SECRET LEGEND

TUNIC

SECRET LEGEND

INSTRUCTION BOOKLET

SECRET LEGEND

TUNIC

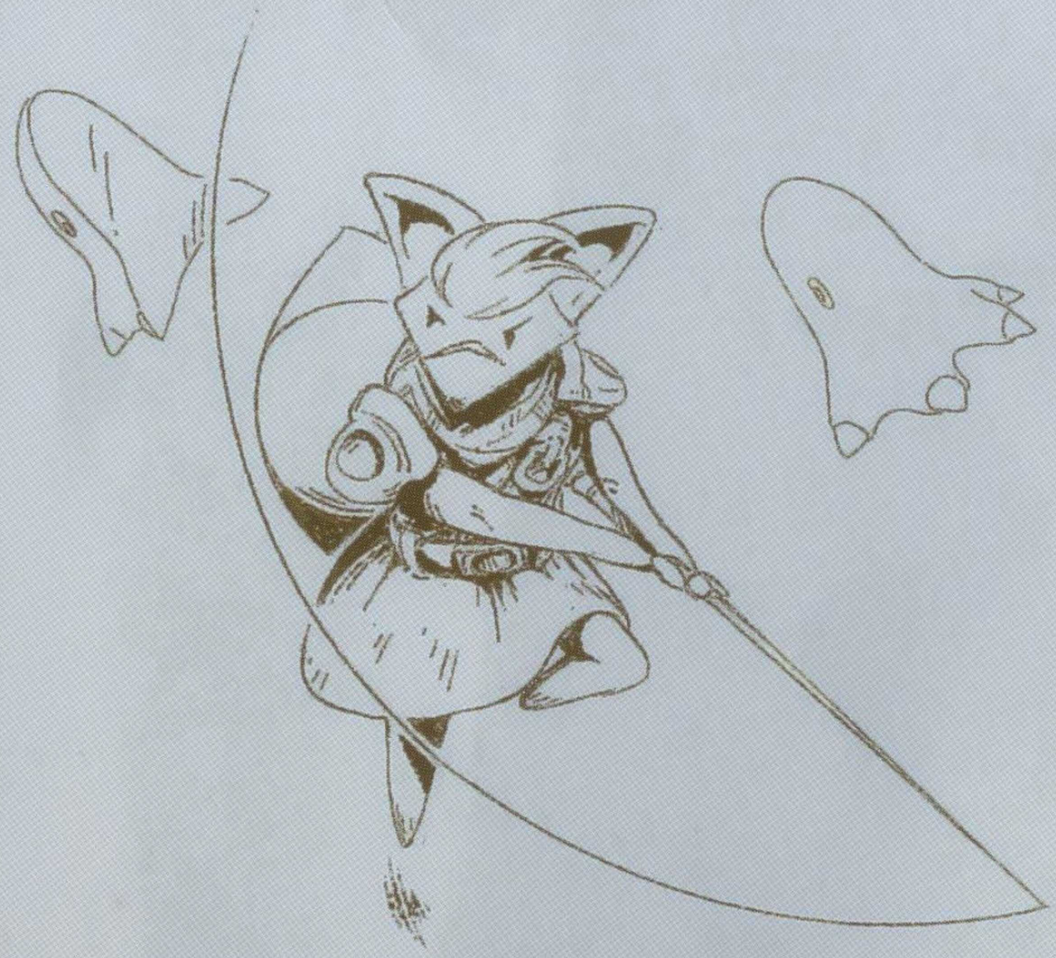
SECRET LEGEND

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Published By Finji



FINJI

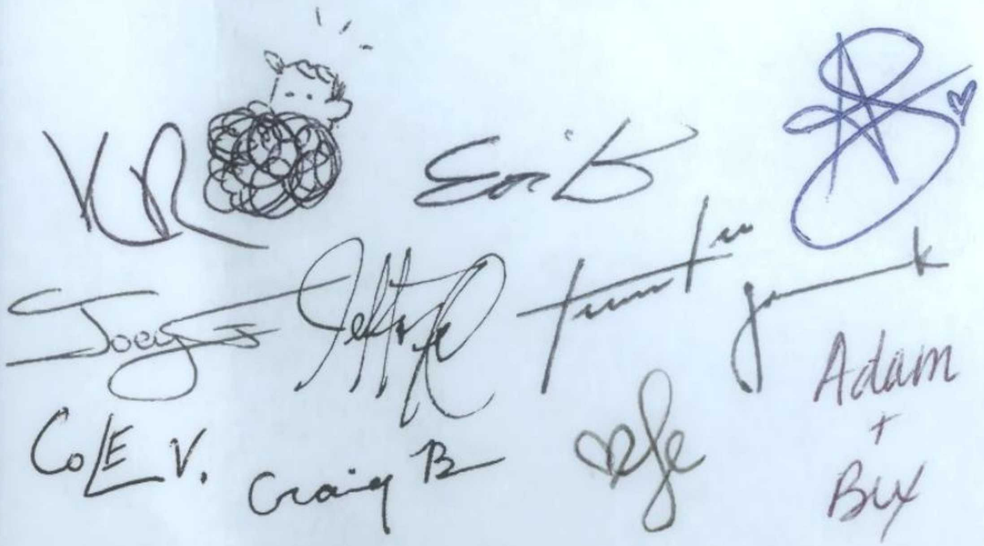
L I F
E F O
R M E
D ♪ ♫

Dear Player,

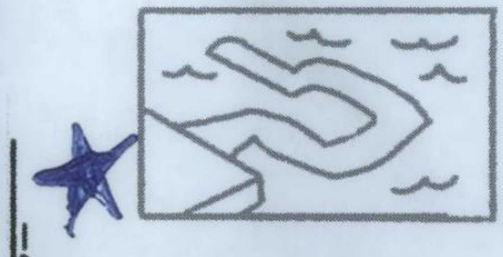
You've come a long way, haven't you? You've probably found a lot of secrets. Maybe you stumbled across the hidden trophy room; perhaps you even freed every fairy.

We hope you've had fun, but there's at least one more thing for you to do. If this is your final page, you should pay a visit to a certain someone and share your wisdom.

Thank you so much for playing.



Keep this letter; you never know when it will be useful! Do not dispose of or eat this document.



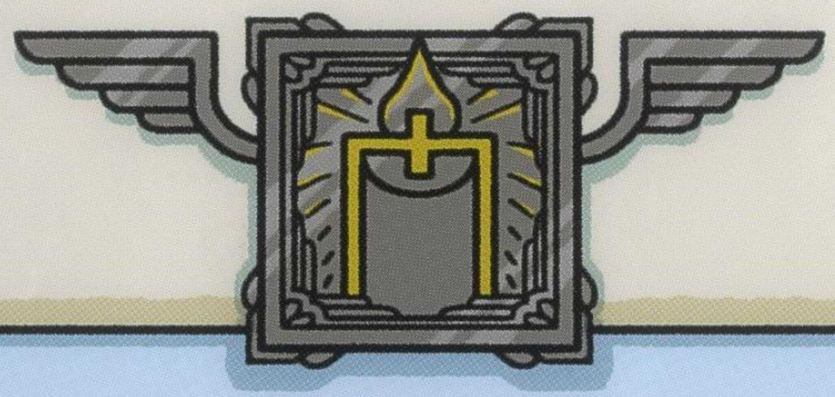
The sof'test fea'ther,
Cor'rec'ted el'ev'en times,
de'par'ted once more.

Table Of Contents

The Story	3
Data Management	9
Beginning your Adventure	10
The Game Screen	11
Controls	12
Stamina	16
Items	17
Increasing Your Power	18
Death	19
Cards	20
Hints and Clues	21
Praying	23
Survival Tips	26

Maps

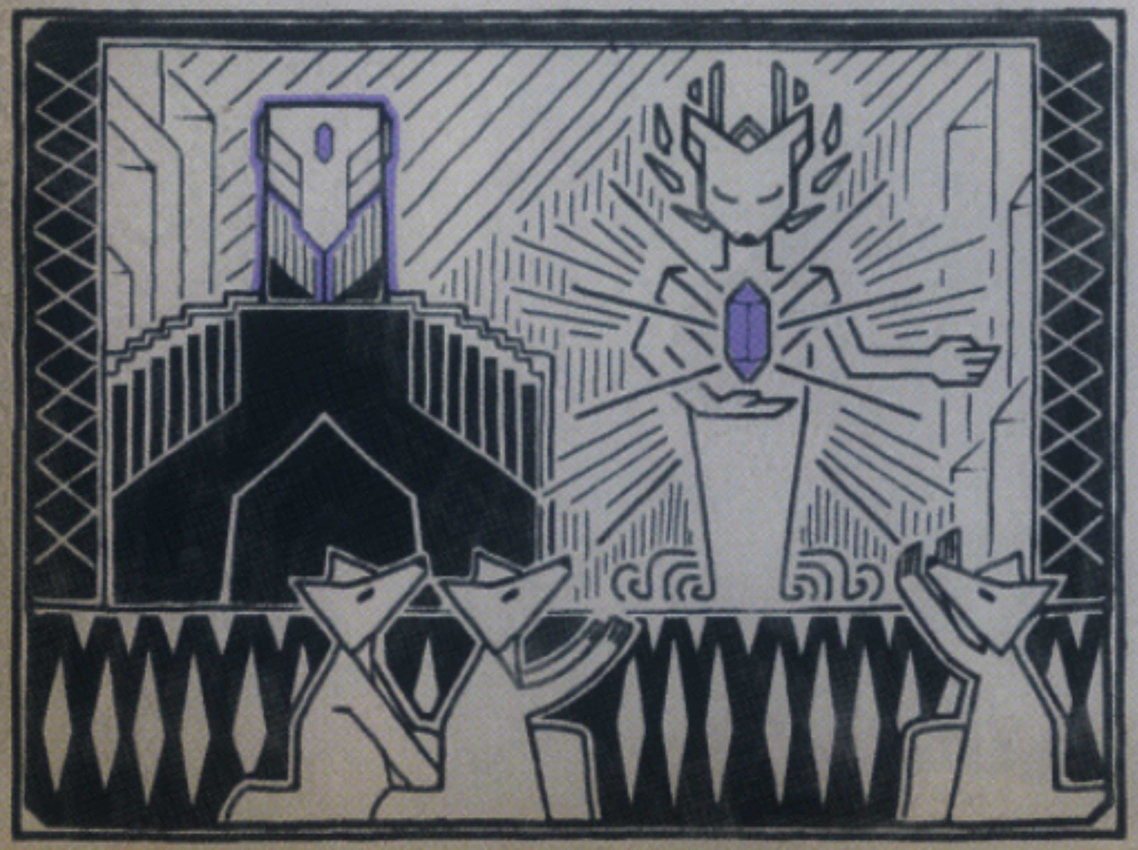
West Garden	27
Overworld	28
Under the Well	29
Eastern Vault	31
Ruined Atoll	33
Frog's Domain	35
Quarry	38
Swamp	39
Cathedral	40
The Far Shore	41
Hidden Secrets	43
Memo Pages	52



A LONG, LONG TIME AGO...



There lived a Civilization of great power. They built a city, and within that city they built a palace. They held sacred the secrets of the Holy Cross, and understood the planar nature of reality. They ventured to the far shore and sought power from the spaces between.



As is usual, an alluring old power was discovered. Fossils of self, annealed visions of the future, entombed and cast into sarcophagi and buried. A lever in the canonical plane, a store of potential. Perhaps it is the fabled prize.

The Power To Defy Death.



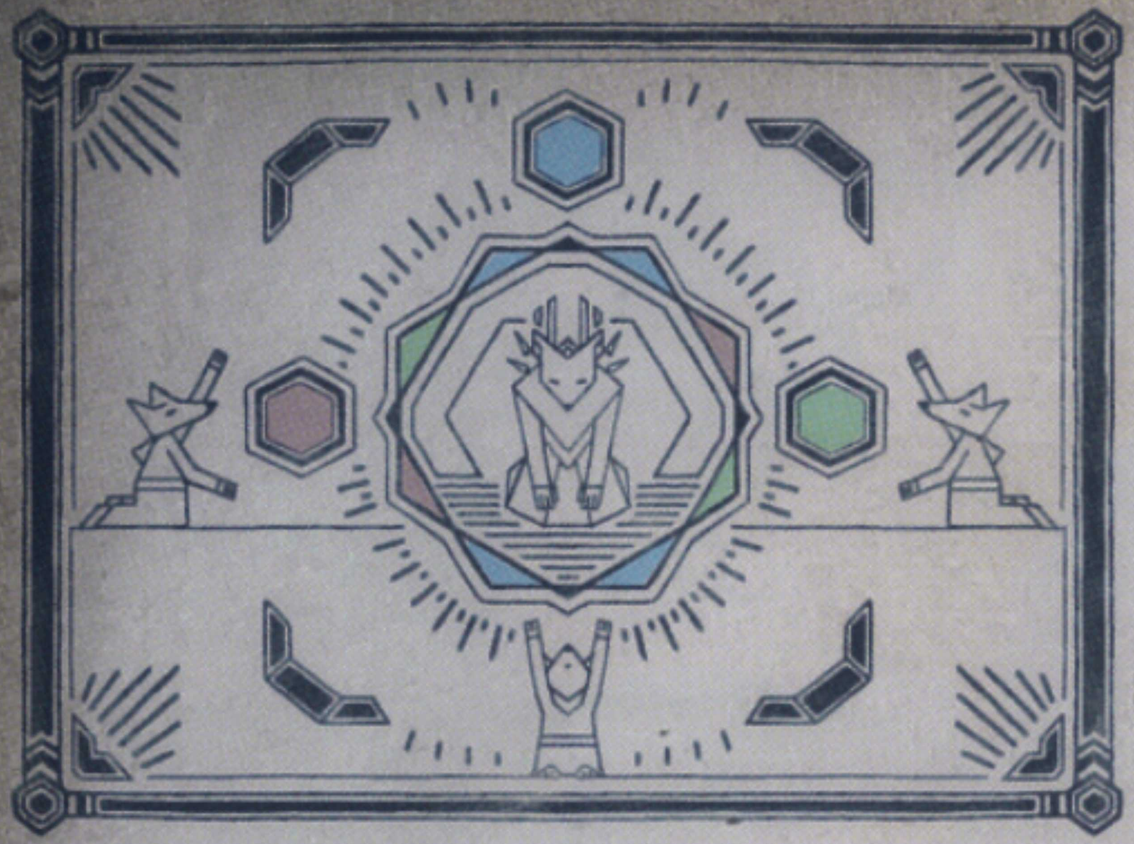
A Terrible Power Rises

The discovering Hero opened a tomb and revealed a terrible truth. A Cathedral was built to venerate this new origin of life, and the faithful were granted the grace of holy oblivion.

The World Is Thrown Into Ruin

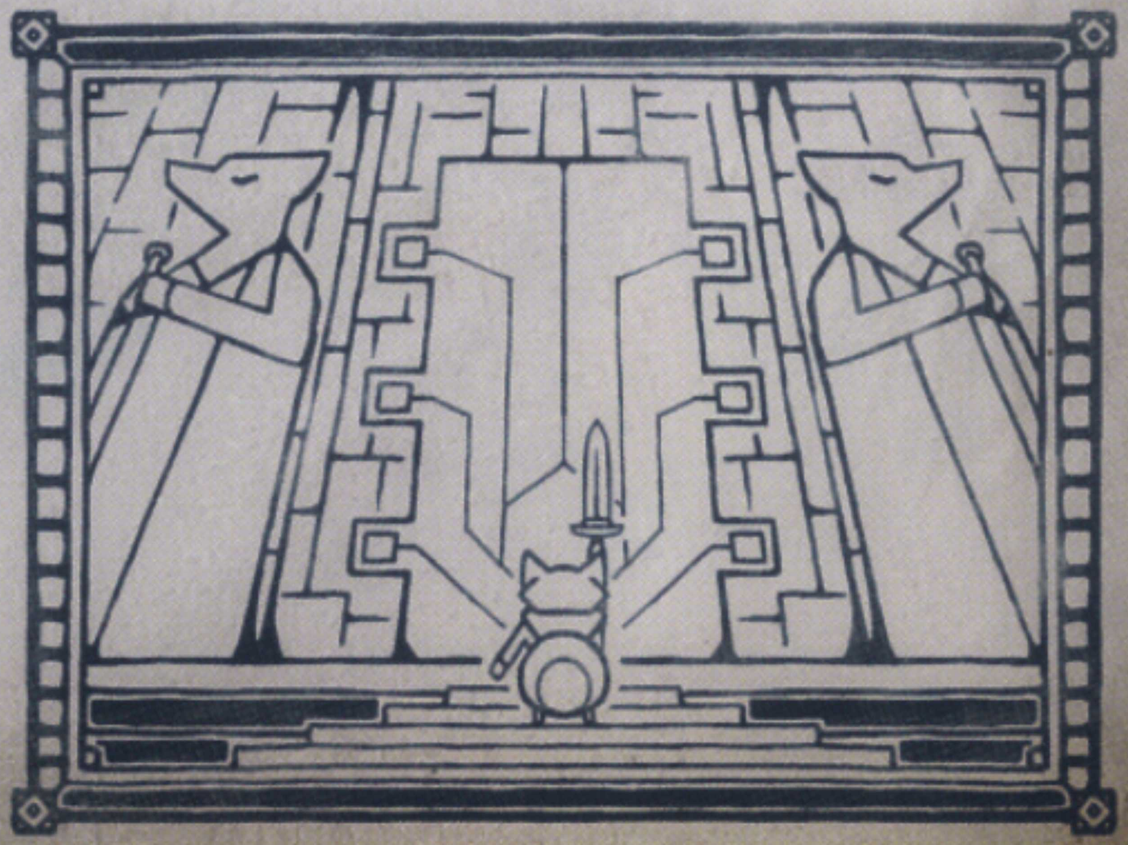
The lever overworked! The fulcrum shattered! A hole in truth will thunder open and all manner of disquiet contradictions will gnaw apart the canonical plane. The thread is snagged into a squirming coil, with no beginning, and no end. Flee to your arks old ones, and become your predestined selves!





