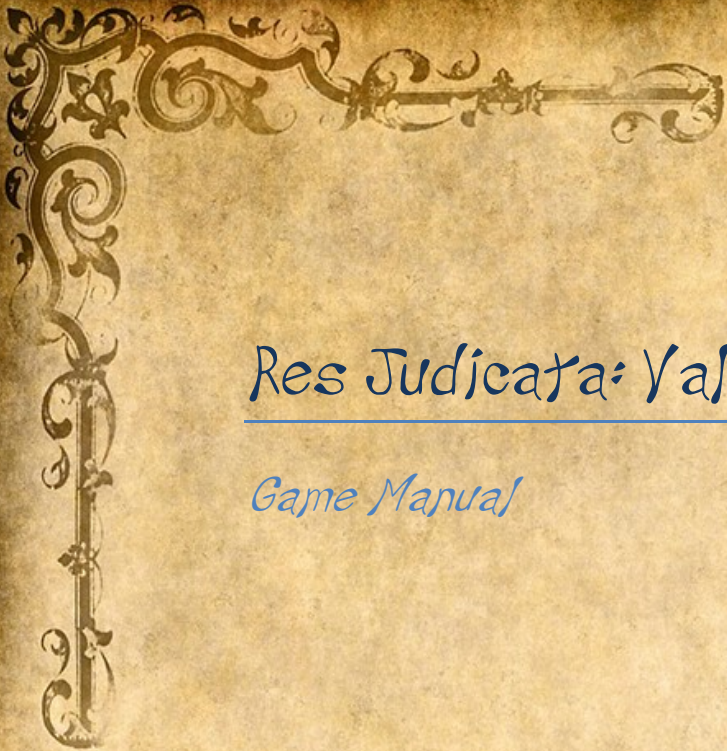




Res Judicata: Vale of Myth

Game Manual

Be warned! In the interest of providing a complete manual,
some spoilers lie within

