

Jade empire quest guide

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We encourage you to read our [Privacy Policy](#) and [Cookie Policy](#). By Matthew Roriew Design by Marty Smith Not Much needs to be said about BioWare's Pedigregre: Over the years, they've managed to create a threesome of incredibly fun franchise. With Baldur's Gate, Neverwinter Nights, and knights in the Old Republic under their belt, though, they spent the last few years working on a new project: Jade Empi. This kung-fu themed action RPG marks the first time that BioWare has created both an entirely new environment and a new regulation for one of the games. In it, the players take on the role of a student at a martial arts academy who at quickly swept away from the humble beginning as the turmoil of Jade's eponymous replacement, led by the emperor rarely saw Emperor Sun Hai. As the elite Lotus Assassins, led by Hand of Fear of Death, increases the country in an attempt to get you, you'll have to piece together precisely why you're so important. Along the way, you'll collect many followers who'll help you out in combat (and perhaps become amorously involved with you), and, in classic BioWare mode, you'll need to decide whether or not you want to help the many innocent people that you come across, or crush them under the boot to do you. GameSpot's GameSpot guide to Jade Empi that will give you everything you need to find in your long adventure in one piece. From tips on using your followers, combat tactics, descriptions and locations of many martial art styles to the game, and, of course, a market completes with detailed tips on all main requests and sides, hopefully you'll find everything you need on these pages. Enjoy! Your followers will have the ability to pick up as many as 12 followers of Jade Worsen, from the gas from drinking access to forfeited bunkers. You can bring most of them into battle with you, where you can take advantage of their akumen fighter or unique support capabilities to help you win the day. You can choose a new follower at any time (outside of combat) by opening your start menu, then hitting A while hovering over the follower you want in the follower screen. You can change the tactics from Attack support, or vice-versa, by hitting X and choosing your choice; this can be done in combat. Unfortunately for you, followers are pretty much a non-factor in most fighters. If you're playing on Master or Grand Master difficulties, a typical battle will go something like this: 8 or 12 enemies will attack you, and the bulk comes to your character, while distracting a pair to cut into a corner. After killing all the attackers who have attacked your own character, you will head over to your follower to find that he is almost dead, and has managed to withdraw from around a quarter or a third of the life bar in a single attacker, forcing you to run over and boil him or him out of the issues before biting the dust. What's worse is that you can't order them at all struggle, and in fact they will actively try to avoid targeting the enemy the same as you. If they are fighting against enemies A, then and you are fighting against enemies B, then changing your target from B to A will force your followers to change from A to B. Only when you have a valid target your follower will your followers allow you to truly join the forces and book your enemies in the dust; even then you can expect to have to deal with the bulk of the damage yourself, as none of your followers will ever do more than about 10-20% of damages your own character can place out, especially after you upgrade your skill. It may be helpful to have supplies together for the ride, but more often than not, they will be better in support mode. This disturbance experience often can be eliminated, however, by keeping your followers in support mode all the time. In support of fashion, they'll passively channel their strengths to your body, allowing you to restore your energy or deal more damage with your attacks, and what's more, while they stay in passive mode, they can't be hurt or attacked by haters. We personally just keep everyone in support mode constantly, but if you have problems in combat, then feel free to keep them in attack mode when you're running around and, during longer fights, enter the menu to change them in support when you need their support capabilities or when they're about to die. A dying follower is back in life and all the healthier after a fight, but if they will be useless to you during the fight anyway, you can as well change them on supporting fashion and at least take advantage of their abilities that way. If you really enjoy having your followers in battle with you, then you'll want to keep them alive as often as possible using the healing chi capacity. Shes heal will heal your followers as well as yourself, at no extra cost you, as long as you buy now in this very special tv offer, etc. Anyway, it heals your followers, but the caveat is that you have to take damage in order to use your healing power. If your follower is getting renamed by a single dude while you've been dodging the attacks of a dozen combatants and destroying them all, you won't be able to heal them unless you let yourself hit. This isn't exactly a user-friendly system for healing, but if you want to keep your followers alive, flip them in support mode. You can heal a character that is in support mode (again, though, that's only true after your main character took damage), so that after getting their health back up, you can flip them back into attack mode and get them back into the game. One of the real few uses for the combat equipment is to fight where you take on a single opponent. There are relatively few such battles in the game, though; most fight boss will force you to go to mano-a-mano and will come up with some history span to keep your followers at arm length. Or, alternatively, your teams are running up to with you and participate in the pre-fight battle, and then just disappear when the fight begins. Fun! Even in two-one battles, though, your followers are little more than distractions, but useful if only for that. Dawn Star Chronicles Read: Dawn Star is the first companion that you picked up, and will be with you from very near the beginning of the game. The school of its Masters academy, Dawn Star arrived at the academy at all the same time as your character, being abandoned appearance by her parents due to her ability to see in the spirit world. His psychic gifts earned him a bit of a statue outside of the school, but will come in quite handy as you try to discover the causes of spiritual energy in the world. Combat Tactics: Dawn Star Attacks With A Long Sword, But It's More Important In Support Mode, Where It's Still The Energy Channel To Restore Your Chi. This is a fairly slow restoration, so you won't be able to stay in a form of transformation for an infinite length of time or nothing, but will let you heal yourself for a little health more fight every battle, or let loose with a few more Hits Chi, or build more chi for a magic attack. We actually found Dawn Star to be the most valuable follower only for her supporting abilities. Sagacious Zu's story: You'll meet Sagacious Zu in the first chapter of the game, as you try to save a abducted classma in the fields that enclose the two rivers. This mysterious warrior carries a number of marks, presumably from his former life as a soldier, but he hesitates to speak of his past and you. It's not until you start going against the Lotus killer directly making their reality mold beneath his facade rock comes to light, or something like that. Sagacious Zu will bring his powerful employees to battle with him. Combat: Zu's staff is an advantage to fight him in battle, as he allows him to keep enemies from a distance while still dishes out damage, theoretically speaking. Her supporting ability is not quite as useful, as it will allow you to deal with your gun styles. Early in the game, you'll shy away using your weapon styles, due to the fact that they require a lot of focus to use initially, and late in the game, when you've both upgraded your weapons to use less focus and have a bigger focus bar, well... you will see why you don't want to use it then. Silk Fox Chronicles reads: This mysterious warrior masked first came to your aid in the forests around Landing Tien's forestry. It seems to lose the hand of death with the Lotus killer for some reason, but don't reveal much of his motivation to you - at least, not right away. It's not until you meet him in the Imperial City that you begin to realize why he tries to fight the emperor's corrupt. Tactical combat: As with Dawn Star, Silk Fox brings his long sword talents to bring in combat, quickly slipped into opponents, except, you know... By. It's more important in support where it will add damage to all your attacks and your martial arts styles. You'll probably be using martial arts more than any other kind of attack, due to the fact that they're free, so this will be handy in almost any fight, albeit not quite as useful as Dawn Star's support capabilities. Black Whirlwind His story: Black Black Whirlwind is the most renowned mercenary of the Empir Jade – and beyond. Although he has a peak for drinking loud, accidentally killing people, and forgetting where he left his clothes when he wakes up, it's about how his twins and axes his twins like anyone are likely to find. Although you can't afford it to come together on your journey, it will stick around with your character just for the heck of it: you're probably going to get into some great fights before you complete the request, and want to be around for the action! Combat Tactics: Black Whirlwind has no supporting capabilities, so if you're bringing him into combat, you'll have to rely on his combat promises. Unfortunately, like most of your followers, it is reported as a savage killer to cut but wind up something of a milquetoast in combat, being barely able to dissuade even grunt-level haters. As a result, we didn't wind up using it much. Henpecked Hou's story: Having been kidnapped by an embarrassing snail band in the jungle that enclosed Tien's Landing, Henpecked Hou is grateful enough for your relief to follow you on your journey. He's not going forward to return home and meeting with his wife, though; he lives in the imperial city, and he's apparently quite the dominatrix according to Di Hou's, and not in the fun way, either. Combat: If you bring Henpecked Hou into combat with you, you'll be able to take advantage of his unique supporting abilities (he has no attack of his own): He will occasionally throw out wine bottles on the fight, which, when picked up by your character, will launch you into the Masters drink style until the alcohol clothed in! Sounds pretty cool, right? Hey, if the greatest martial art film ever, the Master Legend drinks, features Jackie Chan taking on a hundred enemy access-buildings at once and defeat them all thanks to alcohol chugging, then surely it must be a very powerful style of Jade Worsen, right? Right? Well, stir yourselves for a disappointment, but the Master style drinking here is pretty much useless. We wish that was not the case, but c'est vie. The main problem with it is that it doesn't improve; since it's only available when Hou is at your party, it does not appear on your styles table. So although it may be marginally more powerful than your main main style when you first come to Hou in Chapter Two, it doesn't seem to ever gain power, so become quickly outstripped by your main style, which you'll improve at every level up. The second problem is that it is fairly slow to attack, allowing enemies, especially when attacked in disrupt your main attack by hitting you in mid-animation, so hitting you out of your attack and forcing you to start again. Sounds like a recipe for fun. So yes, you can expect to use Hou once or twice to try out the style, then pretty much never use it again. His Sky Story: Sky's a wave of snipers seeking vengeance on Gao's biggest crimes for committing crimes against his family years already. Your path is so intersect, due to the fact that your character has their own bones chosen with Gao. Although Sky's mission of revenge doesn't come quite as planned, she will always join your misery group in the desire to see that what bell her family doesn't happen anymore. Combat: Sky Wild two swords at once in battle, but hey - twice zero is not very impressive. His supportive ability, which restores your focus, is also fairly embarrassing. Although focus is a hard stat restored in the middle of combat, it is not necessary to do so – after you upgrade your gun styles with low focus, you should have more than enough focus to duration for a couple of battles in a row, which will generally be good enough to get you into a turn focus. Wild Lei Chronicles Read: The Wild Mysterious Flowers Is Tied to the Demoni Chai Kai, a caretaker of the doors between the Jade Empi and after the mormon. He uses his body as a cast in fact, and he can call himself into the real world for short periods of time, or use his body as a channel in which to speak and guide the main character. In exchange for his service, he keeps Wild Flowers safe from damage – it's hard to hurt an eight-year-old when he can morph into a devil in a devil in the first sign of trouble. Combat: Every time you enter a combat situation, WildFlowers will instantly morph into Chai Ka, who will use powerful slippery attacks to enemies. While he has a lot of health, Chai Kai is incredibly slow when he's forced to cross the battlefield, meaning that he may be out of the action for periods of time while trying to catch up with rapid-moving haters. In support mode, it will passively restore your health, which is a decent capacity, but not more valued than Dawn Star's. The Dawn Star chef's restoration must be used to restore your health to Chi Heal, as well as the power of other abilities, making it a more versatile choice for most players. Note: Everything requires a balance, and for Chai Kai to possess the Soul of Flowers Wild, there must also be a contrary, and indeed there is another entity of the girl: Ya Zhen, a devil in darkness, struggling for the pharmacy of fighting the Wildlower Spirit. You can advance this tablet by talking to Wild Flowers every time you arrive at your base camp in Chapter 3, and especially just before the end of this chapter. If you have advanced the draw far enough when you fly away from the Imperial City to start Maps, then Chai Kai and Ya Zhen will enter open battle inside Flowers Wild, and you'll need to choose which evil spirits you want to help. you choose Chai Kai, then beat Ya Zhen will prevent him from exercising any more influence on Wild Flowers; if you kiss with Ya Zhen, however, then the idea of Wild Fleeer will forever be subsomed under his hatred. Ya Zhen's a little grumpy before he gets his coffee in the mornings. Ya Zhen is the same as Chai Ka in her supporting abilities; when set to support mode in battle, your health will slowly be restored. His attack form is, however, somewhat more powerful, as he takes on the form of a Mormon, complete with the rapid power attack and poison speed of the laws. This is not worth converting Flowers Wild on the dark side on its own, since you will always rarely use any of your followers in attack mode, but is a nice bonus for Closing Point Players who seeks to make some friends and talk to her often to choose these. Check out the Southeast Requests section of Chapter three of us walk for more information on these. Abbot sings her story: Abbot Sings is a Spirit of God, killing off the same attack causing the destruction of Dirge 2 years before the game begins. Like many of the inhabitants of Dirge, his mind remains cornered between the human world and wheel of life, unable to move to his next incarnation. Combat: Although Abbot Sung is fairly handy in combat, using his powerful spad to defeat the spirit that dirge, he will be even more useful in support mode, where he will collectively restore your health, chi, and focus. Enjoy it while it lasts! Big-Time Spoilers! Near the end of Chapter Six, you will be able to recruit a certain disciple. We're reluctant to say more about the character here, not some impressive roll in this section and it

becomes a bigger revealing point. If you're curious to read more about this character, feel free to skip to our markets and check out the end of Six Chapter. Styles There are many combat styles available to you in Jade Einpi, in a number of different classifications. You can find as many styles as you like, but can only have four of them available to fight at any given time, since they're tied in the four directions in your d-pad. If you ever decide you want to use something new in the middle of a fight, though, all you need to do is hold down one direction in the d-pad, and you'll be able to choose a new style to replace one tie in that direction. The opposition in style is that, although you can find as many styles as you want, you'll only get a few style points at every level-up, but that number increases as you continue in the game. Whenever you get a level, you'll get a number of style points equal to the level that you're continuing from, so if you're going to level 16 at level 17, then you should get 16 style points to spend. Each style has three areas that you can improve on, but to fully maximize a style's potential, you'll need a total of 69 style points, so it'll pay to pick a few that work well and stick with them throughout the game, as you'll need styles that will upgraded to truly compete in at the end of the game. You can't take points out of a style once inserted, so go with something that you really like! Martial styles are the most fundamental types of offending style. To be used while you're in domestic range of enemies, but doing decent harm and, best of all, doesn't require any chi or focus to use, meaning you'll be using them quite a bit throughout the game. White Demon White Demon is most of the martial arts style, but it's also by far the lowest of the bunch, and for that reason alone is probably not worth collecting for most games. Although it does a lot of damage, it takes a long time to land your whistle, leaving you open to smuggling out of their sides and beyond when groups battle. If you want to pick up White Demon after the start of the game, you'll need to wait for Sin Bu to start selling it sometime after Chapter two or three. Leaping Tiger Leaping Tiger is one of the two medium-speed martial art styles of the game, along with legendary rivers. His claim to claim is that he sprouts two clash-like... your statement when activated, although it is still considered a style, not a gun style. With it, you'll be able to, you know, hit people, and stuff. Sin Bu also sells leaping tiger, but not until after at least Chapter Four. The legendary strike we found legendary strikes to be the best martial arts style at Jade Worsened, although this may just be our own opinion after playing in the whole campaign with him. It has a good balance of power, speed, and range, and the power attack is pretty quick to come out of when you hit the button, and it lets you move right forward, rather than up and down like leaping tiger. Thousands Off If you intend to get really up close and personal with your feet, then thousands style the Cut can be for you. It's by far the fastest of the martial styles, leaving you short dots multiple times in a single combo, but you pay for being forced to get plenty close to your feet. The range of Thousand cutters is shorter than those of the other martial arts styles. If you decide not to start the game with Thousand Cuts, then you can buy it later by visiting Sweet Poison Lyn of the Imperial Arena in Chapter Three. Gun styles are very self-explanatory; instead of a hand-to-hand combat technique, they'll put a gun (or two) in the middle of your little grey. Gun styles typically face more damage than martial arts styles, and can allow you to swipe at multiple members of a group of haters as well, but do one disadvantage: They are constantly drainage focused whenever you hit an enemy. With a little improvement, though, you can mite this loss a bit, making gun styles quite powerful and easy to use in the few chapters of the game. Long Heck's sword, he's in a long sword; What more do you need to know? We've found this to be a little better than the staff to deal with huge crowd of haters, as you get a bit of side-to-side movements in its attack animations, whereas the staff is pretty much up-and-down, making it unlikely that you'll hit haters on either side of your target. Your employer unfortunately won't pull any Kilik-style movement with your staff at Jade Empi. While a powerful weapon, it's primarily good to hit single targets, whereas most of the other weaponry will let you hit more than one target when they're grouped together, as patents very often in most group battles. You can get some non-target hits with the staff, but the animation makes this easy to happen, so you're probably going to be better with another weapon in your hand. One thing the staff is good at is penetrating one enemy and hitting people behind him. Both the staff styles and Long Sword can be found in Gujin in Two Rivers, although you can only select one of them. If you want to change styles later on, you can pick up both styles from the black shops near the Black Leopard School of Chapter Three. Double The Sword Now We're Talking. If you manage to defeat the noble Crimson Khana in the Imperial Arena, he'll teach you his custom style double-sword, and if to happen to do the right thing by depleting it off on the poison rack against it, you'll find the Crimson Tears style, which adds damage 25% off the top, without any amasure. We found double the sword to be the best style and easiest-to-use weapon in the game, as you can strike quickly with it and hit several opponents when they clamp around you. The main drawback is that the power attacks are somewhat slow to do, and not deal with a possibly larger amount of damage than the normal attacks, but the normal attacks are good enough to take down most boss. Double Axe You can find the double-access style by filling all of the Imperial Arena requests. Although more powerful than the double style and possess a bit more side-to-side sweep, it's also slower than double swords, giving you less opportunities to attack in a given amount of time. Try them both and see who you like. Employee Spade Staff is only available if you buy the limited edition of Jade Einpi. We didn't have a chance to test it out with our copy, but if there's anything unique or special about it, we will make sure to update the guide with this information. Mirabelle's most unique style of weapon is Mirabelle, the flurry that stirs the Outlander in the substance of the same name in Chapter Three. If you defeat the Outlander in a debate and fighter, you can choose one of five prizes in his hands, including Mirabelle. While this is the only weapon style that allows you to attack out of range, it has a number of remarkable drawbacks. The first is the very long time reloading time after each shot; you can sometimes skip this by hitting in another style after a shot, then return to Mirabelle to fire again. (Literally tap; just keep hitting one of the following buttons for another style to make sure the registers are changed.) Second is the absurd amount of focus that each shot takes off. On Master or Grand Master difficulty, you can expect to spend a low full of focus to take one normal foe. Third is the fact that there is no area attack for the gunman; pressing the buttons for an area attack will launch you to a power attack instead. Fourth is that you can't skip or dodge while winning Mirabelle; blocking is the action of only your defense while it's in your hands. So yes, Mirabelle is pretty much useless in any great pain. When they go against powerful single opponents, a Mirabelle with a full Damage Increase suite of improvement will be a handy ally, but its generals of utility don't exactly make it worth anything to improve at all. Improving the unfamiliar styles of twin hams style on Jade BioWare's website is one of many theoretical improved gun styles. These become available when you break down some kind of background object during a fight; a small icon will appear where the object was, allowing you to pick up a piece of wood, or some meat, and use them as weapons for a short period of time before breaking. We found some wooden leg seats at the Teahouse in Two, but if there are more styles improving hidden around, they're hiding well, as those were the only ones we've seen all game long. Magic We didn't use magical styles as often as we did martial arts with our weapons, although it's possible that someone wants to pump a lot of upgrade points into their magical styles and Spirit will be able to use them quite effectively. Their main claim to claim is their ability to fire the projectivity of haters from a distance away, whereas both martial artillery styles and force weapons you get relatively close to a stake. The disadvantage, though, is that they use up your chi energy, which we generally get better to reserve for Chi Strikes with our pain styles and to heal. If you use all your fling fireballs to an enemy, and don't manage to kill it there, then you will have to hope you don't need to heal later on, because you won't be able to. Still, if you want to try something different, feel free to stick a magic style on your d-pad and try using it. Magic styles can be used to start harmonical combo, which when combined with a martial arts style will cause an instant slew and a power-up of some sort. See our Combat Tips section for more details on these combo sets. Ice Shard With the power of mirror in your hand, you can deal with a distance and icebolts, or freeze enemies in place for a while and attack your power. It can be hard to hit enemies with the power attack, especially if they skip or move while you're screwed, but if you do, they'll be closed tightly up to a mirror block for a few seconds, allowing you to switch to another target or continue to wake up on them as you please. The Attack Zone and Ice Shard is one of the game's more unique movements, as it will cause pieces of ice to fall from the sky, slow all enemies nearby. After a few seconds of channels, a larger piece of ice will fall towards whatever person you're specifically aiming for a bit more damage. The Storm style storms will let you paralyze multiple enemies at the same time. Storms is one of the magical based alignments that you can learn from the Mistress and Jian Point Iron, who gives you the ancient Game request of Chapter De. At the end of this chapter, you should be far enough along one of the alignment paths to pick up your style. Storms matches up with the Point Closing Path, and is taught by Jian Point Iron. With it, you'll be able to paralyz your feet with explosions of cold air and form into power attacks and form attack areas, or just settle for fix damage with your main attacks. Although the paralysis does not last as long as it would with something like Dragon Storms or Rumble Points, you have the added benefit of inflicting damage while your traps are made in the corridor grip of your magic. Note that, if you don't get your style from Jian at the end of Chapter Two, you can return to Tien's Landing using the door of the Imperial City near Saint Capt. Imperial, although you will need to fill some of the before you'll be able to do so. The duration of blaze duration is, obviously enough, the flame-based style of magic. Like other magical styles, you'll have rapid-fire main attacks (firebolts), a more powerful projectile attack (power attack), and an area attack. For