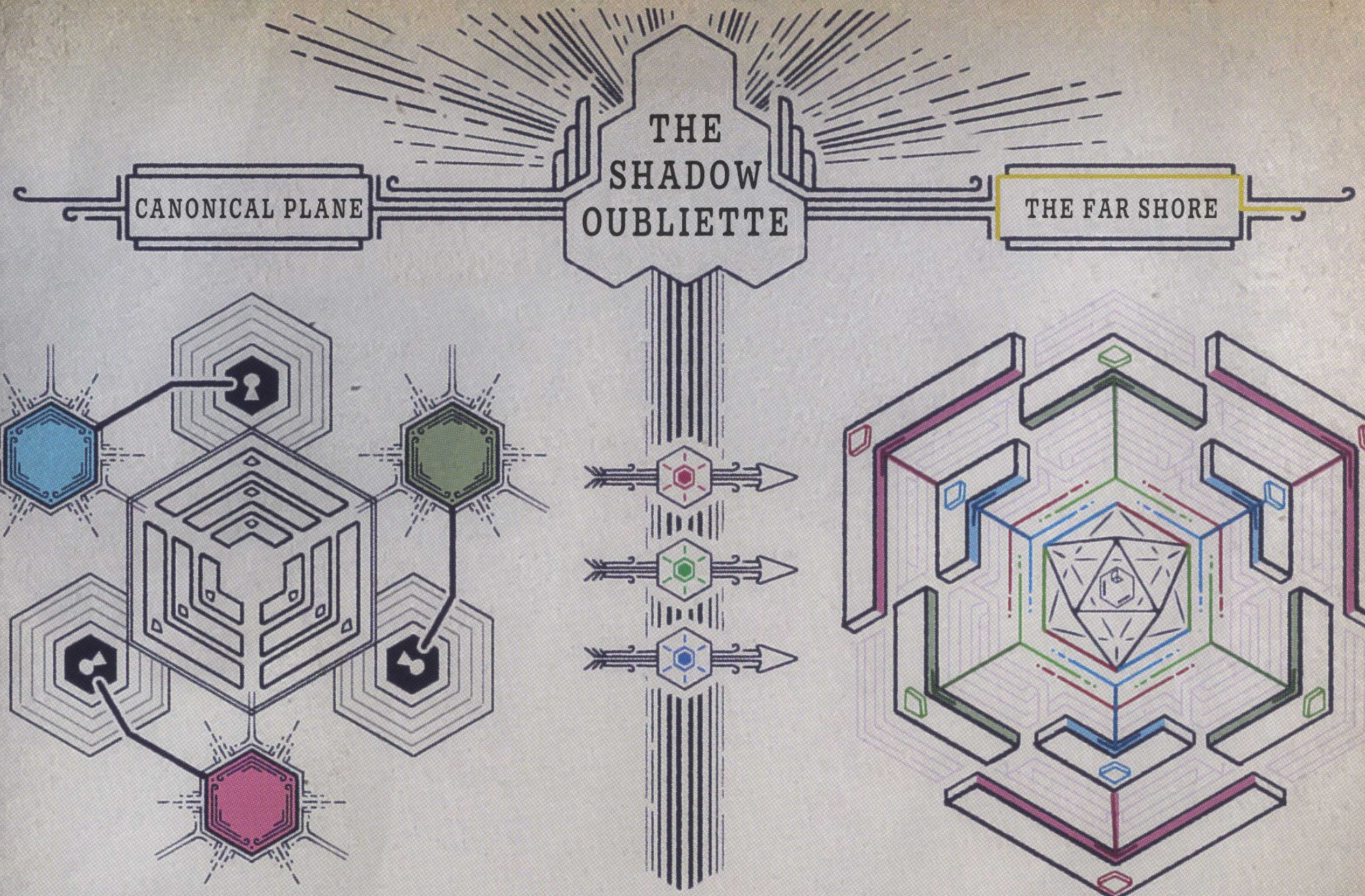
A Prison & A Beacon

...But one must live outside the shivering ring, The Heir seeking an Heir-To-The-Heir. A beacon to bring about a Ruin Seeker. To either grow strong and replace an ailing heir or to hold sacred Holy Cross, and ensure their wisdom lives on.



Awaiting a Worthy Successor

Which will you be Ruin Seeker? Have you arrived here seeking treasure and glory? Or do you seek to uncover deeper truths? Look carefully, for The Golden Path lies everywhere...



COVETED IN A FOREST TEMPLE

STOLEN TO THE TOP OF THE SKY

SEALED AT THE ROOT OF THE WORLD

Again the same battle, fought uncountable times!

And so the cycle continues. Ruin Seekers, drawn to the beacon, are tested. Those who abandon their quest are forgiven, and simply disappear.

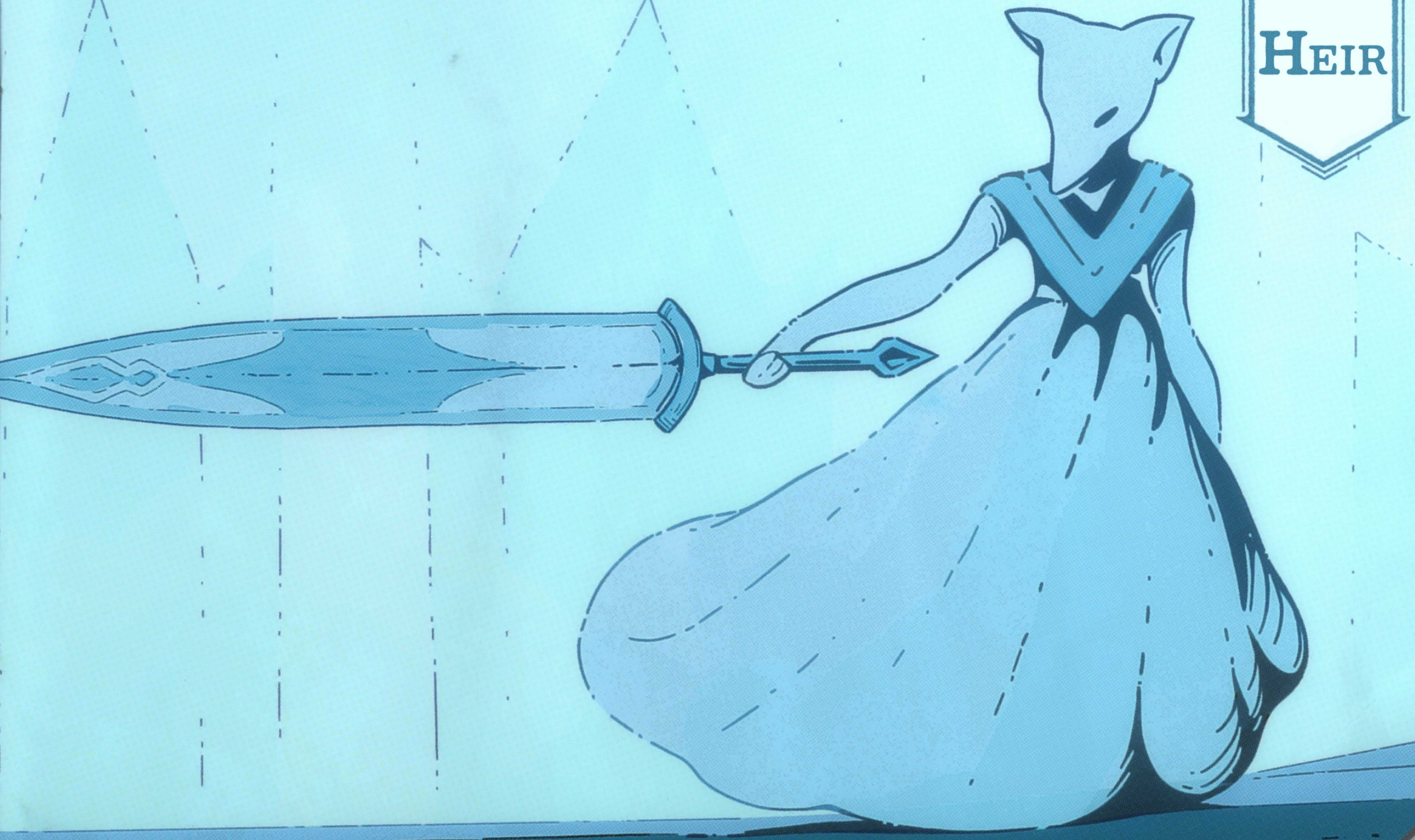
Those who are strong enough to remember their true hero selves will, through violence, begin the cycle anew.

Will you be the Heir-To-The-Heir, and wait within The Shadow Oubliette? Before long a Ruin Seeker will be drawn to you. Their gifts will recall your past life, and you will grant them the same false hope you were given.

To break the curse, a Ruin Seeker must by some miracle invoke a relic from beyond this plane...



THE HEIR



Data Management

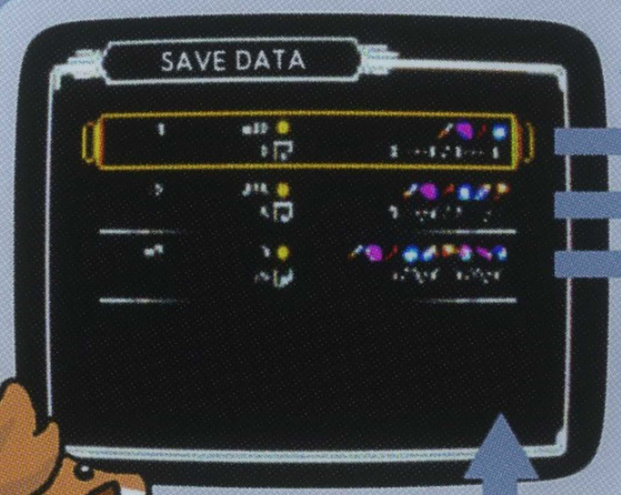


CONTINUE	Continue most recent file
NEW GAME	Begin a fresh quest
OPTIONS	Adjust settings
LOAD GAME	Go to SAVE DATA screen

OPTIONS

Adjust settings to customize your play experience.

Options mean you can keep playing if the challenge is too much right now you are allowed!!

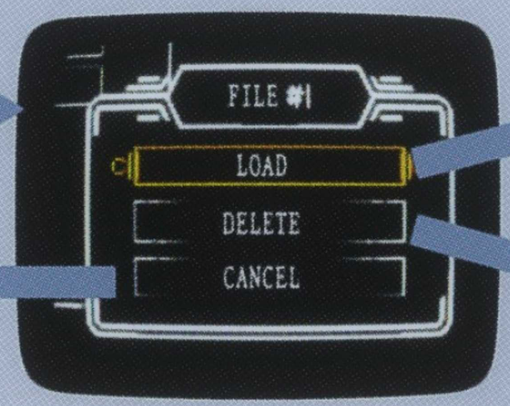


SAVE DATA

Money Harder quest

Unknown... ???

Select a file

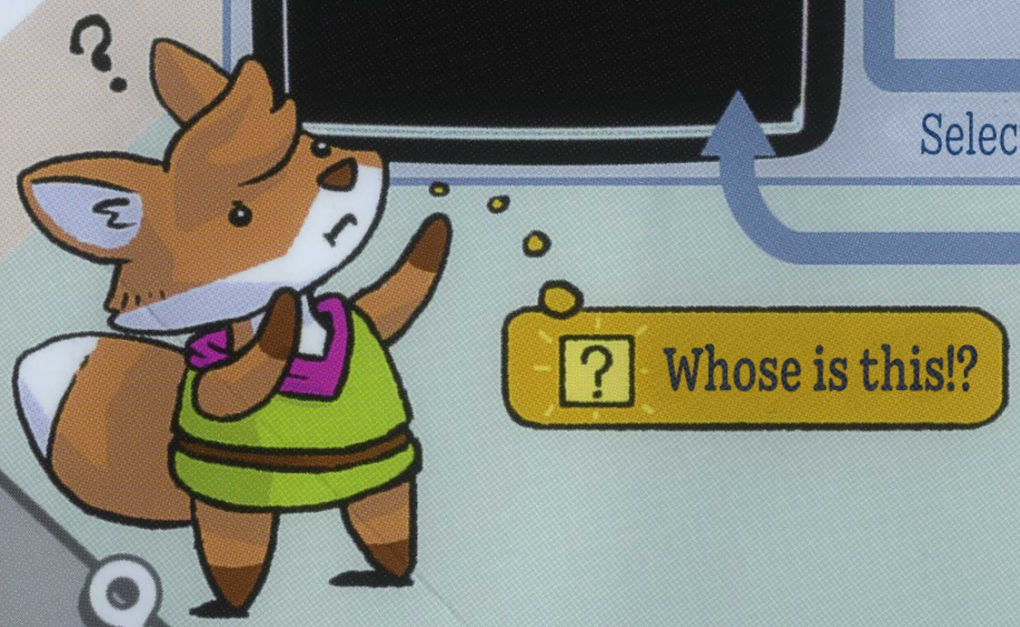


Load file and resume play!



DATA REMOVAL

Choose **DELETE** to remove a file forever.



Beginning your Adventure

A secret legend says that a great tresure lies in this far away land. Maybe it is the power to defy death! Why do you seek this power tiny one?

Time to begin your adventure! Here is what you will do...

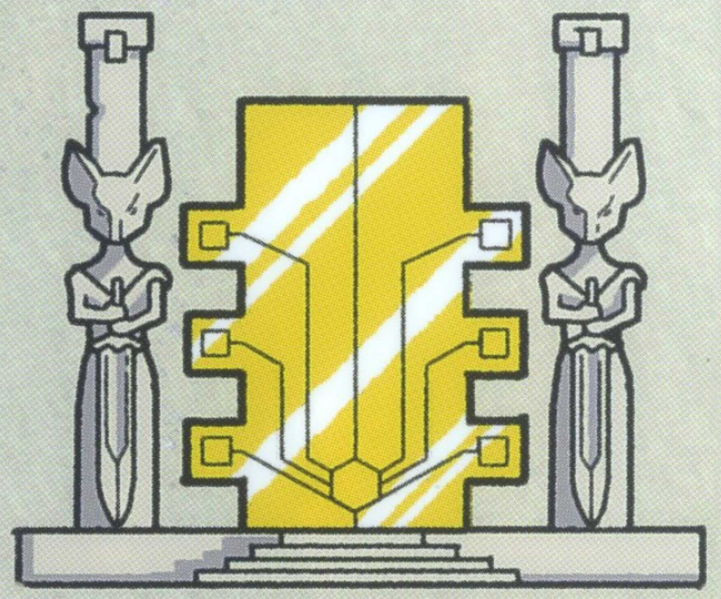


RINGING THE EAST BELL

☐ East Forest	Enter the woods.
☐ Hero's Grave	A ⇩ lies at the grave...
☐ Guard Captain	Powerful foe! Be Careful!

RINGING THE WEST BELL

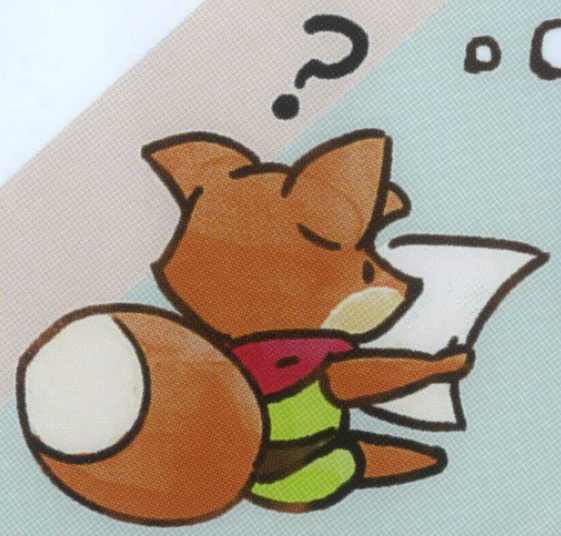
☐ Old House	You will need a key (⚷)
☐ Flooded Well	p.29
☐ Dark Tomb	Dark! Need a light...
☐ West Garden	p.27
☐ ???	



In a far off land, a great treasure was sealed away forever.

Some say it is the power to defy death.

POWER TO DEFY DEATH



THE GAME SCREEN



RUIN SEEKER (YOU)

STRANGE GATE TO THE FAR SHORE 41

PRIZE / TREASURE

HEALTH-POINTS

STAMINA-POINTS

MAGIC-POINTS

READIED EQUIPMENT 17

MAGIC POTION 17

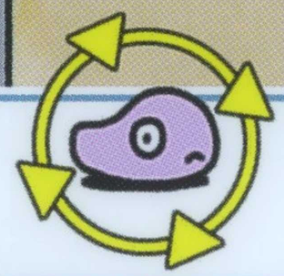
FOCUS PREVIEW 17

everything hurts way more when I'm tired

IMPORTANT!

KEEP YOUR EYE ON YOUR STAMINA-POINTS! WHEN YOU HAVE 0 SP YOU ARE IN DANGER! 16

CONTROLS

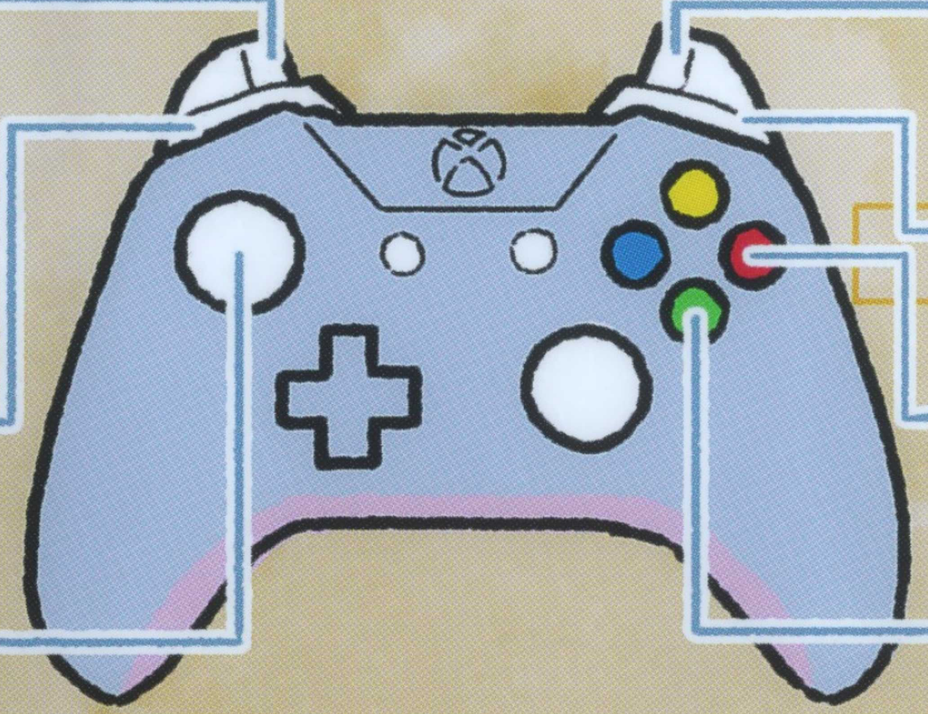


FOCUS SHIFT

FOCUS IS CRUCIAL! 14

INVENTORY / GEAR TAB

MOVE W A S D



; SHIELD



P POTION 17



K J L USE ITEM



␣ ROLL, RUN, TALK 13

BUTTON

THIS BUTTON HAS MANY USES.
ONE IS SECRET, BUT IF YOU READ THIS BOOK
YOU WILL LEARN IT.

TALK



TALK TO SIGNS, DOORS, & MORE.

ROLL

PRESS TO ROLL!
VERY VERY IMPORTANT
FOR SURVIVING.



PRESS!

YOU CANNOT BE HIT AT
THE START OF THE ROLL!

14

PRAY

FORBIDDEN TECHNIQUE.

OFFER REVERENCE TO
THE TOMBS OF THOSE
WHO CAME BEFORE.

