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Xenoblade The Secret File MONADO Archives English Fan **Translation**
Archive0 Giving thanks where credit is due

CREDITS PAGE

Ten years after the initial release of the Japanese copy of this book, a group of fans came together to finally bring the valuable information on its pages over from across the language barrier. As you read and enjoy, please keep in mind the dozens of people who worked together to bring you here this English translation of Xenoblade The Secret File Monado Archives. If you can, please give them your support! Please also give Monolith Soft your support and purchase the original copy of this book. Thank-you!

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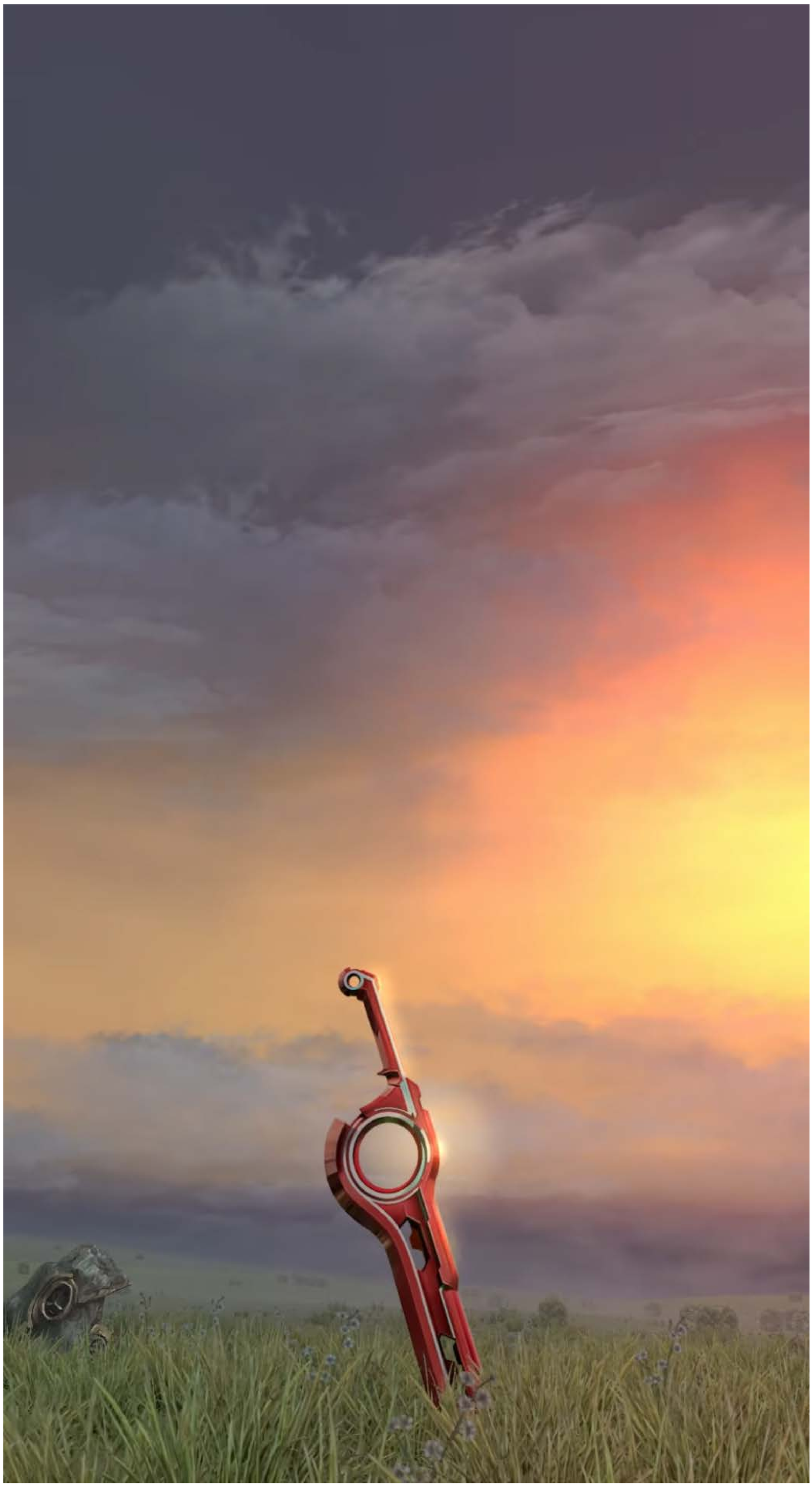

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Xenoblade The Secret File MONADO Archives
Archive1

Recollection
When the unknown finally becomes visible…

RECOLLECTION

XENOBLADE CHRONICLES. To anyone that has ever stepped inside the immense world of Xenoblade Chronicles, it becomes hard to escape it. Its characters are inviting you in a collective adventure. Come back with us on the origins and the makings and discover the true value of this work of art…

Xenoblade The Secret File MONADO Archives

APPRAISAL

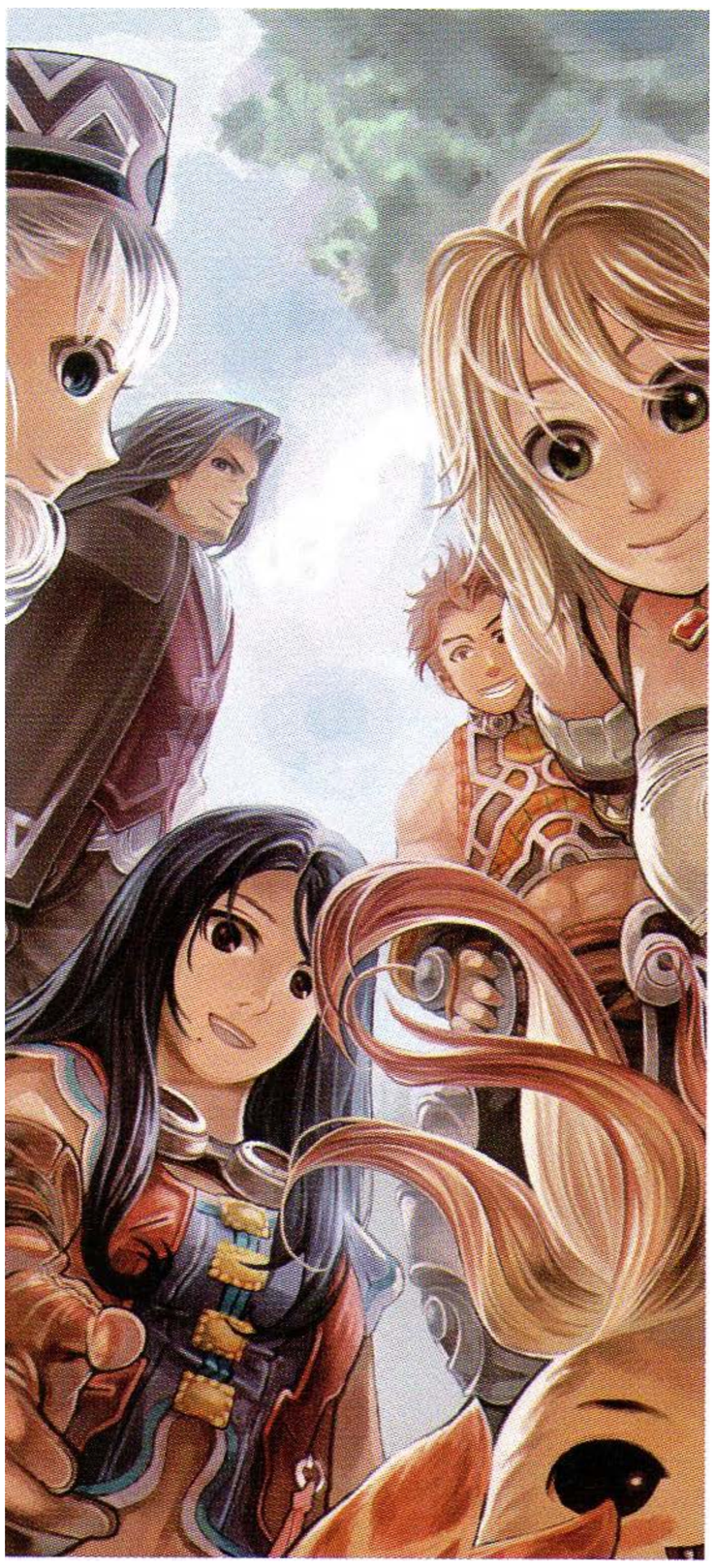
Interview of the creators of **Xenoblade**

Xenoblade Chronicles was released 19 August 2011 for the Wii console. Many players around the world have hailed the incredible originality of its universe, along with its enormous size! Thanks to this important popular support, the idea of a book bringing together as much information as possible on the subject seemed the only logical conclusion.

People interviewed:

Tetsuya Takahashi:	**Executive Director (Monolith Soft)**
Kôh Kojima:	**Director (Monolith Soft)**
Genki Yokota:	**Director (Nintendo)**
Norihiro Takami:	**Art Director (Monolith Soft)**
Yûichirô Takeda:	**Scenario Writer**

All the speakers are referred to using their family name.



The fear in the air was palpable as we watched our guests of the day take their places, one after the other. On the table we displayed some preparatory mock-up pages for this very book, along with numerous illustrations, as we would have done in a project presentation. Armed with lists of iconic scenes from the game, innumerable questions, and the results of a fan survey from the Ascii Mediaworks website, we began our lengthy interview. Here is a selection of our most significant discussions.

1. The incredible reception from the players…

The driving force of the development team: the most important element of an RPG

Several months after the Japanese release of Xenoblade Chronicles, I believe you took the time to look at the initial reactions from the players. What did you take away from their feedback?

Takahashi : Well first of all, I must say that we did a lot of brainstorming on how we could appeal to a wider audience. When we started the development of Xenoblade Chronicles, the Wii had only just come to the market. It was so new, in fact, that we had little idea as to whom our target audience would be. As it was a Nintendo system, we figured that our potential player base would be larger than what we were normally used to. Knowing that, we turned our attention to what we could do to appeal to the general public without alienating them, while bringing a brand-new game system to our existing fans. When we saw how positively they received the game, saying things like 'This is the kind of game we've always wanted!', that's when we knew that our work had paid off.

Did the unique properties of the Wii Remote influence your decision to pitch this game as a Wii exclusive? Moreover, were you inspired by MMORPG elements and other design tropes that were popular among core gamers?

Takahashi: The hardware did not have that much of an influence. There are multiple ways to express the creation of a world, and among these, we just asked ourselves which were the most important in a video game - and this is very true for a RPG - it was not only creating the desire to "live in this world." Afterwards we reflected on which elements we would need to achieve that. If Xenoblade's world feels open ended, it's most likely because a great part of the development team plays foreign games. I think that the fact that each of us could listen to and take account of our respective tastes and experiences was crucial to achieving the final result.

Players visit some truly stunning areas in this game. A lot of players appreciated the verticality and open endedness of the Xenoblade Chronicles world. The skip travel mechanic allowed players to explore without ever feeling frustrated…

Takami: You can thank our team for that. Everyone had their say, whether they were project officials or game designers, and that democratic way of working helped us in the long run. That said though, personally I would have liked the world to have felt a little more connected. As it stands, the map has a few too many loading screens between areas for my liking. I would have preferred it if we could have made the areas connect seamlessly to each other.

On creating the Nopon, one of Xenoblade Chronicles' most charming features…

Frontier Village is a sight to behold! It almost looks like a model. You paid a lot of attention to detail, and players were awe-struck…

Takeda: I would love to see the village turned into a sculpture one day. If only we could have pitched some kind of model kit that you could assemble from little surprise packages. Imagine building up the village one little piece at a time. It's a nice thought.
Yokota: The village's structure caused a decent amount of problems. We just kept on running into pitfalls during testing; it was a real slog. As for designing the Nopon themselves; we could hardly rest trying to get approval during project planning. Just thinking about what the players would think had me sweating bullets! But I'm overjoyed to see that they love the Nopon so much.
Kojima: Yes, we really struggled, didn't we?

More complicated than the final battle: the struggle between "topples" and "spikes."

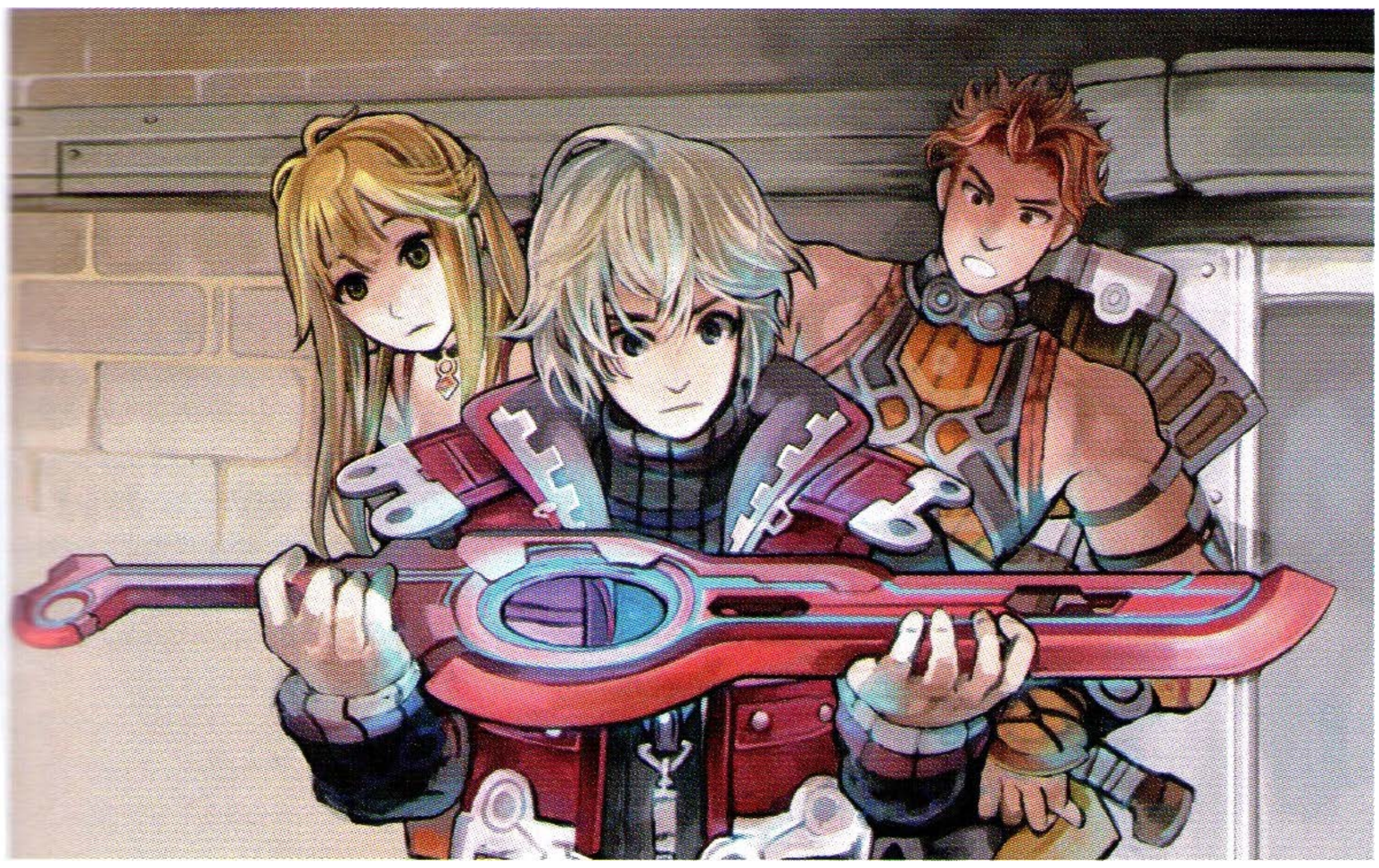
If you don't mind, let's address the subject of your development roadmap…

Yokota: From my perspective, I found that working on the maps went quite smoothly.
Kojima: Ah yes, but how long did that last? (laughs).
Yokota: Well, I received new maps to test every month, and I always enjoyed running through them.
Kojima: It mustn't have been easy. Especially if you got the maps when you were in the middle of something else you were working on, no?
Takahashi: Yes, that was often difficult…
Takahashi: Development on Xenoblade Chronicles began while we were still working on titles such as "Soma Bringer (*1)" and "Disaster (*2)". It was only when Disaster went gold that we said to ourselves, "Okay now, let's give this our full attention." Then everyone told me, "Alright, we'll have it out by Christmas!" But all the while I was saying to myself, "Nonsense! We could never get it done in only eighteen months!" (laughs).

So let me get this straight. You originally wanted to release Xenoblade Chronicles for Holiday (Christmas) 2009?

Yokota: That's right. However, we needed a lot more time to balance the game and have everything optimized.
Takahashi: Tweaking all the knobs, as it were, had to have taken us at least six months all on its own. I think that we started debugging around October of 2009…
Kojima: Debugging? Is that what you call it? With a workload like that, I could have sworn we'd started over from scratch! (laughs).
Yokota: Exactly. The debugging team quickly ballooned beyond our expectations.
Kojima: And at that point, we'd been working on the combat for so long, with no end in sight, that any drive we once had was rapidly depleting. The same thing happened for the cutscenes.
Takami: Don't get me started on recording the voice acting… We didn't go home for 10 days…
Yokota: For my part, Nintendo was scheduling play testing sessions and regularly sending us feedback. But just when we hit the home stretch, it was decided that we had to put topple spikes into the game. Let me tell you, it was a real mess! (laughs).

*1: "Soma Bringer": Action-RPG developed for the Nintendo DS, released exclusively in Japan in February 2008.
*2: "Disaster: Day of Crisis": Action-adventure game developed for the Wii and released in Japan and Europe in September and October 2008.



But spike damage seemed like such a central part of the combat!

Takahashi: Not until we discovered the-- what would you call it? -- the toppling exploit…
Kojima: The debugging team discovered a way to topple enemies repeatedly, so you could defeat them very easily. Coincidentally, we also thought about having enemies that inflict spike damage when toppled, but we scrapped that idea halfway through. We actually had to put the system back in to combat endless toppling.
Yokota: Furthermore, we had to tweak a lot of the game feel during combat. It just wasn't right.
Kojima: Ain't that the truth. We just didn't know where we were going with the combat…
Yokota: It's a miracle that the game turned out like it did…

Behind the praise from RPG faithful

We received a lot of messages praising Xenoblade Chronicles, saying things like, "We've been waiting so long for an RPG like this!" Even in my daily life, some of my colleagues will tell me how refreshing Xenoblade Chronicles is, and call it an evolution for the RPG genre. They even rank it up there with the classics from the Famicom era. Were you expecting such glowing reviews from devoted RPG gamers?

Takahashi: To be honest, we sort of anticipated it. Developing for new hardware is always exciting for me and the team, with how it motivates us to innovate graphically and invent new game mechanics. That said, most of the time our inexperience would be our downfall. By the time we figured out what would and wouldn't be possible, the deadline would be all too apparent. This was especially true when it came to creating the environments. So in the end, we had to make compromises and commit ourselves to including only what was absolutely necessary for the experience. I believe the key to our success was that the whole team was on the same wavelength regarding what was cut. Even if the Wii could have provided, say, HD graphics, I'm quite certain that the game would have been much the same.

Can we say that this project fully utilized all your team's collective experience and accumulated years of know-how?

Takahashi: Certainly. The process took up a lot of resources, particularly when we were bringing the maps on Bionis and Mechonis to life, but it was all possible thanks to how we divided our labour. We knew exactly how much time and talent we needed to develop the 3 hours of cutscenes, for example. It's thanks to this, and thanks to our past experiences, that we could make the necessary cuts.

Can we assume that you already had a concrete idea of the project in your head when you started development?

Takahashi: Yes, along with some pleasant surprises, like the affinity chart and other mechanics that the staff would implement on a whim. But don't forget the final result was the fruit of everyone's efforts and determination.

2. The content of a scenario that spreads boundless joy…

No need for a scenario or complex characters for what you were proposing!

Would you like to tell us about the first stages of scenario writing, please?

Takeda: Takahashi and I were the first on board to write the basis of the scenario. After that I wrote a real script, one which he was supervising as I went through. I'd say that up to Agniratha, it was only my ideas that were being developed. However, what followed from there mostly came from his head instead of mine.

Upon discovering the immensity of the Xenoblade Chronicles universe, most of the players imagine that, in a world this vast, there must be a hundred times more to it than what meets the eye! Are they right?

Takahashi: Now, I understand where these players are coming from, but believe me, we didn't have to go that far to create this game's world. We definitely thought about the background of each character, but we didn't feel the need to keep all those details if they wouldn't add anything. Like we said, we needed to make compromises. We could have spent all day developing complex and detailed backgrounds for each character which would have made it into a series bible. In the end though, we chose not to do that. Most of that information wouldn't have appeared in the game after all. Of course, if we wanted to imagine such complex backstories, we could have done so easily, but I think that for the development's sake, we had much bigger things to worry about...

Behind the Scenes (1)
The Stories of Mumkhar and Riki…

Let's take a little break to watch some scenes involving the most popular characters, as voted for by the fans on our website.

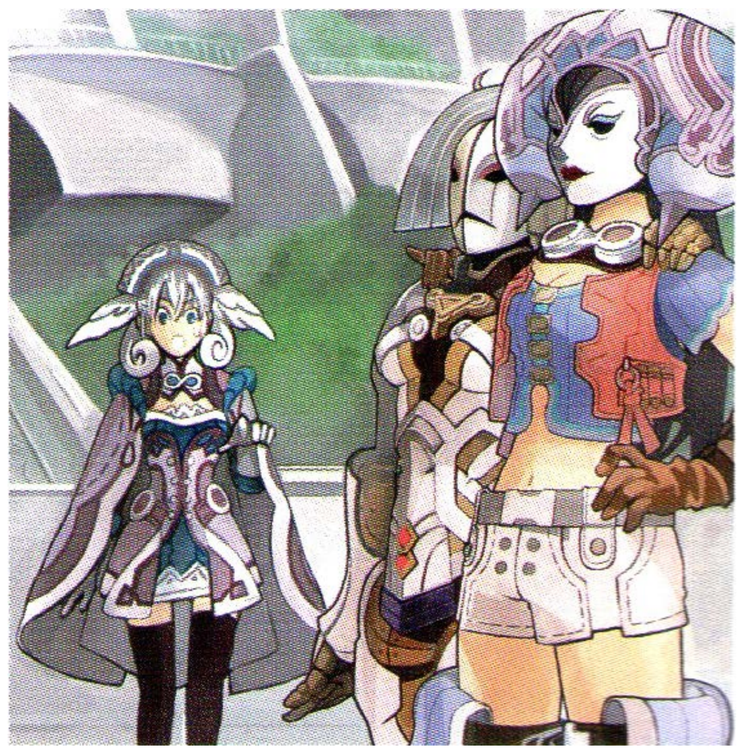
Yokota: Mumkhar has really come into his own…
Takahashi: But managing everything wasn't easy at all, far from it for Mumkhar, especially. When we were casting this character, we asked for Wakamoto-san's services. However, his best takes had a very particular rhythm of speech to them, so we sometimes had to re-edit the scenes to make them sync up...
Takeda: Oh really? This was prescoring, right? Not post-sync... (*4)
Takahashi: Yes, but sometimes a few retakes were necessary. Although since Wakamoto-san is more experienced than Horikawa-san, it was a little embarrassing to ask him to redo those parts. We had to pretend that there was some noisebleed that stopped us from using those takes in the cutscene, or that there we'd saved over some lines with duplicates. We hoped that would make the rerecording process an easier pill to swallow (laughs). (*5)
Takami: We then tried to make him adapt his diction to the facial expressions of the character.
Takahashi: At the beginning, we prepared a very well written script. Afterwards we asked some of our actors to record scratch takes with the main dialogue. When those small milestones were over and done with, we could begin working on the visuals. In that same time frame, the real voice acting started with some of Mumkhar's lines being slightly off (laughs). We ended up having no choice but to hammer away at the cinematics until we could synchronise the mouth movements with the voice acting. We feel we made the right call with working like this, if only because it gave Wakamoto-san's performance the spotlight. Mumkhar really wouldn't be the charismatic character he is without it.

What you say is very interesting. You can count on me to publish this column, that's for sure! (laughs). Now, let's take a look at Dunban and Riki's heart-to-heart when they reach the Fallen Arm…

Takami: By the way, did you give him a weapon that looks like a fish because I modelled a fish in that scene?
Takahashi: That's right!
Yokota: Anyway, regarding Riki: I do remember that we put great care into the way that he would express himself.
Takeda: Lest we forget how much easier the creation of the Nopon's verbal tic made things for us! (Editor's Note: in the Japanese version, the Nopon express themselves by ending each sentence with the syllable "mo") Because originally, in my script, I wrote Riki's dialogue very normally. It made him sound awfully pretentious! (laughs).

In the commentary surrounding the concept art that you showed us, Riki didn't seem to have his verbal tic…

Kojima: We had a lot of other ideas for tics and phrases that Riki could end his sentences with. I'm quite fond of his introductory scene, myself. I always thought the game could have done with more comedic scenes like that, but Takeda steered us in a more moderate and serious direction…



*3: Spikes: There are three types of spike damage, counter-spike, topple-spike and AOE spike. This passage is about topple-spike.
*4: Prescoring: Voice Acting Technique that consists of recording the voices first in order to produce the visuals afterwards. Post-sync is the opposite.
*5: Wakamoto-san: Norio Wakamoto. Horikawa-san: Ryo Horikawa. Both were voice actors and supervised the sound effects.

