



Last Updated: 10/5/2020

Welcome! Logres Stories is a MMO Gacha mobile game, which is currently available in Japanese. This guide would entail some details of the User controls, Rerolling help and some of the Meta strategies in this game. You can

check out the date in which the guide was updated above. This guide is brought to you by YanZu (Add me ID: 0-X19M-5VG8-YE9V)

Links

Reddit: <https://www.reddit.com/r/LogresMMO/> (Discord Link Inside)

Sections (Generally Done)

- What Job should I choose?
- Rerolling Guide
- What to do in Logres Stories?
- Battle Gameplay / Strategies
- Interacting with the Japanese

To be updated

- Translations of User Interface
- What are Recipes, Food and Souls?

What job should i choose?

There are 8 **jobs** in the game, 6 initial main jobs (T1) , and 2 new additional higher jobs. (T2)



The 6 T1 jobs can be separated into 3 distinct **groups** -

1. Fighter and Ranger
2. Knight and Priest
3. Magician and Bard

Meanwhile, the 2 new additional T2 jobs are:



1. Samurai, a better version of Fighter, Physical DPS
2. Witch, a better version of Magician, Magical DPS.

Each group consist of two jobs that are related to each other such that weapons, gear (armour & accessories), and bonuses of a job can boost the stats of the other job in the same group.

Quests and Gacha Lineups are designed such that choosing a particular job group that you want allows you to play both jobs comfortably.



The 6 T1 jobs seperated into 3 groups of gacha

Each job can equip ANY weapon they want. However, the type of jobs affects the amount of EP they need to use the weapon. The table below shows the EP handicap each job receives.

Job	Weapon costs 0 EP and is used as a main weapon initially.	Weapon has a reduction in EP
Fighter (ファイター)	Sword (剣)	Bow (弓) Blade (刀)
Ranger (レンジャー)	Bow (弓)	Sword (剣) Gun (銃)
Knight (ナイト)	Shield (盾)	Mace (メイス) Greatshield (強盾)
Priest (プリースト)	Mace (メイス)	Shield (盾) Hammer (ハンマー)
Magician (マジシャン)	Wand (杖)	Lute (楽器) Broom (ぼうき)
Bard (バード)	Lute* (楽器)	Wand (杖) Whip (鞭)
Samurai (サムライ)	Blade (刀)	Sword (剣) Bow (弓) Hammer (ハンマー)
Witch (ウィッチ)	Broom (ぼうき)	Wand (杖) Lute (楽器) Whip (鞭)

*While 楽器 translates to "Musical Instrument", I will use "Lute" for simplicity in this guide. Besides, most bard weapons are similar to a lute.

The amount of EP reduced for using the weapons depends on the type of Soul and Gear you will obtain later in the game.

To illustrate an example using the picture below,



These weapons initially cost 8 EP each (except for the sword on the extreme left, it is 5 EP but that doesn't matter for now)

The current job I have is **Fighter**

As such, I would only need to use **0** EP for the Sword, a reduction in **4** EP for using the Bow and the Blade, while I still have to fork out **8** EP to use the Mace

Alright, let's move on to details of each job

Fighter (ファイター)



The **outdated** main physical DPS in the game. Some parties require all members to be DPS related so that enough damage is done. (See "Phantom" Strategy" later in the guide)

Strengths:

- High PATK
- High Damage Limit
- Moderate Crit
- Can equip Blades as a main weapon for fast auto attacks, blade skills generally guarantee critical hits.
- Have EP reduction from bows, which are good debuffing weapon
- As of lvl 70, fighters gain the added bonus to deal more ST damage, making it a better dps against bosses

Cons:

- Low MATK and heal limit, cannot heal effectively.
- **Outclassed by Samurai**

Notes

- Aim to increase the PATK and damage limit, especially the latter.
- The fighter is a good job for a balance between survivability and damage. Accompanied by the innate skill power blades have, the fighter requires little buffs from the party to deal its potential. This makes the fighter a good solo job as well.
- Level this job to 50 to get an item which boosts physical skill power.