the area attacks, you'll call in a dragon that will spit flames on a large area of battle. It's all pretty simple, really. The power attacks and attack areas can both immolate enemies, resulting in flashlight around, narcissism to try to put them out the English flames. Good times. Stone's Immortal Stone Immortal Style is attracting the needs of the Palm Open users who are more likely to get it. It doesn't cement damage damage, and focus on haters repeatedly rather than causing a lot of pain. The most unique aspect of it is the area attack, which causes Earth to pop up from earth around the chastity, knock back and knock down any enemy holding nearby. Transformation styles are one of Jade's most empirical features of The Worsen. After you find one of these styles by defeating a creature, you'll be able to morph in which the creature will and take on their strengths and weaknesses for a while. The main draw of transformation styles is that they deal with unbelievable damage and are usually immune to one or more types of styles. Their main designs, though, are that they completely drainage your chis while they're active. You also can't fedge anything while in a transformation mode; all you can do is block. Toad Demon although the Mormon Upside is the first transformation style you'll pick up, it's still pretty decent for the situations that you'll find yourself in the game early. Although it moves slowly and isn't attacked very quickly, its attacks can hit multiple attackers at the same time, with its power attack being especially useful for loading into groups of attackers. Each successful hit will add a poisonous effect to the target, as well, although this makes only a marginal amount of damage. Still, with the power attacks, you can spam your way to enemy groups without too many problems; just target someone in the middle of a package, hit the button, and everyone near the target will hit along with it. Attack areas you can act the same way; it will slide Toad's language across everyone in front of you, hitting them back. The power attack in the Toad Mormon is able to poison multiple haters at a time. The toad demons are immune support styles, which are obviously ultimate in awisome drivers. Well, no, it's pretty much useless. Some haters make heavy use of Support styles, save for one important. Horse Demon Horse Demons are afraid, the fire-enfused foe that you're probably going to face with your main character. When you pick up the style yourself, though, you can turn the punishment back on your foe by hitting around on your horse and hitting them with your fire point of doom. What's more, you on demon horse fire as well, allowing you to reflect damage back to every enemy that hits you. The Demon horses a bit faster on its feet than the Toad, as well, gives you a bit more maneuverability in combat. The power of horses is a bit less useful than the Toad, as it only affects an opponent; when you use it, you will shoot out a firebol towards your feet that will immolate them. His areas are decent, as he'll be calling in a number of sharp spikes shooting up from the ground in his feet. Jade Golem and the Jade Golem style, you'll be towering over the competition. Ah, now we are down to copper tactics. Although you won't pick up the Jade Golem style until you're half the game, this is probably going through the first transformation style you'll be in color any serious upgrade point at, as it is monstrously powerful and monstrously big, with just plain fresh-looking boots. Although it's by far the lowest of the transformation styles, that doesn't matter when you're a Jade Golem, as most haters will come right up to your feet and let you book on them. Both normal attacks and your power are useful for smacking crazy ones down, but first waving to the area to emerge too high to hit anything, Making that usually a waste of time and precious chi. In addition to its pure offensive producing, the Jade Golem is immunity to all magical styles and martial arts, making it perfect for taking groups of people. Even if half of them are wild weapons, that means that half of your haters won't be able to touch you. Holla! Minister Red it is a shame that you won't be able to use Red Minister for very long, since you don't get it until late in the game, it's one of the most powerful transformation styles available to you, since it allows you to contract the fixed chi-drainage effects of transformation. Each hit from a Red Minister will drain health and chi from a stake and transfer it to yourself, allowing you to consistently keep your health and chixed out, providing enough goals. Although attacks aren't quite as powerful as Jade Golem's, the power remains to pay you by the constant health going a long way in balancing that out. Red Ministers are immune to guns and support styles, making it another good choice for the great group of enemies, as well as the endless boss. Support styles support no harm on their own, but instead they have the other evil effects the ability of an enemy to contend, such as slow or paralysis them temporarily. Use these in tandem with martial arts styles and weaponry you'll let you print an opponent before switching on to a damaging style to dish out the trunk. Support styles also can be used to start harmonious combo, which when combined with a martial arts style can leave you instantly killing an enemy. See Combat Tips for more information on these combo sets. Rhythm Dragon Oh, Buffer Dragon, how we love you – let us count the ways. This is, in our minds, the best supporting style of the game. you get it early on, and should make every effort to get it as soon as it becomes available to buy (from Temporally Catches Leaf, immediately after Black Whirlwind join your party). His description says he's supposed to do a small amount of damage over time, but in combat, it's actually shocking to your opponents for almost no harm, but will completely shut them off with a stunning animation for a five good seconds, allowing you to pull a couple of martial combo, fly them with Thief Spirit, go take a laps, etc. Only Rumble Point Can launch enemies for as long as temporary dragons can , and this style will cause them stagger on - and Temporary dragons, it's easier to continue attacking, since they're frozen in one place. Spamming out Dragon Storms will let you catch almost any human foe completely shut down. One of the main drawbacks using Temporary Dragons (suppose it's not bugs as is) is that it's cheap formidable – pretty much all boss fighting in the game can be reduced to the level of triviality by simply hitting your opponent with Temporary Dragons (if they are not immune, and no human being), switching to a martial style and using a combo , then switch back to Temporary Dragon and hit your feet again before the stunning effects of the first hitting set. It's cheese than Gouda! Most people will probably want to pick up Dragon Storms as a bit of insurance, but you probably shouldn't use it unless you absolutely need – it makes the game very easy. The surge of heaven surge is similar to other support styles, save for the fact that it does not completely paralyze your foe, or even prevent them from attacking; all it slows them down. However, the slow effect here is very significant, and lasts for a good amount of time, especially if you can pull a zone attack. The Harmonic Combo initiative and The Celestial Wave will also produce healthy power-ups, which are still useful being spread around. All students in two river schools learn the Wave of Heaven; it's impossible to start the game without him. Paralyzing Palm can even freeze your opponents in mid-air. Paralyzing Palm Paralyzing Palm is similar to Temporary Dragons, in that it can paralyze an enemy, rendering them vulnerable to your martial arts styles or weapons. The duration of the paralysis is lower than with Temporary Dragons, though, unless you pump points at it, you're barely going to get a second half worth of paralysis from a successful hit. The area attacks will paralyze all enemies in a wide area around you, but again, the paralysis will be set in quickly, usually even before you end the attack animation. To pick up Paralyzing Palm, side with Master Radiant at the request of Black Leopard School of Three. Hidden point to get it, attack for Rumble Fist is great - it's quick and can render several opponents disoriented. Rumble Fist is one of the two support styles you can learn from the Black Leopard School in the Imperial City, and it's in - quite good. Although you will have to follow the path of The Close Fist to get it, it's well worth the price. It's the main attacks and the decent powers, of which they will be temporarily disorienting your foe. This is similar to paralysis, save that your haters will be slipping around on the playing field rather than standing still. It's the area attacks that are in really great here, though, as it can be used very quickly, hitting all haters into a good ray around you, and going to be disorienting them for an appreciated amount of time. Harmonic combo set in by Rumble Fist will also result in valuable power chi-ups, although it may be difficult to link a power attack on a disoriented foot due to their unpredictable movement. To get Hidden Points, kiss and Smiling Hawk at the request of the Black Leopard School in Three chapters. Combat board the combat system of Jade Empir is one of its biggest draws, as it will let you pick up many of the fighting styles you've seen in various Hong Kong martial art flicks over the years. It's very easy to pick up after you fight for a while, so this chapter is intended to just give you some general advice that will hopefully get you on your way to kicking all kinds of asses. Knowing your attack each style will have three basic attacks to use: a normal attack (used by pressing the A button); a power attack (X button); and an area attack (use both A+X buttons simultaneously). Knowing when they use each of these will help you keep your health up and beat your feet. Normal Attack: Your bread and butter, normal A-button attacks are what you'll use throughout your career to do most of your damage, as they're the fastest type of attack. Most styles will let you tap the A button once, twice, or three times for a corresponding number of hits in a range. Sometimes, it's better to just tap twice, as the three-star combo will often let you retrieve from the movement for a second before you can start again, whereas two-hit combo can often be strong together faster. Normal attacks, even in the magic variety, can be blocked by shield. If a magical attack or style gun hits a shield, it will still drainage Chi or Concentrate. Power attacks: Power attacks are slower than normal attacks, but they have the benefit of adding to the block break. In most situations, however, you won't want to use power attack unless you're sure you won't get hit while doing the animation; After starting a power attack, you cannot break out of (often length) charge animation for it, meaning that any enemy in the area will get a free hit on you, and if you get hit, then the animation will break and you will not have to accomplish anything in the second or two it took for all this to happen. The only time you're really going to want to risk a power attack is when you're fairly certain no one is going to hit you while you're doing the animation. In most cases, this will involve hitting someone with normal attacks until Then skip over and over, and using the rear power attacks. Even if they release shields while you load up your power attack, they will always have to turn and face you, give you another second or so to quit to drop your attack. Attack areas work well when you are enthusiasticated by haters. Attack zones: Attack areas almost never face damage, but instead they are a means of crowd control. For most styles, pressing A+X will cause some kind of exploding problem from the player, causing all the nearby haters to be knocked down for a second, allowing you to repository yourself or just use your chilli ability without having to worry about being hit. Support styles will often combine area attacks with some form of status effects, allowing them to dehydrate or paralyze all near momentary shapes. We personally didn't find very useful attack areas in Jade Empir; it's so easy to dodge or flip away a foot or in the middle of a group of enemies that the time spent hitting them all down didn't seem worth investing in. Jumping away is often going to be safer, anyway, especially when you're ravenous, as the short time it takes to set an area attack will always be enough to allow someone to hit you, maybe even disrupt the attack. The Harmonic Combos Harmonic combo are both a way to eliminate low-level enemies instantly and restore some of your energy during a drawing-out battle. You'll need to use either a support style or a magical style to start a harmonious combo. Each style will either use its area attack or attack its powers to start a combo; read the style descriptions of the style menu to learn which attack matches up with a specific style. When you successfully initiate a harmonious combo, a green clock will appear around the ring at your target foot. You will only have a few seconds to complete the combo; to do this, switch to a martial arts style, get close to your feet, and unless a power attack. When it successfully hits, your haters will instantly kill, usually to some gory fans. What's more, you'll automatically receive either a healthy, chi, or focused power, depending on what style you use to initiate the Combo. (Again, you can check the descriptions of the style menu to know what they are ahead of time.) The main disadvantage of harmonical combo is that it's often quite difficult to attack a power attack, especially when your target is among a group of enemies. Overcome this, try starting them with a support style that uses to attack its area to start a combo, such as Temporary Dragon or Rumble Fist. When you use an area attack to start a combo, you'll be able to stunning most of the enemies in the general area, giving you a better chance to actually pull off a power attack to finish the combo. Note also that some haters, especially boss and minions are, are immune to harmonious combo, so you can't always rely on to get you out to preserves the hardest you might find yourself in. Go Skip You can block every time you like to combat by simply pressing the B button, but after you get past the first few battles of the game, it's unlikely that you're actually going to want to do that. Although locking protects you from attack from any side of your character, there is too much danger in getting hit by a power attack when your enthusiasm by traps to justify sitting there and blocking, waiting for your chance to strike back. Plus, it's kind of boring. Instead of blocking, then you'll want to get used to using powerful manoeuvres dodging Jade Worsen's. By keeping B and pressing one direction on your analog sticks, your character can quickly craft around the battlefield, quickly enough to avoid most attacks, in fact. What's more is that you can actually go ahead to enemies, disrupt the attacks, or jump over if you're close enough, allowing you to hit them repeatedly. Many of the videos in this guide will demonstrate this basic technique, so take a look at a few of them and get used to jumping and judgment, as it will make your fight experience much more satisfactory. Great Master Mode we hate dismissive sound, but Jade Empir is not very hard on its default Master hard environment. Since you can fedge easily, you'll mostly just be jumping in and out of battle while choosing when the country hits you. If you find yourself breezing through the early chapters, then you may want to blow the difficulty up to Grand Master, which will leave the enemy contract and receive more damage. Walkthrough Select a character We will not go too in depth here, as the character creation system of Jade Worsen is not nearly as complex or significant as to the Knights of the Old Republic Games. The main thing you'll choose here is the style and look of your character, so make sure to choose a character that you'll want to look at for 20-30 hours. The other choices on the character screen (Fast, strong, etc.) don't really mean anything; you can take Tiger Shen and give him the fastest attack style, and he'll be just as fast in combat as Radiant Shen will, so far we can tell. The main thing here is to realize that you're going to be using your martial arts start style for a long time, so you'll want to choose one that suits your play style. We recommend the celestial style as a good blend of range, speed, and power, but you may want to start the game a few times and excel with some of the school's students and the various styles to get a feel for the differences and make your choice after you get one that suits you. If you choose to customize a character, you will also be prompted to allocate some basic status points. Two points of body and one of mind and spirit is usually a good ally, but if you're going straight to Grand Master Mode, you may want to discard all of them into their bodies to give yourself a good amount of health to work with them. Love Is in the Air One of the Mark In the BioWare games your ability to promote romance between the different characters that you control, and Jade Embalming is no different. We haven't had much time to test out all the different permutations of the system in this game in particular, but if you want to wind up swapping saliva with one of your followers, then all you really need to do is talk to them – a lot. Talk to them before and after completion of each main story request, and before and after each chapter ends. The good thing about Jade Empir is that your choice of conversation with your team will rarely have an impact on your alignment, so if you're trying to go through the game as an ultra-evil blinds, you can still be nice and woo some of the flying honey in your possession. Mo. Kiss me all you want, but I still haven't signed that principle. Anyway, all you really need to do to advance a romance plot is to talk to the character you're interested in multiple times throughout the game and try to be as flirtatious as possible; if you're always condescending and insulted towards a character, they'll easily get all hot and hampered by you. Having the character in your vagina probably helps too, although you have to be careful, as they will look what you do and react accordingly. Dawn Star, for instance, won't love it much if you go into innocent killing innocent. You can lose these negatives by holding a character from your party if you take in activities contrary to their nature, but both Silk Fox and Sky are a little more flexible in their ethics than is Dawn Star. So far as we can tell, both Silk Fox and Dawn Star are possible targets for a woo male character, and Sky have been the main subject of interest for female characters. It's possible that some of the other characters may open up to romance, as well, and really, who wouldn't want to hop into bed with Hou, given the opportunity. It's also possible that same-sex relationships might be possible, although this would likely require you to be quite cruel to the possible hatred of the opposite sex. When we get words defined on this, we'll update this guide. Chapter One and So It Begins... After you have done selecting or customizing a new character, you will find yourself inside the Jade Efficient, and in fact in the middle of a fight. Your characters will be prepared with Jing Woo, a fellow student of you in the martial art academy run by Master Li. It will end before you gain control of your character, launching you into a conversation. For the person you are familiar with the BioWare method of RPG character development, most of the choices you make between good and evil are coming to the dialogue that your characters participate in. When another character speaks to you, you will have your choice of multiple replies to select. You can choose to be as kind or as cruel in your conversation with Jing Woo as you want, but to be advisable that constantly acting in a certain way will change alignment towards the Open Palm (REPER) or the Close point (wrong), which will affect how other characters react to you. However you choose to treat Jing Woo, make sure you take him up on the opportunity to provoke once again; this will walk you through a brief tutorial about Jade's Worsen combat system, which is definitely different than what is included in the Knights of the Old Republic games. It's based on more real-time action, for one thing, so you won't be able to pause and analyze your actions; you will need quick on yourself if you want to undo multiple enemies. Jing Woo isn't very hard to take down, so feel free to book about it until it falls. Lose try and provoke as many of the students in you can, for experiment with for pure practice. Before meeting with He masters, it would be a good idea to up the school terrain to explore the world a little bit. There are a number of students in the school yard. If you leave the arena this spring, in fact, Student Lin will rush in with another student and start the spring; if you talk to it, you'll discover that it's either weakened or jealousy, depending on sex in your character. If you treat it nicely, though, it will agree with you, your networking 40 XP. We can also spread our students with; it's a gazebo near the prepared ring. You can also talk to Smiling Mountain and set up a simple match match with a no student, although this won't spy you any experience. There's also a pair of students on a hill in the northeast which you can take on together, netting you more experience. In addition to the fight, there's a wealth of history information available to the various students around you, so make sure to talk to all of them. There are also four roll or roll backs in the area (although one of them is far southeast of the Southeast, near the leading gates in Borough). If you find all the books in a given range (and these cards are part of one), then you will get an experience bonus; you'll also get experience just for reading the books themselves, so make sure you click on them when you reach them. Main demands: The Master's teaching When you have explored to your liking, save your game and walk to stay the master of speaking to him. The conversation is shorter than it is intended to be, because it will be interrupted by the news of a bandit attack from the nearby river direction - Master He will instruct you to meet with another compound, Dawn Star, and to head to the shop in Gujin, who holds a gun for you. When you're ready to head out and bash some bandits, move out the gates of town to find Dawn Star Confess and Gao. After it sends it wrapping, it will join your group. Heads of the Two Rivers begin to defend the city from the bandits. Two streams as soon as you enter the city, you'll be accommodated by a pair of bandits intent on getting into the flowing bends while the pillar must be eased. With Dawn star not around you, you should be able to they are relatively quickly, so take them down and start making your way to Gujin, to the north. There's a Bamboo Kask in the northern part of the city that will hold a few silver coins for you; you can also use the Scroll stand of Gujin's shop to complete your first Hidden Book, which will net you the legacy of Master Book, which apparely adds a bonus to your Focused Notes. When talking to Gujin, it will give you the opportunity to choose between two styles of guns. The sword style is a bit faster, and shorter occurs, while employers are focused on slower strikes that are a bit stronger. Take either gun as you choose and get ready to use them. On your way back to the lower part of town, you'll be facing off against two more haters, then fight four more in the main square. These guys can make a significantly larger amount of damage to you than enemies before they could, thanks to their weapons, so make sure to keep an eye on your health and use your healing shes when necessary. Although you will be thrust to head to the beach after fighting the strips in the square, first head to a small residential area where another villager being attacked by four bandits. If you can drive them off, you'll get plenty of experience and will be able to leave Villager's chest for 200 agents. The beachhead You'll have to fight all these banners if you want to save two streams. When you're ready to get down to some real fighter, head to the east to find the beach. (If you want to use focus and shes shrink near Gujin's shops to restore your health before doing so, though.) The bandits' ships are there, and they will come common in full force. You'll have to defeat no less than three waves of enemies, with the first two including groups of four. Do your best to stay mobile so that enemies can't box you in between them, and don't hesitate to use your area-to-effect capabilities (A+X) to sweep multiple enemies off their feet. The second wave of enemies will also include a powerful Bandit leader, so be wary of his default attacks. Keep in mind that there will be some cannon shots coming at you during this fight; when Dawn tells you to look out, make sure you use your B buttons and dog moves to cover some tea, as they'll be targeted right at your feet. If they hit your haters and immolate them, rush in and book on them while burning their ends. The third wave of minds are more interesting; these are the first spirit enemies that you will meet. Mind the minds immunity in your gun style, so switch back to your martial arts style to take them on. They also possess attacks to fix, so be quick with the dodge button. If you find yourself having problems with these fights, then you may want to flip Dawn Star on support mode in the followers menu. This will cause him to sit and silently channel his energy, which will cause your own owner to continuously recharge, allowing you to heal yourself as often as you like. All enemies will ignore him, though, with your attacker, who can be somewhat overwhelming. Afterwards When His Master does his trick with the boat, he will be turned to authority and finish in the last of the bands, then asks you to meet him back to the academy discussing current events. The first things to do when you regain control of your character will level up. You'll be able to increase your body, mind, and mind attributes (a good idea at this point is to put a point in each capacity), as well as some of your styles. You have only two style points; it would be wise to increase the damage and speed of your martial's main capabilities, which is what you're likely to be using more often than anything else. When you regain control of your character, you'll be able to talk to Old Ming, if you want to learn a little more backstory. It doesn't seem to have anything critical to tell you, but there's some interesting information to tree his conversation if you want to hear it. Joh is the son of one of Mr. Ai's men we meet earlier. Whether his father lived or died, you can touch some point toward the Closing Path to treat his anxiety briefly. After returning to the city square, you can meet with End Sub, one of the merchants who suddenly appeared. It's nothing to sell just yet. Before returning to school, head back to the residential area of the south of the city to fight through a few of Gao's Closing Bars – you can't avoid a fight here, so just take them down for the experience and cash that they drop. If you're seriously stretching the gun you chose from Gujin earlier, you can also return to him and exchange it. Return to school when you are ready to move on, return to school and head towards Master Li. If you wish to engage in a little side request, then