

🔥 *Queen's Guide To Guardians 2.0* 🔥

“What are Guardians in Trickster and how can I get them?”

A question I often see when newer players of Trickster Online try to poke into the game's depths. Hello friends, my name is Queen and I'm here to illuminate the process so you can get your guardian of choice and open up a new avenue for grinding opportunities.

There was a similar guide made by someone called Nessie back on the Life Trickster Online forums, but I've seen a lot of people on the LifeTO Discord have issues trying to parse it or even find it due to it being a relatively old post (for context, it was originally made in 2018) on a forum not many people use.

If the forum ever went down, the information would be lost for no good reason and would be pretty inconvenient. So I took the initiative and properly preserved the information in a compact, easy to comprehend document.

With that said, let's get started.

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Step 1: *“Card Identification”*

Item Checklist:

-  1x **Arcana Brave Card**
-  1x **Arcana Smart Card**
-  1x **Arcana Dream Card**
-  1x **Arcana Love Card**
-  5x Harkon Shards
-  ?x Memory Port (optional, but very useful)

Requirements: Level 80+ and second job.

Before you even start, I would greatly recommend going to Megalopolis Shop and buying a **Memory Port**  or two to help reduce the tedium of backtracking. (This is, of course, assuming you're playing LifeTO and not another version of the game where the Ports are not items you can buy from the NPC shop.)

You will have to trek to *Poppuri Dungeon: Rainbow Cave* - there will be a Poppuri at the top of the map that teleports you to a small room with a fairy encased in a rainbow crystal.



To complete Fairy Nono's quests, you must have one of each Arcana Card pictured above to get a Crest of each type from her. Arcana Cards can be obtained by doing the following Card Girl Quests:

- **Brave:** Located at *Caballa Relics Gate*, you need to give her one of the following cards:
 - **Mimic** 
 - **Chibcha** 
 - **Chimu** 
- **Smart:** Located in *Southeast Forest* (aka. The entrance to Poppuri Dungeon), you need to give her one of the following cards:
 - **Sppo** 
 - **Forest Mantis** 
 - **Koom** 

- **Dream:** Located at *Rose Field 4 - Bloom Grave* (aka. Right outside of the Moon Wing Warp), she wants a **Beast Vincento**  Card
- **Love:** Located at *Gate of Phantom School*, she wants an **Inky Muck**  Card (encountered in the 2nd and 3rd floor toilet rooms)

Once you collect all the crests, you must head to **Poppuri Dungeon: Moss Cave** and speak to Artisan Poppuri. He needs five Harkon Shards, which you can get from Harkon Heirlooms from Cone Stones in *Path to Mermaid Palace*.

Before you leave to get the shards though, I would greatly urge you to mark any spot close to Artisan Poppuri with a Memory Port to reduce the pain of backtracking.

Once you get the Trickster Certificate from him, return to Fairy Nono and finish her quest.



Congratulations, you have obtained *Card Identification!*



“What does it do?”

Well... you get to play a randomized card matching mini-game that requires monster and character cards to fuel it. It’s honestly not very good... but that’s beyond the point.

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Step 2: “*Poseidon Soul Seed*”

Item Checklist:

-  Card Identification
-  Questionable Letter
-  10x Iron Knight Soul
-  10x Brass Knight Soul
-  10x Bone Fighter Soul
-  10x Bone Warrior Soul

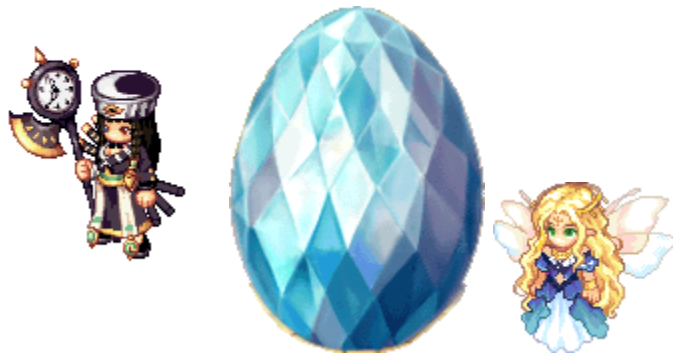
-  10x Bone Magician Soul
-  15x Cobra Flower Seed
-  15x Tooth Flower Seed
-  15x Mud Bigfoot Flower Seed
-  15x Lotus Wormhole Seed
-  ❤️ A friend (for cheating)

Requirements: *Level 135+ and third job, already learned Card ID*

You obtain the Questionable Letter by mail when you reach Level 135.

