

Celia's Quest



User Manual

- *Instructions*
- *Game Mechanics*
- *Tips and Tricks*
- *Credits*



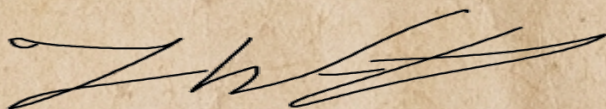
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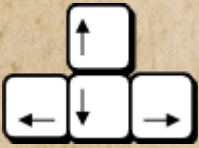
A MESSAGE TO YOU

Before anything else, I'd just like to say **thank you so much** for giving my game a twirl. Whether you've purchased it off Steam, gotten it from me or a friend or simply pirated it, I very much appreciate you taking time out of **your day** to spend time with my **baby**. I had a blast making this game, and hope you will have **even more fun** playing it, getting to know Celia and friends, and **exploring** this world I've made for you to enjoy. If you have any **questions or concerns** regarding **Celia's Quest** that aren't covered by this user manual, please do not hesitate to contact me at **celiasquest@gmail.com**.

Once again, **thank you**, and **please enjoy** your journey through **Celia's Quest**!

A stylized, handwritten signature in black ink, likely belonging to the author of the message.

CONTROLS



*Movement

*Menu selection



*Interact

*Forwards/Accept



*Cancel

*Backwards



*Talk to Guy (once acquired)



*Open map (once acquired)



*Toggle Run/Walk



*Change controls



*Toggle Fullscreen



*Change resolution

THE BATTLE SCREEN



1: Celia - Adventurer, hero, sometimes gardener

2: Enemy - A truly fearsome mushroom

3: Moves - Total and remaining Moves this turn

*Grey equals used Move Point, red equals unused

4: Statuses - Celia's current Buffs and Debuffs

*Things like poisons, power ups and exhaustion

5: Resources - Health, Mana and Talent Points

*Health is used to stay alive, mana and talent points are used for different abilities and regenerate in combat

6: Commands - Command list filled with tricks

*Divided into multiple sub-menus depending on type

FIGHTS, LOOT, SECRETS

Celia's Quest is, at its core, a simple game. There is something that has to be done, and Celia is the one who does it. Every other thing is simply a detail. Below is a brief explanation of some of these details:

HOW TO WIN A FIGHT

Simply put, make sure your Health Points are never fully depleted while getting your enemies' Health Points down to zero. There are many ways to do this, and even more ways to fail, so do try to find your own way.

HOW TO POWER UP

Celia's Quest is exploration driven. For Celia to get stronger, you must help her find Power Ups by exploring the world, solving puzzles and defeating special enemies.

HOW TO PROGRESS THE STORY

To get closer to her goal, Celia must find ways to get past obstacles in the world. These ways tend to be connected to special locations called Temples. The Temples are very dangerous though, so do make sure you are well prepared before exploring them.

THE CAST

There are many characters in Celia's Quest with rich backgrounds filled with adventure, but as a big part of the game is to explore the world for yourself, these stories are for you to find rather than me presenting them here. That said, some of the characters will still be introduced on these pages.



CELIA

Age: 17

A farmer's daughter about to marry a rich farmer's son to help secure her family's future as the number one corn farmers in the country. Not a huge fan of this idea in general. Longs for adventure.



JEINE

Age: 15

A princess, and heir to an entire kingdom! Not that she's super stoked about the idea. Jeine would like nothing more than to slip away from her duties to go explore the world. Very magically gifted, but magic is nothing a princess would do...



GUY

Age: ?

As with all fairies, Guy doesn't care much about time and space, nor does he care about manners, morality, or anything, really. Except his best friend, Jeine, that is.



THE OLD KNIGHT

Age: 67

An old grumpy man of unknown origin. Though little is known about this old knight, the fact that he is an excellent swordsman cannot be denied. While reluctant at first, he is willing to teach Celia the art of true heroism, if that is the path she chooses.



SHADE

Age: 28

Possibly the sneakiest person in the world, Shade has somehow managed to remain stealthy while using nothing but bombs and explosions. Though he gives off an aura of banditry, there must be a reason why he's able to stand in the middle of a town without being apprehended by the law...



MOUFIN AYAR

Age: 83

A set of almost-immortal lips, only able to perish from getting extremely dry, Moufin was once much more than a mouth in a jar. At one point, he even wielded the power of the gods, but he was stopped and, due to his immortality, reduced to his current state.



THE PIRATE

Age: 32 yarrs

While endowed with many parrots, a pirate without a ship is a sad sight. However, this pirate seems to be enjoying himself nonetheless. If it is because of his beaming optimism, or his hidden stash of rum, we will probably never know. Either way, a better teacher of quick stabs and cheap tricks is very hard to find.



THE PUNCH MAGE Age: ?

A man of few words and many Punches, the Punch Mage is much more than meets the eye. Rumoured to have Punched a kingdom into a democracy, to have eradicated famine from a continent with his fists, and many other great deeds, he is known by people all over the world.



THE INVENTOR Age: 47

A most eccentric man, this inventor has found a way to not be bound by petty things such as logic or reason, and has created many very intricate inventions, though their usefulness vary from completely useless to incredibly dangerous.

STATUS EFFECTS

There are many different status effects in the world of Celia's Quest. Some are tied to different skill types, some to different enemies, but some are more commonly encountered. These common status effects, and their actual effects on whoever is afflicted, are listed below. All status effects work multiplicatively, and refreshes the duration of all stacks when reapplied.



Amplify Damage

Max stacks: 10

Increases all Brawl and Magic based damage taken by 10% per stack. Lasts until end of combat.