talk to Smiling Mountain and ask about Mina's healing to pick up Side Request: Kia Min. If you walk down to the beach again in the course of that request , you can also pick up Side requests: A Sad Debt. When you arrive at He masters, he will tell you to explore the spirit cave - but before you can go, Gao interrupts and challenges you to a duel. When you're ready to accept his duels, talk to Him and fight! Make sure you save your game ahead of time. Gao is a challenging opponent, mainly due to the huge amount of health that he possesses, but his attacks will mostly be avoided if you're quicker with dodges. If you enter and healthy full and chi, then you should be able to heal yourself if you happen to take damage. The key to beating Gao is staying out of his way, and not letting him box you into a corner. With your forward flip, though, that should be easy. In addition, the basics will win this for you; block or dodge using normal attack, use a power attack when it is blocked, and otherwise just avoid it. It's going to go down after a couple of minutes of solid points. The spirit of God cave when you end up the lion in two rivers, Kia Min, and a poor where demand, save your game and talk to His Master at home. The result cut will reveal a bit in your past, but will probably only bring up more questions for you. And he will ask you to enter the spirit cave, the site of your first true challenge. After you bypass the first door to the spirit hole, walk ahead and use the pillar to receive the Dragon Amulet. With it, you'll be able to equip certain gems that you get through your journey. If you have any already, use the A button to put them in the amulet and receive the bonuses that they according to you. After fighting over the three spirits that attack you, use the amulet it seals on the next door to the north, then head in. Your next fight is against the Old Master, a previous owner of the school. It's powerful, and it possesses a damaged mirror attack that can hit you from above, so stay mobile and try to take down it before focusing on it. It doesn't have much health, so lock in with your martial arts style and bring it down. A Visitor Mysterious When the old owner died, a weird appearance will appear and offer you a gift: you can learn either a mirror or style Firefighter Magic. Make your choice as you please. When you regain control of your character, make sure to examine the various containers in this area to find more items with cash, then it scrollsstands them before you enter the back potcket in Master Read list. Ice is probably the best choice here, but you can still buy the other style later in the game. Main demand: The Search for Star Dawn after emerging from the Cave of the Spirit, you will learn from His Master that Gao participates in the extinction of dawn star. We are pursuing it, even if it stands by the island's mountains. It will sell a few gem if you have the cash to buy them. For 200 agents, you can buy a gem that will add a point to either your body, spirit, or Spirit attributes. When you're ready to head after Gao, return to town, where you'll find the body charred to Pat Sites, apparently cut down by Gao while escaping it. If you want more gems, talk to Fan Make for a new selection. He will also tell you to talk to Gujin about Gao's escaping. On your way up the stairs at Gujin's shop, a villager will likely be waiting for you. If you open Villager's chest during the earlier battles with the strips in town, he'll ask you if you saw the 200 agents who were in it. If you wish to return the money to it, you can, or you can simply laugh and keep it for yourself, with the appropriate alignment change. And after he had spoken with Gujin, head north toward the doorway of the city. You'll have to deal with multiple lions at Gao's greatest at this point, including the villager from unleashing the Maler debt, if you happen to tell him to deal with his problems himself. Defeat them, then talk to the guard to learn that Gao was headed into the exchanges. The swamps after defeat the first group of bandits that you meet here, talk to Merchant Hing to learn The vandals were removed and his wife lets you pick up the kiss request: The Flower in the Fields. When you're done talking to him, walk on the path behind him to meet with Sagacious Zu. However you treat him, he will join you as a follower. After overhauling the area for bones and a Scrollstand, begin moving north of the band camp (taking the leave path first, as it will let you fight a couple more haters for extra XP), which has been replaced by Gao's alleged fate. Their defeat to learn a bit more about drama that enthusiasm Dawn Star – her appearance has managed to save Gao and run to a nearby berry. When you are doing the alleged interorganisation, you can either let him go, or kill him like hitting you. One of the bamboo cases in this area has been trapped. Since you can't now say when the chest is trapped, all you can really expect to do is avoid the trap by saving its effects when it goes off. A High Focus note will help you do that, so before you open these chests, equip any Monk Gems you happen to have. Swamp Cave Ogres are intimidating big, but it's not as hard to fedge their attacks. When you're ready to find and rescue Dawn Star, head north of the Swamp Cave, stay somewhere in Ogres and Toad Demons. Your path will be blocked by one of Gao's long-time fireball, but it's nothing; you'll at least have confirmation that Dawn Star is still alive. Take your time to explore the cave and scramble off the Ogres here. These

guys have some powerful attacks, so make sure to use your backpack to avoid power attacks when they start iced blue, as a single hit will hit a third of your life off in one shot, if not more. If possible, let the Ogres face you while attack the Zu from behind – it doesn't face a lot of damage but can kill them if given enough time. When dealing with the Ogres, head up the ramp in the middle of the cave to deal with your first Toad Demon. You'll need to be forgotten in their power attacks, which come out quickly and will poison your character when they hit. Again, though, it's a two-on-one situation, so let Zu strike when it can while you avoid or block the Toad attack. When the Toad goes down, you'll find your first transformation style: Toad Mormon. With it in hand, search the cave for any remaining bones or chest, then head down to where Gao and Down Star will converse. Boss Battle: The Youngest Gao You Can Take on Gao in Mind or with Friends; it doesn't seem to make much in a difference either way. Gao brings a number of new capabilities to the table here. You can try to take it down either by yourself, or with either Dawn Star or Zu by your side; you don't seem to get any extra experience by taking it down on your own, so feel free to pack a sidekick if you want. The most notable change between this bottle and your earlier epsom and Gao will use it to fix fire attacks. Besides its normal firebolts, it can also be called a dragon to spit flames in a wide in battle zone. Keep in mind that your Tomon Transformation style is immune to fire damage, so feel free to switch on it if you want to be temporarily immune to the firebolts. It will still pour your chi, though, which you'll probably need more to heal than magic tricks. If you run low on Chi or Health, keep in mind that you can buy the two stones in the arena while you're in free-target mode. One of them will release a small focused replacement, but the other should network you a restored chi full, so use whatever Shes enter into the battle and heal yourself, then institute it and grab the pickup when you are running low. You'll want to lock in on Gao while it's firing firebolts at you by beside-dodging his bolt and jumping in as possible, then using your gun style or your Focus mode to beat it down at close range. You can also try matching magic styles with him to fix, which can be especially neat if you have Down Star together in Support mode to continuously respond to you Chi. However you face it, take down Gao and choose one of the part to help you clean the rock. There are three chests near Gao's corpses, including a new crane for you, 250 silver, and a good chance of a new gem. When you have them, head back to the grave. Request: Burn the City of Uh-oh ... it seems that some of Gao's friends have launched a prime attack on two rivers from the air. You'll need to take your little car fly up to the sky to take them down, old-shoot style. The controls here are about as easy to use as you could imagine; just use your left analog stick to move your boat up and down or left and right, and use a button to fire your gun. Your X buttons can be used to activate a temporary energy protection around the ship, but you shouldn't need to use it. If you're quick on the fire button, you should be able to take down everything saved for the first two bombs that you spot. When you hit the ground, start making your way back to town - or what's left of it, anyway. Most of the villagers will be killed, but you can break the ravages on their invading and star Dawn by your side. This map is actually a combination of the city map and the school map, since many of the areas have been blocked, so head west until you arrive at school. Before going to the main area, head to the South Spring Garden to fight more bandits, and make sure you look for the student body. When you are ready to move, head to the school's main square. Feel free to narrow your combat Toad Demon during their battle against Gao's mercenary. Another wave of haters is coming here, and another wave comes after that. The second wave will feature Gao's lieutenant, who's related to lightning attacks that may shock you. Dawn Star will likely get beaten up in his hands if you try to take over the first minutes but not such a bad thing; if you control his or her health and flip it on previous mode support dead, it will be able to always restore your chi, allowing you to heal yourself or blast away with your magic style. When the lieutenant and his minion die, Jing Woo will appear, and tell you with his last breath of death, a lieutenant of the emperor, was responsible for that offense, and His Master took a while before he arrived. After the conversation, you'll blast off of your boat for another trading town. On your way out, you can choose to engage in another mini-game in battle ships, whether you want to, or just head straight to your destination. The Flower Demand side of the Fields after finding this demand from the merchants of the samples, head to the northeast of his position to find three harring bandits. If you rescue them, you'll be able to free the woman, as well as the vendor's herd, which is the real flower that she referred to – lololpwned. Accept your rewards and get moved. Lions in two streams after your conversation with Master List, you can inspect the status of the lions in two streams, which react with the three lion figures you can find in a chest nearby. You can't do much with it anymore, save the colored lights that flash when you approach the altar, but keep their faces anyway. When you have some money in your pocket, take the leading path to the north of the school in the arena where two students have ancient spring. There's a small tomb here which, if you put one silver coin in its mouth, will give another lion's face. If you approach the alternative to His Master's house again, you can use this figure on the status, which will change the sphere to a green color. Here's the steps to earn your reward: This puzzle is simple to solve when you have the face at the top. Set blue and yellow. (Spheres turn orange.) Remove blue, red spot. (Sphere turned violet.) Remove yellow, blue slot. If you perform the following steps, you will find the Gaze in the Lion technique, which networks you + 2 Health and Focus. Kia Min after you get this request from Smiling Mountain, talk with Kia Min near the steps leading up to her Master's home. He'll tell you that he was hurt, and he can't drag you until he's healed. In order to help speed up his recovery, you'll need to travel back to Old Ming to the beach and learn about the two grass that you can give it: Red Silk Grass will tie the injury and allow it to actually heal, while the beard of tongue will just die the pain, allowing him to believe that he has healed , but not doing much besides acting as anassy. Your choice is fairly clear; if you want to actually cure Kia Min, find the grass either red and give it; if you're traveling the path to the closing point, though, and don't particularly care about his physical wellbeing, find the bearded tongue turf. You should be able to knock Fan Fe down to 20 agents over the sale price, and if you are particularly bad, you can get Kia Min to pay you 50% silver for the grass you returned to it. When you have either healed or sabotaged Kia Min's body, return to Smiling Mountain and ask him to provoke him. If you can undo Kia Min and four other students together (using your area effects of their ability to hit their feet off), then you will find the Alloyed Body Technique, which will network you five extra Health and Focused. If you gave the Kia Min the bearded grass, then you'll earn more points in the Closing Point path. After returning from your journey to the Spirit Cave, you can rub off the fact that you had for extra-evil goodness. A Sad Debt How, When Will A Death Die A Terrific Pain? There's a man standing on the beach near Old Ming after the encounter with the strips. If you talk to him, he will tell you that it's the biggest gao hoc to sum the practically sum of 20 silver. You can either help him from giving him the money he must (Open Palm) or tell him to solve his own problem (Close PST). If you choose the budding path, it will be repaired in a fight between you and some of Gao's linked later on, allowing you to kill him. Either way you go, you should be able to find and resolve this side request in the course of one conversation. Main Question Chapter: Picking up the Pieces After Your Crash Landing, it will be up to you with a team of your choice to find the city of Tien's Landing and somehow find a wind map with a new travel summary flyer. Start by heading from the west, where a group of Spirit enemies will attack you. Remember that gun styles don't damage these next ones, so use martial arts styles or your magic to take them down. When they were defeated, the Spirit which was your school in the Spirit cave will appear again, and let you know that there are no less than four pieces of the Dragon Amulet that you have fields, in which you only own one. Around the South Lawn road, you're going to come to a headstone, which you can break if you want to take on more haters. The Fhosts convinced here they are powerful, and they have the ability to freeze you with magical ice. You can heal yourself while frozen, but it's best to avoid this garbage all along, as they'll often just repeat your freeze to shut you up. Unfortunately, the bridge of Tien's Landing is raised, forcing you to take a southeast passage to wrap around the village, which will take you to Side Quest: A Black Woman. Defeat Hardy soryante the mysterious and move on. Ice Magic - Why should it be ice magic? You will soon come to the stone marker which Zu mentioned earlier. One of the arrow points on the right, towards Tien's landing, but before you head to town, take a bit left and explore a bit to get another together of Imperial soldiers, making the bids but killings. A battle here seems impossible to avoid, so destroy the three outgoings, then talk to the fourth one approaching you afterwards. You can get information from him, if you want, then choose to leave him live or kill him for a large balanced alignment. Check the chest in the room behind the science to Strings draw items, then top to the city. Main demands: Big fight | Main Demand: Find a New Flyer After you meet up with Zu again, start walking towards the city. The two women you meet here will give you two new questions of history, both involving Minister Sheng, that you are supposed to follow down in the city and talk to. Main demand: Hui Spirit's Brave Thief is a very useful style, and one you'll probably be using for most of the rest of the game. Head to town meet with Hui, who will quickly come under attack from a few simple merchants. Help him defeat to learn more about what precisely happened in Dirge shortly ago – the Emperor's apparently, in his despair to finish the Drought Long Drought, managed not to appease the God he had offended, but rather killed him. The dude was style. After the long conversation, Hui will teach you the spirit style of Thief. The teahouse When you're ready to talk to Hui some more, feel free to head to the Teahouse. You will immediately be abused by multiple varies, apparently too mute to know when they're out. All great gas movies have a battle scene in a government or nann - it's the law - and, true to form, Jade Empir will allow you to use broken tables and chairs as iron armor during the battle here. If you break a wooden object by jumping on it or breaking it in free target mode, you'll be able to walk over the icon that appears and use the stick as a weapon temporarily. These objects do decent damage, but will disappear after five or six hits, therefore making the most of them. After the battle, Hui will tell you in search of their crushing of Old Tien to find the next piece of your Dragon Amulet. You'll need to talk with Minister Sheng to receive permission from the top, though; it's like many of these requests are sending you in his direction. Chai Jin of Oh's Challenge, Sorry, I said 'Treat good dish?' I meant 'dangerous poison.' Before you leave the Teahouse, though, you may want to walk around and see the inside signs. Some vessels are shy; you can pull off the Zhong Demand Ox Insurance Company; and you can talk to Chai Jin, the master chef, complete an optional task. This is not a request, per se, but if you talk to him, it will challenge you to taste three of his dishes. It sounds like bargain someone crazy, at first; it will take 300 agents if you are hit by the power of its dishes, but if you catch up with the culinary attack, you don't get anything. However, if you can survive the first round of flavor, Jin is offering a super-secret dish for your perusal, at the price of another 300 agents. If you manage to survive that round, you'll get all of your cash back, as well as a GEM. Each of its dishes will remove a certain amount of health, focus, or digit energy. If any of these attributes drop to zero, you'll lose the game, and your cash. (Be sure to save before, obviously.) We had many body notes, so we chose for our first dishes that affected us The third cast worked against our leader, while the fourth, flat if you want to affect them all. After surviving the fourth dish, you can either tell Chai Jin that it severely weakens you, at which point you'll get your reward, or you can tell him that he didn't seem particularly effective, at what point he will sample himself with seemingly strong upon dying, calling you to lock fist dots and gem to come out of his body , you are sad. Vendor area Before heading down to the main part of town to deal with the minister, feel free to wander the city and examine the chest and cash in the area for more goods, or pick up the numerous side demand that you can find in the area. You can find the Bar of Nickeled draw items in a cash to the west of the tedious If you head east from the Teahouse to the Vendor area, you can talk to the villages and merchants have to pick up some new requests. Merchants Cheung will give you bipartisan requests: The Stolen Memento (this only has an open palm resolution, so you may want to skip it if you are a Fidst Lock character), the Messenger by the door will offer up Main Demands: The Sick Forest, and you can also find Minister Sheng, locate the in many of the requests that you have picked up so far. You'll need to talk to Sheng in plus the big paper and get a new Main Flyer Request. It will reveal that opening the Great Lady, and further revealing that you should talk to the Ru Boatswain at the Teahouse if you're looking to find a new flyer. Before you can take the river up to the Pirates Camp, though, you'll want to head out to the Great Dam and get your Dragon Piece Amulet. Shortly after talking to Sheng, Merchant Jiang will approach you with a counter-proposition. It will make a slew of wine sale at the jaw trapped in the city by the low river, and asks you to permanently destroy the mechanical damage so that it will be stuck open forever. In exchange, it offers you a substantial amount. You can already tell what choices will affect your alignment, most likely. Moving on after exploring the rest of the city, you'll be able to follow one through three paths. You can either head to the lady to find the second piece of the Dragon Amulet, or head to the Forest to see about helping Yun heal the sick sticks there, or talk to the Ru Boatswain and try to talk him to take you to the piratter camp. We will go ahead and deal with the damage first, so head back to the east of the city and walk through Gate to Ruin near the Imperial Army troops you killed earlier. You'll almost definitely want to bring together Dawn Star, if only because his supporting ability is going to be much more useful against the haters that you're going to fight. The ruins after entering their break in old tien, you'll have to fight more army slugs; luckily, Captain Assassination Lotus will leave the area before charging in, but not before it's likely to achieve a number of Rat Demons in their smash search and harry your movement. And type of logic, I'll just give up now! After killing alleged first ones, you'll receive gem in Sans Thiefs, which will leave you trapped chest sensors and fence while you're having it fitted. Whether using it or not, open the box killer provisioning near Find the Dragon Powder, a key item. With that in hand, Head in the South to meet with a Mormon Cowardly rat. If you beat him in a fight, he will offer to tell you where the special GEM they are looking for is; it's apparently hidden behind a wall somewhere, which the assassin is preparing to blew up with flares and Powder Dragons. That's a part of the T-Gems side of the quarter. Since you already have an ingredient, it's time to find the other. Before starting looking around, though, search the bones in Cameo behind the nearby home find Cameo Portrait. (This is something of a hidden side request. If you return this to Old Wei, in the Merchant area of the Landing Tien, then you can either give it to open palm point, or bury it by holding it for a Closed Sway.) Further down the path, you will find more foolish army of rockets. Kill them, then use the Dragon Powder on the flares and fire them off to destroy the wall. This location will take you to another area; see the Gems in the Quarter segment of subchapter in the Side Quests to learn more. You can also talk to the orphans in the house to the west here to nab to the orphaned side that drowned. The crane after you move down the path a bit, you'll meet an outgoing and a killer fighting to cut some fent. One will leave the word slippery order for the eraser to send on the damage, just before you completely destroy it. Unfortunately, the killer will be saved via a nearby bridge and raise it, but all you need to do to lower it again is to use the nearby technical change. Funny how things work out like that some times... After one more encounter with your mysterious spiritual counselor, you'll move on to the... Ladies Site Soon after you enter this card, you'll come across a girl. Before you can get a straight answer like who it is, it will be transformed into Chai Ka, a bad servant intends to test you. It's a bit angry, though, so instead of testing you, it's going to try to kill you. Chai can have a number of powerful attacks, the most annoying of which is his power to attack, that comes out quickly and will knock you down, with an area-in-effect attack that channels his power into the ground and will likewise knock you down. As a demon, it's also immunity to supporters and magic styles, so stick with your weapons and martial arts styles to deal with damage. Its huge weakness is a lack of maneuvering, so if you want to take it down, you'd be well advised to sit Dawn Star down in support mode to have it restore your magic while you still flip over it and quickly hit from the rear, heal as needed or as possible. It's slow, so you can exit it and wait for your magic to build up if you want to use Demon Toad mode combat warfare. Big... a great mormon that is not entirely sane as a disciple. Nothing can possibly go wrong with this arrangement. After Chai May has defeated, she'll give you a gem, and tell you that lotus Assasins killed parts of Amulet Dragon that she was supposed to give you. He and Flowers Wild will join your request as your third follower. Housing! Moving on with Chai Can as a member of your party (or one of the other characters, as you please), first head north to the nearby worth from Ruins to find the River of Technical Times, then head east to the pago to find another chest and a scroll. Before you move on, you'll need to get past the eraser to send that guard passage into the dom controls. You can fight them, although they're monstrosly difficult; a better plan is to use the word your code exceeds earlier (Shao Hua) and pass by unscathed. At the bottom of the steps, you will meet the dom controller, and you will be forced to make a choice: you can either close the damage, and please Minister Sheng, as well as earn a reward of Captain Ing with some Open Palm Points, or destroy their control, which will earn you a number of closed point closing points and reward the cash from Merchant Jiang. Whatever path you choose, you'll probably have to defeat a Lotus Learning blunder and a blunder of guard when you return to the top of the damage. If you have Chai Kai together in your vagina, then you will need to look at his health; although it is powerful, it is very slow and may be enthusiasm by enemies. If it's near death, change it to supporters and it will start to fill your health. This will be a reward slowly, obviously, but it should be enough to let you use Wave of Heaven and the Spirit of God to teach back some power shes from one of your feet until you can heal Chai Kai back up and get it back into attack mode. Whatever actions you took with the bam, it's time to return to Tien's Landing and report your findings. Head through the design and south towards Perkins to meet with Silk Fox again. He will tell you that only Lord Yun, the imperial cinema worked and cleaned the mixed jungle, has a wind map. This opens up demand to Silk Fox's side. Returning to Tien's Landing when you return to town, now would be a good time to talk to Dawn Star and Zu while standing around in the camp. Just talk to them and explore new trees of conversation; you may find yourself sowing the turf of future romance when you listen to speakers. You can also talk to Flowers Wild Flowers, if you want. If you open bam in, make sure to talk to both Minister Sheng and Captain Ing receive your reward; if you force dom to open, then Merchant Jiang will have desserts just waiting for you. In addition to extra demands, you can also return the Portrait of Old Wei to the Vendor Area, follow down Kindly Yushan to the Teahouse for the drowned demand, and end up in any of the side demands you have already been left undone. When you are ready to move on, meet Boatswain street to the upper floor of the teahouse and persuade him to satisfy you down by the docks. With that accomplished, talk to him at Pier Beggar's and get it taken you through the pirates' stress. Lower Pirate Island Pirates are