24

RUN

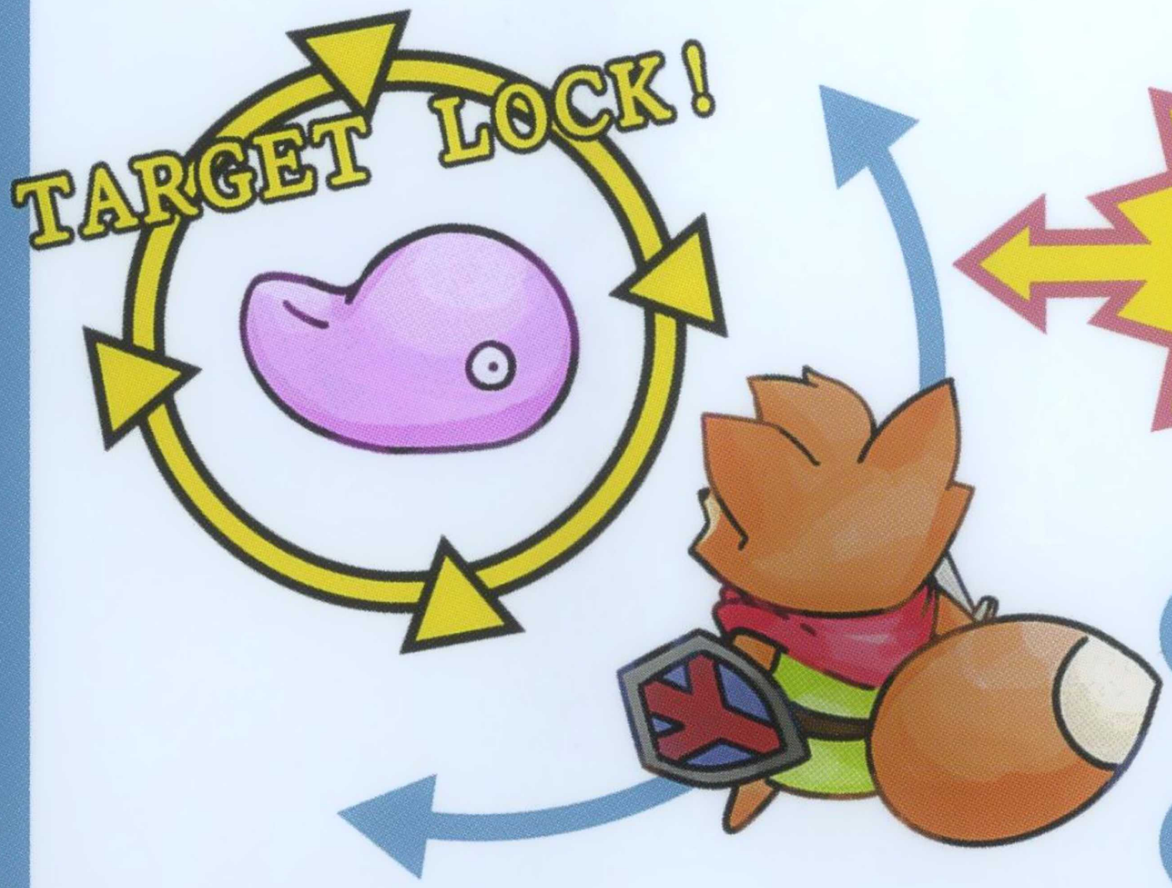
PRESS & HOLD THE
BUTTON TO RUN IT IS
FASTER THAN ROLLING
OVER AND OVER.



PRESS··· ···& HOLD

SHIFT BUTTON

THIS BUTTON HAS ONE MAIN USE,
BUT IT IS A POWERFUL ONE.
USE IT ALL THE TIME, RUIN SEEKER!



FACE YOUR ADVERSARIES

USE THIS TO FOCUS ON A NEARBY FOE.

LOCK

+ ␣



FOCUS & EVADE
TO ROLL AND DODGE WHILE STILL STAYING READY TO STRIKE.

+ ;



FOCUS & BLOCK
TO RAISE YOUR SHIELD AND FACE THE FOE.

Understanding Stamina-Points

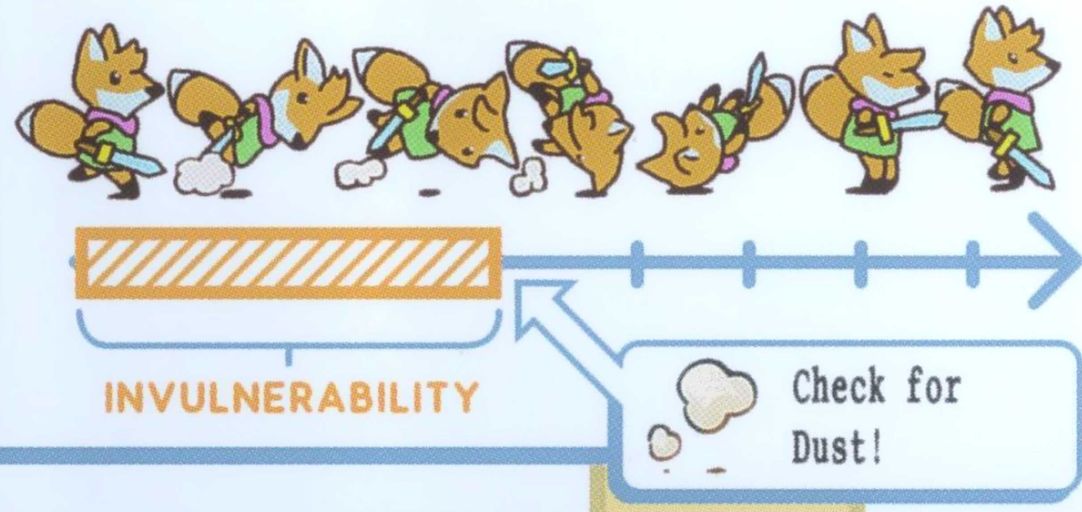
STAMINA-POINTS REPRESENT YOUR POISE AND STRENGTH TO PERFORM CERTAIN ACTIONS. WHEN YOU EVADE OR PERFORM OTHER MOVES, YOUR **STAMINA-POINTS** GO DOWN. WHEN AT **0 SP**, YOU CAN STILL DO MANY ACTIONS, BUT AT A DISADVANTAGE.

You can always attack, even without stamina.

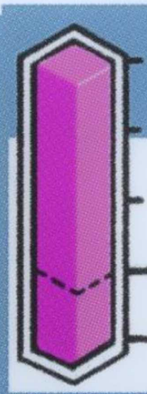


MOMENT OF SAFETY

AT THE START OF EVASION YOU HAVE invulnerability BRIEFLY, SO EVADE AT JUST THE RIGHT MOMENT!

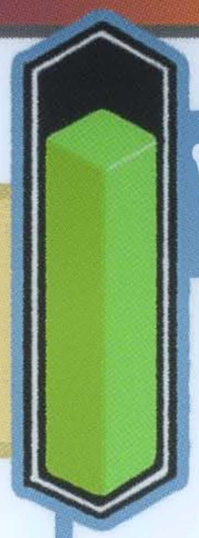


STABILITY



TAKE ENOUGH HITS AND YOU WILL flinch! IF A HIT IS REALLY BIG, YOU CAN EVEN BE knocked over.

*THE HIDDEN **STABILITY** GAUGE IS **25%** OF YOUR TOTAL **HP**.*



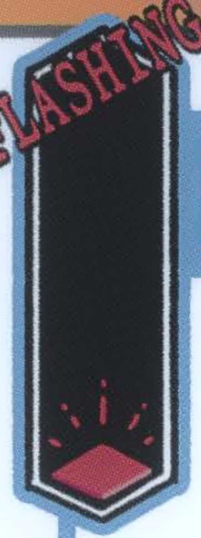
WITH VIGOR

USE VIGOR TO ROLL.
YOU ARE SAFE FOR A
TINY MOMENT.



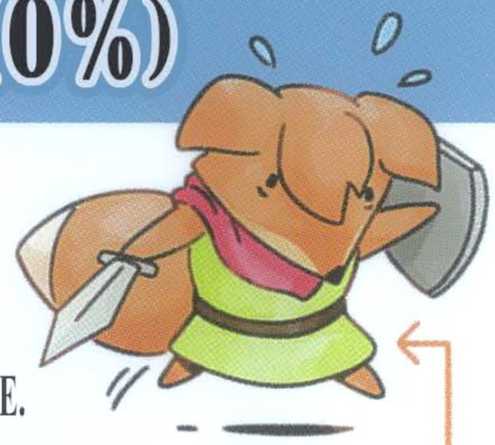


FOUND THE SHIELD? BLOCK!
VIGOR FILLS MORE SLOWLY.
HITS WILL USE UP VIGOR.



NO VIGOR (0%)

OH NO!
YOU RAN OUT OF VIGOR!
YOU CAN ONLY HOP AND
ARE HIGHLY VULNERABLE.





WATCH OUT!

- ⚠ No Safety
- ⚠ Low Stability
- ⚠ Hurt More

VIGOR	EVADE	DMG. TAKEN	BLOCK	STABILITY	SPECIAL TECH
	moment of safety	100%	✓	normal	✓
	vulnerable	150%	✗	low	✗

TREASURES & TOOLS

SWORD

IS THIS THE HERO'S BLADE?
OR A FORGERY?

STICK

JUST A STICK!

SHIELD

LEFT BY A RUDELING
USE TO DEFLECT BLOWS.

BOMB

UNSTABLE POWDER MADE FROM
THE FAIRY OF THE WEST GARDEN.

BOMB

MADE FROM SLORM, THE
PUDDING THAT GOES BOOM.

BOMB

FIRE FIRE EVERYWHERE, AND
OW OW OW OW OW.

KEYS

YOU NEED A KEY TO OPEN ONE OF THE
RARE OLD DOORS. THE KEY DISAPPEARS...

FRUITS

EAT FRUITS TO RESTORE HP OR MP · THEY
ARE GONE FOREVER, SO SNACK SPARINGLY.

HOT PEPPER/IVY

ONE IS SPICY, ONE IS MINTY.
GIVES A BOOST TO ATT OR SP ·

EFFIGY

BETRAY FOR COINS. EACH BETRAYAL
IS SWEETER THAN THE LAST.

8 > 16 > 32 > 64

LURE

DOLL OF THE BELOVED HERO.
FOES WILL BE TRICKED!

GOLDEN COIN

A SPECIAL TREASURE THAT ALLOWS A WISH.
USE AT WELL TO GIVE TO WISH EATER.

MAGIC ITEMS

SOME ITEMS USE THE POWER OF YOUR SOUL.
MAGIC-POINTS REFILL WHEN YOU REST, BUT
THERE IS A FINITE NUMBER
OF SOULS IN THE WORLD.

SHOWS USES LEFT. EVEN A DROP OF MP IS ENOUGH.

NOTE: HOLY CROSS IS MORE THAN A MERE ITEM!

MAGIC POTION

LIFE BLOOD OF THE HERO. QUAFF TO RESTORE
YOUR WILL TO GO ON. MYSTERIOUSLY REFILLS
WHENEVER YOU TOUCH A CHECK-POINT ·

FIND SOME AND YOU GET A FREE FLASK!

OFFER UP ASH TO MAKE YOUR
MAGIC POTIONS MORE POTENT!
IT IS SAID THE ASH OF HEROES
FORTIFIES THE BLOOD.

0 1 2

CARDS ARE WAYS TO BE INSPIRED
TO UNUSUAL GREATNESS.

20

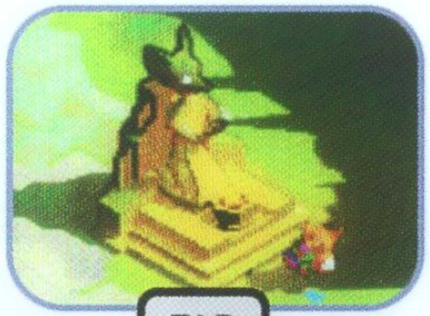
They say that if you throw enough BOMBS you'll get a prize, so don't be afraid to use them!

If you seek to increase your power...

RISK AN OFFERING TO THE HEIR

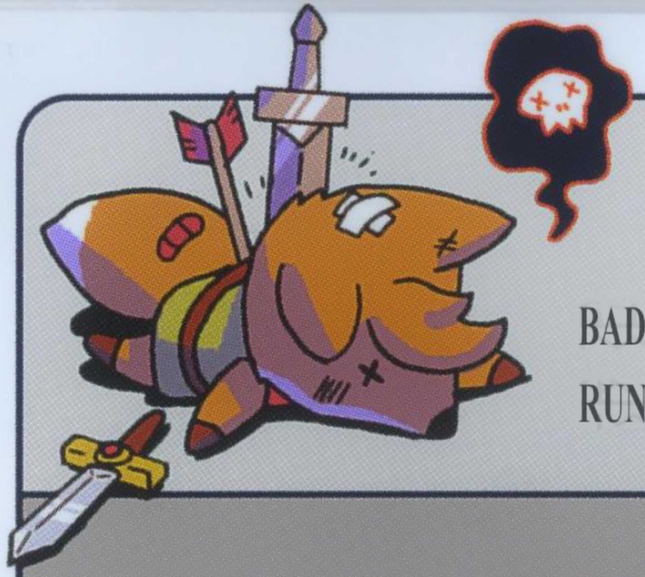
THE PRICE GOES UP EACH TIME...	1	2	3
ATT	100	150	200
DEF	100	150	200
HP	200	250	300
Potion	100	300	1000
???	300	???	???
???	???	???	???

AS THE SHORE BLEEDS ONE OF FALSEHOODS AND MEMORIES,
THE HEIR HUNGERS FOR REMINDERS OF THE CORPOREAL WORLD.
OFFER THESE MEMENTOS AND SHARE A DELUSION OF POWER.





WARNING! PILGRIMS TO THE SHORE ARE STRIPPED OF THIS FALSE POWER. 41

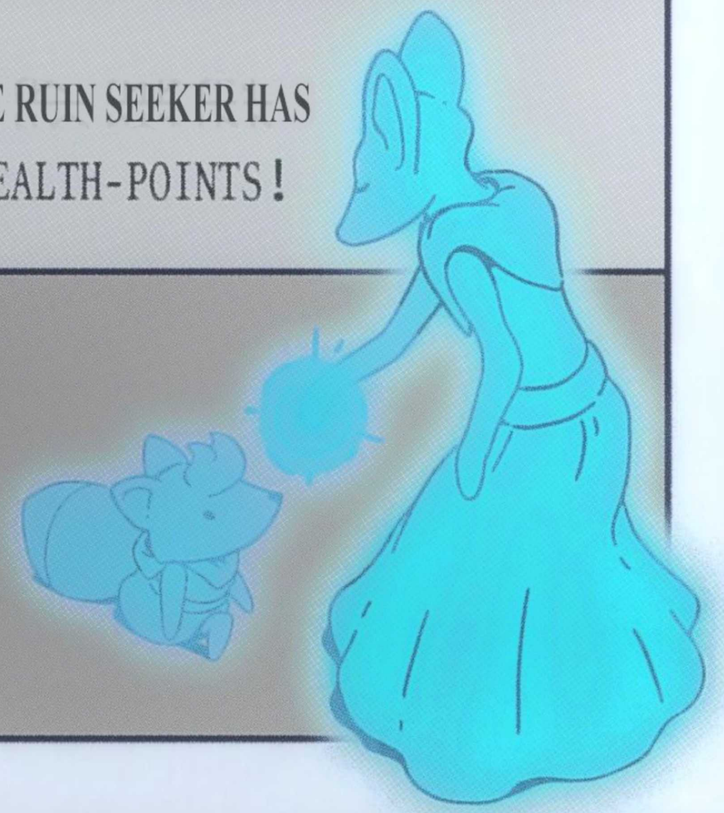


OH NO!

BAD NEWS! THE RUIN SEEKER HAS RUN OUT OF HEALTH-POINTS!

BUT WAIT!? A STRANGE BEING HAS GIVEN US ANOTHER CHANCE!

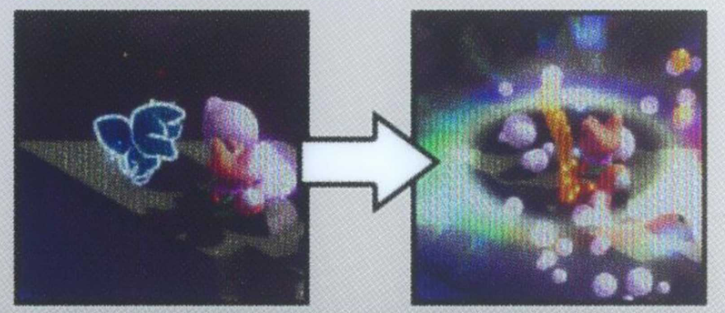
SUCH A DEBT IS A DANGEROUS THING TO HAVE ···

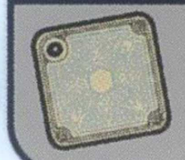


WHAT WAS BUT IS NOW NOT



THE GHOSTLY FORM OF AN ECHO-OF-SELF · TOUCH IT TO BREAK ITS CONNECTION TO THIS CYCLE AND LET IT DRIFT BACK INTO THE SHORE. BE KIND, AS THIS IS YOUR FATE AS WELL.





CARDS CAN CHANGE ITS NATURE ···

"YOU CAN DO IT!"



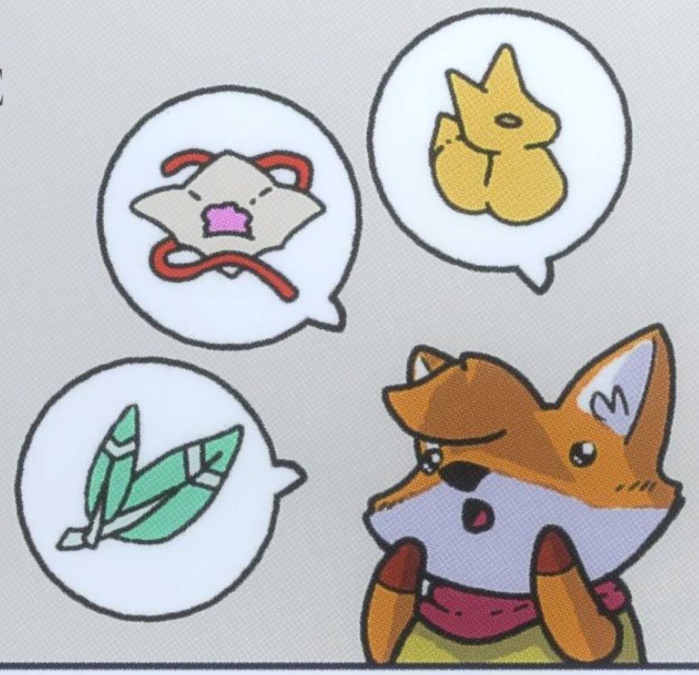
GARDEN KNIGHT

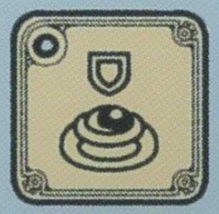
FUTURE CYCLES LOOK BACK WITH FAITH, KNOWING THE COURSE! PERSEVERE AND BE SURE TO BOOST YOUR POWER DESPITE THE COST.

Try to be this strong

ATT 3

DEF 3





CYAN PERIL RING

RAISES **DEF** WHEN YOU ARE IN **PERIL** ·





INVERTED ASH

QUAFFED POTIONS RESTORE **MP** INSTEAD OF **HP** ·



LUCKY CUP

FOES LEAVE HEARTS TO HEAL YOU A BIT. RARE. (15%)



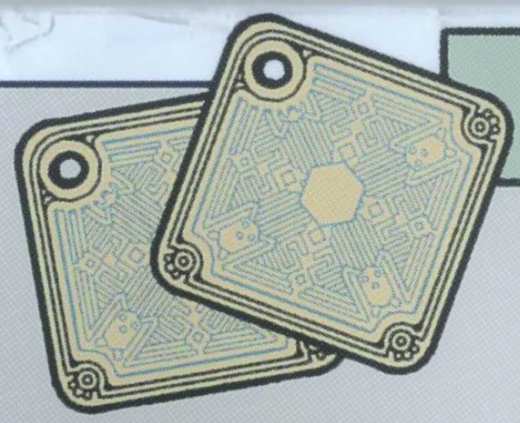


MUFFLING BELL

SNEAK SNEAK SNEAK···· FOES NOTICE YOU LESS.