Last updated July 6th 2017



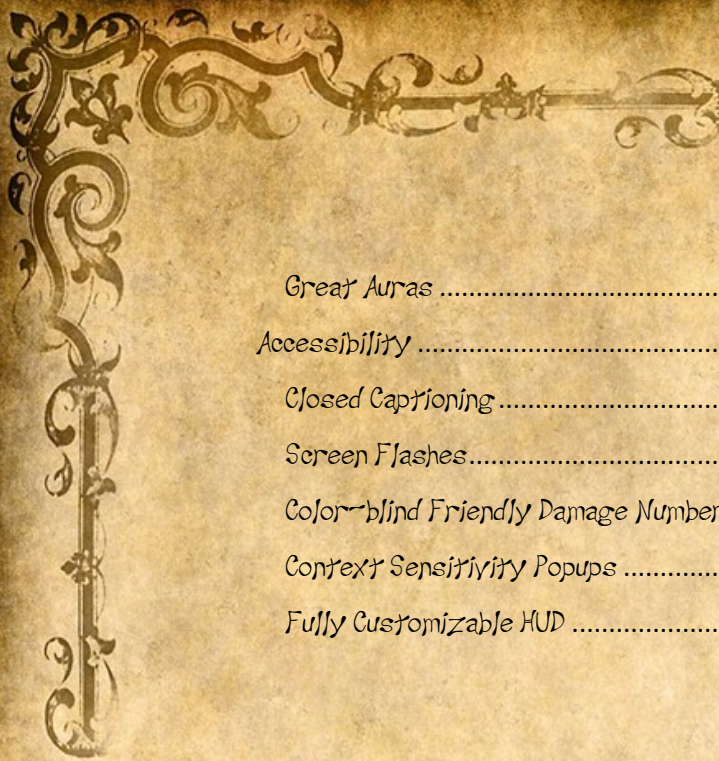


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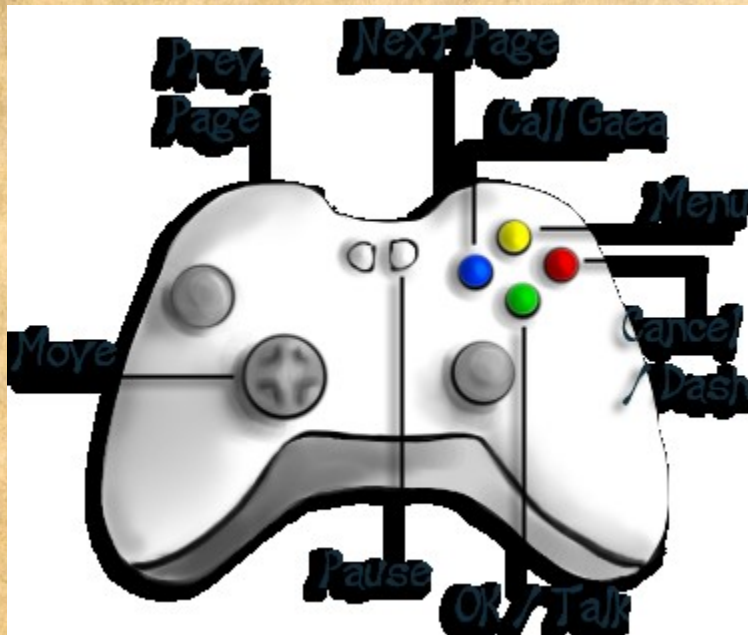
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Game Basics

Take on the role of Garbhan on his quest for fame and/or glory. Presumably lots of it. Join with talented yet dysfunctional warriors from other countries (and a bard), and travel the world on a journey that could reshape the very world!

Default Controls (Gamepad)



Controls can be changed in the Options menu

Default Controls (Keyboard)

Controls can be changed in the Options menu

Up	UP ARROW	NUMPAD 8
Down	DOWN ARROW	NUMPAD 2
Left	LEFT ARROW	NUMPAD 4
Right	RIGHT ARROW	NUMPAD 6
OK	SPACE	ENTER
Cancel	X	NUMPAD 0
Menu	ESCAPE	HOME
Help / Call Gaea	SHIFT	Y
Previous Page	PAGE-DOWN	W
Next Page	PAGE-UP	Q

Stealth

Warriors like Garbhan solve most problems by hitting them repeatedly. Even Garbhan may find times when discretion is the better part of valor.

When hidden, Garbhan will appear partially transparent. A number of walls and objects can be hidden behind, so make use of this visual to ensure Garbhan is properly concealed.

Stealth has no special controls. Simply stay out of the sight of enemies. If an enemy sees Garbhan, expect them to give chase.

Movable Objects

Many objects (and people blocking the way!) can be pushed aside. Simply walk into them for a few seconds to move the obstructing object. Switches, doors, and other things can be hidden behind objects.

Lake Challenges



It looks like a pulley system was set up here by earlier travellers. The lake is thick, obstructing passage, so Garbhan will need to use the pulley to pull his way across. Once he moves in a given direction, he'll keep going until he hits something, or winds up in reeds.

Swamp Chase

Use movement buttons to navigate Garbhan around obstacles, and evade those swamp monsters! The raft will accelerate only while moving in the same direction, and will slow down when direction changes are made.

World Map



Garbhan and his companions will travel much of the known world. Exiting an area can unlock new pathways on the map.

Level -- recommended level



Number of chests (found / max)



Number of secrets (found / max)

Characters

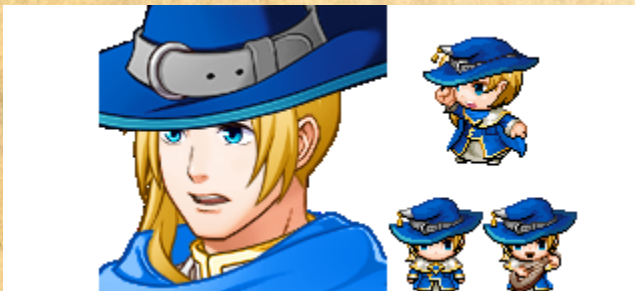
Garbhan befriends a number of unusual individuals during his travels. Each of them has their own quirks, equipment preferences, and combat tactics. Making the most of their strengths is essential to success in battle.

Garbhan



Garbhan MacCallum hails from the Scottish Highlands. In battle, he favors the combat heritage of his ancestors. He fights with two-handed swords, axes, and hammers, and favors brutal physical strikes to hinder and fell foes. He shuns heavy armors as cowardly. A lifetime of battle has made Garbhan naturally resilient to blows, and he is covered in battle scars.