Takeda: Coming to an agreement on Riki's speech patterns was one tough task! (laughs).

Behind the scenes (2)
The Death of Fiora

Now, the scene where Fiora attacks Metal Face…

Takeda: It's not every day you see an RPG heroine pull a stunt like that…(laughs).

I was shocked when we saw the scene with Metal Face's claws, stained by Fiora's blood. Though we don't see exactly what happened, it's not hard for our minds to fill in the gaps...

Takahashi: It's a pivotal scene for the game's plot. I think that it came out splendidly
Takeda: Thank you for bringing that up. That sort of understated horror, where the details are left to the imagination, is something I pulled from my experience in the world of animation. I believe it served me well.
Yokota: Fiora's untimely death and unexpected return were two of the first ideas we had for the project.
Takeda: Now for the scene to be as engaging as it is, we had to make sure that the player had time to get attached to Fiora! Her death comes very early in the game, after all, so we were worried that the emotions wouldn't come across. Thankfully, it turns out that this scene happens a few hours in, so Fiora's death had the space it needed for it to work. Our worries were unwarranted in the end.
Takami: That's not to say we weren't constantly making changes, however, because we were. For as pivotal a moment as it is, it was hardly the longest scene we had to work on, but that just meant we had to try even harder to make every little detail work as intended. It was a lot of work, but personally, I always knew we were gonna nail it.

And after a long absence, Fiora reappears when the party reaches the Fallen Arm. The game contains 17 chapters and she only returns during the 12th. That's the last third of the story!

Yokota: We had a lot of arguments about how we would pull off her grand return.
Takeda: We asked ourselves if we should have brought her back earlier in the plot…
Takahashi: Yes, because we kept saying that at this point in the story, Shulk and the others would have completely forgotten about her…(laughs).
Yokota: I can vividly recall how fiercely Kojima insisted on telling us, "Fiora's gotta come back super strong!"
Kojima: Ah, sorry…(laughs).
Yokota: No, no, you definitely had me convinced! (laughs).

Are there any other cinematics that you're particularly fond of?

Takeda: I really like the scene in which Dunban talks to Shulk about how he always thought him and Fiora were right for each other.
Yokota: For me, I always think back to the cinematic when the "kami" (god) symbol appears on the Monado. I really love how the story plays out at that point.
Takahashi: It's complicated… I do look back and evaluate my work, but I can't really pat myself on the back too much… But if I had to choose the scenes that we put the most work into, everything from the first two chapters immediately springs to mind. That part of the game had to set a standard for everything else that followed.
Takami: Same here. I'd pick everything that precedes the departure of Colony 9.
Takahashi: We planned 5 hours of real-time cinematics and amongst all that, the most difficult part for me was bridging the script and the visuals together…

3. An appraisal of the characters, from the men who made them.

The most popular characters
may not be who you think they are!

If the survey on our website is anything to go by, then the fans' favourite characters (just after the main cast), are Kallian, Mumkhar and Meyneth.

Yokota: I approve, Mumkhar is amazing, especially when he gets angry.

Now with Mumkhar, you never know if he's really done or if he's going to show up again and surprise you. We only see Metal Face's remains on the Fallen Arm, so I always wondered if he might have survived, like Fiora…

Takahashi: Well, you're free to believe that if you like! (laughs).

Takami: That's all well and good, but personally, Linada's more up my alley. First off, just going by looks, she's totally my type… and then there's the fact that she's a female doctor. Very nice!

Ah okay. I'm assuming you respect her medical expertise?

Takahashi: Nonsense!
Kojima: What can we say? The man has a fetish! (laughs).

And you, Kojima-san, who's your favourite?

Kojima: I'd pick Linada too. For her medical expertise, of course….
All: (laugh).

Kojima: No, no, I just love her design from a visual standpoint. If I noticed her earlier, I'd have insisted we make her playable.
Takahashi: Indeed.
Kojima: It's such a shame that we didn't have a Machina as a playable character…
Takahashi: Yes…
Kojima: There is also Gowago. I love his way of expressing himself.
Takahashi: The Monado holds a special place in all our hearts, of course. But for my money, it has to be Mumkhar. I really like him, mostly because he's uncomplicated and easy to understand. Games like this often have characters that pretend to be the good guys for their own gain, but I'm not a fan of this type of character. With Mumkhar, what you see is what you get. He's a villain, yes, but an 'honest' villain, if that makes sense.

The team's favourite playable characters, and some revelations about them!

Before we conclude, I would like you to talk about the playable characters that impacted you the most.

Yokota: I think I love all the characters, even the villains. But if I had to choose one, it would be Melia. A reluctant hero if there ever was one. She's quite easy to pick up and play, as well. Don't be afraid to give her a whirl.
Takami: Fiora, without a doubt! From her last-ditch attack on Metal Face to her return on the Fallen Arm, she never failed to tug at my heartstrings. You want to keep going because of her, right up until we're reunited with her. No other character grabs me like Fiora does.
Kojima: Sorry for making you work so hard on her…
Takahashi: Ah yes. If someone had a lot on his plate, it would be him! Takami-san is certainly the one that suffered the most during development.
Takami: It's true… (laughs).
Kojima: Firstly, I suppose that anyone who is reading this must be the most devoted fans of our game and for that, I just want to say 'thank you'. Next, to answer your question, I would say Riki. Creating all of his little minutiae was no easy feat.
Takahashi: Riki's voice actor played a huge role in bringing the character to life. If we asked her to provide a more traditionally masculine voice for Riki, then I doubt that anybody would have liked him...
Kojima: I'm happy that we realized Takeda-san's vision for the character so well. We had no idea whether anyone would like him or not, so we made him much easier to play in combat than everyone else just to put our minds at ease (laughs).
Takeda: Although by then, all of his attacks were very uniquely 'Riki', like spitting out venom and breathing fire. What a complex Heropon he is!
Yokota: Now as you would probably guess just from looking at him, Riki originally had the lowest HP in the game. But then one day Kojima-san told me "Why don't I give him the most HP? Just for a laugh!" (laughs). After that, the idea just stuck. He's certainly no less of a Heropon because of it!
Kojima: I thought that he needed something unique. That said though, he's easily the most satisfying character to play as. If you haven't done so yet, do me proud by playing him!
Takeda: My favourite character has got to be Reyn. We originally pitched the game as a story about two inseparable heroes with clashing personalities, but in the end, our priorities shifted to making the player care about Shulk and Fiora's relationship, and Reyn sort of fell by the wayside.
Takahashi: If we aren't limited to playable characters, then my favourite character remains Mumkhar. But Reyn, how should I put it… he's not the kind of friend who comes around every day. And yet, he's the friend you always want to have by your side. I'm sure we all agree!

Closing thoughts on the adventure and the message of Xenoblade Chronicles…

Takeda: From my perspective as a game designer, crafting a long and captivating RPG was a fascinating challenge. It was, for me, a good exercise in developing characters gradually, without resorting to immediate emotional stimuli.
Yokota: Players end up spending dozens of hours alongside RPG heroes. So certainly, the narrative beats need to be spread out a lot further than most games, but in the end, that only deepens the connection a player will feel with these characters.
Takeda: When thinking about a story's appeal, the most important thing is to know how to answer a player's expectations. They could be on a quest for ultimate power, or just want to find a partner, but a game really becomes fun for the player when it answers a very particular need. And among those needs, I think that everyone, deep inside us, has a desire for friendship, to find that one person you can count on, no matter what, to stick with us through thick and thin. A story about the values of friendship, if you know what I mean…
Takahashi: In the past, we could find countless works with that scope of friendship. But nowadays, we can admit, it has become something very mundane and unexciting. That said, as our goal was to immerse the player in the Xenoblade Chronicles universe as much as we could, we needed to do our best to accommodate them. We had to convey the idea of "experiencing an adventure with a dear friend", without limiting ourselves to Reyn. In that regard, I think we succeeded.

Alright… Well, I think that we have a beautiful message here, summarizing what a lot of players, myself included, thought of Xenoblade Chronicles! Thank you for everything and good luck with your next creation!

(Interview conducted in Monolith Software headquarters, on October the 25th, 2010)

To conclude:

Xenoblade Chronicles is, at its heart, a modern creation myth. A story of Genesis, composed of countless appealing characters. It is also a story of friendship, of "connections", between Shulk and his companions. We hope that the book that you have in your hands will become your most treasured companion on the road to fully understanding and appreciating the incredible world of Xenoblade Chronicles.

Xenoblade The Secret File MONADO Archives

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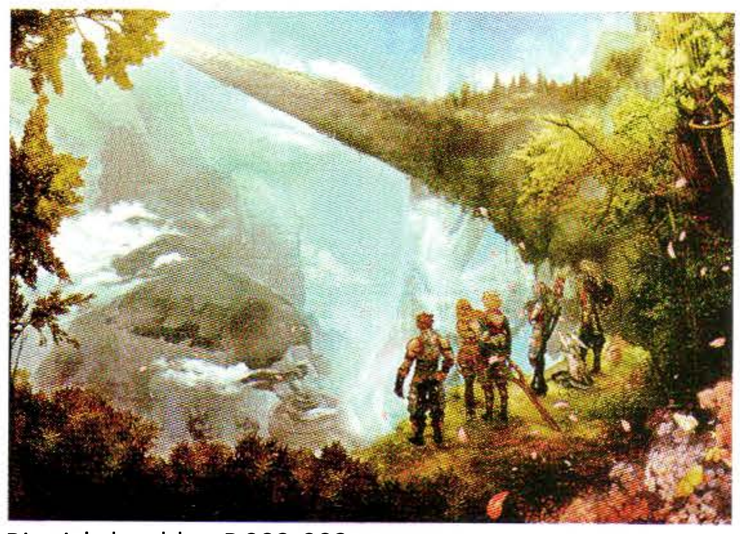

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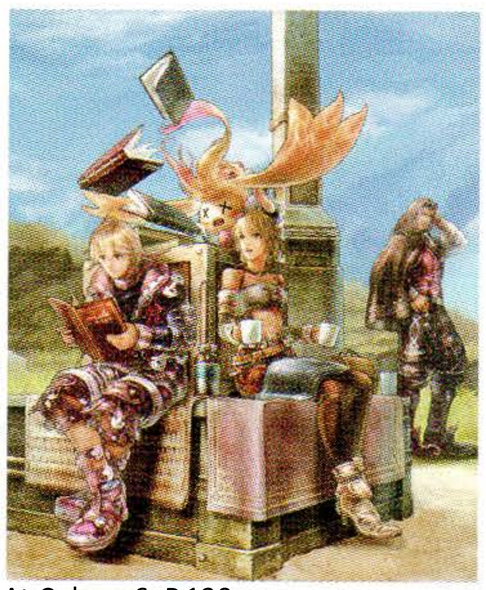

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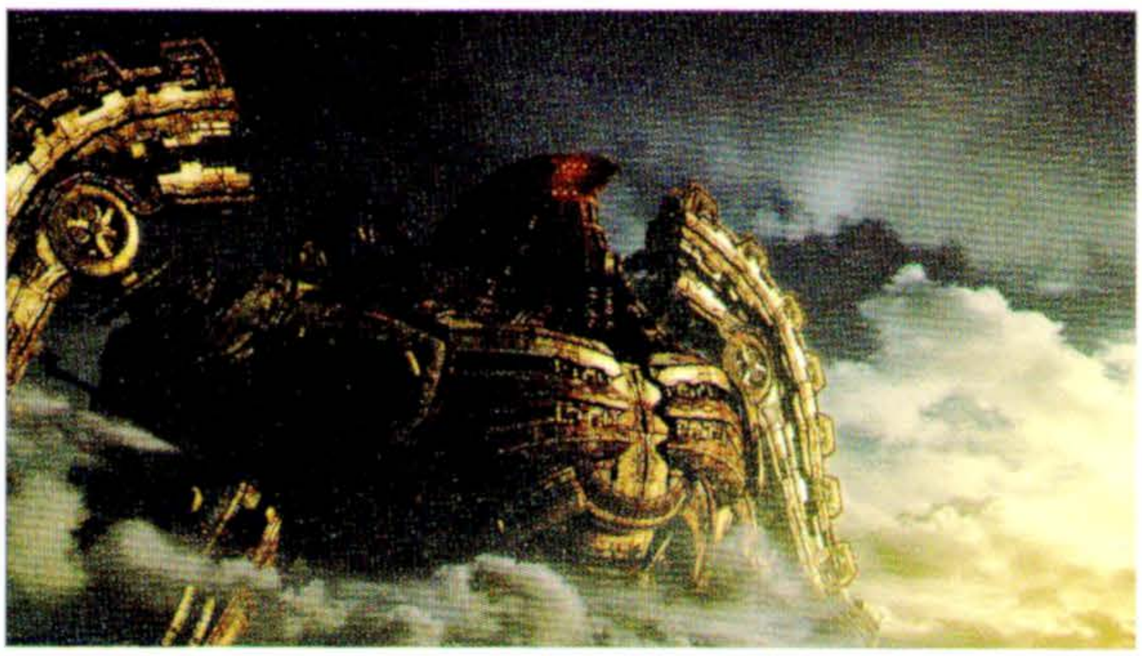
Frontier Village P.019



The original Mechonis.
P.008-009

The original Bionis.
P.254-255

The Battle of Titans
P.014

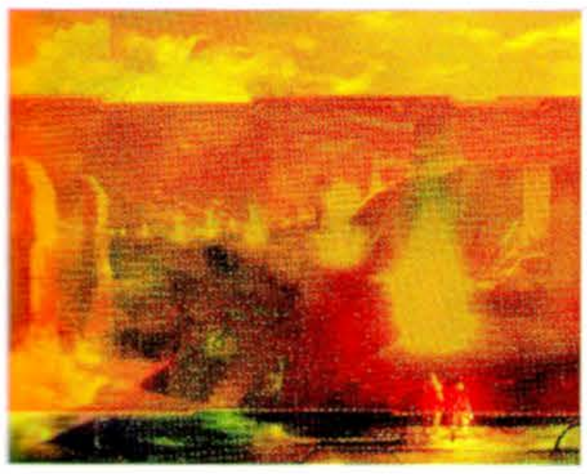
Fiora and Melia in swimsuits.
P.210
*Illustration specially crafted for this book by Eiwa.

A joy that comes from the heart... P.246-247
*Illustration specially crafted for this book by Kotaro Yamada

Rally.
*Mixed illustration that was used for the "The Complete Guide" book. In this book, the illustration of each character are represented independently.

Metal Face (Mumkhar).
P217
*Illustration specially crafted for this book by Shigeaki Suetsugu (Alpha Dream Company).

Decision making with a smile...
P.249
*Illustration specially crafted for this book by Kotaro Yamada



Sword Valley
P.252-253

Mecha Fiora. P218
*Illustration specially crafted for this book by Shigeaki Suetsugu (Alpha System Company).

Xenoblade Party! P.220-221
*Illustration specially crafted for this book, by Miyan.

Shulk and Fiora.
P236
*Illustration used as a special gift for the early sold copies. By Kunihiko Tanaka.

A friendly table gathering. P224-245
*Illustration specially crafted for this book by Kotaro Yamada.

Bionis' Monado.
P.256
*CG illustration used for the game packaging.

Xenoblade The Secret File MONADO Archives
Archive2

WorldVisual
More secrets finally revealed...

WORLDVISUAL

Witness and learn about the most breathtaking landmarks from the world of Xenoblade Chronicles. Between the skies above and the seas below, the great beauty of this universe unfolds into a stellar adventure taking place on the lifeless corpses of the Bionis and Mechonis.

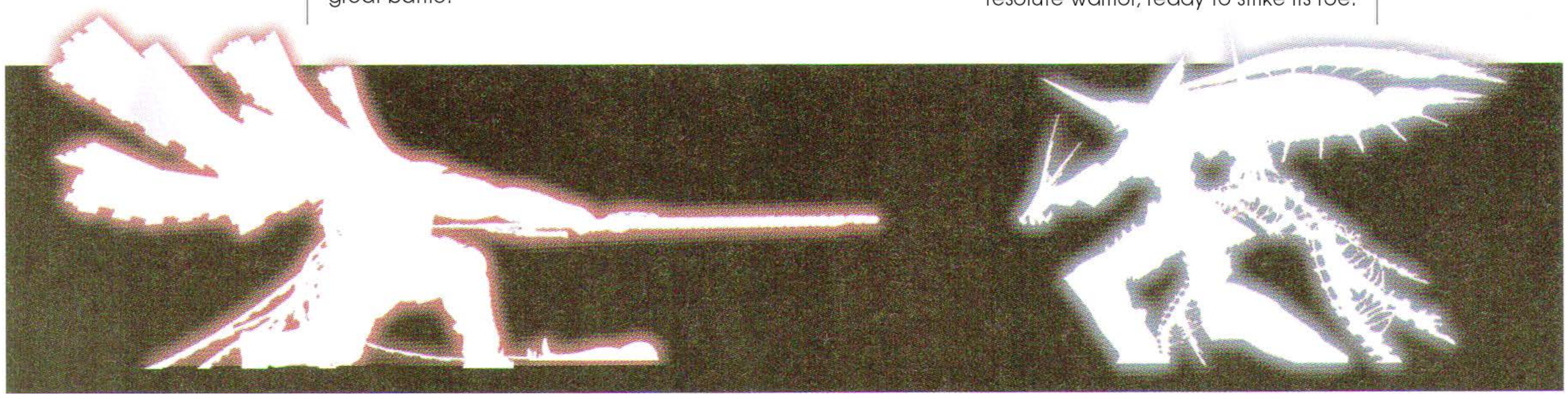
Eons after their battle, the two great titans remain frozen for all eternity...

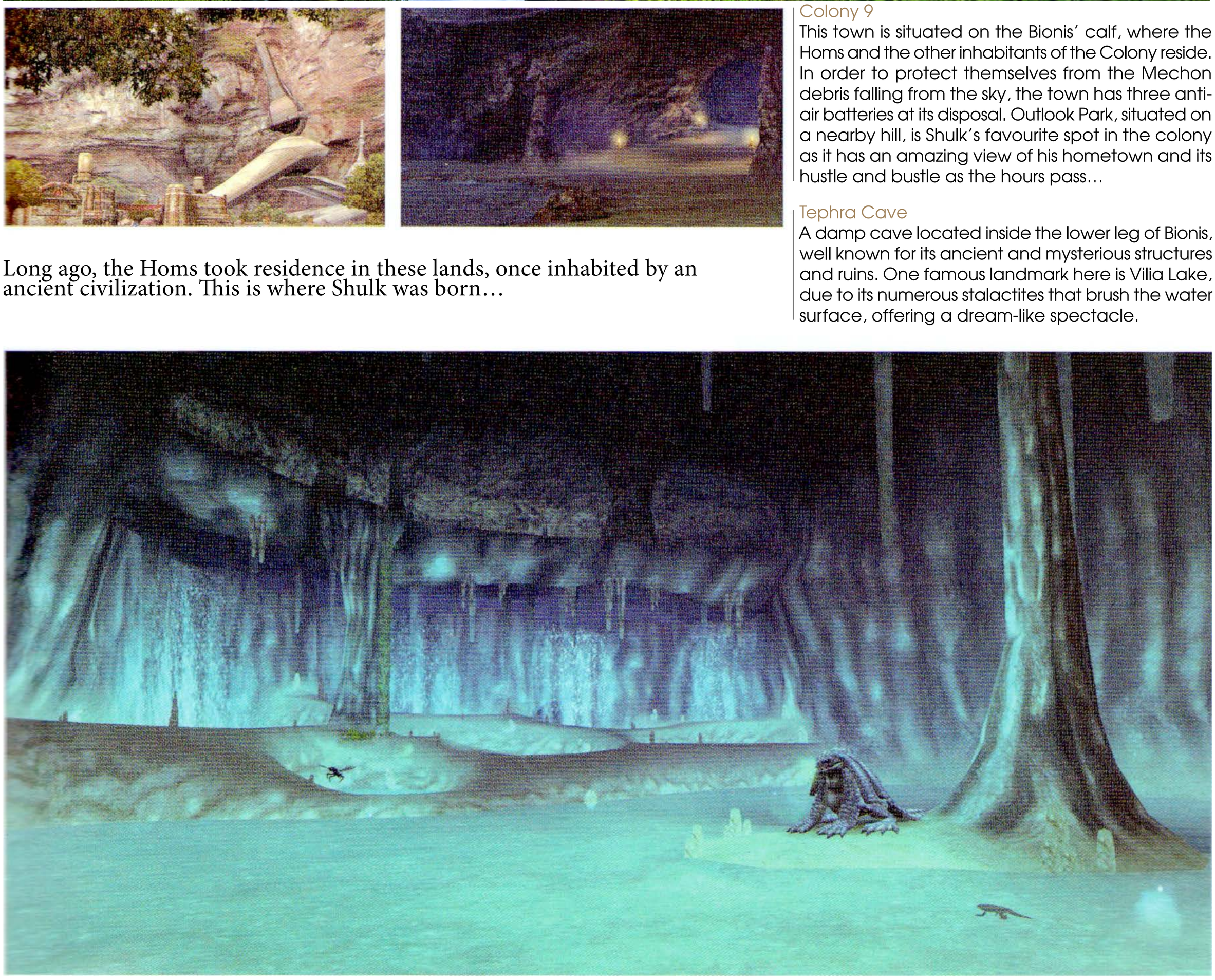
Mechonis' silhouette

The great Mechonis kneels forward, its sword crashing into the Bionis' waist. Its position recalls a rage-filled swing from the great battle.

Bionis' silhouette

The Bionis braves the Mechonis' sword on its side. Though it leans, it still looks forward with determination as it faces its eternal enemy. Its stance is that of a resolute warrior, ready to strike its foe.





Long ago, the Homs took residence in these lands, once inhabited by an ancient civilization. This is where Shulk was born…

Colony 9

This town is situated on the Bionis' calf, where the Homs and the other inhabitants of the Colony reside. In order to protect themselves from the Mechon debris falling from the sky, the town has three anti-air batteries at its disposal. Outlook Park, situated on a nearby hill, is Shulk's favourite spot in the colony as it has an amazing view of his hometown and its hustle and bustle as the hours pass…

Tephra Cave

A damp cave located inside the lower leg of Bionis, well known for its ancient and mysterious structures and ruins. One famous landmark here is Vilia Lake, due to its numerous stalactites that brush the water surface, offering a dream-like spectacle.

Bionis' Leg

A vast plain that stretches across the leg of the Bionis, connecting both Colonies 6 and 9. Its green and rich flora allows countless varieties of animals to thrive here. Near the north of Raguel Bridge hides a magnificent view from a secluded cliff. From here, you can see the distant but foreboding world of Mechonis!

Ether Mine

A giant structure that extracts Ether minerals that flow within Bionis. The intensely active and spiralling column almost feels like the Bionis itself is breathing with every pulse.

Satorl Marsh
A sprawling marsh that holds many ruins of the ancient High Entia. The vegetation is dead and lifeless during the day, but come nightfall, the swamp lights up as a thick ether fog covers the marsh. The trees at night bloom flowers with a glowing bluish tone, giving this place an otherworldly feel.