Ranger (レンジャー)



Strengths:

- High Crit
- Moderate PATK
- Uses 0 EP for bows, and a reduction in EP for using guns, both of which are good debuffing weapons in the game.
- Bows are effective against aerial enemies.
- As of lvl 70, rangers gain the added bonus to increase their accuracy, so they would rarely miss their attacks especially against aerial enemies.

Cons:

- Low MATK and heal limit, cannot heal effectively

Notes

- Stick with fighter if you want to go with higher DPS
- Only use ranger when your equipped guns and bows require less EP to use.
- To improve DPS, increase PATK.

Knight (ナイト)



Knights are essential in Endgame bosses as a meatshield. Very little people play this job, so it would be good to explore as a side support job.

Strength:

- High HP (>4000 at Level 70)
- Passive reductions in physical damage from weapons and gear
- Best meatshield in the game.
- Uses 0 EP for shield skills, and a reduction in EP for using Greatshield, making it an effective jobs for using defensive skills
- Less EP usage for mace skills, making it a viable healer.
- As of level 70, **when a knight is stunned, the duration stunned is less.**

Cons

- Not for DPS because of low PATK, MATK, and damage limit
- Not as good for healing because of low heal limit

Notes:

To improve the knight's role as a tank, increase his HP.

Priest (プリースト)



The priest is the best healer in the game. It is most popular job after Fighter. Most of the time, the priest will always have a role in parties.

Strengths:

- High MATK and Heal limit, allowing the priest to heal greatly
- 0 EP from using maces. Healing maces have the highest EP usage in the game, so as a priest she can use maces freely.
- Less EP from using shields, allowing the priest to deploy some defensive skills easily.
- Can equip "Living Guardian" as a main weapon, so that the priest has a source to revive fallen allies more frequently without going shuffling for more weapons in the deck.
- Can equip Hammers, and requires less EP to use hammer skills. Hammers, like Whips, have a special innate trait in which they have offensive skills which are effective against "Iron-Wall" (鉄壁) enemies, such as Aruha Guardian (アルハの守護), Stone Golem (ストーンゴレーム) and GB. This allows hammers to have the additional effect in reducing the defense of "Iron-Wall" Enemies for 60 seconds. As for the EX Stone Golem Battle, Hammers can destroy the Stun Immunity barrier for it for a few seconds so that the "Phantom" Strategy can be applied.

Cons:

- Not a job to deal high damage.
- Hammers tend to miss very often
- As of level 70, priests gain the added ability to unlock critical ability of physical attacks. Why would a priest need this? i don't know.

Note:

To improve the priest's role as a healer, you can increase her MATK and Heal limit. Heal limit takes priority when your heal limit is low (Go for at least 2000+). Additionally, increase the priest's HP for survivability so that she can withstand more damage in hard bosses like Jumbo Slime(wind) and Elemental Trials where the bosses deal damage greatly in earlier parts of the battle.

Magician (マジシャン)



The magician is an **outdated** glass cannon for magic DPS in the game, with the highest damage potential owing to the innate skill of wands to boost its own skill power and damage limit. But she's very vulnerable as she has low HP.

Strengths:

- High MATK,
- High Damage Limit
- Able to use Brooms with lower EP Cost, Brooms generally buff the mage with EP and anima, allowing the mage to generate EP for itself easily.
- Uses Wands at 0 EP Cost, wands generally Increase the skill power of the next wand skill, making the mage deal higher damage when using skills.
- Able to use lutes with lower EP reduction, to support the party and herself with offensive buffs.
- Can equip "Millenium Tree" wand in the main slot, , making the mage evade most attacks with a viable set, allowing her to **SOLO** bosses. (パセリマジ)
- High MATK, so her healing skills hit the healing limit most of the time.
- As of lvi 70, magicians have more damage in their AoE attacks, making them more viable in farming the Free(フリー) 600x coins quest by spamming AoE wands to clear the quest fast.