Francis



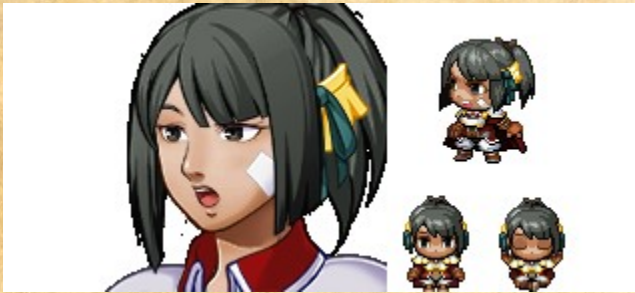
Francis Da La Fleur hails from Paris, capital of France. He favors lighter armors, daggers and bows. While physically ineffectual in combat, his singing is his true strength. While it sounds wretched, it can heal the party's injuries, strengthen them, and weaken enemies. For desperate situations, Francis is proficient in dagger counterattacks.

Daron



Daron Underwood spent years at the Old Monastery. He doesn't talk about his life before then, but it's clear that he spent time as a knight somewhere. Unlike Garbhan and Francis, Daron fights defensively, favoring skills to keep foes at bay while providing benefits to allies. Daron favors heavy armors, shields, and spears.

Eye



Eye hails from the Far East. She's shown no interest in elaborating on the matter. Her combat style is exotic, focusing on quick, powerful strikes, and strange spirit channeling to heal herself. She is adept at using spirit channeling to shred enemies, and uses needles binding back her hair as throwing weapons. She favors katanas and heavy armors.

Gaea

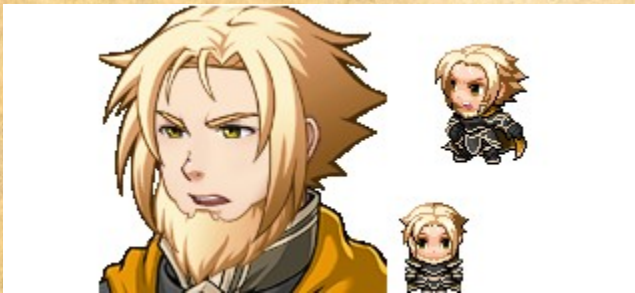


The mysterious spirit known as 'Gaea' has joined the party! To avoid suspicion, she travels in bird-form on Francis' shoulder. She can be called on for help while in the field by pressing the 'Call Gaea / Help' button. When called, she can provide helpful advice, hints, and recommended level.

Gaea Channeling

Party members could previously only channel from keepsakes. Gaea's presence allows them to channel from her, meaning more potent skills. As she travels with the party, this channeling connection will improve, allowing for precise elemental manipulation.

Siegfried



Lord Siegfried hails from Germany. A survivor of the Templar Purge of 1312, he fights tirelessly to right a great wrong. While a strict and astute man, he speaks genuinely with his men. It is no wonder why his men are so loyal. In battle, Siegfried is a lion. He favors heavy armor, sword, and shield.

Adventurer's Guide

Young adventurers either heed the advice of older veterans or die quickly. Some of the more commonly known advice is contained herein.

Monster

Monsters are bad news. Luckily, they can be seen from a ways off. The stronger an enemy looks in the field, the more difficult it is to defeat. This helps adventurers pick their battles wisely. Making contact with a monster will initiate combat.

Monster Types



A. **Servings** cause minimal casualties.

B. **Banes** can easily kill town guards.

C. **Lords** can destroy most settlements. These enemies can often kill Monster Hunters.

D. **Arch-Lords** can destroy entire cities. Heroes, armies, or Monster Hunters are the only ones able to stop them.

Side-Quests

There are many people willing to pay for the aid of someone of Garbhan's stature. These side-quests are optional, but provide income, rare items and even abilities that can't be acquired otherwise.

Side-quests can be found under the party menu.

Secrets

The world is littered with all kinds of secrets, hidden caches, and hidden dungeons. Smart adventurers keep their eyes out for oddities that could indicate hidden loot nearby.