Poisoned

Max stacks: 10

Drains Health Points at a rate of 1% per turn and lowers healing received by 10% per stack. Lasts 5 turns.



Bleeding

Max stacks: 10

Drains Health Points at a rate of 2% per turn. Lasts 5 turns.



Devolved

Max stacks: 10

Lowers maximum Health Points by 10% per stack. Lasts until end of combat.



Burning

Max stacks: 3

Drains Health Points at a rate of 3% per turn and increases damage taken from Magic based attacks by 10% per stack. Lasts 3 turns.



Freezing

Max stacks: 3

Lowers Dexterity by 20% and increases damage taken by Brawl based attacks by 10% per stack. Lasts 3 turns.



Panicking

Max stacks: 3

Lowers Intelligence by 20% and increases damage taken by Tech based attacks by 10% per stack. Lasts 3 turns.



Suffocating

Max stacks: 3

Drains Health Points at a rate of 3% per turn and lowers Strength by 20% per stack. Lasts 3 turns.



Stunned

Max stacks: 5

Lowers Strength, Dexterity and Intelligence by 10% per stack. Lasts 3 turns.



Slowed

Max stacks: 3

Lowers Move Points by 1 per stack. Moves cannot go below 1. Lasts 3 turns.

STATS AND SKILL TYPES

Celia and her opponents use a wide variety of different stats and skills to battle and interact, some easier to understand than others.

COMBAT STATS

Health Points

Celia's range: 100-240

Current health. When someone's Health Points reach 0, they collapse, and cannot go on. Celia's Health Points reaching 0 results in a Game Over. Health Points recover by a differing number after each combat, depending on difficulty settings and equipment. Casual mode heals Celia for 40 Health Points after each victory, Normal mode for 20 and Hard mode for 10. These values can be improved by equipment.

Mana Points

Celia's range: 10

Magical reserves. Mana Points are used to cast Magic. They recharge quickly (5 per turn), but running out in the middle of a battle can be devastating for a Magic focused character. Celia fully recharges her Mana Points at the start of every battle.

Talent Points

Celia's range: 5-10

Used for special skills that require extra focus, such as Swashbucklery, Spellbladery and Techmathurgy. Recharges very slowly (1 per turn) in combat, and should be used sparingly because of this. Celia always starts a battle with half of her Talent Points, rounded up.

PRIMARY ATTRIBUTES

Strength

Celia's range: 1-10

Not just brute strength, but also knowledge of how to use it! Beings with high Strength are able to brute force their way through life, but are easily tired if they are not careful.

Strength strongly affects Brawl, Swashbucklery and Spellbladery skills, while having a lesser effect on Tech abilities. Because of this, Strength is a desirable attribute for swordsmen, pirates and spellblades. Strength also protects some against Magic.

Dexterity

Celia's range: 1-10

The art of being really sneaky, no matter what. Dexterious beings tend to manage to sneak past any obstacle in life without being noticed, but lack upfront force compared to others.

Dexterity strongly affects Tech, Swashbucklery and Techmathurgy skills, while having a lesser effect on Magic abilities. This makes Dexterity valuable to rogues, pirates and techmathurges. Dexterity also protects some against Brawl.

Intelligence

Celia's range: 1-10

The ability to use the mind as a weapon, either for solving logical problems or simply tapping into your potential to hurl a fireball at an enemy. Beings with high Intelligence can logic or magic their way through any problem they face, but tend to work better in short bursts, losing out in power over time.

Intelligence strongly affects Magic, Spellbladery and Techmathurgy skills, while having a lesser effect on Brawl. This makes Intelligence important to mages, spellblades and techmathurges. Intelligence also protects some against Tech.

Moves

Celia's range: 2-5

Moves represent how fast someone moves in a battle. The more Move Points, the better, as it allows for more actions before enemies can react. Because of this Moves are powerful no matter your focus, and any being with many Moves is sure to do well in battle, and in life!

OUT OF COMBAT STATS

Fame

Celia's range: 1-10

How famous someone is. Being famous has many advantages, as people are much more willing to help someone famous than just a random stranger. While harder to gain compared to primary attributes, Fame has no direct effect on combat, but serves as help when interacting with friendlier beings.

Fame also has a role in determining how the story of Celia's Quest ends...

Friendship

Celia's range: 1-10

How close someone is to those around them. In Celia's case, how close she is to Guy and those who help her out on her quest. Friendship, just like Fame, is difficult to gain compared to primary attributes, and has no actual in combat effects. It does help when adventuring, however, as a high Friendship value makes Guy more willing to help out, and might even tip the odds in your favour when gambling for items!

Friendship, just like Fame, can change the outcome of the story of Celia's Quest...

SKILL TYPES

Brawl

Skill mechanic: Exhaustion



Simple, physical combat, relying on Strength to land single devastatingly powerful hits, while using Intelligence to figure out where to aim. Brawl scales twice as strong with Strength compared to Intelligence, and deals less damage to enemies with high Dexterity.

Brawl focuses primarily on dealing consistent damage to few targets over many turns while protecting the user. Outside of some self-protection, Brawl has very low utility, and lacks reliable area of effect damage.

Brawl's skill mechanic, Exhaustion, makes multiple Brawl moves in one turn have diminishing returns, as every offensive Brawl adds one of more Exhaustion stacks to Celia, lowering her Strength until the end of the turn. Because of this a Brawl user needs to pay close attention to the order they use their skills in, as the first offensive Brawl skill every turn will most likely be the strongest.

A Brawl focused character can dip into most other skill types for added utility, and Brawl itself can be used as a secondary skill type due to its self-protection and damage increase skills. Brawl works especially well coupled with abilities that inflict Freezing, as Frozen enemies take more damage from Brawl in general. While Brawl has natural synergy with both Swashbucklery and Spellbladery, it is important to remember that even if those two skill types don't add Exhaustion stacks, they are still affected by stacks already in place.