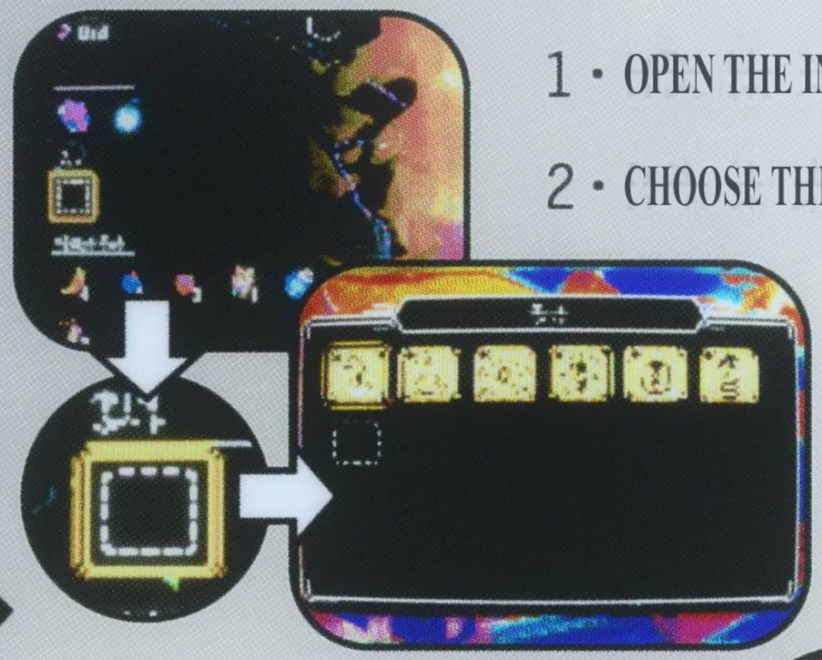
THERE ARE MANY MORE CARDS! WHAT DO THEY ALL DO? IT'S A SECRET!

51



CARDS

CARDS CAN GRANT POWERFUL INSPIRATION! CHANGE THEM OFTEN, DEPENDING ON THE CHALLENGE YOU FACE.



1 · OPEN THE INVENTORY

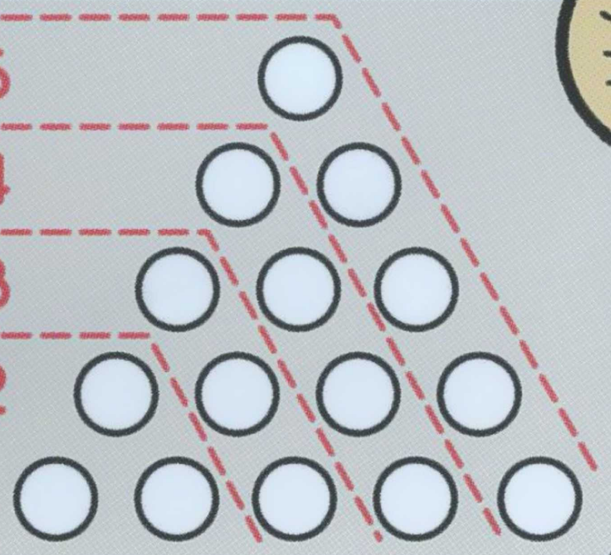
2 · CHOOSE THE SLOT ICON ( )

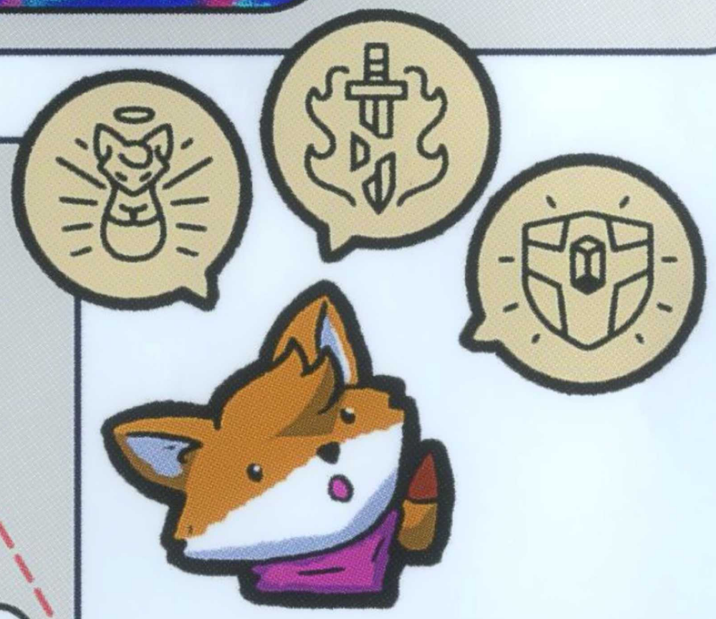
3 · CHOOSE A CARD TO MEMORIZE

WELLS AND COINS



GRANTING WISHES REQUIRES PAYMENT, AND FURTHER INSPIRATION REQUIRES WISHES. THOSE WHO WISH ENOUGH CAN BE FORMIDABLE INDEED... BUT TO WHOM ARE YOU GIVING PAYMENT?

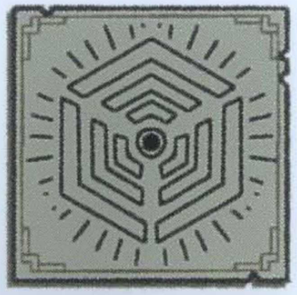




CHOOSE WISELY, RUIN SEEKER!

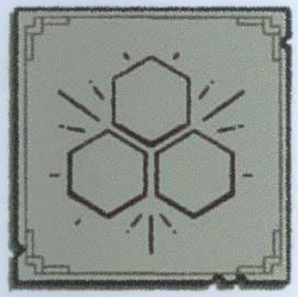
HELP! HINTS AND CLUES

STUMPED? HERE ARE SOME CLUES FOR YOU!
TRY TO HELP YOUR FRIENDS IF YOU CAN.



I ENTERED THE TEMPLE BUT IT WAS EMPTY. WHAT NOW?

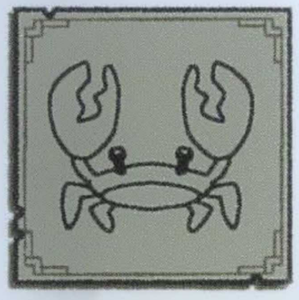
HERE IS WHERE A RUIN SEEKER WOULD PLACE 3 KEYS ·



WHERE ARE THE KEYS?

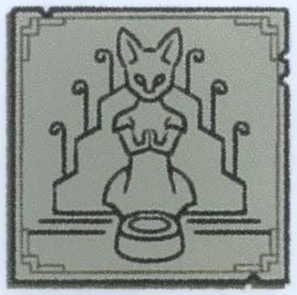
YOU CAN'T FIND ANY WITHOUT PRAYER ··· TRY · 24





HOW DO I GET TO THE RUINED ATOLL?

TRAVERSE THE FAR SHORE WITH AND PRAYER.



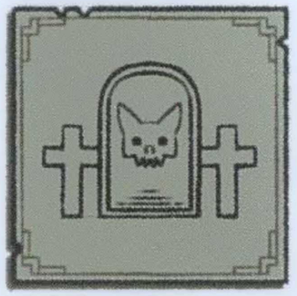
THE CHECK-POINT SAYS «DEAD» !?

IT MUST SEE TO THE CORE. LOOK FOR A NEARBY · 24



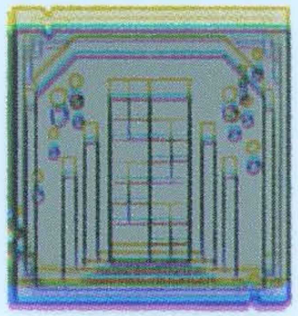
WHAT IS THE SECRET OF THE GOLDEN PATH?

LOOK TO THE STARS, AND TO P.49 ·



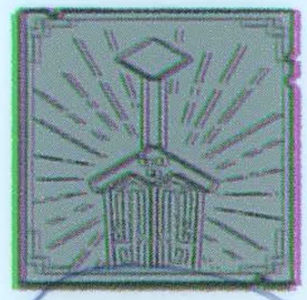
OLD BURYING GROUND IS TOO HARD! WHY?

IT IS A PLACE OF DESPAIR. ONLY GHOSTS MAY ENTER.



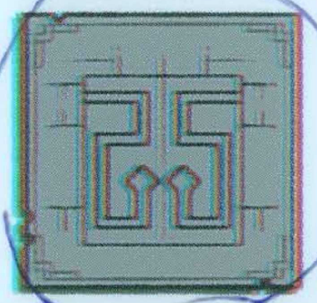
WHAT'S UP WITH THE DOOR IN THE MOUNTAINS?

ALL THE CLUES YOU SEEK ARE HERE IN THESE PAGES.



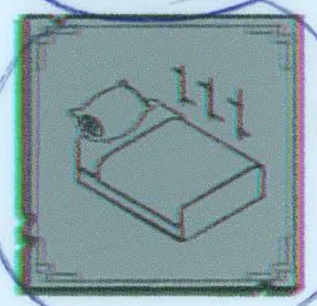
HOW DO I DEFEAT THE HEIR?

GATHER THE RELICS FROM THE HERO'S GRAVE .



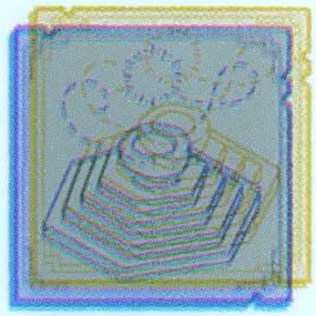
HOW DO I OPEN THESE DOORS?

SEEK THE HOLY CROSS .



CAN I GO BACK TO HOW THINGS WERE?

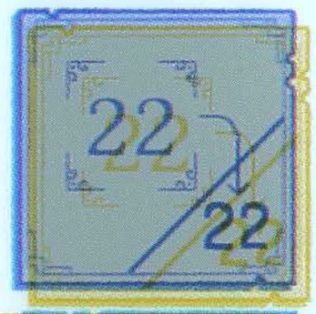
PERHAPS THERE IS A WAY. MAYBE THIS IS ALL A DREAM · · ·



WHAT'S BEHIND THE WATERFALL?

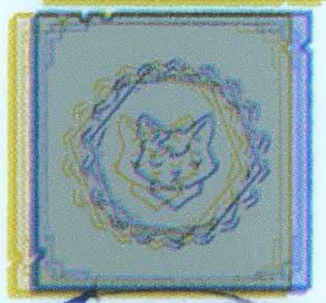
DO YOU KNOW OF THE FAIRIES ?

TURN TO P.47 AND LOOK CAREFULLY · · ·



WHAT'S THE NEXT PIECE OF THE PUZZLE?

EVERY PAGE HAS A SECRET, EVEN THIS ONE.



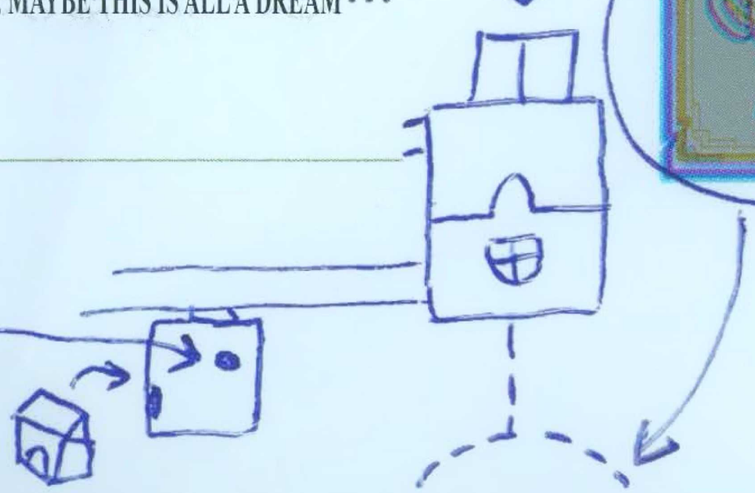
HOW DO I TRULY ESCAPE?

SHARE YOUR WISDOM AND BREAK THE CYCLE.



I FOUND A TREASURE. CAN I SEE THEM ALL?

YES, THERE IS A PLACE · · ·



DO YOU KNOW THE SECRET WAY? GO TO THE Door in the Mountains AND CHECK BEHIND IT ···

MONASTERY

FORTRESS

POTION

HP

GARDEN

DEF

ATT

FOREST

MP

SP

LIBRARY

SWAMP

THE SECRET

TO PRAY, BE STILL FOR A

RUIN SEEKER, PRESS & HOL

NO HOLY BEING WILL EVER HEAR

GIVE OF THEIR CORE AND AWA

OF PRAYER

MOMENT AND REST.

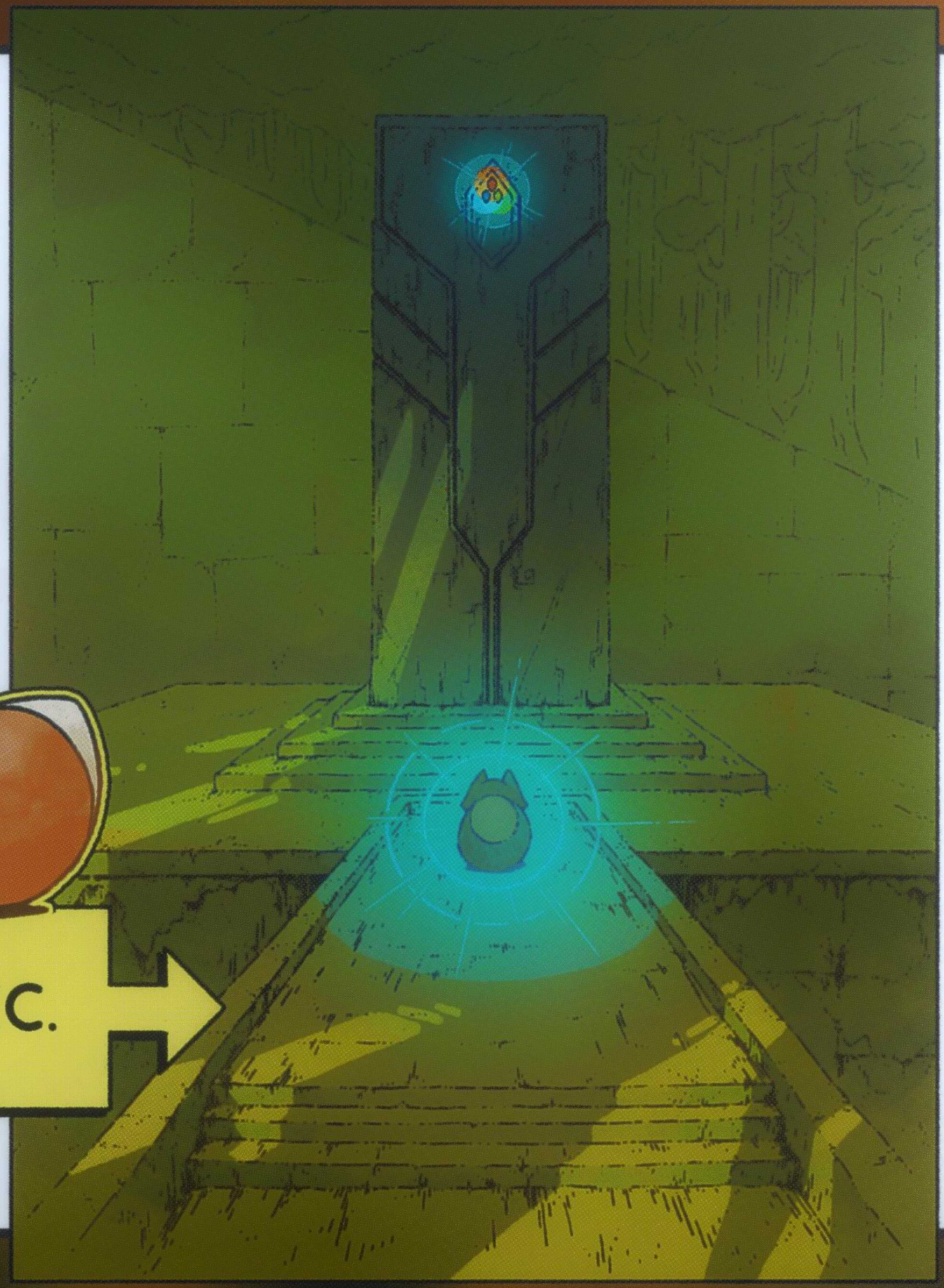
LD FOR A SHORT TIME.

YOU, BUT VENERATE THOSE WHO

AKEN THE TOOLS OF A LOST AGE.

PRAYING···

3 SEC.





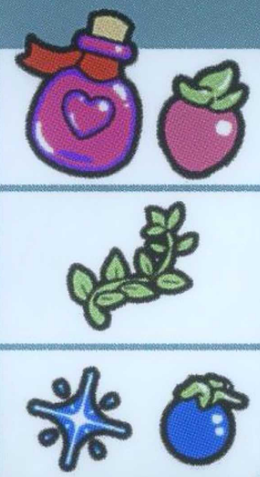
SURVIVAL TIPS

KEEP AN EYE ON YOUR BARS!

YOUR WILL TO GO ON. IMPROVE POTIONS WITH ASH ( ) TO GAIN MORE **HP** PER SIP.

IF IT'S FLASHING, YOU'RE OUT OF BREATH. REMEMBER, YOU TAKE **EXTRA DAMAGE**! 16

THE POWER OF YOUR SOUL. USING MAGIC ITEMS CONSUMES IT. SOME FOES LEAVE THEIR SOULS.



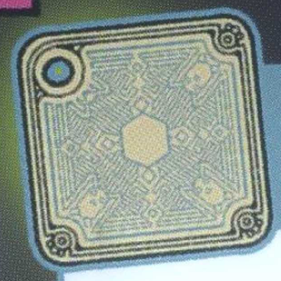


TIRED ALL THE TIME?

YOU CAN RUN!

YOUR **STAMINA-POINTS** REFILL, EVEN WHEN RUNNING, SO YOU CAN ENTER FIGHTS STRONGLY. ROLLING EVERYWHERE WILL EXHAUST YOU!

HOLD



TRY NEW CARDS

HAVE YOU DISCOVERED HOW TO USE CARDS? BE SURE TO MAKE WISHES IF YOU HAVE COINS.



20



USE YOUR ITEMS

TODAY IS THE RAINY DAY, SO DON'T HOARD VALUABLE TOOLS. REWARDS AWAIT THOSE WHO USE LIBERALLY.



Extra BOMBs for some reason? You must like using them!

USE SPECIAL TECHNIQUES

ROLL AND SWORD AT THE SAME TIME TO PERFORM A FAST STAB.