Secret Switches

Some otherwise benign objects hide switches. Switches have been found in bookcases, torches and hidden on walls.

Secret Passages



Some walls look like normal walls, but hide a passage underneath them. Try walking into suspiciously positioned walls.

Treasures





According to rumor, every town has one hidden treasury to protect items of value from bandits. If you're looking to stumble on a room full of treasure, then explore towns carefully for Treasuries.

Titles

Adventurers covet earning prestige titles. Can you achieve these great feats?

Earning new titles (achievements) provides bragging rights, but more importantly, a range of passive party benefits, including increased damage and lowered store prices!



Making Camp



At Campsites, the party can document their quest **[Save]**, and can rest to restore health and status **[Sleep]**. The party can **[Train]** – to learn new skills of their own or others fighting style. If there is more than one party member, characters can **[Banter]** with one another to talk more about certain events and world lore.

Holy Circles

These glowing circles mark sites of significant holy events. Their sacred nature prevents monsters from approaching, which makes them ideal places to establish camp.

May they also serve as reminders to record your progress.

Cross-Trained Skills

These four warriors each come from very different combat backgrounds. By training together, they can adapt techniques from one another to become even greater warriors.

Each character earns a **Training Point (TP)** when they level up. These **Training Points** can be spent at Campsites to cross train with others.

Skill Trees

Each warrior has a skill tree dedicated to their own knowledge of battle. So, when another warrior joins the team, more skills become available to learn.

The four skill trees are:

1. Strength (Garbhan) - Highlander skills
2. Lore (Francis) - Bardic skills
3. Tactics (Daron) - Knight skills
4. Spirit (Eye) - Ronin skills

Battle

Battle is turn-based. Combatants each get one action, with the exception of bosses (bosses get multiple actions). Turns continue until either the heroes or enemies are dead. Try not to die. Dying is the antithesis of winning.

Turn Queue

The turn queue tracks when combatants will act. The closer a combatant is to the front of the queue, the sooner it will act. When near the front of the queue, that combatant may decide on a course of action.

Action Selection I

Each combatant takes one action on their turn. Actions include using a Skill, Defending, or using an Item. After choosing an action, a delay is applied while the combatant prepares a particular Skill. Skills activate immediately after being selected.

Action Selection 2

Attack – perform one of several offensive combat techniques. These techniques can cost MP, HP and/or Rage. In general, techniques require very little to no MP compared to Channeling.

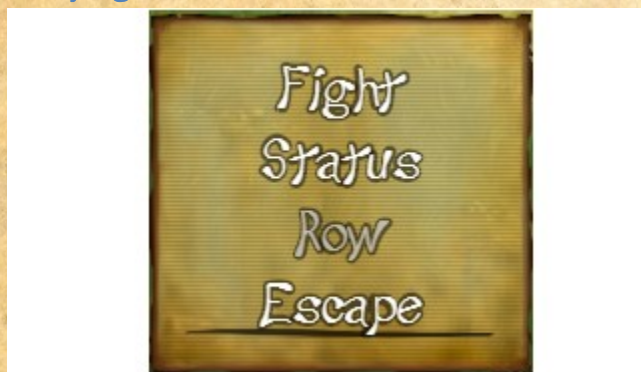
Channel – channel energy from spirits to perform complicated skills, from healing to affecting the elements, to elemental combination attacks, and to effects that weaken enemies or strengthen allies. The more complicated an effect is, the longer a combatant must prepare before that action.

Action Selection 3

Defend – when a character defends, they take less damage from attacks until their next action.

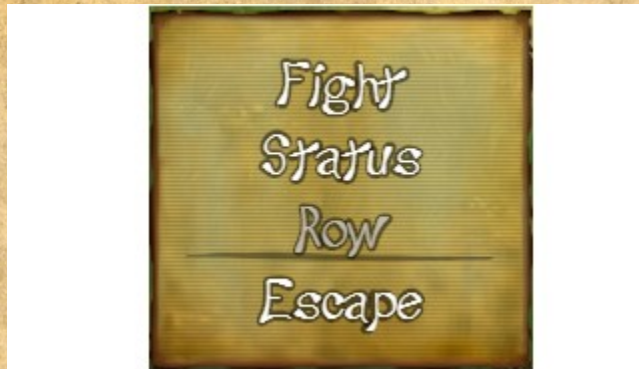
Item – using an item causes a minimal delay before a character's next action, but uses up finite supplies. Characters cannot change equipment during battle.