Tech

Skill mechanic: Marks



Trickery, control, patience. These three things define Tech. Use Dexterity to create potent bombs and traps, and Strength to hurl them at an enemy, then wait for the bombs to detonate. Tech scales twice as strong with Dexterity compared to Strength and deals less damage to enemies with high Intelligence.

Tech focuses primarily on status effects and area of effect damage. Instead of protecting the user, Tech weakens its opponents, lowering their damage output and defensive ability. The downside to Tech is that its damage is delayed, which often creates situations where the user has to simply soak up damage for a couple of turns while waiting for the different Tech skills to trigger.

Tech's skill mechanic, Marks, is the reason Tech damage is usually delayed. Instead of instantly damaging an opponent, a Tech user marks its prey with one or multiple different Marks, which in turn trigger after a set number of turns, dealing damage and adding different status effects. Some Marks add status effects by themselves, but this is fairly uncommon. Marks of the same kind do not stack, but can be refreshed on the same target, which puts a lot of emphasis on correct targeting and timing.

A Tech focused character can dip into most other skill types for added utility, and Tech itself can be used as a secondary skill type due to its many status effects. Tech works especially well with skills that provide healing or damage mitigation, as Tech builds tend to be fairly slow in combat. Tech has natural synergy with Swashbucklery and Techmaturgy, the former adding some much needed burst, and the latter giving access to damage mitigation.

Magic

Skill mechanic: Ebb and Flow



Thunder, fire and ice are the three main elements Magic users utilize to rain destruction on their opponents. Using their Intelligence to turn their minds into a deadly weapon, and their Dexterity to weave complex hand signs to improve the potency of their spells, very few things can stand in the way of a Mage. Magic scales twice as strong with Intelligence compared to Dexterity, and deals less damage to enemies with high Strength.

Magic focuses primarily on dealing high burst damage to many targets at once, utilizing powerful combinations of heavy hitting abilities to decimate groups of enemies quickly. Magic is very demanding to use, however, and a Mage who is not careful risk running out of Mana Points, and will have to spend time recovering between bursts of damage.

Magic's skill mechanic, Ebb and Flow, divides its offensive skills into two types of damage, Ebb and Flow damage. Hitting a foe with an Ebb attuned skill will make the next Flow skill against it stronger. This will in turn remove the Ebb charge, and apply a Flow charge instead, making the next Ebb skill stronger. Properly chaining Ebb and Flow skills is the key to success as a Magic user.

A Magic focused character can dip into most other skill types for added utility, and Magic itself can be used as a secondary skill type due to the debuffs that come with its more costly abilities. Magic works especially well with skills that provide single target damage or ways to stall a battle, as a Magic user often finds itself having to recharge Mana Points in the middle of a battle. Magic has natural synergy with Spellbladery and Techmaturgy, the former adding single target executions and the latter giving access to even more area of effect damage.

Swashbucklery

Skill mechanic: Yarr harr!



Sword in one hand, pistol in the other, a Swashbuckler does not shy away from any cheap trick or underhanded attack to not only defeat, but also humiliate, their enemies! Using a combination of Strength and Dexterity to the same extent to jump across the battlefield, delivering stabs and pistol shots left and right, a Swashbuckler's biggest threat is a foe with high Intelligence, as they take less of a punishment from Swashbucklery.

Swashbucklery focuses primarily on dealing very high single target damage while stacking status effects on the poor target. What it lacks in crowd control, it makes up for with pure dueling potential, as Swashbucklers are able to heal themselves off wounded enemies, or even execute them on the spot, not stopping for a second before delivering multiple lightning fast stabs to their next target.

Like all of the hybrid skill types, Swashbucklery requires Talent Points to use. Because of this, the potency of Swashbucklery is reliant on how many Talent Shards Celia has collected, and basing a build around Swashbucklery, though possible, will prove challenging.

Swashbucklery, due to scaling with Dexterity and Strength, works the best when coupled with Tech and Brawl. While Brawl provides powerful single target damage, it is important to note that Swashbucklery is affected by Exhaustion, and benefits from being used before Brawl skills rather than after. The powerful crowd control provided by Tech works great with Swashbucklery, as Tech can keep secondary targets weakened while the Swashbuckler focuses on the most important enemy.

Spellbladery

Skill mechanic: Rising Force



There are few things as deadly as a weapon infused with magical energies. Spellbladery is just that, a combination of steel and magic. A Spellblade fights just as much with Strength as with Intelligence, weaving spells and cantrips into slashes and stabs. The only thing capable of standing in a Spellblade's way is a foe with high Dexterity, as it can dodge at least parts of the damage from the incoming barrage of magical sword attacks.

Spellbladery focuses primarily on dealing very high damage to single foes or groups alike, forsaking utility and speed for the sake of pure damage output. While lacking in conventional status effects, Spellbladery gives access to damage amplification and self healing, giving many different options for turning a fight in the Spellblade's favour.

Spellbladery's skill mechanic, Rising Force requires the user to channel its inner powers before unleashing them into devastating attacks. This is done by activating Rising Force, and waiting for up to three turns before using the built up power together with a Spellbladery skill. Rising Force channels the user's innate Talent Point regen into Force stacks rather than Talent Points, which in turn increase the potency of the different Spellbladery skills. Be careful though, as channeling Rising Force for more than three turns will make it overload, which, while not dangerous, wastes all Force stacks while only dealing minor damage to all enemies.

Spellbladery scales with Strength and Intelligence, and works the best when coupled with Brawl and Magic. Note that Spellbladery is affected by Exhaustion, and benefits from being used before Brawl skills. Magic together with Spellbladery gives access to wave after wave of powerful but costly area damage.

