

Atelier Sophie

Sophie is making stuff, it's ok. But then Monika comes in, after she finds a talking book. She wants to get better, off she and Monika go to get materials. The more she writes in the book (Platcha), the more Platcha remembers. New recipes open up, new places to travel to.

Meet merchant son, tubby Oskar outside talking to plants. He helps in turn-based (round based too) battles. Gathering uses LP (life points). Fewer LP = worse in battle. Areas rank up after staying in them a while. Better materials, but harder monsters. Materials and monsters respawn often. Sophie is searching for a new mysterious Cauldron.

Cafe is where you go to purchase rumors. Also accept quests. Filling quests fills up progress for Platcha to remember more. Eventually Oskar asks you to take on a monster. It's big, but Julio steps in and 1-shots it. Julio is a knight and joins your party.

Cornelia is showing up. Good, I need recharged bombs! Also, how annoying is it there is no notice events will happen? Ugh. Just have to travel everywhere all the time. My goodness, how many people will join this party?

Time to start a whole bunch of side missions to make Plachta a doll body. Made the body. Why did the clothing girl make such a thong back? And then she even comments on it and stares at Plachta's ass. Oh geeze.

Story progresses for a while. Not a whole lot to do but just keep making more alchemy pots, keep going to new places, new recipes. Blacksmith improvement opens new weapons. Get a new yellow outfit.

Hit level 20 and no more levels. Now I get ability points to put into abilities. Some are OP. I raised Julio's Def 50, Sophies attack by 50. These were up 50% too.

So eventually you need to get the Cauldron of Creation. Plachta remembers that she beat someone 500 years before and that someone is now split into the bodies of those 2 kids that have been around a bit during the game. You rush to a place they tell you and... they reform into Luard. Things are going to shit around town. Bad crops, more monsters (something I find dumb in Atelier games, I'm literally going out killing dozens of monsters daily).

Apparently Plachta and Luard were friends growing up and started doing alchemy together so they could help people. Somewhere along the way, Luard wanted to do everything and took on a bad version of alchemy that drains life from surrounding areas. Plachta defeated him long ago. Time to go beat him.

This is where I realized I had an item equipped that made places level up and have harder monsters super fast. Took it off and grinding and going around so much easier! 🧑