Manual

Introduction

"I have almost reached my destination. Just one more trial left for me to overcome- one more blockade on my way to destiny.

I would not have gotten this far if She had been quiet. It was Her voice; that mellow, demanding whisper that kept me going. She speaks directly to one's being through spirit, like some sort of divine being. I am quite convinced that She is a goddess.

She told me that the world was ripped apart before recorded time began. Not that time would hold any meaning to me- to us. For I am from the tribe of ***Dark Ones****, nameless phantoms cursed to roam these shadow-ridden lands for all eternity. All we have is each other... and of course the ones that* ***blaze****. At times I almost hope to end up being captured by them. But I will not be the one to thwart the plans of my goddess by acting foolishly. We must all survive for a better tomorrow.*

Like the rest of my kind, I have been wandering aimlessly in darkness for ages. A hundred years, perhaps. I spend my time mostly attempting to find something to drain, whether magic or life energy. The latter is almost non-existent in this world. I have to be thankful for the existence of those fiery invaders. At least they possess some energy to consume.

But no amount is ever enough. My hunger for warmth and magic and closeness can never be satiated.

Or so I thought.

Four worlds- no, five if we count this one. ***Water, Fire, Earth, Air and Spirit.*** *All of them were created by an accident, She says. How can a world be born from an accident? It is not my place to question her. If I can overcome the final obstacle, my existence in despair will finally end. She will be with me always."*

Initial Cast



Dark One

The main protagonist of the game, Dark One and his kin are nameless ghosts, dwelling in the world of Spirit. To test his magical powers and determination, Areatha ordered this mysterious phantom to go through a series of trials. Successfully completing all but his final tribulation, Dark One now approaches the gloomy, lifeless and storm ridden courtyard of Areatha's castle. Is he able to pass through the final test and meet with his master?



Areatha

A near-invincible sorceress bent on taking over all five worlds. Her power is all but complete, however, and she requires the aid of her most trusted Dark One to gather the components of her destined supremacy.



Character Classes

Swordsman

Usually has a high attack power and decent agility. Can use swords for weapon and gear for Swordsman/ Axe Wielder.

Axe Wielder

Strong fighter with a high attack power. Can use gear for Swordsman/ Axe Wielder, and axes for weapon.

Drain Mage

Every class can use elements, but these spells are a lot more powerful when used by Drain Mages. They also have higher magic defence compared to the other classes. Can use gear for Drain Mages.

Thief

This unique class can only use thief's equipment, not counting the bracelets which are common gear and can be used by any class. Has the highest agility of all classes.

Light Wielder

A healer class. You can heal and resurrect dead paty members in and outside of battle using the Crystal and Diamond elements. Can use gear for Light Wielders.

Battlemage

The most poweful class, the Battlemage can use gear for Swordsmen, Drain Mages and some unique weapons just for the Battlemage.

Note that some skills cannot be used unless you have a certain weapon equipped. For example, you would not be able to use the skill "Rend Slash" if you don't have a sword equipped.



Elements

The elements are spells which can be acquired by using the Drain Element or Cut Element skill on the enemies. To drain the element, the attack on the enemy must be a deathblow. There are 10 elements all in all: Water, Fire, Earth, Air, Spirit, Ice, Gas, Plant, Lightning and Mind. However, there are countless variations of each main type. Elements consume EP when used, but the Drain Element and Cut Element also restores some EP when used.

Light and Darkness also count as elements in the lore of the game, but they usually work as skills and cannot be drained.



Basic Stats

ATK: Attack power for physical attacks. Some skills count as physical attacks.

MAT: Attack power for magical attacks such as elements and some magical skills.

DEF: Defence against physical attacks.

MDF: Defence against magical attacks such as elements.

AGI: Agility determines the turn order.

LUK: Luck determines how easily harmful states are inflicted.



States

 Poison

Health gradually decreases. Poison effect wears out after battle. Causes Gas damage.

 Shade

Blinds the opponent. Physical attacks miss more easily.

 Obstruct

Prevents the opponent's ability to use Elements.

 Sleep

Sleep prevents all activity for its duration. Successful hit on the sleeper may remove the status.

 Stun

Prevents actions for a turn or two.

 Possess

Possession makes its wearer use random abilities against own team members.

 Regen

Health (HP) increases gradually.

 Heat

Heat state increases the power of Fire damage against the oppnent having it. The effect stacks.

 Venom

If Venom effect is applied successfully, it prevents all actions. Causes Gas damage.

 EP Regen

Element points (EP) increases gradually.

 Cold

Cold state increases the power of Ice damage against the opponent having it. The effect stacks.

 Grounded

Grounds the opponent, preventing movement for the duration of the state.

 Bleed

Gradually makes the HP drop. Effect wears out after battle.

 Virus

Health gradually decreases, even outside of battle.

There might be other special state effects not mentioned in this guide.



Tips and Tricks

-Almost every enemy type possesses a unique element which can be drained. Build your arsenal and become a more effective battler by draining a lot of elements!

-The Tome of the Elements reveals the relations of power between the elements. If you encounter a Fire elemental- type of enemy, use a Water or Earth- type of element to bring it down faster!

-The damage numbers are different color depending on the element.

-You can learn skills by using gear. Remember to check out your gear to see what you can learn. If you switch equipment before the corresponding skill has been learned, you cannot use the skill. Make sure to learn the skill before switching if you want to be able to use the skill permanently!

-If you encounter a very hard enemy, experiment with different elements and skills. If the enemy has a long lasting and powerful regen skill on, use Dispel to remove it.

-You can walk through some walls. Usually there are visual cues to make it out.

-If you can't enter some area in the world of Spirit initially, you might need to conquer one of the other elemental worlds first.

-The first 3 Blazing Guardians are in Albion and the Fountains of Fortune.

Good luck!

The Labyronia Series:

Labyronia

Labyronia 2

Labyronia Tales: Legend of Mysteria

Labyronia Elements

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