Techmathurgy

Skill mechanic: No logic necessary



While technology is limited and magic requires powerful focus, combining the two removes both limitations and the need to focus. Techmathurgy, the art of loading impossible technology with mana, lets a Techmathurge ignore such petty things as logic, reason or laws of nature to create glorious, but unstable, contraptions. A Techmathurge uses Dexterity and Intelligence to create tools for combat, but struggles against foes with high Strength as they can shrug off the effects better than others.

Techmathurgy focuses primarily on quickly applying status effects to many foes at once, sacrificing raw strength to quickly take control of the battlefield, sickening, weakening and blinding the opposition rather than beating them with pure force. There is no better source of different status effects as Techmathurgy, and a Techmathurge can rest easy knowing there is no protection more potent than the ability to set up anti-magic barriers, blinding foes and stunning multiple threats at once.

Like all of the hybrid skill types, Techmathurgy requires Talent Points to use. Because of this, the potency of Techmathurgy is reliant on how many Talent Shards Celia has collected, and basing a build around Techmathurgy, though possible, will prove challenging.

Techmathurgy, due to scaling with Dexterity and Intelligence, works the best when coupled with Tech and Magic. While Tech provides even more crowd control and good damage over time, a lack of early damage output can hurt a reckless Techmathurge. Adding the potent crowd control of Techmathurgy to the devastating area of effect damage of Magic will turn large groups of enemies into nothing more than minor annoyances.

ITEMS AND EQUIPMENT

There are many different items and gears in the world of Celia's Quest, and though their exact uses can only be discovered during the journey itself, a brief outline of some of the more common items and the general purpose of some item types will be explained below.

Usables



Red Potion

Recovers one third of Celia's max Health. Turns into an Empty Potion when used



Empty Potion

Can be refilled by Guy or at a Sanctuary to turn into a Red Potion



Valley Map

A map of the valley. Use to see Celia's current location



Lunch

So delicious it heals all wounds, but can only be used once



Foodstuffs

Recovers a little Health Points and adds one or more buffs for the next battle. Very filling, so only one foodstuff can be used before each battle



Craft Kit

Give this kit to one of the many shop owners in Villageville to expand their stock



Stat Token

Give this token to a stat trainer in Villageville to improve Celia's Strength, Dexterity or Intelligence



Skill Token

Give this token to a skill trainer to learn or upgrade a skill

Equipment



Swords

Swords have a chance to add status effects to Brawl, Swashbucklery and Spellbladery based attack. The rate varies between attacks, but is usually around 25%, and tends to favour multi-hit attacks as there are more chances to trigger the effects



Shields

Shields protect against elemental debuffs such as Burning, making the right shield a lifesaver in many situations



Hats

Hats lower certain types of incoming damage, granting reliable survivability in an otherwise very dangerous world



Robes

Robes protect their user by different means, from increasing max Health Points to protecting against Poison and Bleeding



Jewels

Jewels have many subtle abilities, from soothing ache to being imbued with the power of Friendship, whatever that means

SKILL DESCRIPTIONS

A note on damage formulae: (STR + INT - DEX) means Celia's Strength plus Celia's Intelligence minus her foe's Dexterity. Celia's own attributes never lower her damage.

Brawl

Drink Potion



Cooldown: 2 turns

Cost: 1 Red Potion

Uses a Red Potion to heal Celia for one third of her max Health Points. Does not use a Move Point. Does not need to be learned.

Upgrades to

Drink Special Potion

Cooldown: 2 turns

Cost: 1 Sp. Potion

Uses a Special Potion to heal Celia for one third of her max Heal Points. *Also removes any negative status effects* Does not use a move point.

Punch



Cooldown: None

Cost: None

Deals (2*STR + INT - DEX) Brawl damage to a single target. Adds 1 Exhaustion stack to Celia. Does not need to be learned.

Upgrades to

Ice Cold Punch

Cooldown: None

Cost: None

Deals (2*STR + INT - DEX) Brawl damage *and adds 1 stack of Freezing* to a single target. Adds 1 Exhaustion stack to Celia.

Or

Uppercut

Cooldown: None

Cost: None

Deals (2*STR + INT - DEX) Brawl damage *and adds 1 stack of Stunned* to a single target. Adds 1 Exhaustion stack to Celia.

Stabby Stab



Cooldown: 1 turn

Cost: None

Deals $(2*STR + INT - DEX)$ Brawl damage to two random targets. Adds 3 Exhaustion stacks to Celia.

Upgrades to

Stabbier Stab

Cooldown: 1 turn

Cost: None

Deals $(2*STR + INT - DEX)$ Brawl damage to *three random targets*. Adds 3 Exhaustion stacks to Celia.

Or

Stabbiest Stab

Cooldown: 1 turn

Cost: None

Deals $(2*STR + INT - DEX)$ Brawl damage to *all enemies*. Adds 3 Exhaustion stacks to Celia.

Wrong-End Stab



Cooldown: 2 turns

Cost: None

Deals $(2*STR + INT - DEX)$ Brawl damage and adds 2 stacks of Stunned to a single target. Adds 3 Exhaustion stacks to Celia.

Upgrades to

Wrong-End-Right-End

Cooldown: 2 turns

Cost: None

Deals $(3*STR + 1.5*INT - 1.5*DEX)$ Brawl damage and adds 2 stacks of Stunned to a single target. Adds 3 Exhaustion stacks to Celia.

Or

Wrong-End Face Stab

Cooldown: 2 turns

Cost: None

Deals $(2*STR + INT - DEX)$ Brawl damage, adds 2 stacks of Stunned *and 2 stacks of Bleeding* to a single target. Adds 3 Exhaustion stacks to Celia.