Escaping Battle



Sometimes discretion is the better part of valor. To escape from battle, press **Cancel** once from the Turn Action menu (**Attack**, **Channel**, **Items**, **Defend**) to access actions affecting party management. Then select **Escape**. Escaping takes effect immediately.

Row Formation



Formation matters in battle. To change formation, press **Cancel** once from the Turn Action menu (**Attack**, **Channel**, **Items**, **Defend**) to access actions affecting party management. Then select **Formation**. Party members in the front row will take and deal substantially more damage. Party members in the rear row take and deal substantially less damage.

Monsters use formations too! In order to attack the rear row, either kill all members of the front row, channel, or use a ranged weapon.

Ranged Weapons: Bows, Spears

Battle Status

Tracking status ailments in battle can be difficult. For a description of all status effects on a party members, press **Cancel** once from the Turn Action menu (**Attack**, **Channel**, **Items**, **Defend**) to access actions party management. Then select **Status**.

Stats

Each character has **stats**, **elemental strengths and weaknesses**, and can suffer from a number of **status ailments**. Skills learnt in combat take the form of **Techniques**, **Channeling**, and **Rages**.

Stat Breakdown

Each combatant's battle abilities are broken down as follows:

HP	Remaining life force.
MP	Remaining mental focus.
Phys. Attack	Power of Phys. Techniques.
Phys. Defense	Defence against Phys. Techniques.
Mag. Attack	Power of Channeling.
Mag. Defense	Defense against Channeling.
Agility	How quickly combatants will act.
Luck	Affects critical and dodge rates.

Attributes

Each combatant also benefits from a number of additional **secondary traits**. These traits can be improved with certain **skills** and **equipment**.

Bonus Hit Rate	Bonus to chance to hit.
Evasion Bonus	Bonus to chance to dodge.
Critical Hit Rate	Bonus to land a critical hit.
Critical Evade Rate	Bonus to evade critical hits.
Magic Evade Rate	Bonus to evade Channeling.
Magic Reflect Rate	Chance of reflecting Channeling.
Counter Rate	Counter-attack rate (%).

Secondary Attributes

HP Regen Rate	Total rate of HP regeneration.
MP Regen Rate	Total rate of MP regeneration.
RG Regen Rate	Total rate of RG regeneration.
MP Cost Rate	Percent of default cost to use skills.
RG Charge Rate	Rate at which RG (Rage) builds.
Recovery Effect	Bonus (%) to healing skills.
Pharmacology Effect	Bonus (%) to healing items.

Primary Elements

Each combatant has an elemental affinity. They are weak to the opposite element.

Name	Icon	Weak	Effective
Fire			Beasts & undead
Water			Non-aquatics
Lightning			Aquatics
Earth			Smaller foes
Wind			Fliers
Holy			Evil, undead
Evil			Humans, beasts

Secondary Elements

Secondary elements play specific roles and deal with more unique strengths and weaknesses.

Name	Icon	Weak	Effective
Leech			All non-silvered
Spirit			80% damage to all
Sound		N/A	Any non-deaf
Silver		N/A	Were-beasts & spirits

Status Ailments

Status ailments can make or break a battle. Ailments wear off after a set duration, are removed using an item/skill, or by receiving a new ailment that cancels out the old one. Ailments are split into Domains, and are generally ordered from least to most severe.

Blessing Domain

Name	Icon	Level	Duration	Summary
Drunk		1	*	HP up, M. Atk down
Attack Up		1	3	P. Atk, M. Atk up
Defense Up		1	3	P. Def, M. Def up
Speed Up		2	2	Speed up
Regen		2	*	Auto-heal a little HP
Blessed		3	2	Atk, Def up
Immunity	N/A	3	2	Status ailments fail

Curse Domain

Name	Icon	Level	Duration	Summary
Attack Down		1	2	P. Atk, M. Atk down
Defense Down		1	3	P. Def, M. Def down
Speed Down		2	2	Speed down
Cursed		3	2	All healing prevented!

