Wild ARMs Books Transcript

by Hel Saga Updated on Apr 20, 2007

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                                                  UPDATED: 04/20/2007
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######################################
1.1] Basic Magic Spells are created by binding two elemental crests onto a Crest Graph.
1.2] Filgaia No one has been able to stop the degeneration of Filgaia.
1.3] Guardian Religion They are the protectors of Filgaia. As faint as they are, the Guardians are living among us on this desolate world. All things come from the Guardians' power.
1.4] Magic Basics I Do not fear failure. You can always dissolve a spell.
1.5] Magicians A magician's power comes from binding elements on a Crest Graph.
1.6] The Four Powers The Earth Dragon, Guardijeff. The Fire Bird, Moa Fault. The Wind Tiger, Fengalon, The Water Turtle, Stoldark. The four elemantal Guardians.
1.7] The History of Filgaia About 1,000 years ago, a race of Metal Demons tore through Filgaia. The Guardians, the Elws and the Humans won the war at a considerable cost. After the Guardians lost their strength, the land could not maintain its life force The weak faded away The Elw disappeared, never to be seen again.
######################################
2.1] Ancient Human Weapons The right golems were built by humans a thousand years ago to fight off the invasion of the Demon Race. All but one still remains deep inside the

ruins... A real study of these artifacts can only be done when all eight of the golems are excavated.

2.2] Battle Magic

Use the different elements to enhance your power against the opponent's elements. Using fire against ice monsters, for example, will increase the effectiveness of your attack.

2.3] Commandment 1

Knowledge can be a guide or an obstacle depending on how you handle it.

2.4] Commandment 2

Knowledge has true power when it is needed. Sometimes, though, it is more important to act on intuition.

2.5] Commandment 3

Too much knowledge can blind the viewer. There is never a moment when this should be forgotten.

2.6] De le Metalica

2.7] Enigma of Elw

The enigmatic Elw race... Much of the Elw magic was truly astonishing. The specialized in magic related to biology. One of their technologies converted life force to energy for transport to other locations.

2.8] Falling from the Stars

There once was a Guardian who chased the tail of a falling star. He came crashing down to Filgaia with the falling star. The Guardian of the [Star Light], [Ligudobleit]. Does he still sleep next to the fallen star somewhere in Filgaia?

2.9] Kema

During the age of creation, one woman had received a secret book from a heavenly messenger. The book contained information about the creation of the universe. It is said that it contains theories on alchemy and the ways of the heavens

2.10] Kinds of Magic

After many failures, the Magic Guild was able to organize the crest combination into 32 secret spells. Some continued the research to take the magic even further...

2.11] Nature's Might

The Guardians sometimes use their power for earthquakes and lightning. But it is all part of the energy we need to sustain life on Filgaia.

2.12] Reach for the Heavens

Is it because humans do not have wings that they constantly strive to reach the heavens? With science seemingly limitless, some people reached for the heavens from a massive tower dedicated to magic.

2.13] The Arrival

The Thousand Poem Legend prophesied the coming of Angol Moa. The demigod, Angol Moa will arrive at a promised time to destroy and recreate all. He is known as the ultimate existence.

2.14] The Body of the Demons

The cold hard bodies of the demons are made of metal. Their metal bodies, however, have most of the same traits of a biological entity. The ancient Mages of the art of Alchemy studied captive demons to learn from their technology. That is how we came to create the golems.

2.15] The Demon's Heart

Together, the Humans and the Elws were finally able to defeat the Demon Queen. The Queen's heart was forever sealed into three separate Guardian statues.

2.16] The Demon Invasion

The Demon Race has technology that allows them to travel across time and space. They have also developed a device that utilizes this technology to instantly transport troops to a faraway location. The demons' attacks seemed to use this strategy...

2.17] The Elw Dimension

Soon after the war with the Demon Race, the Elws disappeared from Filgaia. They used what powers they had remaining and moved an island still teeming with life to another dimension. Their destination is known as the Elw dimension.

2.18] The Elws

In the realm of the Elws, the powers of nature are used as magic... They live on the path of eternity. They have long, hairy ears but their silhouettes are human. No one knows the reason why they left or where they have gone...

2.19] The Emptiness of Sand

The dead area called the [Sand River], was caused by the battle against the Demon Race a thousand years ago. The massive destructive powers drained the life from the entire area.

2.20] The Esoteric Guardianism

There exists a secret sect of Guardianist who worship the power of the Guardians. These extremists believe in a complete return to nature, as opposed to the harmonized coexistence with nature taught by Curan Abbey. They left the safety of the common world to develop and instill their beliefs discreetly.

2.21] The Forgotten Continent

The [Ring of Grace] has forgotten this land... Our continent will eventually end in warm desolation.

2.22] The Guardian of Desire

Guardians, Elws and Humans fought to protect Filgaia. Of the Guardians, the Guardian of [Desire] sided with the demons. The shadow of a black wolf, disappeared with the Demon Race.

2.23] The Guardian Blade

At the bloodiest point in the war, one Elw forged a sword of ultimate power. This sword had the ability to channel the Guardians' power through its blade. There is no record of the sword being used in battle, but it was about that time that the demons withdrew from the war. There is no doubt that the Guardian Blade was a major factor in the war.

2.24] The Guardians

No one really knows who the Guardians are... The only place one can see them is in the legends.