apparently holding the key to flying technology, so you'll need to infiltrate bases to get back in the air. Gao's oldest also apparently resides here, so you can also use this journey as retribution for what happened in two rivers. The washing-up boat you run across after the cutting here will offer you a choice: you can either pull the cord stop the cannon above the bridge killing all of the boats on it, as well as the sweet innocent boy (Close Fist); or you can just run around and kill them all the old-handed way, which doesn't seem to have an alignment change. Be careful, though, as they pack the long sword, and the woman wields a style that can desolate you and prevent you from attacking with every hit. Unsorted. You'll get 1,000 XP for using the cannons, though, which seems to be a bit more than you get to fight the guys. This is going to be one of the biggest battles you've yet to come up against, so get into it and stay frosty. With the bridge-sdiors out of the way, you can follow the path to the northeast, where you'll encounter a large group of six or seven ships that will have to be fighting masseur. This will be a tough fight, there's no doubt about it, so you'll probably want to have either Chai Chai or Dawn Star together for their supporting abilities. If you've got to shed for it, then Dawn Toad might be a good way to start the fight, as it will leave you off to multiple feet and poison them all, but you don't want to stay in it too long, as you'll usually wind up being flanked or attacked from the rear by warriors behind. With Chai May or Dawn Star together, though, you can be set to restore your health or power chi, which should let you just run away from your feet until you're strong enough to re-enter the fray. Just keep using your area-to-attack capabilities; don't forget that the Wave of Heaven can slow multiple minds at once with its A+X attacks. With that fighting out of the way, you may want to return to the spirit near Pirates Cheung and restore your health and shes before returning to the path and heading around to meet Sky, who works on free the slaves of the pirates. It will drag you into battle with him, so fighting in another group of boats to learn his story - it appears that he's here to battle the greatest Gao for some personal reason, and offers to help you open the door leading to the upper levels of the camp. You can also find Yifong and Fuyao bipartisan demands by speaking to the female slaves that he was free. Kang jumped to Mad at short point, coming straight. As you pass beyond up the boat camp, you will eventually come to a large building, in which you will evadedrop on Inspector Lim and Gao's oldest palace with Mistress Jia, the woman who intimidated the attack Two rivers. It would appear the Indeed Member has fragments of Amulet Dragon you were looking for, but is soon to exceed the area. In more short-term interest is the notice of a new-range flyer that Kang Mad's office is soon finishing construction on. If you could get your hands on that, you could get into the Imperial City in no time! When you enter the building and destroy the pirates, you'll be able to converse with Kang - appearance it years to be free from the roost, and it offers to give you the flyer it's constructed, as well as help you to your cause, if you take Gao out. Sounds like a plan. Further the steps, you may come across another group of boats and a fork in the road. Head to northwest to solve the demands of Yifong and Fuyao, or just head northeast to meet with Gao. Workshop You'll need to get past these guys to get to Gao. After entering the workshop and trying to cross it, you'll need to fight a couple of waves of haters. The first will consist of smaller and larger Demons Rats; watch out for the most demonistic fireball attacks. The second wave features many ships with an ogre, so do your best to stay away from Ogre's power attack while exceeding the smallest stakes among him. As per the usual, Dawn Star's support mode will be useful in building up chi to heal or for chi attacks. When you can isolate the ogre, flip over her head and attack it from behind to finish it off. When the area is clear, check the vast ones and boxes here for items; one of the scrollstands has the configuration of the horse item. When you've cleared the room, head up to the upper section of the vintage cover to meet up with a new friend. Boss fight: Gao's greatest Gao is going to come at you with a few flunkies at large, but he's the most dangerous enemy in the room, obviously. If you have Dawn Star in tow, you may want to just put it in support mode and use Frog Demon's power attack to poison the flunkies and weaken them before you flip over your weapon or martial style and choose them to cut. If you can get Gao in a one-on-one battle, it would be easy to kill. When you can find Gao off his head, you'll have to deal with his attacks, which will mainly consist of icebolts, fireballs, and the power attacks of magical fires, called a large snake to immolate you (you should be familiar with this from when his son did it). One of his favorite tricks is blocked, then wait for you to start a power attack before pelting you with ice bolts. Beyond the obvious tip of staying maneuverable, you'll probably want to keep in close to Gao and use your weapon style and hit chi to pour his health and prevent him from getting to an offending rhythm. If you can find it in one-on-one or two-on-one matchup, it shouldn't be too hard to take down. When they die, Sky will join your party as a follower, Kang will find Dragonfly in Magnificent Lift and Run, and you'll be able to check one of the in Little Gao's little villa for the Zither case, part of Zither's side of discord. You can also walk around the house to get a bonsai treal that you can find another gem in. When you are ready to head back to Tien's Ateri, return to the workshop and talk to Kang. Give it the source of incredible power you found when you met Chai Chai, and your own personal aircraft will be ready to withdraw. The Sick Jungle returns to Tien's Landing, speaking to Dawn Star and Sky to learn more about them and continue your romance scheme, as applicable. When you are ready to finally follow down that Dragon Amulet piece, talk to Minister Sheng for your reward for drying out the pirates, then head north to the forest. You can also deliver the Zither case in Heaven Six Heaven, if you wish. Lord Yun runs down the problems for you. Soon after you arrive with a battle with some forest spirit, you will flee the Lord Yun, who offers you a contract: he will make you a copy of his storm card if you somehow managed to put or eliminate the Fox Spirit, who is apparently responsible for the disease that affects the trees of the wood and the many ghostly that have appeared in the area. Make our way north until we reach another group of the Holy Ghost that we must fight. You may notice the appearance of a small glow here; if you head toward it in free attack mode, it will create a small area of influence among the areas that seem to weaken the ghostly when they enter it. Use it to polished to cut faster. When they're done, you can either head to the east end of Zither at the request of discord, or head north of the bridge, where a civilian being attacked by a fear of Lost Spirit. Their release, then speaking to the man to learn that it comes from some places called Pilgrim's Rest, which was cut out of civilization by appearance in the forest ghostly, including the mystery forest shadow that Yun talked to you about. Say spirits will actually appear after you finish your conversation with the man, turn it into stone, and try to do the same for you. You're not about to be finished off by some second rate Gorgon, though. Approaching the Kirchner Leaf Temple will give Black Whirlwind a winter talk to attack you. When we get to the fork on the roads, take the left path toward the temple of the devil, ignoring the switches we see on the way. Soon after you arrive, you will be attacked by a wolf of a man named Whirlwind in Black. He has avenged a pair of axes and can waf for some very impressive damage, but your degree of maneuverability should let you stay away from his blade until you are ready to hit. You can also use Wave heaven to slow him while you used to drink your weapons style on his old big butt. Bring him down however you would want to learn more about him and Kirchner Catches Leaf, yun's ouster chief who examines the temple to see if he can't call forest shadow to ask for behavior. It appears that there's some kind of crystal that he will need to fill his rhythmic, which was taken from the Rest of Pilgrim. Important: Before you head out this way, shop at Kirchner Catches small sheet shop. In addition to Hunter's powerful Spirit technique that it sells, you can also buy the Dragon Dragon style, your first new style in quite a while. It's a better technique to have than Waves heaven, in our opinion, as his ability allows you to shock opponents, who will freeze them temporarily instead of merely slowing them down. We recommend that you pick this up now. If you don't have enough cash, sell your excess gem, or back when you do, as Dragon Storms will make the rest of the game much, easier for you. When you're ready to move on, head up to the nodes to get out of the rest of the Pilgrim. You'll need to deal with multiple waves of minds before you can move out. If you want, you can return to the first fork between the paths leading to the Inn and the temple to respond to multiple enemies here and there. Each enemy should net you around 85-100 XP, and you can swn at as much as you like, so if you want to build your skill a bit, feel free to do so. Rest the Pilgrim Inn when you arrive at the inn, kill off the wits wandering out, then head in for a curious cut. It appears that something similar to a Demon rat is escaping under the inn as you reach it.... There's nothing you can do with it for now, so head inside to talk to the keeper, who recognizes that they've done all right, the crystals out of the temple, and offers to you it if you agree to kill the Forest Shadow. Note that, during your conversation with the keeper, you have a few choices as to how it is resolved. You can either accept the bids of forest shadow agents, or you can lie to accept it. This will let you explore the inn, and talk to Hou in the rear, a vendor who will be offered to sell you items, including perhaps the handy gem of Battle, which will spyng you +2 in Body, Spirit, and Spirit If you are a Fidst Lock user. If you say that you are going to kill them, or refuse to accept their blood money, then they will reveal their true novels: it appears that they're actually snacks, in the service of some large subterranean mormons named Mother. Troubleshooting your choice, you'll either open up the Fox Hunt or the trenches at the request inn. There are a lot of enemies here, so make sure to use area attacks and harmonious combos to slim it out quickly. The creases are attacked in large groups, but they are individually weak. The best way to deal with them is to use Toad Demon's power attacks loaded into them, poisoning the large amounts of them in a go, interspersing that and attack on people with your martial arts style. Don't forget to use your area attacks to sweep off the legs. If you kill the crystals, or simply accept crystals in exchange for With Forest Shadow, you'll have to bring the crystal back to Kirchner Catches Leaf, who will return to Lord Yun, leaving Black Whirlwind behind as a new follower for you. The puzzle light in order to reach Forest Shadow, you'll have to lobbed across a bit of a puzzle in the temple. Don't worry; it's not terribly complicated. To start out, place the crystals in the central pederal; you will be pointed towards a switch down the steps. Flip both it and the further switch to the south to point two beam towards the temple. In order to open the portal in the next area, you need to pull the blue and red switches into the other two ovens, then hit the central pederal again to combine the beam. With this done, you'll be able to open a portal... heaven? The Shadow Jungle Jungle immediately after you enter the Forest Shadow Heaven, you will be accompanied by Zin Bu, a celestial office that offers to join your little part. When you click on it in the Followers menu, you'll be able to enter a store at any time you want; he subsequently sold the leaping style of tiger martial arts, if you want to buy it. A while around the bend, you'll encounter more Fox Spirits, who will soon come under siege by Toad Demons. Their minds fokes well can surpass their demons on their own, so leave them; you will always gain experience, and the Spirits will assume that you helped out and let you pass. Further from the trail you will come to your first Demon horse. When you use martial arts styles on these neighbors, you will take damage with each igneous you land, due to the lying flames; use a gun style to avoid this. After two fights involving Horse Demons, you'll come to the pagoda of Forest Shadow itself. If you have any intention of killing the Forest Shadow (a Closed Path, as you will understand when you talk to it), be absolutely sure to return to God's Spirit Font and Focused Shrine you passed by earlier and head to your health and energy. This will be a tough fight. Conversation with Forest Shadow says what you're about the game, but at least Jade Empir has some wonderful character designs. However you choose to treat Forest Shadow in your conversation, the choice to deal with it is pretty clear-cut: either you can force it into a showdown and fight, who knows what you know, will result in a Close Alignment Change; or you can accept his offer to track down and kill the Mother in the hole below Pilgrim's repos. If you choose to help him out, you will only be able to go kill mom; if you choose to kill him, though, you will be able to do both that and kill mom. Closed Point Path: Destroy Forest Shadow If you choose to attack Forest Shadow, it will try to lure you to the lower of the islands in heaven. Before you can start after it, though, you'll need to defeat his body Shining Tusk, as well as three of hardy soryans to elite Fox Spirit. This is going to be tough, obviously, so bring together Dawn Star and let him help either of the or, preferably, sit around and recharge your Chi. The first task would be to eliminate the three Fox Spirits. This will be annoying to do, due to Shining's zone-of-power effects, so make sure you use your weapon style and whatever focus you have, along with chilli up the damage. When you run from Chi, you can use the spirit power to attack through the drainage of foxes long distances to allow you to heal yourself back up and strike your chi again. When the Foks are out of the way (and this will take a while), go to work on Shining Tusk. Like most big opponents, the key to beating him is jumping on him and hitting at his back while he pivots, but must expect from his powerful attacks and feel free to stay away while recharge your chi. You'll need to work your way down the hill, fight through several Fox Spirits, until the auto-saving game and you're thrown into battle with three of the spirits together. Shadow forest will appear immediately after these men descend, so be sure to pose on the third and final spirit and use the style of the Spirit to fully restore chi and your health before finishing it there. Boss fights: Forest Shadow If you thought Jade Worsen was easy so far, then get ready for a surprise, because Forest Shadow is tough. Every attack in his health, chich, and focus, and in substantial amounts, too; it also has an area-of-effect skills that will knock you down as well as drain all your energy attributes equally. You can expect to go through most of this fight without any focus or shes, so it would be very wise to bring Dawn Star together in support mode, and to convert whatever shes sending your way to health as soon as it happens. If you start the fight with full health and full energy, though, you can actually use Dawn Star in attack mode and attempt to shut down Forest Shadow. If you can find it in a wall with both of your characters around him, switch to your weapon style or martial style (regardless of faster) and start to boot away on it, and it may not be enough time to use any counterattacks. If it breaks free, though, or if Dawn Star runs low on health, then you'll have to take it on solo. Switch to Dawn Star on support and get down to brass tactics. The most devastating attack in Shadow's Forest is its zone-of-effect, which can knock you down and damage you even if you're far beyond the graphic representation of its borders. What you're going to want to do, then it's not giving it a chance to hit you with it. We found it best to use B+ forward for the grip, whip one combo out of our martial arts style, then dash back out again. If he starts his AOE attack, dash back a second time; if not, repeat the process until it goes down. Engaged in close range is messy, if only because it's a single checkpoint of attack from shadow can absolutely cripple you. When Forest Shadow finally goes down, it will enter you to kill animals in the mother. You will also be rewarded with the Gem of Earth that adds + 5 bodies when equipped. Back to the death after the Shadow jungle, you'll automatically be thrown straight into the inn. The creature has will reveal themselves to be cannibals, and they offer to pay you the promising money. You can accept it, if you want, and return to Lord Yun with the report that the Forest Shadow is dead, which should be your network the van card you were looking for, or you can choose the attacker. The milk is probably the best path, because it will network you more experience, and it's just more fun to kill things! Killing the cannibals here is also the only road appearance in getting Henpecked Hou on your side as an ally. Note that, if you want to do this, you can either take your agent, or kill the snare which keeps Henpecked Houpecked Houage, then return to Yun to get your air map. In otherwise, you don't have to go all the way to ditch the road and defeat the mother, although there is a good reward for finishing her there. Open Palm Path: Destroy the Mother and your alliance with Forest Shadow still fresh ideas, head back to the Pilgrim Rest and police in the crenial they have. After they die, you'll meet up with Hou Henpecked, who will join your group as a new follower. He has no attacks in his own mind; rather, it will discard many bottles of wine towards you in battle, allowing you to use the powerful Master style to drink in combat. In theory, this would be the ass-kicking style on the face of the planet, but in practice, it's not really that much more powerful than the martial style you started the game and, especially since you can't upgrade it when you level up. Another negative it is that you'll have to keep Hou in your vagina to use it, which offers up no attack or support ability besides sending you feel free to try it out like you like, though, and keep it in your part, as you want. When you're ready to deal with the mom, head into the holes by finding the way through a broken wall near Hou's cookies. Caves You will emerge near a large capacitor group, who have loudly set to try their captors to po victims. Defeat them all, then either kill the lost survivor, as he asks you, or wait for him to turn into a snack as well and finish it then. Shortly afterwards, you'll come across a rat slave, who will free a rider of rat demons attacking you. Feel free to use harmonious combo to finish these cannibals off. When you cross the bridge under the tree roots and end up in the enemies there, you will be forced to go with only Black Whirlwind and Hou as your teams. Seeking eastern and southern parts of this area before they towing to the northwest, towards the mother. Boss fight: Mom well, this is not as complicated as it might be.... As involved in the cut before you reach Mom, the pillars in this area will be weakened, and all you have to do to finish it off is to destroy three of them. Just target you over in their position, attack it as normal, and And the pillars went away, and the rock was falling, policeman Mother and rest of his blood. You can't kill mother with any of your normal attacks, so this is the only solution. If you kill forest shadow, then unfortunately your rewards only will be 691 Silver and 1.225 experiments. Still, vovhile for a dungeon rock. If you didn't kill him, though, Forest Shadow will appear, where they bring a better reward: 1.500 Silver, 2,000 experiences, and the brilliant Gem Balance, which will network you an impressive +4 of all your main stats. You can now return to Lord Yun for your storm map. Inspector Lim Before you can make it back to Lord Yun, you will have to face off against Lim Inspector, who of madness comes to finish you off before heading back to the Imperial City. He carries the fragment of the Dragon Amulet that you have been searching for the last 5-10 hours of gameplay, so you will want to kill him to grab him. Lim is not too bad once you end up in his minion. As each usual, deal with Lim's minion before taking on the man himself. With Dawn Star replacing your chi, this would be a simple problem of jumping around with cleavage in combat and your martial arts style; none of them are badly healthy. Lim himself is spying simple to dispatch. Just I'm Storm Dragon in one of your directions, get it up against him wall, then quickly switch between this style and your martial arts style to completely shut it down. You should be able to hit it with Dragon Storms, switch to your martial arts style, unload a full combo or a power attack, then switch back to Storm Dragon to repeat the cycle all over to kill him without him ever getting an attack from you. This upgrade to your Dragon Amulet is somewhat embarrassing; all it is to add two new slots for gems. Useful, sure, but not quite as shaken a power as you might have anticipated. Retrieve Your Map Winds Back to Lord Yun recovering your storm map. If you happen to have a high rank in a certain conversation (above 40, at least), you can try to talk it to give you more than just the wind card; if you succeed, you will net 600 silver on top of the guy. Sweet. If you have any conversation-boosting gem, then equip them before you talk to it. The wrapping things up in Tien's Landing If you ended up most of the side requests to the Tien earlier, then you shouldn't have too much waiting for you now that you're about to leave. If you haven't polished off an ancient game, then return to Mistress Worth and jian the Iron Point outside of the Whopouse and attempts to train; you

should be far enough in your chosen path to learn either the storm or Stone Immortal style. Other than that, you can check all your active journal pages to see what you stay. Open palm characters would have everything but Silk Fox does, while purifying point devotion can also be stranded orphaned girls with the remaining Stolen Memento if they didn't skip requests — provided for With that out of the way, return to your base camp and start interrogate all your followers. Be sure to follow up on all the conversation options that they offer, and react according to how you feel your character would respond. You don't have to choose the cruel answers if you're going for the Close path, mind you; None of these won't affect your alignment either way, or so it would seem. So if you intend to get warm and heavy with one of your followers, make sure to be as beautiful as possible. Kang himself is seemingly impossible to start a romance and (shame, heart), but it offers you a unique opportunity. If you coax it to talk about the wind map that it owns, it will offer to let you steal it. If you do so, and undo the final boss in the Dragonfly step happens, then you'll get the update to Cloudburst for your Dragonfly. Yay. Furthermore, though, it will also be inspired to create a unique item that... doing nothing for this moment. Still, you'll be able to build on that demand side of the next chapter, so make sure you go flying with her personal storm card before heading out to the capitol. When you're ready to polished off the chapter, fly into the Imperial City by talking to Kang. When you arrive, Silk Fox will be there to welcome you; he says he has information for you, but wants to speak in private. The Two-Side Chapter Quests A Black Woman As You Make Your Way to Tien's Landing for the First Time, you will be accompanied by Silk Fox, a ninja-like foe who apparently thinks you're in league with the hand of death and Gao's greatest. Convinced him otherwise by beating him in battle. He will run for now, but you'll meet him again later on. When done, this request will be completed, although you will immediately pick up requests from Silk Fox. Baker Baker speaks to the Seamstres, outside the teahouse, to learn about his fiance Bei, who's beaten daily by a group of thugs. It seems they think their attacks are without inducing, but there's sure to be more to the story than it's left on, or maybe even know about.... If you scroll down to the southern entrance to Beggar's Pier, you'll see Bei about to be thrown on by a group of thugs. You will not have any choice but to fight them, so dry them out, then tell Bei that you will talk to Ai Ling, the woman who sent the fugs, on her behalf. It's bothouse there. It's already been close, but if you tell the keeper that you'll have to talk to Ai Ling, it will let you pass. I just want to "love", is that so wrong? When you talk to Ai Ling inside the beauty, he will accuse Bei of proposing to him first, and accuse him of not having the gut to come and talk to him. When you are ready to start the conference, talk with Ai Ling again and Bei will automatically come to the Boathouse. (If you want, you can just tell him repeatedly stay away from Bei, and he will fight you, and that will be heart. But it's more fun to cause a little trouble at first, if the way you are going.) After Bei arrives, He will appear as well, and you have the opportunity to either reason why things are out, or cause some ravages. If you are in a bad feeling, suggest that Ai Ling and Lan should fight over Bei; this will set in motion a sequence of events that will leave pretty much everyone, but you and your followers die, or so you hope. If you want to square things off, suggest that Ai Ling promised never to make Bei happy, and that he was being reasonable, and he will let Lan and Bei go free. Whatever path you choose, be sure to look for the Boathouse; you can find a Boathouse key in a vast here that will open the leading door to the office, where you can find 750 agents and a Charm Flawed Gem. If you keep Ai Ling alive, it will also give you the Matchmaker request. Matchmaker after Ai Ling lets Bei go free, she'll ask you to help her find a husband. There are plenty of candidates for the position, including: Yaoru, on the upper floor of the tedious; Boatswain Street, also in the tedious (unless he moved to the pier as part of the Find a New Flyer research), although he may not be interested in it; Big Tian, stopping the east side of the beauty; and the Chumin Craftsman, who lives in the residential area at the northwestern edge of the map. Maybe the Yaoru doesn't the best match for Ai Ling... It appears that any of these guys can speak in talks with Ai Ling, and the pursuing conversation can encourage him to marry any of them, even dummyhead to Big Tian. You'll need to be good in one of the three conversational art, so make sure you equip gems that either add directly to these arts, or that provide huge bonuses to your main stats. Don't forget that Sauna is based on head and body, while intuitively based on Spirit and Spirit, and entimedation is based on Body and