Paralysis Domain

Name	Icon	Level	Duration	Summary
Stun		1	1	Turn delayed
Paralyzed		2	2	Cannot act

Bewildering Domain

Name	Icon	Level	Duration	Summary
Blind		1	2	Harder to hit
Silence		1	2	Cannot Channel
Fear		2	2	Stats down
Berserk		2	2	Atk up, uncontrollable
Confusion		2	2	Uncontrollable
Infatuated		3	2	Attacks party!

Lifedrainning Domain

Name	Icon	Level	Duration	Summary
Bleeding		1	4	Minor HP loss
Poisoned		2	3	Moderate HP loss
Aflame		3	2	Severe HP loss
Plague		4	6	Adds ailments and HP loss

Death Domain

Name	Icon	Level	Duration	Summary
Sleep		2	2	Cannot act, Def. down
Dying		3	*	Mortally wounded
Dead		4	*	Permanently deceased.

Skills

Skills must be learnt before they can be used, and develop as combatants gain experience in battle. They can also be taught.

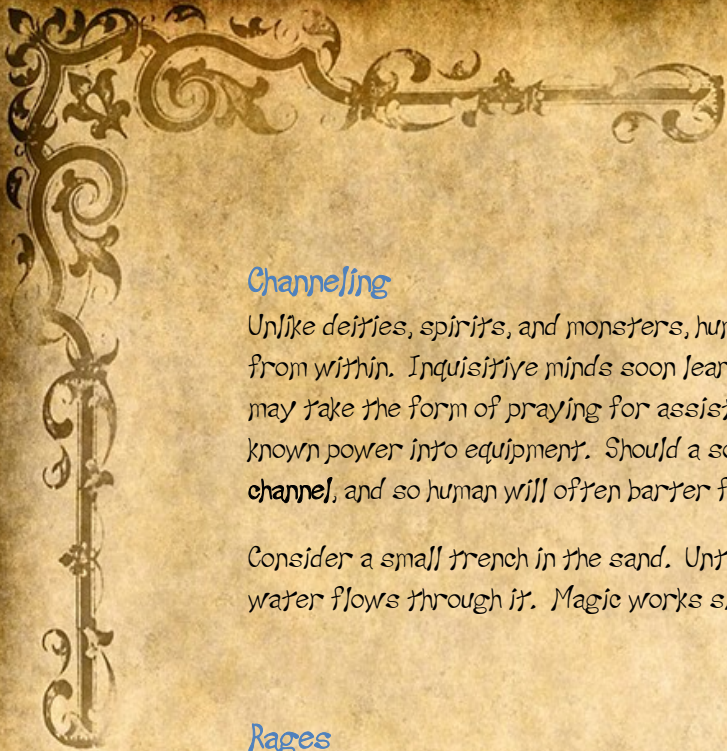
Skills are broken down into four categories;

Techniques Physical skills. Can be simple or complex. No to low MP cost.

Channeling Magical skills. Low to high MP cost.

Rages Rage skills. Requires 100 Rage (RG) to use.

Passives Skills always in effect. No HP, MP, or Rage (RG) costs.



Channeling

Unlike deities, spirits, and monsters, humans are not able to produce magical energy from within. Inquisitive minds soon learned that humans can **channel** such energy. This may take the form of praying for assistance, beseeching a spirit, or carving runes with known power into equipment. Should a source refuse aid, humans will have nothing to **channel**, and so human will often barter for such aid.

Consider a small trench in the sand. Until water (a source) is added to the trench, no water flows through it. Magic works similarly.