2.25] The King of the Beasts

Since the war with the demons 1000 years ago, many monsters have been born all over Filgaia. [Rago Ragla], the [King of the Beasts" sleeps somewhere in Filgaia.

2.26] The Lost Guardians

In the ancient days, Guardians represented basic human nature. There were three Guardians who were in charge of higher energies beyond the four basic energies. These three Guardians were in charge of those who lived their lives according to their energies. These were: The [Courage] Guardian, who had the power of growth beyond

oneself. The [Love] Guardian, who had the power to protect what is precious. And the [Hope] Guardian, who had the power to believe in the future. In the old days, these three energies existed in everyone's hearts. Now, people have forgotten the meaning of these energies.

2.27] The Hidden Magic

The basis for the elemental crest magic is the binding of two elements together to generate magic. There are 32 secret elemental spells kept by the Magic Guild that are more powerful than the normal spells available.

2.28] The Hidden Powers

Each unassuming tool has a mystic power within it. This power can be brought out of the tools depending on the psychic abilities of the user.

2.29] The Lifeline of the Land

The life of Filgaia has been sustained by linking the weakened Guardians together, through a pipeline called the Rayline. This was a last ditch effort of the weakened Guardians to support Filgaia to this day.

2.30] The New Moon

The other moon that floats above the night sky, shines its dull light down on the surface of Filgaia. Some say it's the Castle of the demons and is made of magic silver... We have no way of knowing now...

2.31] The Rings of Timespace

The Rings of Timespace contain a power that no human should ever possess. The Rings of Timespace are a seal that holds down the boundaries of time and space. The Ring consists of two alignment circles. Once circle designates Northwest, Southwest, Southeast and Northeast. The other circle designates West, South, East and North.

2.32] The Tree of Life

Agter the grat war, a huge magical machine was built to restore the land from the devastation. The machine was named [Yggdrasil], after the tree in the legends. The demons discovered the machine and stole the reviving mechanisms. Rather than use the mechanism to give birth to new land, the demons' leader [Mother] used it to give birth to more demons.

2.33] The Use of Magic

It is normally impossible to cast two spells at once. The Great Mage Dhee devised a method to cast two spells simultaneously.

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3.1] All about ARMs

To operate an ARM, the user must synchronize with the machine completely. That is why the military models are fussy about who they synchronize with.

3.2] Basic Fighting

You must equip your weapons and armor before you fight.

3.3] Benevolence

One...know thy subjects. Two...Always lead by example. Truth will always prevail.

3.4] Light and Ice

Adlehyde is the [Light]. Arctica is the [Ice].

Both are from the ancient blood of benevolence... Adlehyde looked for the warmth in the heart. Arctica looked for the answers from the past to sing the songs of man across Filgaia. Both kingdoms pledged to world peace. 3.5] Tear Drop Small crystal sphere that fills in a plam of a child's hand. Invaluable. Radiates a subtle heartbeat of pure magical light.

4.11 The tale of the Sheriff

#4] Milama Village

True bravery will be rewarded with the [Sheriff's] title. The bravery badge is called a [Sheriff Star]. Do you understand?

#51 Court Seim

5.1] Controlling a Golem

The golems are voice activated by a pre-registred voice. They can also be controlled by a musical instrument being played at a certain frequency.

5.2] The Secrets of Rings

Rings worn on the left hand can enhance weapons or magic. Different rings can be used for different purposes. For example... The rest of the passage is smudged by children's scribbling.

#6] Epitaph of the Sea Wind

6.1] Erotica Not yet!

6.2] The History of Arctica

The industril society of Arctica... A country bound in ice and snow, yet it holds its life true... The technologies found among the many ruins around Arctica have made this place... a paradise in ice. There is still much left to discover in the ruins of Arctica...

6.31 The Wind Sea

[The Wind Sea]... The great magic of the ancient days has called the ever stretching sky above our heads... The legendary Metal Bird once traveled [The Wind Sea] with eloquence... Those were the days when people held the reins to the skies... Can we be masters of the sky once again?

#71 Forgotten Ruins

7.1] An old diary 1

Deep inside a heavenly sealed ruin... I found a small life trying to hibernate. I don't know how important this will be to my studies of ancient remains, but... I will take this little life to the outside world, and dedicate this short life of mine to it.

7.2] An old diary 2

The forbidden life that stepped into the realm of the gods. Is this a

result of the legendary battle with the demons. Distorting peoples' minds, making fools of their lives. The realm of the gods, we should have not tread... This little life is from the time of the legends. This little life uses the forbidden powers as if it were a toy. What did the people of a thousand years ago expect from this little life? 7.3] An old diary 3 This man-made child grew up among us. Surprisingly, this child knows what pain is although he was built as a weapon. If it can learn pain, then it can learn compassion. I ifnd myself communicating with this man-made child as if I am his parent. Yes, this child is more human-like than anybody else I know. From his day forward, this will be my grandchild... His name will be... #8] Heaven Corridor 8.1] Magic of the Warding You can ward off unwanted guests by using magic that sends them back to the entrance. If you seek higher magic, you should undo this warding gate... 8.21 Pandemonium There is an ancient Demon Castle located on the east end of the Inner Sea. The smell of a thousand year old evil still lingers on the desolate isle. 8.3] To the Inheritor of Wisdom Why do you seek higher magic? If you want to bring light to the world, then go to the hidden nature of the obscured place... There, the innocent must cast its light.

Thanks to...

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- GameFAQs

- Media Vision & SCEA for Wild ARMs

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