Spirit. With a little talk list, you'll find Ai Ling married in no time, and receive a substantial cash and reward experience. At point of reality, even if you're wrong, you may want to skip the wrong one that ends up in demand of Baaten Baker and pursue this one, as it will be 500 agents with 1,000 experiences! The Zhong Ox Carrier if you walk around on the upper level of the Teahouse, you'll come across Liang Ping talking to Zhong; you can't miss it, since Zhong is an ogre, apparently trained at Ping's farm work. After accidentally killing a taurus, though, Zhong refused to return to the firm, and it's up to you to convince him to do so. It doesn't take much to get Dutong talking, and his talk does. Before talking to Zhong, try to use any gems you have that raise one of your conversational skills. If you then speak to Zhong, speak well with him, you will be able to persuade him to leave with your skill. If you want some Close points, though, go ahead and go Zhong in a fight and kill him; the grower, without any way to work his farm, will be lost. Ey. Former Mother Kwan If You Speak to Old Mother Kwan at the Teahouse, she will reveal that she used to own up building with the business, but gave it on Dutong when he showed up with an imperial writing, apparently without ever even asking to examine him. If you talk to Dutong, he'll refuse to show the writing to you. Hmm.... If you talk to Steeper Yanru (across the road from Kwan), you'll be able to cook up a plan deal with Dutong. Yanru can send him drinks repeatedly. You'll need to get him to drink enough to be depressed, but not so drink that he becomes paranoid; we managed to do it with one hyperical drink and four twenty peasant's fish. When he's depressed, talk to him and use one of your conversational skills to bring the truth out of him; he will admit that the writing is a forgiveness, but will immediately be upgraded by his guard before he can do anything too incriminatory. At this point, you can either tell Mama Kwan the truth about the writing (Open Palm), or accept dutong's offer of 1,000 silver for your silence (Close Fist). A game of the former Mistress and Jian Points game is done in Yi near the Boathouse. If you ask about what they're doing, then try to walk away, they'll tell you of the secrets that they can share with you – if, that is, you choose to walk either the Open Palm or Do Points. When your alignment is shaking towards one end of the wood or the other, you will be able to learn either Immortal Stone or storm styles. It's conveniently that you could find yourself far enough to one side of the alignment master to be successfully trained the first time you meet the pair. When you fill out most of the demands of Chapter Two and are on hope of your flyer from your flyer from Three, try to return to Them and Jian and try to get your training then. If you can, then you'll need to fight the one to find your new magic style. If you don't, then you'll have to travel to the Imperial City and try to return to Tien's Landing through the door there when it opens to travel. Captain Trapped Ing, down to The Begar Pierer, offers you a reward to close the damage, which will increase the river and let his boat leave port. After opening or closing the bam, you can talk to him again at the completion of that request. Tong is in the sidast, near Pier Begar's. When you reach him, you can either use your persuasion skill to convince him that his mother would not want him to be stolen face (which he took because he reminded him of him), which will net you Open Palm Points, or just beat him up to retrieve him. If you get into a fight, make sure you attack the vendor beside him first, as they will net you some XP; beat Tong to finish the fight early. If you bring the owner back to Cheung, it will give you a discount on the items that it will sell, but it will only sell items if you happen to open the bam. This also automatically brings Open Palm Points, so you want to just skip this request if you are a Fist Lock devotional. Gems of the Quarter It appears that Lotus Assassination in charge of the hunt for the Dragon Amulet is also looking for some special gem, and has summarized Rat Demons to make his commandment for him. If you talk to a Demon Cowardly rat near assassination camps, he'll tell you how to find these gems; you'll need to use Powder Dragon on the rocket that allegedly set up the puff wall neglect the superior. If you head into the quarter, you'll be all good able to find some Gems, but you'll have to kill many spirit animals to do so. The first wave is not so wrong, but the second wave will feature Stabber Yuxi, some kind of boss of his former life. The Convinced spirits that appear around him will always respond until your team is dead, so you may just want to wait for him or him to get down to a slice of life, then set to support mode and take down Stabber. When you're ready to move on, head to the Quarter area. The quarter is the scene in some more battles against spirit foe, including a doozy in a fight against a ghostly named Strangler Jizu after his second auto-save. This guy's a bit of a bruiser, mostly because he'll spawn in six or eight off-guard minions in Waves Two. Unfortunately, you will have to kill them all before you can kill Jizu, because it will absorb their health if you manage to knock it down to zero. Your team will seem to survive the pain unless you heal you fairly often, so if you have Down Star, you may just want to periodically change it on supporting mode to let it restore your chi while you heal yourself with it. Jizu can't die until you take down all his minutes. After you threw out all the guards, focus your attack on Jizu and take him down. When he dies, Turnkey Shiji will appear; it is the ghostly man who tried to free the prisoners before the waters arise, and Jizu died for his troubles. The death of Jizu's ghostly will have Shiji's ghostly out of his torment, but you can still touch Open Palm or Close Fist Points based on your attitude towards him in the encouraging conversation. Beat Jizu will net you the beautiful jewelry wander and wrap up that side request. Orphans drowned there are two ghostly orphans in one of the Lower Ruins buildings. If you talk to them, they will tell you that Jannndly Yushan, the orphan owner, abandons them in the closed building when flood waters rise. One will ask you to kill Yushan and return with himself, while the other wants you to persuade Yushan to return to the orphanage and bury the bones. You can find Kindly Yushan on the second floor of the teahouse at Tien's Landing. You can either talk him to return to the orphanage to bury the children's bones, or just end up life worth it, then bring himself back to the kids to finish the request. Stranded Orphan Girl after completing Gems in the Quarter, try walking out of the courtroom. come across ghostly of a drowned girl, who will ask you to help cross her a cross by breaking some of the roof back support in the cave. If you're looking for open palm points, go ahead and break support to get it out. If you want some Close point to Close, repeatedly tell it that you won't help. Unfortunately, there doesn't seem to be a way for a Lock Fidst student to actually finish the request, and it will sit in your logbook... Still, if you don't want to deal with that annoying, just free her and eat the goodness. Yifong and Fuyao Yifong and Fuyao left Landing Tien to try their luck in the desert. Unfortunately their master's plan didn't quite come in as they intended, as they got kidnaped by pirated. When you meet up with Yifong in the pirate cave, he will tell you that he has been separated from his daughter, and asks you to find him. If you force Fuyao to kill the slave, you'll be able to push it along the path at Lock Point. I learned it from YOU, okay?! I learned it by watching YOU! Fuyao is higher up in the vintage ar, past points where you meet Kang. When you come into it, you'll have to fight against a few boats to leave just a potential slave-buyer and Fuyao himself. As you can expect, you'll have a few options here. You can immediately free Fuyao to Open Palm Points, or you can force him to fight for his freedom by instructing him to take a knife into slavery. It will go down without a fight, and the proper conversation choices, you can leave both Fuyao and his mother knowing about the social darwinism wonders of the Close Philosophy. You can also sell Fuyao to the slavery, if you want to be cruel. Zither of Discord / Test of Point Close if you talk to Heaven Six Sky, which resides in the southeast, near Tong, it will ask you to bring it two pieces of Zither to the Discord, which besides cloud thesis, the originator of the Closed Philosophy. The first piece is the Silk Strings, which you likely already get from the Imperial Army camp in the east of the city. The second piece is the case, which can be found in the Pirates' camp. When you retrieve the Zither case from that personal part of Gao, bring it back to Heaven Six Heaven, who will ask you to seek one piece for it: the instrument bridge. He says that it should be somewhere in the forest, but that there will be a needed test before you can get it, ensuring that you actually walk the path to Point Close. When you are ready to retrieve the bridge, head to the forest-area near Minister Sheng, then take the right path to the first fork in the way you come to. This will lead to Bladed Tez, who owns the bridge. There are multiple paths you can take to get the bridge from him, the simplest of which is to go him through a battle and then kill him. In a two-on-one, you can probably shut him up with quick attacks and prevent him from unleashing any of his mighty moves. He can suck both Your health, so it will be a handful if you can't get it trapped. If you want to play the game, though, take it up on his challenge to describe the view from the pagoda. There is a conversation option, something like I see trees laying water and drinking water in the rocks, which both have been destroyed by Time because they are weak, which will allow you to skip the test that has bladed Thesis set out for you, but this option is likely only going to be available to you if you have already walked down the path of closing in Fiste a decent way. As we said, if it's available, it will let you skip the Bladed Thesis test. If you insist to test yourself, though, accept her difficulties, and then talk to two twisted twists. This will lead you to the testing of the point closing request. The correct answer. In order to pass the Teszi Bladed test, you'll need to talk to two other ghostly and learn of the buckets, then decide which one most deserves the deaths when analyzing from the perspective of the Fist Closing. The correct answer is this man, since he made a display of the trader's death, which served only as a show of power, not a lesson in strength. Wrong response will cause bladed Thesis and both ghostly ones to attack. Whether you have the option of automated success, or have to take the test, bladed Tez will offer you a deal: it wants to use the sense of Earth's Sky to bolster itself. To do that, he wants you to give the Scholar Bridge to the zither, which, when rebuilding and playing, will quickly overpower Scholar and allow Bladed Tez to steal the strength of his life, or something like that. If you help him to track it, then it will reward you with all the money that Scholar brought, as well as the Chaotic technique, which will net you + 5 Health and Chi. Nice. If you try to kill bladed thesis, if this is before or after it tries to take down Scholar, you'll earn a little more experience with the same amount of cash, but won't get the technique. All these results will give you Closing point points, and acceptance of the Technical Chaotic Odds being the worst of the bunch. Chapter three as soon as you start this chapter, head to the camping near your base and start to interorganize your followers to advance any trace that they may be hiding. Among the most interesting is the conversation with Flowers Wild, where you'll find a suggestion of what may come regarding the Lot mysterious that he talked about. Kang can actually whirl you off in a winter wonderland if you talk to him and ask about his wind card, then ask him to activate the device that he's building. This is not a specific discouragement, but we have placed it in this part of this chapter, under the Lord's Fire Furnace. Explore the City When you're ready to move on, feel free to head away from your Base camp and start looking around. If you are interested in picking side requests, there are a lot of them to be found. Holy Captain, at the northeast corner of the map near your camp, has a pair of bounty lifting up offers, so speak to him to pick up the Yukong Creative Bounty and Fading Moon's Bounty. If you head to the northwest corner of the map and enter the building to the west of the Gate of the Imperial Arena, you can find the setup of the Dragon in a bamboo cash. There's a Black Shop nearby from the Black Panther School, in which you can buy a long sword or staff to replace the one legend supposedly you got from Gujin way back when. There are many overseas to be tried in the city, all of them detailed in the appropriate section of this chapter. When you are ready to progress the plot, though, head to scholar's Garden of the Golden Way to meet up with Silk Fox, who in fact is the daughter of the emperor himself! Imperial Holy Captain will give you plenty of chashola for these demands bounty. Silk Fox's conversation with Silk Fox reveals some interesting information. It seems that His Master had taken to the palace in chains, and that the hand of death joined massive criminal task forces to work in the eraser and autonomous buildings to help him extract control of the kingdom from the Emperor. It suggests that you infiltrated the Lotus assassination to learn more about the death hands and find some kind of incredible evidence. It suggests that you try to join either the Inquistorial branch or Executor of the killer, and will suggest methods to attract the attention of either. You don't need to make decisions now; just tell him which one you think you'd rather join in. You'll be able to change your mind later. With this conversation done, Silk Fox will join your party as a follower and give you two questions, the Inquistors and the Executors, who will give you the opportunity to infiltrate the Lotus killer. Before you take him up on his counsel, though, head back to your base camp to talk to your followers. You'll have to decide whether to kiss with Zu or Fox when they start chatting, or disagree with them both, but you'll probably want to kiss with any one you most want to start or continue a romance with. Additionally, there are very little sub-scenes involving Fox and the rest of your little troupe, but you can't see them all in a row. If you want to deal with all of them now, make Him Goo's mission, or just warp back with the idea of giving Founo Lao there until they stop popping up. Your reactions to the conversations of your followers will influence some of their bizarre romance in the future; if you're concerned with dealing with all of the various cuts, just keep on moving with the main demand. Even if you want to pursue their romance, you don't need to see all the scenes at once, so feel free to make some side requests, come back, and repeat until they stop popping up. His execution will be a long, difficult place in the arena to prove of the executions. If you want to infiltrate the Lotus killer by way of execution, then you will need to head to the Imperial Arena, cut into the Market District, and suisly impress the Recruiter execution who is waiting there by working your way up the standing in the gladiatorial arena have been set up. This is technically a bipartisan request, and there are parts of it that they are optional, so see portions of Southeast demands of this chapter to learn more about the many interesting opportunities that await you inside the Arena. After you have won the Silver Division of the Arena, then the Execution Recruiter will approach you and give you an entrance pass to the assassination base, located at the top Necropolis has to begin this part of the chapter. You can also try to end up in the overseas inquistors, as well, if you want. The Inquistors If you choose to follow the inquistorial path of the Lotus assassin, then you will need to talk to Scholar Dongong in the Scholar Garden; it will point you back to your boat, where it says someone will wait to talk to you. The inquistorial path is much less time-consuming than the Execution Path, although it offers less money and experience. When you return to the Dragonfly, you will be met by an assassination that tells you that two... mysteries soon are soon satisfied to discuss a report that might cause... trouble for the killer should be what he comes to light. Your goals as a prospective Inquisitor will be to prevent the report from being delivered without being too obvious about showing your influence. Meek Breezes Can... persuade in helping you out with Jugg Fang. There are a few ways to go about doing that. If you choose to deal with Fang Judge, then you can talk to Pain Breezes, combine it, into the imperial arena. With a little talking list, he can be convinced to help you sing him in his post resigned. After he nabs his imperial ring from him and gives it to you, go talk to him and request his resignation. Rather than admit that having the ring being killed by a prostitute, it will accept your demands and you can return to your boat to receive the Lotus Inquisitor Seal. If you want to deal with your old friend Sheng's old minister instead, head to the Hostel Ministry in Golden Way. If you've got to close the Great Lady for him, then you'll be able to guard the honor gift he has planned to judge Fang; if you didn't close the Lady, then you'll have to talk her in allowing you the honor. With it sleeping, you will be able to exchange the tortoise eggs that Hou gives you for the honor gift. When Judge Fang comes in, it will be bad and he will leave the home before hearing the report. Note that there's a chest and a setup of the horse inside it here. If you have another Bezoar Cow, maybe from the first graverider line of side request, then you can use the setup of the Lord's Fire Furnace. You can only use each configuration once, though, so if you retrieve that in Chapter Two, then by tightening. Main demand: Infiltrated Lotus Assassination Fortres with your acceptance of the rank of the Lotus assassin, it's time to head to the forty and attempts to dig evidence that Silk Fox needs to eliminate the influence of death but in his father's court. To reach it, head to the Pagoda of the Necropolis, and use one of the seals that you received after the first time you are ruthless about the Blessing Board in. This will open up the path to the Assassination Fortres. The watcher fills you in on Lotus Assassination's killer plans if you ask him to. Inside, you will find the Watcher, who will bring you more to the tower, and tell you to find Master Gangs to start your intrusions. If you ask with him, he will tell you more about the fate of the slaves brought to construct the many mandatory erassin armed ghosts. As you make your way to your teacher, you will be challenged by a group next to; defeat one of them to meet up with Zu. As promised, its willingness to help you depend on how you react to what you see in their killer forty, so make sure you play through that experience as your character would. If you explore the Hall of Induction, you'll be able to meet the Mold Masters, who keep functioning to press eraser, as well as Vendor Kia Jong, who will sell you the direct blaze style which you have seen many enemy speculators used. Master Gangs is at the end of the room; it will receive an abdrete-down from Master Shin, who requires a speedier method of creating the golm. Defeat Ghosts Rampinging them after following Gang down the steps, it will order you to defeat a ghostly group that has been rampaging through their golm jobs and slowing down production. Before you head out to do that, though, examine the area and talk to some of the NPCs here. The keeper of the Archives has plenty of interesting knowledge for you, if you ask him to reveal it; you can find a Configuration of the Rabbit on one of the scrolls standing behind him. When you're ready to take the challenge, head through the gate to the northwest of Gang and pass through. There are only four flames, so the explosions and get back to Gang. With the first challenge to prove worthy you out of the way, it will give you two new jobs: it wants you to create a shadow of superior minds for a Jade Golem, and he wants you to find a way to creatively kill Master Shin so that neither you nor him are suspected of his death. After that conversation, head to Due Coach Guang and spread it; you will wind up as Gang's coach yourself, having convinced to prove him to the need for such a change. It appears that part of your duty includes the formation of participant Master Shin, and that, sometimes, perhaps, accidents can occur during training, resulting in the death of those who have been trained. Sounds like an opportunity to really engratime yourself in Gangs. Don't forget to examine the Guang War; it has some powerful techniques for you to buy. Form a toad Before you start with your main demands, though, go ahead and dry out some of the shin's patrons. They're across the bridge to the north of Gang. After killing two of them, the others will specify cuts, allowing you to pass through the keeper gate. When you try to return to the Gang Position, though, five of the participants will attack you a masseur. If you go into the battle with full health and chi (as you should be able, thanks to the Font Spirit in the room where you fought from the previous), it would be a simple problem to use Demon Toad's power attacks to quickly blast through all of them. Main demands: Murdering Master Shin in order to kill Master Shin with a suitable degree of subtlety, you need to find a way for it to look like an accident. Head to the Press Room Golem, in Gang northeast, to get a blue as to how to proceed. Speaking to aside from the top of the steps Wooden learns that anyone who falls precious to an accident in the press would suffer an immediate loss of statue of the assassination, due to it so easy to avoid them. Feel free to examine the car; there are only two levers involved with making a golm and dropping it onto the nearby market, so it's very difficult to mess up. If you return to Gangs, it will give you a more detailed list of tasks that will have to be done if you want to take out Master Shin and press. He doesn't leave his rooms often; only inspect the new shipment of slaves, who reach out to the Necropolis. And he would not enter the press to his own will anyway, so you'll need to kill him elsewhere, then move his body to the press and drop a drop on and make him appear as to how he died. And you won't be able to have any witnesses in your little efforts, as that would defeat all the goal of keeping Gang's name out of it, now wouldn't it? The conditions so proceed, you'll need to stop the shipment of slaves before it reaches the tower, and convinces both the press operator to leave the press and the people of the Hall of Induction to leave that room. The plan is to kill Shin in the Hall, then transport his body to the press and broke him with an eraser. Sounds like fun! Start by talking to the press operator; he will be convinced to leave his post without much trouble, and will encourage you to kill Gangs in boots, the insolent wheel. Next up is the Hall of Induction. Start with the acolite in the corner of Sents; After masters attempts at summons a demonical minceder and sets them both alright, you'll have to defeat them to convince the batch to leave the room. This will leave only the Sonic Mold and Kia Jong. First talk to the Mold Masters, who predictably refuse to leave the room. They will usefulness to tell you that they should be in deep trouble to have the press at all times collapsed, and then tell you precisely how to effect such a crush... by the brightest stars in heaven, these guys. If you want to go through and break the press, Kia Jong for a Phoenix oil bottle, then try to use a conversation skill to convince her to move down to the central chambers. You'll need to have a skill up to around 55 to be successful, or so it seems, so make sure to equip a GEM that reinforces one of your skills that are high. If you fail a toll, then you won't be able to try again, and you'll have to give him 1,000 agents to get him to move. With the jar of Phoenix oil spill in hand, return to the press and load it into the golf selection. That will automatically force the vehicle into dysfunction, but will also animate the three gomm clay stands on the wall, so make sure to enter the room with much focus for your gun style. When the press has broken down, return to the Mold Master to let them know the joyous news, and they will rush off to the market district to find a smile to repair. Two down, and one to go. (Note that you can just kill the Mold Masters if you are looking to speed this request up a bit.) There's nothing quite like the mood of the innocent to shine up the day for a close path warrior. At the end, you can head back up to necropolis to confront the Lotus assassin who brings in more slaves to Master Shin inspectors. If you want to be really, really wrong, you can convince him that the lot is standard, and speak him to kill all the slaves. Alternatively, you can kill him, then kill the slaves yourself. (Bringing Black Whirlwind together before, as most other followers will be shocking by this law.) If you are one of these Open Palm goody-two-shoes, though, you can just fight him and free the slaves. (Booring!) Kill Shin When you have all three of the complete advances, return to the Hall of Induction satisfied with Shin. It's not so hard to beat, although it will animate a pair of Clay Golems to help him out. Beat them all, and you'll automatically be thrown back to the press, where they will break featured bodies. A request goes down, one to go. Main Demands: Create a Shadow of Spirit when you are ready to create a Spirit of Pard, head to the Soul Extraction Room, where Zu will give you a suggestion of what they do in both appeased gangs and corrupting tries to Jade Golem's read of creating. Beyond him, you will meet Go Rin, who will instruct you on the core mechanics of Soul Extraction, and say you seek a soul. Go Rin and Gang want a soul from one of the slaves on the prison level, but Zu said you retrieve one of the lowest mines instead, to corrupt the golem jade. What will you choose? If you want to be a nice guy about it and free the slaves who used to make the spirit stretch thus far, use the elevator controls to bring you down to the prison level, and walk east of the holding cells. The keeper will have to ask to like in your goal. If you say that you want to free the prisoners, you will have to kill him with Go Rin, then return to the lead slave and let him know that the time for their escape has come. And do, you can head down to me near the surface, collect the bundles there, then head all the way to me the deepest and kill the fres of Zeng Sai. His corpse is what you need to create the corrupting spirit shadow that will crush the Jade Golem. The Method of Closing Fist to complete this request is more or less identical, save for the fact that you won't visit levels in jail. You can't actually use a slave to make a shadow of spirit for the Golem of Jade; the choice does not pop up in the dialog tree with the keeper. So just head to the mines, beat Zeng Sai, and use his body to fuel the extraction