This step requires you being up to Episode 3 in the game's story, as it's the only way to enter Mirage Island. Once there, you have to make it to *Mirage Island 7 - Guardian's Square*, and enter the Trickster's Shrine.

♥ **CHEATER'S NOTE** ♥: If you have a friend that actually completed the episode quests beforehand, ask them to go to Mirage Island 7 for you and buy some Friend Finders from myshop so you can bypass doing the episodes. The game doesn't check if you've done the story, just that you have the Questionable Letter - can be very convenient if you just want the soul seed!



Once inside, talk to the Light Filled Egg and ask them if you're here for the guardians. Here is the check for the Questionable Letter, and once fulfilled it will take you to the ***Spirit of Nefertiti***.

She will teleport you to Eclipse's Dimension, and hands you a ***Dimensional Key***  that allows for fast travel to Eclipse. Eclipse will send you to three different spaces: an easy monster hunt map while the other two have NPCs that require specific items.

The Souls are dropped by monsters found in Vamp Castle , while the seeds can be dropped by monsters found in Swamp Dungeon. Here's the best locations for each one:

- Iron Knight & Brass Knight: *Vamp Dungeon 3*
- Bone Fighter, Bone Warrior and Bone Magician: *Vamp Dungeon 4*
- Mud Bigfoot: *Swamp Field 6*
- Cobra Flower & Tooth Flower: *Swamp Dungeon 3*
- Lotus Wormhole: *Swamp Dungeon 4*

Once all three quests are complete, report back to the Spirit of Nefertiti and finally obtain your Soul Seed.

 ***Success! You finally have a Poseidon Seed!!*** 

Now what? If you're at this point, you're probably wondering something like "Can I have a Guardian now?"

If it were only that simple, my friend. If only...

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Step 3: "*Empathizing*"



And so begins the *real* torture. When you use the Poseidon Seed, you incubate it as part of your character - this is where the act of “Soul Empathy” comes into play.

You see, Empathy Points determine what guardian you’ll get, and are influenced by doing specific actions.

Here’s a handy-dandy list of actions that influence them.

Power

- Use Health Potions. 2500 HP potions is a guaranteed single point in Power and 0.5 for Charm.
- Exchange with a NPC (1000 times is one full point, **stops after 3**)
- Use a Power Skill (**stops after 5**)
- Using Bonus Points to get a point in **AP/AC/DX** (**Stops after 2**)

Magic

- Use Magic Potions. 2500 MP potions is a guaranteed single point in Magic and 0.5 for Sense.
- Exchange with a NPC (1000 times is one full point, **stops after 3**)
- Use Magic Skill (**stops after 5**)
- Increase your TM level (e.g. by AFK drilling)
 - (*This one is very dangerous if your character drills overnight / when you’re away and you have a guardian egg planted because TM levels can give you 20 points in every category, so plan beforehand!*)
- Using Bonus Points to get a point in **MP/MA/MD** (125x is a full point, **Stops after 2**)
- Die (**stops after 5**, dying 1000 times is a full point)

Sense

- Drill in a empty spot (**Stops after third sense point**)
- Drill up an item (Keeps working after third sense point)
- Drink 5000 MP potions for a full point in Sense
- “Block” a Monsters Attack (7000 times is a full point, **stops after 5**)
- Use Sense Skill (**stops after 5**)
- Die (**stops after 5**, dying 1000 times is a full point)
- Using Bonus Points to get a point in **LK/DA/WT** (**Stops after 2**)
- Using Ammo for guns (10,000 times is a full point)
- Using throwing weapons (3,000 times is a full point)

