

COMPILATION OF VARIOUS KAZDEL / SARKAZ MATERIALS

Spoilers abound.

[TRANSCRIPTS](#) MASTERLIST

NONE of the Main Story has been included.

Things to look through: Vigilo, Main Story, Guiding Ahead... a lot

Other lore compilations:

- [Rhodes Island Elites](#)
- [Logos the Rhodes Elite Operator](#)

WHAT IS KAZDEL?

Kazdel is the birthplace of many Sarkaz, a nation / region torn up and still suffering from the aftermath of a civil war in the present, a war sparked when the regent, Theresis, went against his sister, Theresa/Theresia.

After the incumbent regent clashed with the orthodox royal family to spark the civil war, the remnants of Kazdel's army

W Archive File 2

Hoederer	Unless the big shots in Victoria and Laterano are useless pieces of shit with butter for brains, nobody is just going to sit back and let Kazdel rebuild after reunification.
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Darknights Memoir DM-6 Before

A united Kazdel rebuilding is just out of the question for the other powers of Terra.

Kal'tsit	(Sarkaz Tribal Dialect)
Sarkaz Mercenary	—!
Sarkaz Mercenary	You—
Sarkaz Mercenary	—No, it can't be! This isn't just normal Arts—
Sarkaz Mercenary	Devil speak? You're a Columbian! How—

Kal'tsit	Only Sarkaz with a firm will can escape the ancient language's influence. The language itself is a kind of Sarkaz witchery. What's the source of your conviction? Your mission, or your greed?
Sarkaz Mercenary	Well, I gotta admit... Your mind trick might actually have worked. I still haven't ordered anyone to open fire. I'm still chitchatting with you with all the patience in the world, even.
Sarkaz Mercenary	Don't make me laugh, Caster! The Sarkaz homeland? There's nothing there but a bunch of ruins! You bookworm types should know better than any of us just how much is left of Kazdel!
Sarkaz Mercenary	Besides, this is how it's always been. A Sarkaz has no right to dream about the future.

Walk in the Dust WD-7 Before

Sarkaz have dialects, though considering the Tribal appellation, their use is likely limited. Additionally, the tongue also holds certain power. 22 years ago, 'Kazdel' was nothing but ruins, as far as the rest of the world is concerned. Sarkaz being mercs simply to survive, because they see no other choice.

Sarkaz Mercenary	Tell me, Caster. The Kazdel you were talking about... How does it look now?
Kal'tsit	Terrible still.
Kal'tsit	But the Sarkaz are rebuilding their homes.
Sarkaz Mercenary	Home...? How could us devils... us Infected possibly have one...
Sarkaz Mercenary	I've never left Sargon...
Kal'tsit	The Sarkaz have tried to rebuild 'Kazdel', their home for centuries, though they have never succeeded.
Kal'tsit	Everyone has a different idea as to what the term 'homeland' means, but as it stands right now, Kazdel is perhaps as close as you can get to the term's original meaning.
Kal'tsit	The 'Teekaz' deserve a home.

Walk in the Dust WD-7 After

Rebuilding 'Kazdel' has never succeeded, for whatever reason. The 'Teekaz' is brought up, though not elaborated.

...It was thanks to the General Theresis and the Military Commission that other countries were unable to interfere with Kazdel's rise to prominence. It was also under the General's supervision that they transported construction materials enough for several dozen regular nomadic city plates without issue.

Walk in the Dust WD-8 After

Theresis and his armed forces do command quite a lot of influence. Considering how much Kazdel has apparently never been allowed to rebuild, the fact that this was possible speaks to the power he holds.

GENERAL SARKAZ THINGS / CULTURE

- If they've come from Kazdel, they're highly likely to be mercenaries
- Susceptible to Oripathy infection

Since Sarkaz are susceptible to Oripathy, it is necessary for Operator Vigna to undergo regular tests and other assessments.
—Silence

Vigna Clinical Analysis

Non-infected as confirmed by medical report.
As a Sarkaz, not being infected is both a blessing and a curse.

Shining Basic Info

- How is Oripathy considered a blessing to Sarkaz?
- Because she's a Sarkaz, infected or otherwise, people would probably avoid her anyway

We Sarkaz combined our inherent Arts affinity with the power of Originium to develop new healing Arts, which we've been using for quite some time to tend to refugees.

Shining Talk after Promotion 1

- Sarkaz having a natural affinity with Arts
- Developing healing Arts

Now? We have nothing left now. The war bereaved us of all hope.

Shining Talk after Promotion 2

- Presumably regarding the Babel-involved civil war, but what about it - besides Theresa's death - that really fractured the Sarkaz?

It is a well-known fact that the Sarkaz people are ostracized from society at large, even those who are non-infected. The degree to which they are ostracized varies from place to place. This touches upon some sensitive historical issues that are inconvenient to discuss here. All we can say is that in conclusion, the Sarkaz people are removed from the mainstream. They can often be described as cynical, self-contained, and they do this as they see fit.

Meteorite Archive File 2

Sarkaz just aren't looked on in a good light.

You get people who say things like 'fight the power' and 'be true to yourself.' But for us Sarkaz, that's just life.

Vigna Talk 1

Her anecdote.

Hoederer	He fought hard to become our team leader, racked up kills and commendations, just so we'd celebrate his birthday.
W	...A Sarkaz? With a birthday?
Hoederer	Of course it wasn't his real birthday... He wasn't that far gone.

Darknights Memoir DM-1 After

"Of course" it wasn't his real birthday, he wasn't "that far gone".

Why is it a given that it ISN'T his real birthday? What does it mean to be "far gone" simply deciding on a birthday?

Ines	But first, you need to calm down, then take a look at your own feet.
Hoederer	...Hm?
Hoederer	Oh... Are you talking about my shadow?
Hoederer	I can't read your eyes. What am I looking for?
Ines	Your shadow. It's trembling.
Hoederer	...It's windy. And the campfire is flickering.
Ines	You know what I'm talking about. All you Sarkaz are like this.

Darknights Memoir DM-1 After

Ines seems to have noticed some things about Sarkaz, presumably tells when they lie. She makes mention of shadows a number of times during DM. Also marks their recognition of Babel's sleeper cell after their guy gets cleanly killed.

Ines	You can't even run anymore. You've lost too much blood, your head is spinning, and your limbs are going numb. Your shadow's the only thing still burning. You shouldn't even be able to stand.
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Darknights Memoir DM-7 Before (example).

Whether these shadows she sees are strictly because of how her Arts works, or sufficient study will give others the ability, we'll have to see. Also, since the deal Scout made was with W, even if she wasn't there personally to see him die, the story appears to consider that his blood is on her hands.

W	Say... Have you ever baited Originium slugs with industrial residue before?
Sarkaz Warrior	...What are you talking about?
W	It's kind of a Kazdel folk thing. We get Originium slug infestations, you know?
W	Wild Originium slugs are pretty dumb, and they like Originium—
W	—But setting that aside, do you know what happens to the poor slugs that are lured over?
Sarkaz Warrior	Don't mince words with—
W	They get blown apart, just like your buddies over there.

Darknights Memoir DM-2 After

W	—Ines, did it hurt when you carved your horns to look all Sarkazy? Did they bleed?
Ines	...No.
W	Then your little disguise isn't even skin deep. Keep playing the Sarkaz and you're gonna get yourself killed.

Darknights Memoir DM-6 Before

Is the slug thing really a thing people do in Kazdel, or is W just talking shit (lol)

DM-2 confirms Ines is Not Sarkaz. Whether W's line of saying she's a 'little lamb' means she's actually Caprinae, up to you.