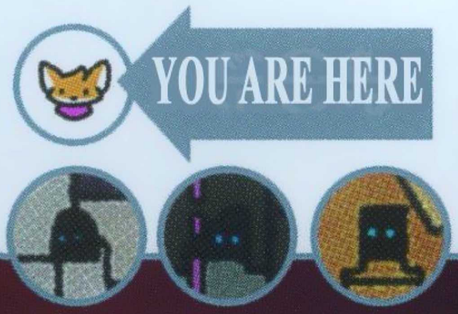


NOTE: IT USES STAMINA-POINTS



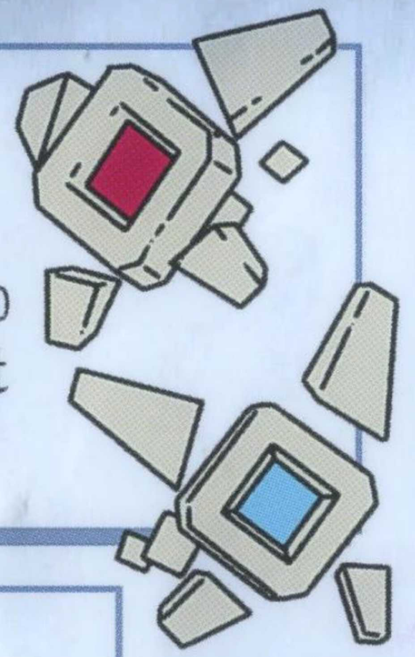
CHECK THE MAP

SOMEONE HAS MADE MAPS FOR YOU! THERE ARE SECRETS HIDDEN IN THEM, SO LOOK CAREFULLY...



FAIRY FAIRIES

Curious pieces of the wall that have come to life. They seem intent on stopping you.



CHOMPIGNOM

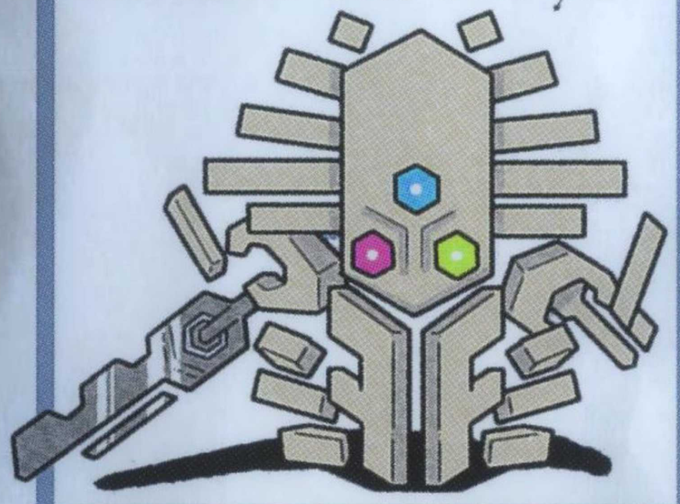
Always hungry. It runs fast but can't turn very quickly. Dangerous as a family!

RUDELING

Ghost of a soldier who has forgotten why they fight. Follows orders but has no soul.

BOSS: ???

Blocks the way to the belltower. Will kill you.



TO THE WEST OF THE GREAT PALACE ARE THE GARDENS. MANY PATHS ARE BROKEN, BUT THERE IS A WAY.

MAGIC DAGGER

A MAGIC ITEM MADE FROM A FAIRY. USE IT TO FREEZE FOES WITH ICE.



THE WEST GARDEN

THE OVERWORLD

TO MOUNTAIN DOOR

FORBIDDEN PASS

DARK TOMB

SEALED TEMPLE

WELL (P.29)

TO WEST GARDEN

BELLTOWER

OLD HOUSE

TO EAST FOREST

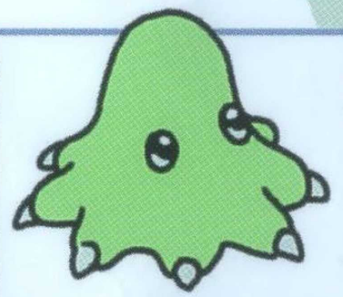
RINGING THE WEST BELL

CAN YOU SEE THE BELL, BUT NOT REACH IT?
TRY GOING TO THE **WEST GARDEN**
VIA THE **DARK TOMB**

UNDER THE WELL

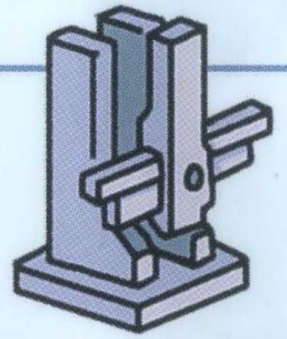
FLOODED LAIR BENEATH THE SURFACE, FILLED WITH MONSTERS.
WALKING IN WATER WILL SLOW YOU, BUT ALSO SOME FOES.

WATCH OUT FOR WHAT LIES BELOW...



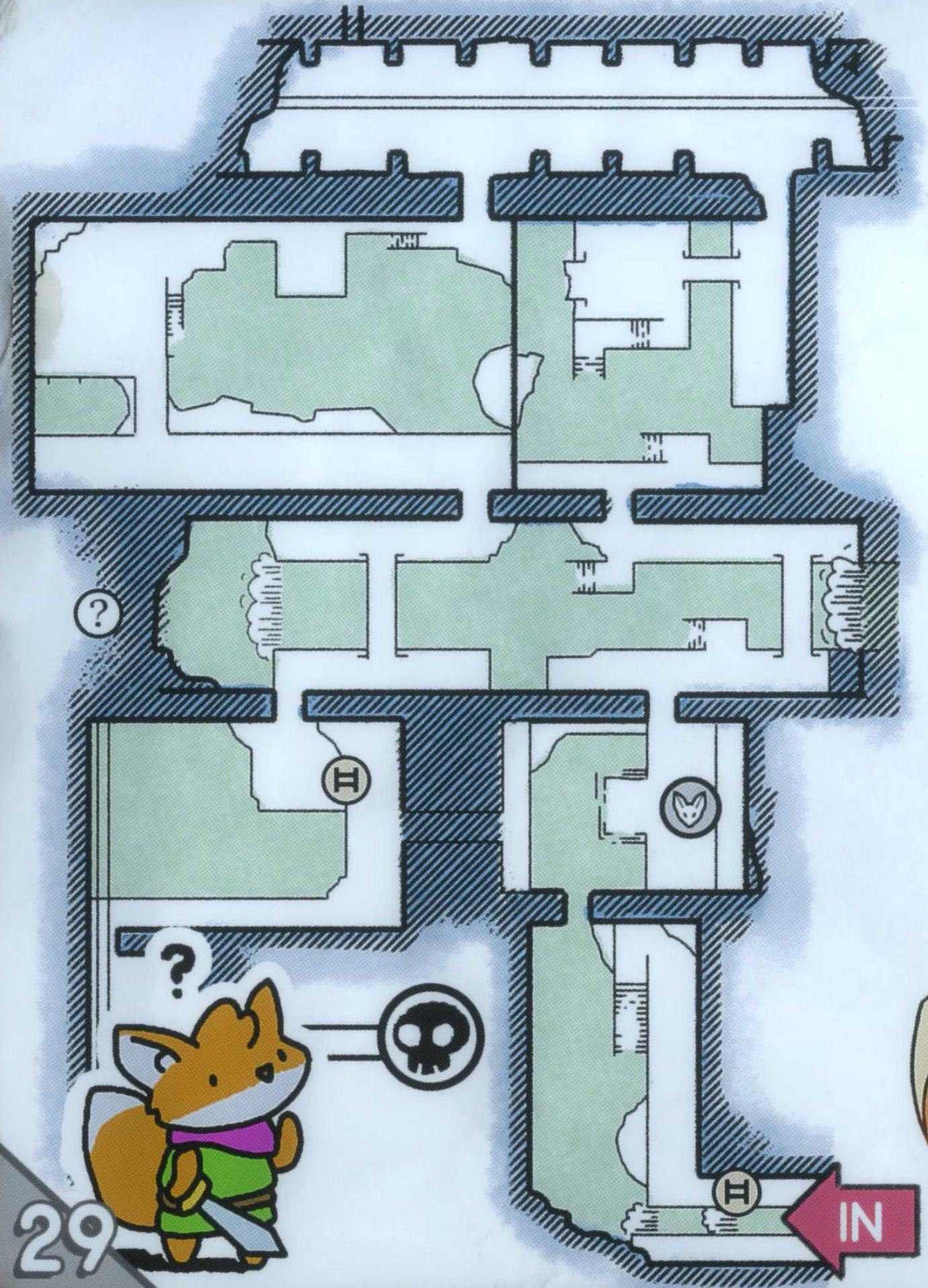
SLORM

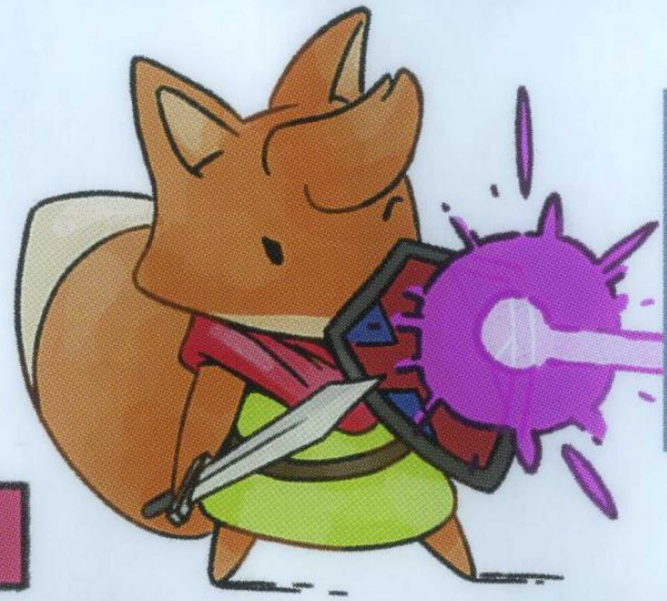
A type of slime who just wants to be close to you. Stun it by blocking.



AUTOBOLT

It wants to protect something, but what? Circle around and use the shield.





TIP!



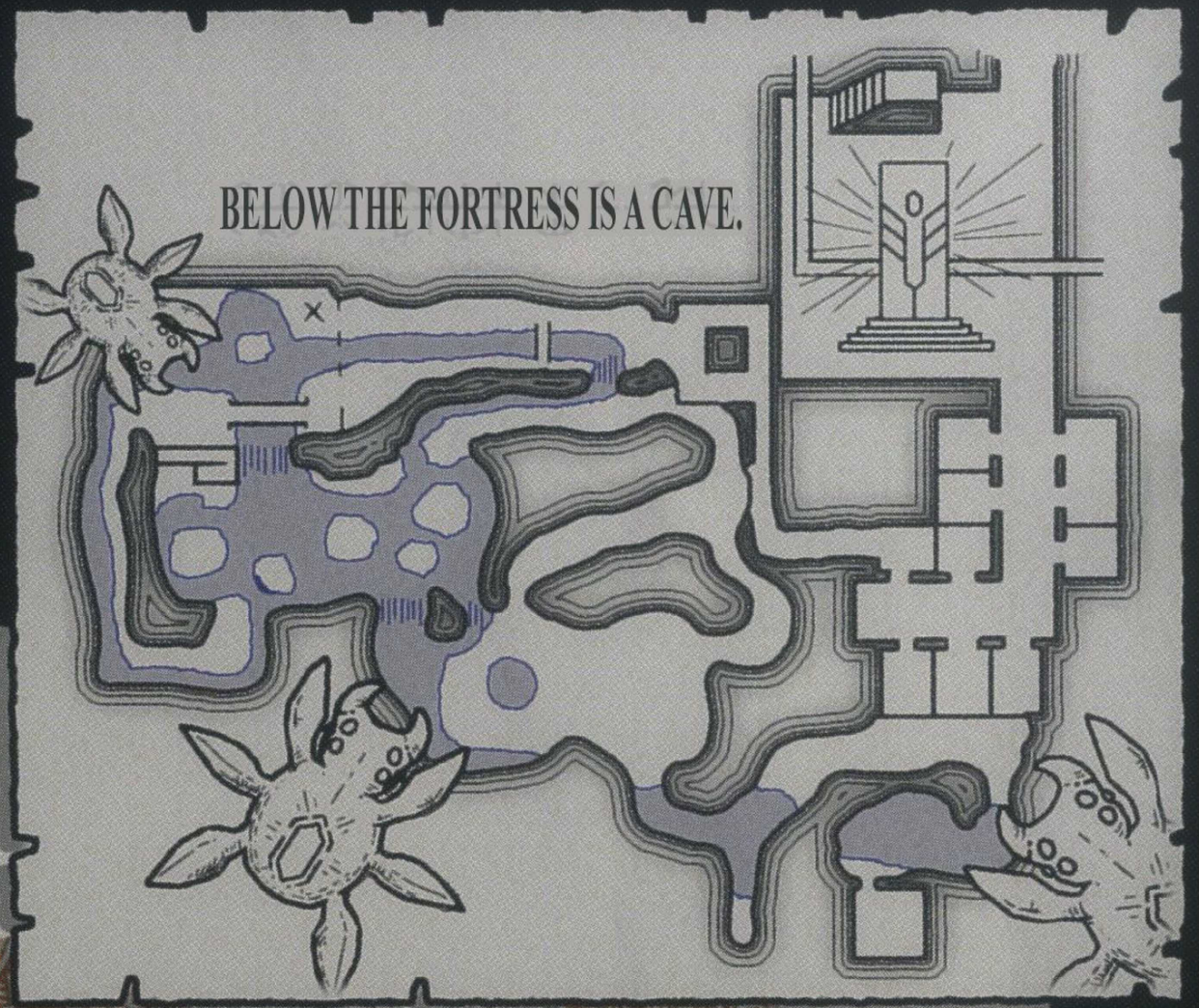
USE A SHIELD!

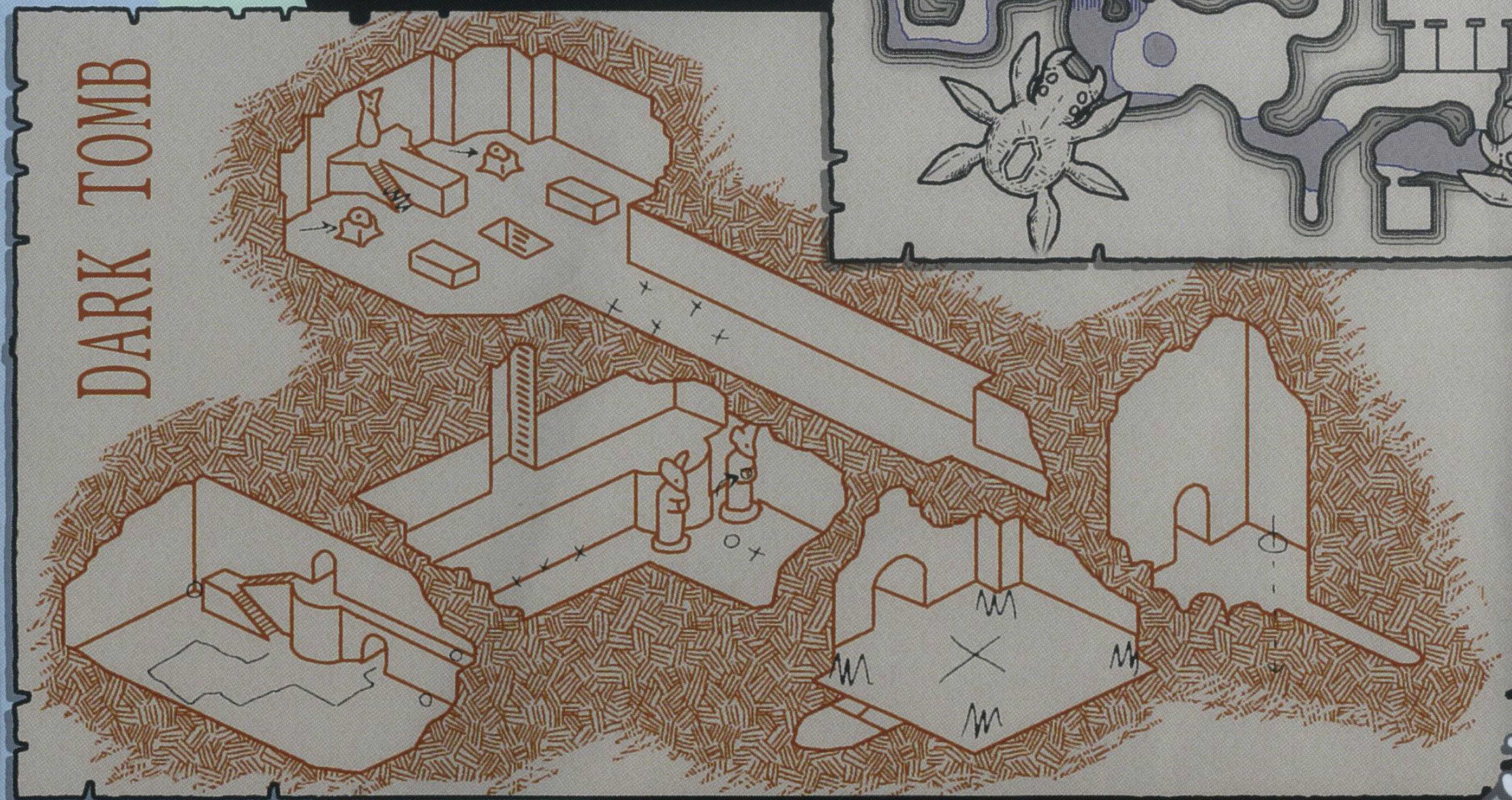
(WATCH YOUR VIGOR!)

& BENEATH THE EARTH



BENEATH THE EARTH ARE MANY SCARY PLACES. BE SURE TO TAKE A LANTERN.





ONE KEY TO THE SHADOW OUBLIETTE IS GUARDED BY THE LAST GREAT MACHINE OF WAR.
WHEN THE SIEGE WAS DONE, THIS BEAST WAS COAXED INTO THIS LONELY PURPOSE.

Fortress of the Eastern Vault



THE LAST MACHINE OF WAR

SIEGE ENGINE



CUSTODIANS

Caretakers of the Vault who have learned some magic. Candles can be put out.

SPYRITE & SAPPHARACH

Don't be fooled! The mark on their backs is a trick.



TO THE DARK CAVE
p. 30

TO OVERWORLD

THOSE WHO LIVE IN THE FORTRESS DO NOT KNOW THE SECRETS OF PRAYER · USE YOUR KNOWLEDGE WISELY, AND WHO KNOWS WHAT YOU WILL FIND...

