemies, medium-high damage, ice. Can freeze.

-Level 25

Supreme Slash – 50 energy, one enemy, high damage.

-Level 35

Blizzard – 60 energy, all enemies, high damage. Can burn.

-Level 45

Void Transportation – 30 energy, moves one enemy to the other universe.

-Taught when Oracle joins the party.

**Out of Combat Abilities**

Freeze – Stuns an enemy for a few seconds, ranged. Used to prevent combat, also freezes water.

Smoke Bomb – Makes enemies lose sight of him.

**Lina**

**Stats**

-Medium Strength

-High Magic

-Low Defense

-High Magic Defense

-Medium Speed

-Medium Luck

-Wears light armor.

**Combat Abilities**

Strike – 0 energy, light physical damage.

-Default

Light Orb – 0 energy, light light damage.

-Default

Heal – 0 energy, heals for a small amount.

-Default

Greater Healing – 20 energy, heals for a medium amount. Removes a status effect.

-Default

Quarterstaff Whirl – 30 energy, medium physical damage to all enemies.

-Default

Lightblast – 30 energy, one enemy, medium-high damage, light. Can blind.

-Level 5

Lightwave – 30 energy, medium damage, light. All enemies.

-Level 15

Mass Heal – 40 energy, heals all allies for a medium amount.

-Level 25

Vicious Strike – 50 energy, large amount of physical damage.

-Level 35

Shining Light – 50 energy, medium-high damage all enemies, medium heal all allies.

-Level 45

Void Transportation – 30 energy, moves one enemy to the other universe.

-Taught when Oracle joins the party.

**Out of Combat Abilities**

Heal/Grow – Heals a person or animal, makes a plant grow.

Light – Drops a ball of light, or holds it if you hold the button. Can have 3 at a time.

**Ameera**

**Stats**

-Medium-High Strength

-Medium Magic

-Medium Defense

-Medium Magic

-Medium Speed

-Low Luck

-Wears heavy armor.

**Combat Abilities**

Thrust – 0 energy, light physical damage.

-Default

Air Blast – 0 energy, light air damage.

-Default

Heavy Thrust – 20 energy, medium physical damage, one target.

-Default

Lancing Wave – 30 energy, medium physical and air damage, all enemies.

-Default

Air Burst – 40 energy, medium-high air damage, one target, can disorient.

-Level 5

Aerial Leap – 30 energy, jumps with first turn, lands second for heavy damage.

-Level 15

Lightning Blast – 40 energy, high lightning damage to one enemy, medium to all others.

-Level 25

Impale – 50 energy, high physical damage to one enemy.

-Level 35

Tornadic Slice – 50 energy, high air and physical damage, all enemies. Can disorient.

-Level 45

Void Transportation – 10 energy, moves one enemy to the other universe.

-Taught when Oracle joins the party.

**Out of Combat Abilities**

Jump – Jumps over small gaps.

Air Blast – Pushes an obstacle from range.

**Zephyr**

**Stats**

-Medium-High Strength

-High Magic

-Low Defense

-Low Magic Defense

-High Speed

-High Luck

-Wears light armor.

**Abilities**

Stab – 0 energy, light physical damage.

-Default

Air Blast – 0 energy, light air damage.

-Default

Gusting Slice – 20 energy, medium air and physical damage.

-Default

Aero Burst – 30 energy, medium air damage, all enemies. Can disorient.

-Level 5

Aerial Leap – 30 energy, jumps with first turn, lands second for heavy damage.

-Level 15

Deadly Slash – 40 energy, medium-high physical damage, one target.

-Level 25

Winds of Change – 30 energy, restores 20% of Zephyr’s HP/removes all of his debuffs and restores 10% of all other characters’ energy.

-Level 35

Tornadic Slice – 50 energy, high air damage, all enemies. Can disorient.

-Level 45

Void Transportation – 10 energy, moves one enemy to the other universe.

-Taught when Oracle joins the party.

**Out of Combat Abilities**

Jump – Jumps over small gaps

Air Blast – Pushes an obstacle from range

**Oracle**

**Stats**

-Low Strength (no physical attacks)

-High Magic

-Medium Defense

-High Magic Defense

-Low Speed

-Low Luck

-Wears light armor.

**Abilities**

Void Blast – 0 energy, Light void damage.

-Default

Void Transportation – 0 energy, moves one enemy to the other universe.

-Default

Void Burst – 20 energy, Medium void damage.

-Default

Grasp of the Void – 40 energy, medium-high void damage, all enemies.

-Default

Elemental Flux – 30 energy, medium ice, fire, and lightning damage, one enemy. Ignores resistances, not weaknesses.

-Level 5

Essence Swap – 0 Energy, switches the current energy and hp levels of Oracle’s representations in both universes.

-Level 15

Void Cyclone – 40 energy, medium void damage to all enemies, has a 50% chance of causing a random debuff (not petrification) on each, and has a chance of moving each target to the other universe.

-Level 25

Void Prison – 20 energy, light void damage, freezes the enemy and moves it to the other universe.

-Level 35

Roil of the Void – 60 energy, high void damage on each target, causes a random debuff on each target (not petrification), has a chance of moving each target to the other universe.

-Level 45

**Out of Combat Abilities**

Void Toss – Sends an object to the other universe, in a dual dungeon.

Teleport – Teleport around obstacles

1. **Level Walkthroughs**

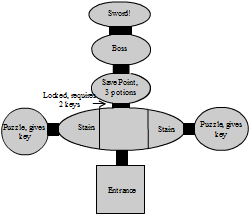
Level 1 – Nick in the ruins.

-Slime, Goblin, Goblin Chief, Goblin Wizard, Skeleton.

Enemy Groups – 3 slimes, 3 goblins, 2 goblins and a goblin chief, 2 goblins and a goblin wizard, 2 skeletons and a slime, 3 skeletons, 2 slimes and a skeleton, a goblin chief and a goblin wizard.

-Boss: Skeleton Lord.

-Level Range: 1-3



Start at the entrance, make your way into the main room. It’s a ruin, you navigate the big room (fight a few monsters along the way), find the door locked on top, and that it requires two keys. The main area is divided into three rooms. You make your way left, and then right – there’s a block puzzle on the left, and another block puzzle on the right. After solving each, you get a key, and you take the two keys back into the main room to enter the boss room.

Boss: Skeleton Lord

-Pretty simple, you can just use your abilities repeatedly on him. He does some damage, but not too much – it’s easy to just use a few potions (that you start with/find in the ruin) to negate the damage. After a few turns, he crumbles into a pile of bones, and two skeletons take his place. After you defeat them, he gets back up, and then you finish him off for good.

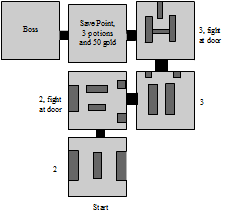
Level 2 – Cole in the mansion.

-Guard, Armored Guard.

Enemy Groups – 3 guards, 2 armored guards, 2 guards and one armored guard.

-Boss: Captain of the Guards

-Level Range: 1-3



The idea in this dungeon is to sneak past the guards. In each room, there are a number of guards to sneak past. You can freeze them (but if you do, they’ll alert others once they get out of the freeze), and you can use your smoke bomb to try to lose them. In the second and fourth rooms, you must fight a guard group to proceed – they give more experience the sneakier you were getting past the previous guards. Eventually, you make it to the end, and you encounter the guard captain.

Boss: Captain of the Guards

Another relatively easy fight. He’ll call people in throughout the fight, but no matter if you choose to kill them or just burn the boss down, you’ll do fine. You’ll probably have to use a few of the potions you collect right before the boss, but generally he shouldn’t be a problem.

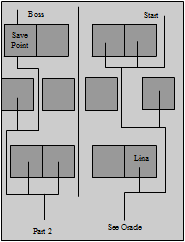
Level 3 – Nick and Lina – Fleeing from invasionary force, meeting with Oracle, off to the side, fighting, see Sone.

-Soldier, Sergeant, Wizard, Archer.

Enemy Groups – 3 soldiers, 2 sergeants, 2 soldiers and a sergeant, 2 soldiers and a wizard, 2 soldiers and an archer, a sergeant and an archer, a sergeant and a wizard.

-Boss: Lieutenant of Sone’s army.

-Level range: 3-6



This “dungeon” is Nick trying to escape Sone’s invading army You follow the path, venturing inside buildings to try to save people from soldiers or from fire – you find Lina in the building marked “Lina” and you two escape, and see Oracle and his forces, and are told to flee the city. You do so through a district that is being besieged as well, save a few more people, get to a save point, exit through the back door of a building, and encounter the boss.