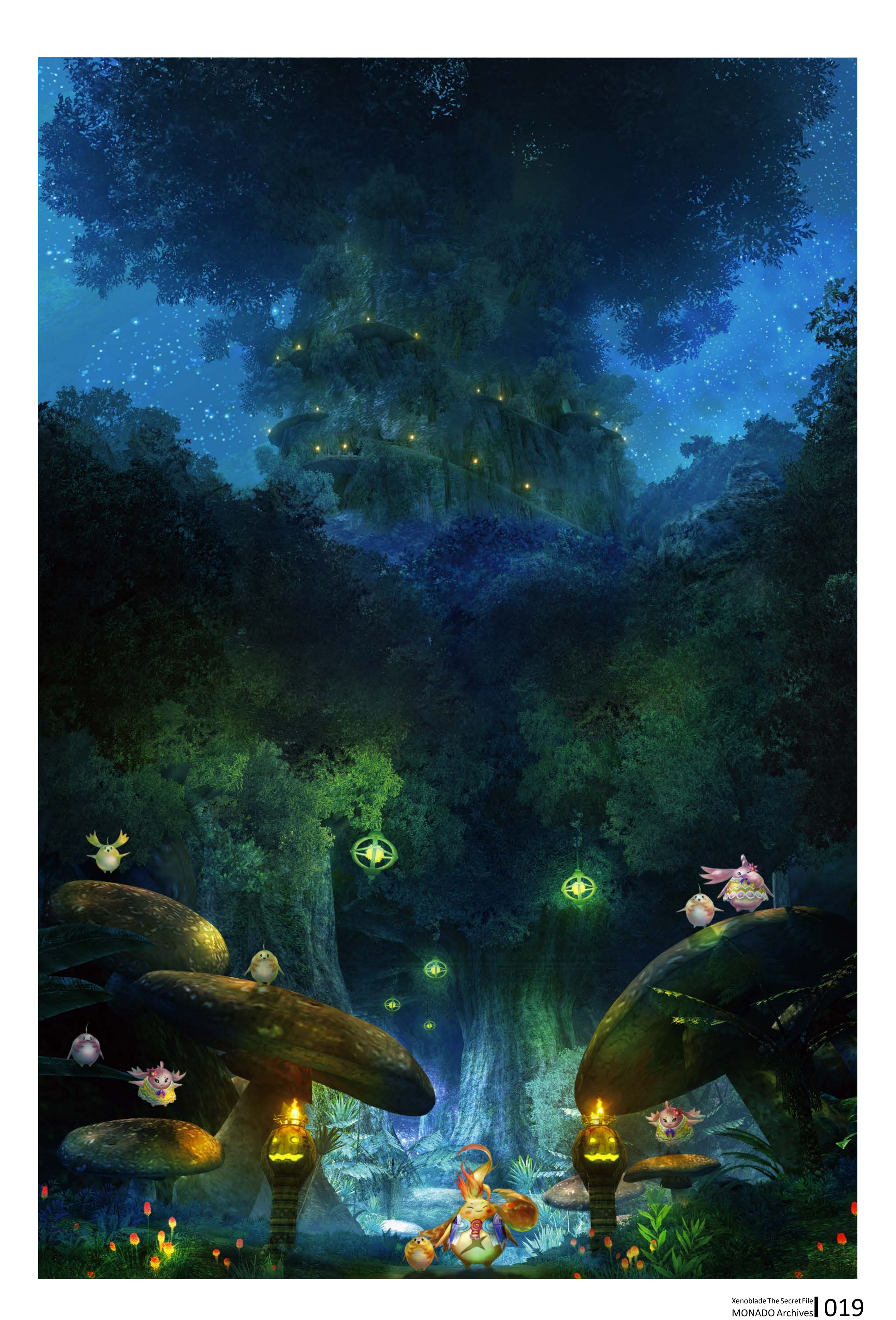
The natural and miraculous glow of the world, a breathtaking beauty…

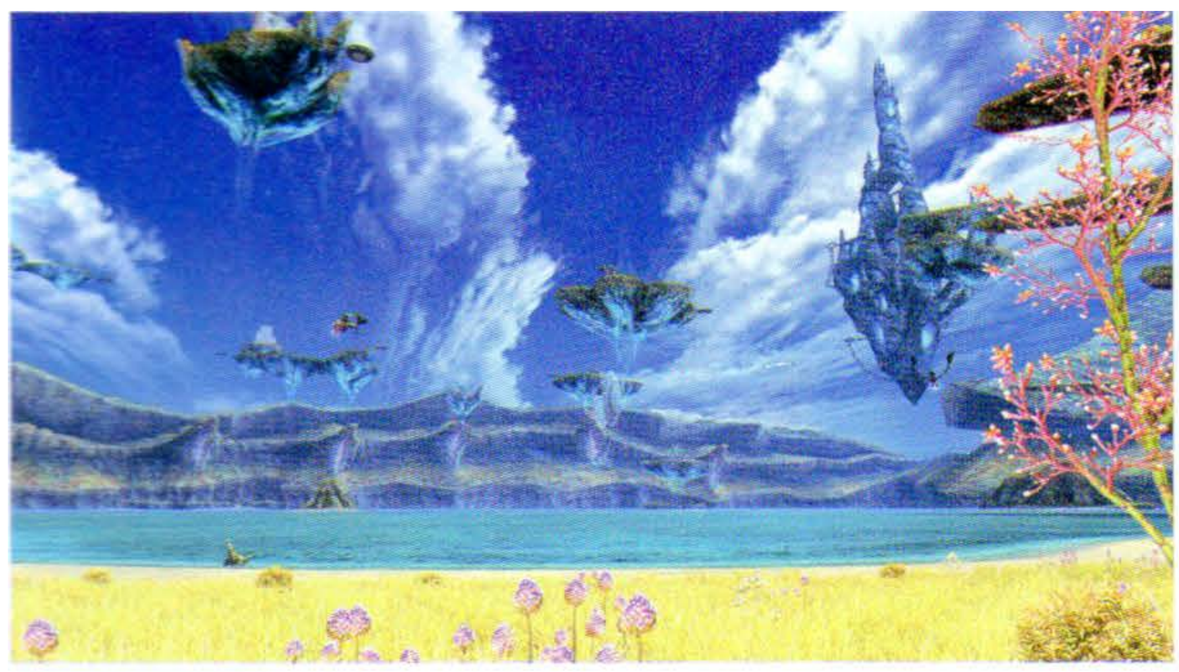
Makna Forest
This area is unique due to its vast ecosystem, which came to be thanks to the subtropical climate. Anyone who follows the footpath through Makna Forest will inevitably come across the great tree in which the Nopon make their home.

A wild forest and a beautiful haven of peace…

Frontier Village

This is where the Nopon village can be found, constructed both at the base and within the colossal tree. Connected by a number of suspended bridges, the village's height and location was important in preventing any threat from the feral beasts of the forest, providing a safe area for the Nopon to live. There's no name other than "Nopon paradise" to describe this wondrous location.



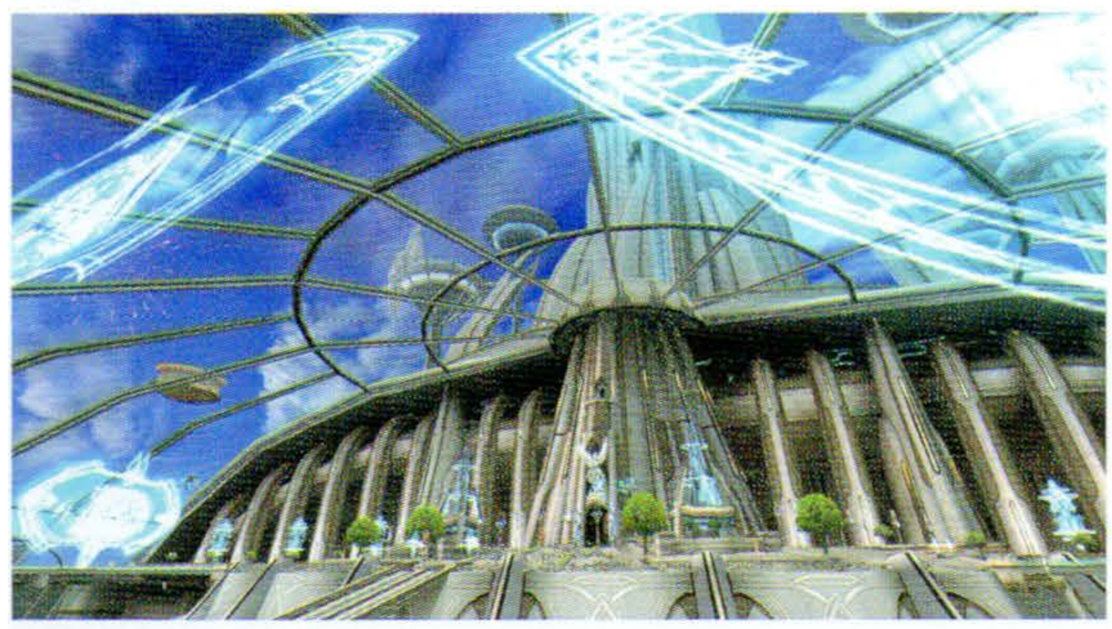


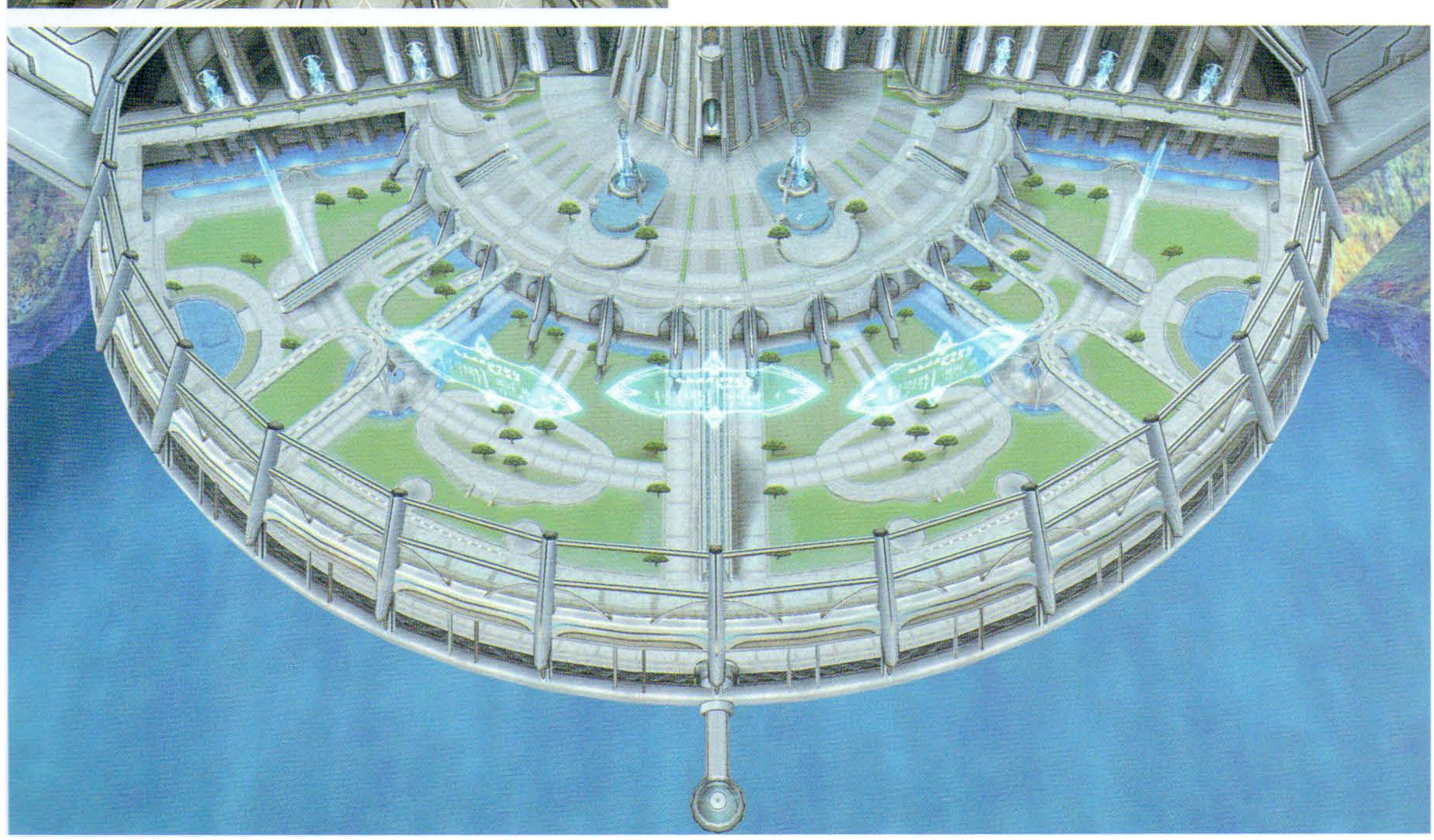
Eryth Sea

The great Eryth Sea sits near the Bionis' head. A number of islands can be found floating over the water's surface, which are connected by flying machines created by the High Entia. The Imperial Capital Alcamoth is suspended in the air at the centre of the sea, and is well protected from Mechon attacks thanks to its highly advanced Anti-Mechon defence systems.

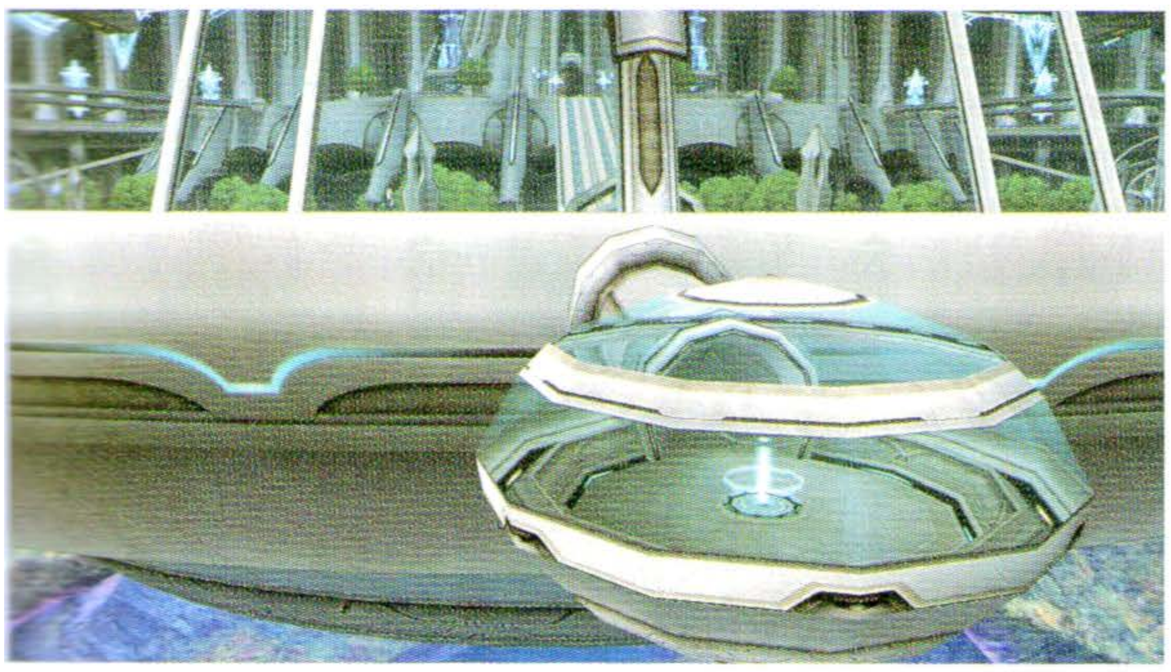
Alcamoth, Imperial Capital

This grand, floating capital was created using the great technological advancements devised by the pioneers of the High Entia. In its park, there are two fountains named "Fountain of Hope" and "Fountain of Eternity", both symbolising the state of mind of its people.



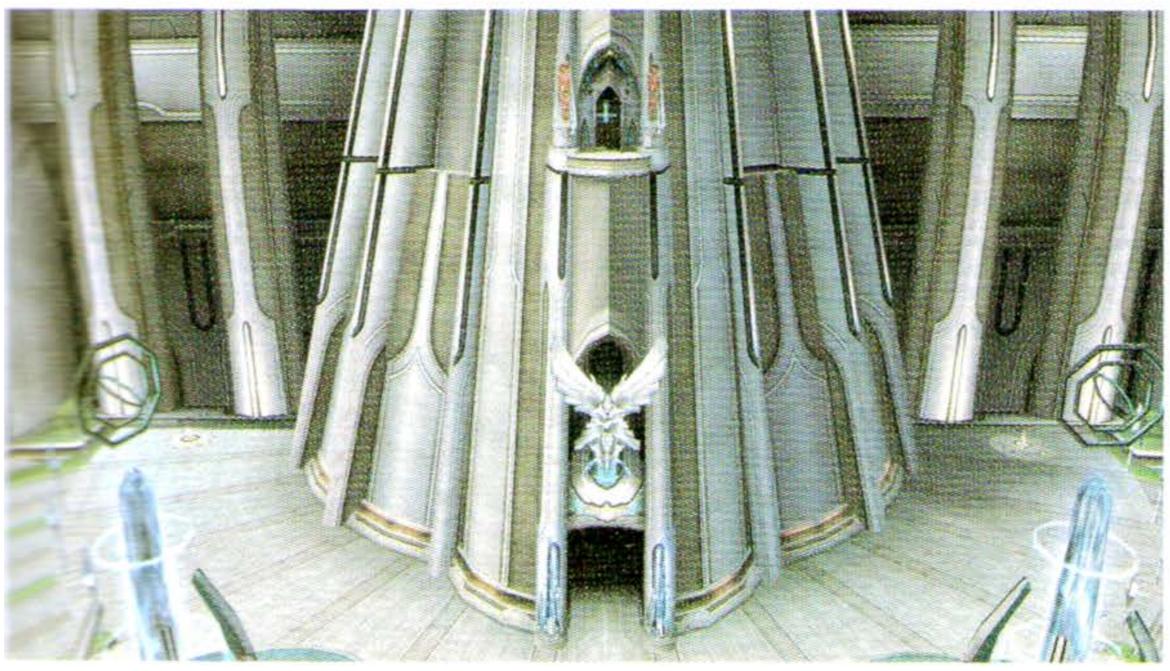


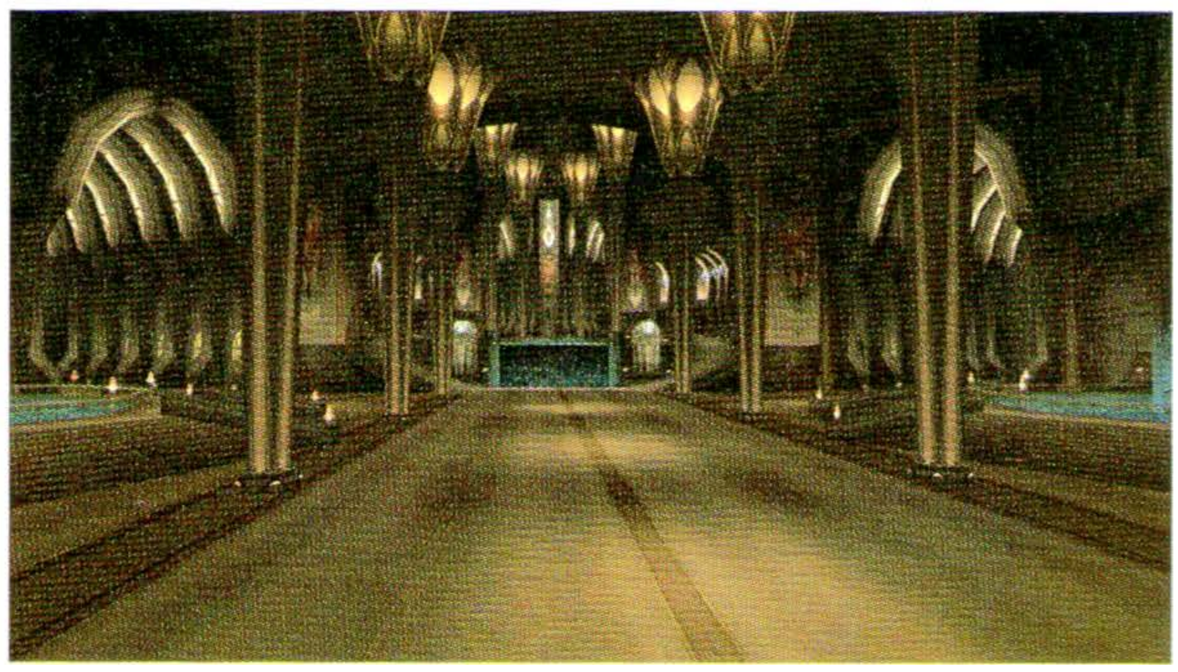
Seawater as pure as crystal.
A dazzling limpid blue sky.
This is it, the Eryth Sea…



The Grand Hall of the Imperial Palace

At the heart of the Imperial Palace is a huge star-shaped hallway. Its high ceilings and decorative arrangements give the hall an atmosphere that is as mysterious as it is sacred. This hall alone shows that this place is a home worthy of the High Entia imperial family.

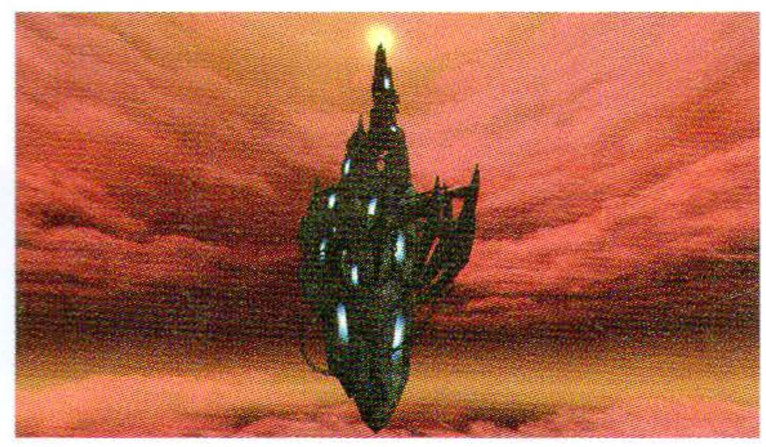


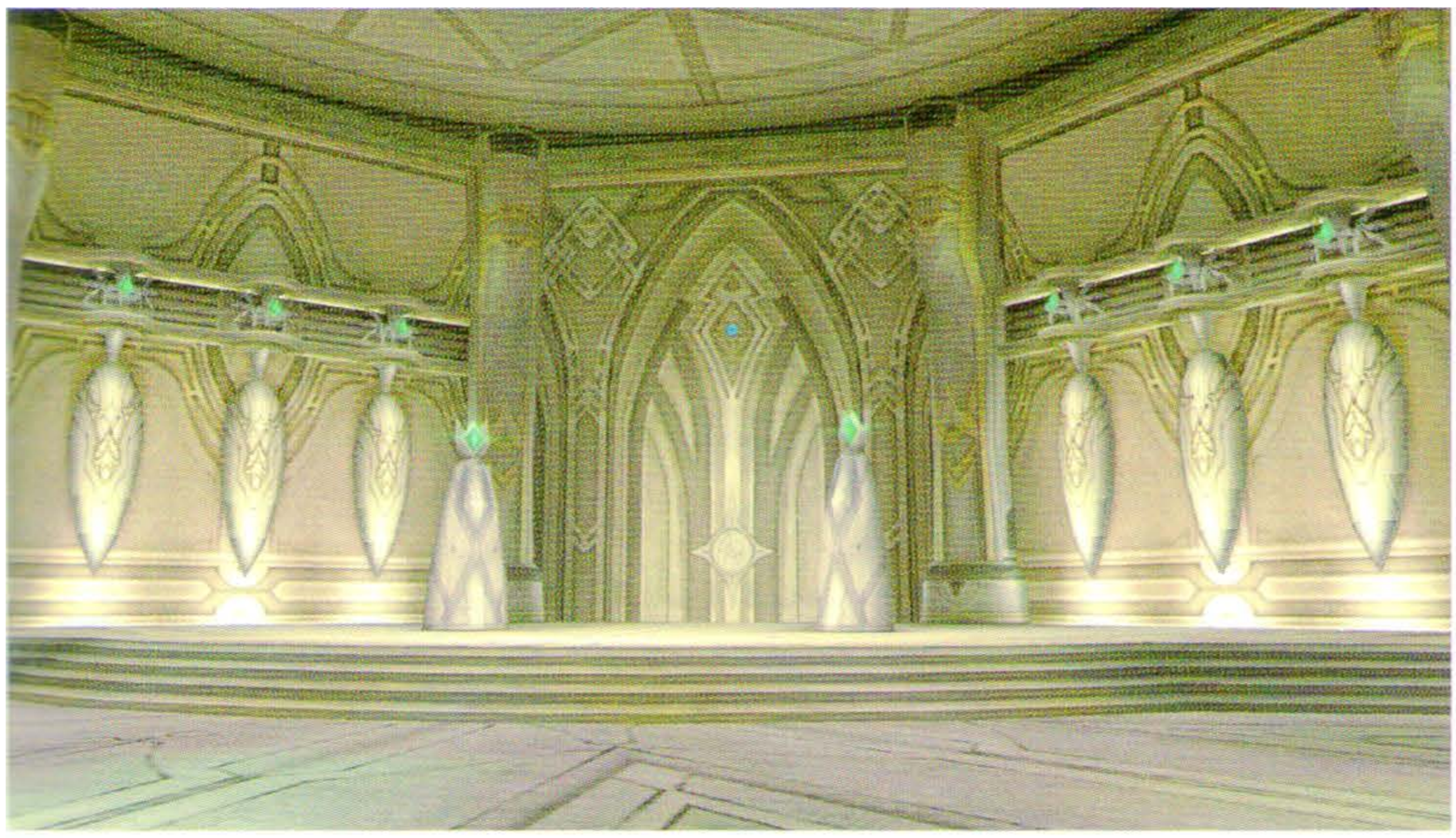


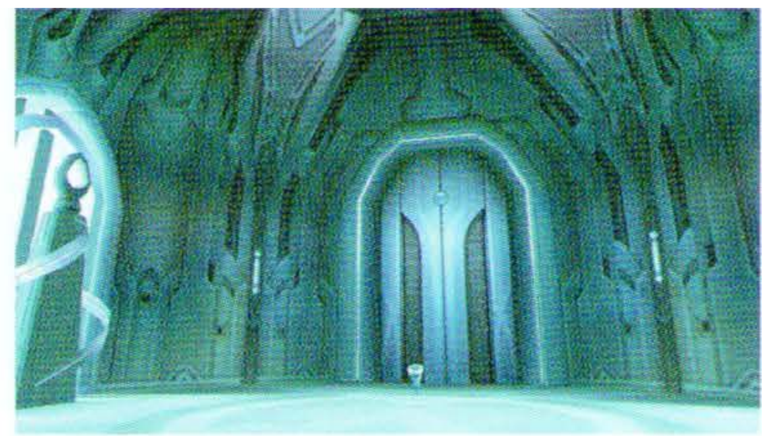
A demonic King, waiting to devour the impure souls of the guilty…

Prison Island

Prison Island is the place where the ancestors of the High Entia sealed away a maleficent giant. This island emanates such an insalubrious and drenched atmosphere, that even the shooting stars give off an unsettling feeling.