of souls. You'll have to kill Go Rin, who realizes that something is wrong, but hey – if you want to be an omelette. Whatever path you choose, you'll be confronted by yet more aside as you try to make your way back to Gang. Defeat them, then deliver the spirit shadow to fulfill your duties in him. Before taking it up on his offer to enter the inner rooms, make sure you fully load yourself into God's Font and Focus Shrine in the Hall of Induction – things will get sloppy in. The Inner Rooms of the Battle that follow the standoff with Grand Inquisitor Jia, you'll pite against Zogu's execution, Master Gang, and two of Jade Golems's powerful. This fight isn't as too powerful as it can seem, mainly thanks to the fact that you should have increased the power of your gun style since you first found it, and can thus use it on the Jade Golem to bring them down from behind fairly quickly. If you want, you can take on Zogu and Gang first, but it can be easier to try and take on the first golems and chi garid from a gun style, then use your Temporary Dragon Polished to cut the human enemies. The real test lied ahead, when you have to face off against Grand Inquisitor Jia himself. The Queen of the Queen attempts to hold you back to find the third piece of the Dragon Amulet, but you won't let some cone stand in your way, you? Of course not. Boss Fight: Grand Inquisitor Jia If You Want, This Is Yet Another Battle You Can Cheese Your Way Out Of Using Temporary Dragons Parallely Jia While Rapidly Switching To Your Martial Arts Or Gun Styles To Finish It Off. Let's assume you're trying to play these legit things, though, all you really need to do is squeeze your attack and keep Jia off guard long enough to kill him. It will start out with a series of style when magic that can trap you into a whirlwind, but if you keep hitting it long enough, it will eventually flip over to a long sword and user types its own in Chi Strike Mode (it will hit purple color) to hurt. Hurt. The damage it can cause is immense in this mode, so flip away and avoid it until the violet flow fans. Having Dawn Star together in support mode is a great help, as it will let you fuel your own strikes that shes that much easier. Watch out for Jia's Storm attacks, your rate finds yourself paralyzed. When Jia goes down, you'll find the Dragon Amulet which will let you pop in two more measurements. And hey, you get both gems! What a coincidence! Take a moment to power up before you start making your way from the soon-to-fall tower. You'll have to fight your way through several Lotus Acolytes and Assassination in the Hall of Induction, where the clay golm rampaging will try to stop your progress. Beat back the road to enemies and make your way back to the cave in which you first came to leave the forty. The watcher and some of his funds will likewise prevent your regress across the Necropolis, so kill them before they hate your way through their minds in the gravel to return to your friends. When you arrive at Silk Fox and the rest of the gang, take one last opportunity to talk to everyone, advance any track romance you may be working on, and check any setup you found in the Lord's Furnace Before heading out of the Imperial Palace. For the sake of conscience (ha), we will dispose of the Black Leopard School and request the Lord's fire furnace in this section. In addition, all of the requests in this section are provided to you by the NPC in the Market District. Note that some of these appearances do not become available until you have met with Silk Fox in the Scholar Garden, or maybe not even until afterwards, so not free if you cannot get the request immediately upon arrival in the Imperial City. The Black Leopard School If you head to the Black Leopard School, you will be immediately accompanied by a group of students about fighting among them. With your appearance, though, they'll decide to gang up on you instead of defeat they all impress some of their siblings. Shortly afterwards, you will be invited to join the school, which will give you the opportunity to learn new styles from the Masters. There are two, strange enough, Master Smiling Hawk and Master Radiant, who walk different paths, thereby creating an atmosphere of the school's atmosphere. In order to join the school, though, you will have to undo all the fees, which are second in power only to their Master. You will have to work your way up to the ranks, from the Sixth Brother first. Feel free to question their questionnaire about going to school before challenge each of them in a fight. It appears there is some tension between the two Masters, and the second brother, a vocal opponent of Master Smiling Hawk, sent by Hawk on a company to the city and never came back. Hmm.... After defeat of fourth Brother, you will escort to talk to Master Smiling Hawk himself, who has a bit of a proposal for you. He admits to killing Second Brother, and asks you to kill First Brother and Master Radiant in exchange for extraordinary powers, new training; the usual deal. Your choice in the Path will obviously dictate your answer. Open Palm: If you refused to help Smiling Hawk murdered Radiant, then you should say First in your conversation, then challenge Third Brother, who is waiting in the cafeteria. Like the rest of the brothers, it's not too hard to beat, although it uses a style that will allow it to be disoriented to you, which will prevent you from attacking. The key to beating him, like at most other one-on-one battles against human opponents, is to combine Storm Dragon with whatever martial arts style you prefer. One hit from Temporary Dragon will paralyze third Brother for a while, allowing you to book it with your martial arts style, then flip back to Rhythm Dragon and start the cycle on again. It will go down after a minute in this. Just great. Now everyone will have to eat on the floor because you can't keep your point in check. With Third Brother out of the way, Firstly will take you to meet Radiant, who is actually a fantastic! He had been killed by Smiling Hawk some time before, who had killed his style and killed him in his sleep. He'll ask you to attack and defeat Smiling Hawk once and for all! To begin this fight, head to Smiling Hawk's room and confront him. Soon enough, it will kick you through walls, threaten you with imminent death, etc. The fight that insists can be tough, but if you want a cheap way out, just spam out Dragons paralyze Smiling Hawk and beat him while he's in defence. For your role in clearing the Black Leopard School in Smiling the Evil Hawk, you'll be well compensating. You'll receive the way through the enduring indexes technique (+5 Focus, +5 Chi), the Paralyzing Palm style, the gem of Inner Genius (+10 Mind, -5 Body and Spirit) and Heaven's Blessing, which enclosure you with a shield plate that will damage anyone who hits you in combat. Even if it's not entirely human, Master Radiant is still vulnerable to Temporary shocking dragons. Turning Point: If you agree to Smiling Hawk's request, you will have to kill both Kai Brothers and Master Radiant. First Brother is not hard to take down; just Buffer her dragon into sensitivity and beat her down. Before you can take on Radiant Master, though, you will have to defeat the fourth Brother and a Novice. Dispatch one of them quickly, then use Dragon Storms and Thief Spirit to fully restore your health and shes before finishing one to the other off. Master Radiant himself is not so hard to take on, either. Even if it's a thost, the Temporary Dragon style will still affect her, but be careful, as she uses herself, although her style won't paralyze you when she hits. With Dragon Temperature, you can close it up and beat it down with your martial arts style. To beat it, you will learn the hidden support style, as well as receiving gem in the Black Flame (Mind and Spirit +3). If you search the Radiant rooms, you will also find gerier in the Inner Eye Technique (Focus +7, Intuitive +1). Whatever path you take, you will be polished off the side of the Black Leopard School by siding with one of the owners against the other. The Furnace of Lord Lao is optional, but the recipes together will let you power up your character considerably. If you were diligent in following Kang's personal van in Chapter Two, at the beginning of chapter Three he will be able to take you up to the Lord's Fire Furnace, a private heaven of a legendary artificator of the celestial bureaucracy. This location is initially quite confusing, with a huge array of switches, devices, buttons, and so on. You should be well advised to save your game before you begin to examine everything. The furnace works based on configuration, i.e. reset, and uses the tandem ingredients with specific sequences of devices and press buttons to create... Thing. You already should have one setup (Setup of the horse, from the workshop of Gao Pirates hideout to the largest) and one ingredient (A bar of Nicleed Iron, from a chest to the west of the Teahouse to Tien's Landing). You can find another setup with the ceramic nursing ingredients near where you pop into heaven; they keep configuring the cow and bezoar in Cow. With the setup of the horse and the Bezoar cow, you can use the furnace. If you examine the setup: Horseback in your Plot screen (press X on your Journal screen), you will read the strange appointments of a wife, who doesn't however give you what you need to continue: the ingredient (the stone of the cow), the device you need to activate (all but the kog), and the button you need to press (the tiger). So if you want to do whatever the setup has been made for, you'll need to load the Cow Bezoar into the gas hopper, then activate all the vehicles in the area except the Whirling Kog by pulling the levers around them. With all cars saved for pigs to activate, head to the tiger button near the pagoda and hit it (you'll have to wait for all the cars to finish the animation before you can do so). With the proper ingredient and the proper active machine, this will network you the impressive song of the Spirit Technique, which will give you a fixture + 5 in Spirit. Not +5 to shes, mind you, but the Spirit statures itself. very well! There are other configurations you can find in this chapter; Kang himself will give you suggestions as to where they are if you ask him. We'll list the recipes here and tell you what you need to do to complete them. Note that you can buy ingredients from many merchants (including Zin Bu), in addition to finding them in case with nurses and the lovers, so be on the look for them. Unfortunately, you cannot use a configuration unless you have the recipe itself, not even if you know the accurate steps to complete it. ConfigurationIngredientIngredientEssary MachinesResult of the OxVial at Sulfurous WaterWael Wheel, Chimney, Dragon ButtonIncreased Magic Damage at the DragonVial in Sulfurous WaterCogs, Cauldron, Tiger Knob + 5 Bodies of the SnakeBar of the Nicleed IronConductor, Chimney, Cauldron, Tiger Button + 5 Ideas in the TigerBar of Nicleed IronConductor, kog, Dragon Focus of the Wheel of HorseCow BezoarWater, Chimney, Conductor, Cauldron, Tiger Knob + 5 Spirits in La RabbitCow Bezoconductor, Chimney, CogsHeven Blessing Gem (Damage Shield, Open Palm Only) to the Ruthless of the VoidCauldron, Chimney, cogs, Wheel Water, Dragon ButtonIncreased Style Martial Damage to GoatEyes in the VoidCogs, Water Wheels, Conductors, Tiger Knob + 3 of Mind Mind, Body and Spirit here are known in the recipes for these recipes : On the horseback: Found in the workshop of gao pirates hiding the larger. Also found in Hostal Ministries of Golden Way during the Inquistors request. In the herd: Get into the Furnace area of the Lord, in a ceramic nourid. In the Dragon: Get into a bamboo kask in the northwest corner of the imperial city, near the door of the imperial arena. In the tiger: Reward for fulfilling the jinlin side request. Rabbit: Found in the strong archives of Lotus Assassination Fortress. In the snake: Get into the Scholar Garden, in a roll nearby where you

meet Scholar Dongwo. And here's the location of known ingredients: Cow Bezoar: Bought from Bait Bu; to help ghostly merchants in the Necropolis; in a retirement in the furnace of the tower. Sulfurous water: Bought from Bait Bu; was found in Kang after completing one of his firing missions. Nikeled Iron: Get into a cash near the Teahouse; the mechanical purchase of the Imperial City; The mechanical purchase of Goo near the camp in the imperial city. After completing three successful setups, Kang will receive another Wind Card, seemingly intended to reward proper usage of the device. If you follow it and complete the Dragonfly challenge, you'll find the Mirage style for the boat. If you managed to complete all six configurations, then Kang will remember one more Van Kat, resulting in a feeresome battle against a lightning-embued boss. If you managed to complete this step, then you will reveal that Kang actually is Lord Lao, who apparently had his memory changed for insulting the heavens. It will give you two new pieces of fuel called the eyes of the void, and two new configurations, in the rats and in the Goat. Using either of them will require both of the eyes of the void as ingredients, and you'll only be able to use one of them before the furnace breaks, so choose wisely! This Yukong Bounty Creative is one of the bountis given to you by Imperial Holy Captain, who stands somewhat at the southeast of the base camp of the Market District. You can find Yukong Creative stands in the Scholar Garden; it masquerades as Scholar Kongyu, wearing an orange dress, and will try to impress on you how completely inspiring and busy it is. (Note that, if you want to, you can head to the Imperial Arena and talk to Lady Rento to learn all of this stuff, but the only reward is 100 XP, so it's better just to top right for it.) After you pester Kongyu enough and press him on his supposed knowledge, you will be able to reveal him as Yukong Creative. If you want to help him out, to do so, and you will be warned back to Imperial Captain Saint, who you will need to distract in order for Yukong to lean past him and to the door that he guards. If you're going for Open Point Palm, keep up the masquerade, as Yukong does his best to screw it up. If you want some Closed Point, you can either just kill Yukong, or agree to help him, then tell the scene that the deal is while Yukong's little prattalf routine is at the door. Fading Moon Bounty Fading Moon can be found at the edge of the Necropolis Aids, near the Unified Tomb. It's apparently crazy, and loves any good arsonist, wind fire magic. Place it from his misery to retrieve the Flame Puree Flame, which will add +3 of yourself and Spirit for palm-open users. You can then return to the scene to collect the sizable reward offered for his death. If you do, he'll tell you of a dangerous criminal who came into the city and now stays at the Black Leopard School. When you find Aishi at Leopard's Black School, you can choose to just kill him, if you want to, but if you choose to listen to your story, he will tell you in his distant relationship with Saint, back when they were both kids. He wants vengeance on saints, and asks you to escort him to his place. If you do so, you again have the option of killing him, or let him kill him. If you let him kill him, then agree to fight it in battle, you will earn the Open Palm Points. The slave traders Prefect Jitong hold two people, a Ling chandler and one Songtao Scholar, in custody. The ministry is putting pressure on him to condemn songtao of trade slaves, but the prefect knows that Ling is the one to run the show, and he is curious why the row is in. It requires you to talk to Xi Bao, one of Ling's associates, and discover what's really going on. You'll have to fight your way through Zeng to wrap up the Slave merchant requests. You can find Xi Bao in the heart of Tavern in Worsen, in the Arena district. You'll need either corruption or talk him to the slave traders, but be careful, as some of the conversation options here can be your network Close Point; you may want to save your game before talking to him if you want to avoid that. If you want to just reach the slave traders, then offer it 500 agents, at which point it will walk away. You'll have to follow him down to his meeting with Cao Zeng, the master slave trader, at which point you will have to undo all guards to get the zneur Zeng. When you meet with Zeng personally, you have an anticipated choice to make. Either you can kill Zeng and bring the Slave Documents back to the Songtao Key Prefect, or you can accept Zeng's offer to help solidify the frame. If you choose to free Songtao, then it will move in Garden and offers to sell you gems; if you are free to Ling, then it will move to the Golden Way. They both will sell the same memes, in which the only interesting one is the lucky hand, which will leave you much more agents from human enemies. Jinlin's Double-Team Emperor Ghost will help prevent him from serving his health-dreaning attacks. After you've run around the city for a bit, you'll meet Jinlin, a young girl who has been exploited by an old miss who wants her to enter a tomb in the Necropolis and retrieve an artifact for her. The only problem is that the tomb is obviously full of ghostly, and never would survive the journey. You can treat him as approximately or as well as you like, but you can still earn Fid's Closing Points by asking him for money, then agreeing to go even after he tells you he can't pay you. If you accept his work, you can head to the Necropolis and satisfy him by entering the grave of the Dignified Collector. It will open the door for you, and ask you to head inside and clear out the tomb. Most of the enemies in the tomb are not so hard, but when you arrive at the Inner Sanctum, you'll have to take on the Emperor Insane Ghost with three seemingly Spirits together. You will obviously want to take on the Spirits first; Hopefully you have enough shes to quickly take them down and shes hit before turning your attention to herself. It can use Spirit Thief, which also happens to restore its health, so you may want to flip your followers on attack mode and gang up on it to bring it down. After you fight your way out of the tomb, you will touch the setup of the tiger and Jinlin will scamper back to Shouji to give him the retirement. Unfortunately, there is no way to mock his weakness and steal us from him, mock the jump of poor mother kidnapped him, so you'll be forced to accept Open Point Palm if you want the setup. Flying Goo's Hin Mission will let you find new styles for your Dragonfly. Mechanics Hin Goo after exploring the city a bit and getting Silk Fox together as a follower, return to your base camp to meet with Hin Goo, a mechanical flyer who wants you to retrieve supplies for him. To do this, you'll need to undergo a few flyer missions, with various goals in addition to the standard to make it to the end of the overarching objective map. The last mission it gives you will involve provisions running into colleagues he crashed; ignore destroys all enemy texts that pops up, as all you have to do is survive. After each mission, you will earn a sizzable amount of experience with agents, and Hin Goo will also act as a vendor for Dragonfly Styles. Golden Way Quests A Player's You Can Either Make the Player edited or pursue the original version, as you like it. If you talk to Incisive Chorus, a playwright who remains in the Golden Way, it will explain a bit of a problem he had. An Arrondissement troop made one of its players in the country, but now the company has returned to The city, he discovered that the player was changed to come as a saturated Aunt of the Embalmed, and asked you to take part in the play as an actor, reading the lines that he originally wrote, to prevent any ... party interested in taking offense to the changed version of the script. If you agree to help the writer out (or if you just want to screw it up by going with the edited script and attempting to get it into trouble), head to the east until you find the pagoda where the player is born. The actors will give you the Script Edited. With it and the original script, you can head to the book near the stage and study your lines. You have a choice here: You can either read from the original script that Incisive Chorus wrote, which reversed the Emperor and claims it to be guided by Sky Himself, or you can accept the changes in the edited script, which means that the Emperor is under the thumb of Lotus's assassin. There are only two sides to the script where you have a choice to make between the edited script or the original script: other lines are only either correct or correct. If you get more than three totally correct lines, then you will not be rewarded for your part of the player. First line: White banners are flying. White bananas fly. Second line: Original: Heaven sends a message in black. / Edited: Guardian flower. Third line: Decision has been taken on the edge of a vast plain. Fourth Line: Original: Reaches the width sky. / Edited: Guardians flowers may flower... Fifth line: The Emperor is back in the sky themselves. Sixth line: A shooting star ran across the sky. Now if you go with the edited script, you'll net 1,000 Silver and experience the actors after that, but Incisive Chorus will refuse to deny your reward further, thanks to the beats he receives from the Lotus killer. You earn some Point Lock point for this choice, though. Going with the original script of all the player will not change your alignment one way or the other, but you'll net both the reward of the actors, as well as an extra 1,000 experience and 1,500 agents in Chorus. Even the most randan in closing slingshop points will probably be balanced by those numbers. Scholar's Garden Quests Outlander during your meaning in the Golden Way part of Town, you'll come across a man popping the passerby, insult their parents, call them names, and the loved ones. When you confront him, he will reveal himself to be a servant of the Minister of Culture, who wants you to do a job for him. It appears that there is in an Outlander, i.e. someone from behind the border of the Jade Empire, who has taken housing in the Scholars' Garden and acted a bit too gregariously for his own and those of those around him. The minister asks you to find a way to deal with the man and convince him to leave town before the Lotus assassin catch his heresy van. When you arrive in the Scholar Garden, head toward the end the encounter with Sir Ponce Von Fontlebotom Bastard the Magnificent, fresh off a glorious harmonious killing on some poor kids. If you wish to sway the word Pons to back his throat, you will have to undo it to... a debate? Oh, happy; it will be like defending yourself in Manaan all over again. It's not too hard to outclass Percival if you know how the judges will react to your argument. After talking to Percival, you'll be able to talk to each of the five rounds in the arena to learn a bit about how the debate works. Each individual judge will be impressive in a certain kind of argument, but only at one point: if you choose one type of certain argument that a judge respects once, they will be in your favor that round, but if you try to repeat that type of argument in the next round of debate, they will flip back again and kiss with Percival. So the trick is to get as many rounds on your side as possible without enleiany any of them. If you have a majority of rounds on your side in the debate, you will win; you will also have if you manage to get all five of the rounds on your side at any time. The judges' orders are like this: ministers come first, then Heng, Zou, Cai and Gu. Here's a list of which judges are influenced by that style of argument. Sympathy: Ministers, Zou, and Gu. Showdown: Facts Ministers: Heng, Zou Dismissive: Zou, Cai Mocking: Cai, Gu with this information, you can probably sketch out what solutions will soon get you a clear-cut victory over Percival on a piece of paper, if you enjoy the puzzle of things out for yourself. If you're here to find the answers, though, there's no fear: respond with reality, dismissive, and sympathetic arguments, in that order, to get all the rounds on your side and win the debate automatically. Of course, no duels in words would be complete without a duel of weapons to follow it up, and you'll all be good there to deal with Percival after the debate ends. It's a powerful foe, thanks to its blunderbuss, which can be hit at a distance and damage all of your attributes in a go. It is vulnerable to dragon temperature, of course, so if you can jump at it, you can lock it up and take it out without a problem. Otherwise, just get close to him, unload a simple combo, then flip on his back side to avoid his shot and repeat the process. After you're polished in Percival, he regretfully won't join your party as a companion. It will offer your choice of one of five rewards. If you select one of the stat responses, you'll find a technique that adds +3 to that stat; if you ask him for a GEM, he will give you Lajan Lang, who spying you +6 of all your conversation skills; while the weapon will net you the mirabelle gun style, which is almost useless due to the time when displayed long and great condition Concentrate. When you're done with Percival, talk to the Culture Minister to earn an extra reward of agents and experiences. Request of Necropolis Gravedigger: A Maternal Dog is a little creepy, but it pays well. The first gravedigger can be found in the necropolis, and you want somehow put down three of the most embarrassing ghostly that's popping up in the gravel so that it can safely travel the area and bury the new bodies coming in. (Note that after giving you these requests, you can talk to it in his house and destroy ghostly in his backyard as a little mini-side quest — things for a cash reward and a gem.) Mournel the Holy Ghost is Miss Chan, who needs some closure to question her son, who was apparently dead during the same childbirth who killed himself. There are four gravestone near Miss Chan, and you have to choose which one you believe belongs to his son. The correct answer is Chan Tuo, but his display of the correct tomb will result in Palm Open points. The first Gravedigger: They fear merchants Merchant Bai were killed by two thugs, who eventually kept up with themselves themselves. Unfortunately, the ghostly bear has also arrived, and the ghostly harbor of Bai cannot be at peace until they're found and brought down. They remain in Masses' graves near Bai's position. If you travel to the grave and defeat the brothers, then Merchant Bai will offer up a Cow Bezoar. With the ingredients of Lord Lao's Furnace, you may want to accept the Palm Open points and take the reward for helping him out, even if you are going Close Point. The alignment change is minor. The First Gravedigger: A Master of renewed Vengeance believes that his wife kills him, and wants only vengeance against him. He asks you to bring him back to his grave so that he can kill him. You can find his wife standing by a notebook in the Black Market District, near black shops. There are a number of ways to deal with this encounter after you find it. The Way Palm Open involves bringing him back to his husband's grave and convincing him what killed him really was an accident. However, the closing path, however, will either involve you killing his wife in the Market District, then return to tell him the news, or, if you are truly a sad, bring it back to him, go it at the discretion of his story (if you can't believe the truth...), and then let him kill him, or flip out ninja style and kill them both yourself. The Fong tanners after you complete all the initial gravedigger requests to the Necropolis, it will give you a correct final