Boss: Lieutenant

Again, not too difficult, but definitely more complex given that you now have control of both Nick and Lina. He does more damage than the previous bosses (because you can now heal more easily), and he starts with two soldier allies that he does not replace, and that you should kill first. He has both a decently strong area attack, as well as a powerful single target attack.

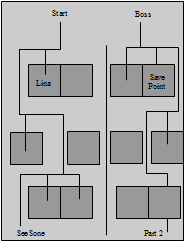
Level 4 – Cole and Lina – Fleeing from shadow force, meeting with Sone, off to the side, see Oracle.

-Soldier Shadow. Shadow Wizard. Blob Shadow. Leaping Shadow.

Enemy Groups – 3 soldier shadows, 2 soldier shadows and a shadow wizard, 1 blob shadow, 1 blob shadow and a soldier shadow, 3 leaping shadows, 1 soldier shadow and 2 leaping shadows,

-Boss: Huge Shadow, several merged into one.

Level range: 3-6



Yes, this is just the previous one flipped horizontally and vertically, but it should feel different enough to work. Shadows are the enemies instead of soldiers, and avoiding them is a perfectly valid choice, one that gets you extra xp at certain forced battles throughout the area (like in some of the houses).

I’m still not entirely sold on the idea of playing out two fairly similar scenarios right after each other, so I’m not sure that this “dungeon” won’t just get cut.

Boss: Huge Shadow

-Just what he sounds like, he’s a big shadow, and does pretty big damage. As you damage him, he gets smaller, and little shadows pop out of him. You should kill them – they go down easy.

Level 5 – Nick/Lina, Cole/Lina – Fleeing more! Caves. Almost caught, portals to the empty room. Double boss fight, Some sort of cave monster.

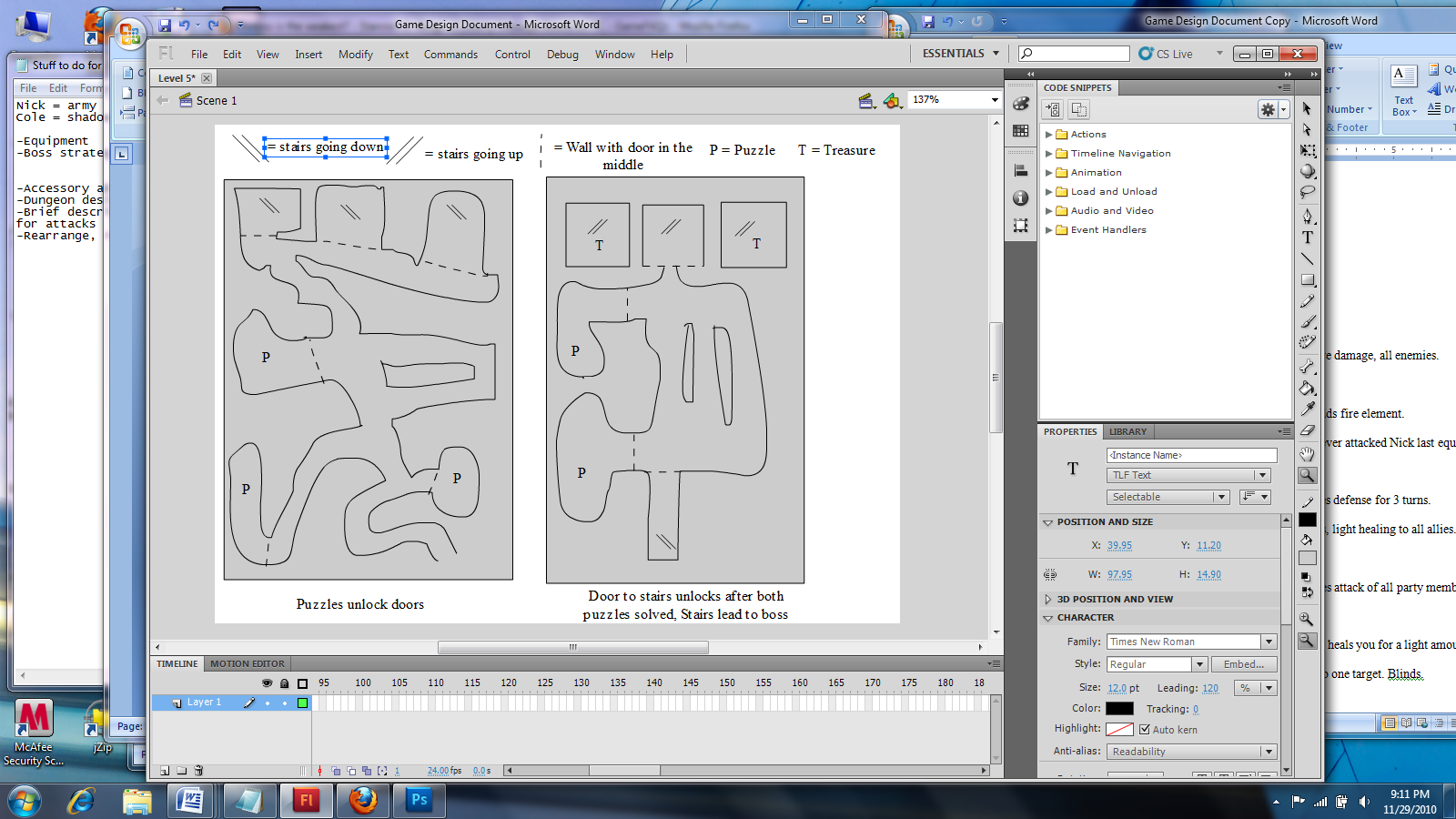
-3 & 4 + Bats, Earth Elementals, Zombies, Ghouls.

Enemy Groups – (Nick) 3 + 3 bats, 2 earth elementals, 3 zombies, 2 zombies and a ghoul.

Enemy Groups – (Cole) 4 + 3 bats, 2 earth elementals, 3 zombies, 2 zombies and a ghoul.

-Boss: Cave Worm

-Level range: 6-10



This is the first genuinely complicated dungeon. The areas here are pretty big, and there’s a bevy of puzzles, several of them involving the dual universe mechanic. Basically, the character is going around from area to area, in the dungeon, solving the puzzles to open the doors. The treasure on the map is nothing too special, just some extra money. This dungeon also introduces two-universe puzzles – several of the puzzles involve pushing blocks through portals, which are needed in the other universe to put them on switches, and so forth.

Boss: Sand Worm

The sand worm here is an odd effect of the dual universes starting to interact with each other – he has discovered an underground portal that allows him to travel from universe to universe. At any given time, one party is fighting his head, and one his tail. His tail isn’t as dangerous as his head, though he can disorient with his tail, and deal light damage. His head deals quite a bit of damage with sand breath, bite attacks, etc. He switches which party is fighting each part every few turns. His tail and head share hit points.

Level 6 – Nick/Lina, Cole/Lina – Exploring the empty room. All 4 in a boss fight together.

-Wisp, Face of Might, Face of Magic, Living Fireball, Living Lightning

Enemy Groups – 3 wisps, 2 Faces of Magic, 2 Faces of Might, 1 face of magic and one face of might, 2 living fireballs, 2 living lightnings.

-Boss: Figment of Sone

-Level range: 10-13

This dungeon is a series of roughly square rooms for each party, which they go through separately. Each party has six rooms that they go through. For Nick’s party, rooms 1, 2, 5, and 6 have several groups of monsters, rooms 2 and 3 have puzzles. For Cole’s party, rooms 2, 3, 4, and 5 have monsters, rooms 1 and 6 have puzzles. The empty room is mostly white, with largely random decorations – for example, one might have columns and a staircase that would match a grand ballroom, and another might have the mast of a ship in the middle of the room. After each room is completed, the characters see a picture – an image of one of the worlds hung by The Artist. After each party clears its sixth room, they come together to fight the boss.

Boss: Figment of Sone

You fight the Figment with all four characters in one party, as such, the fight is fairly nasty. He does a lot of damage, has a flaming area attack that burns, can poison and confuse as well with a spell that tosses out debuffs to random people but does no damage, and has a high-damage single target physical attack. You’ve got two Linas, and they’re going to be doing plenty of healing.

Level 7/8 – Cole/Lina – Investigating Sone. Sneaking into the army area.

-Sone’s Soldier, Sone’s Sergeant, Sone’s Wizard, Sone’s Archer, Sone’s Armored Soldier.