PRAYER 24

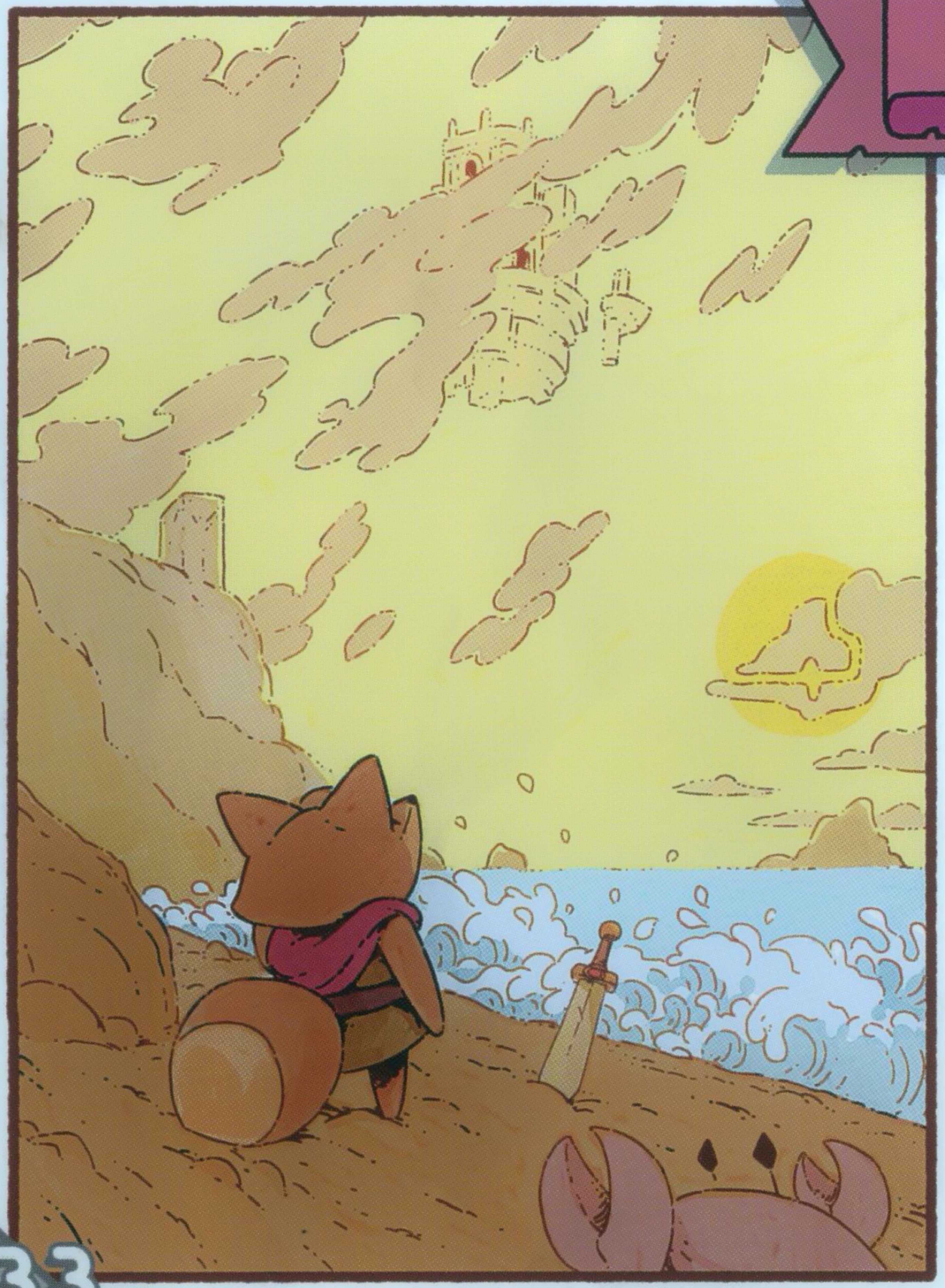


TO THE FAR SHORE



TO THE HERO'S GRAVE

THE RUINED ATOLL

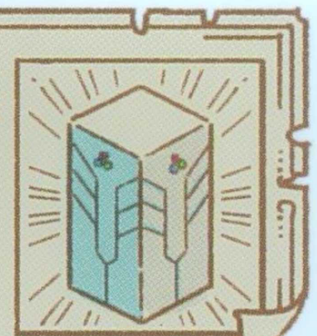


UNDER THE LIBRARY IS THE SKELETON OF A GREAT ABBEY THAT SERVED AS ITS ANNEX.

ONCE, SOME OTHERS MADE THIS THEIR HOME, AND BUILT ON THE RUINS.

ONLY FLORA AND FAUNA LIVE HERE NOW, BUT THE FROGS MAY BE ON PATROL ···

SUMMONING THE LIBRARY PATH MEANS VENERATING TO THE 4 CORNERS, SO TAKE A KNEE!





HUSHER

A friendly bird that loves to eat slorms.



CRABBO / CRABBIT

Crabbo has a hard shell, but crabbit has pals.



ENVOY

More questions than answers.



TO OVERWORLD

1 NORTHWEST

2 NORTHEAST

FROG'S DOMAIN

UP

3 SOUTHWEST

4 SOUTHEAST

GATE

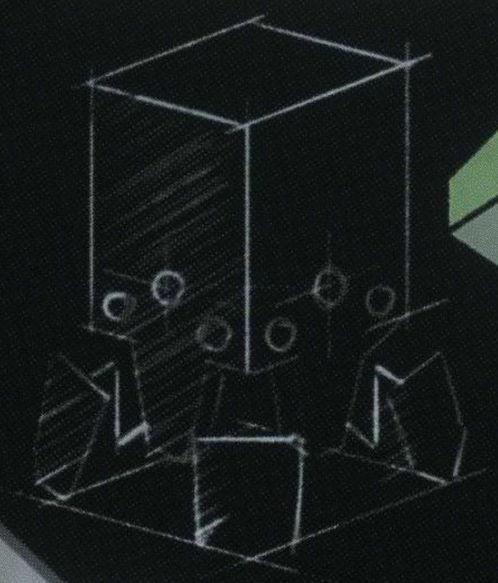
Still in training. They take turns attacking.

Grownups have hooks on their tongues.

Well equipped. Always tries to attack 3 times.

A baby slorm who cannot spin yet, but is still useful.

THE FROG'S DOMAIN



ODD DOOR

MAGIC ORB



ROTATE IT AROUND THE FORBIDDEN AXIS AND PARTIALLY SUMMON A DISQUIET BEING.

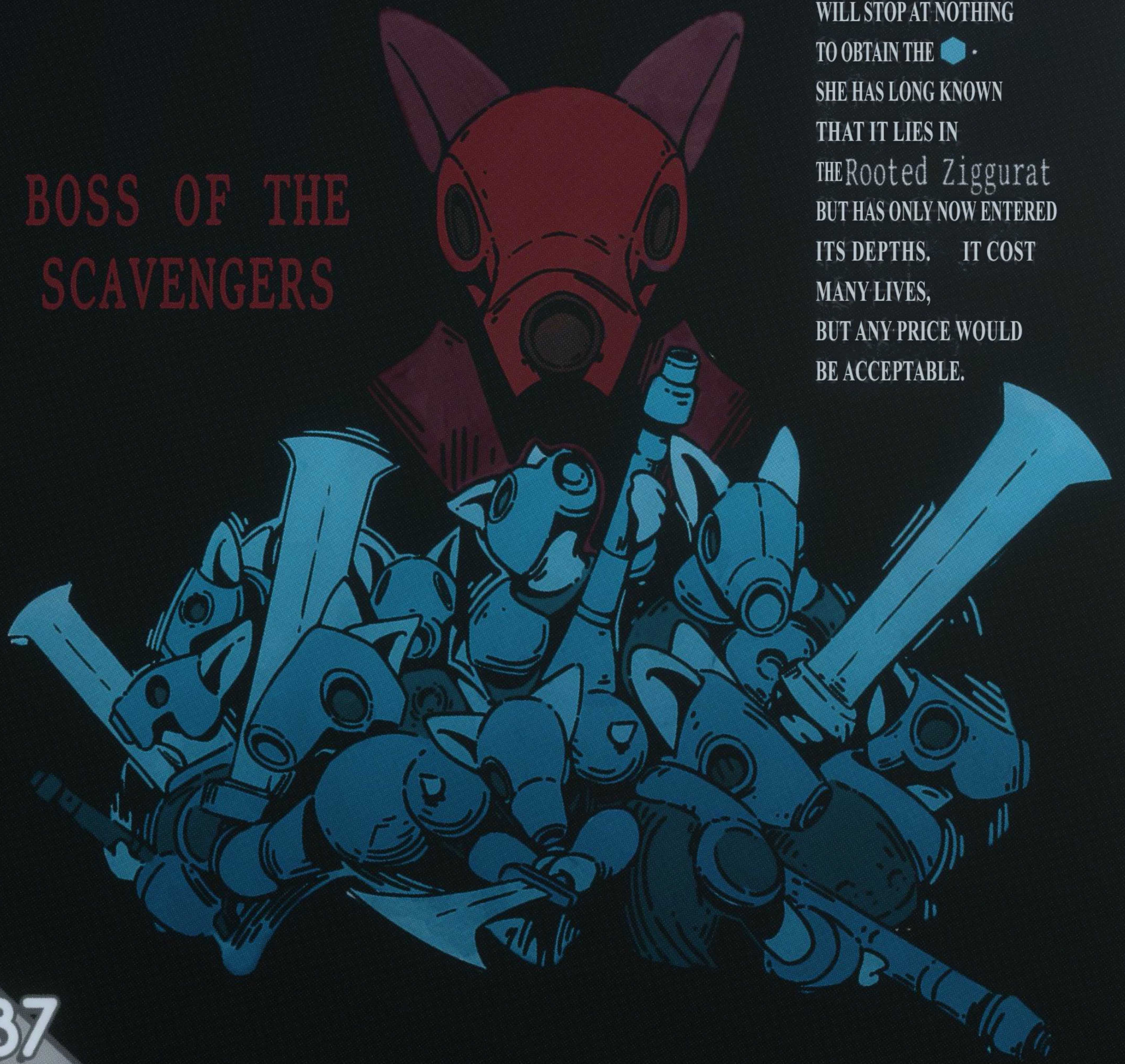
MANY HAVE SOUGHT THE SECRETS OF THIS WORLD, DRAWN BY THE GREAT POWER AND OTHER SECRET LEGENDS.

THE LIBRARIAN HAS LEARNED MUCH, INCLUDING POWERFUL SORCERY. HE MAKES HIS HOME HIGH ABOVE THE CLOUDS, WAITING FOR FOOLISH RUIN SEEKERS TO BRING HIM MORE PAGES.

ALTHOUGH POWERFUL, HIS TRAGEDY IS HIS BELIEF THAT THE HOLY CROSS RESIDES IN THE CATHEDRAL.

HE WILL NEVER VISIT THE FAR SHORE.

BOSS OF THE SCAVENGERS



WILL STOP AT NOTHING
TO OBTAIN THE ⬢ ·
SHE HAS LONG KNOWN
THAT IT LIES IN
THE Rooted Ziggurat
BUT HAS ONLY NOW ENTERED
ITS DEPTHS. IT COST
MANY LIVES,
BUT ANY PRICE WOULD
BE ACCEPTABLE.

RIFLE

Built out of autobolt parts, but can only shoot once. Scavengers with this will try to keep their distance.

MINER'S GREATSWORD

Beefy scavengers use this to crack open odd architecture and you.

BOMBS

Watch out for miners who use these. They try not to hurt their allies but accidents happen.

THE QUARRY

MONASTERY

ONCE A PLACE OF WORSHIP FOR THE GODS THOUGHT TO LIVE BENEATH THE EARTH, IT WAS ABANDONED WHEN THE CATHEDRAL'S INFLUENCE REACHED ITS PEAK.



CAVITY

EXPOSED FOSSIL THAT HAS DENTED A PATCH OF LOCAL TRUTH OUT OF THE CANONICAL PLANE. BEING NEAR IT DOES NOT HURT, BUT DOES INSTILL A TERRIBLE FEELING OF HOPELESSNESS.

THE ROOTED ZIGGURAT

A HOUSE FOR STRANGE GODS, EXPOSED BY EROSION AND GREED.



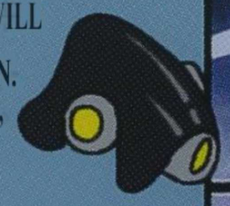
GUN

POWERFUL, BUT USES A LOT OF MAGIC. SAVVY EXPLORERS HAVE BEEN KNOWN TO QUEST FOR THIS SOON AFTER THEIR ARRIVAL.



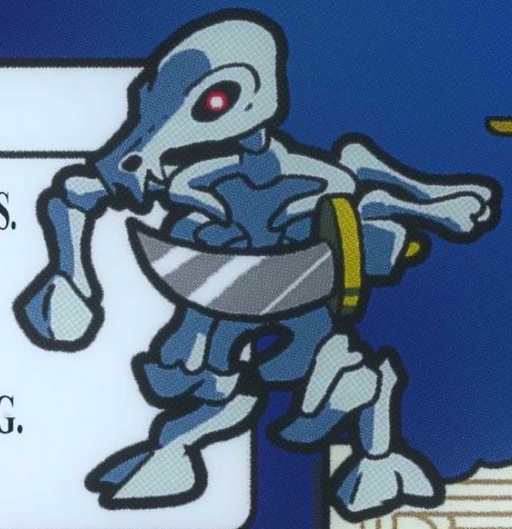
LOWER MIASMA

THE BOTTOM OF THE QUARRY WILL SAP YOUR WILL TO GO ON, UNLESS PRECAUTIONS ARE TAKEN. WERE THE RUMORS THAT "THE AIR IS POISONED" MISUNDERSTOOD BECAUSE OF THIS MIASMA?



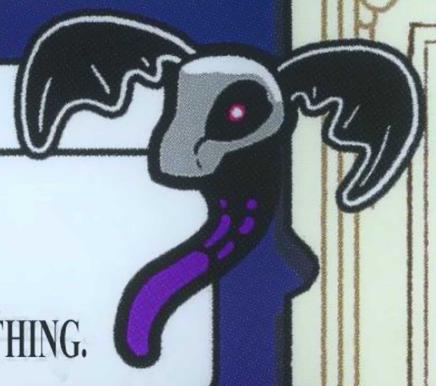
FLEEMERS

EQUIPPED IN VARIOUS WAYS.
THE FLESH MAY BE
STRIPPED AWAY BUT THE
WILL TO FIGHT IS STRONG.



PHREND

A DISQUIET FRAGMENT
WHO LIVES IN A SKULL
AND WANTS TO TASTE EVERYTHING.



LOST ECHO

AN ECHO-OF-SELF
FROM A PAST RUIN SEEKER
WHOSE OWNER GAVE UP.
WATCH AND LISTEN CLOSELY,
AND RELEASE IT FROM ITS AGONY.

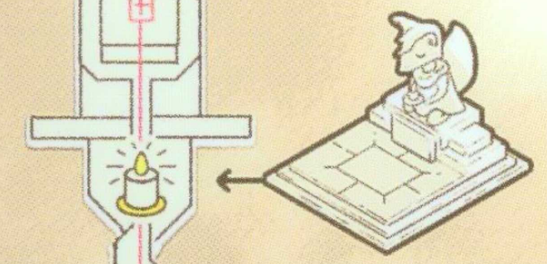


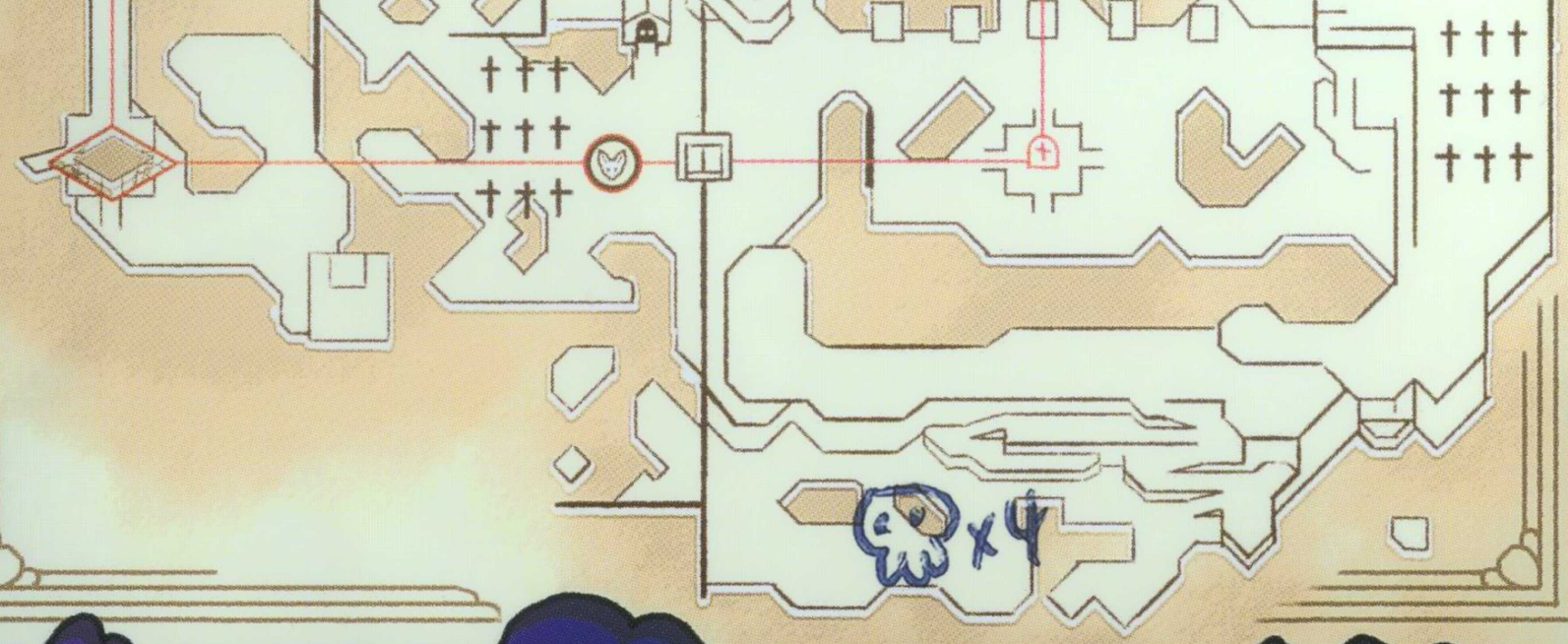
This zone is extremely dangerous and is best left alone, even if you're feeling brave. Only ghosts are permitted to enter the Inner Grounds.



AROUND THE CATHEDRAL IS A
WASTELAND OF GRAVES.

THOSE WHO HAD REMAINS TO BURY
AFTER THE FINAL BATTLE ARE LAID HERE,
BUT MANY ARE NOT AT REST.