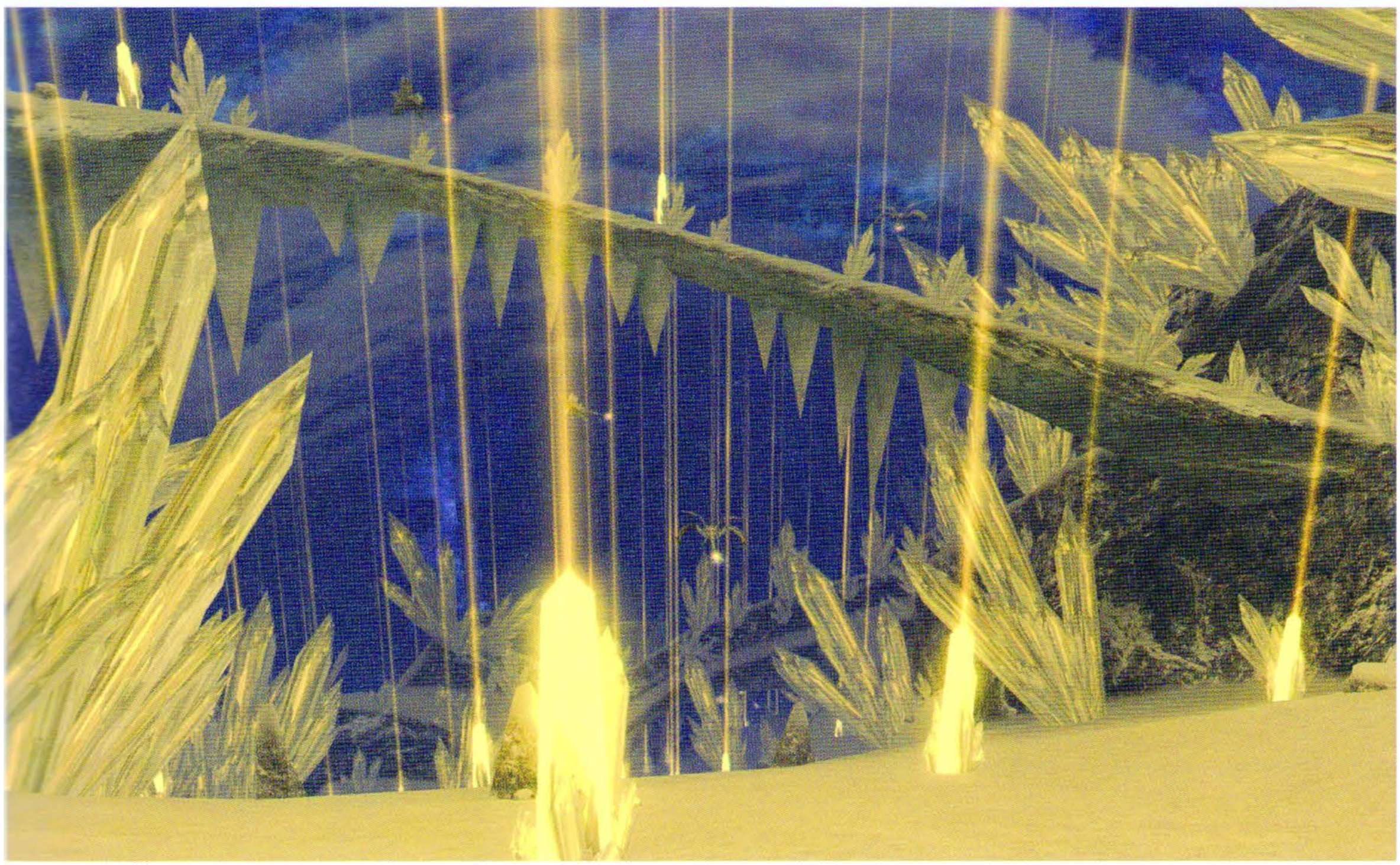




High Entia Tomb

It is in this necropolis that the tombs of the High Entia ancestors rest. The ceremonial hall which lies within its walls is a test that, when passed, allows each new Emperor to be accepted by their people. However, for outsiders trying to enter, numerous trials await those who plan to loot this ancient burial ground. Many traps await any who dare to enter.

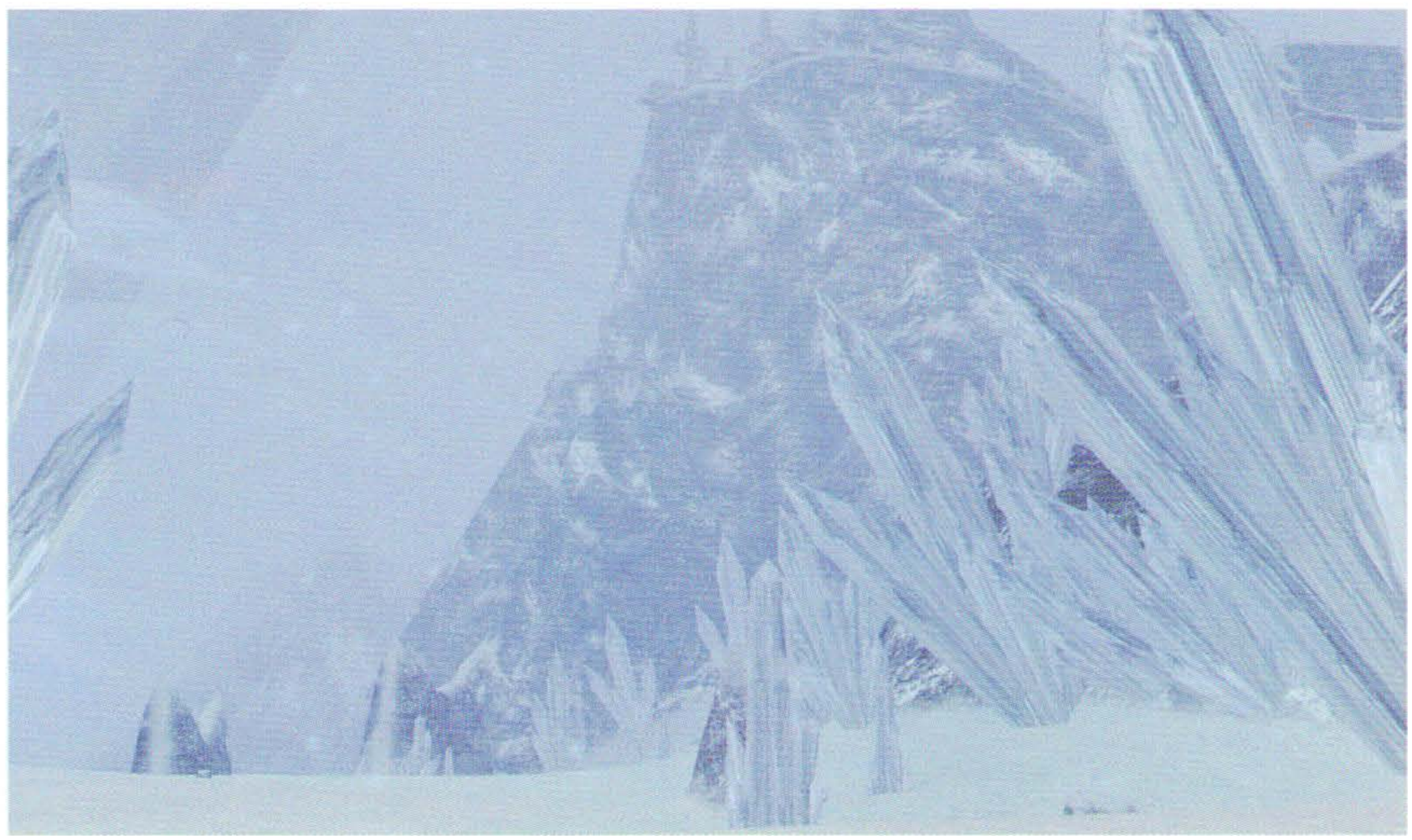
A sacred resting ground that symbolizes hope for the High Entia…



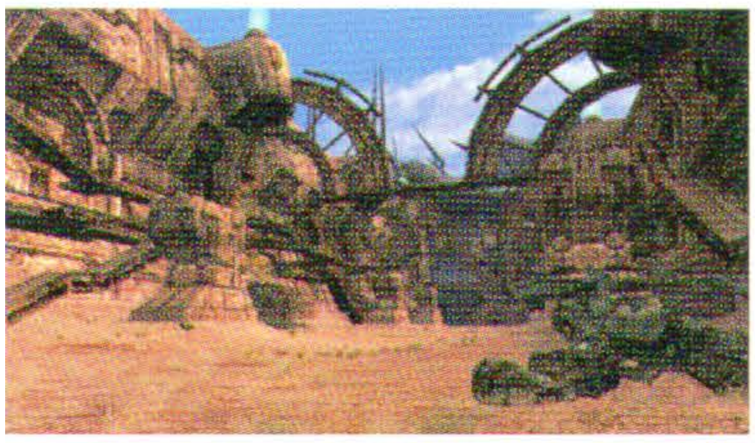
Ranges of luminous columns reflecting the hearts of their travellers...

Valak Mountain

Its steep terrain and abundant snow are unkind to any new visitors. But when the night falls, the ice trees that grow in the region emit a mysterious yellow beam towards the skies…



A sordid place where the Mechon draw ether energy from the Bionis…



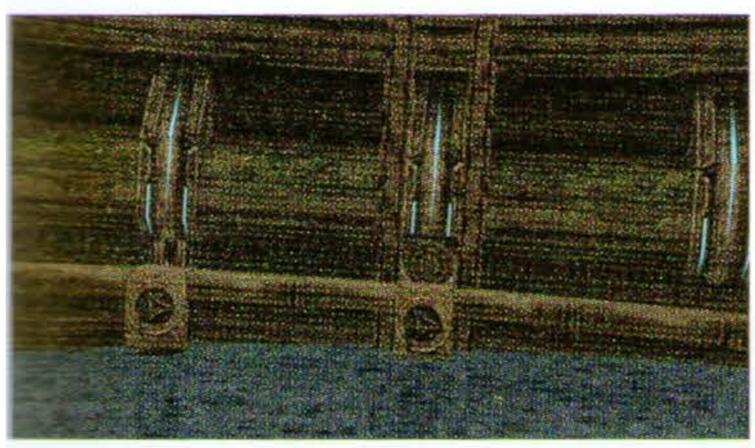
The stronghold of the Mechon, firmly protected by a fortress made of metal.

Sword Valley…
Over many years, the sword of the Mechonis that struck the Bionis during their great battle turned into the base of operations for the Mechon. These are the lands where Dunban and the Homs Defence Force fought off the Mechon one year ago, bringing a temporary peace to Bionis.

Galahad Fortress
The Fortress was built at the hilt of the sword. The wound at Bionis' waist caused a leak of liquid Ether energy which abundantly flows through the sword and to the Fortress, giving a permanent supply of power to the Mechon.

Fallen Arm

As its name says, this area is originally where the Mechonis' left arm fell when it was sliced off during the battle with Bionis. The arm is littered with the remains of Mechon and debris from machines, most of which falls from the Fortress above.



A lonely beach, bearing scars of a battle from time immemorial…

Mechonis Field

This place contains the inner workings which help maintain the immense structure of the Mechonis. Many elevators connect the floors filled with Mechon. In contrast to the open fields of Bionis, the Mechonis Field is narrow and cloaked in permanent shadow.

A metallic world, stone cold and dripping with oil. A dangerous place for any being of flesh and blood…

Mechonis Capital Agniratha

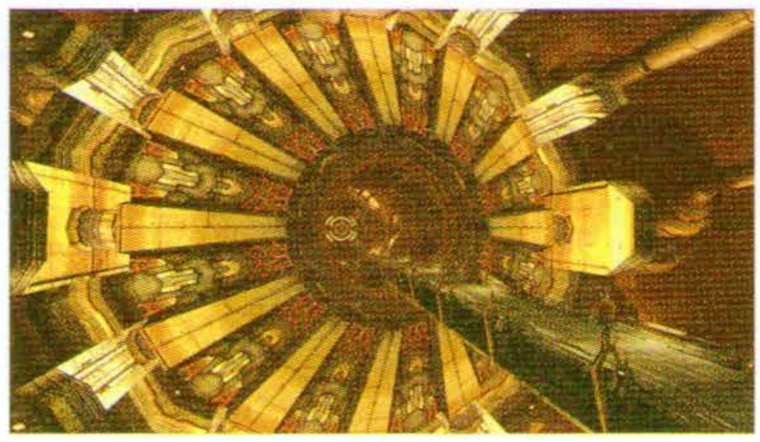
In ancient times when the Machina race thrived, Agniratha was the Machina's great metropolis. Deep within this great city, a shrine can be found where Meyneth, the Goddess of the Machina, was worshipped. To get to this remote place, four verification devices must be activated.

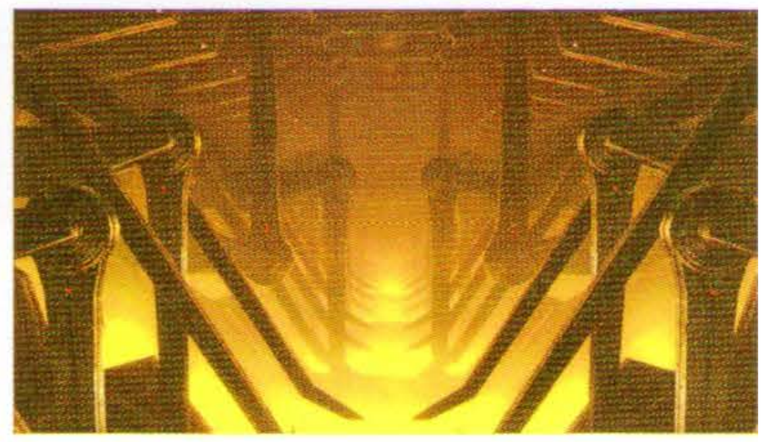
Central Factory

This is the factory where Mechon are produced and equipped within the maintenance room filled with Faced Mechon. It is also here that all Homs prisoners are taken. The Central Tower that can be seen from the far rear is a transporter connecting the factory to the capital.

Mechonis Core

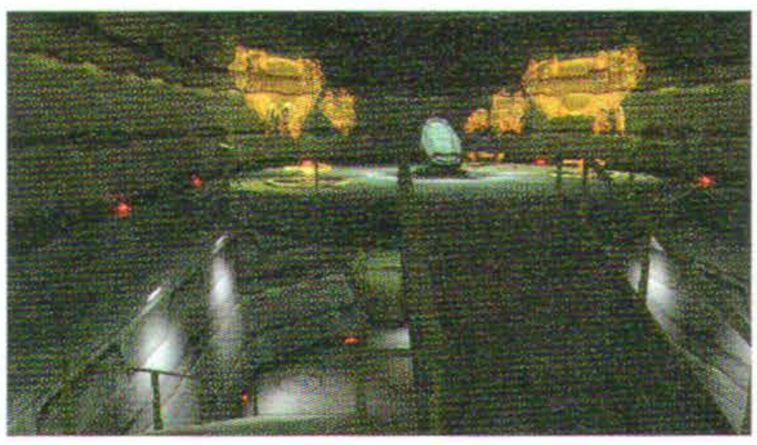
The Central part of the Mechonis' structure. Panoramic screens that appear on the walls are used as the eyes of Mechonis. In the game, the centre of this room is where Yaldabaoth is stationed. When looking out from the core, you can see the Bionis in the distance.

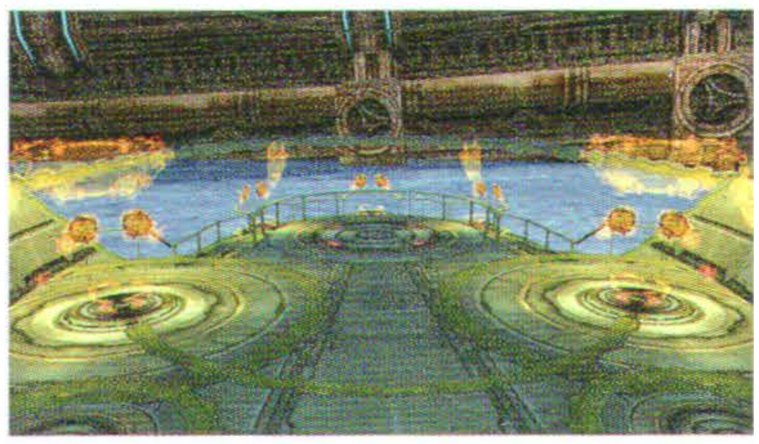




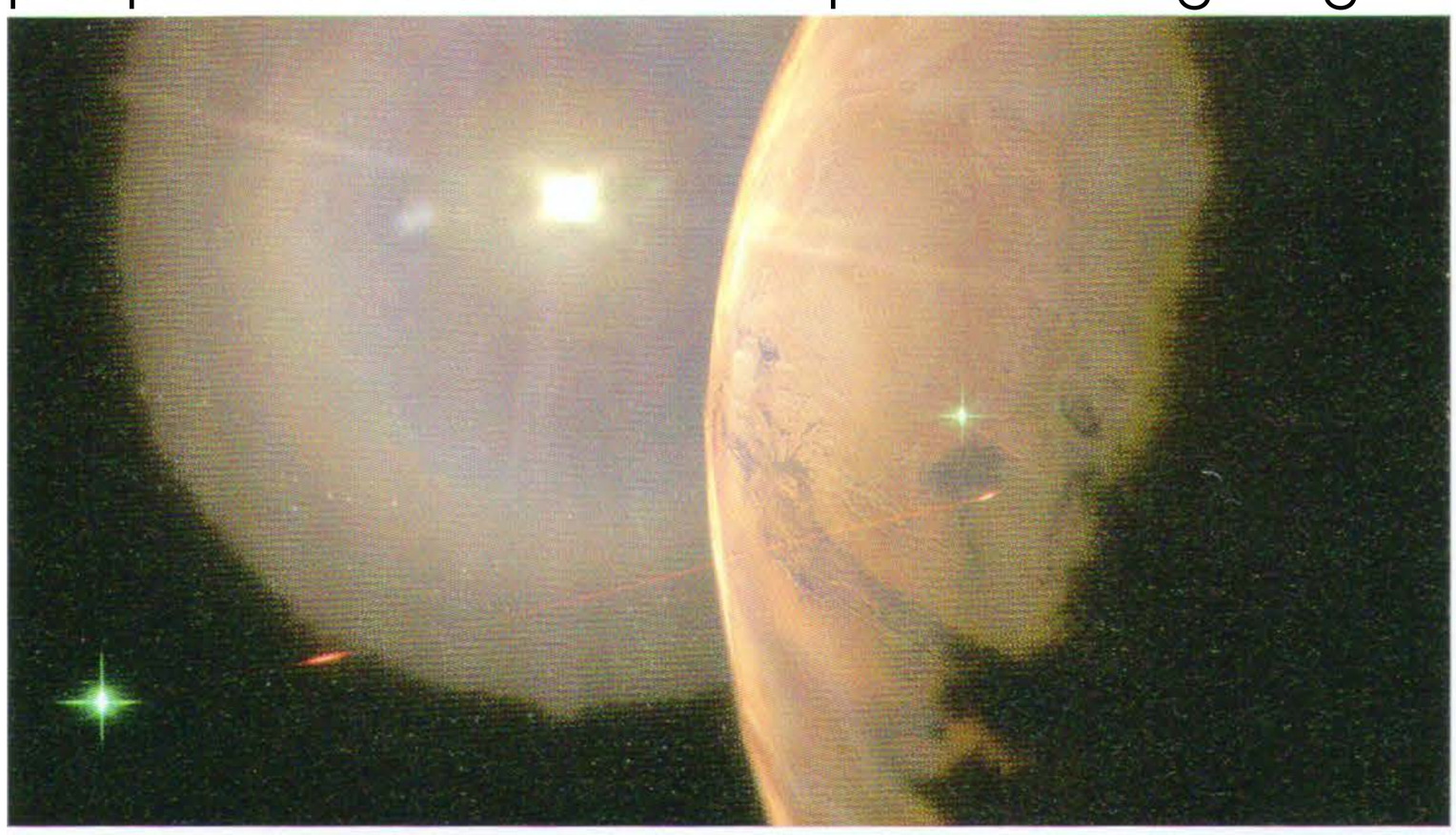
Even when deserted by the Machina, this city still stirs…

The Hidden Machina Village
After fleeing the world of Mechonis, the Machina people found refuge and retreated below to the Fallen Arm. Within the ship called Junks in the centre of the lake, Miqol, the Machina leader, can be found.





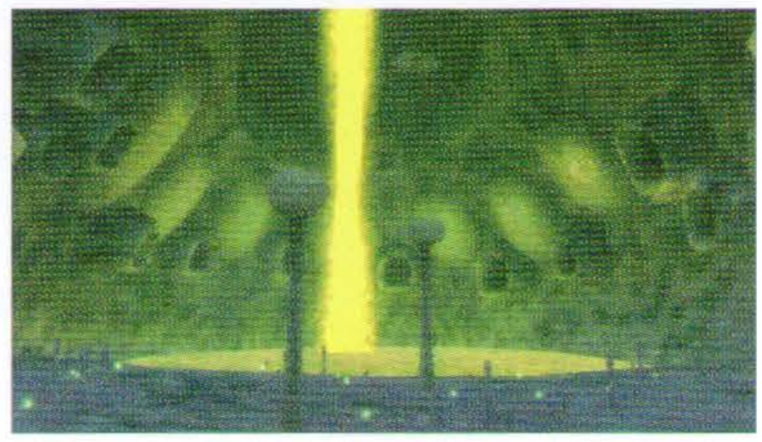
The second homeland of the Machina, the people that refused to take part in the fighting…



Memory Space
A realm featuring many familiar celestial bodies like Saturn, Mars, Jupiter and even the Moon. Though it appears to be in space, this world may be formed from the memories of Lord Zanza before he became a god. However, the last location that you will visit is actually...

Bionis' Interior

This area proves once and for all that Bionis lives and breathes, with paths to the trachea and a central tower serving as a vertebral nerve. Countless blood vessels coat the ceiling while red and white blood cells decorate the air of the heart of Bionis.



When the divine wills float beyond space and time..

A surreal place and fantastic sight to behold. The life within is allowed to behold the might of the divine...

Archive3

XENOPEDIA

Discover here information about all the people who accompany or face against Shulk during his journey. Compiled here is all the information you need to know about the many characters of Xenoblade.

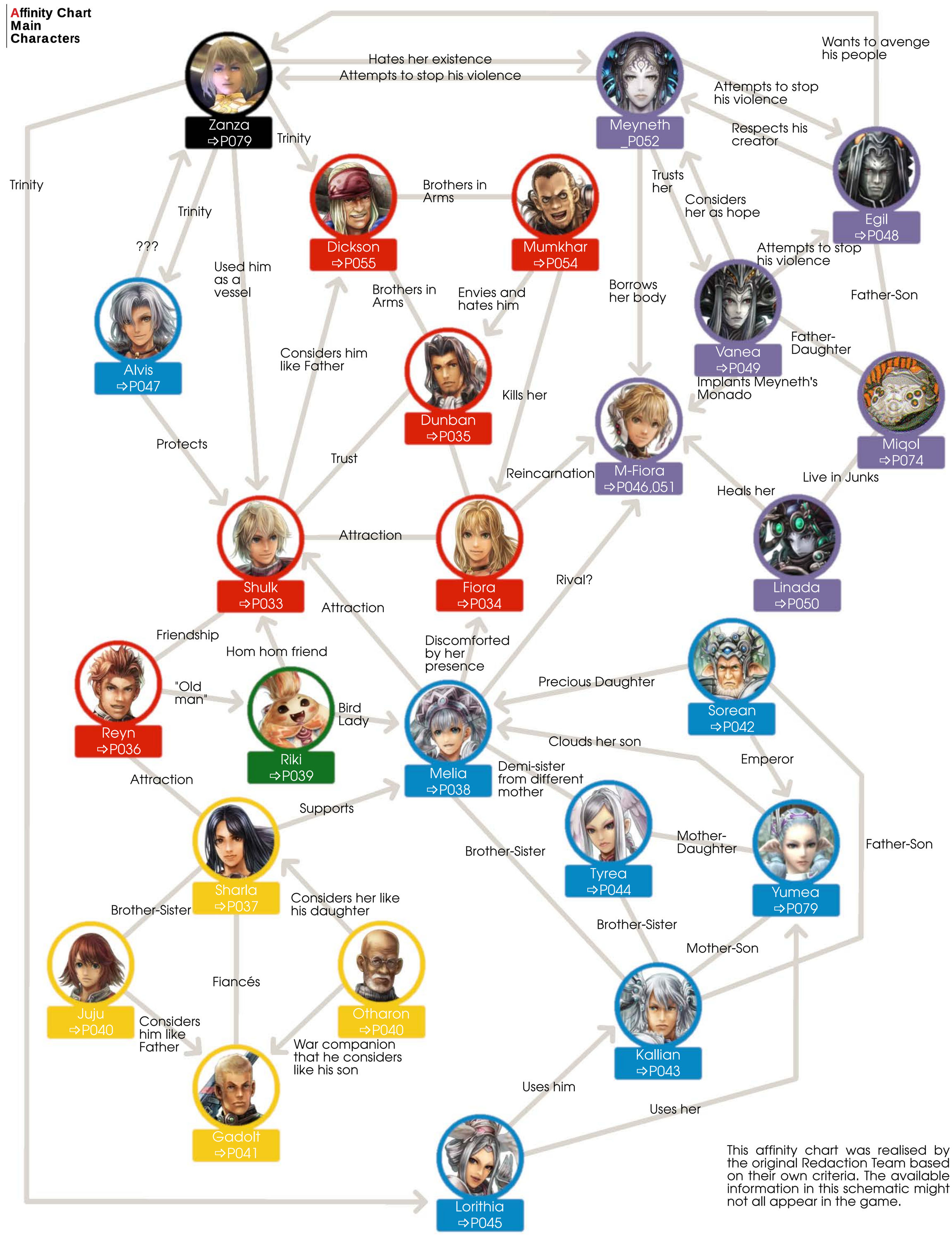
Archive3-1 MAIN CHARACTER
Archive3-2 CHARACTERS
Archive3-3 WORLD GUIDANCE
Archive3-4 BATTLEVOICE FILE
Archive3-5 HEART TO HEART FILE

Xenoblade The Secret File MONADO Archives

MAIN CHARACTER

Bionis, Mechonis, those that they gave life to and fight with the heart. Let's take a look at these characters.