Enemy Groups – 3 soldiers, 2 sergeants, 2 soldiers and a sergeant, 2 soldiers and a wizard, 2 soldiers and an archer, a sergeant and an archer, a sergeant and a wizard, 2 armored soldiers.

-Boss: Spy captain

-Level range: 13-16

At this point in the game, guardian spirits start to show up, both occasionally in hidden areas on the overworld, and also through optional puzzles in dungeons (and occasionally in obvious locations, as well).

You can choose to do either of these dungeons first – this is the first point in the game where you can freely switch back and forth between parties (as long as you’re not in combat). In Cole’s version of this dungeon, you sneak through an army base of the “good guys” – IE Sone – of his universe, in an attempt to find the truth of what’s going on regarding Sone and Oracle. A fair bit of this gameplay is similar to Cole’s first mission of stealing the sword from the noble’s mansion – sneaking past guards, occasional confrontations, extra experience if you avoid encountering the non-necessary guards.

Boss: Spy Captain

The spy captain deals a lot of critical strikes, meaning his spike damage on any given character can be quite high. You have to heal that character up quickly, and hope that the captain doesn’t target them again. He also has a light aoe damage attack that’s particularly dangerous given that it doesn’t take many of his attacks to down a character, especially Lina.

After you defeat the spy captain, you have to hurry to get out of the area, as they’re alerted to your presence. You have to fight a fair number of guards on your way out, culminating in daring smoke bomb escape.

Level 7/8 – Nick/Lina/Ameera – Investigating Oracle. Sneaking, busting through dudes in secret area.

-Oracle’s Soldier, Oracle’s Sergeant, Oracle’s Armored Soldier, Oracle’s Wizard, Oracle’s Archer.

Enemy Groups – 4 soldiers, 2 sergeants and 2 soldiers, 2 soldiers and a 2 wizards, 2 soldiers and and 2 archers, a 2 sergeants and an archer, a 2 sergeants and a wizard, 3 armored soldiers, 3 sergeants.

-These tend to be more magically oriented. For example basic soldier has a fiery sword, and the sergeants have actual spells.

-Boss: Oracle’s Spy Captain

-Level range: 13-16

This is an amusing parallel to Cole’s sneaking. Lina thinks that they should be sneaking through the guarded areas, and you do for about 2 rooms before, in a scripted event, Nick accidently alerts a very large number of guards to their presence. You then have a sort of miniboss in that you face about 20 soldiers, 3 at a time. It’s a test of how well you can manage your resources, but with Ameera in this party, it shouldn’t be too terribly difficult.

After the gauntlet of soldiers, you fight your way through the camp to make it to the spy area, and fight Oracle’s spy captain.

Boss: Oracle’s Spy Captain

He’s a lot like the other spy captain, but his attacks are elementally based, which means that Lina will be quite durable, but Ameera and Nick will be less so. He also has more hp and defense to compensate for the fact that he’s being fought with a party of 3 instead of a party of 2.

After he is defeated, you don’t have the same “everyone is now alerted to your presence” that Cole’s party did, but you still do fight a few guards on the way out.

Level 9 – Dual dungeon: Attacking enemy outpost

-Nick: Sone’s Soldier, Sone’s Sergeant, Sone’s Wizard, Sone’s Armored Soldier, Sone’s Blademaster

-Cole: Soldier Shadow. Shadow Wizard. Leaping Shadow. Shadow Blade

Enemy Groups – 3 soldiers, 2 sergeants, 2 soldiers and a sergeant, 2 soldiers and a wizard, a sergeant and a wizard, 2 armored soldiers, 2 blademasters, 2 soldiers and a blademaster, a sergeant and a blademaster.

Enemy Groups – (Cole) 3 soldier shadows, 2 soldier shadows and a shadow wizard, 3 leaping shadows, 1 soldier shadow and 2 leaping shadows, 1 shadow blade, 1 soldier shadow and a shadow blade.

-Boss: Oracle

-Level range – 16-19

This will be one of the first genuinely long dungeons. It’s a dual dungeon, which automatically adds a layer of complication onto it, but on top of that, it’s an enemy outpost. After you make it through the first area, you go underground to infiltrate the HQ. Story-wise, most of the armies are away at this point – your characters are sneaking into the base on a time when defenses are lighter than usual, but there are still quite a few guards in these areas. Cole’s facing shadows, which can only be directed so much, but still. Being a dual dungeon, there are a fair number of dual-universe using puzzles. After you make it through the underground area that’s somewhat industrial, then you make it to a more mystical area, and fight even tougher enemies. At the end of this area, there’s a dramatic corridor, and both parties find Oracle waiting for them.

Boss: Oracle

This should be the most challenging and complicated boss fight to date. Oracle is merciless – he uses status effects, summons shadows to do his bidding, and so forth. He himself alternates which universe he is physically in, but he leaves difficult shadows to deal with for the party that he isn’t currently fighting, and always tosses a couple of status effects onto the characters in that party before he leaves. Whenever he comes into a new dimension, he summons a pair of bodyguard shadows to protect him that must be defeated before he can even be targeted, and then after a fair bit of damage, he summons two nasty shadows and switches universes, repeating the process. He himself, meanwhile, is using void spells to nail the parties, as well as giving them nasty status effects. After he loses half his health, his spells deal even more damage, and he can use them against either party, not just the one that he’s in the universe of.

Level 10/11 Cole/Lina/Zephyr – Fire Temple. Info from Empty Room. Stop them from enslaving fire elementals.

-Fire Elemental, Fire Archon, Soldier Shadow. Shadow Wizard. Blob Shadow. Jumping Shadow.

Enemy Groups – 3 Fire elementals, 2 fire elementals and an archon, 4 soldier shadows, 2 soldier shadows and 2 fire elementals, 3 soldier shadows and a fire archon, 3 blob shadows, 4 jumping shadows, 2 archons

-Boss – Fire Elemental Lord

-Level range: 19-22

The fire temple is, well fiery. Cole and Zephyr are making good use of their air and ice abilities to deal with the fire in a variety of puzzles, as well as to deal with the fire elemental mobs that they encounter. At the entrance to this dungeon, there are three paths – you must go down each, and defeat the miniboss at the end of each, to get to second part of the dungeon, which is somewhat more straightforward but has a couple of puzzles. At the end of the second part of the dungeon, you encounter the boss beating the snot out of a few shadows. He attacks you as soon as he sees you, as well.

Boss: Fire Elemental Lord

This boss will be a fair bit less dangerous than he could be if you found or bought fire-resistant gear for your characters. Even still, every couple of rounds a pair of fire elementals will show up, and if you don’t kill them, then they will sacrifice themselves to heal the boss. The boss is quite liberal with his burn effects, and can disorient your characters as well.

Level 10/11 Nick/Lina/Ameera – Water Temple. Stop them from enslaving water elementals.

-Water Elemental, Water Archon, Sone’s Soldier, Sone’s Sergeant, Sone’s Wizard, Sone’s Armored Soldier, Sone’s Blademaster.

Enemy Groups – 3 Water Elementals, 2 Water elementals and an archon, 4 soldiers, 2 soldiers and 2 fire elementals, 3 soldiers and a fire archon, 3 sergeants, 2 archons, 2 blademasters, 3 armored soldiers, 2 sergeants and a wizard.

-Boss – Sone’s Lieutenant.

-Level range: 19-22

The water temple has puzzles that involve, shockingly, water. Nick can evaporate some water with his fire talents, and Ameera can help to bypass small lakes by jumping. Additionally, there will be some ice involved, which Nick can melt, though he has to be careful what to melt in some puzzles or he won’t be able to make it to the top of an area, for instance. You’ll be pushing a fair number of pillars into water to provide places to stand, also. As for the enemies, the water elementals like to disorient, and hit with nasty wave attacks. The dungeon itself won’t be too long, if you can get through the puzzles without too much difficulty.

-Boss: Sone’s Lieutentant

This guy starts with two allies that he immediately takes a turn replacing, so killing them doesn’t really help. He gets two turns for your every one, so even if he doesn’t hit too hard, he does hit rapidly, and he occasionally heals himself, so his fight lasts for a fairly long time. He has an area attack that he’s somewhat fond of, so the healing on this fight should be relatively tricky, especially considering his helpers.

Level 12 – Dual Dungeon – Earth

-Nick: Earth Elemental, Earth Archon, Sone’s Soldier, Sone’s Sergeant, Sone’s Wizard, Sone’s Armored Soldier, Sone’s Blademaster.