By DM-2, Theresa is considered to have 'lost' Kazdel.

Just want to note W's words, to later see how much of her is just her 'playing crazy', or carving horns can actually draw blood.

Theresa	You don't have a name?
W	It's pretty common for Sarkaz born in Kazdel.
W	We don't really care much for... names. People forget them all the time. What's the point in making an effort to remember a name?
Theresa	I don't want to forget them. I can't forget them.
Theresa	If you wait for the dust to settle in Kazdel... until you're no longer "W," we could speak like this once again.
Theresa	Maybe then you could have a more fitting name. A proper name for a Sarkaz woman like yourself.
Theresa	Like Rhodes Island. A name makes things feel so much warmer, doesn't it?

Darknights Memoir DM-3 Before

Real Names appear to be a royalty / noble thing, and/or related to bloodline.

Ines	She sees us all as equals. She didn't call us "devils."
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Darknights Memoir DM-5 Before

"Devils" is a derogatory term used against Sarkaz.


W	Let me ask you—
W	—Do you know what it means to take up the blade of a fallen Sarkaz?

Darknights Memoir DM-8 After


W	Keep the blade. It's a Sarkaz blade, so I'm allowed to stand in for its owner and give it to you.
W	Wave it around, learn to swing it, sell it for cash. Whatever. It's yours.
W	That's the deal.

DM-ST-1 Before

Much like W herself, picking up a fallen Sarkaz's weapon pretty much means you 'inherit' their will, their self, whatever you'd like to call it. It's yours now.

	Broken Wand - Malediction	Caster Operators have -40% HP, but deal +70% Arts damage.	It is virtually impossible to identify when the Sarkaz first encountered Originium, and the origins of these ancient Arts have long been separated from actual reality and common sense.
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	Logos's Bone Pen	Supporter and Caster Operators have +16% ATK, but Guard and Sniner Operators have -8% ATK.	Every stroke made by this crazed but masterful Sarkaz caster can be considered some form of Originium Arts. Watching is prohibited. Questions are prohibited. Understanding is prohibited.
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Every stroke made by this crazed but masterful Sarkaz caster can be considered some form of Originium Arts. Watching is prohibited. Questions are prohibited. Understanding is prohibited.

Integrated Strategies

Were the other races slow to learn of Originium's magic somehow? It does beg the question where certain relics came from, if their origins were not explicitly made clear.

The sky is gloomy and the thick air hangs low. You look towards the horizon, where a disorganized but massive team is slowly advancing in the distance. They are wearing strange black outfits and beating out arrhythmic songs using primitive instruments. The participants in this parade shout out slogans in a language you cannot understand. This is the Sarkaz's Black Procession and the true origin of the Requiem Festival.

Integrated Strategies

They have a [Black Procession](#), for the Requiem Festival. Things that may occur:

- Leave, because participating is said to be bad luck
- Vampire gives you a vial of 'unpleasant potion'
- Sarkaz Caster gives you a warped pendant
- Drink, where you hear a strange song and 'suddenly' make a decision
- Drink a potion that tastes terrible, but helps you relax
- Dance with them, in an induced state of relaxation

They have their own script as well, which we can see in Amiya's Class Conversion ability. However, orientation besides the actual characters themselves make it hard to properly decipher.



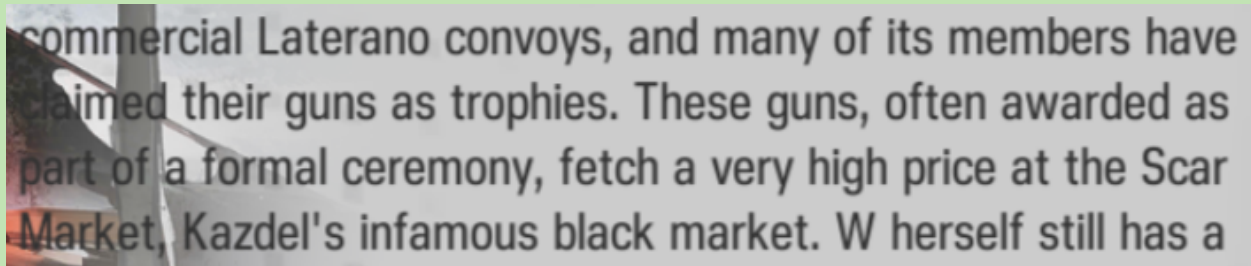
The Sarkaz seem very inclined to war, something Warfarin - [in her oprec](#) - implies to be “force of habit” after continuous fighting, at the very least, in relation to Vampires.

Notes relating to Teekaz required.

NOTABLE THINGS IN KAZDEL

SCAR MARKET

A black market. Selling Laterano guns can fetch high prices here



W Archive File 1

Hoederer	The more pieces of candy, the higher the payout. It's a system only a piece of shit like him could come up with. Whoever gets the most candies is the most dangerous mercenary.
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Darknights Memoir DM-1 After

Prices on bounties marked as candy, at least at one point in time.

THE ENVIRONS OF KAZDEL

North is a Birch Forest, but whether it's still there post civil war, well.



To the north of Kazdel lies a birch forest.


Darknights Memoir DM-2 After

INDUSTRIAL DISTRICT

Hoederer	She said she remembered me, where I came from, in Kazdel.
Hoederer	The huge industrial district, and the endless rotten, crime-ridden city of death that stretches out around it.
Hoederer	The influx of refugees growing the slums up skyward.

Darknights Memoir DM-5 Before

Precarious, sky high housing?

	Sarkaz Supervisor's Whistle	+20 Starting DP	A whistle stolen by a certain Sarkaz mercenary, originally property of a Sarkaz foreman. Even they had to cover their ears when blowing on it.	RARE
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A whistle stolen by a Sarkaz mercenary, originally belonging to a Sarkaz overseer. Even the overseers themselves must cover their own ears when blowing into it.

Integrated Strategies

Maybe these whistles were used in Hoederer's area.

KAZDEL ORGANIZATIONS

The “Confessors” and the “Redeemers”. So the Redeemers have had some crisis before?

The 'Confessor' is a secret Sarkaz organization. Even I don't have much intel on them.

The Redeemers are not a simple Sarkaz outfit like she made it out to be. If another so-called Redeemer crisis should arise, is she tight enough with us for her to merely stand by, or even fight alongside us?

Shining Archive File 4

BABEL ANECDOTES AND/OR DOCTOR'S PAST

MASTER LIST OF TRANSCRIPTS

Scout	But having lost so much, now I see that even a perpetual pessimist like Misery seeks to bring back the Doctor.
Scout	He believes with every fiber of his being that we are destined for a future of endless victories, that we shall put death and loss behind us.
Scout	I do not share this belief.
Scout	It is not that I doubt the Doctor's skill. The Doctor can indeed tip the scales. Without the Doctor, Kazdel would be dust in the wind.
Scout	In fact, it was the Doctor who taught me what it means to fight.

Operational Intelligence: The Anonymous Ones' War

Wishes the Doctor doesn't get thrown into war again, but alas.

Ines	What are they transporting?
Hoederer	I also can't— Wait, Ines.
Hoederer	It's a breach of contract to use your Arts to probe the transport team. Don't underestimate them! Stop right now!
Ines	You said they were a regular old transport team—
Ines	I... no, this is definitely a convoy that needs protection.
Ines	But this huge thing that they're transporting... I'm only seeing a shadow...
Ines	...A landship? No, it's...
Ines	...a skeleton?