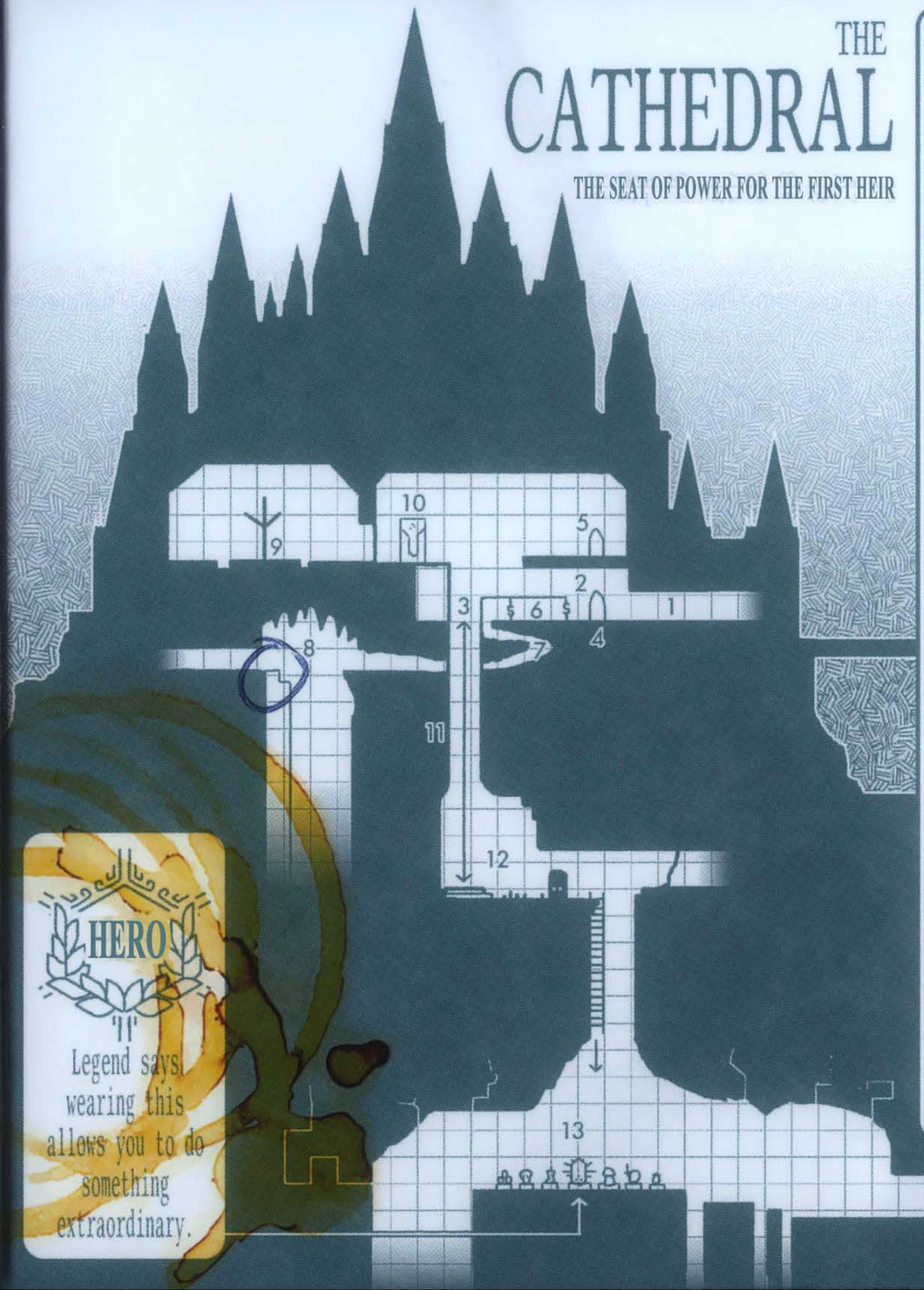




THE SWAMP
OLD BURYING GROUND

THE CATHEDRAL

THE SEAT OF POWER FOR THE FIRST HEIR



1 THE SOUND OF CHANTING IN THE (HEIR, AIR.)

2 A LARGE CHAMBER FILLED WITH THE SMELL OF INCENSE.

3 A SHAFT DECENDS INTO BLACKNESS. ACTIVATED BY 10 ·

4 DOORWAY TO EASTERN ROOMS.

4a A GROUP OF LOST FRIENDS COVET THE ELIXIR.

4b THE BAPTISMAL FONT.

5 UPPER BALCONY OFFERS A VIEW OF THE MAIN HALL.

6 IN THE LIBRARY THERE IS A DOUBLE SECRET.

7 A ROUGH HEWN PASSAGE.

8 A MOONLIGHT BRIDGE BLOCKS ACCESS TO A TREASURE.

9 THE CHALICE / VESSEL.

10 DEVICE TO POWER THE LIFT 3 ·

11 LIFT SHAFT.

12 RUINED CHAMBER. HAS CHECKPOINT.

13 GAUNTLET WITH 6 CHALLENGES.

HERO

"I"

Legend says wearing this allows you to do something extraordinary.

THE FAR SHORE

THE SHADOW OUBLIETTE

NO MERE TOY A KEY IS

QUARRY



WEST GARDEN



RUINED ATOLL



SEAT OF THE HEIR



EASTERN VAULT



TOWN RUINS



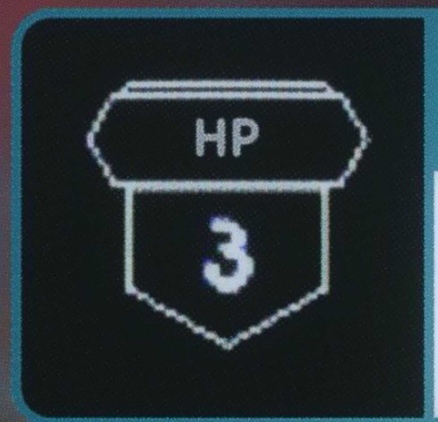
STOLEN DEVICE



RUIN SEEKER ARRIVAL

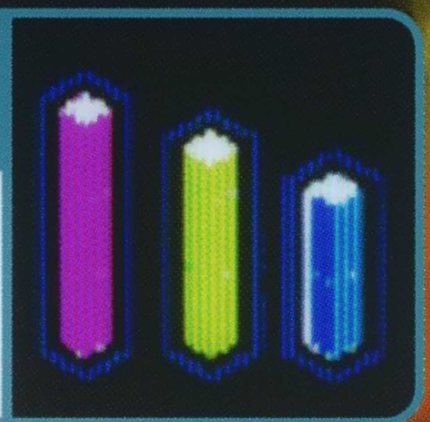


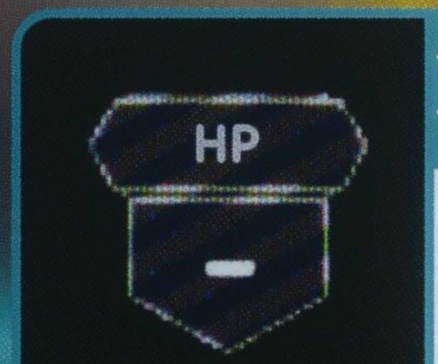
UNDERSTANDING THE STRANGE EFFECTS OF THE FAR SHORE



NORMAL

OFFERINGS TO THE HEIR GIVE POWER IN THE CORPOREAL REALM.





IN FAR SHORE / GHOST

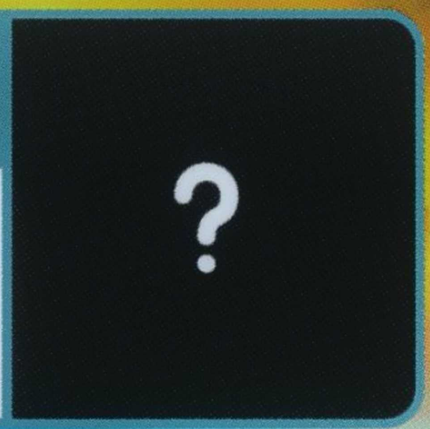
YOU ARE A SHADOW OF YOURSELF, AND THE FALSE GIFTS OF THE HEIR HAVE NO EFFECT.



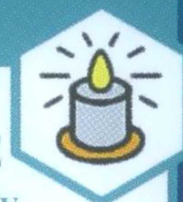


WITH HERO RELIC

ATTUNE TO A TRUE MEMORY OF YOURSELF, INSTEAD OF A PALE RETELLING.



HOW DOES A RUIN SEEKER BECOME A HERO?



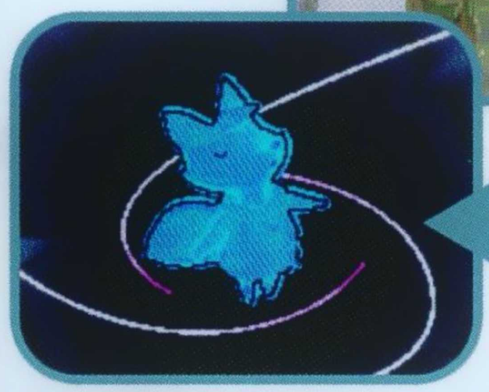
p.23



SEEK THE AND PRAY···



···TO VISIT The Hero's Grave

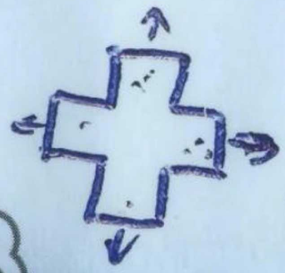


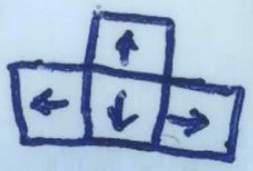
& CLAIM YOUR HEROIC PAST.











THE RUIN SEEKER BEGINS TO UNDERSTAND THE HOLY CROSS

↓ → ↑ ← ↑ →

Hidden Secrets

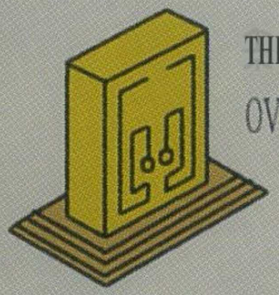
MUCH IS HIDDEN IN THIS WORLD, BOUND BEHIND THE POWER OF THE HOLY CROSS.

PROVE TO THOSE WHO GAVE OF THEIR CORE THAT YOU KNOW OF IT DEEPLY

OPEN THE VAULTS LEFT TO HELP WISE RUIN SEEKERS.

FREE THE SOULS THAT STAYED BEHIND TO GUIDE YOU AND RECEIVE THEIR GIFT.

49 FOLLOW THE GOLDEN PATH.

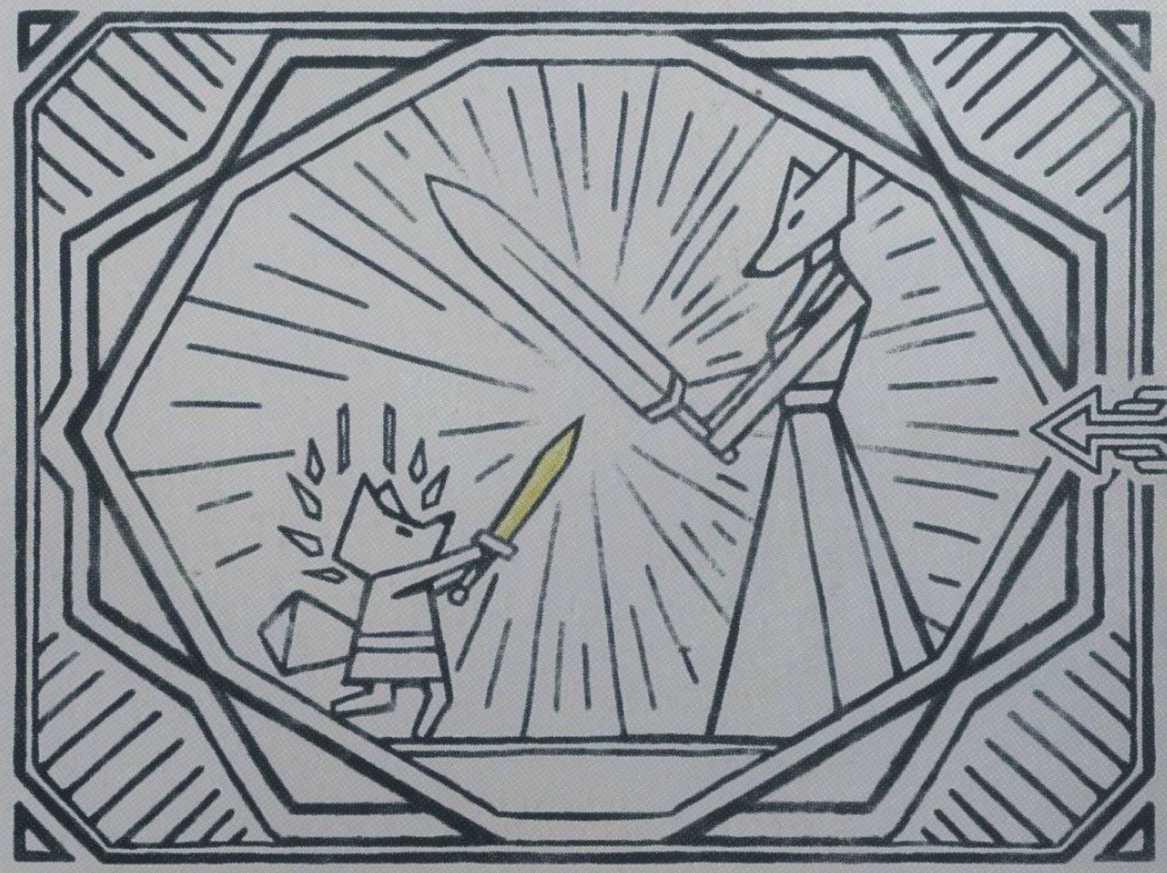


THE MONOLITH IN OVERWORLD

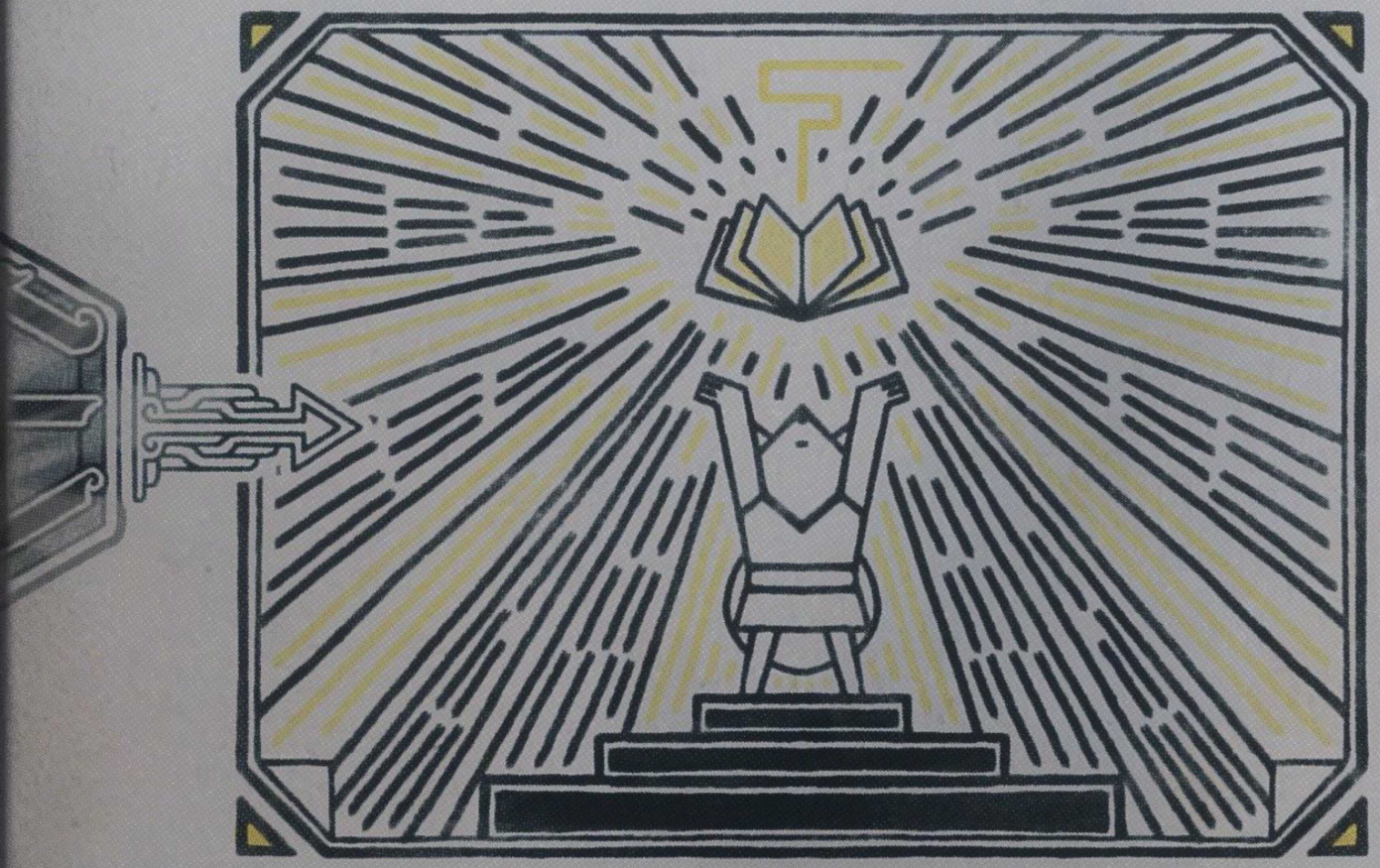
A TAKE YOUR RIGHTFUL PLACE

EXTINGUISH THE BEACON'S LAST SPARK AND BECOME A FRESH MARTYR.

COURAGE THAT IS UNTEMPERED BY KINDNESS RISKS EATING ITSELF FOREVER···



SHARE YOUR WISDOM

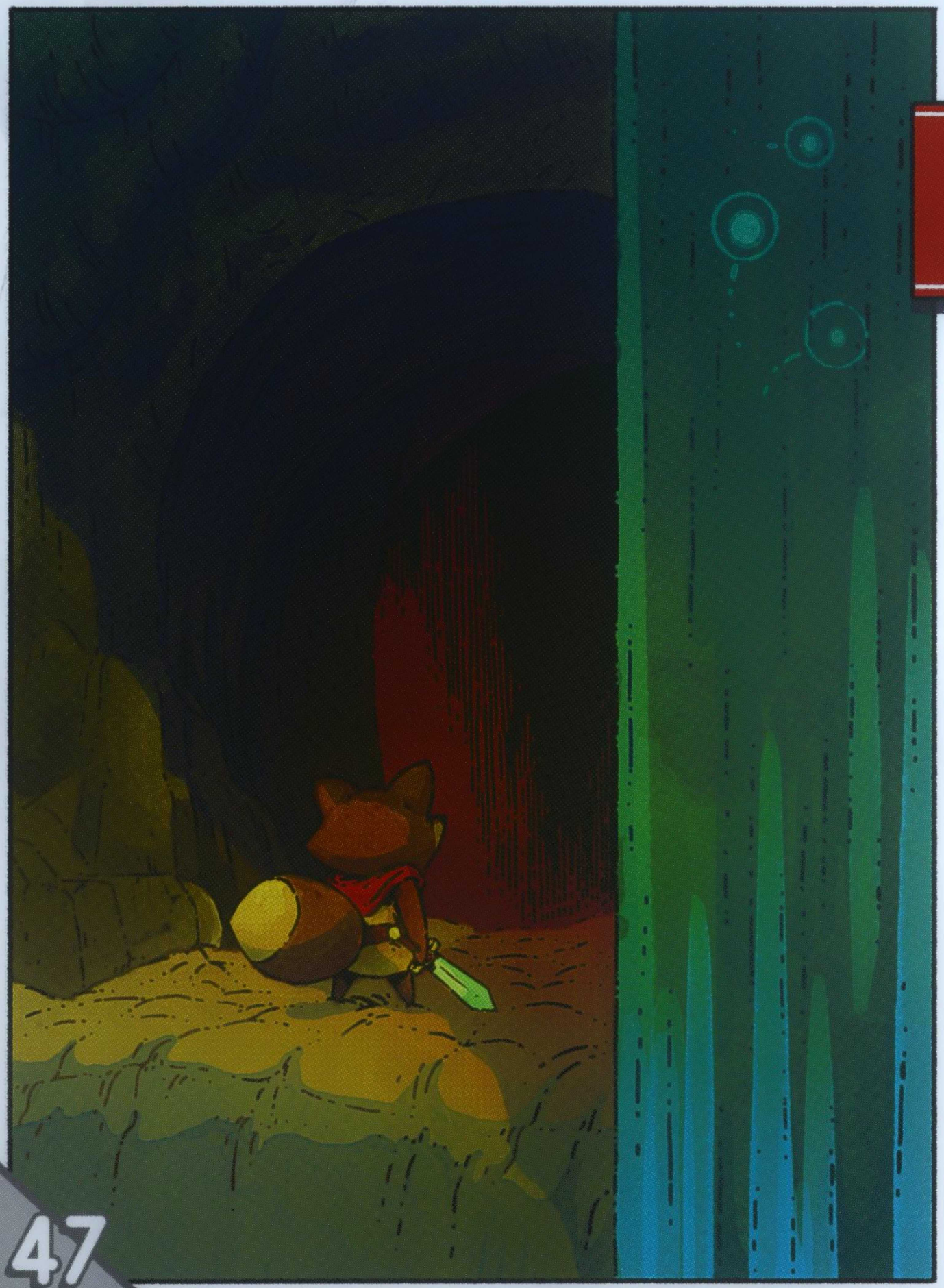


B

• • • WISDOM THAT IS
UNTEMPERED BY KINDNESS
IS NO WISDOM AT ALL·

BE FREE ·

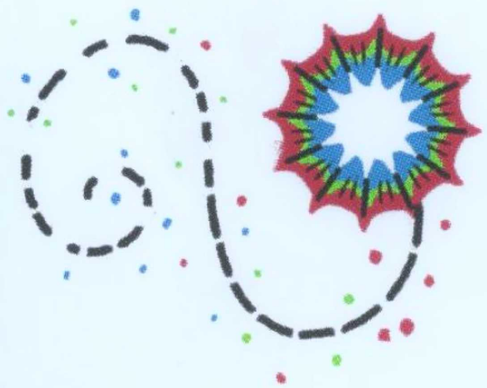
Use the power of the Holy Cross
and traverse the Golden Path



THE FAIR

FAIRY SOULS ARE TUCKED AWAY IN ALL CORNERS OF THE WORLD. THEY LOCK THEMSELVES IN GOLD BOXES, AWAITING A CLEVER RUIN SEEKER WHO KNOWS THE POWER OF **HOLY CROSS**.