Cons:

- Requires offensive buffs from other jobs to reach her full damage potential
- Low healing limit, can't heal as effectively as the priest.
- **Outclassed by Witch**

Note:

- You can opt to increase the damage limit of the mage further increase the mage's DPS potential, or increase the MATK to increase the raw damage done by mages.
- Some opt to increase the mage's HP so that mages have better survivability.

Bard (バード)



A support job which buffs the parties by supplying EP and offensive buffs. Bard doesn't have a place in META strategies though. This job is better played when you need to equip a lute as a main weapon.

Strength:

- Very balanced stats on all aspects, like a jack of all trades.
- Bard receives less magical damage from gear.
- Can perform multiple specialty roles by taking advantage of using 0 EP for Lutes. (See "Notes" on which lutes are useful.)
- Less EP using Wands. This makes bard more inclined to deal magic damage.
- Less EP using whips. While whips inflict physical damage, the skill power of whips are scaled according to the job's MATK. (like Dual Blades in Logres GoA)
- Whips with an attack skill have an innate special trait in which it is effective against "Beast" (ケモノ) monsters. This allows whips to gain the additional effect of reducing the PATK of beast monsters, and potentially inflicting "Recoil" (ひるみ) effect, which is similar to a short duration of "Stun" (スタン)

- Bards can use whips as a main weapon. The auto attack of whips are always AOE, and the "Martial" Series Whip has a small healing effect from using the Auto attack. This makes Bard a decent Idle character for farming, better than the priest on his own.
- As of level 70, bards gain the ability to be **more resistant towards poison**.

Cons

- Since the bard usually use lutes mainly to buff the party, the animations from using lutes can cause lag, especially with the poison immunity lute weapon animation.
- Low damage, Low healing.

Notes:

- Bard is notable in using these 2 lutes for support as a main weapons
 - 1) **Poison Immunity Lute**, (Lute)
which grants poison immunity to the party throughout with a short cooldown, as well as gaining a Light Anima too. This allows bard to use light anima weapons more readily and always protect the party from "Poison" effect from bosses like Deathreshia (デースレシア)

2) "Grand End"

"Grand End" (Lute) recovers the parties' EP fully with the exception of the bard himself. The initial 8 EP cost of this lute is now 0 when a bars uses this is weapon, allowing the party to gain EP easily and immediately without the use of eating food.

In general, the bard is highly specialised for certain quests, **which depends on the type of lute you equip**. So don't use the bard unless you need to use a lute as a main weapon.

Samurai (サムライ)



Best Physical DPS and an ideal job for afk farming, as well as for solo battles.

Pros:

- High PATK, Crit
- As a T2 job, you can purchase passive boosts from the Shop to increase his potential. The passives are as translated below



Reduction in EP for Swords (Max. -10 EP at Lvl 10) Recommended to buy only 5 as most swords have max EP cost of 5	Increase Blade Skill Power (Max +20% at lvl 10)	Guard against damage below a certain limit. **(Immune to <200 damage at lvl 10)
Reduction in EP for bows (Max. -5 EP at lvl 5)	Increase defence against physical attacks. ** (+100 at lvl 10)	Chance to gain 1-2 EP from using Blade Skills (+50% at lvl 10)

Reduction in EP for Hammers (Max. -3 EP At lvl 3)	Increase Hit (Accuracy Rate) (+30% at lvl 10)	
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** Buy this if you intend to use samurai as a afk farming job, and as a more tanky DPS.

Witch



Best Magic DPS in the game.