Affinity Chart Main Characters



This affinity chart was realised by the original Redaction Team based on their own criteria. The available information in this schematic might not all appear in the game.

CHARACTER SHEET

SHULK

- Race: Homs
- Sex: Male
- Age: 18
- Height: 171 cm (5'7")
- Basic Traits: Integrity, Humanity, Intuition
- Essential Traits: Pessimism, Bravery
- Voice Actors (en, jp): Adam Howden, Shintaro Asanuma

"We are Homs. And we won't just stand here waiting to be eaten!"
(Ether Mine: Base Level)

"I won't decide. The future should be decided by each and every person in the world. And so, what I... No what we wish for is... a world with no gods!"
(Memory Space: Sentient Genesis)

COMMENTARY

A young man from Colony 9 who loves to tinker with machinery. Working at the Weapon Development Lab in the Military District, he develops weapons used by the Defence Force alongside his Monado research. He has a peaceful and pleasant nature, but can also show fierce courage against enemies when it comes to defending his friends. However, he is not very comfortable with revealing his own emotions, especially surrounding his relationship with Fiora and his feelings for her, which he does not express for a long time.

His parents were both members of the Monado expedition team, and since he was born during their research, he accompanied them on their ventures. This is how a 4 year-old Shulk ended up with the research team when they discovered the Monado in Ose Tower on Valak Mountain. However, a mysterious light killed the entire team. Only Shulk survived, barely saved by Dickson, who would become Shulk's protector and a father-like figure.

During the Mechon attack on Colony 9, Shulk uses the Monado to fight them off, and later leaves in pursuit of Metal Face. He matures, slowly but surely, overcoming hardship after hardship with the help of the companions that he meets along the way, and clears a path towards a New World.

CHARACTER SHEET

FIORA

- Race: Homs
- Sex: Female
- Age: 18
- Height: 160 cm (5'3")
- Basic Traits: Courage, Daring, Zeal
- Essential Traits: Rashness, Innocence
- Voice Actors (en, jp): Carina Reeves, Eri Nakao

"The breeze feels so good. You're spending too much time with Reyn. You're getting used to all the noise he makes."
"It's so peaceful. You know Shulk, I hope every day can be like this, always."
(Colony 9: Outlook Park)

COMMENTARY

A young woman of action living in Colony 9. She lost her parents in a Mechon attack when she was still a child and grew up with her older brother, Dunban. They supported each other a lot. This is probably why she seems so mature for her age, and fell in with Shulk and Reyn, who have also lost their families. She has long felt the same feelings for Shulk as he does for her, but both have maintained a platonic relationship.

During the attack on Colony 9 by the Mechon, she jumps into a mobile artillery and engages in combat with Metal Face, but after a violent counter-attack from Metal Face, she disappears, although it is not clear if she is dead or alive.

CHARACTER SHEET

DUNBAN

- Race: Homs
- Sex: Male
- Age: 30
- Height: 180 cm (5'11")
- Basic Traits: Bravery, Wisdom, Prudence
- Essential Traits: Obstinance, Enthusiasm
- Voice Actors (en, jp): Rufus Jones, Ryo Horikawa

"Any more time spent hanging around here and we're done for. Or we can stay and fight? We may die if we take a stand here. But staying gives us the chance to change our destinies."
(Sword Valley)

"It truly seems as though everything is going as Zanza planned. But our hearts and minds... They still hold the will to seize our own destiny! No matter how hard you try to break us, the future is ours to shape, Dickson! Always!"
(Colony 6: near Hope Farm)

COMMENTARY

This swordsman once wielded the Monado to fight and rout the Mechon, which earned him his reputation as a hero of the Homs. However, his efforts to control the power of the Monado was not without consequence. After the decisive battle of Sword Valley, the injuries made him lose the usage of his right arm, to the extent that he struggles to even hold a spoon.

Even when the situation seems difficult, he never loses his hope for a better future. With his seemingly carefree attitude and dry sense of humour, it can be difficult to see him as the hero of the legend. However, behind this front lies the deeper feelings he hides in the depths of his heart. Fiora even says she sees him cry in secret. He watched over not only his sister, but also over Shulk, Reyn, and all the other young ones in Colony 9 single-handedly. He took care of his sister while wishing that she would live to make her dreams a reality, but the attack on Colony 9 forces him to dive back into the fight against the Mechonis.

Nearly consumed by vengeance after the betrayals of Mumkhar and Dickson, whom he thought were his friends, he still stays true to his values and supports Shulk and his companions in all of their battles. At the end of these struggles, he joins Vanea and his family to devote himself entirely to rebuilding a new world.

CHARACTER SHEET

REYN

- Race: Homs
- Sex: Male
- Age: 18
- Height: 190 cm (6'3")
- Basic Traits: Spirit, Enthusiasm, Diligence
- Essential Traits: Impatience, Camaraderie
- Voice Actors (en, jp): Jay Taylor, Eiji Miyashita

"Ain't you learnt yet, Shulk?
How many times do I have to tell ya?
If something's up, you've got to spit it out, man! I ain't just talking about visions. I mean whatever's on your mind. All right?"

"Don't go apologising. It's my fault for not noticing. Let's get one thing straight. I've still got your back."
(Central Factory : Ventilation Conduit)

"Shulk! Show him what you're made of!
Come on, man! You don't need the Monado to take down this piece of scum!"
(Prison Island : Prison Terrace)

COMMENTARY

Reyn is Shulk's friend and a young recruit in the Colony 9 Defence Force. He is proud of his red hair, his robustness, and his mighty body, though he's still afraid of insects despite all that. Specializing in the use of weapons called Drivers, which can be used as both a shield and a spear, he leaves Colony 9 with Shulk on a quest to avenge Fiora.

Though bold and confident, he has a habit of acting without thinking, but even though his negligence leads to mishaps (such as his companions falling into a trap), he doesn't let his failure keep him down, and stays optimistic and high-spirited. Moreover, he feels it is his duty to look after his friends. Despite his attraction to Sharla, he prefers not to express his feelings, and seeks to support and protect her just as Gadolt would.

He has some difficulties remembering names such as "Alvis", and "Apocrypha", because details like these are not his strong suit. He's forgotten everything he learned in school, even things that all Homs consider common knowledge, preferring to let his fists do the talking. He can still be counted on in decisive moments, even talking back to Tyrea when she gets angry with Melia.

CHARACTER SHEET

SHARLA

- Race: Homs
- Sex: Female
- Age: 21
- Height: 168 cm (5'6")
- Basic Traits: Devotion, Perseverance, Confidence
- Essential Traits: Reliance, Affection
- Voice Actors (en, jp): Kellie Bright, Akeno Watanabe

"I swear I won't stop until I've scrapped each and every one of you!"
(Ether Mine)

"Do you want to beat the Mechon?
At any cost? Even if it means
giving your own life?"
"If only we all thought like you. It's charming."
(Mechonis Field: Patella Exhaust)

COMMENTARY

Once a medic in the Defence Force, this young woman is one of the few survivors from Colony 6. In her refugee camp on the Bionis' Leg, she looks after her younger brother Juju as well as the elderly and children, and awaits the opportunity to retake Colony 6 from the Mechon.

Always mindful to protect the survivors, she can be difficult to approach, but she is also a generous woman who can easily be moved to tears.

When her brother Juju is kidnapped by the Mechon, she accepts Shulk's help and accompanies him during her journey to find her fiancé Gadolt, hoping to find him alive.

Even though she is troubled by her short reunion with the mechanized Gadolt, she manages to recover quickly, and remains valiant until the final battle.

CHARACTER SHEET

MELIA

- Race: High Entia
- Sex: Female
- Age: 88
- Height: 156 cm (5'1½")
- Basic Traits: Serenity, Honesty, Reliability
- Essential Traits: Reticence, Passion
- Voice Actors (en, jp): Jenna Coleman, Shiori Katsuta

"I have experienced much pain. Father's death, losing my people... Just thinking about it, it is difficult to hold back the tears. I wanted to grieve for everything lost, but I did not. Because I still have hope in you. You have kept me strong. You, Sharla, Riki, everyone... You have all stood by me and given me so much strength. I cannot even begin to put my gratitude into words."
"I do not think you have noticed. Out of everyone, you have given the most for me. It is even because of you that I feel the way I do now. But I have given you nothing in return... Shulk..."
(Colony 6 : Junks)

COMMENTARY

Although she is a princess from the most ancient Bionis race, the High Entia, she has Homs blood, a taboo among the High Entia, and thus must wear a mask in her public appearances to hide this. Born and raised in an annex far from the Alcamoth capital, she often expresses herself in quite a different manner than most people of her rank.

After being named Crown Princess, she adopts a behaviour more befitting of her position, and even seems to take an intimidating and cold-blooded look in public. However, she holds out in the hope to become free from the ties of royalty, and she would like to live a normal relationship with her friends, notably her half-brother Kallian, whom she likes and trusts greatly.

She loses all of her family during the story, and even has the cruel fate of slaying her own countrymen, but she will protect her companions until the end, and she makes it her duty to bring peace to the world.

She is in love with Shulk, but seeing Fiora's determination, who is capable of even giving her own life for him, she decides to not interfere in their blossoming relationship.

CHARACTER SHEET

RIKI

- Race: Nopon
- Sex: Male
- Age: 40
- Height: 60 cm (2')
- Basic Traits: Vivacity, Innocence, Flexibility
- Essential Traits: Cowardice, Heroism
- Voice Actors (en, jp): Wayne Forester, Yuki Kaida

"New Hom Hom friends! Meet this year's legendary Heropon, Riki! Riki live to serve!"
(Frontier Village : Central Plaza)

"Riki know! Riki know Shulk brave! Riki want to see the old Shulk! Shulk is real Heropon!"
(Prison Island : Prison Terrace)

COMMENTARY

Riki the Nopon lives with his wife, Oka, in Frontier Village in the heart of Makna Forest. He is plump and fluffy in appearance, and his mannerisms are quite child-like, but he is a grown adult with 11 children when he meets Shulk and his companions. The appetite of his children is the root cause of his massive debts, which is why he was elected Heropon this year. This role strongly encouraged him to join the company of Shulk, and one cannot help seeing it as a way for Frontier Village to get rid of a troublesome character.

While he sometimes sounds impertinent when he calls his companions "Hom-Hom sidekicks" he can also be attentive and caring for others like a responsible adult. He maintains a special and affectionate relationship with Melia, implied by her being the only one allowed to pet him freely.

He's also completely obedient to his wife.

CHARACTER SHEET

JUJU

- Race: Homs
- Sex: Male
- Age: 13
- Height: 150 cm (4'11")
- Voice Actors (en, jp): Jordan Clarke, Kenichi Hatori

"It's okay. I've made up my mind. Compared to you guys, I know I'm pretty useless. But that's cool. Because I know what I can do. I'm gonna go back to the colony and help the survivors rebuild their lives."
(Satorl Marsh : Sororal Statues)

COMMENTARY

Sharla's younger brother, who lives in the Refugee Camp on the Bionis' Leg after escaping from Colony 6 during the Mechon attack. He is saved by Shulk and Reyn when he is attacked by Berserk Ardun outside the camp. He then introduces the duo to his sister. Convinced that there are other survivors in Colony 6, he constantly wants and tries to find them, and it is during one of these escapades that he is captured by Xord and carried to the bottom of the ether mine. He is narrowly saved by Shulk and Otharon, who rush to his aid.

Later, he dedicates himself to the reconstruction of the ruined Colony 6 and fights alongside Otharon and the other members of the reforming colony when the Telethia attack.

CHARACTER SHEET

OTHARON

- Race: Homs
- Sex: Male
- Age: 60
- Height: 165 cm (5'5")
- Voice Actors (en, jp): Lewis MacLeod, Goro Naya

"I owe you my life, young man.
I'll never forget it, Heir to the Monado. Shulk, Reyn. Keep Sharla safe for me."
(Satorl Marsh : Sororal Statues)

COMMENTARY

The Colonel of the Colony 6 Defence Force. Gadolt is like a son to him. When Gadolt is reported missing after the Mechon attack, he keeps Gadolt's bloodied ether rifle as a memento of his comrade, only parting ways with it when passing it on to Sharla.

The man's as stubborn as a mule, but he always listens to Juju and Sharla. When the Bionis Allied Force was being assembled, he was designated as the representative of the Homs. From the fight in Colony 6, to the strategies implemented during the invasion of the capital, and through the counter-attack against the Telethia, he will forever remain in history as a prolific hero.

CHARACTER SHEET

GADOLT

- Race: Homs
- Sex: Male
- Age: 26
- Height: 191 cm (6'3")
- Voice Actors (en, jp): Nick Boulton, Kosuke Takeuchi

"Egil... once wished only to break the circle of suffering. He believed that... if blood is spilt now, a new world will be born. But something terrible happened. And now... Now...he is consumed with vengeance."
"Go! Get out of here! Stop them doing what they did to me to anyone else!"
(Agniratha : Worship Terrace)

COMMENTARY

A member of the Colony 6 Defence Force and Sharla's fiancé. He is an ether rifle specialist, and his valiant efforts on the battlefield spread the name "Gadolt of Colony 6," far enough to reach even Dunban's ears. During the Mechon attack on Colony 6, he fought until the very end with Otharon to buy the Colony folk time to evacuate their burning home.

As might be expected from a sniper, Gadolt is calm and does not lose his temper when making a decision. He is also reserved, and he does not share his feelings and chooses his words carefully. For the orphaned Juju, he represents both a big brother and a father figure. Mechanized after the attack on Colony 6, he becomes the central unit of Jade Face. He later regains his memories in his fight against Sharla and provokes the awakening of Meyneth.

CHARACTER SHEET

SOREAN

- Race: High Entia
- Sex: Male
- Age: 320
- Height: 194 cm (6'4")
- Voice Actors (en, jp): Peter Dickson, Jyoji Nakata

"Melia, my child. I am overjoyed at how far you have come. You are truly worthy of the throne. Continue the legacy of your High Entia and Homs bloodline. You are the hope of Bionis."
(Alcamoth : Audience Chamber)

COMMENTARY

The Emperor of the High Entia, and father of Kallian and Melia. He is one of the few people to know of the Bionis' coming awakening, and the fate that awaits his people when it happens. After seeing his own death and the danger which threatened the High Entia in a vision from Alvis, he chose Melia to succeed him as the ruler of the High Entia, since her mixed blood would lack the Telethia gene. Although he often appears to be an austere ruler, he also shows a paternal side, as can be seen when he asks Shulk to befriend his daughter.

In order to counter the Mechon attack, he breaks the seals of Prison Island and wakes Zanza from his deep slumber. He perishes at the hands of Metal Face, just as Alvis foretold.

CHARACTER SHEET

KALLIAN

- Race: High Entia
- Sex: Male
- Age: 151
- Height: 187 cm (6'1½")
- Voice Actors (en, jp): Rufus Wright, Yukimasa Obi

"Melia. At long last I can be with Father.
You must now live your own life.
The path you forge. The future you choose.
That is the hope of the High Entia."
(Bionis' Interior : Heart Entrance)

COMMENTARY

The Prince of the High Entia. He is the son of Sorean and Yumea, and Melia's half-brother. Being aware that he is doomed to the same fate as his father, he welcomes Melia's succession to the throne without any sourness and wishes to help her as much as he is able to.

After Sorean's death, he apologises for how the High Entia have ignored the plight of the Homs and Nopon and creates the Bionis' Allied Forces. During the attack on Alcamoth, he displays considerable skill, and is considered by Dunban to be a worthy heir to the throne of the High Entia.

Following his transformation into a Telethia, he becomes Lorithia's servant and stands in Shulk's way. But, in a tragic final battle, Melia stops him. After entrusting her with the future of the High Entia, he passes on, taking Lorithia with him and vanishing in a ray of light.

CHARACTER SHEET

TYREA

- Race: High Entia
- Sex: Female
- Age: ???
- Height: ???
- Voice Actors (en, jp): Katie McGuinness, Michiko Neya

"I had more right to the throne than she ever did!
Were it not for the consort system
that has so polluted the pride of our people...
It would have been me, a pure-blooded High Entia,
who would build the future of our people! But you...!
You are a hypocrite, just like me.
If we are honest, what is the difference?
You, too, would take the lives of your
own people to protect your bloodline.
Melia, you too are nothing but an assassin!"
(Colony 6 : Junks)

COMMENTARY

This young woman is the leader of The Bionite Order, a group of assassins serving under Empress Yumea. She hates Melia, and wishes to stop her from taking the throne. An opportunity to do this arises when Melia ventures into the High Entia Tomb, but Shulk and his friends prevent the assassination and force Tyrea to flee.

Tyrea is also of mixed heritage, being born of a relationship between her mother Yumea, the ruler of this clandestine order, and a half Homs father. As such, she is also Kallian's half sister, on his mother's side. Having had to live in the shadows due to her imperial heritage, she came to resent Melia, who could inherit the throne despite being the daughter of a Homs Second Consort.

After Zanza's resurrection, her Homs blood allows her to escape the transformation into Telethia. She assists in defeating her transformed mother Yumea in Makna Forest, and then flies away to places unknown.

CHARACTER SHEET

LORITHIA

- Race: High Entia
- Sex: Female
- Age: ???
- Height: ???
- Voice Actors (en, jp): Rachel Atkins, Sayuri Yuri

"There is no use in calling. It worked before, but now his transformation is complete. He is my adorable servant."
"Do you know the meaning of the word 'Telethia'? It means that which eliminates impure life. Impure life just like you."
"That which Lord Zanza does not require shall be extinguished from this world!"
(Bionis' Interior : Heart Entrance)

COMMENTARY

She is in charge of the High Entia's Ministry of Research, developing new weaponry for her people. Lorithia is a confident woman who's not shy about her looks.

In truth, she is one of the members of the Trinity who received immortality from Lord Zanza. Leading a Telethia army, she seeks to extinguish all living creatures on Bionis. A cold and manipulative sort, she sees all other life as toys that exist for her amusement, and loves to provoke others and see their reactions. She distrusts Alvis, who she does not control, and detests Dickson.

Following Zanza's resurrection, she engages a purge of all life across Bionis, but when she fuses with Kallian's Telethia form to fight Shulk, she is finally defeated.

CHARACTER SHEET

MECHA-FIORA

- Race: Homs
- Sex: Female
- Age: 18
- Height: 160 cm
- Voice Actors (en, jp): Carina Reeves / Jo Wyatt,

"Then there is no need to worry.
I shall meet the boy. Besides… the Monado will draw him to me."
(Galahad Fortress : Face Maintenance Bay)

COMMENTARY

Left for dead after Metal Face's assault on Colony 9, Fiora is captured by the Mechon and has her body 70% mechanised. She becomes the heart and the immune system of the Face Nemesis. Hidden in her chest is Meyneth's Monado, which acts as her life-support.

CHARACTER SHEET

ALVIS

- Race: Homs (???)
- Sex: Male (???)
- Age: ???
- Height: 170 cm (5'7")
- Voice Actors (en, jp): Blake Ritson, Shizuma Hodoshima

"This new world is boundless. It is home to not only you, but many forms of life."
"I can see it. In this world, all life will walk towards the future hand in hand."
(Memory Space : Sentient Genesis)

COMMENTARY

This mysterious young man accompanies Shulk from time to time. He uses Telethia against the Mechon, but also helps Shulk learn how to fight against Telethia as well. He has the appearance of a Homs, but is a divine seer in the High Entia Court.

He seems to support Shulk and his friend's expedition to the Mechonis, but later reveals himself to be a member of Zanza's Trinity. However, his role is more complex than that: he was once the computer that regulated the phase transition experiment of a previous world. At the beginning of the new universe, he became the supreme consciousness and basis of the world, calling himself "Monado." As the entity managing and granting the existence of gods such as Zanza and Meyneth, he uses the passage of fate to guide this doomed world towards a new existence. He is searching for a new god, one he can trust to liberate this stagnant world, and create a new world teeming with new forms of life.

CHARACTER SHEET

EGIL

- Race: Machina
- Sex: Male
- Age: ???
- Height: ???
- Voice Actors (en, jp): Peter Bramhill, Daisuke Kirii

"Lady Meyneth. It is not far off now."
"A world in which there is no need for fear. The hour draws near. Our will shall soon be done."
"Our victory can only be assured if we destroy the Monado before it's too late. I sense your existence. I know you are alive. Zanza. The hour is upon us. Your time has come."
(Agniratha : Meyneth Shrine)

COMMENTARY

The self-proclaimed leader of Mechonis and "Agent of Meyneth", Egil is deeply devoted to Meyneth, and wishes to build an ideal world free from the threat of the Bionis. When the two titans previously battled, many of his people were destroyed by the Bionis. This is the reason for his repeated attacks on Bionis as the head of the Mechon. He devotes all his energy to exacting vengeance upon the Bionis and restoring the Mechonis to its former glory.

However, the thirst for revenge that fills his heart subsides as he confronts Shulk and his friends. For a brief moment, there seems to be a promising future between them, as Egil recalls the time when the peoples Mechonis and Bionis stood hand in hand. But this peace is brief, as Egil is soon afterwards cut in half by the Bionis' Monado. Leaving the fate of both worlds to Shulk, he passes on, calling out to Lady Meyneth one last time.

CHARACTER SHEET

VANEA

- Race: Machina
- Sex: Female
- Age: ???
- Height: ???
- Voice Actors (en, jp): Harriet Carmichael, Yuki Kaida

"I don't want to lose you. Are you so resigned to giving your life for this? "You're wrong! The villagers and I...
We just wanted all this fighting to stop! Egil... All we wanted was to live with you in peace. Nothing more than that!"
(Agniratha: Meyneth Shrine)

COMMENTARY

Egil's younger sister and right hand woman. Sensing the awakening of the Bionis, she implants the soul of Mechonis, Meyneth's Monado, into Fiora's body to thwart the plans of her brother, who is blinded by his desire for revenge. Desiring peace between the Bionis and Mechonis after the regeneration of Meyneth, she guides Shulk and his companions in the capital Agniratha and teaches them the history of the Machina.

After Zanza is defeated, she devotes herself entirely to rebuilding the new world with Dunban.

CHARACTER SHEET

LINADA

- Race: Machina
- Sex: Female
- Age: ???
- Height: ???
- Voice Actors (en, jp): Louiza Patikas, Asako Sato

"It is a fact that the weapons you call the Mechon were created by our civilisation. However, we were born from the Mechonis. By your understanding, it would be correct to say that we are the same as Mechon. From our perspective, you are forms of organic life born of the Bionis."
(Fallen Arm : Hidden Village)

COMMENTARY

Linada is a medical engineer in the Hidden Machina Village on the Mechonis' Fallen Arm. Linada implants a Piezoelectric unit in Fiora, after she finds out that Fiora is malfunctioning due to being separated from Face Nemesis. As head of Junks' laboratory, she provides support to Shulk's party, continuing to be a vital ally for the Homs even after the loss of Meyneth's Monado. When the fighting ends, a new era for her practice begins, as she follows her dream of returning the mechanized Homs to their original bodies.

CHARACTER SHEET

MECHA-FIORA

- Race: Mechanized Homs
- Sex: Female
- Age: 18
- Height: 160 cm (5'3")
- Basic Traits: Courage, Daring, Zeal
- Essential Traits: Rashness, Innocence
- Voice Actors (en, jp): Carina Reeves, Eri Nakao

"Actually, I'm already dead. I have been since the Mechon attacked. But I'm happy now. This body has given me the chance to live. Maybe I don't have much time left. But at least I can be with Shulk for a little while longer."
(Colony 6: Pot Depot)

"Meyneth, the villagers, everyone loved you. That is why they wished to live alongside you. It's all so clear now. To Meyneth and to me."
(Agniratha: Meyneth Shrine)

COMMENTARY

This is Fiora's appearance after regaining her memory. After falling from Galahad Fortress, she loses her connection to Face Nemesis and her life support, but Linada's medical assistance allows her to reinstate her prior self and recover, giving her autonomy of her own body. She is able to exploit her new body's phenomenal strength by sharing it with Meyneth's soul. After Meyneth passes, Mecha-Fiora continues to fight alongside Shulk to forge a brighter future.