Strikey Pose



Cooldown: 4 turns

Cost: None

Doubles the damage of Celia's next damaging Brawl skill.

Upgrades to

Speedy Pose

Cooldown: 4 turns

Cost: None

Doubles the damage of Celia's next damaging Brawl skill. *Does not use a Move Point.*

Or

Fighty Pose

Cooldown: 4 turns

Cost: None

Doubles the damage of Celia's *next damaging skill*.

Hidey Pose



Cooldown: 2 turns

Cost: None

Prevents all damage, but not status effects, from the next incoming attack.

Upgrades to

Guardy Pose

Cooldown: 2 turns

Cost: None

Prevents all damage, but not status effects, from the next incoming attack. *Also reduces any other damage taken by 50% until end of turn.*

Or

Healy Pose

Cooldown: 2 turns

Cost: None

Prevents all damage, but not status effects, from the next incoming attack. *Heals Celia for 10% of her max Health Points on use.*

Tech

Icky Bomb



Cooldown: 3 turns

Cost: None

Places an Icky Mark and adds 1 stack of Stunned to a single target. Two turns later, the Mark detonates, dealing $(6*DEX + 2*STR - 2*INT)$ Tech damage and adding 2 stacks of Bleeding. Does not need to be learned.

Upgrades to

Glue Bomb

Cooldown: 3 turns

Cost: None

Places an Icky Mark and adds 1 stack of Stunned to a single target. Two turns later, the Mark detonates, dealing $(4*DEX + 2*STR - 2*INT)$ Tech damage, adding 2 stacks of Bleeding *and 2 stacks of Stunned*.

Or

Super Icky Bomb

Cooldown: 4 turns

Cost: None

Places an Icky Mark and adds 1 stack of Stunned to a single target. *Three turns later*, the Mark detonates, dealing $(6*DEX + 2*STR - 2*INT)$ Tech Damage and adding 2 stacks of Bleeding *to all enemies*.

Trip Wire Bomb



Cooldown: None

Cost: None

Places a Trip Wire Mark on a single target. When that enemy dies, the Mark detonates, dealing $(4*DEX + 2*STR - 2*INT)$ Tech Damage and adding 1 stack of Burning to all enemies.

Upgrades to

Booby Trap

Cooldown: 3 turns

Cost: None

Places a Trip Wire Mark on a single enemy. *Two turns later*, the Mark detonates, dealing $(6*DEX + 2*STR - 2*INT)$ Tech damage and adding 1 stack of Burning to all enemies.

Or

Barbed Wire Bomb

Cooldown: None

Cost: None

Places a Trip Wire Mark on a single target, *adding 1 stack of Bleeding every turn*. When that enemy dies, the Mark detonates, dealing $(6*DEX + 2*STR - 2*INT)$ Tech damage and adding 1 stack of Burning to all enemies.

Party Bomb



Cooldown: 1 turn

Cost: None

Places a Party Mark on a single target. After one turn, unless another Party Mark has been placed on another target, all placed Party Marks detonate, each of them dealing $(1.5*DEX + 0.5*STR - 0.5*INT)$ Tech damage to all enemies. Any enemy afflicted by a Party Mark will take twice the damage.

Upgrades to

Surprise Party Bomb

Cooldown: 1 turn

Cost: None

Places a Party Mark on a single target. After one turn, unless another Party Mark has been placed on another target, any placed Party Marks detonate, dealing $(1.5*DEX + 0.5*STR - 0.5*INT)$ Tech damage *and adds one stack of Panicking* to all enemies. Any enemy afflicted by a Party Mark will take twice the damage.

Or

Foam Party Bomb

Cooldown: 1 turn

Cost: None

Places a Party Mark on a single target. After one turn, unless another Party Mark has been placed on another target, any placed Party Marks detonate, dealing $(1.5*DEX + 0.5*STR - 0.5*INT)$ Tech damage *and adds one stack of Freezing* to all enemies. Any enemy afflicted by a Party Mark will take twice the damage.

New Pocket Bomb



Cooldown: 5 turns

Cost: None

Places a Pocket Mark on a single target. Four turns later, the Mark detonates, dealing $(12 \times \text{DEX} + 4 \times \text{STR} - 4 \times \text{INT})$ Tech damage and adding 2 stacks of Burning.

Upgrades to

Newer Pocket Bomb

Cooldown: 5 turns

Cost: None

Places a Pocket Mark on a single target. Four turns later, the Mark detonates, *dealing $(6 \times \text{DEX} + 2 \times \text{STR} - 2 \times \text{INT})$ Tech damage to all enemies. Hits the primary target twice, also adding two stacks of Burning to it.*

Or

All The Bombs!

Cooldown: 8 turns

Cost: None

Places a Pocket Mark on a single target. *Seven turns later*, the Mark detonates, dealing $(12 \times \text{DEX} + 4 \times \text{STR} - 4 \times \text{INT})$ Tech damage and adding 2 stacks of Burning *to all enemies*.

Short Fuse



Cooldown: 4 turns

Cost: None

Lowers the waiting period of all currently placed Marks by 1 turn.

Upgrades to

Shorter Fuse

Cooldown: 4 turns

Cost: None

Lowers the waiting period of all currently placed Marks by 1 turn. *Does not use a Move Point.*

Or

Detonate!

Cooldown: 4 turns

Cost: None

Instantly detonates all current Marks. Adds a temporary cooldown to all Tech skills on use based on their natural cooldown.