-Cole: Earth Elemental, Earth Archon, Soldier Shadow. Shadow Wizard. Blob Shadow. Jumping Shadow.

- Enemy Groups (Nick) – 3 Earth Elementals, 2 Earth elementals and an archon, 4 soldiers, 2 soldiers and 2 fire elementals, 3 soldiers and a fire archon, 3 sergeants, 2 archons, 2 blademasters, 3 armored soldiers, 2 sergeants and a wizard.

Enemy Groups (Cole) – 3 earth elementals, 2 earth elementals and an archon, 4 soldier shadows, 2 soldier shadows and 2 earth elementals, 3 soldier shadows and an earth archon, 3 blob shadows, 4 jumping shadows, 2 archons

-Boss: Lieutenant and shadow.

-Level range: 22-24

Another dual dungeon, which means another relatively long dungeon, laden with relatively tricky puzzles involving the dual universe mechanic. Additionally, it’s at this time that even the non-boss enemies start to take advantage of the dual universe mechanic – one enemy may, when near death, for example, hop over to the other universe, summon some guys to protect him, and start healing himself. This won’t happen too often – most fights will still be one universe only, but it will start happening. With that said, the main characters should have some guardian spirits that allow them to play with the dual universe mechanic themselves at this point, so it’s not so bad.

As for the actual dungeon, as the earth dungeon, it’s quite expansive. Lots of open areas, and large-scale puzzles – whole rooms might be dedicated to a form of block puzzle that involves very large blocks, for example.

Boss: Lieutenant and Shadow

The Lieutentant and his Shadow fight by completely different methods – the lieutenant by physical attacks, and his shadow by spells. The shadow casts various nasty status effects, while the lieutenant just hits pretty hard. Additionally, there are a pair of invincible imps that jump back and forth between universes, adding their little bit of damage to the mix. The bosses do not share a health bar, notably, so both sides have to succeed at their bosses. The imps take up permanent residence in the universe that still has a boss once one of the bosses dies.

Level 13 – Dual Dungeon – Air

-Nick: Air Elemental, Air Archon, Sone’s Soldier, Sone’s Sergeant, Sone’s Archer, Sone’s Armored Soldier, Sone’s Wizard.

-Cole: Air Elemental, Air Archon, Soldier Shadow. Shadow Wizard. Blob Shadow. Shadow Blade.

- Enemy Groups (Nick) – 3 Air Elementals, 2 Air elementals and an archon, 4 soldiers, 2 soldiers and 2 fire elementals, 3 soldiers and a fire archon, 3 sergeants, 2 archons, 3 wizards, 3 armored soldiers, 2 sergeants and an archer.

Enemy Groups (Cole) – 3 air elementals, 2 air elementals and an archon, 4 soldier shadows, 2 soldier shadows and 2 air elementals, 3 soldier shadows and an air archon, 3 blob shadows, 3 shadow blades, 1 shadow blade/1 air archon/1 blob shadow, 2 archons

- Boss: Sone. You lose.

-Level range: 24-26

This is the air-based dungeon, and another dual one. As you probably noticed, the dual dungeons become more common as the game progresses, as the added complexity becomes more and more familiar. In this dungeon, air plays a prominent role in getting around – you can jump off different areas and fly to other ones, going up or down as the air currents flow. Much of the difficulty from “puzzles” in this universe is just figuring out how best to navigate the dungeon – though it should be set up in a way so that you don’t just wander around in circles forever. Additionally, making liberal use of the “teleport the other party to where I am” function will be both helpful and quite necessary.

Boss: Sone

He’s in both universes at once, and he’s beating you up. Hard.

Level 14 – Oracle freeing both parties – dual dungeon? Alternate dungeons?

-Both: Sone’s Soldier, Sone’s Sergeant, Sone’s Wizard, Sone’s Armored Soldier, Sone’s Blademaster, Sone’s Archer

- Enemy Groups (Both) – 5 soldiers, 4 soldiers and a blademaster, 3 sergeants, 3 blademasters, 3 armored soldiers, 3 sergeants and a wizard., 2 sergeants and 2 armored soldiers, 2 armored soldiers and 2 archers, 2 armored soldiers and 2 wizards.

-Bosses: Swarms of Shadows and Soldiers

-Level range: 26-28

Jailbreak: Now with an extra party member! Oracle finally joins the party right about now, and busts both parties out of the dungeons they’ve been sent to by Sone. Oracle’s abilities get featured here – popping items from one universe to the other, and teleporting around obstacles. Note that he’s in both universes at once, requires only one set of equipment, but has separate health and energy in both universes. He’s just that good with the void magic – in fact, he’s learned that trick just recently, after his fight with you. This dungeon will also have a few platform puzzles, moving platforms just so, that Oracle’s abilities will allow you to do quite a bit easier than would be otherwise possible, though if you do them right, you’ll get access to unique treasure that Oracle’s abilities won’t allow you to get to. Oracle also teaches each party member a bit of void magic – they learn the new command to toss enemy mooks from one universe to the other, for the cost of 20 energy. Oracle can do it for free.

Boss: Shadow and Soldier Swarms

This boss fight is a bunch of mooks that just keep coming and coming. The idea here is to use your own newfound mastery of the dual-universe mechanics to control the mooks and give you time to relax and heal while the other party fights, and vice versa.

Level 15/16/17 – Cole/Lina/Zephyr/Oracle – One outpost

-Soldier, Sergeant, Wizard, Blademaster, Soldier Shadow. Blob Shadow. Jumping Shadow, Shadow Blade

Enemy Groups: 5 Soldiers, 3 Blademasters, 3 soldiers/2 soldier shadows, 2 wizards/3 jumping shadows, 3 blob shadows, 2 blademasters/1 shadow blade, 2 sergeants/1 blob shadow.

-Boss: Super soldiers.

-Level range: 28-33 (all 3)

It’s worth noting that from here on out, you’ll encounter shadows and soldiers mixed in the dungeons. Sone is somewhat stymied by Oracle’s betrayal, and using whatever he can.

As for the dungeon, it’s getting kinda trippy. The worlds are starting to rip at parts, and that’s what’s happening here. Rifts from the other world are spitting out random things that you have to avoid, or use in puzzles. Even as a single-universe dungeon, it’s getting pretty complex here. This outpost is inside a castle that you have to do some sneaking to get into, but once you get in, then it’s combat and weird puzzles abound. The castle’s layout is fairly logical, but weird things are happening with it, after all, so navigating is usually intuitive, but occasionally once you get a key or something a hallway will be blocked, and you’ll have to find another way.

Boss: Super Soldiers

The boss here is a group of three soldiers. They can heal each other if one is getting particularly low, so you need to try to kill them all at roughly the same speed. The spell descriptions will make it clear that this is the case. They don’t do too much damage individually, but there are three of them, and you won’t be killing them too quickly, so you have to be conservative on your resources for this fight.

Level 15/16/17 – Nick/Lina/Zephyr/Oracle – Two outpost

-Soldier, Sergeant, Blademaster, Soldier Shadow. Shadow Wizard. Blob Shadow. Jumping Shadow, Shadow Blade

Enemy Groups: 5 Soldiers, 3 Blademasters, 3 soldiers/2 soldier shadows, 2 shadow wizards/3 jumping shadows, 3 blob shadows, 2 blademasters/1 shadow blade, 2 sergeants/1 blob shadow, 3 soldiers/2 shadow wizards

-Boss: Shadows merged with an air elemental, the Air Fiend

-Level range: 28-33 (all 3)

Again, the worlds are starting to bleed into each other. This outpost is on a mountain. Getting up the mountain is exciting enough – boulders raining down, the rips in the worlds affecting it, etc. Once you get up there, you disable their defenses, and friendly troops come in. You then make your way to the back of the base, helping out friendly soldiers along the way, and confront the boss.

Boss: Air Fiend

The Air Fiend is a very dangerous air elemental. He’s pretty disorient-happy, and can take your party members out of the battle for a while by tossing them into the air with a tornado. Almost all of his attacks deal damage to all four characters. Basically, between the disorients and him tossing your party members into the air, this fight’s challenge is staying alive when you can’t ever be too sure which party members you’re going to have access to in any given turn.

Level 15/16/17 – Dual dungeon – Enemy city.