CHARACTER SHEET

LADY MEYNETH

- Race: Mechonis
- Sex: Female
- Age: ???
- Height: ???
- Voice Actors (en, jp): Jo Wyatt, Mio Umeda

"I finally understand. The futures of our children belong to them alone. Though we are their creators, their lives are theirs to control. Even if the passage of fate is as you have decided. I will teach you the strength of their will to exist. Zanza. If you choose to deny the existence of every living being but yourself. Then I choose to fight. To fight for them!"
(Mechonis Core)

COMMENTARY

The god and very soul of the Mechonis. Her previous fight against the Bionis exhausted her, forcing her to go into a deep slumber. Reacting to the Bionis, she awakes once again and can now move thanks to Linada installing her soul into the body of Mecha-Fiora. Through Face Nemesis she meets Zanza again, and then the Heir to the Monado, Shulk, on Prison Island. She uses Mecha-Fiora's body to save Shulk and his companions multiple times. Dreaming of an era where the Mechonis and Bionis can live in harmony and all forms of life would seize their own destinies, she wishes to convince Zanza to change his ways. However, she cannot stop Egil, who believes he acts in her name, nor Zanza, who considers anything but his own existence worthless. When she leaves Mecha-Fiora's body to block Zanza's attack, she unfortunately cannot withstand the attack and fades away, leaving behind only her Monado which consists of two blades.

CHARACTER SHEET

MUMKHAR

- Race: Homs
- Sex: Male
- Age: 30
- Height: 195 cm (6'5")
- Voice Actors (en, jp): Tim Watson, Norio Wakamoto

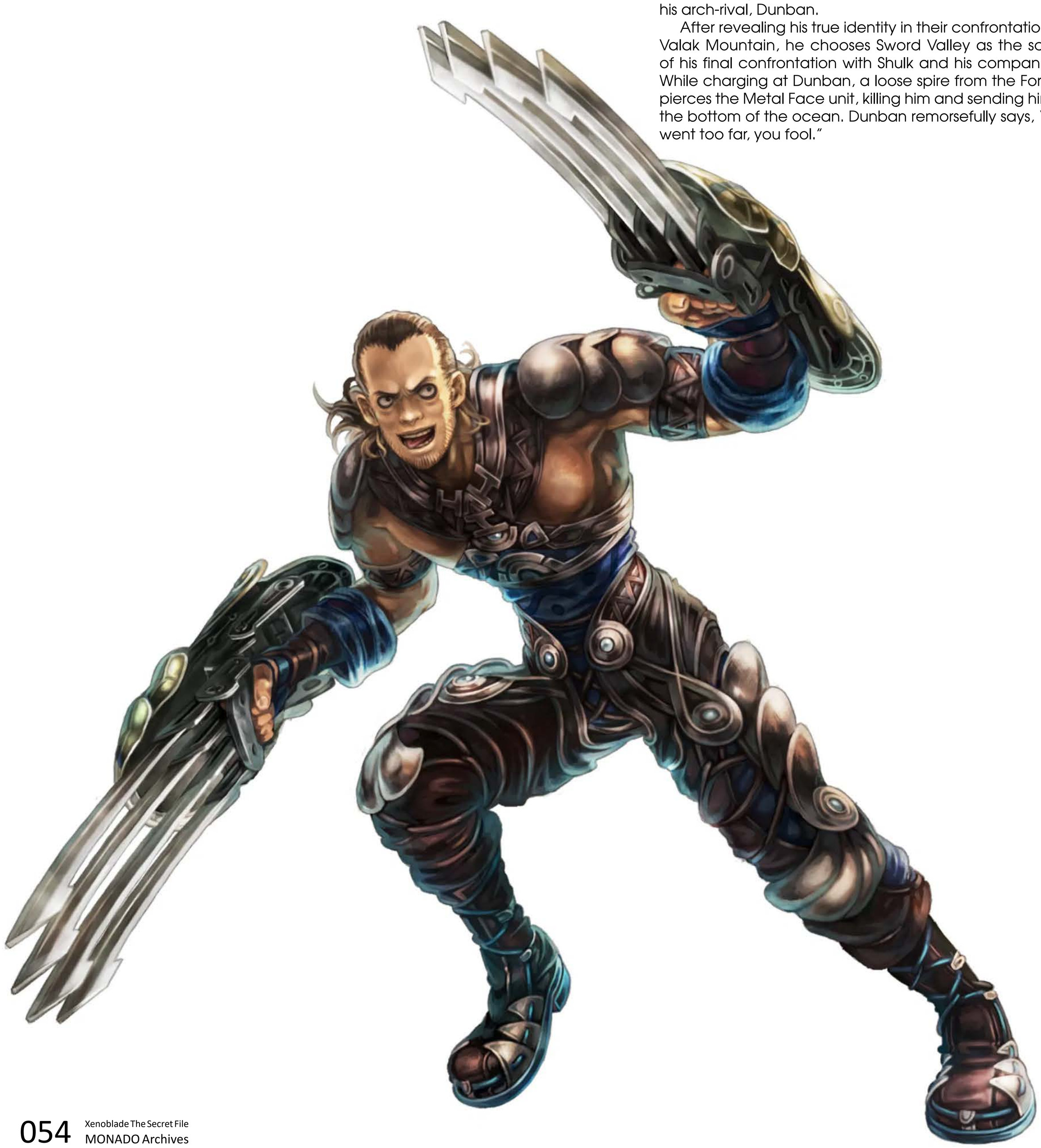
"That ain't got nothing to do with it. I'm just having the time of my life here! Ain't that the point?! I even get to take out that annoying Monado brat."
"Well then, Monado boy. Think ya can do it? Can you kill 'em all?"
"I wonder who's inside? Who could it be? Your dad? Your mum? Maybe that special someone!"
(Sword Valley: Port Access Pathway)

COMMENTARY

A former member of the Defence Force who fights with giant claws. He was once a candidate for wielding the Monado. However, Dunban ultimately won that honour, and thus he is relegated to grunt work, supporting Dunban on the front lines. While fighting in Sword Valley alongside Dunban and Dickson, he takes advantage of the prevailing chaos and flees, only to be shot down by the Mechon. His reactivated and mechanized corpse then becomes the heart of the Metal Face unit.

Mumkhar believed that Dunban, having been chosen above him to wield the Monado, thought that he was better than him. This thought slowly stewed inside him, spiralling into a deep resentment and jealousy which only strengthened after his transformation into a Faced Mechon. It is this hatred that drives Metal Face to attack everything dear to Dunban, beginning with his home: Colony 9. After mortally wounding Fiora, he appears many more times as an obstacle in Shulk's path. Knowing that the Monado cannot harm him, he feels invincible and enjoys taunting and belittling the new wielder of the Monado, Shulk, and his arch-rival, Dunban.

After revealing his true identity in their confrontation on Valak Mountain, he chooses Sword Valley as the scene of his final confrontation with Shulk and his companions. While charging at Dunban, a loose spire from the Fortress pierces the Metal Face unit, killing him and sending him to the bottom of the ocean. Dunban remorsefully says, "You went too far, you fool."



CHARACTER SHEET

DICKSON

- Race: Homs (Giant)
- Sex: Male
- Age: 44
- Height: 181 cm (5'11")
- Voice Actors (en, jp): Anthony May, Tsuyoshi Koyama

"Ha. Only those with power have the right to decide such things! Zanza just tells me where to fight, and I fight. And that's how I like it!"
"Damn. How'd that kid get so strong? I ain't gonna let you see me die. I won't give you the satisfaction of victory. See ya, kid. Looks like the student finally surpassed the teacher."
(Prison Island: Prison Terrace)

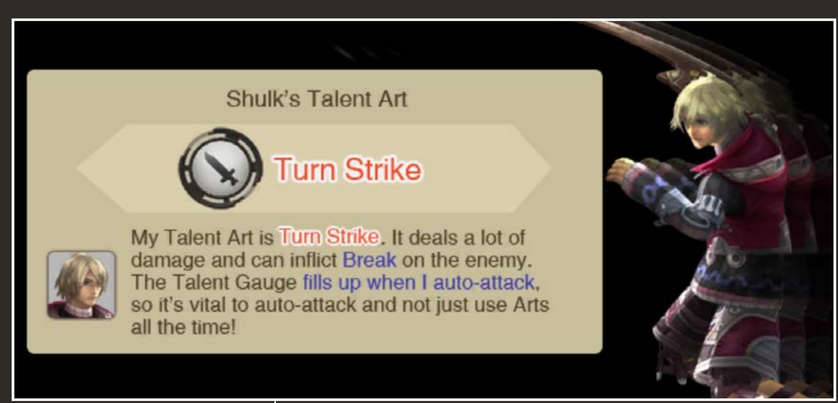
COMMENTARY

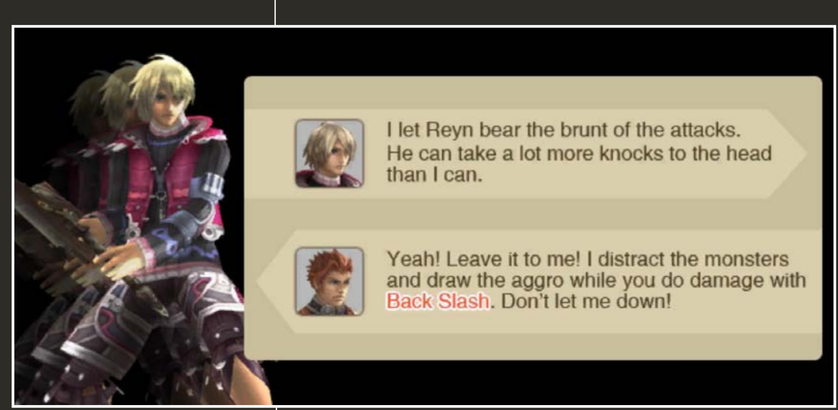
Dunban and Mumkhar's brother-in-arms, and Shulk's caretaker and father figure. Thirteen years prior to the Battle of Sword Valley, it was Dickson who found the Monado expedition team dead and saved Shulk from certain death, thus becoming his protector and his teacher. It's him who taught Shulk how to handle a sword.

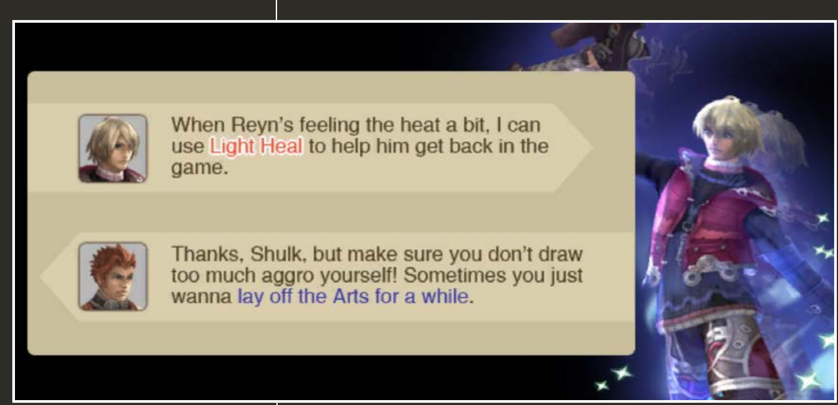
He is a blunt and imposing character, but also a scholar in several fields and the creator of most of the Homs weaponry. His knowledge of this vast world seems endless: He is aware of the existence of Telethia, the location of Prison Island in the middle of Eryth Sea, and even maintains relations with the Machina Hidden Village. Fully aware of the value of his techniques and weapons, he keeps a firm price on his goods even when selling to friends, leading Dunban to call him a "miserly old coot."

As a member of Zanza's Trinity, his goal is to bring the technology of the High Entia and Machina to the Homs to allow them to compete on equal footing against the Mechon. He usually looks like a Homs, but when he unleashes his full strength, he goes back to his original form as a giant. Not caring about concepts such as "Good" or "Evil", he is only interested in his own enjoyment, be it by watching people struggle to survive, or by fighting against Shulk and his companions. While he does not hesitate to draw his rifle on Shulk if it will allow Lord Zanza to return, he is also happy to see Shulk's fighting skills surpass his own; suggesting there may be more to him than what appears on the surface.

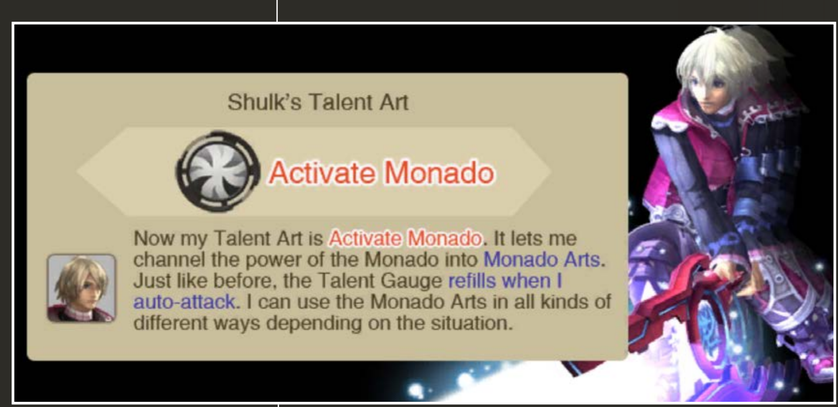
After he is mortally wounded in his fight against Shulk, he passes on with a smile.