Pros:

- High MATK and Damage Limit
- As a T2 job, you can purchase passives to improve it. The translations are as shown below:



Reduction in EP using Wands (Max. -10 EP At lvl 10)	Increase Broom Skill Power (+20% at lvl. 10)	Less targeted by Enemies
Reduction in EP using Lute (Max. -5 EP at lvl 5)	Recover 1 EP every x seconds (30 seconds at lvl 10)	When using Magic Attack Skill, Increase Dmg Limit for that skill. (+1000 at Lvl 10)
Reduction in EP using Whip (Max. -3 EP at lvl 3)	Increase Agility (Dodge Rate) (+30% at lvl. 10)	

Cons:

- The witch has an innate LONG charging animation for attacks. You will need to equip "Tsukihone" broom to reduce the charging time, offsetting the effect.

General Notes:

- Use jobs in which you can equip a main weapon you can use which has an auto that you need. Since EP is scarce in this game, you should choose main weapons with the effect to add more EP to your attack.

Rerolling Guide

Please note that Logres Stories is **NOT reroll friendly**. It will take 20–30 minutes each reroll with little chance to get the Meta weapons that you desire. As such, if you do wish to play the game, you can play casually and get rewards from maintenance in the process.

Gacha option is only available after completing Chapter 2.

If you're aiming to start as a priest, you can reroll for **Living Guardian** by obtaining a rainbow ticket at Chapter 1.

[**30 January 2020 Update**]



In Chapter 2, the quest to unlock the gacha option is the one with the woman, while the quest to unlock the "Shop" is the one with the girl with coloured hair. The 5 medals you can get can be exchanged with a premium gacha ticket.

Please refer to "What to do in Logres Stories?" for more information to get started

Great Rainbow Gacha weapons.

For Support

Living Guardian (Mace) ("メサ" (Mesa))



Auto: Recover some HP from each attack

Skill: Recovers HP for all allies greatly. **CHANCE** to revive fallen allies

2nd in priority would be the **Nevan** Gun. This gun helps slightly in the "Phantom" strategy.

Nevan (Gun) (ネヴァン)



Auto:

Skill: AOE 3 Hits. Lower enemy PDEF and MDEF for 30 seconds.

Other weapons that are decent, but NOT important enough to be considered meta.

Blade: Black Tiger (黒虎)



Auto: Quick Auto, Critical Guaranteed.

Skill: 3 ST High powered overcritical guaranteed hits.

(2 Dark Anima required)

Wand: Diable (ディアブル)



Auto: Gain 1 EP on each attack

Skill: AOE 1 High powered hit.

The greater the number of anima you have, the greater the skill power.

Innate damage limit in skill +10000 per anima used. (Up to 5x)

(Uses ALL elemental animas)

Do note that each rainbow weapon is good to have to increase the upper limit of the stats of each job corresponding to the type of weapon.

Great Platinum Weapons

STUN weapons (スタン)

What are stun weapons?

Stun weapons can inflict "Stun" on enemies, which depict monsters to be dizzy with birds and stars over them when they are hit with them. Not only can they be used to stop enemies from attacking, the enemies would also use up their anima when a stun weapon is used at the same time as the enemies are charging their attacks. As such, stun weapons are powerful and good to reroll for. Do note that stun weapons are harder to reroll since they are all platinum weapons which are available only in premium gacha.

As of now, stun weapons are still decent but more and more bosses are becoming immune to stun.

The best stun weapon to reroll for would be the **stun gun**, also known as **Wilbur and Orville** (ウイルブー & オーヴィル). Currently, there are 5 (Updated: 28/1/20) stun weapons in the game. Stun weapons are also essential in the "Phantom" Strategy.

Wilbur and Orville (Gun) (ウイルブー & オーヴィル) ("銃スタン" (Stun Gun))



Auto: 2 Hits

Skill: AOE 3 hit to enemies

Inflicts stun (10 seconds)

(2 Light Anima required)

Other stun weapons include:

Paralysis Arrows (Bow) (麻痺矢) ("スタンアロ/スタン弓" (Stun Arrow/Stun Bow))



Auto: No special effect

Skill: Equip 1 Stun arrow.