-Soldier, Sergeant, Blademaster, Soldier Shadow. Blob Shadow. Shadow Blade, Fire Elemental, Earth Elemental, Water Elemental, Air Elemental

Enemy Groups: 5 Soldiers, 3 Blademasters, 3 soldiers/2 soldier shadows, 3 blob shadows, 2 blademasters/1 shadow blade, 2 sergeants/1 blob shadow, 2 fire elementals/2 earth elementals, 2 water elementals/2 air elementals, 3 soldiers/2 of a random type of elemental

Boss: Supreme Shadow

-Level range: 28-33 (all 3)

This, being a late-game dual dungeon, is quite complex. It takes place ­ another enemy area, a city that they’ve occupied – Zephyr and Ameera’s old hometown, in fact. You go from building to building, clearing out areas and disabling their devices, and you eventually find an entrance to an underground area, where the dungeon continues. Shadows have nested in this city, and they now swarm through the underground areas. There are many there to destroy, as well as a fair number of puzzles to solve to advance through the area, as the worlds have been screwed with quite a bit down here, since this was one of the first areas to be overwhelmed by shadows, and the location where one of the first huge waves of shadows was created.

Boss: Supreme Shadow

The Supreme Shadow is a nasty caster shadow boss. He tosses out void balls every which way – he’s in both universes at once, constantly. He summons other shadows, tosses out void balls and void vortexes (causing nasty status effects, and generally is a castery jerk. Fortunately, he’s relatively fragile, so ignoring his summoned enemies and just focusing on burning him down is the best strategy.

Level 18: Dual Dungeon – Enemy capital.

-Renamed Soldier, Renamed Sergeant, Renamed Blademaster, Renamed Soldier Shadow. Renamed Blob Shadow. Renamed Shadow Blade, Fire Elemental, Earth Elemental, Water Elemental, Air Elemental

Enemy Groups: 5 Soldiers, 3 Blademasters, 3 soldiers/2 soldier shadows, 3 blob shadows, 2 blademasters/1 shadow blade, 2 sergeants/1 blob shadow, 2 fire elementals/2 earth elementals, 2 water elementals/2 air elementals, 3 soldiers/2 of a random type of elemental

-These renamed enemies are really just enhanced versions of the same old enemies, but more elite. Overall better stats, maybe an extra ability.

-Boss: Sone and Oracle’s shadows

-Level range: 33-37

This is the fake final dungeon, and as such, it feels like a final dungeon. It takes place in a citadel dedicated to Sone, and there are many branching areas, most of which need to be explored to collect everything necessary to enter the center chamber. There’s a miniboss at each path, and a puzzle, as well. Each of the minibosses is a reference to an old boss, for extra good measure. Once you get past the initial area, there’s a long path with a few puzzles and a few rooms with enemy gauntlets, where you fight quite a few in a row with no break between fights. However, even when you finally get to the top, Sone appears to be there, but it’s just a magically recorded message, taunting them, as well as Sone and Oracle’s shadows, which were created when Sone killed his and Oracle’s parallel versions.

Boss: Sone and Oracle’s Shadows

Nasty boss fight. Both shadows are proficient in void magic, meaning lots of debuffs, and the enemies can attack anyone in either universe, no matter which one they’re in – plus, each gets twice as many turns as usual (though each one never uses 2 aoe attacks in one turn). They also switch universes occasionally, changing up who they hit with their AoE. After one of them hits half health, they both drop a bunch of shadows, and vanish, and then again when the other hits 50%. Once they get back, that one starts dropping extra shadows in its universe to add extra damage.

Occasionally, they’ll mark someone (visibly) for both of them to focus their attacks on, and toss all four of their attacks that turn onto that character.

Once one of them hits 0 hp, he goes into a hurt position, and starts pulsing AoE void damage, which increases each turn. Only when both die do you win.

Side quests!

-Level range: 37-43

-Investigate a corner of The Empty Room, find out more about why the world is in two.

-See glimpses of other universes beyond just the two linked here. The artist does some explanation, but not too much, especially not about his role in linking the universes.

-Oracle helps random people, proves he’s not all bad.

-Find a rare artifact hidden in a distant ruin.

-Infiltrate a corrupt lord’s manor, and take some of his stuff.

-Return to the Air Temple, and try to make peace with the air elementals. It’s different now.

-Some sort of coliseum area, perhaps introduced earlier, as well. Perhaps in the capital of the main country.

Level 19: Dual Dungeon: Last Hideout

-Renamed Soldier, Renamed Blademaster, Renamed Soldier Shadow. Renamed Blob Shadow. Renamed Shadow Blade, Fire Elemental, Earth Elemental, Water Elemental, Air Elemental, Fire Archon,

Enemy Groups: 5 Soldiers, 3 Blademasters, 3 soldiers/2 soldier shadows, 3 blob shadows, 2 blademasters/1 shadow blade, 2 of 2 random typers of elementals, 3 soldiers/2 of a random type of elemental, 3 random types of archons, 2 blademasters/1 random type of archon.

-Boss: Sone

-Level range: 43-47

The next to final dungeon, things have gotten very serious. The enemies, the puzzles, the minibosses, and navigating the dungeon are all cranked up. The dual universe mechanic is in full force, required for all the puzzles – indeed, several of the puzzles are older puzzles with the dual-universe mechanics being pushed in. The enemies, of all varieties, are pretty dangerous. The dungeon itself is located inside a mountain that Sone has declared as his own, and remodeled in a somewhat more industrial manner.

Boss: Sone

Quite nasty, naturally. Sone is in both universes at once, throwing out spells and physical skills with wild abandon. Notably, he does not summon anyone to aid him, so while he has his fair share of power, it’s all him. He does throw out nasty aoes that cause status effects, as well as simply stabbing people in the face for very high damage.

Final Dungeon: Dual Dungeon – Empty room

-Living Flamestrike, Living Life Drain, Living Elemental Flux, Living Tornado, Face of Might, Face of Magic, Shadow Blade, Shadow Blob, Shadow Wizard.

Enemy Groups: 2 of a random type of living spell/1 of another, 2 Face of Might/2 Face of Magic, 1 of a random type of living spell/2 shadow blades, 4 shadow blobs, 3 shadow wizards/1 random type of living spell.

-Final Boss: Super Sone, 2 or 3 forms

-Level range: 47-50

­

Finally, it all comes back to The Empty Room. This “dungeon,” such as it is, isn’t especially complex. It, just like the previous empty room dungeon, is just a long series of rooms for each party, with very tough monsters, and a few puzzles. Again, after each room, you see more of the background of the story – specifically, you see The Artist’s background, and really get just why the world is the way it is, and what The Artist has been doing this whole time. Not especially puzzle-laden – it’s more of a quite glorified final corridor than a true final dungeon, whose role was filled by the previous dungeon

Boss: Sone

This is similar to the previous Sone fight, abilities-wise, but you fight him with only one party at a time. He also summons minions (primarily shadows) to defend him.

Boss: Sone/Artist

Sone’s final form, he’s now extremely powerful. This is a true dual universe fight, and a very dangerous one. You start the fight against a number of shadows in each universe, and you have to kill them before you can attack Sone directly. Sone has very nasty AoE attacks, including an area attack that causes several status effects at once, a spell that instantly petrifies a target, an instant-death attack, and just generally big AoE attacks that deal tons of damage and hit you with status effects. He himself has a ton of HP, obviously. When he starts the battle, he has shadow guards. At 75%, he switches to elementals, which toss out their own status effects (burn and disorient, mostly). At 50%, he switches back to shadows, that heal him if not killed, and his attacks get slightly more damaging. At 25%, he summons shadows and elementals that use suicide attacks in a desperate attempt to finish off your characters. Controlling these minions by playing with the dual universe mechanic is quite important – you have to kill them quickly, and that’s best accomplished by splitting them between the universes and burning them down very quickly. Occasionally, Sone will also become undamagable in one universe, meaning that tossing the minions to that universe will be a good plan.

1. **Miscellaneous**

**Status Effects**

-None persist outside of combat.

-Burn: Damage over time. 5% health for players/most enemies, 1% health for bosses?

-Poison: Damage over time (but less than a burn), also reduces all stats by 20%.

-Freeze: Stunned for 3 turns, or until damaged.

-Disorient: Next attack or spell only does half as much damage.

-Confusion: 50% of the time, attacks a random target (including allies & itself) with a basic attack rather than what it was commanded to do.

**-**Blind: Attacks have an extra 30% miss chance.

-Petrification: Unable to act, if all party members are petrified or dead, game over.

**Stats**

Hit points: Amount of damage you can take before killed. Returns to full after combat.

Energy: Spent to use special abilities. Naturally regenerates in combat at a rate of 10 per turn. All characters have a max of 100, at least before items. Returns to full after combat. Max and regen rate do not change with level.