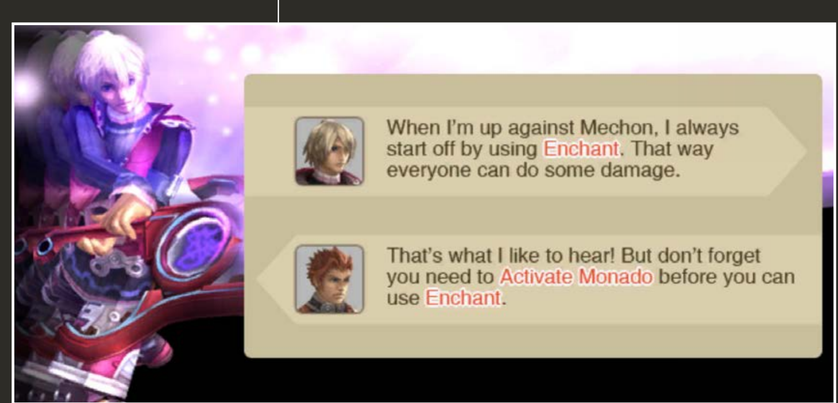


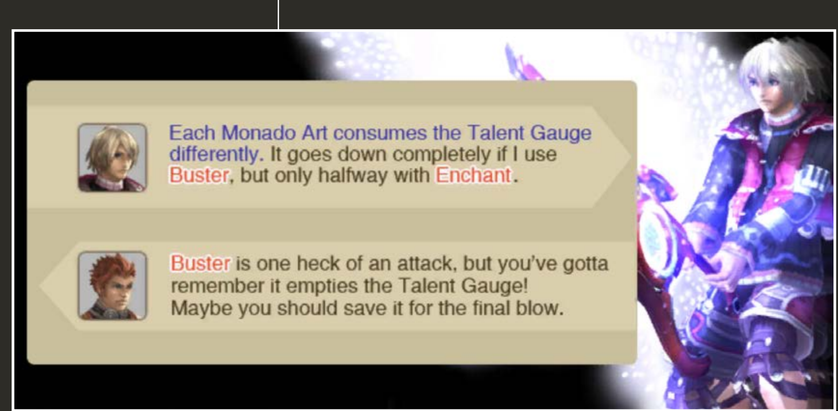




SHULK'S ACTIONS

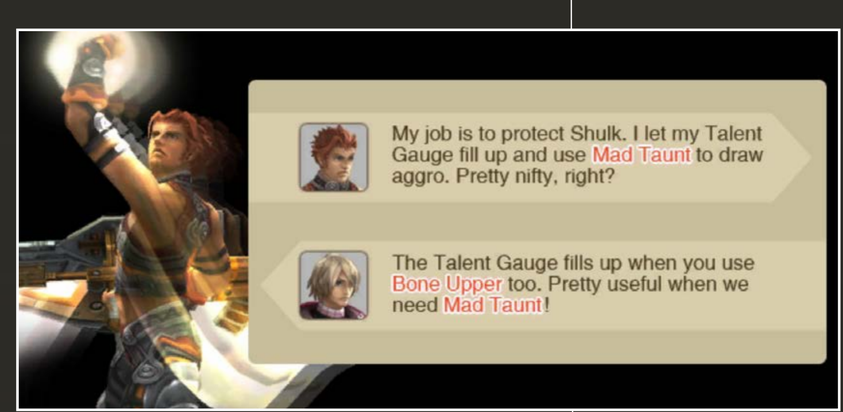


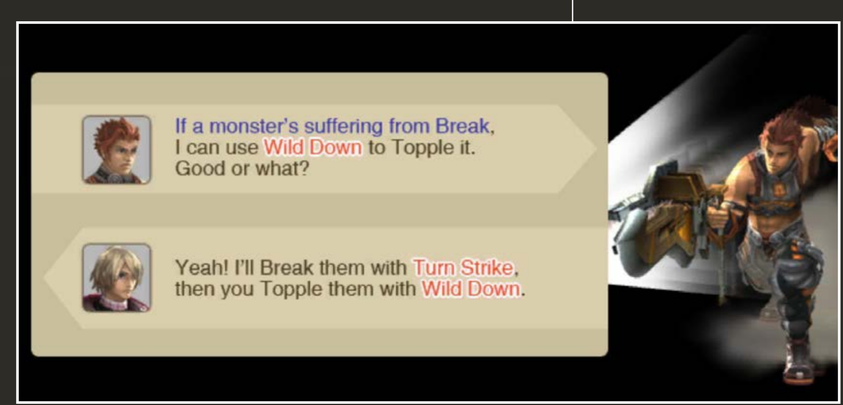


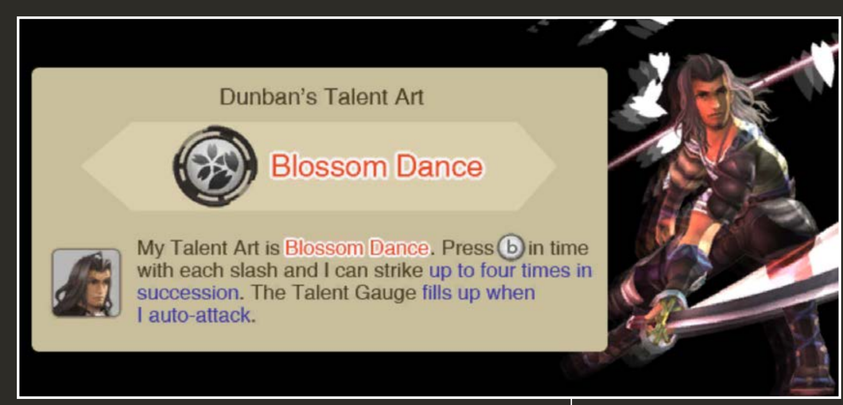


FIORA'S ACTIONS

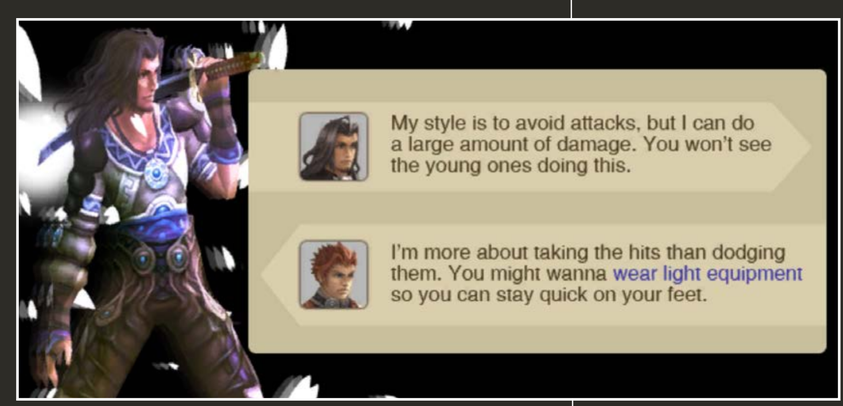
REYN'S ACTIONS

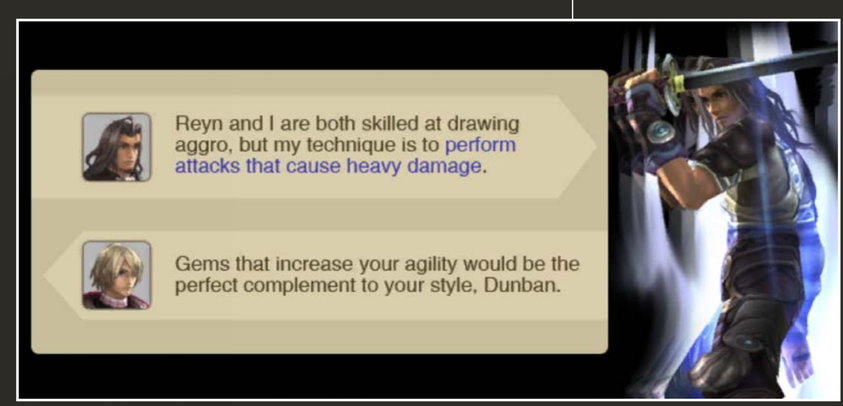




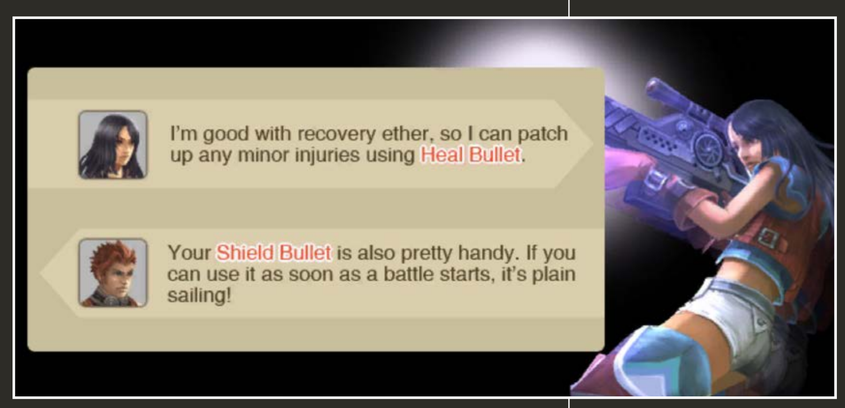


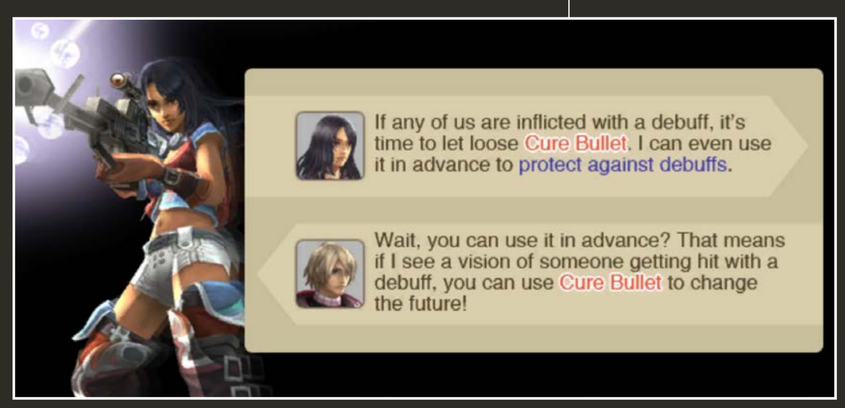
DUNBAN'S ACTIONS



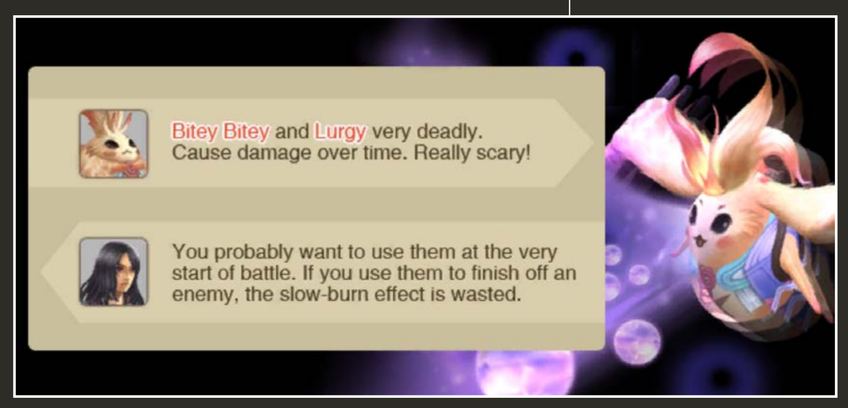


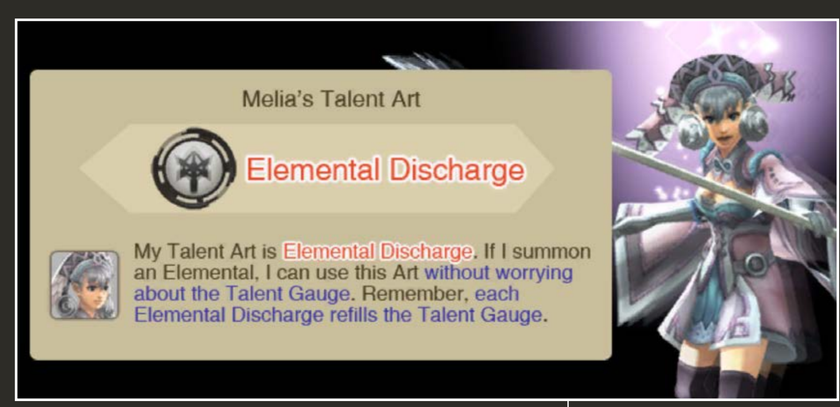
SHARLA'S ACTIONS

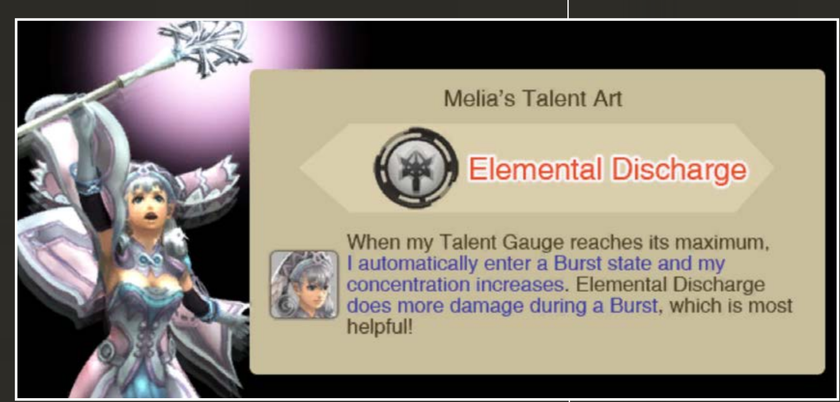


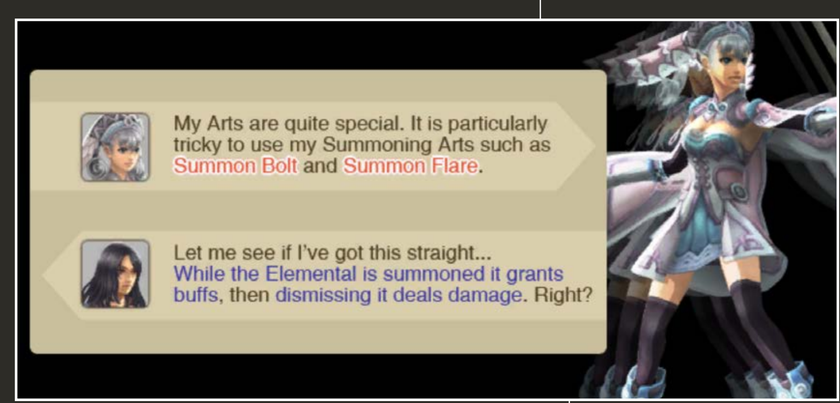


RIKI'S ACTIONS

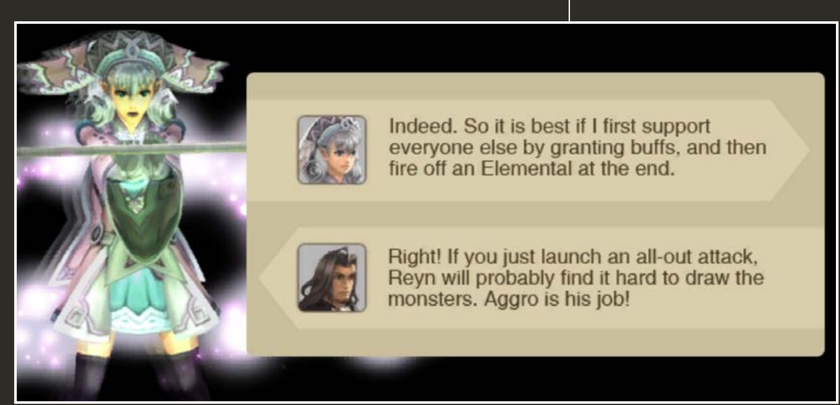


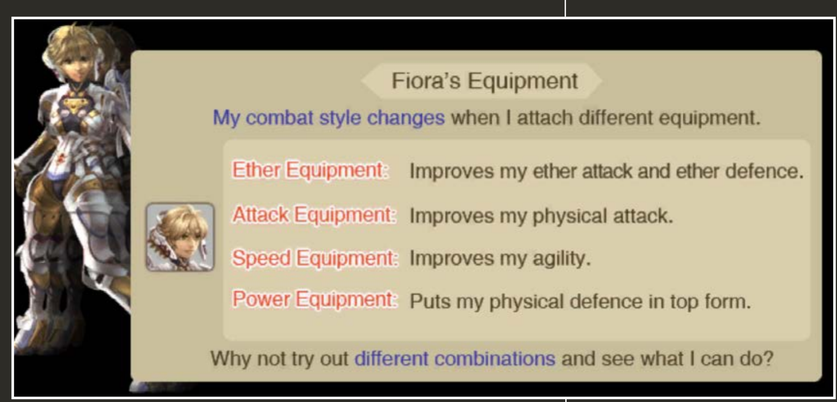




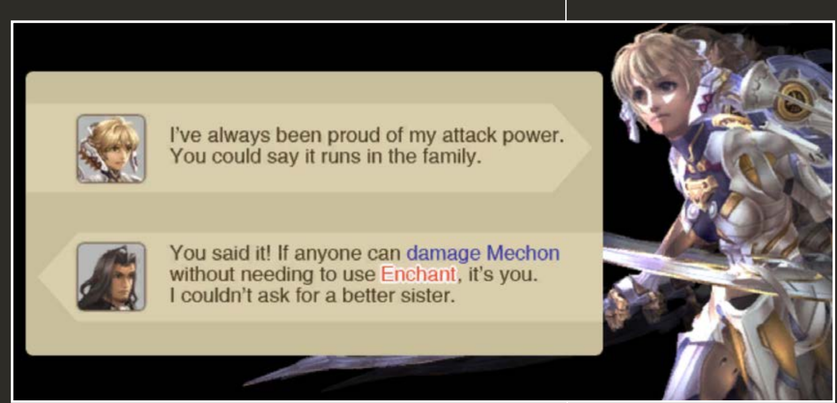


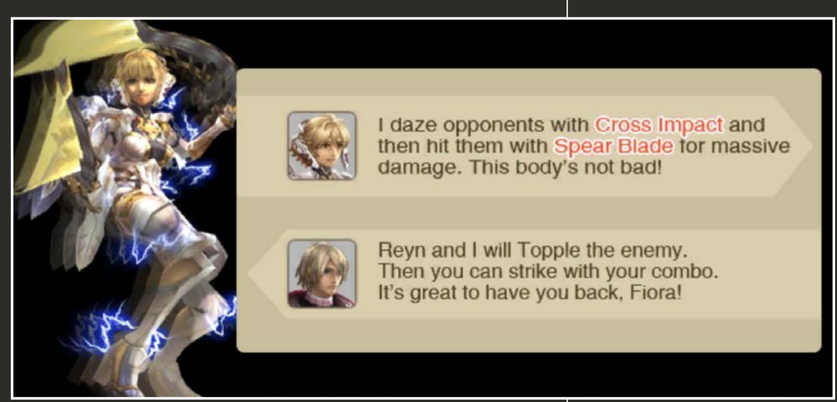
MELIA'S ACTIONS

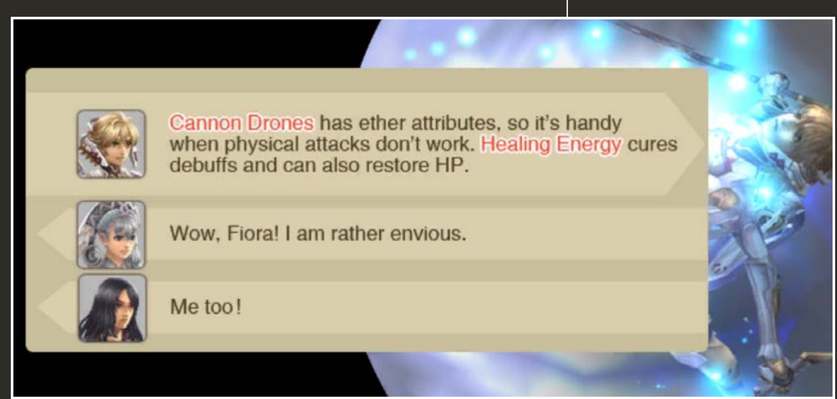




MECHA-FIORA'S ACTIONS







Xenoblade The Secret File MONADO Archives

CHARACTERS

The Bionis and Mechonis host a diverse array of races and personalities. In this world where gods fight for the fate of their people, it falls upon every man to fulfil his duty.

The "[]" brackets show the quests' name.

Ababa
Male · Nopon · 20 Years
Frontier Village

Ababa loves bugs. Every night, he goes looking for them in Frontier Village. His superior, located in the heights of the village, is named Lalapa, while his colleague's name is Pelupelu. Through the quest (A Tormented Bug-Lover), he becomes friends with Deki, although they like bugs for different reasons.

Adidi
Female · Nopon · 23 Years
Frontier Village

This lovely Nopon prayed for several days next to the Frontier Village Reservoir, worried for her boyfriend, who promised to prove his courage to her by jumping into the Reservoir from the top of the Village. In the quests (Getting Bigger!) and (Who is Bigger?), she seeks "Enlarging Seaweed" and "Ekidno Jaw Gristle" as ingredients for a brew that makes Nopon grow. She manages to stop her boyfriend's folly by grabbing him in the middle of his jump. With his courage proven, she promises to live with her boyfriend for the rest of her life.

Aizel
Male · High entia · ??? Years
Makna Forest

He is one of the four High Entia who escorted Melia to Makna Forest to face the Telethia. Before he laid down his life protecting Melia, he boldly proclaimed, "It is our honour and our duty to protect you with our lives. Do not fear for us."

Alvis
Male · Homs · ??? Years
???

See page 47.

Andreas
Male · Homs · 19 Years
Colony 9

Andreas is a very serious young man belonging to Colony 9's Defence Force. He has a crush on Monica, a young woman and fellow soldier on the night shift. If you complete the quest (Romantic Notions of a Boy), Monica does go on a date with him. Although he is so lovestruck that even Monica's awful cooking can't scare him off, he is filled with anxiety whenever he thinks about their future break-up. Maybe this is due to how his parents raised him, since they were both scientists…

Anna
Female · Homs · 8 Years
Colony 6

The bratty self-proclaimed princess. She hates centipedes and carrots, and loves thinking of her two admirers, Kiroki and Nikita, as her obedient 'princes'. In (A Selfish Girl's Mistake), she realizes, thanks to a vision, that she put Kiroki and Nikita in danger by sending them on a quest into the ether mine. If Shulk can bring them back safe and sound, then she will give up her selfish ways, and promise to take care of them from then on.

Arda
Feale · Homs · 72 Years
Bionis' Leg -> Colony 6

An ill old woman who was married to Gorman in a past life. Having to flee empty-handed when the Mechon attacked Colony 6, she's lost her medicine and has idly lay ill in the Refugee Camp since. She knows Pama very well, and worries a lot about his health, which has been deteriorating since they left Colony 6. In (Imaginations Tempered), the young Nopon makes a full recovery, which raises Arda's spirits despite her situation. If Shulk can bring her some herbs in the quest (Spirits Raised), she will regain her health and take care of Pama. After Colony's 6 reconstruction, she returns to a happy and peaceful life. She is taken a liking to Talonyth's cooking in the meantime.

Arglas
Male · Giant · ??? Years
Bionis

This Giant had long been a close friend of Egil. His greatest wish was always for peace between Bionis and Mechonis. However, having been chosen by Zanza as his soul's vessel, he used the Monado to devastate Mechonis. Arglas' body, wounded following the battle against the Mechonis, was sealed away on Prison Island by the High Entia forefathers. The giant's body was later released by Sorean, and ultimately destroyed when Metal Face attacked.

Arielle
Female · Homs · 338 Years
Alcamoth

This High Entia woman wishes to put racial prejudices aside and try to coexist with the other races of Bionis. Sadly, her daughter Lesunia has begun to loathe the other races, so Arielle asks Shulk and his allies to find out why. If they manage to heal Lesunia and Vidian's bond in (Building Bridges) and (Believing Again), then all of Arielle's worries will vanish. During Alcamoth's destruction, she turns into a Telethia. Therefore, it is up to the player to put her to rest in the quests (The Only Thing I Can Do) and (I Will Never Forget You).

Arnaut
Male · Homs · 45 Years
Colony 9

Arnaut is Françoise's husband. As manager of the military's research centre, Arnaut is an admirer of Shulk's work as a researcher. He also is a great fan of Leopold's essay on poverty. He's often so absorbed in his research that he hardly goes home to his family. He often thinks about trying to be like his old friend Kantz, who takes great care of his family. With the quest (A Mysterious Light), he asks Shulk to keep an eye on his family. Moreover, he agrees to help you if you decide to repair the Ether lamp during the quest (Out Like a Light?).

Atael
Male · High Entia · 56 Years
Alcamoth

The son of Vol'aren, and Cian's older brother. This curious boy is always ready to slip away from his father's watch. But following the quest (Looking for a Lost Son), he recognises the stress he causes his father and calms down somewhat. After the Telethia destroy Alcamoth, he decides to go take refuge in Frontier Village with Cian. There he learns that his father was among those who turned into Telethia. He then realizes his new responsibility towards his little sister and decides to go look for family mementos with the quest (A Memento of Daddy) in a bid to ease Cain's grief.

Bana
Male · Nopon · 22 Years
Frontier Village

A Nopon who takes to heart the future of Frontier Village. In (Bana the Betrayer), we learn that he is secretly the real kingpin of an underground organization which traffics red pollen orbs. Even with his accomplice imprisoned and his criminal empire dismantled, he cannot let go of his ambitions, attacking Shulk in a desperate rage. Ultimately, he fails, and with his misdeeds exposed, he is condemned to a lifetime of menial labour.

Baroba
Male Nopon 8 Years
Alcamoth -> Frontier Village

Popipo's son. He was born in Frontier Village but moved to Alcamoth very early in life. He promptly becomes Ricoth's favourite. She cannot stop herself from taking him in her arms as soon as she sees him. Because of this, he spends a lot of his time hiding, which greatly annoys Popipo. His mother tasks the party with finding an object whose odour repels all but children, hoping it will diffuse the situation. When Alcamoth became uninhabitable, he returned to Frontier Village with his mother.

Batubatu
Male Homs 29 Years
Bionis' Leg

A close friend of Gerugu. He is the kind of person who blots out all his surroundings when something catches his interest. As such, he's especially good at getting lost. During the quests (With Much Gratitude) and (The Lost Nopon), he will show the utmost absent-mindedness by managing not to thank Shulk for his help, even though he says he would move heaven and earth to reward his saviour. Only after the quest (With Even More Gratitude) would Shulk finally receive his reward… if he can find it, that is!

Berryjammy
Female Nopon 16 Years
Frontier Village -> Colony 6

Berryjammy is a young girl who's had enough of how people treat her. Fragile in nature, she can't go out except in the evening. This situation really weighs her down, so she decides to leave and move to Colony 6. Her condition doesn't improve however, but when her friend from Frontier Village, Norara, moves to Colony 6 too, the medicine she concocts manages to heal her.
Her newfound health allows her to pursue a new life as a Nopon representative during the quest (Miss Sweetness), in which she will eventually become friends with Ma'crish. It seems that she prefers the company of "cool men", like Dunban.

Betty
Feale Homs 21 Years
Colony 9

A woman who is madly in love with Kenny Rohan and spends her every waking moment watching him. She is a very good friend of Désirée and, during the quest (Betty's Gift), reveals that she is much more worried about her friend than she lets on. Nonetheless, if Désirée becomes a sculptor, Betty will become extremely jealous of how close her friend gets to be to Kenny. But, thanks to the quest (Désirée's Apology), she will finally manage to get closer to Kenny.

Bokoko
Male Nopon 77 Years
Satorl Marsh

Bokoko is a Nopon merchant living with a researcher named Kacha. Given his old age, he must ask Shulk to go looking for tools while he rests at the camp in the quest (Making Camp). In (Kacha's Kidnapping), he will ask Shulk to save his companion, who was kidnapped by Ignas while she was looking for the Giants' treasure. Although he has accrued a vast array of knowledge and experience on his travels, he has come to greatly respect Kacha for her intelligence, which far exceeds his own.

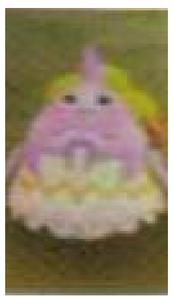
Bozatrox
Male Machina 3058 Years
Fallen Arm

She ekes out a living in a house hidden in the Machina Refuge and heads a Machina Recon Squad. With her beloved being on the Fallen Arm, she hasn't seen him in ages, and is even afraid of totally forgetting him. But he decides to make a pair of boots for her as a token of his love.

Caul
Male High Entia 342 Years
Alcamoth

An elderly retired imperial guard who plans to use his experience to train the next generation of guardsmen. He will make Mir'leiz his newest recruit after the quest (Teaching Materials) so that he, in turn, can become an imperial guard. Mir'leiz will also have Lecrough as a teacher, who plans to help him on his journey in any way he can. However, Caul disappears without a trace after the Telethia attack Alcamoth.

Cherri
Female Nopon 26 Years
Frontier Village

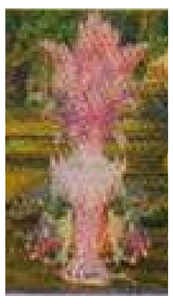


A clumsy, but avid crafter at the Pollen Works, Cherri is a wellspring of knowledge and ideas, but she has a hard time focusing. She doesn't like her aunt Rasha very much, but the quests (Secret Innovation) and (Avenge a Mamapon's Death) will allow her to reconsider her feelings when confronted with the truth about their past.
During the quest (Secret Ingredient Hunt) she is involved in an accident caused by Bana, and when she inspects the Red Pollen Orbs, she discovers a more efficient way to extract their active substance from the use of another ingredient. Thanks to her discovery, she might be able to treat diseases considered incurable up to this point.

Cheryl
Female Homs 63 Years
Colony 9

She is looking for her son who disappeared after leaving the Colony for the Bionis' Head. In her desperation to find him, she tries to manipulate others into helping to search for her son, but if you bring her a keepsake of her son during the quest (Mementos of a Lost Son), she will see reason again. They're just objects, but perhaps they can, even if just for a second, alleviate a mother's grief...

Chief Dunga
Male Nopon ??? Years
Frontier Village



The chief of Frontier Village. He's insightful by nature, and often makes prophecies, electing a Heropon every year. Through a mix of instinct, and a light nudge from some long-standing debts, he comes to choose Riki as this year's legendary Heropon. He watches over Riki's offspring and leads the Nopon into the frontline at the Battle of Sword Valley, together with the Bionis Allied Force of Bionis. One can't deny that he has all the qualities a good chief requires.

Cian
Female High Entia 33 Years
Alcamoth -> Frontier Village

Cian is the daughter of Vol'aren and the sister of Atael. She admires the gentle and beautiful Ricoth. Very curious in nature, just like her older brother, she quickly disappears, and Shulk is asked to find her in (Looking for a Lost Daughter). After Alcamoth is destroyed by the Telethia, she and her brother flee to Frontier Village.

Dabidabi
Male Nopon 24 Years
Frontier Village

To marry Adidi, he tries to prove his courage by jumping from the roof of the village into the water reservoir, but he cannot find the courage. Worse yet, he also risks being disowned by Lapapa, his own father! During the quest (Getting Bigger!) his small size causes him to be carried away by the wind, and this misadventure almost makes him give up on the marriage. During the quest (Who is Bigger?) he eats both the Enlarging Seaweed and e Ekidno Jaw Gristle, growing large enough to resist the wind. Proud of his new bulk, he jumps into the reservoir without hesitation and swears to spend the rest of his days protecting Adidi.

Dakuku
Male Nopon 24 Years
Valak Mountain

The leader of an expedition on Valak Mountain. He is searching for a member of his team who disappeared while studying the Chilkin in the area. This researcher is rescued in the quest (Bad Timing), and in (Chilkin Changes) and (The Balance of Powers) we see Daduku doing all that he can to preserve the ecological balance on Valak Mountain.

Damil
Male High Entia ??? Years
Makna Forest

A member of the escort team that accompanied Melia when she was hunting the Telethia. Like Aizel, Garan and Hogard, his comrades in arms, they had been serving Melia since her childhood and were tragically slain protecting her. Melia avenges them with the aid of Shulk but is forbidden from apologizing for their deaths in front of their families like she wanted.

Daza
Male · Nopon · 46 Years
Colony 6

A member of the Nopon merchants who trades in the outskirts of Colony 6. He is quite arrogant at first, but he becomes more agreeable after you bring him his Nopon Coin during the quest (Proof of Status). He refuses to return to the Colony out of respect for the other Nopon merchants, but promises to help with the reconstruction, so that everyone can make use of the experience he has gathered from his travels across the Bionis.

Dean
Male · Homs · 29 Years
Colony 9

A cool-headed scientist. He speaks with a harsh voice, but secretly has a soft spot for children, and even assists in (Rocco's Heartful Request). He's been attracted to Sonia for a long time, and the quest (Dean's Shady Request) gives him a chance to approach her. Calling his advances, a complete success would be a stretch, but he still manages to become a close friend of Sonia's family. Sonia also has a hard time working out her feelings, and Dean will lose his rude demeanour over the course of this troubled relationship. After this, he is often given some light hazing by his colleagues at the Weapon Development Lab.

Dedeba
Male · Nopon · 50 Years
Frontier Village, Alcamoth

He plots to become the Village Chief and dethrone Dunga. He works as the coordinator of pollen orb production. Meanwhile, he takes advantage of his status to secretly use red pollen orbs to his own gain. Shulk gradually exposes Dedeba and his partner Zazadan during the quest (Secret Mission). Dedeba is then arrested in Alcamoth for production and smuggling of Highmore Caviar.

Deki
Male · Nopon · 68 Years
Frontier Village

A stubborn Nopon who cuts himself off from the world. He does, however, have room in his heart for his granddaughter, along with insects. During the quest (Hunt for Bug-Loving Friend) he finds a friend in Ababa, who loves bugs just like him. At least, that's what he believes until the quest (A Worried Bug-Lover), when he discovers that Ababa likes bugs… when they're on his plate. He then seeks to punish Ababa by feeding him some bizarre-tasting insects during the quest (A Tormented Bug-Lover), but he enjoys them! Following Ababa's advice, he then has a go at entomologic gastronomy, and becomes so passionate about it that he wants to go on an expedition to taste all the bugs of Bionis.

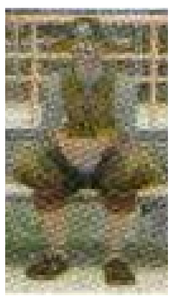
Desirée
Female · Homs · 20 Years
Colony 9

The daughter of Xord, the renowned blacksmith. Sadly, she did not inherit any of her father's talents and breaks any machine she touches, like during the quest (The Broken Watch), when she must ask Shulk to help her repair a timepiece. She has also felt rather isolated, ever since her friend Betty got married. Having lost her father, she's worried about her future, wasting the days away until the quest (Désirée's Future), when Shulk's advice allows her to carve her own path. Whether she becomes a member of the Defence Force or makes a living as a sculptor: she is fully committed to the path she chooses.

Dickson
Male · Homs · ??? Years
Colony 9

See page 55.

Dionysis
Male · Homs · 74 Years
Colony 9



A healthy old man who calls himself "The oldest person in Colony 9". His fit body is the result of his daily training. During the quest (The Key to a Long Life) he uses his old age to manipulate Shulk, but that's nothing more than a schoolboy prank and he meant no harm. He always worries about his old love, Mercia, and his rival, Jan, both of whom are of his generation.

Dobadoba
Male · Nopon · 60 Years
Frontier Village

The best pollen orb crafter in Frontier Village. He's one of the few who know how to produce red pollen orbs, but during the quest (The Master's Successor) he contemplates leaving the pollen works to either Gadada or Cherri. After having chosen a successor from one of these two, he prepares to retire and live a quiet life, but he can't help his old habit of overseeing production. During the quest (Presents for Priceless Pupils) he shows his kinder side by offering a lucky charm to his diligent pupils.

Don Argentis
Male · High Entia · 258 Years
Alcamoth -> Frontier Village -> Colony 6

A calm High Entia in his golden years, Don Argentis is a caring father who loves his daughters En and Zel, even if he is sometimes too protective towards them. He's a little stubborn and tends to believe that High Entia are a superior race, even if he himself is a half-blood. When he appears reluctant to support the union between daughters and two young Homs during the quests (Family Secrets) and (Betrothal Test), his issues are not ones of race, but rather of fear of being separated from his only family. After letting go of his stubbornness in the quest (Stopping the Elopement), he sincerely wishes his children a happy life with their beloved.

Donnis
Male · High Entia · 203 Years
Alcamoth

A caring and loyal guard, ready to give his life for his people. He's a friend of Galdo and worries about Lar'shen after learning of his problems. He might be a little overconfident, but you must give him credit for his great skills as a guard. After Alcamoth is destroyed, he transforms into a Telethia, but he can be put to rest during the quest (A Release from Duty).

Dorothy
Female · Homs · 19 Years
Colony 9

A Defence Force prodigy. Despite her young age, she's a natural with every tool and her talents are well-known among the Defence Force. She wakes up at 05:00 every day to man her post at the entrance of the Commercial District. Raoul sees a bright future ahead of her. During the quest (The Elite Captain's Anguish) he asks her to support his vice-captain and her colleague Minnie. Though she may seem carefree, she shows her true colours by sharing food with poor children and worrying about Jackson's wellbeing.