Rages

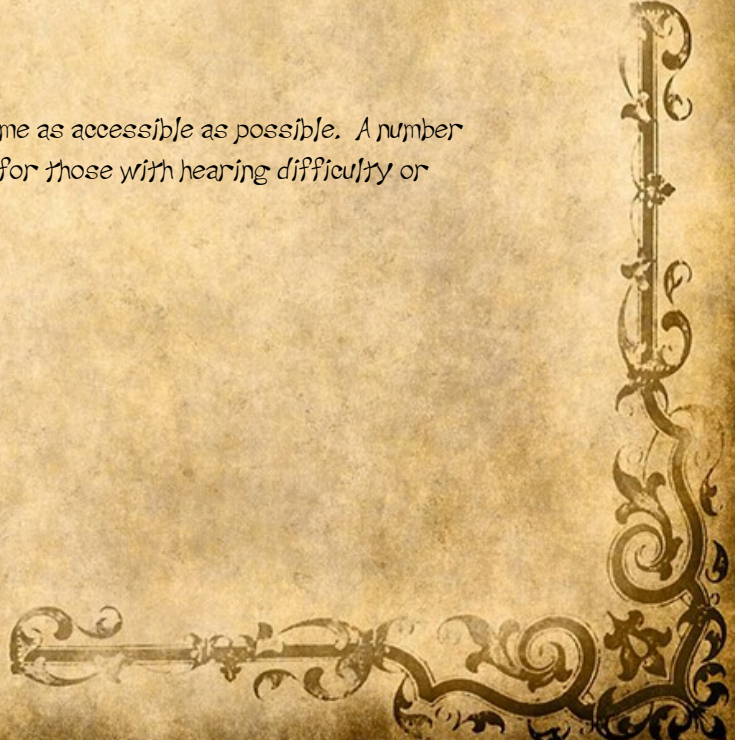
Rages are special skills unique to each character. To use a **rage skill**, a character must have a full rage value of 100. Once released, **rage skills** will crush most opposition. **Rage** builds as a combatant sustains damage and damages others, but **rage** can also be lost. Several **status ailments** will significantly reduce or increase a combatant's rage.

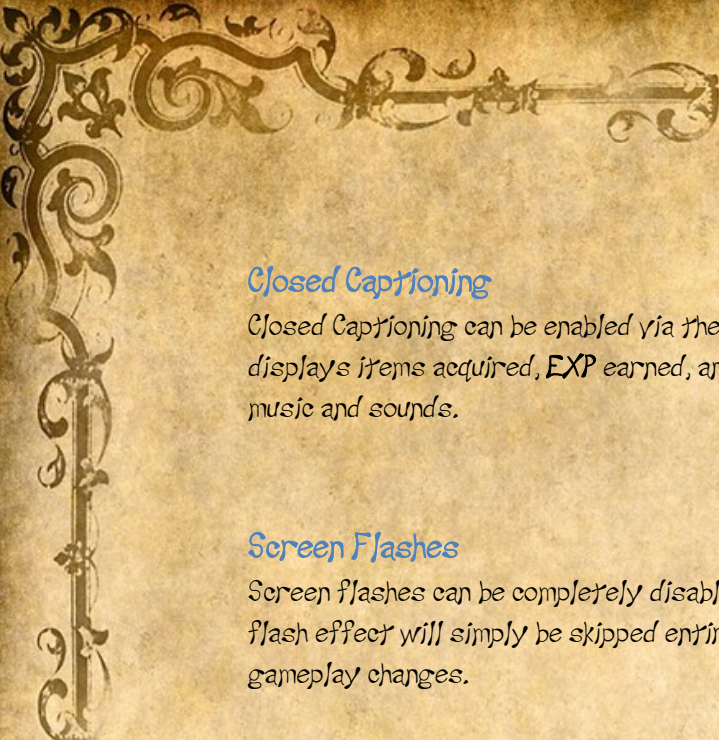
Great Auras

Monsters pose a serious threat. Some monsters are so dangerous merely being in close proximity to it causes ill effects. For example, the **Peluda** causes life near it to slowly rot. Such abilities are called **Great Auras** and are in effect for the whole battle. You'll need to change your battle strategies up to deal with such threats.

Accessibility

Special care has been taken so as to make this game as accessible as possible. A number of options can be set to improve the experience for those with hearing difficulty or sensitive eyes.





Closed Captioning

Closed Captioning can be enabled via the **Options** menu. When set, the console (which displays items acquired, **EXP** earned, and so on) will also display Closed Captioning for music and sounds.

Screen Flashes

Screen flashes can be completely disabled via the **Options** menu. When set, the screen flash effect will simply be skipped entirely. Setting this option changes no other gameplay changes.