Strength: The more you have, the stronger your physical attacks are.

Magic: The more you have, the stronger your magical attacks are.

Defense: The more you have, the less damage you take from physical attacks.

Magic Defense: The more your have, the less damage you take from magical attacks.

Speed: For each round, characters act in the order of their speed, from highest to lowest. Also changes how likely you are to be hit – the more speed you have, the less likely you are to be hit.

Luck: The more luck you have, the less likely you are to be hit, and the more likely you are to critically hit.

**Appendix A - Enemies**

This is a listing of all of the enemies you will encounter throughout the game, except for bosses. You’ll encounter most of them in groups, obviously – see the dungeon section for those groups.

Also worth noting is the fact that monsters can be different levels, and therefore have higher stats when you encounter them later, even if they have the same name, and in some cases even have different abilities.

Random encounters are balanced around the fact that you heal fully after each one, and that your energy returns to full after each one, so even basic monsters are relatively tough.

In general, monsters choose who they attack randomly, or even purposefully make a bad choice as to who to attack, in some cases.

Slime

-Low stats all around.

-Single target basic attack, no other abilities.

Goblin

-Low stats all around.

-Single target basic attack, single target special attack that does slightly more damage.

Goblin Chief

-Medium stats.

-Single target basic attack, higher damage single target special, special that disorients.

Goblin Wizard

-Low def, high magic def. Other stats medium.

-Single target magic attack, stronger target fire spell, can burn, stronger ice spell, can freeze.

Skeleton

-Medium stats all around, slightly higher attack than average.

-Single target basic attack.

Guard

-Medium stats all around.

-Single target basic attack.

Armored Guard

-Medium stats all around, higher defense.

-Single target basic attack.

Soldier

-Medium stats all around.

-Single target basic attack, stronger single target special attack.

-Later on, Oracle has all the military units at his command – Soldier, Sergeant, Wizard, Archer, Armored Soldier, and Blademaster. Sone’s versions of these units deal elemental damage with their attacks (magical weapons), and are generally more magical than Sone’s more generic versions – for example, high level Oracle Blademasters might have an attack that unleashes a wave of flame from their two swords, and high level Oracle Soldiers might know a basic ice blast spell. Their appearances also change to match this.

Sergeant

-Higher-than-average stats all around.

-Single target basic attack, higher damage single target attack, area physical attack.

Wizard

-Low def, high magic def, high magic, low speed, low luck.

-Single target magic attack, area fire attack (can burn), single target ice attack (can freeze). Later versions also get a lightning bolt spell (medium damage to one target, light damage to others), more powerful fire and ice spells, and life drain.

Archer

-Low def, high str, high speed.

-Single target physical attack, multi-target physical attack. Later versions get flaming arrows.

Soldier Shadow

-Basic shadow, looks like a solid black humanoid. Hand turns into blade on attack.

-Medium stats all around.

-Single target physical attack, higher damage physical attack that has a quite small chance to cause a random status effect.

Shadow Wizard

-Looks like a solid black human wearing a cloak and holding a staff.

-Low def, high magic def, high magic, low speed, low luck.

-Single target magic attack, area fire attack (can burn), single target ice attack (can freeze). Later versions also get a lightning bolt spell (medium damage to one target, light damage to others), more powerful fire and ice spells, and life drain.

Blob Shadow

-Looks like Jabba the Hutt minus the long tail.

-Relatively high stats, especially defense.

-Single target physical attack that’s quite powerful.

Leaping Shadow

-Looks like a solid black imp.

-Low hp/def, high speed/luck.

-Medium damage single target attack. Later versions have a physical attack that hits random targets (including, possibly, a single target more than once) for light damage 3-4 times.

Shadow Blade

-Solid black human that’s holding swords. The swords enlarge during their attack.

-Medium-low def, high speed/luck.

-Fairly damaging single target attack. Also has a higher-damage single target attack and another attack that hits all targets. Later versions have flaming or icy swords that do fire or ice damage, with a chance to burn/freeze.

Bats

-Low stats.

-Lowish damage single target attack. Also has an ability that causes confusion.

Zombies

-Relatively low stats.

-Weak to light.

-Low damage single target attack. Also has a slightly higher damage single target attack that has a chance to poison.

Ghouls

-Medium stats.

-Weak to light.

-Medium damage single target attack, has a chance to poison. Also has an all target attack that has a chance to poison.

Wisp

-Looks like a Will o’ the Wisp.

-Low hp/def, high speed/luck.

-Weak to void.

-Single target basic attack that does lightning damage, and a stronger version.

Face of Might

-Floating angry face.

-Resistant to magic damage, vulnerable to physical damage.

-High str.

-Relatively strong basic attack. Later versions have a stronger single target ability.

Face of Magic

-Floating hooded face.

-Resistant to physical damage, vulnerable to magic damage.

-High magic.

-Relatively strong basic magic attack, does void damage. Also has a multi-target fire attack that can burn, and a single target ice attack that can freeze. Later versions have stronger versions of those spells.

Living Fireball

-Looks like a floating fireball.

-Immune to fire damage.

-Medium damage fire basic attack, also has an area fire attack.

Living Lightning

-Looks light a bolt of lightning

-Immune to lightning damage

-Medium damage lightning attack, has a higher single target spell that hurts everyone else for a little.

Blademaster

-Speedy, low defense.

-Carries 2 swords.

-Moderately high damage physical basic attack, has a higher damage single target attack and an area attack.

Fire Elemental

-Speedy, low defense. Medium other stats.

-Fire basic attack, frequently burns. Has an area fire attack.

Fire Archon

-Generally high stats.

-Fire basic attack, frequently burns. Has a strong fire single target attack, as well as an area attack.

Water Elemental

-Medium stats all around

-Water basic attack, wave area attack.

Water Archon

-High stats all around.

-Water basic attack, nasty wave area attack, water blast high damage attack. Can disorient.

Earth Elemental

-High def, low magic def, low speed.

-Fairly damaging physical attack, avalanche area attack.

Earth Archon

-Same stat spread as Earth elemental, but higher overall.

-Same as earth elemental, but also a special single target attack that can confuse.

Air Elemental

-High speed, low def.

-Light physical attack, decent aoe attack. Can disorient.

Air Archon

-Same as Air elemental, but higher.

-Relatively damaging basic attack, has a high chance of disorient. Higher damage single target and aoe damage.

Elite Soldier

-See “Soldier” but with a new name and model, and higher stats. Can heal others.

Captain

-See “Sergeant” but with a new name and model, and higher stats. Can heal others, can blind enemies with basic attacks.

Supreme Blademaster

-See “Blademaster” but with a new name and model, and higher stats. Attacks twice per turn.

Shadow Warrior

-See “Shadow Soldier” but with a new name and model, and higher stats. Can confuse enemies.

Foul Shadow

-See “Blob Shadow” but with a new name and model, and higher stats. Poisons consistently.

Shadow Sword

-See “Shadow Blade” but with a new name and model, and higher stats. Very difficult to hit with physical attacks, and relatively resistant to spells.

Living Flamestrike

-High stats, especially speed.

-Always does strong aoe damage.

Living Life Drain

-High stats, especially magic defense.

-Alternates between single and aoe life drains. Aoe does less damage per target.

Living Elemental Flux

-High stats, especially magic.

-Does strong single target and AoE damage, in several different element types.

Living Tornado

-High stats, especially speed.

-Does strong aoe wind damage, disorients regularly.

**Appendix B: Items and Item Abilities**

Each character has 10 abilities that cycle through their weapons. There are 15 abilities that cycle through all armors, though armors also occasionally have other effects. Accessories don’t have abilities.

**Weapon Abilities (Character Specific):**

**Nick**

-Flame orb. – 20 energy. Auto-burns.

-Flaming Whirl – 30 energy, medium physical and fire damage, all enemies.

-Immolate – 30 energy, auto-burns all enemies.

-Fiery Charge – 10 energy, Charges up next attack, adds fire element.

-Fiery Retribution – 40 energy, does damage to whatever attacked Nick last equal to the amount of damage it did to him.

-Flaming Rage – 10 energy, Increases strength/reduces defense for 3 turns.

-Whiteflame – 50 energy, light fire damage to all foes, light healing to all allies. Increases fire damage dealt for next 3 turns.

-Blackflame – 50 energy, auto-burns all foes, increases attack of all party members for 3 turns.

-Vampiric Strike – 30 energy, deals medium damage, heals you for a light amount.

-Blinding Flame – 30 damage, medium fire damage to one target. Blinds.