- Refining a weapon with Blacksmith Marx (500 times is a full point in Sense)
- Compounding with Nate (334 times is a full point in Sense)

Charm

- View a players profile (**Stops after second Charm Point**, best utilized with players with private profiles)
- Drink 5,000 HP Potions for a full point in Charm
- Pick up Galders (500 times is one full point)
- Use an NPC's Shop (I.e Item Girl, **stops after third Charm Point**. 500 times is a full point.)
- Use a Charm Skill (**stops after 5**)
- Dodge the attacks of a monster with ≥ 20 level difference at/above your level (ex. You're level 200 fighting a level 205+ monster) - Dodging 20,000 times is a full point.
Stops after 5.
- Using Bonus Points to get a point in DP/HP/HV (**Stops after 2**)
- Throwing Empty Cards (Throwing 2,500 cards is a full point)

All Categories At Once

- Leveling up via EXP (20 points in all categories = leveling up 50 times is one full point in each category)
- TM Level (20 points in all categories = leveling up 50 times is one full point in each category)
- Opening up MyCamp (1 point in each category, **stops after 2**)
- Completing a Normal quest (+2 Power & Magic, +3 Sense & Charm)
- Completing a Monster quest (+3 Power & Magic, +2 Sense & Charm)
- Completing an Episode quest (+3 Power & Magic, +2 Sense & Charm)
- Completing a Party quest (+2 Power & Magic, +3 Sense & Charm)
- Killing a boss monster (+5 in every category. 500 kills = one graph point in every category)
- Activating Crazy Drill Mode (+3 in every category)

3.1 IMPORTANT KNOWLEDGE

A: If your Poseidon Seed reaches 6 in one stat or if it has a total of 14 points, it will “mature” (visually represented by the wings and the borders of the egg turning a solid gold) and can no longer be worked on. ***Be careful of that.***

B: You do not need to mature an egg to hatch it! The Poseidon Egg being hatched prematurely with no work put into it will always give you a stat spread of **1111**, which gives you the Skunk Pouch ability (free stun on enemies) for free.

C: Best way to level up Power and Charm in the same place for characters above 250 is to go to the Aibons and Dekumanus in Techichi Field 4. If your magic defense is bad, pop the Dekumanus with a single attack but don't kill them.

This forces them to go into an attack routine where they'll hit you with an earth magic attack that will do a lot of damage. Use this opportunity to pump yourself with weak healing potions (Pink Potion A) and run away if you're too injured.

That, or you could just put on high HP equipment, de-equip it and re-equip it over and over since it decreases your current HP enough to use HP potions.

The Aibons will do the same thing for those with weak physical defense, as they have a knockback move that usually does thousands of HP in damage.

Best way to level up Magic is to get MP boosting equipment and construct the skillbar to have useless buffs or area attacks (i.e buffalo's elemental blade skills, etc.) that eat up your MP. You don't need to be in danger to do this.

D: A new strategy that was pointed out to me was to use Point Back All / Graph Reset Potions from MyShop, since Bonus Points give you a lot of Empathy points in each category. Like you can spend 125 Bonus Points on AP and get 1000 Power Empathy for it.

It stops after 2 points in any given category, however, so you can't make it all the way through with this method, but it's better than nothing.

E: An easy way to get Charm and Sense up is to Compound with Nate (sense) and to buy junk items from Item girl (charm), since they rack up more quickly than just drinking potions. My recommended choice is to find the Nate in Paradise Shop and just make a whole bunch of bunk potions with him there.

3.2 **EMPATHY AURA**



This section is also titled ***"Damn it Trickster, why are you so counterintuitive."***

So this is what the menu for a Poseidon Egg looks like. You access this by clicking on the graphic of the egg that shows up on your screen after you "use" it as an item.

I've seen so many people get confused regarding their builds due to one small thing: the red bars that show up when you do actions under the "empathy aura info" section.

Think of Empathy Aura as like... a small buff for your character as you do the same thing over and over. A combo meter, basically.