Color-blind Friendly Damage Numbers

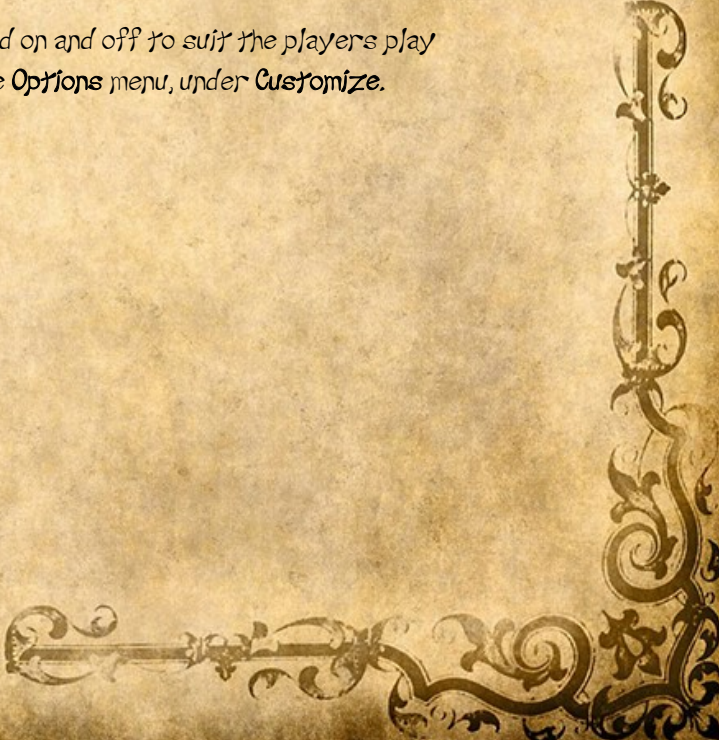
Damage numbers are appended with “-” to indicate damage (this is usually red or white), and “+” to indicate healing (this is usually green).

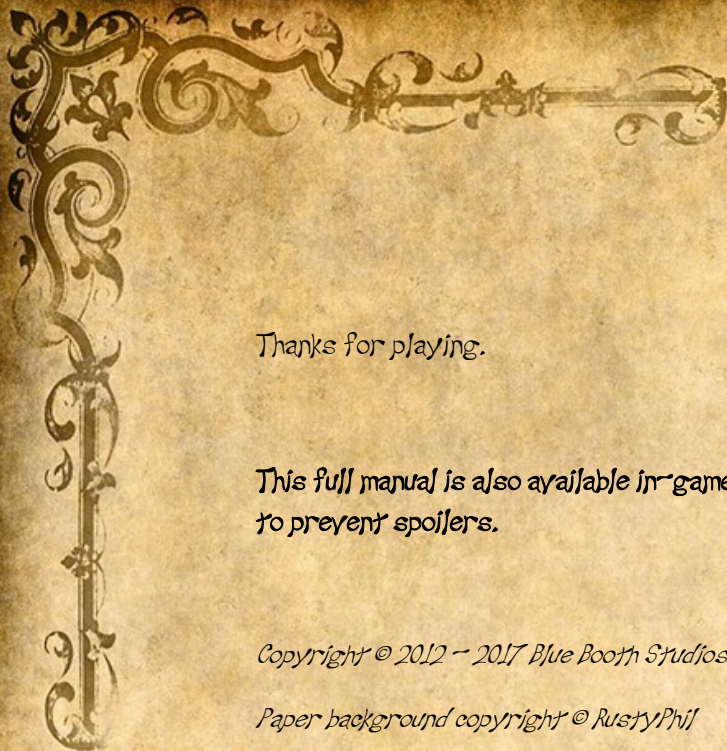
Context Sensitivity Popups

Context popups appear near the player and in the bottom right of the screen to indicate what interaction will happen if the player presses **[OK]**. This option is active by default, but can be toggled in the **Options** menu.

Fully Customizable HUD

Every element of the in-game HUD can be toggled on and off to suit the players play style. Most of these options are available in the **Options** menu, under **Customize**.





Thanks for playing.

This full manual is also available in-game, where entries are unlocked during progression to prevent spoilers.

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