**Cole**

-Binding Ice – 30 energy, 50% chance to freeze an enemy.

-Icy Whirl – 30 energy, medium physical and ice damage, all enemies.

-Freeze – 40 energy, for each enemy, has a 50% chance to freeze them.

-Icy Charge – 10 energy, Charges up next attack, adds ice element.

-Icy Retribution – 30 energy, auto-freezes the whatever last attacked Cole.

-Icy Calm – 10 energy, Increases defense/reduces strength for 3 turns

-Aura of Ice – 50 energy, light ice damage to all enemies, increases defense of all party members for 3 turns.

-Chill of the Grave – 40 energy, light ice damage, chance of insta-kill.

-Cold’s Grip – 50 energy, light ice damage to all enemies, 50% chance to freeze them, buffs Cole’s ice damage for 3 turns.

-Vampiric Strike – 30 energy, deals medium damage, heals you for a light amount.

**Lina**

-Refresh – 10 energy, removes all status effects from the target.

-Circle of Healing – 60 energy, heals all allies a large amount.

-Timed Mending – 30 energy, heals the target for a medium amount the next time it is damaged within the next 3 turns

-Blind – 30 energy, has a 50% chance to blind the target for the next 3 turns.

-Light Orb, chance to blind – 20 energy

-Charged Light – 10 energy, charges next attack, adds light element.

-Empowered Healing – 10 energy, charges next heal.

-Revitalize – 20 energy, target is healed a light amount at the beginning of their next 3 turns.

-Quarterstaff Trip – 30 energy, medium physical damage to one target, disorients the target.

-Blinding Light – 40 energy, for each enemy, has a 50% chance to blind the target for 3 turns.

**Ameera**

-Gale Force – 30 energy, medium air damage to all enemies.

-Disorient. – 20 energy, disorients a target.

-Gust – 40 energy, 75% chance per enemy to disorient.

-Vampiric Strike – 30 energy, deals medium damage, heals you for a light amount.

-Air Charge. – 10 energy, increases the damage of next attack, adds air element.

-Lightning Strike. – 20 energy, medium lightning damage to one enemy.

-Winds of Change – 50 energy, Light air damage to all enemies, restores 20% of Ameera’s HP/removes all of her debuffs and restores 10% of all other characters’ energy.

-Spear Hurl – 40 energy, medium-high physical damage to one target, light damage to all others.

-Disorienting Blow – 30 energy, light physical damage to a target, disorients them.

-Gouge – 30 energy, medium-high physical damage, 2 targets.

**Zephyr**

-Disorient. – 20 energy, disorients a target.

-Gust – 40 energy, 75% chance per enemy to disorient.

-Vampiric Strike – 30 energy, deals medium damage, heals you for a light amount.

-Air Charge. – 10 energy, increases the damage of next attack, adds air element.

-Lightning Strike. – 20 energy, medium lightning damage to one enemy.

-Disorienting Blow – 30 energy, light physical damage to a target, disorients them.

-Gouge – 30 energy, medium-high physical damage, 2 targets.

-Acrobatic Strike – 20 energy, medium-low physical damage, Zephyr has a 50% chance to dodge the next attack that would hit him.

- Lightning Blast – 40 energy, medium-high lightning damage to one enemy, medium to all others.

-Precise Strike – 10 energy, light air and physical damage, never misses, has a higher-than-average chance to critically hit.

**Oracle**

-Fire blast – 20 energy, medium fire damage, chance to burn.

-Ice Blast – 20 energy, medium ice damage, chance to freeze.

-Lightning Blast – 20 energy, medium lightning damage, chance to blind.

-Charge Spell – 10 energy, charges the next spell he casts.

-Void Churning – 10 energy – causes a random debuff (not petrification) on a single enemy.

-Void Overflow – 30 energy – causes a random debuff (not petrification) on each enemy.

-Meteor – 50 energy, high physical damage on one target, but powered by his magic stat.

-Chains of the Void – 30 energy, medium void damage, applies a random debuff (not petrification) to the target.

-Life Drain – 40 energy, medium void damage to a target, medium healing to Oracle.

-Soul Swap – 20 energy, Light void damage, moves all debuffs from one of your party members (at random) to the target.

**Armor Abilities (Not Character Specific):**

Endurance – 20 energy, Increases def/magic def for three turns.

Vigor – 20 energy, Increases attack/magic attack for three turns.

Speed – 20 energy, Increases speed for three turns.

Empower – 0 energy, Uses turn to generate 20 extra energy.

Restore – 40 energy, Heals self a large amount.

Purge Affliction – 40 energy, Heals self a medium amount, cures all status effects on self.

Group Restore – 70 energy, Heals all party members a medium amount.

Mass Cleansing – 50 energy, Cures all party members’ status effects.

Energy Share – 60 energy, Adds 20 energy to each of the other party members.

Slow Regrowth – 30 energy, Places a light heal over time effect on self for 5 turns.

Retribution – 30 energy, The next time the user is damaged, the attacker takes damage equal to the amount dealt to the user.

Timely Revival – 40 energy, The next time the user is damage, the user heals a medium amount.

Rebirth – 50 energy, The next time the user dies within the next 5 turns, they survive at 1 hp.

Mass Vigor – 40 energy, Increases all party members attack/magic attack for 3 turns.

Mass Endurance – 40 energy, Increases all party members defense/magic defense for 3 turns.

Mass Speed – 40 energy, Increases all party members speed for three turns.

**Items:**

Equippable item “level” means the point at which it becomes obtainable in the game. Every 2 dungeons, a new set of items appears in shops. The first appearing items are Level 1, and so on. 10 levels of items.

**Weapons:**

**Nick:**

Practice Sword: Flame Orb. (Starting Weapon)

Wooden Sword: Flaming Whirl (Level 1)

Long Knife: Flaming Rage (Level 1)

Steel Sword: Fiery Retribution (Level 2)

Black Sword: Vampiric Strike (Level 2)

Longsword: Immolate, Whiteflame (level 3)

Shortsword: Flaming Rage, Blinding Flame (level 3)

Greatsword: Vampiric Strike, Fiery Charge (level 3)

Fiery Blade: Flame Orb, Whiteflame (Level 4)

Katana: Blackflame, Fiery Charge (Level 4)

Fullblade: Vampiric Strike, Flaming Whirl (level 4)

Decorated Sword: Flaming Rage, Blackflame (level 5)

Golden Blade: Whiteflame, Immolate (level 5)

Bastard Sword: Blinding Flame, Vampiric Strike (level 5)

Blade of Justice: Whiteflame, Fiery Retribution (level 6)

Silversteel Blade: Fiery Charge, Flaming Whirl (level 6)

Draining Blade: Vampiric strike, Blackflame (level 6)

Immolate, Flame Orb (level 7)

Fiery Charge, Blinding Flame (level 7)

Flaming Whirl, Fiery Retribution (level 7)

Fiery Charge, Fiery Retribution (level 8)

Flaming Rage, Blackflame (level 8)

Immolate, Flaming Whirl (level 8)

Fiery Retribution, Flaming Rage (level 9)

Whiteflame, Blackflame (level 9)

Blinding Flame, Fiery Charge (level 9)

Whiteflame, Vampiric Strike (level 10)

Blinding Flame, Fiery Charge (level 10)

Blackflame, Flaming Whirl (level 10)

**Cole**

Binding Ice (Starting Weapon)

Icy Whirl (level 1)

Freeze (level 1)

Icy Charge (level 2)

Vampiric Strike (level 2)

Freeze, Icy Calm (level 3)

Aura of Ice, Binding Ice (level 3)

Icy Retribution, Vampiric Strike (level 3)

Icy Whirl, Binding Ice (level 4)

Cold’s Grip, Chill of the Grave (level 4)

Freeze, Icy Charge (level 4)

Vampiric Strike, Chill of the Grave (level 5)

Cold’s Grip, Binding Ice (level 5)

Icy Whirl, Icy Retribution (level 5)

Aura of Ice, Icy Calm (level 6)

Icy Retribution, Freeze (level 6)

Cold’s Grip, Chill of the Grave (level 6)

Binding Ice, Freeze (level 7)

Icy Whirl, Icy Charge (level 7)

Aura of Ice, Vampiric Strike (level 7)

Cold’s Grip, Vampiric Strike (level 8)

Chill of the Grave, Aura of Ice (level 8)

Icy Calm, Icy Charge (level 8)

Aura of Ice, Cold’s Grip (level 9)

Freeze, Binding Ice (level 9)