Darknights Memoir DM-2 Before

The 'first' sighting of the Rhodes Island landship (re: skeleton in the UI)

W	What happened at the Battle of the Mill last month?
W	What reason do you have to be here? Why are you so close to the capital?
W	What are you after? Who do you answer to? What were you trying to give Theresis?

Darknights Memoir DM-5 Before

Some notes about prior campaigns.

Ines	...This deadlock has been dragging on for ages. Do you think the scales will tip overnight?
Ines	What the hell happened these last six months? Aren't things moving way too quickly...?
Hoederer	Her Majesty... and the people around her. That never should've happened to them. That's what we all think.
Sarkaz Warrior	We've all bled. Splattered it across Babel's palace. What you've seen, I've seen so much more.
Sarkaz Warrior	Don't you realize... you're not even thinking about Her Majesty Theresa? You're helping him silence us, and...
Sarkaz Warrior	We... We stained our hands with her blood... But even then...
Sarkaz Warrior	I...
W	You never should've call that man "His Majesty." Theresa is the only one who gets that title. You might've lived to speak a few more words.
Hoederer	Just outside Kazdel, there are some... Infected uprisings.
Hoederer	They're paying top dollar for merces, and the Regent is looking to manipulate some of the Infected for his own goals...
W	...the power of the Infected?
Hoederer	But most of their forces are still up in the frozen land of Ursus.
Hoederer	And the Regent's not interested in the dilapidated, vacant throne of Kazdel anymore. He's got his eye on someplace else.

Darknights Memoir DM-6 Before

Civil war lasted At Least six months, Ines and Hoederer remained in contact for at least five of those. Hoederer considers the war to have been over at this point. Theresa is also dead, apparently killed by these Sarkaz warriors under Theresis' employ.

The Reunion Movement has been growing in the meantime, and Theresis wants to make some power plays. The throne of Kazdel seems to be useless, even if he did 'kill' his sister to take it.

ROYAL ANEDCOTES

Theresa 100% approval rate (at least among those who followed her to begin with)

thinking it's not her place to even say hello. The way I see it, she was trying to follow Her Majesty. Following Her ideals, Her light, just like every Sarkaz before.

W Archive File 4

According to the records, the saber wielded by the Sarkaz Lord Kollam was between 0.9 and 1.2 meters long, about 5 centimeters thick, made of an unknown material, black in color, and bore a traditional Sarkaz inscription, which read 'here the fighting stops.'

After succeeding to the throne, Kollam reorganized Kazdel and felt that time in the west had been unkind to the people, so he led some Sarkaz tribes to the east, at which point he vanished from history.

Amiya Class Conversion Records 1

Kollam was a Sarkaz Lord, and had 'united' a Kazdel before and went eastwards. Kollam was previously an adventure before ascending to the throne somehow, so his use of Arts to shape weapons are either inconsistent or somehow 'centered around the throne'. Is the throne itself a conduit for Arts?

Of course, it could just be a figure of speech, that it's only symbolic. So does that mean Theresis' goal isn't to simply unite the Sarkaz / rebuild Kazdel, but seek to supplant current powers he sees as oppressive?

Once, there was a Sarkaz betrayed, who walked the earth bent on vengeance, and finally cast his own life to the cycle of revenge. What I can't understand is, he'd already settled on his own end before he drew his sword. In rage, he was clear... and decided his death.

Amiya (Guard) Talk after Promotion 2

Presumably referring to Kollam, taking on his rage. He had decided how to die, so where and when did he decide to do so?

W	Theresa... Your Majesty?
Theresa	Oh? Well, we're not in Kazdel anymore. No need for titles.


Darknights Memoir DM-3 Before

W meets Theresa for the first time. "Rhodes Island" is a name in the "oldest records we have" (according to Theresa), the name she wants to give the landship. Ship itself not *built* in Kazdel. Theresa also mentions the landship's "true name", which is presumably RI, though the Doctor and Kal'tsit of the time may have rejected this name.

Sarkaz Mercenary Leader	Just as in the past, you still naively cling to Theresa.
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Darknights Memoir DM-7 Before

The people who chose to follow Theresa believe that Theresa's ideals were just that, fantasy and naive.

	Royal Accord	All operators no longer take damage from [Sarkaz] enemies	The Sarkaz dynasties of old sacrificed themselves in pursuit of power, whereupon the many highborn bloodlines settled their differences and united against common enemies.
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The Sarkaz dynasties of old sacrificed themselves in pursuit of power, whereupon the many highborn bloodlines settled their differences and united against common enemies.

Integrated Strategies

As in past and present, conflict makes up much of the Sarkaz's past.

IN THE LEAD UP TO THE PRESENT

Ines	Same with you. Didn't you also agree to this crazy deal that only W could come up with?
Scout	Trading my life for an opportunity, then letting those who should take that opportunity follow through? There's nothing crazy about that.
Scout	Just like those who sacrificed their lives. They died for their own ideals. Without them, I cannot succeed.
Ines	...It seems like everyone's changed with the passing of time.
Scout	You too. You never would've given your enemy time to breathe, like you're doing now.

Darknights Memoir DM-7 Before

Talks a little about the 'deal' Scout made. They're all understandably familiar with each other from the Babel days.

GUIDING AHEAD

GA-2 BEG

There have been known children born of Sankta and Sarkaz blood, but there aren't that many to really set any particular precedents. As far as it's known, these children should not have Sankta halos / wings, but Cecilia is the anomaly. From the medical report, her state can be considered close to a Fallen Sankta.

There's an implication that the Sankta Law is imprinted onto a patron firearm, which, upon violation, causes a Sankta to fall, as we've seen for Mostima.

GA-2 END

Interracial progeny are rare, and don't have Sankta features. The fact that they could potentially be a cause for alarm would indicate that such instances are undesirable.

GA-3 BEG

There's a certain Sarkaz folk song that most, if all not of them, should know, passed down like how Feoria (Cecilia's mom) sang to her daughter. The Astray is brought up here, though I'm not quite sure if that means Sankta who have forsaken the Law, or simply the collective term for mixed-blood Sankta.

GA-4 BEG

Sarkaz are not allowed in Laterano. Their history is said to have spanned over a thousand years, mutually killing each other, and the reason why is lost to time. The Law is as such that as long you are not 'Sankta' in Laterano, you will 'never' be accepted.

GA-4 END

The song is about a hero who goes on a long journey to 'do something amazing', with the song sending him off and hoping he would come back safely someday after fulfilling his dreams.

GA-6 END

The Bells of the Tower of Revelation ring when Cecilia sings the Sarkaz song. The Pope talks about how the sun was shrouded by the dark, and the 'devils' slaughtering the Sankta at night fall. Then, the first saints rose, exhorting the Sankta to follow, the bells ringing - either as a sign of unity, or taken as one. At its site, is where Laterano is built.

Andoain says the tower is one of the oldest structures of the land, or rather, the texts say that it was there even before the city was ever built. Could this have been a Sarkaz monument, which has now responded to Cecilia, one born of both Sarkaz and Sankta blood?

GA-8 BEG

Fiammetta, Andoain, Lemuen and Mostima were all a team at one point about 4-5 years ago. They were on a regular mission to eliminate Sarkaz raiders whom they pursued to a ruin. There were no hostilities; they simply found people 'locked in their own time'.

This is where the Lock and Key was obtained, where Andoain apparently witnessed a 'truth', his Arts injuring Lemuen that she went into a coma, and Mostima shot at him and causing her to Fall. Fiammetta had received a distress call that she went to address, and when she came back 4 hours later, shit already went down.