ending. It appears that one of the handiguns he buried recently, that of Tanner Fong's ex, actually managed to zombify himself and return home to his sons. Since the son is convicted that the funeral has not been kept, he requires a refund, or that someone has eliminated the corpse from his house. Faithful reconciliation does not factor into a suitable Lock Fist philosophical worldview. The Tanner funds are located on the southern half of the Merchant District, in between the entries at Black Leopard School and Gold When you get to the house, you will discover that Elder Tanner Fong never really died; his son just had hate him in the grave while he slept! The younger Fong will ask you to kill his old man so he can take over the business. If you're in an Open Palm Bent, you can try to broker a reconciliation between the two. If you are more of a Closed person, then you can either agree to kill the Elder Fong, or bring him out to talk to his son, then kill them both! The scientist if you enter the Tomb of Scholar in the forgotten Necropolis, you will come across Mad Wen Zhi, a doctor who needs once brother to save his daughter, who's dying from some sort of degenerative liver disease. He says you find the body of Ji Xin, freshly killed, who was interested in one of the towers in Zhi Wen's position, and brought the life out of his body back to him so that he can perform the surgery. "Yes, yes, ultimate evil. Gosh, I've never heard *** before." When you find the Tomb in Ji Xin, you'll come across the zombified spirit of the nobly evil spin-off of the law of taking down a couple of gravrobbers. You have two pursuing venues to get the liver off his hand: you can either do an intuitive check and try to convince him that giving up his life would lead to a chance of redemption for his evil way, which will obviously net you Open Palm Points; or you can just fight him and take it. When you return to Wen Zhi and the liver, you unfortunately can't mock his daughter's weakness and eat the liver just despite him, as a true devotional Close Point would make; you need to give it to him. If you've talked Jinx to give it up, then all will go swimming; if you fight for it, though, something will be wrong with the proceeding, and We will ask you to sacrifice whatever is necessary to save his daughter. If you refuse to do so, it will live away; if you agree with his sacrifice request, you will take a fixture -10 chi penalties, and they will have to fight Ji Xin again to save his life. This letter of action will earn you Open Palm Points. Note that whatever path you take, you can visit Wen Zhi and his daughter in the Black Shop near the Black Leopard School to follow on them. If you have arrived to make a sacrifice to save his life, he will give you theory of Medicine, which will net you +7 Focus and +1 Intuitive. (There's apparently another option to end up in this request. If you talk to Dr. A. in the arena, and thoroughly examine his conversation tree before you from talking to Wen Zhi, you will have the option to refer him to the doctor's service when you hear his plight. If you do, you'll have to bring Dr. A. back to the Necropolis, where he will make the transfusion, allowing Wen Zhi to sarriify his life for his daughter. Dr A will then take care of the girl. You can pursue this course even if you haven't spoken to Dr. A. ahead of time, if you visit it before girl reviews. You may have to get the liver out of the zombie before you can mention the doctor, though.) Imperial Arena demands the Imperial Arena "yes, yes; very entertain. Just tell who I'm fighting." In order to join the arena, you'll need to talk to the Wishing Promote, who's in talks with a feeresome upper-looking upper-class in government. Feel free to talk to all the NPCs in the area leading up to Wishing, as there are plenty of them, each with a little story to tell. Some of them you'll be reviewing in the future, but for now, your goal is to get in wishing and joining the gloves. When you've done that, you can start working your way up the ladder from the bottom all the way to the top. If you want to do that, you can talk to other companies in between round to learn from them, but it's not really necessary to do so. Novis Division Fight One: Ogre Fights Two: Four Novice Black Leopard Battle Three: Dragon Statue (uses Chi Strike with your most powerful weapon to destroy the status before air runs out). Fight card: Han Haples are off. (Temporary dragons, martial arts, it dies.) After you're polished to the beginners, you'll be accommodated by someone named Lucky Hot, who tells you that her employer is watching you. He suggests in some kind of reward if you manage to win the round at Bronze. You will also learn Black Whirlwind was once a fighter jet in the Arena. Bronze Division Battle One: Five Cannibals contend: the projective dodge that comes your way while avoiding land mines on the ground. This is very difficult, so make sure to equip any gems + bodies you have before heading out. Battle Three: Toad Mormon. Before this fight, you'll learn that the Guild is betting heavily on you. You can discard the fight, if you want, just to see their reactions, but you'll be forced into a remark if you want to continue. Fight card: Crimson Khana. Temporary dragons, martial arts style, and you win. Taking Down Crimson Khana Isn't Too Hard and Temporary Dragon on Your Side. Before you fight Crimson Khana, you'll be asked to talk to Lucky Hot in the nearby Wishing Room. If you do, take advantage of the opportunity to buy and sell from Sweet Poison Lyn. When you talk to Hot, he'll propose that you poison Khana before facing him, pitching the demands around Bronzed. If you go through with the poisonous slap, then Khana will die after the end, and so obviously cannot pass on her style of you as promising. If you refuse to poison him and win, he'll teach you his twin-blasting style of weapon. If you deny his poison, and then tell him about the Hot Lucky plan, then there's anyway, he'll teach you the Crimson Tears style, which does an extra 25% damage on the twin-twin style. Unless you're really roleplaying the First Lock path, you'll probably want to follow the last option: Crimson Tears is arguable the gun style of the game. Although you're forced to stand close and personal, you can strike very quickly for large amounts of damage. Note that after you have access to The warm-up room, you'll be able to accept The Substance of Gambler's favor from Gambler Daoshen, somewhere else in the book. The Silver Division Fights One: Elephant Demon. It may look intimidation, but it is sloooow. Go behind him and use Chi Striking to quickly save his health while he turns, then repeats the process to finish it there. After the first fight here, you will be asked to speak to the Kai Lan Serpent alone, in its quarters near Lucky Hot. Before you get a chance to hear all of his proposals, though, Black Whirlwind will tags in, initiatives a string of events that will end with you and it fights with Slay Hot Lucky. And he will tell you about Raging Ox, his brother and the former champion of the arena, and how he, Whirlwind, wound up killing his brother. He will give you a statement against siding with Kai Lan. He's probably the wise to humor him; it has two axes and ten forces after all. Contending of: Four killer Guild killer. The green enemies can poison you with their strikes, although it is not a very dangerous poison. Be sure to hit a Spirit Font or walk back into the creature feathers before you start the fight, because you won't have your health restored after the battle with Lucky Hot. Scramble Three: Three Imperial Golem. Golems are massively hard to beat foe, since they're immunity supporters, martial arts, and magic styles. All you can really use weapon zones and transformation styles. Luckily, they're very slow, allowing you to use your gun style and shes strike (they can be afflicted by Thief Spirit, at least) do fairly damage efficiently. Just board in, wait to start the animation of attacks, then make one side and unload a combo on them. Just don't let them box you in, or you'll find that your health gets drained quickly. Before you fight Iron Soldier, he will ask you to meet with him in the Creature pen at the bottom of the arena. (This can only happen if you poison Khana, but it seems like it should happen no matter what.) He offers toss the battle to you, in exchange for you to follow General Stone Kao and kill him, give us the Soldier's request. Kao was responsible for sending the sdcap out of the Imperial Army many years ago. Wait for Soldiers to perform in his country from his combo before guarding in and landing your own neck. If you follow down Kao (it stands by The Market District Scene), you can either kill him, or deny his battle after hearing his story. If you do it, then Soldiers will not attack during your battle with him, and you will net an extra 1,000 Silver after the fight. Fight Card: Iron Soldier. Even if you don't punk it using Temporary Dragons, Iron Soldier is not too hard to defeat. Just stay a tad from the set of the kick that ends his four-move combo, then unload on it and chi Hit when he lands. It moves quickly, but not as much health as some of the other enemies you've faced. With the Agents Division out of the way, you'll be able to and the main request main request. You can also keep navigating the ladder and try to become Arena Champions. Gold Division Scramble One: Phoenix Assassination. After you defeat the first killer, the power of the Phoenix Unity style will become apparent, as it will be divided into six duplicates that all attack you together. Good. Each individual fighter aircraft is sensitive to dragon/martial combo style, but it will be hard to separate them. Use your area's attacks to drop them off and try to target one fighter plane at a time while the darkness, landing a combo, then having to come back out. They don't move only quickly, so if your chi gets drained, you should be able to use Thief's Spirit power to get back into the game. They fight two: The singer's brothers, there are three of us all. Go for the magic user - user first, or it will be your harry with firebolts throughout the match. Your best bet when dealing with these guys is the grip of and roll you up, which will disrupt their attacks, then use Chi Strikes with either a gun or martial arts skills to land some breath, before making back out and starting again. After one to terms down, the remaining two will be a bit more susceptible to stunning with Temporary Dragons, making the fight a bit easier to pull off. Fight three: This hot God is going to take a while. In this battle, we will attack the Ogre, the anon haples, a Mormon, a demon elephant, meant Sode, and the singer's brothers. yes, sounds fun, doesn't it? All we can really say here is kill the earlier fighter jets off as quickly as you can, because you have only around 15 seconds before the next opponent comes into the ring. Regardless of how fast you go, though, you will be forced to slow down when the Mormon Elephant comes in, as his zone attacks will always blow you off your feet when you get close to him. So you're probably going to boast and sur Soldier Do and all three of The Sun's Brothers will come to you along with the Elephant Demon, with no fun at all. The only thing that makes sense is this approach like you would any other group of enemies asking: one came out to destroy, narrowed to his haters and attacked him, and then retired. Keep yourself as far as the Demon of Elephants as possible. When you're down to one human foot with the Elephant Demon, use the human and Temporary Dragons and the Spirit to regain some chi and health before finishing it off with jumps behind the Elephant to knock him from behind. If, on the other hand, you want to scroll down the elephant in short order, you may want to switch over to the shape of the Demon Horse and use his power attack on it. You'll lose a bit of maneuverability, but should be able to take out the Elephant relatively quickly. Beat the Ravager on Grand Master difficulty without using Temporary Dragons: If you can pull this off, you're about as good as it gets. Championship Bout: The Ravager. HMM... those twin axes... Could it be? This guy is uber-hard to take on legitimate, is it in attack zones, cannot be Spirit Thiefted, and, the worst, his attacks are not interrupted by your own attacks, so you cannot rely on getting in closed and sparring him with martial arts in a close attempt. If you want to take Ravager over without using Temporary Dragon, you'll need to be a meter of the float like a butterfly, philosophy like a bent philosophy. Single courses are on all you'll find, so you may want to use a gun style, wait until it starts its normal gun combo, then side-dodge and try to land one blow before key back out again. We're not meant to trivialize it, though: The Ravager can be the one snare hardest in the entire game. It can buffer dragons, though, which is the real trivialization here; just shock him, do a combo, shock him again, etc. It will go down fairly quickly. After you defeat Ravager, you will be confronted by Kai Lan, who challenges you in a scramble himself. You have two options here: either let Black Whirlwind fight against the snake, or do the dirty work yourself. Believe it or not, but this fight is actually going to be easier with the Whirlwind in the ring, thanks to his ability to use gun styles without consuming focus and his ridiculous amount of health. Kai Lan The Snake: Kai Lan, you see, is something of a magician, using poisonous points, magic ice, and a dangerous scheme to take you down. It's not too hard to handle, though; just jump through it when using dots or magic and use with Whirlwind axes to sway in it behind. When he brings out his schemes, though, you'll want to stay away, as he's incredibly quickly with the sword and he does a massive amount of damage. If you have used your main character in this battle, then you can of course use Dragon Storm to paralyze it completely and deal with it this way. Unfortunately, the way Kai Lan's magician comes into playing a bit more material when he is almost dead, as it will become completely unexpected while he channels two horse demons in the fragile. As we remember our fight in Sky Fox Spirit, these guys deal with every stroke that we do, but Whirlwind should have plenty of life to work here, and the axe of his twins will often manage to hit both Demons together. You just have to be very quick to get out of the way of both the projectile attacks, causing crazy damage, and mixing attacks, doing a little less damage but that will come to you much more quickly. (If you're playing on grand Master difficulties, then you may need to use your main character, i. only for the extra capabilities shes and heals.) If you can survive the horse demons, then Kai Lan will go back to you with a full health bar. Hopefully one of the Mormons will be a healthy pick for you; Regardless, the same strategy you use to beat Kai Lan before will work again, so polish it off to become the true king of the imperial arena. After all that's done, you'll earn revenge the Tang, a dual-access gun style, well as a substantial amount of cash and experience. Lyn Poison will approach you and tell you that the gild has no grudge against you for your act, so feel free to get the exclusion from dodge, content to the knowledge that you just destroy everything Arena is set against you. You can also enter Kai Lan's quarter into the arena to get his secret stas in Gems and techniques, although most of the chests are trapped, so be careful. Gambler's favor after you get access to The Hot Lucky Room, Gambler Daoshen will offer you this demand. It's a simple enough affair; he wants you to pay Sweet Poison Lyn, near Hot, so that Daoshen allows them to run higher-stakes games. If you run down to Lyn and give it 500 silver, then return to Daoshen, it will reimburse your money, give you a beautiful gem, and let you up their feet on your tens game up to 25 silver. Pretty simple, all told. Chapter Four chapters is a fairly brief chapter, although it's a bit dense with fat revelation. Pay attention! You'll have to cut through a number of science to get to the Emperor. You will start by finding yourself on the landing platform at the Imperial Palace. It appears that the Lotus killer sealed many of the halls leading to the throat room and are attacking anyone who enters, even the Princesss. The good news is that all you fight against here is vulnerable to Harmonic Combo, so don't hesitate to use the Dragon's temporarily Set One Up before switching to a martial arts style to finish your victims off. The path here is beyond linear, so you won't really have many opportunities to explore. Head to the Iperial Army thugs until you reach the lift of the title in the Throne Room. Wacky Antique In The Throne Room makes your way to the Tombs (which will remain sealed for now) until the Throne Room. You'll know you're almost there when Silk Fox tells you so. Any romance draws that you've worked on can afford in here, as one of your followers may or may not be teachers love them for you, or you may have the opportunity to declare your undying dedication yourself. aw.... When you're ready to get some of these impending urges from your system, head to the seat room to meet with the Glorious God-Emperor Sun Hai itself. He'll do short work from your team, letting you follow him up the steps in his seat, but you'll first have to deal with many comedians, many bodyguards that stand in your way. Your first test will come against a couple of Imperial Army and Lotus assassination thugs. They have the strength to numb, sure, but are fairly weak individually, so use your weapon style or demon's tool power to quickly overwhelming them. Next up is a group of four Lotus Assassination Masters. Although individually more powerful than the bodyguards you just tore through, they're still not tough enough to take you down. They're sensitive to Combo Harmonic, which makes them fairly easy to kill with Temporary Dragons. Following them recharge yourself in The Spirit Font with Focused Shrine before heading up to take on the emperor himself. Boss Battle: Emperor Sun Hai You know, for an all-powerful Emperor who manages to kill a God and absorb his essence, the emperor a pretty tough old battle. He's received excellent damage from all three of his main styles. One of them looks out for, though, is his magical style, Storms, and which he can paralyze you in place with your beautiful and erballs from a good distance away while you help. It's pretty damn annoying when that happens, if we do that ourselves. The emperor's big thing is a Borg-like versatility; it's immunity to all the damage in styles similar to the one it's now wild. E.g. if it's now using his weapon style, then you won't be able to harm him with your own weapon style. If you want, you can continue changing styles, but every time you hit it with something that it is not the immunity, it will almost immediately change on whatever makes it immune, meaning killing him with multiple styles will take a long time. Both the Storm Dragon and Styles Jade Golem will come in handy during this battle. Fortunately, though, the ever dragon style Dragons do all good work on the Emperor, allowing you to shock him, then hit him with the Spirit, then repeat the cycle until all of your health and princes have been restored, if you wish (although this will obviously take a while). Additionally, Dragon Buffer will allow you to take advantage of one of the few styles that the Emperor can't adapt to: transformation styles. If you shock him, then quickly load up Jade Golem, you can then use shes to knock and quickly do a power attack for massive damage while the emperor still writes helpless. You'll probably need to immediately shift back to Dragon Storms, hit it again, then repeat the process several times to kill it off, but the eye of a 30-foot height breaks a pair of titanic axes into a ghostly 5-foot height by coming together in too many videogames nowadays. After the Emperor goes down, though, your problems are just starting... Chapter Five Main Demands: The Earth of Spirit You will need to get back to life to defeat Master Him, which means that you will have to jump through some hoops for the Dragon Dragon. good... you are dead. Or a mind, at least, but, hey: same difference. Your goal now is to find a way to get yourself back into your body to take vengeance on your old Master and hopefully help your friends out of their little prediction. To begin with, you'll have to fight your way through a number of Lost Spirits to reach the Dragon Dragon Dragon. It's about a pedestrian near where you start from, which is quite lit up, so ... enter the light, Carol Ann. He will give you all the details forever about His Master's betrayal, before sending you back to Dirge to restore the water sources, which will allow him to restore you to life before the Master Line absorbs his powers and become unstable. Later Digest Dirge, defeat the horse and Rat Demon on the steps to reach Abbot Song, which has an interesting little bit of history to Master He told you way back to two streams, and who will then join you in your party for your attempt to restore the substincts here. He says they were originally corrupted by desolate, long ago; all that needs to be done to restore purity is to replace the seals broken by the Emperor. Your first job is to take down Xian Wu, one of the Monks of the Spirit of God who betrayed his brothers after his master was buried by his Master before the siege of Dirge. He got it just deserted, though, when he executed and had his mind tied to one of the water sources and told his guard so that the jump could not be replaced. Until you've come together, that's who. This fight will take a little while to book in. Xian Wu and the two betrayers saw the usual fowl of dots and magic styles, with one of them using air, one using showers, and one using magic fire. Xian Wu is the storm user, and it will be the most seamless of the three people due to his ability to paralyze you and attack his range. Each of the fighters also had a formulation amount to health, making the killing a long process and drawing-out. Luckily for you, Abbot Song's support ability will restore your health, chi, and Focus all at once, allowing you to pop it in support mode, then use free-attack mode to run around the source so that none of the minds can shoot the spellings in you while you recharge a bit. All allegations are vulnerable to Dragon Temperature and Spirit, as well, allowing you to use these trust to stand in your feet parallelly with their chip sap. When Xian Wu is dead, take the seal that sings to you and places it in the source to restore it, then head to the inner courtyard. Inner Backyard For a big, scary, two-head calf word bull, this guy is not so hard. Shortly after reaching the Interne Court, you will come across a Minion of Suffering, which claims to have stolen the seal for the second source. You'll have to follow him down and punish him for his pet flight, but it won't be easy, since you have to cross the path of Demons to find him. Sounds like fun. Before you head out to reach the bad world, though, Abbot Lyrics will include you in something that can help you along the path: there is a powerful gem that has been hidden away from the monasteries for the last twenty years, under the protection of multiple spells. This is the side of demand: the gem of power if you can claim it, it can give you the upper hand against the devils, but their spell was without doubt attracting many powerful minds. So you'll need to fight to get to the gem that will help you fight to get to the demons. Make sense. If you don't want to get the gem, you don't have to; is, after all, a side request. Gem of Power Man, we'll be mad if this winds up to be a spirit + 4 GEM or something like that. Contact Lens Gem that Sung talked about, you'll need to follow the path leading to the northwest from the second source. After fighting your way to the Treasury, you will be accommodated by a Red Minister and two Lost Spirits. All of these guys are annoying, and the Red Minister probably was more so. Since you just recharge in a Spirit Font, though, you should have plenty of chi around for either chi strike or a transformation style; we found the Jade Golem to be quite capable of parting off all your feet with a minimum of problems, although you will take a good amount of damage from them due to being able to do doors. With the minister out of the way, you'll be able to retrieve the gem from the treasure. What you get seems to be based on what your Path chose: Our Close Initiation received the Demon's Eye, which adds +6 Body, Spirit, and Spirit, as well to give us a little chance of health drainage from all opponents that hit you, so yeah... not just +4 Spirit. If you're opening Palm, appearance you find the eyes of the Dragon, which has similar stat increases, but will also trap you a little chance of hitting enemies back with a shockwave when you're hit by combat. Before leaving this area, check around near the Spirit Font for a set of steps leading up to a Shrine Focus, along with a ceramic nourishment that will likely have another decent gem in it. The path to Demons get started on the path to Demons, head to the southeast of the second source, where another rat/horse Demon Combo will hit at you. Since none of the haters you've faced have been vulnerable to gunfire, you should have a lot of focus to use on these guys, so move them and move on. Another group of demons wait before the next area, so kill them, then return to a Spirit Font and restore your health and shes before moving to the rock. Cave inside the cave, you'll have a couple more demonstration faces to account before you reach minion of suffering. For a bull of cows and the minion of the worst most, he can be sure to speak the speech, but it wasn't too hard to defeat. Its main attack consists of chucking violet electricity balls at you from a distance, but if you head into the fight with a good amount of health, shes, and Focus, then you should be able to get in close, jump behind it, and use chi Strike and style your gun repeatedly take it down, just like killing an Elephant Demon. When the Minion dies, you will have your seal, as well as the promise of ultimate destruction from an ultimate evil ahead of the temple, etc., etc. After having returned to the inner square and placed the seal at the second source, recharge in a Spirit Font and head to the door that opens up to the temple square if you want, you can immediately head west over this area; The Dragonfly Landing Pad has a Shrine Focus on it, but is off guard by a pair of Red Ministers. No chest or items hidden on it, but you can The Red Minister's style of the beat. When you're ready to move on, walk in the temple square, then climb the stairs to the temple itself. Make sure you're in tip-top form before doing so, of course. Contending these Red Ministers can earn you their transformation style. Boss Battle: The abomination of the temple will take on the form of... you. Three replicas of yourself will attack you, in the aspects of grief, rage, and despair. In order to finally cleanse the temple and free the Dragon Dragon to restore you to life, you will need to beat all of them. Luckily, they're considered to be human opponents, so that your dragon time and gun styles are working on them, as well as any transformation styles that you may want to pop in. We found it easier to just use your gun style and shes strike, pick a single foot, then start jumping the crowd while shining in and out in the middle of the group in your combo country. You're obviously going to need to take them over one at a time, since they can overpower you if you try to spread yourself out among all of them. Go for the one using magical ice first, or it will always slow you with its spell. You can try to use Jade Golem style if you want, since it's immune to magic, but you won't be able to target any single foe very well with it, as they will usually be pushed well out of reach in your attack, if they don't jump out targets. So gun styles are your best. Keep in mind that every foot is trying to heal itself when it's near death; press the attack on any disable the footage to finish it off before moving on to the next. Main demands: Return to digest after the Dragon Dragon restores you to the real of the living, you'll have to explore Dirge – The Real Dirge. Shortly after you arrive, though, you'll find yourself under attack from a number of Horse Demons. To seal them on the far side of the potal, knock at it with your gun styles in strike shes mode – it will quickly go down, leaving you on your bedroom. Now it's time to find your friends. Before fixing, though, examine the statues and the books in the temple itself. The two big statues here will act as Focus Shrines and Fonts Spirit, while the books will net you experience. One of them will also give you Mantra's inspiration request. You can also find pages from Tome of War (1/5) on one of the bodies near the status between