Magic

Disappointing Spark



Cooldown: None

Cost: 2 Mana Points

Deals $(INT + 0.5*DEX - 0.5*STR)$ Magic damage to a single target, Charging it unless it is already Charged. If the target is Charged, deals $(2.5*INT + 1.25*DEX - 1.25*STR)$ Magic damage and removes Charged. Does not need to be learned.

Upgrades to

Disappointing Chain



Cooldown: None

Cost: 2 Mana Points

Deals $(0.5*INT + 0.25*DEX - 0.5*STR)$, plus an additional $(0.25*INT + 0.12*DEX)$ per target beyond the first, Magic damage to all enemies, charging them with Flow. Deals 50% more damage to enemies charged with Ebb.

Or

Fizzle



Cooldown: 1 turn

Cost: None

Turns all Ebb charges on enemies into Flow charges, and all Flow charges into Ebb charges. Does not use a Move Point.

Reasonable Destruction



Cooldown: None

Cost: 6 Mana Points

Deals $(2.5*INT + 1.25*DEX - 1.25*STR)$ Magic damage to all enemies, charging them with Flow. Deals 50% more damage to enemies charged with Ebb.

Upgrades to

Reasonable Firestorm



Cooldown: None

Cost: 6 Mana Points

Adds 3 stacks of Burning to all enemies, and charges them with Ebb. Deals no damage.

Or

Unreasonable Destruction



Cooldown: None

Cost: 6 Mana Points

Deals $(3.5*INT + 1.75*DEX - 1.75*STR)$ Magic damage to all enemies, charging them with Flow. Deals 50% more damage to enemies charged with Ebb. *Adds 2 stacks of Burning to Celia.*

Moment of Cold



Cooldown: None

Cost: 4 Mana Points

Deals $(1.5*INT + 0.75*DEX - 0.75*STR)$ Magic damage and adds 1 stack of Freezing to all enemies, while charging them with Ebb. Deals 50% more damage to enemies charged with Flow.

Upgrades to

Moment of Hail



Cooldown: None

Cost: 4 Mana Points

Deals $(1.5*INT + 0.75*DEX - 0.75*STR)$ Magic damage and adds 1 stack of Freezing *and 1 stack of Stunned* to all enemies, while charging them with Flow. Deals 50% more damage to enemies charged with Ebb.

Or

Minute of Cold



Cooldown: None

Cost: 6 Mana Points

Deals $(INT + 0.5*DEX - 0.5*STR)$ Magic damage and adds 1 stack of Freezing to all enemies, while charging them with Ebb. *Repeats itself at the end of the turn for two turns.* Deals 50% more damage to enemies charged with Flow.

Earthshake



Cooldown: None

Cost: 3 Mana Points

Deals $(2.5*INT + 1.25*DEX - 1.25*STR)$ Magic damage to a single target, charging it with Ebb. Deals 50% more damage to enemies charged with Flow.

Upgrades to

Pointy Rocks



Cooldown: None
Cost: 3 Mana Points

Deals $(2.5*INT + 1.25*DEX - 1.25*STR)$ Magic damage *and adds 2 stacks of Bleeding to a single target*, charging it with Ebb. Deals 50% more damage to enemies charged with Flow.

Or

Shake Shake Shake!



Cooldown: None
Cost: 2 Mana Points

Deals $(1.5*INT + 0.75*DEX - 0.75*STR)$ Magic damage to 2 random targets, charging them with Flow. Deals 50% more damage to enemies charged with Ebb. *Using Shake Shake Shake! increases the skill's potency and Mana Point cost for several turns, stacking up to three times. At its peak, Shake Shake Shake! deals $(6*INT + 3*DEX - 3*STR)$ Magic damage at the cost of 8 Mana Points.*

Power Trickling



Cooldown: None
Cost: None

Instantly recovers 2 Mana Points.

Upgrades to

Invigorating Trickle



Cooldown: None
Cost: None

Instantly recovers 2 Mana Points *and 10% of Celia's Max Health Points.*

Or

Charged Trickle



Cooldown: None
Cost: None

Instantly recovers 2 Mana Points *and charges all enemies with both Ebb and Flow.*

Swashbucklery

Groggy Blade



Cooldown: None

Cost: 3 Talent Points

Deals $(2.5 \times \text{STR} + 2.5 \times \text{DEX} - 1.25 \times \text{INT})$ Hybrid damage and adds 1 stack of Bleeding, Poisoned and Burning to a single target.

Upgrades to

Quick Blade

Cooldown: None

Cost: 3 Talent Points

Deals $(2.5 \times \text{STR} + 2.5 \times \text{DEX} - 1.25 \times \text{INT})$ Hybrid damage and adds 1 stack of Bleeding, Poisoned and Burning to a single target. *Does not use a Move Point.*

Or

Grog Waltz

Cooldown: None

Cost: 4 Talent Points

Deals $(2.5 \times \text{STR} + 2.5 \times \text{DEX} - 1.25 \times \text{INT})$ Hybrid damage and adds 1 stack of Bleeding, Poisoned and Burning to 2 *random enemies*.

Walk The Plank



Cooldown: None

Cost: 3 Talent Points

Deals $(1.5 \times \text{STR} + 1.5 \times \text{DEX} - 0.75 \times \text{INT})$ Hybrid damage and adds 3 stacks of Suffocating to a single target.

Upgrades to

Shark!

Cooldown: None

Cost: 3 Talent Points

Deals $(1.5 \times \text{STR} + 1.5 \times \text{DEX} - 0.75 \times \text{INT})$ Hybrid damage and adds 3 stacks of Suffocating *and Bleeding* to a single target.

Or

Muddy Waters

Cooldown: None

Cost: 3 Talent Points

Deals $(1.5*STR + 1.5*DEX - 0.75*INT)$ Hybrid damage and adds 3 stacks of Suffocating *and Poisoned* to a single target.