The three Sankta 'understood' each other through their empathy link, but this didn't mean that they could not act on their own instincts.

SARKAZ BLOODLINES

OTHER SARKAZ BLOODLINES



Arknight Story Log

3d · 🌐



[Phantom & Crimson Solitaire]

Kazdel Sorority Conversation Log

Warfarin referring Mudrock as Children of Soil and Stone, it means, Mudrock is might be come from one of Sarkaz subrace which be called Gargoyle.

Ordinarily, gargoyles are stone statues carved into a demonic shape and imbued with life by magical means, akin to a golem. A gargoyle is usually chaotic evil. Gargoyles are sentient, cunning, and malevolent to the extreme.

Currently known Sarkaz subrace:

- Banshee (Logos)
- Goliath (Sarkaz Boiler Worker)
- Ghoul (???)
- Gargoyle (Mudrock?)
- Vampire (Warfarin, Closure, Midnight)
- Wendigo (Patriot)

It was just as you predicted. The Sarkaz court summoned Her Majesty Theresa for an audience. Although the ancient bloodkin held General Theresis in high esteem, the Lord of the Banshees sent only the youngest successor...

He is still very young, just a young boy by his looks. The Banshee's bloodline will keep him young for a long time. Despite his age, he was mouthing off Arts left and right. He is a natural-born Caster.

I can see the royal court change through him. The Sarkaz are heading toward a new stage. I can feel it.

Theresis frequently pulls all-nighters at the Commission, and their policies are going off track due to outside pressure. He's started to not listen to whatever I say.

A lot of us are worried. They are worried that once the other countries notice Kazdel's reunification, they will immediately wipe us off the map.

Aside from that, Rim Billiton's Engineering Department has something new to share. We discovered a set of ruins that match your description. There are only bits and pieces, and the project has reached a bottleneck as a result. The team may need more time to uncover everything. That said—

Walk in the Dust WD-8 After

Presumably the other Sarkaz subraces - besides Wendigo, since Patriot is the last one - quite welcome the developments brought forth by Theresis 13 years ago. The Banshee sending "only" the youngest successor may be considered a stealth insult?


Since the Banshee's successor (Logos) is apparently a prodigy, though, it seems Fine, perhaps, supposed to herald change within the royal court. All is not well, with outside pressure, and the looming specter of destruction because of Kazdel's reunification.

This letter tells of the apparent unearthing of Rhodes Island, or what's left of it. Were the ruins in Rim Billiton? Looking at Terra's map, it's plausible since it's not that far, ocean aside.



Terra Exploration

VAMPIRES

	Pale Corolla	All friendly units receive 30% more healing and regen	A flowered headress used in Vampiric ceremonies. Its petals, previously brimming with carmine life, now lie pale and drained.
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A flowered headress used in Vampiric ceremonies. Its petals, previously brimming with carmine life, now lie pale and drained.

	Gorefiend's Bedspread	Immediately gain +8 Objective HP.	A luxurious coffin, very fitting with the castle, Warfarin says this is a stereotype.
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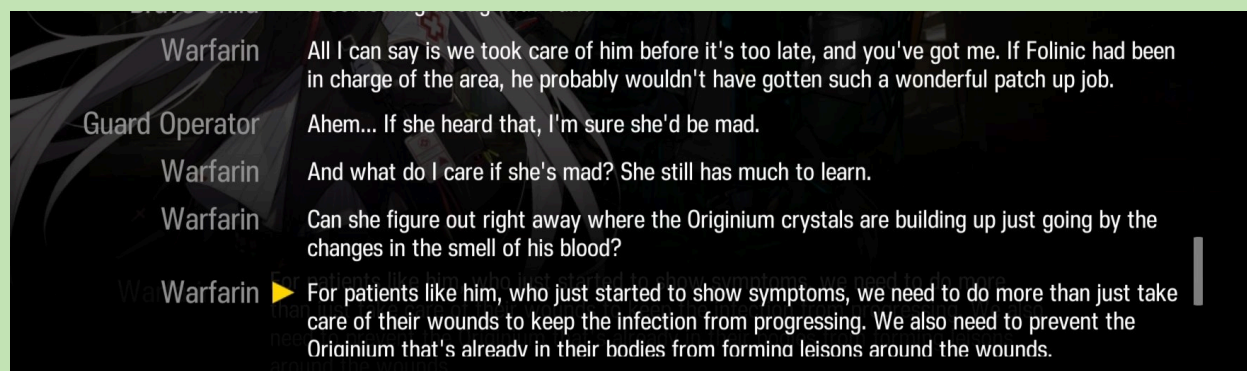
A luxurious coffin, very fitting with the castle, Warfarin says this is a stereotype.

	Proof of Friendship	+30% Originium Ingot drops from battle.	Some archaic Gorefiend families still retain the complex rituals of old. Their friendship comes at a high cost, and shall not be violated by any other.
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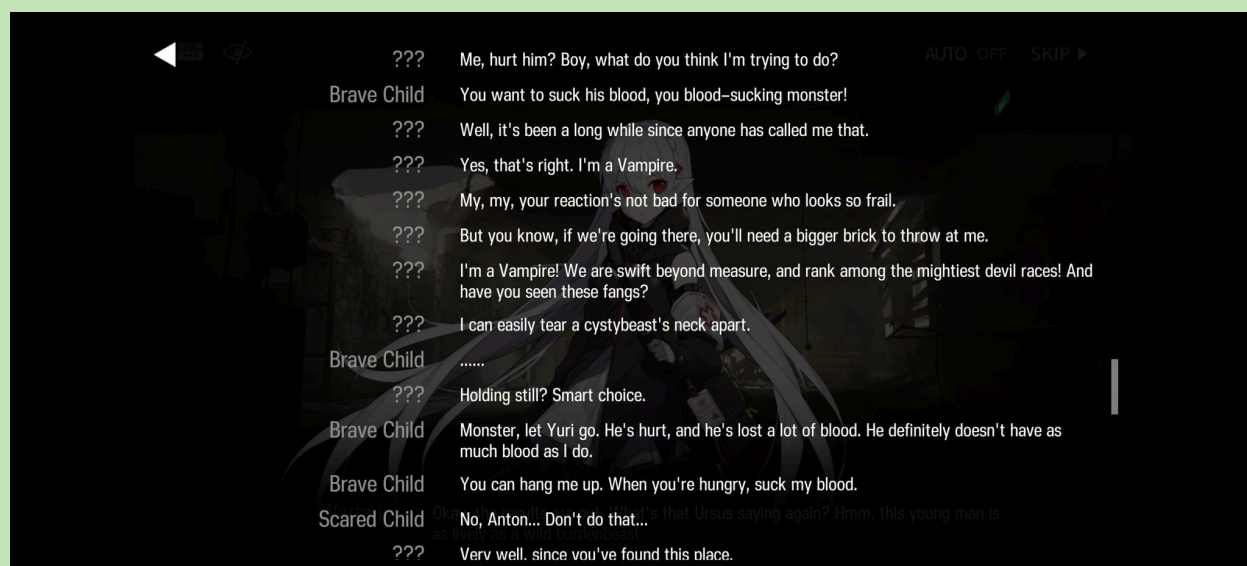
Some archaic Gorefiend families still retain the complex rituals of old. Their friendship comes at a high cost, and shall not be violated by any other.

Integrated Strategies

Previously red flowers used for regenerative ceremonies? But no coffins. Are they all known as Gorefiends? Or certain branches?




Warfarin appears to indicate that Vampires have a nose for blood, at least for herself. Closure is the other Vampire in Rhodes' employ.



