



# Table of Contents

## I. Introduction

## II. Basics

1. Paladin
2. Warrior
3. Assassin
4. Game Controls
5. Bag Access
6. Combining/Enchanting
7. Set Effects
8. Options
9. Tips Before You Get Started

## III. Walkthrough

1. Foreword
2. Ayles
3. Adonis
4. Seal of Deceit
5. Hades
6. Seal of Despise
7. Chronos
8. Seal of Greed
9. Libra Oasis
10. Shrine of Betrayal
11. Leo
12. Seal of Shame
13. Canyon of Despair
14. Afterword

## IV. Special Item Dealers

1. Item Gal
2. Dark Merchant

## Ayles

After you watch the delightful opening cut scene, you'll find yourself waking up to a bad dream. Watch the scene, and afterwards head outside. After the scene, you'll have free reign around Ayles. Take a walk around town, get the feel, and when you're ready, smash the boxes on the southwest part of town. Enter the house with a potion on it, and talk to Billy. He'll give you a tutorial on how food works, foreshadow a bit, and then give you a heavy package. Mr. Brown is fairly hard to miss, look for the huge golden question mark at the north end of the map, and lumber on over there. Mr. Brown then tells you to



find Tender, whose house is all alone behind the Item Gal in the northeast. Talk to her, and When you regain control of Regret after that scene, you'll find that your first job is available from the Item gal. Accept it, then head southwest to the weapons/armor shop. During the scene, Greg tells you to chop down the Cori tree that Tender holds so dear, while Billy foreshadows a little more off screen. You'll get a couple more job offers around town. Accept both of them, then head to East Ayles. You'll get a stone-moving tutorial, and shortly afterwards your first taste of battle.



## East Ayles

Fight enough slimes to fulfill your two assignments, and feel free to train as much as you like (I would recommend being at least level 3 at this point). When you feel ready, head to the eastern part of the forest and hunt 5 spin bugs. Return to Ayles when you feel amply trained and get your rewards from Benny, Dustin, and the Item Gal. Get one more job from Dustin, then go back out. Head through East Ayles, and into Garlic Lake.



## Garlic Lake



Your first order of business here is to fight off 7 Mucakas. In case you didn't know, those are the big brown bears walking around. Don't think too much about hunting them, you'll spend enough time training in this area anyway. Get yourself as strong as you please (I would recommend being around level 8 when you enter Cori), then head up the north path to the Cori Woods.

## Cori Woods

This area is just one big scene. You'll find the tree guarded by a Dragon Warrior, and hide in the bushes. He spots you, but thinks he's looking for someone else and leaves. Billy gets mad, then leaves too. Chop down the tree and get out of there. If you haven't yet killed 7 Mucakas, do so now then head back to Ayles.



## Ayles



Return to Dustin for a small reward and an explanation behind dark merchants, and then make your way back to Greg at the weapons/armor store. It turns out he was just being greedy, and Tender yells at you a few hours later. The scene gives you your next mission of finding Rokane in the big city of Adonis, and that's exactly what you're going to do. Adonis is located out the east side of Garlic Lake.

## Adonis

After speaking to Rokane in the building with a moon and star south of where you spoke to Sun immediately upon entering, you'll be faced with one of the big decisions in the game. Saying yes will put you far down the Evil side,

Description:	Gives you 50% more experience points for 48 hours
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<b>Name:</b>	<b>Feather of Oblivion</b>
Price:	10000 gold
Description:	[Permanently] Increases your carrying capacity by 20% (100% max)

<b>Name:</b>	<b>Hammer of Ladon</b>
Price:	10000 gold
Description:	Increases your item durability by 20% (100% max)

<b>Name:</b>	<b>Stat Reset Stone</b>
Price:	30000 gold
Description:	Resets all stats and returns all points back to you

<b>Name:</b>	<b>Skill Reset Stone</b>
Price:	30000 gold
Description:	Resets all skills and returns all points back to you

<b>Name:</b>	<b>Drink of Stamina (*5)</b>
Price:	10000 gold
Description:	SP full restore

<b>Name:</b>	<b>Drink of Stamina (*10)</b>
Price:	20000 gold
Description:	SP full restore

<b>Name:</b>	<b>Drink of Stamina (*30)</b>
Price:	60000 gold
Description:	SP full restore

<b>Name:</b>	<b>Gold Hammer</b>
Price:	10000 gold
Description:	Full item durability for 72 hours

## Dark Merchant

The Dark Merchant is introduced to you early in the game as a mysterious carrier of special goods, but it is very possible that you may never see him (As he is only found in each town's inn during specific hours, which differ by city). Make your way to the city's inn, and refer to the following list for the hours of when exactly you can find him.

### Dark Merchant Hours

<b>Adonis:</b>	
<b>2:00</b>	Weapons
<b>3:00</b>	Armor
<b>4:00</b>	Items