

LAXIUS SOUL

OFFICIAL GUIDE
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Thank you for picking LAXIUS SOUL.
This game will provide more than **100 hours**
of intense and intricate gameplay.

This guide includes:

- Full walkthrough of the main quest with hints and advice
- Annotated maps
- All 250+ enemies stats (+ weaknesses of all the main quest ones)
- 3-4 of the first quests for the main 4 Azan Guilds (Hunters, Archery, Indinera & Higher Elves), to make sure you reach a good level in each of them
- All technics (spells and skills) combinations
- All crafting combinations involving all 4 main ores (dawndust, mithril, duskdew, slainth)

~ GAMEPLAY ~

PARALYZE

In Laxius Soul, if your entire party is 'paralyzed', it is equivalent to instant death.

It also works for the enemy party. The status ailment 'stunned', although similar to paralyzed, doesn't have this effect - because the condition last fewer turns.

TECHNICS

- SPELLS use Magic Points (MP).
- SKILLS use Fury Points (FR).

SPELLS and SKILLS together are called TECHNICS (abbreviated TECH).

TECHNIC MASTERY

- 60 uses to master a tech.
- 70 uses to learn another tech, in general part of a combo of two techs
- 100 uses to get a boost relevant to the tech
- 250 uses to get another one

EXPLORATION

A '??' pops up when you get close to a hidden item. It is possible to find items that increase your exploration competence.

DIFFICULT MODES

There are 5 difficulty modes in Laxius Soul : Story, Easy, Normal, Hard and Nightmare. This guide assumes you're playing in Normal mode.

GROUP HEALING TECHNICS

Group healing technics such as Sarah's Aura gain a +1 use ONLY if they are used in battle.

DIALOGUES

Dimmed dialogue boxes express thoughts that aren't spoken out loud. However, in battles, and in order to preserve the aesthetics of the battle format, spoken dialogues appear in **dimmed boxes** and thoughts in **transparent** ones.

SAVING

You can save (almost) everywhere in this game, but nonetheless save books are scattered around to remind you. It remains recommended to save more regularly by yourself, and not systematically wait for a save book - in particular, if you haven't had a fight in a while.

The game also features an AUTOSAVE function that will record your progress after each fight.

INVENTORY

There is a maximum of items and weapons/armors you can have at the same time in your inventory: 30 for items, 6 for weapons and armors.

EXIT

You can leave anytime a dungeon using "Exit Danger" from the Main Menu. It's not immediately visible when you open said Main Menu, so make sure to scroll down to pick it.

FURY

The FR (Fury Points, to use SKILLS) you get from the start is partly dependent on LUK. A critical hit also gives extra FR.

TECHNICS

Most technics can be used 3 times every 8 turns (remaining amount is indicated with the 3/3 information). This means that if you use a given one too much, you will see a "Wait" indicating you need to, well, wait for it to reset (every 8 turns).

WEATHER

Weather effects are particularly well polished in this game, but if for any reasons, you'd like to adjust their intensity, you can do so from the Options menu.

~ ATTRIBUTES ~ and their abbreviations

Laxius Soul uses a system of 8 stats that are pretty common in role-playing games and abbreviated the following way.

- MHP = Max Hit Points
- MMP = Max Magic Points
- ATK = Attack
- DEF = Defense
- MAT = Magic Attack
- MDF = Magic Defense
- AGI = Agility
- LUK = Luck

- Hit Rate (HIT) – ability not to miss a physical attack
- Evasion (EVA) – ability to evade a physical attack
- Critical (CRI) – ability to land a critical hit
- Critical Evade (CEV) – ability not to receive a critical hit
- Counter (CNT) – ability to counter a physical attack
- Magic Evade (MEV) – ability to evade a magical attack
- Magic Reflect (MRF) – ability to reflect a magical attack
- HP Regen (HRG) – ability to recover HP each turn
- MP Regen (MRG) - ability to recover MP each turn
- FR Regen (FRG) - ability to recover FR each turn
- Recovery (REC) – ability to improve recovery (healing)
- Item Rate (PHA) – ability to use healing item better
- FR Charge (FCR) – ability to increase FR more when attacked
- Floor Damage Rate (FDR) – ability to take lower damage from floors
- Experience Rate (EXR) – ability to increase experience points acquired

NB : Some technics are neither physical nor magical - they are 'certain', and never miss.

~ STATES ~

States can be inflicted during battles either by technics and normal attacks, depending on the weapon equipped by the attacking character. Needless to say, enemies also inflict states.

- Poisoned
HP Regen -10% each turn

- Bleeding
HP Regen -15% each turn

- Contaminated
HP Regen -18% each turn

- Cursed
HP Regen -12% each turn
Hit Rate -10%
MAT *96%

- Blinded
Hit Rate -50%
DEF *96%

- Tired
Can't use SKILLS
AGI *96%

- Silenced
Can't use SPELLS
LUK *96%

- Doomed
HP Regen -18% each turn
Hit Rate -10%
Evasion -20%
Can't use TECHNICS

- Enraged
Attack ANYONE (enemies or allies)
Critical +10% Critical Evade -10%
- Sleeping
Cannot move
Evasion -100%
- Confused
Attack an ally
- Charmed
Do nothing
- Scared
Critical/Counter -10%
ATK *96%
- Stunned
Cannot move
Evasion/Counter -20%
- Paralyzed
Cannot move
Evasion/Counter -100% Magic Evade -50%

~ MT ZULLE HILLS ~

You start the game with the Queen of Adretana, **Luciana**.

Her paralyze spell works 100% of the time on the frog, so if there's only one left, it will save you some MP to 'insta-kill' it with said spell. It is also recommend to go and pick Sarah as soon as possible (see map below, PART 3) so the two can train together.

Laxius Soul rewards using technics, so make sure to use them as often as possible, as soon as it doesn't ruin your MP stock and jeopardize your success. As a reminder, you get to master the technic after 60 uses, and two technics used 70+ times may also form a new one.

ENEMIES

NAME	HP	MP	ATK	DEF	MAT	MDF	AGI	LUK
KOKOI	265	0	95	50	45	60	65	55
RAFLESIA	405	45	100	50	65	45	55	45
KIWI	330	0	135	95	50	45	50	55
ZENGE	420	60	120	50	80	105	70	65
INDINERA MANTIS	1620	55	145	110	70	85	75	75
ACORN SOLDIER	245	0	110	110	65	95	60	30
MAELIS	1830	150	120	65	85	80	70	115

NAME	SPECIALS	NOTABLE WEAKNESS	WARNING
KOKOI	Poisoned +15%		
RAFLESIA	Stunned +5%		
KIWI	Bleeding +20%		
ZENGE	Blinded +45%		
INDINERA MANTIS	Paralyzed +30%	PARALYZED 85%	
ACORN SOLDIER			
MAELIS	Charmed +35%	FIRE 165% PARALYZED 85%	

PART 1