Warfarin is also immediately recognized as a Vampire even though she seems pretty ordinary sprite wise. Her fangs might be more prominent than is usual, perhaps.

BANSHEE

	Dreamlost Essence	Increases the SP regen rate of Auto Recovery skills by +0.5/s.	It is said that a single drop of fragrances crafted by banshees, if give to the person on one's heart, will make it as if they were enchanted, and thus follows the creativity and inspiration of artists.
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It is said that a single drop of fragrances crafted by banshees, if given to the person on one's heart, will make it as if they were enchanted, and thus follows the creativity and inspiration of artists.

	Banshee's Kiss	Hope +8	Outsiders often show extraordinary bravery when they receive one of these, but as one of the few male Banshee, Logos is no stranger to these things.
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Outsiders often show extraordinary bravery when they receive one of these, but as one of the few male Banshee, Logos is no stranger to these things.

Integrated Strategies

Banshee seem to be inclined to the arts, or at least, people think so. Are they also inclined towards skinship lol (used to kisses...?)

CYCLOPS

Appears to have the gift of clairvoyance.
Requires Valarqvin

DIABOLIC / DIABLO

The Diablo is an extinct race, an ancient, powerful offshoot of the Sarkaz.



[Rhodes Island - Record of Originium: Rhine Lab](#)

Crystals from the Diablo were collected from surviving remnants. The Royal Court's representative went missing, perhaps interesting that they're not outright confirmed dead despite the offshoot being extinct. Legends have it they have "paranormally formidable strength".



The implication is that the Tin Man, who you can find starting from Integrated Strategies 2, is a living remnant of the Diablo. He's a known great detective, an extremely cautious one, understandably so.



There lives an interesting soul in that mechanical body. His body hides the Sarkaz's millennium of pain and discontent.



One does wonder how he got hold of the mechanical body, or how his soul came to be in the body.



[Records of Originium - Rhine Lab](#)

Incidentally, Ifrit now has these shards in her following the experiments at Rhine Lab.

GARGOYLES

Requires Hoederer and Manfred?

ANASA

—A ballad passed down in song through the Anasa tribes in Yan's western parts. Reportedly, when loved ones pass away, the entire tribe will sing this at the place they've been buried.
On every patient's passing since her arrival at Rhodes Island, Jieyun has visited the deck to sing out this ballad for them.

Jieyun, Pebbles module

Western Yan's Anasa have a ballad they sing when they bury their loved ones. Whether geographical distance (so the Eastern Anasa tribes, if any) makes a difference remains to be seen.

The Anasa were split from a Sarkaz tribe that migrated east.

JIEYUN

- Jieyun lived a nomadic life [Archive File 1]
- Anasa as a whole do not believe Oripathy is a disease. Their idea of 'feeling the world' through the crystals that grow on their body can be akin to the Sarkaz being especially attuned to the Arts - Oripathy being something that can amplify one's Arts at the cost of their lives - and brings to mind the Sankta hivemind - the empathy part. As such, they don't shun those who are infected. [Archive File 2]
 - For Jieyun's part, she doesn't think it necessary to treat her but also that she doesn't need to die from it. Her experiences have made her pragmatic, not sure how far it extends to the tribes.

Things to consider:

- Jieyun has a 'dusty' glowing halo as well as horns. Think of Mostima as a fallen Sankta, who has a dark halo with no glow and has wings and tail, and of course, 'regular' Sarkaz with no halo, and Sankta who have glowing halos and wings.
- The Sankta themselves were Sarkaz (requires Hortus de Escapismo for full context) who split, with their Saints finding some kind of covenant that gave them their halos and wings, which eventually lead to hostilities with Sarkaz.
- Therefore, there's something in the deserts that enables this change, however incomplete?



[Map](#)

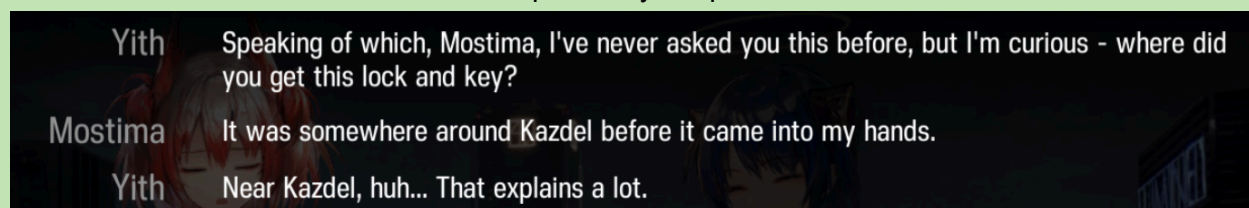
The map here is to show that the Sarkaz migrated two ways: east to Yan (Anasa) and west to Laterano (Sankta).