A HIDDEN FAIRY WILL ALWAYS LEAVE A TRACE OF MAGIC NEARBY. THEY AWAIT A PARTICULAR SONG AND LISTEN FOR IT ETERNALLY. LOOK AROUND TO FIND A SECRET SPELL HIDDEN IN THE WORLD.

SEEKING-SPELL

TINY FALSE FAIRIES WILL BE DRAWN ALONG THE SMALL FOLD OF LOCAL TRUTH THE REAL FAIRY HAS CREATED AS A NEST.



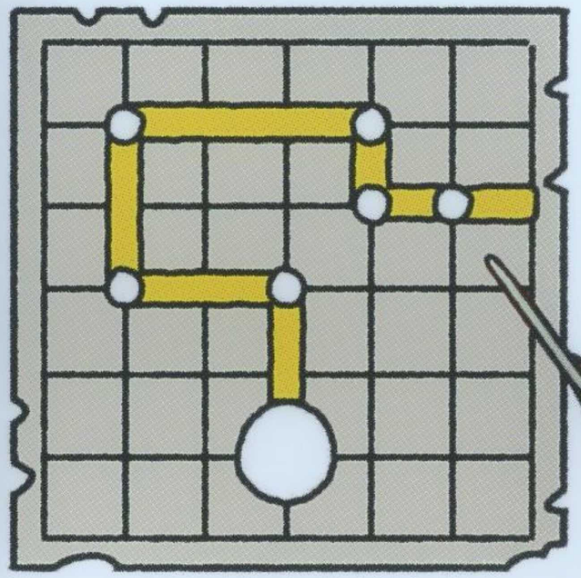
Y SPRING



SECRET GATHERING PLACE

BUT WHERE DO THEY GO?
FIND A SPECIAL LOCATION
WHERE ALL THE FREED FAIRIES GO.

IT IS SAID THEY HAVE A
"FINAL" TREASURE AND
WILL ONLY GIVE IT UP
WHEN A CERTAIN NUMBER OF
THEIR FRIENDS ARE FREED.



WHERE DO THE FAIRIES HIDE?

- ☐ FLOWERS 1
- ☐ FLOWERS 2
- ☐ MOSS
- ☐ CAUSTIC LIGHT
- ☐ SECRET GATHERING PLACE
- ☐ SEALED TEMPLE
- ☐ THE QUARRY
- ☐ EAST FOREST
- ☐ THE GREAT LIBRARY
- ☐ MAZE (COLUMN)
- ☐ VANE
- ☐ HOUSE
- ☐ PATROL
- ☐ CUBE
- ☐ MAZE (INVISIBLE)
- ☐ FOUNTAIN
- ☐ WEST GARDEN
- ☐ WEST GARDEN
- ☐ FORTRESS OF THE EASTERN VAULT
- ☐ EAST FOREST

100%

48 11 2 6 52

27 21 4 50 42

15 22 55 31 33

46 28 9 40 18

34 16 12 39 44

THE GOLDEN PATH

THE GREATEST SPELL



The Door In The Mountains

CARDS



ORANGE PERIL RING

- RAISES ATTACK WHEN LOW HEALTH.



CYAN PERIL RING

- RAISES DEFENSE WHEN LOW HEALTH.



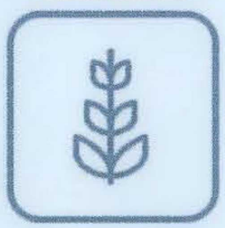
INVERTED ASH

- ALL HP POTIONS BECOME MP POTIONS.



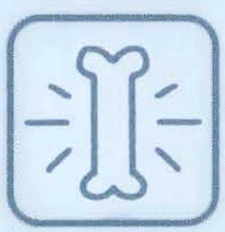
ANKLET

- MOVEMENT SPEED IS INCREASED SLIGHTLY.



PERFUME

- STAMINA RECOVERY IS INCREASED.



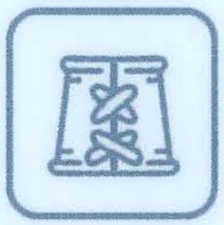
THE BONE

- DOUBLES INVINCIBILITY TIME DURING DODGE ROLLS.



TINCTURE

- ATTACK IS INCRESED.
- DEFENSE IS DECREASED.



BRACER

- REDUCES THE STAMINA LOST FROM BLOCKING.



LUCKY CUP

- ENEMIES DROP HEALTH HEARTS. (15% CHANCE)



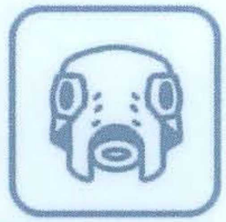
MUFFLING BELL

- ENEMY DETECTION RANGE IS DECREASED.



LOUDER ECHO

- ECHO-OF-SOUL EXPLOSION DAMAGE AND RADIUS ARE GREATLY INCREASED.



SCAVENGER'S MASK

- AFFORDS PROTECTION FROM THE MIASMA.



DAGGER STRAP

- MAGIC DAGGER CAST TIME IS REDUCED.



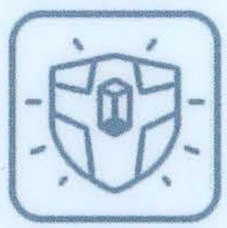
MAGIC ECHO

- RETRIEVING ECHO-OF-SOUL RESTORES SOME MP.



FIRE SWORD

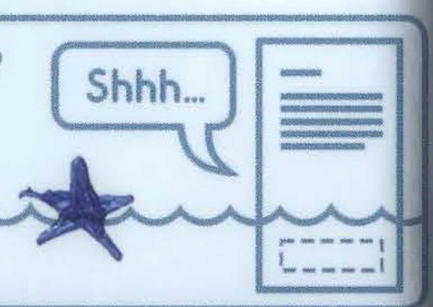
- SWORD IGNITES ENEMIES,
- BUT HP BECOMES 1.



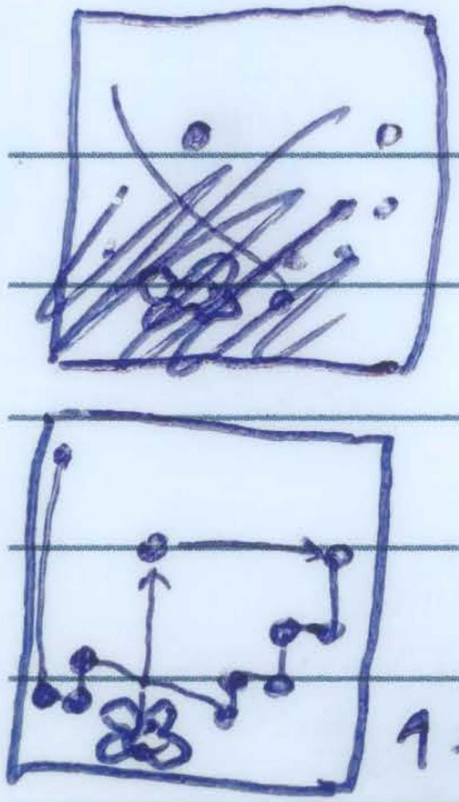
AURA'S GEM

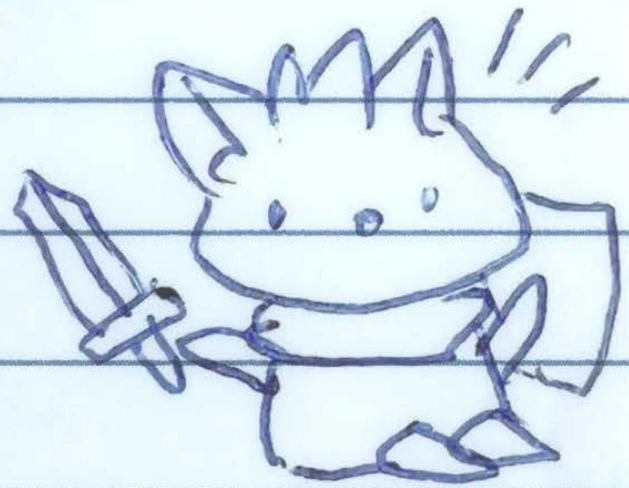
- PARRY TIMING WINDOW IS SLIGHTLY INCREASED. (TO PARRY, TAP SHIELD.)

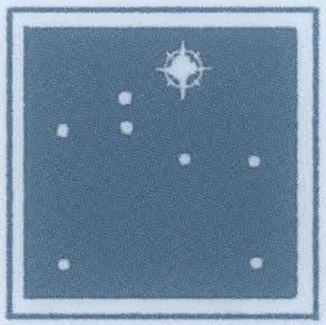
DID YOU RETAIN THE LETTER FROM US?
IMMERSE IT IN WATER FOR 60 seconds
TO SEE A SECRET MESSAGE.



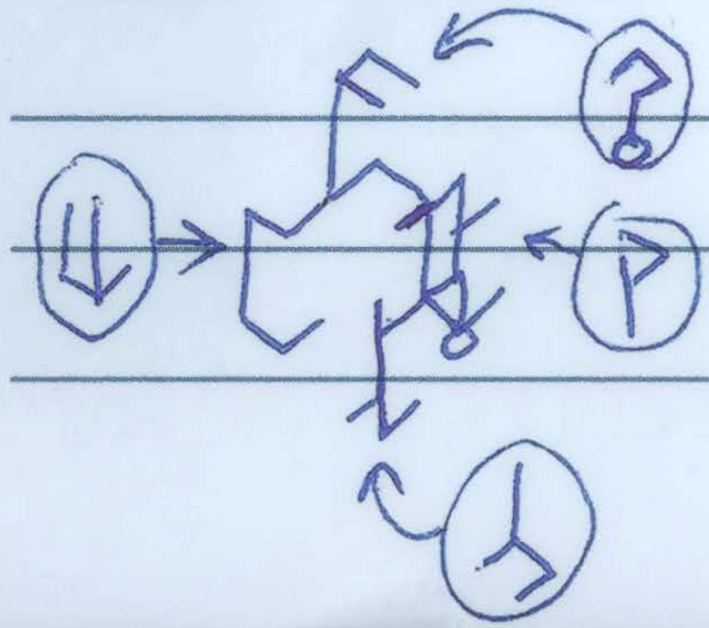
MEMO

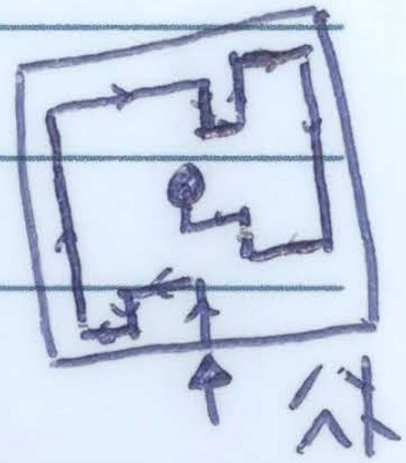






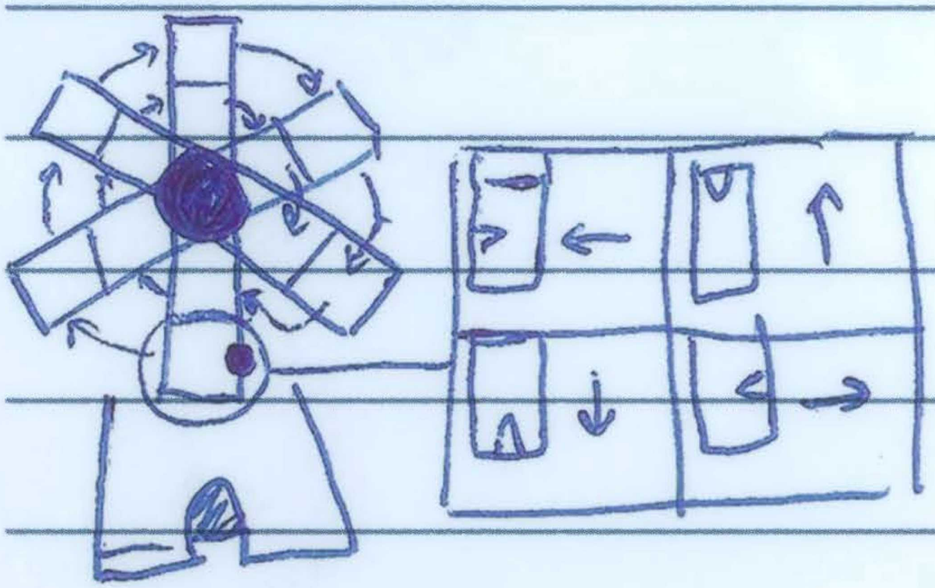




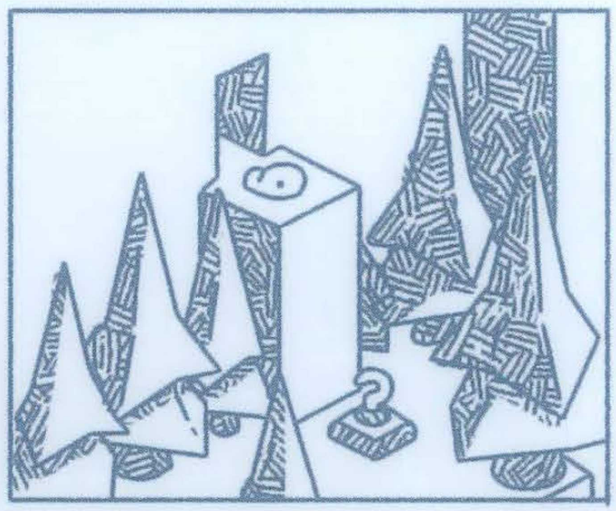


MAZE

MEMO

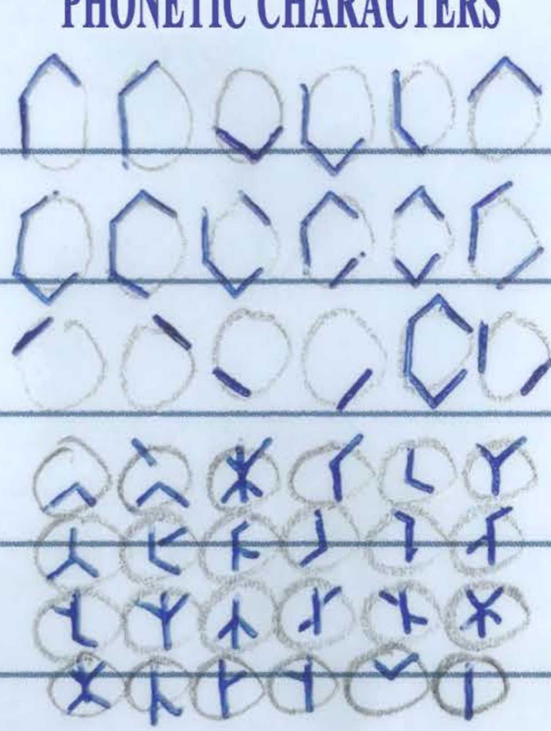






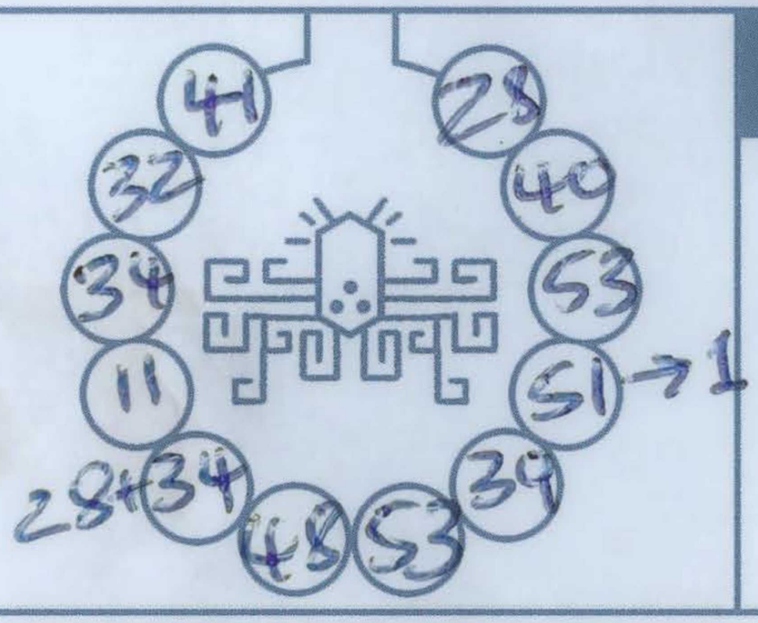
MEMO

PHONETIC CHARACTERS





CAN YOU SOLVE IT, TOO?

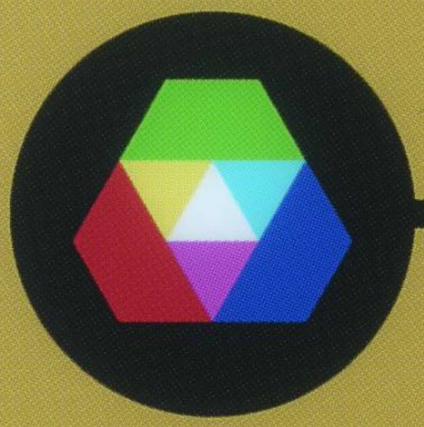


FOR ADDITIONAL SUPPORT & SECRETS

1 · FIND SOME RARE GOLDEN STATUES.

2 · TRAVERSE THE GLOW TO VISIT 12 STRANGE BEINGS

3 · "UN-SING" TO THEM THE GREATEST SONG,
THE SONG OF THE GOLDEN PATH, AS SEEN FROM WITHIN.




UNDER THE MOON
CONTEMPLATE THIS PRAYER
NEAR AN ANCIENT TOMB
PLUNDERED FOR ITS BLADE
LIES A SPECIAL PLACE.
↑↓↑↓←→←→↑↓←→