Pocket Cannon



Cooldown: None

Cost: 4 Talent Points

Deals $(6*STR + 6*DEX - 3*INT)$ Hybrid damage to a single target. Also it's a cannon. That you keep in your pocket.

Upgrades to

Shrapnel

Cooldown: None

Cost: 4 Talent Points

Deals $(6*STR + 6*DEX)$ Hybrid damage to a single target.

Or

Dunderbluss

Cooldown: None

Cost: 4 Talent Points

Deals $(STR + DEX - 0.5*INT)$ Hybrid damage to 4 random enemies, twice.

Landlubber's Bane



Cooldown: None

Cost: 5 Talent Points

Deals Hybrid damage to a single target equal to that target's missing Health Points. This ability has a lesser effect against some enemies, including bosses.

Upgrades to

Reverse Bane

Cooldown: None

Cost: 5 Talent Points

Deals Hybrid damage to a single target equal to *half of that target's current Health Points*. This ability has a lesser effect against some enemies, including bosses.

Or

Cheap Trick

Cooldown: None

Cost: 5 Talent Points

Deals Hybrid damage to a single target equal to *half* of that target's missing Health Points, *Healing Celia for the same amount*. This ability has a lesser effect against some enemies, including bosses.

Spellbladery

Rising Force



Cooldown: None

Cost: None

Toggle ability. Does not use a Move Point. Activate to stop gaining Talent Points, and start gaining stacks of Rising Force. Rising Force stacks increase the potency of other Spellbladery skills but getting more than 3 stacks of Rising Force will detonate it, resulting in $(STR + INT - DEX)$ Hybrid damage dealt to all enemies and a loss of all Rising Force stacks. Use again to deactivate.

Rising Punch



Cooldown: None

Cost: None

Deals $(0.5*STR + 0.5*INT - 0.5*DEX)$, plus an extra $(STR + INT - 0.5*DEX)$ per stack of Rising Force, Hybrid damage to a single target. This skill does nothing at 0 Rising Force stacks.

Upgrades to

Charged Punch

Cooldown: None

Cost: None

Deals $(0.5*STR + 0.5*INT - 0.5*DEX)$, plus an extra $(STR + INT - 0.5*DEX)$ per stack of Rising Force, Hybrid damage to a *random enemy*. *Hits twice with three Rising Force stacks*. This skill does nothing at 0 Rising Force stacks.

Or

Sonic Punch

Cooldown: None

Cost: None

Deals $(0.5 \times \text{STR} + 0.5 \times \text{INT} - 0.5 \times \text{DEX})$, plus an extra $(\text{STR} + \text{INT} - 0.5 \times \text{DEX})$ per stack of Rising Force, Hybrid damage to a single target. *Does not use a Move Point.* This skill does nothing at 0 Rising Force stacks.

Vital Punch



Cooldown: None

Cost: 3 Talent Points

Deals $(1.5 \times \text{STR} + 1.5 \times \text{INT} - \text{DEX})$, plus an extra $(\text{STR} + \text{INT} - 0.5 \times \text{DEX})$ per stack of Rising Force, Hybrid damage to a random enemy. Heals Celia for 10% of her max Health Points per stack of Rising Force.

Upgrades to

Flaming Punch

Cooldown: None

Cost: 3 Talent Points

Deals $(1.5 \times \text{STR} + 1.5 \times \text{INT} - \text{DEX})$, plus an extra $(\text{STR} + \text{INT} - 0.5 \times \text{DEX})$ per stack of Rising Force, Hybrid damage *and adds 1 stack of Burning per stack of Rising Force* to a random enemy. Heals Celia for 10% of her max Health Points per stack of Rising Force.

Or

Frosty Punch

Cooldown: None

Cost: 3 Talent Points

Deals $(1.5 \times \text{STR} + 1.5 \times \text{INT} - \text{DEX})$, plus an extra $(\text{STR} + \text{INT} - 0.5 \times \text{DEX})$ per stack of Rising Force, Hybrid damage *and adds 1 stack of Freezing per stack of Rising Force* to a random enemy. Heals Celia for 10% of her max Health Points per stack of Rising Force.

Nova Punch



Cooldown: None

Cost: 4 Talent Points

Deals $(2.5 \times \text{STR} + 2.5 \times \text{INT} - 1.5 \times \text{DEX})$, LOSING $(0.5 \times \text{STR} + 0.5 \times \text{INT} - 0.5 \times \text{DEX})$ per stack of Rising Force, Hybrid damage to a single target. Deals an additional $(2 \times \text{STR} + 2 \times \text{INT} - 1.5 \times \text{DEX})$ Nova damage to all enemies per stack of Rising Force. The initial target is immune to the Nova portion of the damage.

Upgrades to

Frostfire Punch

Cooldown: None

Cost: 4 Talent Points

Deals $(2.5 \times \text{STR} + 2.5 \times \text{INT} - 1.5 \times \text{DEX})$, LOSING $(0.5 \times \text{STR} + 0.5 \times \text{INT} - 0.5 \times \text{DEX})$ per stack of Rising Force, Hybrid damage, *and adds 3 stacks of Burning, reduced by 1 per stack of Rising Force*, to a single target. Deals an additional $(2 \times \text{STR} + 2 \times \text{INT} - 1.5 \times \text{DEX})$ Nova damage, *and adds 1 stack of Freezing*, to all enemies per stack of Rising Force. The initial target is immune to the Nova portion of the damage.