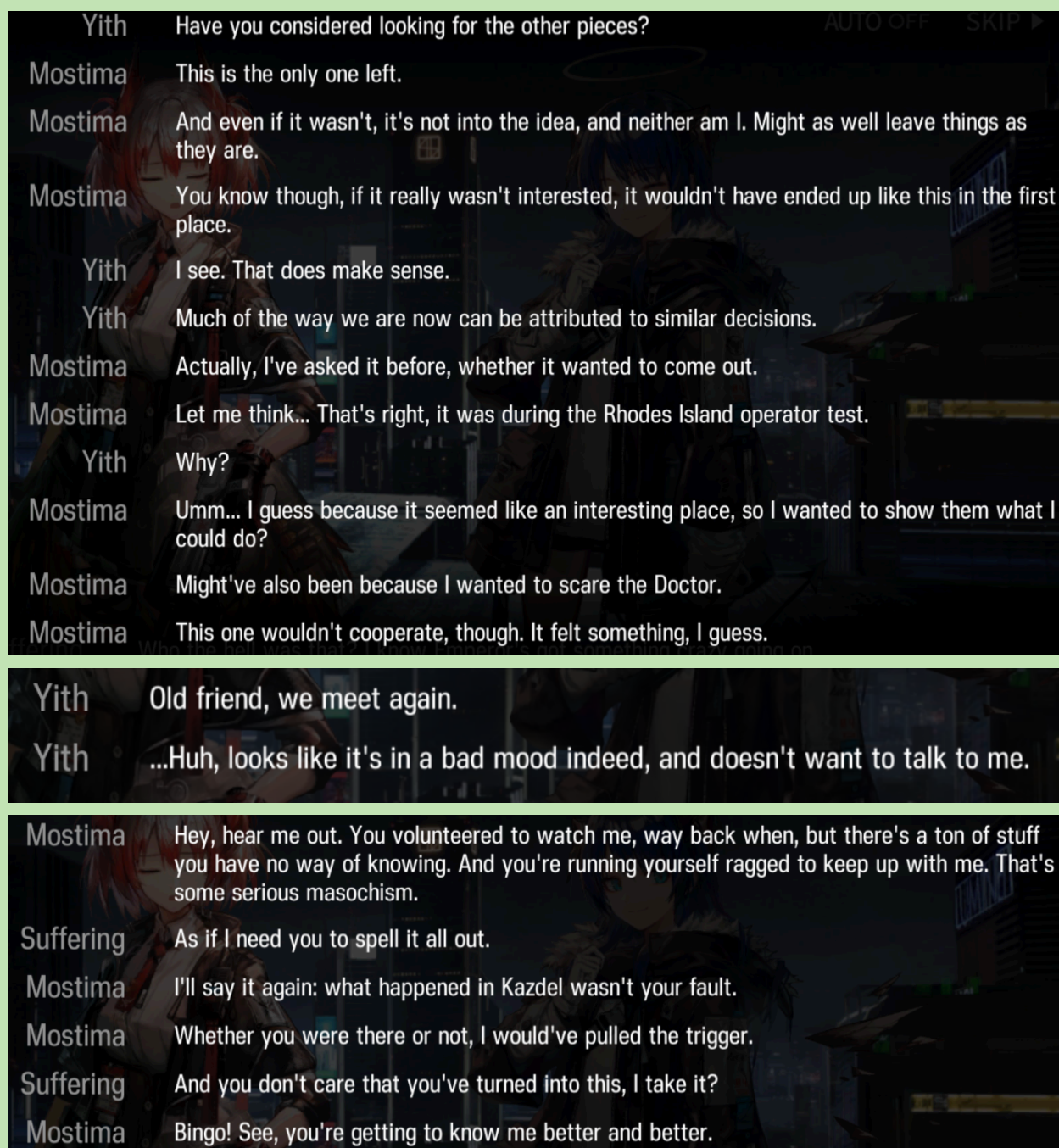
KNOWN ARTIFACTS FROM KAZDEL

Things currently possessed by non-Sarkaz or Sarkaz alike, things that originated from there or suspected to have been, etc.

MOSTIMA'S LOCK AND KEY

MOSTIMA'S OPERATOR RECORD: Atop the Skyscrapers





Appears to be sentient, a being that can choose its own form. Yith seems to be of a similar being, though it's not 100% certain that they are what Sarkaz could 'become', or they're something completely different.



Arknight's Story Log

1h · 🌐

...

Hundreds of years ago, the young Sanguinarch had slain a Feranmut that almost destroyed a certain part of Kazdel.

In the legend of Ursula--the time stealer, it was said that the Feranmut have power to slow down everything and peek into past.

(There is two Ursula, the original Ursula is a Kazdel legend hero who travel back to time to rescue his lost fellow countrymen, meanwhile the current Ursula name is based on that legend).

After the fall of that Feranmut, there were various theories about its whereabouts, one of which was—Its consciousness didn't perish but was fragmented, divided, and sealed within several objects.

One of the consciousness fragment sealed inside Ursula's pocket watch to control the Feranmut skeleton, and another fragment known to resides within the Black Lock and White Key

This skeleton you see is dead and only moves following its nerve reflexes, its fragments can communicate with humans who hold the objects containing its fragments.

(Finally Mostima being relevant again 🤔)



[[via AK Story Log](#)]

From CH13, it would appear that Yith is more akin to Feranmut than a Sarkaz.

Also reveals an incident that occurred in Kazdel that Suffering considers herself complicit in, and that the act of pulling the trigger in certain circumstances can 'turn' a presumably non-Sarkaz into something resembling a partial Sarkaz. Does this only apply to Sankta, or are there other methods of 'turning'?

PASSENGER'S 'TECHNOLOGY'

When asked about his technology, Passenger does not shy away from the topic. It is a prototype from some experimental excavation in Columbia, which researchers believe has to do with ancient Sarkaz witchcraft. They appear to have used a rare form of Arts to enrich Originium, with several enriched crystals marking the perimeter. A Columbian institute involved in the

Archive File 1

Elliot	This...
	The blue Originium crystals are discharging tiny, stable sparks.
Kal'tsit	The Columbians only ever found three Originium samples like this one. Without exception... they all came from the surroundings of a certain Sarkaz ruin.
Elliot	What's going to happen if you destroy them?
Kal'tsit	The sample's explosive range is hardly comparable to the electrical devices we use in experiments. However, because of its nature, it will nonetheless put us in danger—the danger of being infected with Oripathy.

Walk in the Dust WD-7 After

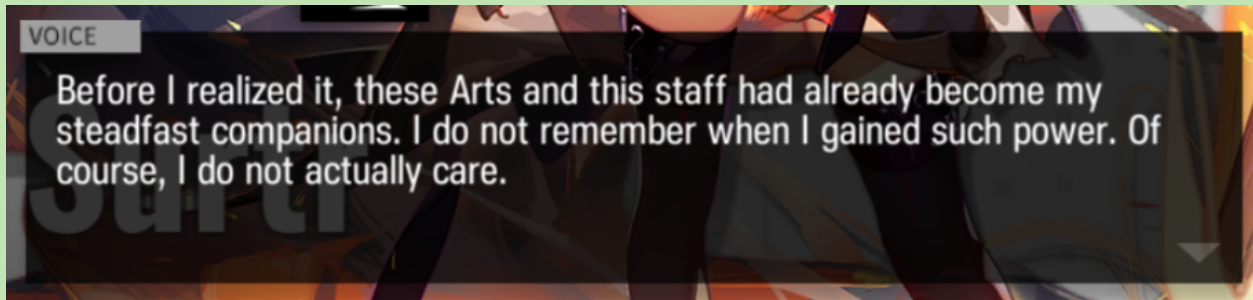
The original crystal samples were found in a Sarkaz ruin. Passenger's mechanism on its own seems primitive.

IN POSSESSION OF SARKAZ

Includes any items/mementos that some Sarkaz may carry, but have been obtained from other sources or ambiguous.

SURTR

TALK AFTER PROMOTION 2

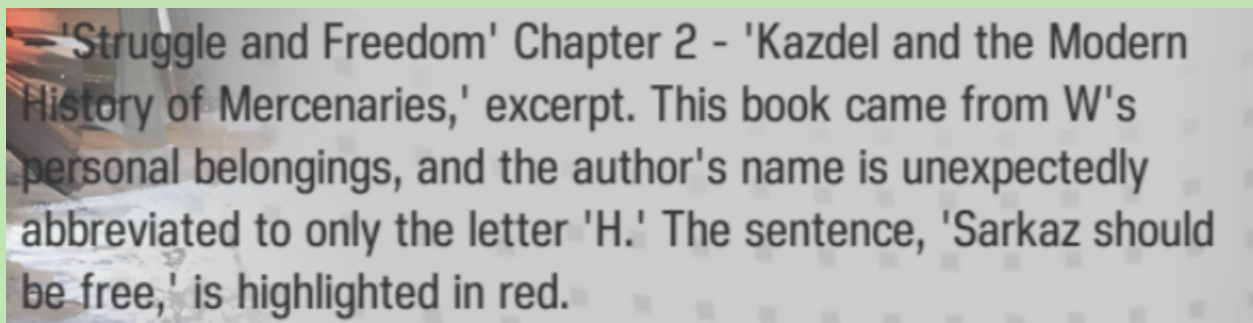


Things the sword may be able to do:

- Slow down the spread of her Oripathy?
- Appears to be the source of her power due to herself having flawed Originium Arts assimilation
- How much it affects her memory is also up in the air

SARKAZ LITERATURE

- Kazdel and the Modern History of Mercenaries - H



W Archive File 2

SARKAZ OPERATORS

W

Flamebringer	I saw it. Not long ago. Where you and that Sarkaz had your little transaction. That battle got my blood pumping.
W	There's always something.
Flamebringer	You took him out in the end, but facts are facts. You can't cover this up.
W	Hmph.
W	Alright, alright! You win. We made a verbal contract, he'd get rid of the boss, grease the wheels a bit for me.
W	We're all friends here. Let's not stand on ceremony.
Flamebringer	But you won't let them go.
W	I can at least leave the people they want to protect.
W	We agreed a Rhodes Island rescue team could come help. Me killing him didn't break that deal, did it?

Operational Intelligence: Destroyer

Her deal with Scout, and her killing him.