(Using a bow attack skill next will trigger the stun effect)
(Using any AOE bow skill next like **Great Shooter** (Gold ranked bow that deal 3 Hits AOE) can inflict stun on multiple enemies)
Inflict "Stun" (10 seconds)
(2 Light Anima required)

Dark Gunlance (Shield) (ダークガンランス)



Auto: Auto is slightly quicker
Skill: ST 1 Hit
Inflict "Stun" (10 seconds)
(2 Dark Anima required)

Genesis (Mace) (ジェネシス) (杖スタン)



Auto: No special Effect
Skill: ST 1 High powered Hit
Innate damage limit +3000
Inflicts "Stun" (10 seconds)
(3 Dark Anima required)

Abeille (Gun) (アベイユ)



Auto: Auto is slightly quicker
Skill: 1 ST Hit
Lowers enemy's Accuracy (30 seconds)
Inflicts "Stun" (**10** seconds)
(**NO** anima required)

Other META/Popular Weapon Series (**NOT IN LOTTO YET**)

Martial* (天獄) Series

*Temporary Name, named after 武人 (Martial)



The damaging weapons in the series deal a lot of damage in an instant but with a long cooldown. (180 seconds) and a start cooldown time. (60 seconds)

These weapons are great to reroll on if only their banner is still active. The damaging weapons are also good to auto attack with as they give more EP than other weapons.

Each damaging weapon in this series is currently good to reroll for general usage.

Blades: 双邪



Auto: Fast auto attack rate.

Skill: ST 5 elemental attack

Each attack is guaranteed overcritical. .

Note: BEST weapon to reroll for dps. Sadly not in lotto in right now.

Guns:

Auto: +1 EP each attack

Skill: AOE 5 hit elemental attack.

Lower enemies' evasion.

Broom:

Auto: +1 EP on attack

Skill: ST 5 hit high powered attack.

Innate +3000 damage limit when using this skill.

Whip:



Auto: AOE, heal self for a small amount for each attack.

(Good for afk farming)

Skill:

AOE 5 hit elemental attack.

Increase elemental attacking power based on the element of the whip for 120 seconds for all allies.

Support weapons in this series are decent as well such as:

Hammer:



Auto: Lower enemy defense for small amount (15 seconds)

Skill:

Increase critical of all allies and unlock magic/physical critical.
(180 seconds)

Greatshield

Auto:

Skill:

3000 HP Barrier on self. (Higher HP with higher skill) (180 Seconds)

Note: This is a very good weapon for high-end content when a tank is needed, especially against the boss fight against GB Model (Christmas Event)

Goddess of Ancient (GoA) Series



These weapons are ported from Logres Goddess of Ancient with the exception of the lute weapon.

All of the weapons here are useful, but the most sought after weapon from here is **Arktus** (Mace) which is a necessity for the phantom strategy for bosses.

Glitedge is also good to reroll for too.

Arktus (Mace) ("Phantom" ファントム)



Lower Maximum HP. (15 seconds)

Increase PATK, MATK for all allies extremely. (15 seconds)

Cooldown: 30 seconds

Note: Best weapon to have in the game. Meta weapon + good to troll the JP people with.

Glitedge (Sword)



Auto: +1 EP each hit

Skill:

ST 5 Hit on enemy.

(3 light anima required.)

Cooldown: 120 seconds

When set as main weapon, unlocks overcritical status.

Millenium Branch (Wand)

Auto: +1 EP each hit

Skill:

Increase critical and evasion for 30 seconds.

2 light anima required

Cooldown: 30 seconds

Good for soloing

Rusty Spike (Shield)

Skill:

Decrease physical damage, increase PATK of all allies.

Taurus Wing (Bow)



Auto: Fixed 200 damage on enemy.