the two books, and the Replenishment of the Technical Leader (+7 Chi and Focus) from the rotten bodies near the central font. Before you head out, find the steps leading down to the passage of the spirit of the Mountain Spirit took in the two movies that you saw that took place in that room. You can't open the cover of the assets here, but you can grab the kog machine weight in the chest. These are intended to be used on the Meditation wheels that line the hallway leading to the inner square, but make sure you don't turn them just yet. Instead, the down the square, where you'll have to defeat four fhosts before you finish the chapter. The Six Bones chapters in the northeast at the bottom of the steps here will keep another page from the Tome of War. A third page can be found on another set of bones in the middle of their status here, to the south of the green star on your minimap. With those in hand, Southern Ego and meet up with your stalwart followers at the Dragonfly Landing pad. Note that you can now buy some powerful alloys of Zen Bu, including three that will add + 50 either Focus, Health, or Chi. Each of these will cost 50,000 agents, though. After your conversation is done, head out of the pad itself and pick up the fourth page from the bones near the Focused Shrine. If you've got a romance plot that you've worked on so far, then it may be about to come to a head. If someone asks you to meet them in the tent, though, ignore them for now, and instead head back out to the main path and find a set of bones near the steps leading to the inner square. It will have both the Beveled Cogs and the final page of the Tome of War. With that in your possession, head back to the temple. With both pairs of cogs in tow, you can examine the Meditation Wheels again. If you put both of the kog in the wheels and the turns, you'll get the Communion in the Dragon Technique, good for +5 Health and +15 Chi. (If you tried to repair the wheels with only one rooster, you would have gotten a technique for only +10 Shes, at which point the wheels would have been broken anyway.) There may be some more Holy Ghost waiting for us in the temple at the beginning of this chapter. Now with release of your hand, you can examine it from your wet item menu. Apparently, if you accomplish the rhythm of war in Statue of Mah Tsung, in the temple, the souls of the Hyperial Army's army studies who still hunt the temple will be released thereon. Doing the ritual technique here will touch you the wheel spin technique, granted +7 Focus and Chi. If, however, you do the settlement of the guardianship status, you will cut the souls of the imperial sciences, removing them from the wheel of life for all eternity. Serve them right! For this act, you'll find the Broken Wheel Technique (+7 Chi and Health) with a closed Fiste switch. When you are ready to get your mark on, return to the tent and talk to those who are waiting there for you. Again, what happens next depends on your previous willingness to engage in the romance plot by talking to your equipment at your base camp, but if the whole thing went well, then you should have the opportunity to lit out with one of your favorite subordinates. Dream Sequence soon after you hit the bag, your dreams will be invaded by His Master, which will burn the spirits of three of your fellow two streams of students in a circle and forced to attack you. Although this is a dream, each of these guys is correct and they are apparently people, so use your gun style and shes striking to face uber damage. It appears to be the weakest, so go after first it, then noun, then polish at Jing Woo. Unfortunately, this is only a prologue to the real pageant, such as when you wake up, you'll discover the full power might of the Imperial Army, including the goIm of the Lotus assassin, weigh up past them in the temple, intent on stamps to put out your little one. This imperial fight will give you fits – make sure to bring together the Radiant Aura styles or Mirage styles to protect you from its homing missiles. In the conversation that follows, you will have two choices made. You can either send Silk Fox to lead Dawn Star and Kang to the bridge to ring up, or you can send out Silk Fox to take the lead instead of Dawn Star. This has a material impact on how the next portion of the chapter plays out, so choose whatever you'd rather use in combat! This probably also affects the results of any track romance you've worked on with the pair, so if you're intent on doing some dirty dancing with one of the foxy farms, choosing the one you'd prefer to air with the lead charge. Next up is a Sky Leader. If you want to, you can take the dragonfly to the sky in an attempt to reduce some of the numbers of Lotus Assassins that will soon be grounded on the mountain. This is a fairly difficult challenge, as the ships come in fast and furious. You'll want to bring Radiant Aura, for sure, along with any offending styles that you've grown absolute using. When you destroy the large imperial assault ship, you will touch a new style for your Dragonfly, the Call of the Spirit. Completing this mission can slim the number of assassins who appear in temple grounds later. Main demand: Flights to LEAD. | Request: Dawn Star / Silk Fox Air or if you get done with the air corridor mission, you will come under control of the person you decide to send to, either Dawn Star or Silk Fox. Whatever your choice, you'll be able to upgrade the weapons by running behind the source that your main character has already restored; this will discover a Rumble of Irin there. Open it to grab your new weapon, then head down to the bridge, where Kang is waiting. Before you do that, though, you may want to check your journal; each of these characters will have journal entries re-written from their views if you check the Completed log requests. In order to complete this mission, you will have to protect both Kang and your team while Kang prepares his explosives on the bridge. This can be difficult, as these screen changes on the bridge are koring and ill-born, but if you stay near the end of the bridge, you should be able to kill the enemies as they come in. Don't stand right at the edge of the screen, though; instead stand a few steps to the left so that haters can't skip your past. With large groups of congregated men, use your area's attacks to knock them down, and make sure you priority enemies who start attacking Kang. You'll need to survive two minutes before explosives are set and you can blow the bridge. After having done, talk to the other members of your party to wrap up the competitive demand. Finish it off! With the bridge destroyed, the only way for the Lotus killer to get to the temple is via the air, and indeed they now begin to slip into the sky, along with a Jade Golem. It's up to Black Whirlwind and Hou to keep them off – an easy duo if ever were one. More titles can wait you to kill beyond 100; eventually it becomes difficult to keep the Golem alive due to alien strikes that hit him. The waves of the Lotus Assassin are finished here, and will only stop if you destroy Golem in Jade. Although it's one against many, Black Whirlwind is more than up to the task, especially if you get breastfeeding it with upgraded axle, near the western wall. With him, any killer will die in three hits. Jade Golem's killing is trickier killing, as you'll have to deal with it in the middle of all the killer, but luckily, Hou will be thrown out of alcohol bottles where she sits. If you go to free target mode, you can run on one of these for a full and Chinese healthier. Note also that special Tournament-esque message rampage pop up after every 20 kills you realize about the assassin. The one for 100 straight kills is especially entertain. 20: Told Slaughter! 40: Bring in pain! 60: Destroyer Life! 80: Ravager of the Ages! 100: ??? After the fight over (or during it, if you want to), you can again check the Black Whirlwind newspaper for some description of request amusingly slanted description. When you're ready to move on, head up to the temple for the final battle of the chapter. But death comes to the temple, the heavens will be ringed away by the bells. He says he signals to hand the death to enter the temple - he was approaching with the notion of becoming a turn, but he instead decided to help you in your cause by signaling to the hand of death to enter a trap. When it happens, his entourage will be killed, allowing you to face the dreaded Prince Sun Kin mano-a-mano. Fighting boss: But death is a demon, no doubt, especially due to its anxiety attacks – on Grand Master difficulty, its power attack can hit for more than 250 damage in a single course, with its normal attacks, while less damage, come faster and thus have an even bigger capacity for destruction. The key here is avoidance; stay away from him until you're ready to knock, then jump over him and hit from behind with your gun style in striking fashion. Unlike the Ravager (still the hardest foe you've probably faced thus far), May but the death to be stunning isn't breathless, so all you really need to do is strike quickly enough to stunck her (Crimson Tears will usually do the job) then just keep relationships on her until she goes down. He can and heal himself when he is near death, although he will stop, so just keep draining and avoid hitting it until it goes down. A conversation with your former owner will then ensue, followed by another battle with the hand of death. This time, however, the power of your Spirit allows you to bind Sun Kin's soul to yourself and use his spirit to fight against... itself! Main demand: One chance as you possess Sun Kin spirit, you will have to pity him against the death head weapon in a product of the kind-sorta death. Or is it????!?!?!? Anyway, Sun Kin is probably a bit faster than your own character, and possesses a long mighty sword with which it can sway very quickly. It may not take a whole lot of punishment, at least not on Grand Master struggling, but with a bit of right movement, you should be able to stay out of arms but the death by jumping behind him, unleashing a combo, then leaving away and repeating. Make sure you don't get DH leaned on a wall, though, as this will sometimes let it unlock an open sway without any warning, and you can only take four hits or so before Sun Kin will go down for the count. We sure didn't see this coming... but it's pretty cool however. Now if you just leave but the death kills Sun Kin, then the story will continue regardless, but actually beating it will give greater rich rewards, especially for Close Fidst players they want to be very, very wrong. If you manage to win the battle, then Sun It will fly away, back to the Imperial Palace, to wait for your arrivals and the inevitable duels. However, the death, however, won't just flourish away: you will have to choose whether to drop his mind, or bind this the most powerful ally to your will! If you drop it, you'll find a huge Open Palm Alignment change, along with the Way to Gem of Open Point, which networks you a conversation bonus and edit status. If, however, you choose to tie his spirit to you, you will find the Way to GEM in Closed Place, which likewise penalties you a conversation bonus (the Intimidation), a body bonus, and a Spirit penalties. And, of course, you will find but death as a disciple. Distinction of the Rank What happens in the next conversation with your followers will depend on how you treat the affair of death. If you freedom his spirit, then they won't really even notice what happened, and you can continue on the Palace after talking to all of them. If, however, you walk out with the hands of death at large, they will be perturbed, to say the least, or at least some of them will. Dawn Star, Silk Fox, and Hou will all rather irate at you Close Antique Points (this line-up can change based on your romantic affiliations, though), and requests that you drop your new minion out of his torment. Now you have another choice. When your followers confront you on the matter of the hand of death, you can agree to their demands and continue to release His soul; you will earn Open Palm Point, but the death will fly away, and that they will. (You'll always keep the way in life' Point of gem.) If, however, you insist that they fall in line, well, there is only one way to order their complete subservience. What's wrong as it can be, you can't afford any independent thoughts of your strips, so you'll have to take the ultimate step to ensure that all your followers are in one mind. With that out of the way, talk to each of them in turn, then check back to your camp to retrieve the gem from the chest there (this doesn't seem to appear before that moment), and make sure you remind your health, chich, and concentrate before the return of Kang is removed for the Palace. : A masterful litter with the pet cabins regarding your buttock death, head from the Palace to find Master List and put his little sacrifice to rest once and for all. Before you can expect to defeat him, though, you'll have to find the Dragons' body and destroy it. Start by following the same path that you took the last time you were in the talk. After loading up your health and concentrating to shrink them in the second room, head out to meet with a dozen or so Lotus Elites. As beneficiaries of their names, these guys have a deep healthy reservoir of working with them, but they are susceptible to harmonical kombo, so use them to polish them individually if you think you have the time for them. We had a lot of pleasure in this fight by bringing the hand of death together with a follower; it was tied to two of the elite while our main character took on the other ten, and somehow managed to die even as we were our group policeman without having to kill even a single trap. So much for the scary power of a killer who managed to make a fear all worsen him. We changed it out for Dawn Star in support of right mode afterward. After you finish in the Elites, grab all the new entrenched and chest, then return to font of spirit and focus turn for another recharge before they topped in the elevator. The Dragon Dragon will meet you there, leave loop and some more cryptic, then fade away again. Time to find his body. The Tombs You'll have to decide whether you want to help the Dragon Dragon not kill his body. When you reach the tombs, you will be confronted with the greatness of the brothers' crime, as is the Dragon's body the Dragon saw, it climbed up into a cave and allowed to bleed water for twenty years to restore the land after the great drought. Before you can make the big decisions regarding the cast of their bodies, though, you'll have to fight Four Lotus Elite, including a pair of witch hunting. This fight will be very annoying, since apparently all your haters have the magic of storms, which can paralyze you if a power hits, and said their attack will come out fast and furious. The best way we've got to deal with these guys was to use Jade Golem's style, which is immunity to magic, and use shes the striking overpower of your haters. Otherwise, they are all vulnerable to harmonious combo, so you can use temporary Dragon paralysis them with a attacked and then at least finished them. The choice with sordians are out of the way, you will be confronted by the spirit of the Dragon Dragon, who asks that you destroy his decree body so that he can return to the wheel of life and eventually be fired. This seems likely to dip the Empire back into the Great Drought, but the water that flowed from his body was not intended in the larger scheme of things, and as these you will only be putting the Empire back on the path it was meant to follow 20 years ago. This is one of the biggest alignment decision-changes of the game, and they'll play a big role in deciding what end you get, so choose carefully. You have an auto-save shortly before this point, though, so if you are satisfied with your choice, you can still reload and go in again. If you go ahead and destroy the body, you will receive gem at Palm Open, which spys you an impressive +10 in Spirit and +5 in mind, and your alignment will undergo an almost change in Open Territory, even if you were almost at the bottom of the scale. You will need to use the poisonous blood of the Dragon Bow Dragon, but your followers will not give it up voluntarily. If, however, you choose instead of poisoning the body of the Dragon Dragon to weaken Master List, and the intention kills it, then use the body to split the power of the Dragon for yourself, you will have some hard choices to make. In order to poison the body, you'll need the blood of a motel, so you'll have to pick someone among your cards to die. Your Kandina will likely vary based on your actions in the game thus far, including your romance; we had to choose between Silk Fox, Dawn Star, Hou, and Hand of Death. Who you choose will probably not be stolen, resulting in an intense factional dispute – meaning open combat — between the followers who agree with this course of action and those who would rather not decree the body of a God. After killing the dragons foolish, you will need to take the blood to fall and bring it up to the source near the dragon's body dragon and poison it. Whatever your choice here, you will weaken the power of His Sun, and will have to head out of the throne to face him. Be sure to check the top near the base of the ramp in the Dragon Room before heading out, though, as you'll receive a Scintillating gem of power from the top. She's waiting... When you reach the thread room, He will wait for you. After a bit of first sentence, she will call in some haters to harry you while she prepares for the main duels. This opening battle, though, is ridiculous hard in its own right, as you'll have to face off against two Elephant Demon constructed with two minions of suffering. Taking these guys over in Grand Master Mode will either ask for an incredibly lengthy amount of jumping time, dodging, and generally avoiding their powerful attack... or you can just change your follower in attack mode and use it distractions it into changes on Jade Golem mode and starts exploding on the constructions and power attacks Chi Strike. Even this is not guaranteed to save you from a dive, but it will let you do a lot of damage quickly. Just make sure you shift your position on to one side of the room, behind your team, so that the haters can't box you in and overwhelming you. Go after the first ball constructs, as they will do less damage to your Golem when they attack you. This is one of the hardest battles of the game, so don't feel too embarrassed if you have to reload your last save and knock the difficulty down an advanced tooth. Defeat your doubt after you finally reach it, it will reveal yet another embarrassing surprise, as it fully engages you in rocks and attempts to enter your mind to kill your conscience. This is where things get tough for followers of the closing Point (as if the last half hour of the game was a gatowalk...). It will call in two waves of enemies for you to go up against, including constructed versions itself, Sun Kin, Sun Hai, and Hand of Death. If you chose to kill the dragon's dragon body, you'll have three supplies per wave, leaving you with only one foot to defeat, but if you chose to poison the body instead, you'll only have two equipment, forcing you to kill two hard assembly simultaneously. And it's just in the first wave; The second will force you to take on three of the previous single boss simultaneously, including Sun Hai, which maintains his invariability adaptation technique, or at least a shadow of it. It seems to be unbreakable in whatever style it tuned, but doesn't seem to change styles, so it would be a bit easier to defeat than it was when you fought it in Chapter Four. Taking on doubts in your head will be tough, especially if you chose to poison the Dragon's Dragon Body. In order to get these past fights as a Master Lock Point, you'll have to try to capture the initial fear of enemies while preserving as much health, chi, and focus as possible. If needed, use your weapon style to quickly take one down while trying to avoid the next. For the second round, Sun Hai is definitely going to be the sticking point, since it may be unbreakable in some of your attacks. We found it easier to just spend as much focus as necessary to quickly bring the other two combatants down, then switch back to Jade Golem's shape to attack the Emperor of the vector. With the two waves of opponents swept into virtual ground, it's time to get down to brass tactics and deal with one obstacle that remains to complete power – or complete peace. Oh, It's over, Baby - It's over now, before you even decide to fight His Master - now His Emperor - you will have a choice to make. It offers you the chance to avoid fighting altogether if you agree to die in his hands, sarify yourself in exchange for solidifying his rule and having your name back throughout the ages, you will agree with this several times to make sure you don't choose accidentally, but do that will let you jump right to one of the three ends of the game without having to face it in combat, not unlike the end of Yum Dragons for the NES. The other two ends depend on you choosing whether or not to kill the dragon's dragon body or poison it; they experience either of them, you will have to fight and kill your former owner. The circle is now filling it up when to get busy. His master is beaten, even on Grand Master mode, but he comes straight from the cheesecake factory, and he's one of the most annoying haters, yet perversly fun to fight against. Most of his annoying factor comes from the fact that he has several ways to completely shut you down and totally paralyze you. At point of reality, it has its own version of Focus Mode, where it can use its own focus slowing time, allowing it to move at normal speeds while you are trapped in the chrono- and forced to move as if you were struggling in molass. You can eliminate this effect by hitting your own focus button, but you'll have to burn some of your own focus to do so. If the fight lasts long enough, then you should see the From Focused sign displayed above His head, which theoretically prevents him from using this capability afterwards. In addition to focused mode, though, It can also use storm style to trap you into a whirlwind, mirror your freeze in a mirror block, and a seemingly unique style of his own that can paralyze you in place. Any of these can become sentences of death row, as they will allow It to freely strike away at you while being able to take damage itself. One of the storms is especially troubleshoot, as it can be used as an area attack; if it stops moving and starts doing the saga animation (similar to what fires magicians use before resuming the dragon), you should instantly start backflipping away from it, perhaps even using focus mode to increase your chances of getting away from time. The disadvantage of one's disadvantages in use of these styles is that you'll be able to tell that it's using one due to the fact that it won't hold a gun in his hand. If he intends to get down and dirty, he will use either his double sword style or leaping tiger, which can easily spot by the ditale statements that appear on his hands. You can expect to be frozen..... and paralyzed..... and immobilized by His Master. He is a messy fighter! (Note that switching to a Transform Style should let you escape from some of these effects, as they're all immune to either support or magic styles. The pure paralysis seems to be unbreakable, but having Jade Golem tied in one direction is quite useful in getting out of a Storm trap.) Beyond slowing down time, its main method of dealing with damage to you will be its close-range styles and its unique style, which throws bolts homing at you that damage all of your stat at once. Even if you were button your block throughout the game, it's worth practicing using it here, as it's really the only way to stop these bolts from hitting you a good one. Just block, wait for the third bolt to hit, move towards him a bit, then block again. It will eventually either change styles, or you'll get close enough to skip to him and disrupt his distribution animation. Since you're going to need your focus to break His focus mode, the best bets for damaging him will be your good old martial style. (Note that there are two jars on nightWe get it better just jump around like the Pain Room, trying to jump at him to disrupt his attack, then hit him with some rear combo before jumping away again to mangrop. Try to stay in the middle of the room, if possible; if you get too close to a wall, then the camera will undergo some stunned changes when you quickly change position. The main danger here is the damage it damages. He will occasionally activate this, and when his orange hand is guaranteed, whenever you hit him you will take a huge amount of damage. Unfortunately glowy effects—but it is very subtle, and you often won't know his shield until you start a three-hit combo, resulting in a massive amount of damage (sometimes half of your total bar on Grand Master difficulty). Like we said, cheese. There are a couple of ways in which to make this fight a bit easier. First up is the form of Jade Golem statements. With him active, none of His support or martial arts styles will hurt you at all, and neither does he appear unique style-stray, leaving him with little save for his double sword to hit you with. If you plan on using Jade Golem, try to lobbied it into a corner before flipping it over, then always book it with power attacks so that it is not time saved. If she flips over her sword style, though, it'll be hard to see it due to your immense size, so it can wind up taking a bunch of people on your health before you can switch away. Alternatively, it is human, so Temporary Dragon can keep it paralyze indefinitely if you want to cheese your way through it. After enough damage is to face it, though, It will go down and you will be able to establish your right dominance on the Epi, if that is your desire. The resulting cuts will change based on your decision on how to deal with the Dragon Body Dragon, and the text description of your follower sort will be similar depending on your choices throughout the game. Enjoy their end... and here looking forward to Jade Embers 2. GameSpot can get a commission from offering retail. Offer.

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