W belonged to an independent mercenary team during the war in Kazdel. The team gained notoriety for its frequent raids on commercial Laterano convoys, and many of its members have claimed their guns as trophies. These guns, often awarded as

Finally, please remember that as members of the HR Department, we would never recruit an unstable person into the ranks of Rhodes Island. That's the most important condition for employment, after all. So the possibilities are twofold - first, the situation is dangerous enough to demand such measures, or second... we've always known the truth. Or it could be a bit of both. Wouldn't you agree?

Archive File 1

Has her own Laterano trophy guns, and of course, the original W's weapon and taking on his name. Interesting tidbit regarding Rhodes' recruitment process, left by anonymous.

Archive File 2 points:

- Many, many mercs during the civil war
- Some were sponsored by non-Kazdel forces, then groups rose to counter Sarkaz mercs
- Kazdel army split into factions, the orthodox (e.g. Theresa) faction got expelled but enough ancient clans and nobles backed them to truly spark the civil war once Theresis' faction countered

Amiya does not seem to know much about W, and W, despite not considering Amiya to be particularly noteworthy, will still defer to her. Isn't that strange? We all think so. Despite her grumbling,

Archive File 3

Has 'expectations' of Amiya

at Rhodes Island who know about W. But most of the people W knew are gone now. She wore her disguise... for too long, and it sank in too deep. She used to have some friends. Yes, even

Archive File 4

- Anecdote from an 'old Operator', a Sarkaz boiler worker
- A past they 'don't want to confront', with regards to Theresa
- W herself wasn't well known at first. Simply another starstruck follower of Theresa's, but all her friends, whoever they are, are dead
- The boiler worker wishes someone would personally talk to the Doctor about the past, Theresa seems to be a name that the Doctor might not have meant to remember yet...?

'How about that? To think we'd be get all these clues about Londinium just by hanging out at Rhodes Island for a bit. How could Kal'tsit be that unprepared?'

Promotion Record

Has a deal, presumably with Hoederer and/or Ines about Victoria dealings and Theresis. W herself wanted to see Ascalon, and as far as we know, they're both off to Londinium.

You used to like working with us a whole bunch. Mercenaries are efficient instruments of war; like fast food, ready to eat and easily disposable. You want to know what happened? Hmm, some people would prefer that I keep my mouth shut about that topic~ Must be such a blessing to not remember anything. right?

Talk 3

Mercs were naturally part of Babel's plans.

Summary of W's other voice lines:

- Talk after Promotion 1: "Kal'tsit couldn't even save one Sarkaz, how do you expect to bring salvation to the Infected?" re: 'almost all' Sarkaz in Kazdel are infected
- Talk after Promotion 2: Idealism is fine, but they've seen nothing yet. Don't think Theresa's ideals are so simple.
- Trust Increase 1: Doctor can trust others? Wow. Referring to Hoederer and Ines about 'those two' seeing the amnesiac Doctor?
- Trust Increase 2: Seems to be deferring to Amiya because she's trying to do right by Theresa.
- Trust Increase 3: Provides Theresa's name, about remembering 'that' incident.
- Onboard: Amnesiac Doctor \neq Past Doctor, so no murder yet :)
- Promotion 2: As long as Doctor doesn't remember, we're cool

SHINING

You've seen my healing Arts somewhere before? You must be imagining things. That's almost certainly the case...

Talk 2

If she was around for Babel, how long and during which point in the campaign?

The Confessor...? How do you know his name? Sorry, this is a topic I don't wish to discuss...

Talk 3

Once upon a time, I dedicated my life to following someone who shone so brightly in my eyes. A conspiracy took that person away from me, but this time... I'll make sure my light source continues to shine on forevermore. Even if I die...

Talk after Trust Increase 3

Presumably the person had died in the previously mentioned Redeemers/Confessors conspiracy.

...This silence reminds me of those days in my hometown.

Idle

Peaceful hometown? Not surprising, but if all of Sarkaz could be neatly divided into supporting Theresis vs Theresa, where did she stay? The ones caught in the middle hardly had a good time.

METEORITE

Though this may sound cruel, what's clear is that to Firewatch, the group's story is everything, but to Meteorite, it's just one of many.

Archive File 3

Mercenary jobs are just dime a dozen.

After investigating this list, it was discovered that for several years, Meteorite had been fighting relentlessly, and had taken part in most military campaigns involving the Sarkaz.

Promotion Record

Active participant in campaigns, so she should have plenty of stories about the past.

I'm surprised that so many other Sarkazians like me have come to Rhodes Island—and they actually get along!

Talk after Promotion 1

Amongst Sarkaz, they're not the best of buddies.

As for what happened between Firewatch and I... she'll tell you when she's ready. All I can say is that I was not the one who led the rebel army to her hometown... but no one would believe the words of a Sarkazian, right?

Talk after Trust Increase 2

Firewatch's hometown was levelled by Sarkaz rebels, whoever they were.

I don't want to see all these collapsing buildings, burning from the war. Please, let's just end this once and for all...

4-star Result

Well, don't say people don't have PTSD from all of those campaigns.

WARFARIN

She doesn't mind being treated beneath her age and status, but Warfarin absolutely won't tolerate anyone straying from her prescribed course of treatment. Her age is no secret, but the number she gives has never failed to elicit a gasp.

Archive File 1

Old as balls.

Vampires are feared even among the often demonized Sarkaz race. They stalk the night, feed on the blood of men, women, and children. They kill, and do who knows what other unspeakably evil things... Such is the legend to which Miss Warfarin is known to matter-of-factly reply, 'That's most of my kin, yes.'

Archive File 2

As if Sarkaz don't already mistrust each other, but subraces also inspire fear among themselves. She does like the taste of blood. Especially the doctor's, for some reason.

very reclusive. But also, Warfarin has always been light on morals. She does whatever ideas pop into her head without

Archive File 4

She's... still a suspicious doctor, unfortunately.

Several authoritative medical books in recent decades were penned by an author under the pseudonym 'Blood.'

Promotion Record

She is indeed this Blood, corroborated by Aak's records.

So there's another one of my kind here. And she's an... engineer? Guess she likes the smell of machine oil more than blood.

Talk 3

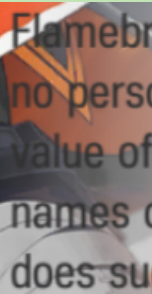
Referring to Closure.

How do we fight the urge to feed, you ask? We actually have a course that helps us control our desires. And we've invented artificial blood, so we drink that if we need. We can be very resourceful, you know.

Talk after Promotion 2

Promotion 1 talk also discloses that Sarkaz haven't had the brightest prospects and her skills were in demand, so she just went with it. Vampire subrace have also invented artificial blood so that they can feed.

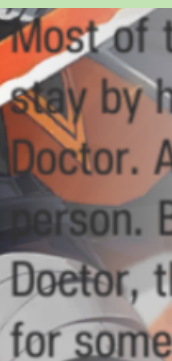
FLAMEBRINGER



Flamebringer, the self-professed Wandering Sarkaz Warrior, has no personal history besides that which he presented himself. The value of his document is rather limited, being only a list of the names of people who have died at his hands. However, the list does suggest that he is an outstanding swordsman.

Profile

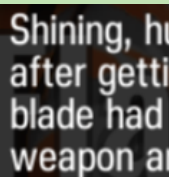
"Wandering Sarkaz Warrior" with a long kill list.



Most of the time, Flamebringer is a man of few words, prefers to stay by himself, and shows his personal feelings only to the Doctor. At that point, he seems like a completely different person. But behind the arrogant attitude he puts up for the Doctor, there appears to be another side of Flamebringer waiting for something, or perhaps expecting something.