Skill:

AOE 1 Hit attack

Decrease enemy's PATK and MATK greatly.

Poison-immunity Lute (Lute) (音纏いの神翼) (Translates to "Sound Wing of the God"
ew no)



Auto: +1 EP for each attack

Skill:

Grants "Poison" immunity to all allies (30 seconds)

Recover 1 Light Anima

Cooldown: 30 seconds

Note: Very useful in bosses that inflict "Poison"

Other Platinum Weapons that are great.

For DPS:

Nothing special to reroll for except for stun weapons.

For Support:

Sacred Mace (Mace)



Auto: No Special Effect

Skill: Increase heal limit by 500 and magic healing skills (30 seconds)

Note: This mace is very useful for bosses that repetitively attack you with high damage at the start and throughout the battle.

Dark Living Guardian (Mace)



Auto: Heal self for a small amount for each attack.

Skill: Greatly heal all allies. Chance to revive.

Note: When used with the Rainbow-ranked Light Living Guardian, you can have more tries to revive people. Very good to reroll for for priest.

Evil String (Lute)



Auto: No special effect

Skill: Increase damage limit of all allies. (Around 2200+ per hit)

(1 Dark Anima required)

Note: Very useful to complement parties who are using the "Martial" series weapons who are always hitting their damage limit. Increasing the damage limit allows them to deal more at a time.

Gameplay of Logres Stories

Equipment Menu

Logres Stories have 15 weapons in which you can use to equip your player with, which I will use 3 groups to classify them in.



They are:

Main Weapon – the weapon that you will always have when battling. The main weapon's cooldown is always fixed at 60 seconds, unless otherwise stated.

Main Slots – these weapons are always present when you start a new battle. It is necessary to put important weapons that you will always use in the main slots when farming the same boss. The third and fourth main slot will unlock at job lvl 10 and lvl 20 respectively

Draw Slots – these weapons will come to you after you draw a weapon for 3 EP. Drawing a weapon with element will grant you one elemental **anima** (this will be explained later on.)

Anima, EP and Food



EP

Like Logres GoA, you will need EP to use your weapons. The number beside the orange orb dictates how much EP you need, and each weapon you need to "draw" cost 3 EP.

The number of hits do not determine the amount of EP you get. You will always get 1 EP per action.

You can get a maximum of 10 EP

Anima (アニマ)

Below the weapons are the anima bars, which show much anima you have for each element. Anima is consumed when using a weapon that requires anima. (For example, my dark living guardian requires 3 dark anima as shown on the bottom left of the weapon.)

The elemental anima is normally obtained by drawing a weapon with the same element.

Maximum 3 Anima for each element.



Food

Pressing the left button toggles the weapons to a place where you can consume food. Food is used to buff yourself with effects like an increase in stats, EXP and drop rate.

Food can be used outside battle with no cooldown

As such, people like to use food that gives EP (like **Squid Ink Pasta**) before entering a difficult battle, so that they can quickly use their weapons to draw new ones easily.

There's also the discard option (すてる) to remove all the weapons.

Battle Strategies

"Phantom Strategy" (ファントム戦略)

The most commonly used strategy for high end battles.

For a 5 man battle, this usually consists of 4 DPS, 1 Priest or 5 DPS.

The party members should have

- Arktus (Mace) ("Phantom" (ファントム))

The main weapon of this strategy, used to increase damage at the cost of having very low maximum HP for 15 seconds. Arktus is used after the monsters are stunned by stun weapons

- Stun Weapons (スタン)

To ensure that enemies cannot attack or move in a fixed duration.

It is recommended that the stun weapon used has stun AOE for stages like the Elemental Trials Divine Beasts, like Wilbur and Orville Gun.

Recommended Items:

- Nevan (Gun) (ネヴァン)

To lower enemies' defense to increase damage output.

- Great Shooter (Bow) (アロレン Arrow Rain))

Bows that cause 3 AOE hits to enemies. One of the best filler weapon to damage after using Arktus. Effective against Aerial Enemies.