Icy Charge, Vampiric Strike (level 9)

Icy Whirl, Vampiric Strike (level 10)

Icy Charge, Icy Retribution (level 10)

Aura of Ice, Icy Calm (level 10)

**Lina**

Light Orb (starting)

Quarterstaff Trip (level 2)

Revitalize (level 2)

Empowered Healing, Charged Light (level 3)

Blind, Timed Mending (level 3)

Quarterstaff Trip, Blinding Light (level 3)

Empowered Healing, Revitalize (level 4)

Refresh, Circle of Healing (level 4)

Timed Mending, Quarterstaff Trip (level 4)

Light Orb, Charged Light (level 5)

Revitalize, Empowered Healing (level 5)

Quarterstaff Trip, Blinding Light (level 5)

Refresh, Blind (level 6)

Empowered Healing, Blinding Light (level 6)

Charged Light, Circle of Healing (level 6)

Timed Mending, Circle of Healing (level 7)

Light Orb, Blinding Light (level 7)

Revitalize, Quarterstaff Trip (level 7)

Circle of Healing, Refresh (level 8)

Charged Light, Blinding Light (level 8)

Revitalize, Timed Mending (level 8)

Blind, Charged Light (level 9)

Refresh, Revitalize (level 9)

Light Orb, Blind (level 9)

Circle of Healing, Empowered Healing (level 10)

Blinding Light, Charged Light (level 10)

Timed Mending, Refresh (level 10)

**Ameera**

Gale Force, Disorient (Starting)

Air Charge, Lightning Strike (level 4)

Winds of Change, Gouge (level 4)

Spear Hurl, Disorient (level 4)

Gust, Gale Force (level 5)

Vampiric Strike, Gouge (level 5)

Lightning Strike, Disorient (level 5)

Winds of Change, Spear Hurl (level 6)

Disorienting Blow, Air Charge (level 6)

Gale Force, Disorienting Blow (level 6)

Spear Hurl, Gouge (level 7)

Air Charge, Winds of Change (level 7)

Gale Force, Gust (level 7)

Gust, Disorient (level 8)

Air Charge, Gouge (level 8)

Spear Hurl, Winds of Change (level 8)

Lightning Strike, Disorient (level 9)

Spear Hurl, Disorienting Blow (level 9)

Vampiric Strike, Air Charge (level 9)

Winds of Change, Vampiric Strike (level 10)

Air Charge, Gouge (level 10)

Gale Force, Disorient (level 10)

**Zephyr**

Disorient, Acrobatic Strike (starting)

Gust, Vampiric Strike (level 4)

Air Charge, Lightning Blast (level 4)

Precise Strike, Disorient (level 4)

Gouge, Acrobatic Strike (level 5)

Lightning Strike, Air Charge (level 5)

Precise strike, Vampiric Strike (level 5)

Gust, Air Charge (level 6)

Lightning Strike, Lightning Blast (level 6)

Precise Strike, Acrobatic Strike (level 6)

Air Charge, Vampiric Strike (level 7)

Precise Strike, Gouge (level 7)

Gust, Disorienting Blow (level 7)

Acrobatic Strike, Vampiric Strike (level 8)

Lightning Strike, Gouge (level 8)

Air Charge, Lightning Blast (level 8)

Precise Strike, Gust (level 9)

Disorienting Blow, Disorient (level 9)

Gouge, Lightning Strike (level 9)

Air Charge, Lightning Blast (level 10)

Precise Strike, Acrobatic Strike (level 10)

Gust, Vampiric Strike (level 10)

**Oracle**

Fire Blast, Charge Spell (Starting)

Ice Blast, Void Churning (level 7)

Charge Spell, Life Drain (level 7)

Soul Swap, Chains of the Void (level 7)

Meteor, Charge Spell (level 8)

Lightning Blast, Void Overflow (level 8)

Chains of the Void, Fire Blast (level 8)

Void Overflow, Void Churning (level 9)

Soul Swap, Life Drain (level 9)

Fire Blast, Ice Blast (level 9)

Meteor, Charge Spell (level 10)

Chains of the Void, Void Overflow (level 10)

Life Drain, Soul Swap (level 10)

**Heavy Armor**

Later armors can also have properties like elemental resistances, extra def or magic def, or an immunity to a status effect.

Endurance (level 1)

Vigor (level 1)

Purge Affliction (level 2)

Restore (level 2)

Empower (level 2)

Group Restore (level 3)

Mass Cleansing (level 3)

Rebirth (level 3)

Vigor (level 4)

Energy Share (level 4)

Slow Regrowth (level 4)

Retribution (level 5)

Timely Revival (level 5)

Mass Endurance (level 5)

Mass Speed (level 6)

Speed (level 6)

Energy Share (level 6)

Mass Cleansing (level 7)

Empower (level 7)

Rebirth (level 7)

Group Restore (level 8)

Mass Vigor (level 8)

Slow Regrowth (level 8)

Timely Revival (level 9)

Purge Affliction (level 9)

Restore (level 9)

Rebirth (level 10)

Mass Endurance (level 10)

Restore (level 10)

**Light Armor**

Speed (level 1)

Empower (level 1)

Purge Affliction (level 2)

Retribution (level 2)

Mass Speed (level 2)

Mass Vigor (level 3)

Slow Regrowth (level 3)

Timely Mending (level 3)

Rebirth (level 4)

Empower (level 4)

Mass Endurance (level 4)

Timely Revival (level 5)

Mass Vigor (level 5)

Mass Speed (level 5)

Group Restore (level 6)

Purge Affliction (level 6)

Vigor (level 6)

Mass Speed (level 7)

Endurance (level 7)

Timely Revival (level 7)

Empower (level 8)

Rebirth (level 8)

Speed (level 8)

Timely Revival (level 9)

Vigor (level 9)

Restore (level 9)

Empower (level 10)

Energy Share (level 10)

Mass Vigor (level 10)

**Accessories:**

-Immunity to poison.

-Extra speed.

-Extra 10% HP.

-Immunity to blindness.

-Immunity to disorientation.

-Abilities cost 10% less.

-Immunity to burn and poison.

-Extra 10 energy.

-Autocasts +def/+magic def at beginning of each fight.

-Autocasts +attack/+magic attack at the beginning of each fight

-Extra fire damage.

-Extra ice damage.

-Extra air damage.

-Extra lightning damage.

-Extra light damage

-Extra void damge

-Casts +def/+magic def when hp gets low

-Casts +speed when hp gets low

-Protection from instant death

-Restores some hp every turn when hp is low.

**Consumables**

-Restores a small amount of health.

-Restores a medium amount of health.

-Restores a large amount of health.

-Restores 20 energy.

-Restores 30 energy.

-Restores 40 energy.

-Restores full health/50 energy.

-Cures freeze.

-Cures petrification.

-Cures poison.

-Cures burn.

-Cures blind.

-Cures all status effects.

-Revives a character with 50% health.

-Revives a character with 100% health.

-Returns you to the dungeon entrance.

-Teleports you to any town you’ve previously visited.

-Gives a guardian spirit some experience.

**Guardian Spirits:**

These are the various effects that guardian spirits can have, and how that effect increases as you level the spirit up. Some of them appear on more than one spirit, in order to allow multiple characters to get the same benefit, if you’re quite fond of a particular one.

Effects: Increases hp by 10% (15, 20)

Increases energy by 10 (15, 20)

Energy regen by 3 per turn (4, 5)

Dies for the character once per battle. (1 hp, 50%, 100%)

Has a 20% per attack to launch an extra attack. (weak, strong, stronger)

-Several varieties.

Allows character to wear an extra accessory. (starts maxed)

Extra 10% speed (20, 30)

Health regen: 5% per turn (7, 10)

Blocks a spell every few turns. (5 turns, 4, 3)

Changes which types of armor that the character can equip? (severe penalties, less penalties, almost no penalties)

Blocks a physical attack every few turns. (5 turns, 4, 3)

Mirrors some amount of physical damage. (mirrors 10%, 15, 20)

Mirrors some amount of magical damage. (mirrors 10%, 15, 20)

Vampiric aura. (heals 5%, 7, 10 of damage done)

Attacks have a chance to make status effect. (10, 15, 20)

Immunity to certain or all status effects. (few, more, all)

Allows the character to use abilities on creatures in the other universe for an increased cost. (20 energy, 15, 10.)

Resistance to an element of damage (20%, 30%, 40%)

Restores energy based on amount of damage done (very small, small, little bit more)

Increases amount of healing received (20, 25, 30%)