Archive File 1

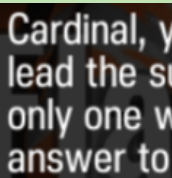
Has history with the Doctor, whatever it is. Either hidden his past, or the 'necessary players' haven't appeared yet.



Shining, huh? A pity, but she could have been a very worthy adversary. But after getting pulled into that situation with the 'Sinners,' she felt like her blade had been besmirched. Swordsmen who do not acknowledge their own weapon are not worth mentioning.

Talk after Trust Increase 1

Can we standardize the names... is it Confessors, Redeemers, or Sinners now? Are they all different? But looks down on Shining for leaving her weapon, I guess.



Cardinal, you remember that battle, right? After killing all the ambushers, I lead the survivors and charged straight into the traitor's fortress. I was the only one who made it out alive. How'd that all start? Oh, you know the answer to that. I've seen you before, and my memory is very good.

Talk after Trust Increase 2

Another point of historical contention with the Doctor.

We meet again, Cardinal. Don't worry, I understand the situation you're in now, and pose no threat to you. I shall be your blade, so use me as you see fit, Doctor.

Onboard

Confirms that he's met the Doctor before, should be prior to amnesia. He'll listen to the Doctor at least.

W	It's been a while, wandering swordmaster.
Flamebringer	You—
W	They call me W now.
W	How about you?
Flamebringer	Flamebringer. Surely you know what it means to exchange names with me.
W	Oooh, spooky. So you traded business cards with all those dudes you sliced up before?
W	Nah. What I'm saying is I might have an idea of how your old mercenary team got wiped out.
W	The honored captain of your swordmasters behind the plot that turned you into the man you are today, may very well be in the place you intend to go?
Flamebringer	Is that right...?
Flamebringer	Is it...
Flamebringer	Fascinating.
W	Ahahaha! So you didn't even know! I mean, I only just found out myself.
W	You'll figure it out soon enough. Things aren't as simple as you think.

Operational Intelligence: Destroyer

Other code names before? Also appears to kill with those he 'exchanges names' with. Honour? Doctor seems to be the commander for the earlier mentioned incident in his profile.

LAVA THE PURGATORY

This applies not only to Lava, but also Rhodes Island as a whole. Both have faced many seemingly unsurmountable dangers, and often sacrifices had to be made. During the ■■■■ Incident—
[Log Partially Missing]

—Having worked together for so long, this was undoubtedly the most difficult part of the whole incident to those teammates.

After the ■■■■ Incident, it was as though Lava became a mature, full-grown adult in the span of a night, having learned to remain calm when it's time to part ways and to treasure the moments when we meet.

I just wish that... the children who grew up in such difficulties and hardships would know how to cherish their own lives after they come to understand the pain of loss.

Archive File 4

Involved in some life changing incident. Wishes she could fight along her old reserve team mates again. Who knows if being a Sarkaz, or Sarkaz as part of the opponents they fought, contributed. Just a note to try put a timeline.

Other non-Sarkaz specific anecdotes:

- Did fortune telling
- Thinks she could manipulate space and time matter with sufficient training

MIDNIGHT

The Demon King of Higashi? Ahh, so you've heard about that... Well, the remnants of the past mean nothing to me. After all, an even more glorious future waits for me ahead.

Talk 1

His profile mentions the 'Devil of the Eastern Night' moniker as an incredibly popular host. How related this is to his being a Sarkaz is unclear.

Exhausted Female Voice

Yoru-kun... did you get the letter I sent you? I... We don't know where you are right now, but it's been more than six months...

Letter from Home

Yoru seems to be his real name. Sarkaz-related lore aside, he doesn't start the oprec wanting to face his past.

MUDROCK

ARCHIVE FILE 2

Mudrock's Originium Arts manipulate stone and soil. Beyond that, she has a natural gift, having grasped several classic and characteristically Leithanien Arts forms as well as an ancient, bloodline-tied Sarkaz witchcraft. This witchcraft lets her consciousness forcibly 'intervene' in her constructs' bodies, allowing what was the unthinking stone and soil to become her own four limbs extended. For example, it's like the difference

Possesses a natural gift for Arts, her ability to manipulate the earth is attributed at least partially to this, and indicates her bloodline is also pure. Apparently potentially a characteristic of the "Gargoyle" subrace.

	Gargoyle Sculpture	Immediately gain +6 Objective HP.	A palm-sized figurine. It's said that gargoyles create these to show their friendliness.
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A palm-sized figurine. It's said that gargoyles create these to show their friendliness.

Integrated Strategies

Therefore, her making those stone sculptures might just be her way of showing she's comfortable at Rhodes.

OTHER OPERATORS

MOSTIMA

Doctor, you seem to already know a thing or two about fallen angels. Unfortunately, I can't give you any more details than that. Even if I could share everything else with you one day, this would remain my solitary secret.

Talk after Promotion 2

How close are Sarkaz to fallen angels? From Guiding Ahead, we know that the Teekaz / Sarkaz are the precursors to the Sankta, but the exact circumstances of them creating their Law and gaining their halos is presently unclear.

FIREWATCH

Firewatch comes from unknown origins. She fought for many years on the border between Kazimierz and Ursus. It is

Profile

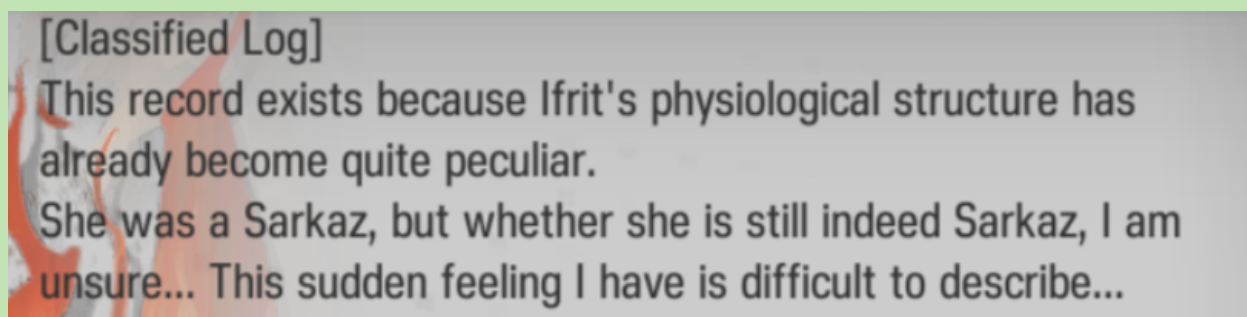
To take note of how far the Sarkaz campaigns have spread.

IFRIT

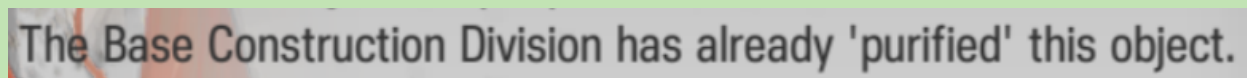


[*Records of Originium - Rhine Lab*](#)

The Rhine Lab comic says that Ifrit is biologically Savra, but this contradicts her in-game profile which states she was a Sarkaz with it being unclear if she still *is* Sarkaz.



Archive File 2



From the Rhine Lab comic, the flamethrower was meant as a conduit to help Ifrit channel her Arts. What does it mean to 'purify' it? What we do know for sure is that it contains a lot of Originium that can infect a whole building, and of course, is highly flammable.

Notes required from Lonetrail.