- Martial Series DPS (武人)

The martial series are the best weapons in the game to deal great damage instantly. As such, Arktus ensures that their damage is at their full potential by hitting the damage limit. Required for tanky bosses like the Elemental Trials.

On a special note, the Martial Series Blade (双邪) is great to reroll use for its fast 2 hit auto attacks, dealing more damage than other weapons for using its auto attacks.

Tips:

- Normally, it is ideal to put more weapons that have the same element as the main weapon, when the main weapon requires anima. This is to ensure that the main weapon can always be used readily.
- Try to balance out the number of anima required for each weapon by putting in more weapons with the same element in the draw slot.

What to do in Logres Stories?

Logres Stories can be summarised below:

"Collect every weapon (includes gacha weapons) , soul, gear in the game to get better stats for content".

Here are the main ways below to prioritise (not strictly, but 1 is the most important) when starting to play the game.

- 1) Level your jobs high enough
- 2) Finish Scenario Quests
- 3) Finish Job quests & Six Beasts Quests
- 4) Finish Event Quests
- 5) Defeat monsters for souls, recipes, gears to be stronger

1. Level your jobs high enough

Your character must have finished **Scenario Chapter 6**.



Scenario Chapter 6

Then in the Free Section of the Quest, go finish all 3 levels of "Metal Bean".

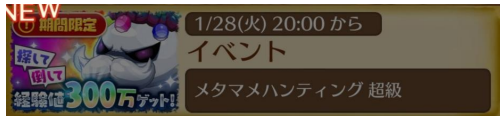


Metal Bean quest, located in "Free" quest section



The 3 Metal Bean quests

You will unlock "Metal Bean King" event which will be open everyday from: **8AM, 12PM, 8PM, 12AM JST.**



Metal Bean King

Each Metal event require a ticket to enter. You're provided with some tickets at the start, but you can obtain more by doing the daily quest.



Each daily quest gives a metal bran king ticket and the type of metal bean ticket which has a corresponding difficulty of the daily quest.



Left: Metal Bean Advanced Ticket

Right: Metal Bean King Ticket

Both are obtained from the Advanced Difficulty of the Daily Quest

Metal Bean King drops a lot of EXP so go level up all your jobs there. Levelling jobs grant you passive bonuses and gear, and a ton of coins for rolling gacha. Levelling is necessary to unlock more scenario quests in the later chapters as they impose a level limit in them.

As of MAY 2020, EXP events have been replaced by Divine beast EXP events. The tickets can be obtained in the Daily Mission as well.

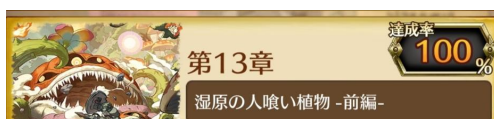
2. Finish Scenario Quests

You need to finish scenario quests before attempting events as most events and "Free" quests are locked behind certain scenario quests.

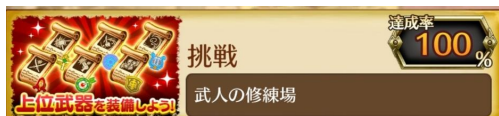
It is recommended that you finish until **Scenario Chapter 17**.

This is to unlock the following "Free" quests

Martial Grounds (Finish Scenario Chapter 13)



Scenario Chapter 13



Martial Grounds

"Martial Grounds" is the quest which allows you to gain scrolls for your jobs which allow you to equip Blades, Greatshields, Guns, Hammers, Broom and Whips into the main slot of Fighters, Knights, Rangers, Priests, Magicians and Bard respectively. To obtain the scrolls, you should complete the quests below:



Fighter scroll quest, which grants fighters the ability to equip "Blades" in their main slot.

As of MAY 2020, The main jobs all have access to the T2 Weapons innately. You do not need to finish the quest anymore. It is still recommended to finish Scenario.