It is **not** an experience bar - what makes this especially troublesome is that the **real** experience for your egg is not visibly shown until you get a full point in a single category as shown above, so it's an information hierarchy nightmare.

Tldr; If an egg changes color from Power to Charm and the Aura bar goes back to being blank, this does not mean you lost progress - so you are still on the right track. The game is just bad at telling you what information matters.

3.3 Soul Seed Viewer

IF YOU WANT TO KNOW WHAT YOUR CURRENT PROGRESS IS WITH YOUR SEED, PLEASE REFER TO THE OFFICIAL SOUL SEED VIEWER ON THE LIFETO WEBSITE!!

This is something unique to the LifeTO server that graciously removes much of the guesswork towards how many points your seed actually has, especially if you're doing Secret Empathy.

(<https://beta.lifeto.co/guardian/soul-seed>)

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Step 3.5: “Guardians & Titles”

So that's a lot of work. How do we know where to pour all of our effort into? What even are the Guardians to begin with?

Imagine a Guardian as a second pet that can actually fight for you, although they'll generally never be able to do as much as the player and are more for support than anything else.

Depending on how you raise the Poseidon Seed, you'll get a bevy of different Guardians as well as different titles for them. The titles influence the color of the Guardian, so take extra care to study which one you want before you even left click on the Seed.



Here's what they all look like in their default appearances with no title. You don't need to do anything special to get these. In order from left to right:

- The winged beastwoman is Sephirens, the **Power** Guardian 🏹
- The lich is Digrimm, the **Magic** Guardian 🧙
- The flaming man with twin-blades is Ifron, the **Sense** Guardian 🕒
- The armored hero is Krusef, the **Charm** Guardian 🧡

You must have their specific Empathy Point be the highest of all four types if you want to get a specific one.



The sole exception is Spinel, the Myshop Exclusive Guardian. Unlike the others, she can be any type you want, so building her is less stressful. The caveat with her, though, is that she *can't* be your first Guardian by ignoring the others. You *have* to get one of the in-game guardians first.

Here are all the special titles as well as how to get them:

3.6 SUPERIOR



Get a build of 3333 around the board. Deceptively difficult if you're looking for a specific guardian, as you're going to need to still have the most Empathy Points in a category without going over 3.

Example: To get a Superior Krusef, you'd need to build the Charm points up to 0002 but then consume enough HP potions to get 3003, as well as being careful to not go over 0330 for the other stats.

You do not need to mature the egg to hatch this Guardian configuration, so keep that in mind.

Warning: Going Superior will prevent you from teaching Shield Breaker to your Guardian since you will lack 4 points in Sense to teach it.

3.7 MIGHTY



Get a total of 14 points overall. Pretty simple.

3.8 LEGENDARY



The showstopper. If you're going for this, it's not for the faint of heart and for one very good reason: ***Secret Empathy***.

Secret Empathy is gained by doing Card Identification. That would be bad enough by itself, but you have to burn **2000(!!)** cards (and maybe 10-20 extras) to fully complete Secret Empathy. It's absolutely grueling, especially if you don't have help in getting monster or character cards. Do it if you are absolutely convinced this is what you want your guardian to look like.

You'll know you're done with Secret Empathy when the Poseidon Seed stops reacting to your Card ID attempts. The points you'll get from Secret Empathy depend on the final flash/condition of the egg: if the Egg stops flashing and is still on Power, then that means you have an extra +2 in Power. It's random.

It's also important to note that the total points should also be 14 for this too, otherwise you might not get your legendary. The Secret Empathy points don't "mature" the egg early, so don't worry about them screwing up your build.

3.9 ACCOMPLISHED



The guardians look the same as Superior, hence why they're the same sprite.

Get a build of 4444 around the board, but now Secret Empathy is factored in. So to have an optimal build, you must do Secret Empathy first and plan around it like this: If the last flash is Power, build it like 2333.

You do not need to mature the egg to hatch this Guardian configuration, so keep that in mind.

Honestly it's way more obnoxious than even the Legendary title and is primarily bragging rights since aesthetically they're just Superior but with an extra step.