Or

Softening Punch

Cooldown: None

Cost: 4 Talent Points

Deals $(2.5 \times \text{STR} + 2.5 \times \text{INT} - 1.5 \times \text{DEX})$, LOSING $(0.5 \times \text{STR} + 0.5 \times \text{INT} - 0.5 \times \text{DEX})$ per stack of Rising Force, Hybrid damage, *and adds 6 stacks of Amplify Damage, reduced by 2 per stack of Rising Force*, to a single target. Deals an additional $(2 \times \text{STR} + 2 \times \text{INT} - 1.5 \times \text{DEX})$ Nova damage, *and adds 1 stack of Amplify Damage*, to all enemies per stack of Rising Force. The initial target is immune to the Nova portion of the damage.

Grand Punch



Cooldown: None

Cost: 7 Talent Points

Deals $(3.5*STR + 3.5*INT - 2*DEX)$, plus an extra $(2.5*STR + 2.5*INT - 0.5*DEX)$ per stack of Rising Force, Hybrid damage to a single target. Ouch.

Upgrades to

Grand Slam

Cooldown: None

Cost: 7 Talent Points

Deals $(3.5*STR + 3.5*INT - 2*DEX)$, plus an extra $(2.5*STR + 2.5*INT - 0.5*DEX)$ per stack of Rising Force, Hybrid damage to a single target *and adds 1 stack of Stunned per stack of Rising Force to all enemies.*

Or

Phoenix Punch

Cooldown: None

Cost: 7 Talent Points

Deals $(2.5*STR + 2.5*INT - 1.5*DEX)$, plus an extra $(1.5*STR + 1.5*INT - 0.5*DEX)$ per stack of Rising Force, Hybrid damage *to all enemies.*

WARNING: The Grand Punch and its upgraded versions cannot be used unless Celia has gathered enough Talent Shards to reach at least a Talent Pool of 7. Learn at your own risk.

Techmathurgy

Mana Core



Cooldown: None

Cost: 3 Talent Points

Adds 1 stack of Freezing, Burning, Stunned and Panicking to all enemies.

Upgrades to

Unstable Mana Core

Cooldown: None

Cost: 3 Talent Points

Tries to add 3 stacks of Freezing, Burning, Stunned and Panicking to all enemies, each at a 50% success rate.

Or

Vacuum Core

Cooldown: None

Cost: 3 Talent Points

Adds 1 stack of Stunned and Panicking, and 3 stacks of *Suffocating* to all enemies.

Mana Needles



Cooldown: None

Cost: 2 Talent Points

Deals $(INT + DEX - 0.5 * STR)$ Hybrid damage and adds 2 stacks of Poisoned to all enemies.

Upgrades to

Poison Needles

Cooldown: None

Cost: 2 Talent Points

Adds 5 stacks of Poisoned to all enemies.

Or

Acupuncture

Cooldown: None

Cost: 2 Talent Points

Deals $(INT + DEX - 0.5 * STR)$ Hybrid damage and adds 2 stacks of Poisoned *and 1 stack of Panicking* to all enemies.

Flashboom



Cooldown: None
Cost: 4 Talent Points

Adds 2 stacks of Stunned to all enemies.

Upgrades to

Smokescreen

Cooldown: None
Cost: 4 Talent Points

Adds 2 stacks of Stunned to all enemies *and blinds them, making all their Brawl based attacks miss for one turn.*

Or

Lightscreen

Cooldown: None
Cost: 4 Talent Points

Adds 2 stacks of Stunned to all enemies *and sets up a Lightscreen that protects Celia against all Magic based attacks for one turn.*

Mana Beacon



Cooldown: 4 turns
Cost: 3 Talent Points

Multi-turn skill. Adds 1 stack of Freezing at the end of the first turn, 1 stack of Burning at the end of the second turn, 1 stack of Panicking at the end of the third turn, and deals $(3*INT + 3*DEX - 1.5*STR)$ Hybrid damage and adds 1 stack of Freezing, Burning and Panicking at the end of the fourth turn. Affects all enemies.

Upgrades to

Delayed Burst

Cooldown: 4 turns
Cost: 3 Talent Points

After four turns, deals $(3*INT + 3*DEX - 1.5*STR)$ Hybrid damage and adds 3 stacks of Freezing, Burning and Panicking to all enemies.

Or

Mana Burst

Cooldown: 4 turns
Cost: 5 Talent Points

Deals $(4*INT + 4*DEX - 1.5*STR)$ Hybrid damage and adds 2 stacks of Freezing, Burning and Panicking to all enemies.

TIPS AND TRICKS

Though Celia's Quest is a game about exploration and experimentation, trial and error, a few pointers can be nice. Below are some things to keep in mind while exploring the world of Celia's Quest.

Clearing an entire area of enemies most often results in some kind of reward, and these rewards can spell the difference between life and death.

If a dungeon or temple is too difficult to clear, it might be worth it to sneak past enemies and try to defeat the boss first. Sometimes a certain build is better at taking down bosses than regular enemies, and the rewards might make you strong enough to go back and clear the place.

Even a pure one-attribute build can take advantage of more than one skill type. A full Strength build, for example, benefits greatly from skills such as Moment of Cold or a well placed Foam Party Bomb, while a full Intelligence build has a lot to gain from Tech's access to Burning and Stunning abilities.

If you ever get stuck, remember that the men and women in Villageville Inn might be able to offer help in the form of advice, gossip, or something to eat, maybe even a cookie!

Recent rumours speak of mighty dragons circling the outermost areas of the valley. If Celia could slay a dragon or two she will surely get a nice boost in reputation!

Whispers speak of a magical clock with the ability to turn back time, to give people a chance at a better ending to the story, but this clock supposedly only shows itself to someone already proven, whatever that means...

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RPG Maker VX Ace (C) 2011 ENTERBRAIN, INC

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