3) Finish Six Beasts Quests

Six Beasts Quest (Finish Chapter 17)



Chapter 17



Six Beasts Quest, located in "Free" section of quests

Each "Six Beasts" quest has a treasure chest which grants a corresponding treasure that increases the damage and heal limit of a particular job. This helps to increase Total Power (TP) greatly and deal more damage/healing potential from skills.



Mammoth Hat, which grants priests +3000 Damage Limit and +300 Heal Limit

Furthermore, there are "Six Beasts EX" quests which grant a rainbow soul of these monsters that further increases the damage and heal limit of a particular job



EX Mammoth Soul, which grants bards +1000 Damage Limit +100 Heal Limit

Be sure to tap on the chest of each branch to know which item you can get from beating the boss to increase a particular job's limits.

Note: EX Monsters are difficult for a new player, so do other stuff in Logres Stories to get stronger!

Job quests

Job quests are side quests that players can do during each scenario chapter. Doing these quests can earn you coins and gears that improve stats of various jobs and even grant you bonuses such as a reduction in EP of using a certain type of weapon for a particular job.

In chapter 18 and 19, the job requests will be a nightmare to do, as you need to obtain a very rare drop called "怨念" (*Onnen* Translates to "Grudge") You may take more than 1 session of the whole quest just to get that rare drop. Be sure to party with people so that there might be higher chances that all of you can get the rare drop, 怨念, in a quicker way. You can purchase a **Lucky Book** and use it from the shop to increase your rates in getting the rare drop.

Lucky Book



Skill: Increase drop rate (15 minutes)

Note: purchasable in the Shop for 1000 coins

4) Finish Event Quests

Event Quests are located in both the "Special" (スペシャル) and "Free" (フリー) section of the quests.

Be sure to finish the daily event everyday for a medal and metal king tickets



and do event quests to obtain limited souls, recipes and gear that you can during the limited time.

When strong enough, you can attempt these quests to gain souls which grant you more damage limit.



Interacting with the Japanese

When meeting with each other:

よろしく(yoroshiku)
Nice to meet you!

Ask if there is space for you in a battle:
空いてますか (aitemasuka?)

Ask if there is there is an available party
パーティありませんか? (patearimasenka)

Ending the battle:

ありがとう! (Arigatou)
Thank you

(お疲れ様でした!) (Otsukaresamadesuta)
Cheers for good work!

また... (Mata)
See you soon!

お願いします (onegaishimasu)
Please

Used with other phrases to form phrases like hope to see you soon (またよろしくお願いします)
and help please (ヘルプお願いします!)

お邪魔します (ojamashimasu)
I'll be excusing myself

Used to interrupt and (politely) join a battle.

入り直します (hairinaoshimasu)

I'll be re entering.

Used to tell allies that you'll be re entering the quest due to death or quest timeout, so you can inform them and warp back to them.

抜けします (nukeshimasu)

I'll be leaving

Used to tell others that you're leaving the party.

すみません、ごめん (sumimasen, gomen)

both phrases mean sorry

Other codewords:

@ (aka あと) followed by a number denote the number of spaces left in the party.

In global logres, we used "-" to denote it.

す (su)

short for (すたん), Stun, which denotes a stun weapon to be used.

ふ (fu)

short of ファントム, phantom, which denotes that the Arktus Mace (Phantom Eclipse skill) is going to be used, in which HP is greatly lowered for high attack output.

てん (ten)

short for 天人, to denote that the rainbow shield that increases HP is going to be used.

ち (チェンジ) (chi, chenji)

short for チェンジ (chenji), to denote that Taurus Wing is going to be used to lower enemies' attack for 30 seconds

いぴ (ipi)

sounds like EP, to denote that Grand End Lute is going to be used to restore EP for all allies.

Fun Fact: Hiragana is normally used because it is the default letter form for japanese.