3.9.5 Warning: Required Questing

The Guardian quest chain has unavoidable quests on the way: 2 Monster Quests and 4 Normal Quests.

So for players that are doing Accomplished or Superior guardian, you have to account for:

- 14 power aura points,
- 14 magic aura points,
- 16 sense aura points,
- 16 charm aura points being added to your regular empathy totals, since doing quests also adds to Empathy.

Be very careful and immediately start the process of doing guardian quests once you've gotten to 3000 aura points (3 graph points for Superior) / 4000 aura points (4 graph points for accomplished), because Accomplished/Superior can be very finicky.

Don't take it from me, here's an anecdote from a fellow player: "Forgot to calculate in that completing the Living Flame+Red Flame Monster+Doppelganger Monster Quests and regular quests will also add points, so I went over by 1 measly Magic point and it toppled over"

You don't want your Accomplished Sephirens to turn into an Accomplished Digrimm by accident, do you?

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Once an Egg matures, you have the chance to revisit the Spirit of Nefertiti and return the

Dimensional Key to her in exchange for a *Dimension Card Pack*  that gives you a free Secret Card needed for hatching your guardian.

Uh, ***don't do this??*** The Dimensional Key is a ***free*** instant teleport back to Megalopolis. It's far more practical to keep it in the long run, and also if you want to keep bugging Eclipse on a daily basis.

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Step 4: "*Secret Cards*"

Item Checklist:

-  1x *Honey Tea*
-  1x Harkon
-  1x *Secret Space Map*
-  A person willing to trade SCs with you (optional, to reduce the stress)

The final stretch!

Requirements: Level 180+ and third job.

The original guide said the egg must be matured too, but this is false - as long as you meet the criteria for the titles or just want to turn in an egg to end the torture, you're ready.

So let's say you have everything in order. You know what you want, and you have the resources to get the guardian you've been eyeing all game. How do you... actually get it now that you're done with the grunt work?

To do that, you need to hunt down the *rare sixteen Secret Cards* by doing Card Identification. In hindsight, players going for Legendary/Accomplished will just naturally get Secret Cards due to the large stack of cards they have to burn through regardless. Maybe this is dubious good game design?... I dunno, it's way too much RNG for me to really count it.

Getting Secret Cards is completely random. It doesn't matter how good the cards you're using are - you could be at it for hours and not even get one SC. This is where the community can come in handy, as someone could have the secret cards you need in exchange for some galders or trading extra ones to someone who doesn't have those.

It could be a nice source of cash if you have extra cards you don't need anymore, so keep any leftovers.

I would take this time to get the other necessary quest items:

- You can make a *Honey Tea*  by talking to Compounder Paul in Megalopolis Square. He requires **1x Honey**, **2x Royal Jelly** and **2x Distilled Water**: you can get Honey and Royal Jelly from Forest Wasps in Southwest Forest. You can buy Distilled Water in any shop.
- You can get *Harkon*  by doing the Blacksmith Marx quests in Snow Hill/Tapasco mines. You can also dig them up from Tapasco fields, but it's generally much easier, faster and guaranteed if you do the Marx quests.

Once you have finally amassed all sixteen cards (a feat in of itself) and the other two things, go into My View and go to the Secret section. A red spot will appear on the screen: press it, and you'll receive the vaunted *Secret Space Map*! 

Don't worry about wasting the map by misclicking: the map is ***infinite use*** until you finally complete your mission and get your guardian.

Spinel comes with her own version of the Secret Space Map, though it functions differently and doesn't require Secret Cards to make it. However you can't use it to cheat in getting one of the in-game guardians like Sephirens, Digrimm, etc.

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So you dig to the spot the map tells you and you wind up in some funky area where you meet someone called Janus's Messenger. Here, you'll do two monster hunts: one to get 10 pieces of Living Flame from the monsters already on the map, and one to fight a Red Flame Monster who should go down relatively quickly no matter what character you use.

