

# Gameplay

All enemies follow set patterns, that is, they will show the same behavior under identical conditions. You can make use of this, for instance, by preparing yourself for a strong attack used on every 3rd turn, or by prioritizing an enemy that frequently heals its allies. Under certain conditions, enemies will change their behavior, usually when they have lost a set portion of their HP.

## Elemental Attacks

Most enemies are protected against certain elements and susceptible to others. You can often assess these weaknesses by noting an enemy's use of the opposite element; for example, an enemy using air magic may succumb to earth magic. Most undead are vulnerable to fire and sun magic.

Aside from damage, elemental attacks may inflict debuffs, provided that the enemy is susceptible to them. These usually come into effect only after the enemy has been hit with the element multiple times.

Furthermore, certain enemy buffs can be interrupted by elemental attacks. As soon as an enemy starts charging itself with a given element, the opposite element serves to terminate the buff. As with the above, the enemy might have to be hit with said element multiple times.











Some enemies counter elemental attacks once they have been hit with a given element frequently enough. From time to time, it can pay off to trigger these counters deliberately, namely when the counter is rather weak, effectively causing the enemy to waste its turn.













## Debuffs

For a debuff such as poison to register, enemies and player characters alike must be hit by the debuff multiple times, depending on their resistance. A debuffing hit causes "damage" subtracted from the total resistance. When it hits 0, the debuff takes effect.

In battle, you can track this progress of depletion by the shown percentages. For example, if you cast Frailty and it shows "50%" on hit, the enemy will have lost half its resistance already: thus, only one further hit will be necessary to inflict the debuff.

## All Buffs and Debuffs, Tabulated

	Force	Raises phys. damage, but lowers phys. protection
	Spell Force	Raises mag. damage, but lowers mag. protection
	Ward	Lowers physical damage taken, but also lowers speed
	Spell Ward	Lowers magical damage taken, but also lowers speed
	Haste	Raises speed, but enemy debuffs are stronger
	Regeneration	Replenishes HP with each turn of combat
	Gift of Fire	Awards fire element to the weapon
	Gift of Ice	Awards ice element to the weapon
	Gift of Air	Awards air element to the weapon
	Gift of Earth	Awards earth element to the weapon

	Blessing of Fire	Raises protection against fire
	Blessing of Ice	Raises protection against ice
	Blessing of Air	Raises protection against air
	Blessing of Earth	Raises protection against earth
	Debility	Lowers physical damage dealt
	Spell Debility	Lowers magical damage dealt
	Armor Break	Lowers physical protection
	Spell Break	Lowers magical protection
	Torpor	Lowers speed
	Poison	Causes continuous loss of HP
	Plague	Diminishes the effect of healing items & magic
	Paralysis	Character is unable to act
	Fire Element	Enemy loses an additional 30% of its HP
	Ice Element	Enemy permanently causes 20% less damage
	Air Element	Enemy prevented from using magic for a turn
	Earth Element	Enemy permanently loses 20% physical defense
	Sun Element	Enemy's next attack inflicts 0 damage

## Solutions to Puzzles & Enemy Weaknesses

### Concealed Shrine

Withertree

Ice

### Morgenrot Region

Desert Hobgoblin

No weaknesses

Cellar Locust

No weaknesses

Spell Snake (Ice)

Fire, physical attacks

Spell Snake (Air)

Earth, physical attacks

### Blessed Hills

Obnoxious Gnat

No weaknesses

Air Jellyfish

Magical attacks

Blazing Air Jellyfish

Ice, magical attacks

Arcanite Jellyfish

Ice, magical attacks

## Treasure Map No. 1



## Fringe of the Desolation

<b>Red Desert Runner</b>	Ice, physical attacks
<b>Blue Desert Runnert</b>	Fire, magical attacks
<b>Cudgeltail</b>	Earth, Debility
<b>Eye Appendix A</b>	Fire, magical attacks
<b>Eye Appendix B</b>	Earth, physical attacks
<b>Gargantuan Worm</b>	Fire, physical attacks, Armor Break
<b>Revenant</b>	Fire, magical attacks
<b>Necromancer</b>	Fire, physical attacks

## Treasure Map No. 2



## **Glimmering Cleft**

<b>Living Stone A</b>	Magical attacks
<b>Living Stone B</b>	Earth, physical attacks
<b>Living Stone C</b>	Ice, physical attacks
<b>Glimmershroom A</b>	Ice, magical attacks
<b>Glimmershroom B</b>	Fire, physical attacks
<b>Ancient Stone</b>	Fire, magical attacks, Armor Break
<b>Stone Eater A</b>	Air, magical attacks, counters Air, Shocked (Air)
<b>Stone Eater B</b>	Earth, physical attacks, counters Earth, Corroded (Earth)

### **Puzzle**

The solution is: WSEN