Then you'll meet Eclipse again. Give her the Honey Tea and she'll take you to meet Don Danihen and Young Rosaline. To proceed with the quest, talk to Danihen and he'll ask you to go through the Abraxas Mirror and kill your Doppelganger (who does look exactly like your player, but has more health because they're a boss).

Once you're done, report to Danihen and he'll hand you a few treasures for your trouble, including the Phantom Dust needed to complete the quest. You'll be taken back to meet Janus's Messenger - now that you have Phantom Dust and Harkon, you should be able to finally, ***FINALLY*** get your guardian and be an Enlightened Trickster.

 ***Congratulations, your Guardian has arrived!*** 

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Step 5: "***Gloom Hunting***"

Now you have a Guardian and all the perks that come with it. Your guardian regardless of type can learn skills from every class in the game, although they're limited to 1st Job unless you get one of the 2nd Job Runes (i.e Louis's Rune, etc.) from Myshop.

My personal recommendations are to give your Guardian **Skunk Pouch** (the Charm skill that stuns enemies) no matter what set-up you have.

For physical fighters, I would recommend getting a Louis's Rune from Myshop for **Shockwave** + **Guard Break** (the Power skill that makes it so your attacks will always land on the enemy it affects).

Armor Destructor and **Shield Breaker** (not to be confused with Guard Break - this lowers defense based on a percentage) is also decent, though the latter is impossible to get for Superior guardians (as it requires 3 pre-requisite Sense skills)

Magical fighters should go for **Rust** (lowers enemy attack) + **Magic Defense Breaker** (lowers enemy magic defense), as Guard Break & Shield Breaker both only affect physical attacks.

To fully take advantage of your new Guardian, meet Eclipse in the **Garden of Skill Master**. She'll give you a riddle about a monster you have to kill, but in reality she wants a **Popeyed Anemone**

card. 

Once you give her the Card, she'll give you **Mind's Eye**  as a skill. Mind's Eye allows you to see "Shadow" monsters that are super-ultra beefed up versions of normal enemies with their own unique drops.

Not only does this open up fun things like Harkon Defender, hunting Shadow Monsters is actually **the** most effective way to earn Galders in the game... especially in Path to Caballa Relics. I'm talking 6-10 million per session with two of the best Myshop pouches on your character.

This is because Shadow Monsters drop five pieces of equipment that sell for 70k *a piece*, so filling up your pouch until it bursts is the optimal strategy.

5.5 SKILLS

There are a few skills you can teach to your guardians, but these are for support more than anything else. Your guardian can level up and that gets them more TM Points to level up their skills like the player, but Here are the best ones:

- **Shockwave + Guard Break** (Requires 2 Power points minimum. This attack is weak but it applies an effect to the enemy that prevents them from dodging melee attacks. Guard Break's effect only works on physical attacks, sorry Mages.)
- **Shield Breaker** (Requires 4 Sense points minimum, impossible to use for Superior Guardians - this skill cuts gun and physical resistance by a lot, allowing you to do real

damage to enemies that normally shrug off your attacks. **DO NOT GO FOR THIS IF YOU ARE A MAGE AS IT DOES NOT AFFECT MAGIC SKILLS.**)

- **Source:** The monsters exclusive to the Shadow World eg. Shadow Sphinx, Gentle Sting, Shadow Lucia, have absurd defense modifiers that make even the most powerful BIS players do 1/10th of what they should be doing. Shield Breaker reduces their defenses enough to the point where it lets you do full damage to these monsters.
- **Progression is:** Stone Strike -> Armor Destructor -> Lucky Seven -> Shield Breaker itself. You see why you need 4 Sense points now, yes?)
- **Rust** (Anybody can use, but Magic types benefit from it the most due to Shield Breaker not working for magical attacks. Honestly, Guardian's Rust is pretty bad. Mages get the short end of the stick with skills, since you're better off casting Rust yourself.)
- **Skunk Pouch** (Anybody can use regardless of points - the effect of this is that it can stun enemies for a few precious seconds, letting you wail on them for free basically.)

With that said, I hope you guys can make good use of this guide! Happy hunting. ❤