Dulland
Male · Homs · 30 Years
Bionis' Leg -> Colony 6 -> Colony 9

A somewhat rude, yet kind-hearted Homs. When Earnest lies to him, he can immediately tell that there must be a good reason behind his lies. After the quest (Earnest's Solitude), he discovers the real problem, and he and Earnest win each other's respect. He takes care of the High Entia who flee to Colony 6 After Alcamoth is destroyed, but he needs the help of Shulk and his companions for the quest (Securing Provisions). After that, he falls in love with a High Entia woman and after the quests (A Flower for a Rose) and (Battling Brutes), moves to Colony 9 to live with her.

Dunban
Male · Homs · 30 Years
Colony 9

See page 35.

Earnest
Male · Homs · 26 Years
Bionis' Leg

A young man living out his days at the refugee camp. Many people put themselves in danger because they believed him, and this earned him a reputation for lying in the eyes of the refugees, leading them to distrust him. The reason behind Earnest's lies is that he lost his best friend after being scammed by someone, making him lose all trust in other people. Killing the monster responsible for his friend's death during the quest (Earnest's Solitude) will alleviate his guilt and lead him down a more honest path.

Egil
Male · Machina · ??? Years
Agniratha

See page 48.

Eiz
Male Machina 3894 Years
Fallen Arm

Eiz constantly hangs around the Machina Village, repeating the words "These burials are fun!" Even Eleqa, who has known him for many years, can't help but find his behaviour odd. After the quest (Therapy), Eiz starts to feel responsible for Egil's actions, and we understand that his behaviour is due to the stress caused by all the death he's seen beginning to weigh on his conscience. He once again finds peace of mind when Shulk and his allies talk to him. His recovery also allowed him to get back on good terms with Eleqa and Rakzet.

Eleqa
Feale Machina 2268 Years
Fallen Arm

Eleqa is charged with finding and retrieving scrap iron from the area around the Machina Village. She then gives it to her sister, who's tasked with fixing it, in order to make something useful for the inhabitants of the Village. The behaviour of her old friend Eiz has been worrying her for a long time.

Elior
Female Hight Entia 58 Years
Alcamoth -> Bionis' Leg

This young High Entia wishes to become an adventurer after hearing of Zain and Kurralth's adventures. To help his group when he becomes an adventurer, he voraciously gathers as much knowledge as he can. During the quests (Starlight Seeker) and (Starlight Gazer), he collaborates with amateur astronomers Miriall and Kaleka to craft a telescope and improve his understanding of the sky. When Alcamoth is destroyed, he flees to the refugee camp. From there, he intensifies his learning efforts and promises that, one day, he'll leave and search for his parents, as well as Zain and Kurralth, who had all been separated by the attack.

Emmy Leater
Female Homs 22 Years
Colony 9 (Military District)

A young captain in the Defence Force, often called names by her troops. Despite her strong sense of justice, she's too naive to keep her men in line (like her name suggests). As a matter of fact, her platoon is known as "The deadbeat" among the Defence Force. With the help of Shulk, she manages to complete some of her missions and even regain the respect of her superiors, but she is disgraced after the quest (A Young Captain's Challenge). Through (A Young Captain's Suffering) and (A Young Captain's Rise) she regains the respect of Raoul and Miller, overcoming the weakness that she believed she had. After that, she redoubles her efforts to protect the colony

En Argentis
Female High Entia 106 Years
Alcamoth -> Eryth Sea -> Colony 6 -> Tephra Cave

The second daughter of Don Argentis. She's very stubborn and frivolous in nature, unlike her sister, who is very closed off and introverted. After her arrival at Colony 6, she falls in love with Peppino, having come to appreciate his extravagant character. Her father does not approve of their relationship, but when they try to escape during the quest (Stopping the Elopement), Don Argentis finally understands the strength of her daughter's feelings, thus accepting her relationship. En Argentis quickly becomes interested in Peppino's hometown, Colony 9.

Erik
Male Homs 25 Years
Colony 9

Erik is a researcher and a colleague of Shulk. He's aware of the feelings Monica has for him, but deliberately chooses not to acknowledge them, in order to use her for his own gain. If he chooses to go out with her in the quest (Romantic Notions of a Girl), his feelings change little by little. In the quest (Romantic Notions of a Boy) Monica leaves him, and he starts to feel like something is lacking in his everyday life. Though he would never admit it, he likely does have feelings for Monica.

Ewan
Male Homs 27 Years
Bionis' Leg -> Colony 6

An aspiring author. When the Mechon attacked Colony 6, he was caught fleeing while the other men of the Colony were fighting, and he has been made a laughingstock by Olga ever since. This traumatized him deeply. But after the quest (A Thoughtful Idea), Matryona cheers him up, and he decides that since he can't change the past, he will try his best to help those around him. In (A Dash of Colour), he writes a children's book for Pama, an act that cheers her up when nothing else would. Furthermore, having fallen for Matryona, who helped him regain his self-confidence, he will confess his feelings for her in the quests (What is Love?!) and (What is Courage?!).

Fiora
Female Homs 18 Years
Colony 9

See page 34.

Françoise
Female Homs 37 Years
Colony 9

Arnaut's wife. She loves flowers and cultivates many different species in her front garden. When the Mechon attacked, the flowers she had so lovingly tended to were destroyed and she became very depressed. During the quest (Flattened Flowers), she asks Shulk to retrieve a flower that is said to give hope and joy, thinking it will cheer her up. After this, she regains her poise and confidence.

Gadada
Male Nopon 21 Years
Frontier Village

This Nopon works at the Pollen Works in Frontier Village, and is so skilled at his job that he's already a front runner to inherit ownership of the whole operation During (Secret Ingredient Hunt) we learn that he's been secretly brewing something with Bana, but later realizes in (Dangerous Ambition) that he has been deceived. He then tries to find out who tricked him, eventually revealing it to be Bana, who is immediately imprisoned at the end of (Bana the Betrayer). After these events, Gadada manages to improve the creation process of red pollen orbs, ensuring that they will never again be used for evil.

Gadolt
Male Homs 26 Years
Colony 6

See page 41.

Galdo
Male Hight Entia 141 Years
Alcamoth

He and his friend Lar'shen were tasked with guarding the entrance to the Imperial Palace. He was very worried about Lar'shen, who trained for far longer than his body could endure. After the quest (Back Pain) Lar'shen eases up on his training and begins to recover, allowing him to give his all to his sworn duty. He transforms into a Telethia when Alcamoth falls, and despite everything, he still defends the palace. The quest (A Release from Duty) will allow him to be put to rest.

Galvin
Male High Entia 177 Years
Alcamoth

Galvin is Rozeal's friend. Seeing her tormented by love worries him. He guards the entrance to the imperial palace with his old friend Lecrough, who he is also concerned for, after a mistake on his part led to Lecrough being wounded. Thanks to the quest (A Friend in Need) he regains Lecrough's trust and forms an even stronger bond with him. Unfortunately, both are ultimately transformed into Telethia. In (A Merciful End) Rozeal asks Shulk to end her friend's suffering.

Garan
Male High Entia ??? Years
Makna Forest

Garan is one of the four soldiers who were tasked with accompanying Melia to Makna Forest on a quest to destroy them. He gets mortally wounded while trying to protect Melia by a Telethia attack. Melia manages to injure the Telethia by converting the light of life from her four fallen soldiers into a powerful attack.

Gem Man

Male Homs ??? Years
Colony 9

This old man knows all there is to know about gem crafting. He's normally good company, but his temperament heats up as soon as gem crafting is mentioned. More than once Shulk and his companions, in their lack of knowledge, become targets of his disdain. In the quest (The Gem Man's Invention) his knowledge and techniques are proven with the invention of a portable ether furnace that allows the creation of gems everywhere and anywhere, given that one has the right ingredients.

Gerugu

Male Nopon 34 Years
Bionis' Leg

A close friend of Batubatu. Gerugu is a very collected Nopon who conducts studies on a red fruit from Bionis' Leg, which seems to be dangerous to Nopon. He has a daughter named Pachipa, but he doesn't see her very often because his job doesn't allow him to come back home regularly.

Giorgio

Male Homs 41 Years
Colony 9

Giorgio is the owner of a famous curry restaurant in Colony 9. His restaurant is mostly known for his curry recipe, one so special that it's limited to 20 plates per day, making it very hard to get a hold of. The man loves his daughter Paola more than anything else, but he doesn't see her as much as he would like to because of his job. By completing the quests (Overworked and Underpaid), (Pestering Paola) and (Out-of-Luck Giorgio), Shulk helps Giorgio make more time for his daughter. Giorgio is so busy that he decides to enlist Jackson as his apprentice in the quest (Jackson's Awakening) to lessen the burden. Since the young man showed so much passion for his job, Giorgio ends up considering him a worthy successor.

Gorman

Male Homs 68 Years
Bionis' Leg -> Colony 6

Arda's ex-husband. He treats Juju as if he was his grandson and is relieved to see him back safe and sound. During his time at the refugee camp, Gorman becomes very concerned about his future, but he finds his zest for life again when he moves to Colony 6 during its reconstruction. Because of his age, he can't take part in the reconstruction effort, but at the very least he can pray that the reestablishment of the colony goes well. He asks Shulk and his allies to bring him a Divine Rock in the quest (For the Restoration). And in (Making a New Path) he contributes by giving Shulk and his allies valuable advice for the adventure ahead.

Gowago

Male Nopon 70 Years
Frontier Village -> Colony 6

A butler employed by Berryjammy. On the one hand, he's delighted to know that Berryjammy decided on her own to move to Colony 6. On the other, he feels a bit lonely now. After some time, a decision is reached: either he or Minana must move to Colony 6 too. Once there, he resumes his job as a butler and asks Yura to become Berryjammy's private teacher. He enjoys his life at the Colony and receives advice from Neonik.

Hoko

Male Nopon 40 Years
Frontier Village -> Colony 6

An intrepid cook: Nothing makes him happier than spending his days thinking up new recipes. Unfortunately, his tastes are incredibly odd, much to the chagrin of any potential customers. He hopes that Homs or High Entia might like his cuisine, so he decides to move to Colony 6, but even there no one is able to appreciate his delicacies. In the quests (Cook-Off Counter Attack!) and (Cook-Off Comeback?) he manages to alter his style and open an incredibly popular restaurant, thus becoming the rival of Talonyth.

Jackson

Male Homs 23 Years
Colony 9

Dorothy's elder brother. He loves the sky, to the point where his daily routine consists of looking up at the sky, and not much else. His quaint existence is shaken up by the quest (Jackson's Awakening), where he becomes Giorgio's apprentice, and learns how to cook, or apprentice of Kenny Rohan, to become a poet. Having finally found a purpose in life, he will be known as (Jackson the Cook) or (Jackson the Poet) and will spend all his time perfecting his chosen craft.

Jan

Male Homs Years
Colony 9

A retired Homs soldier. Despite that, he still hasn't left the barracks, having lived there so long that he's become part of the scenery. He's very strict with the youth, even if they're not part of the Defence Force. When the Mechon attack, he's able to protect Minnie, who repays him by offering him a packed lunch. It seems that she gave him a mid-life crisis!

Jarack

Male High Entia 217 Years
Eryth Sea

The guardian of the ether plant tasked with equipment maintenance. People are constantly in need of his services, Shalen in particular. Distraught by the Hodes' attack on the plant, he asks for the assistance of Shulk and his companions in a series of quests, beginning with (Trouble at the Plant). After Alcamoth was destroyed by the High Entia who transformed into Telethia, he shows his capabilities as a leader by welcoming refugees into the plant.

Jer'ell

Female High Entia 139 Years
Alcamoth -> Satorl Marsh -> Colony 6

A High Entia scientist who wants to conduct her research at her own pace. After she moves to Colony 6, her equipment breaks down and causes some ominous looking smoke to rise from her home, which will earn her the population's ire. Luckily, Shulk manages to solve the problem and Jer'ell can continue her research. Her confidence in the superiority of High Entia technology perhaps a bit misplaced, and she tends to ridicule and belittle scientists of other races like Perrine or Mefimefi. But the quests (Homs Determination) and (Nopon Determination) will allow them to finally show her their value and gain her respect.

Jiroque

Male Homs 21 Years
Colony 9

The grandson of Marcia. He trains every night so that he can best with his big brother Zukazu in combat. In the quest (Biscuits for a Grandson), Shulk brings him some supplies for his training. However, even if the two brothers are rivals, they still love each other. If Jiroque wants to defeat his brother and keep him from leaving the colony, it is simply because he wants Zukazu to be safe. Thanks to the quest (A Little Brother's Fight) he can beat his brother and put an end to his adventuring ambitions.

Jolele

Male Nopon 70 Years
Colony 6

The grandfather of Niranira, who remains his only relative. The poor soul often worries himself sick – Literally! He's right to worry, though, because Niranira has trouble making friends. Luckily, after the quest (Lonely Niranira), Niranira makes some friends, and Jolele's fears can ease somewhat. His cough will totally disappear after the quest (Pride and Courage). Having friends like Lukas and the others in his life saves Niranira as much as it does his grampypon.

Juju
Male · Homs · 13 Years
Colony 6

See page 40.

Kacha
Female · Nopon · 38 Years
Satorl Marsh

Kacha is a researcher specializing in Giant's ruins. She always travels with Bokoko, a member of the Nopon merchant guild. In (Kacha's Kidnapping) she's kidnapped by an Igna who seeks to weed out her knowledge. She's eventually saved from certain death by Shulk, whose services were requested by Bokoko. Although the Ignas already got the information they wanted from her, after accepting the quests (The Giants' Key) and (The Giants' Treasure) from Kacha, Shulk destroys the Igna tribe and obtains one of the treasures they sought.

Kaelin
Male · Hight Entia · 162 Years
Alcamoth

Kaelin is a High Entia soldier with unshakeable allegiance to the imperial family. He's very close to Lecrough and Galvin and is secretly very worried about them. He is transformed into a Telethia when Zanza attacks Alcamoth, and ultimately put down at Rozeal's request in the quest (A Release from Duty).

Kaleka
Male · Nopon · 57 Years
Alcamoth -> Frontier Village

A Member of the Nopon observatory, renowned for a vast knowledge of astronomy rivalled only by Miriall's. In (Starlight Gazer) he proves himself by improving the telescopes designed by Miriall. He's particularly fond of Vidian, and when she's worried about something, he worries too. After Alcamoth is destroyed, he flees to Frontier Village and immediately begins preparations to rebuild the capital. In (Broken Ether Furnace) and (Broken Ether Furnace 2) he asks Shulk to assist him in fixing the ether furnace in Alcamoth.

Kallian
Male · High Entia · 151 Years
Alcamoth

See page 43.

Kantz
Male · Homs · 45 Years
Colony 9

Kantz is Suzanna's husband, the father of Moritz, and Lieutenant Colonel of the Colony 9 Defence Force. He eventually hands his rank over to Emmy Leater following (A Young Captain's Rise). Despite being an old friend of Arnaut, the two of them are quite different in how they treat their families. Kantz proves how much he cares in the quest (Birthday Shoes), during which he makes a pair of shoes to celebrate his son Moritz's birthday.

Karlos
Male · Homs · 29 Years
Fallen Arm

After falling from the sword at the Battle of Sword Valley, Karlos is saved by Rakzet and hides in the Machina village, where he continues to train as a warrior. Being a member of the Colony 9 Defence Force, he is very familiar with Fiora and Colonel Vangarre. During (The Oath Sword) he renews his vow to protect Natalia, one which he took when he joined the Defence Force with his best friend.

Kazat
Male · Machina · 3589 Years
Fallen Arm

This Machina has been on bad terms with his wife for a long time. Because of their negligence, many keepsakes of the couple's happier years have been destroyed, which they both blame on each other, thus generating more arguments. In (Mending Memories) their keepsakes are mended, and their relationship begins to heal. In (A Weapon Just for Me) it's clear that their love towards their family hadn't been affected by these quarrels.

Kenny Rohan
Male · Homs · 32 Years
Colony 9

This artist gave himself the mission of spreading the artistic style of Colony 9 across the world. Often sitting on a bench immersed in his own thoughts, he slowly, and unknowingly, built himself a fan club thanks to the languid expression of his face. Like a true philosopher, he asks Shulk during (Out like a Light?) to choose if he should restore the mysterious light that once comforted the inhabitants of Colony 9. Furthermore, with the missions (Jackson's Awakening) and (Désirée's Future) he's asked to take Jackson and Désirée under his wing. Kenny immediately takes to their passion and talent, and he supports them wholeheartedly.

Kilaki
Female · Nopon · 7 Years
Frontier Village

She's allured by the status of Heropon and questions Modamo about it, and in turn he tells her that she has all the qualities of a future Heropon. Despite being very slender, she has a gargantuan appetite, which drives her to gobble up every morsel she can find. In (Heropon's Spirit) she already shows some skill as she tries to kill a monster using a fishing rod and some bait. During (Beat Kilaki to It!) she mistakes her prey for that of her big brother, and she respects him for that. Right now, she wants to make a Heropon out of her brother too.

King Squeeze
Male · Homs · 52 Years
Colony 9

An infamous loan shark who wrings money out of Leopold dry with his accomplice Sylviane. Depending on Shulk's actions in (Financial Planning), Leopold can expose King Squeeze's money lending scheme and force him to go into hiding. Alternatively, if King Squeeze finds more material to blackmail Leopold with, he can continue to extort the young man and fill out his retirement fund.

Kiroki
Male · Nopon · 9 Years
Bionis' Leg -> Colony 6, Ether Mine

Though he was initially very good friends with Nikita, their relationship deteriorates after Kiroki breaks one of his toys. After (Being a Good Grandfather), Satata, Kiroki's Grandfather, repairs his broken toy, which allows the two friends to reconcile. Since they're both in love with the same girl, the two are often toyed with by their crush, a girl named Anna. Eventually, she ends these games after (A Selfish Girl's Mistakes). When he grows up, Kiroki wishes to become an inventor like his grandpa, so that he can make himself the weapon he needs to avenge his late parents.

Klaus
Male · Human ??? · ??? Years
Born in a different world, anterior to that of Shulk and his friends.

The "true" Zanza. A scientist responsible for the destruction of the world following an experiment on the transformation of matter, despite the warning of one of his colleagues.

When the universe was reborn, Klaus reincarnated as Bionis, and his colleague as Mechonis.

Kofuko
Male · Nopon · 66 Years
Frontier Village

This Nopon loves alcohol and mushrooms, though he can only eat the most tender specimens because his elderly teeth are prone to toothaches. During the quest (Ingredients for A Brew) he wants to realise his dream of sampling some good homemade alcohol, which ends up hurting his wife's feelings.

Kokora
Female · Nopon · 66 Years
Frontier Village

Kokora is very close to her grandfather Deki, but she's also concerned about the distance between them both. In the quest (Hunt for Bug-Loving Friend) she looks for someone who would become her grandpa's friend and keep him happy. After Ababa accepts her request, Kokora gains a deep respect for him.

Kuriku
Female · Nopon · 9 Years
Frontier Village

The daughter of Tati and Npa. Likely thanks to her parents being cooks, she's able to eat 18 Schorl Mushrooms in one go, or even have 12 lunches in a single day. She's quite rotund because of this enormous appetite, and Pachipa often calls her "roly-poly", which she hardly appreciates. In (It Definitely Exist!), she and Pipiki become friends with Pachipa again by proving the existence of the Mythical Empress.

Kurralth
◇Male ◇High Entia ◇145 Years
◇Alcamoth -> Valak Mountain

Kurralth is a High Entia adventurer, forming a duo with his friend Zain. There's nothing he loves more than seeing the spark in people's eyes when he tells tales of his adventures. After the quests (Preparing for Adventure), (Preparing for Adventure 2) and (Preparing for Adventure 3) they finally finish preparing for one last adventure, but disaster strikes, and the team are separated in (Adventurers in Peril). They are saved by Shulk and his companions, but this event causes the duo to break up. After Alcamoth is destroyed, they find refuge on Valak Mountain. Here he reconciles with Zain and, together, they decide to protect the other refugees.

Lar'shen
◇Male ◇High Entia ◇ Years
◇Alcamoth

A guard who protects the imperial palace entrance, together with Galdo. He feels he must compete with Lecrough, so he pushes himself too far with his training, which will get him injured. After the quest (Back Pain) he realizes that he's the reason why his friends and colleagues are so worried, especially Galdo. As soon as he becomes aware of that, he tries to do the best he can to fulfil his duty. When Alcamoth is destroyed, he becomes a Telethia, but his soul can be freed after the quest (A Release from Duty).

Lorithia
◇Female ◇High Entia ◇??? Years
◇Alcamoth

See page 45.

Lukas
◇Male ◇Homs ◇12 Years
◇Colony 9

Despite having lost his parents, and therefore everyone dear to him, Lukas tries to live his life to the fullest. A very smart and well-mannered child, he acts very mature for someone his age, probably because of the hard life he has had thus far. He's a good friend of Moritz and, after the quest (Lonely Niranira), he welcomes Niranira into his group, and they've been together since.

Ma'crish
◇Female ◇High Entia ◇121 Years
◇Colony 6

An elegant High Entia with a weakness for anything cute. She joins the refugee camp after Alcamoth is destroyed. Dreaming of a world at peace, where different races live in harmony, she decides that she wants to live in Colony 6. She will also contend with Berryjammy in a bid for the title of Miss Sweetness.

Marcia
◇Female ◇Homs ◇64 Years
◇Colony 9

An old woman who loves children, and a dear friend of Cheryl. She has two grandsons, Jiroque and Zukazu, but the latter is adopted, and their squabbling upsets Marcia a great deal. Luckily, she's able to bring peace between her grandsons with the aid of Shulk.

Matryona
◇Female ◇Homs ◇24 Years
◇Colony 6

A pure hearted painter. She wants nothing more than to help the orphaned Pama smile again. In a series of quests beginning with (A Thoughtful Idea) she's able to complete her book and cheer Pama up. After having moved to Colony 6, she resonates with the attentiveness Ewan shows in (Matryona's Answer) and the two begin dating.

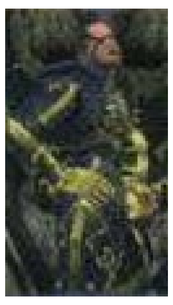
Mecha-Fiora
◇Female ◇Mechanized Homs ◇18 Years
◇Central Factory

See pages 46-51.

Mecha-Gadolt
◇Male ◇Mechanized-Homs ◇26 Years
◇Galahad Fortress

He was captured by the Mechon, who then assembled the Jade Face with him as its pilot. His emotions and memories were considered a hindrance to an effective weapon, and so his mind was wiped of any trace of his former self. Even though he held strong to his oath to fight the Mechon to the bitter end, he was sent to destroy the very people he once loved, and ultimately sacrificed himself to save them.

Mecha-Mumkhar
◇Male ◇Mechanized-Homs ◇30 Years
◇Galahad Fortress



A man who aimed to be the wielder of the Monado. After being ambushed by the Mechon when he fled at the Battle of Sword Valley, he was transformed into a Face Pilot and put in the cockpit of Metal Face, a role which he took to with aplomb. Though he finally had the power he once sought, he still burned with the desire to take vengeance upon Dunban, devastating Colony 9 and mutilating Fiora's Body. Dunban was powerless in Metal Face's wake, but thanks to Shulk's mastery of the Monado, he is repelled time and time again. He dies near Sword Valley, crushed by a fragment of Galahad Fortress.

Medi
◇Male ◇Nopon ◇31 Years
◇Frontier Village

He is not very Nopon in the way he talks, having left Frontier Village early on to pursue his medical studies. He's very knowledgeable, even knowing medical techniques pioneered by the High Entia, but tooth care remains a blind spot for him. A fierce rivalry forms when he meets face-to-face with the renowned Nopon doctor Yusa.

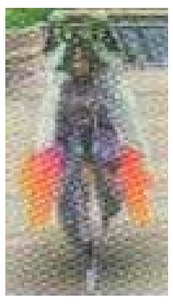
Mefimefi
◇Female ◇Nopon ◇28 Years
◇Colony 9 -> Colony 6

A researcher living in Colony 9. She has the utmost respect for her colleague Perrine and excels in her medical studies. She's quite knowledgeable, even for a Nopon. After moving to Colony 6, she works with Norara, hoping to become her assistant. Meanwhile she continues to study natural healing, much to the ire of Jer'ell, who tends to degrade her. During a quest, she manages to prove her worth, and afterwards the two work together without further conflict.

Melia
◇Female ◇High Entia ◇88 Years
◇Alcamoth

See page 38.

Merisa
◇Female ◇High Entia ◇162 Years
◇Alcamoth



The mother of Mir'leiz. Her son is unaware of the dangers that surround him and always does things his own way, which always makes her worry. But after completing her quest, Mir'leiz begins to calm down, if only so his mother won't spend her days fretting over his whereabouts. Her husband was an imperial guard who died in combat, which makes her much more understanding towards her son's desire to become an imperial guard himself and honour his father's memory.

Meyneth
◇Female ◇Machina ◇??? Years
◇Central Factory

See page 52.

Migaga
◇Female ◇Nopon ◇72 Years
◇Frontier Village

She's responsible for the shiny object found at the centre of the altar. She's the wife of Kofuku and the grandmother of Kokora. Migaga is very particular about the quality of her alcoholic drinks. By bringing her two Bitter Kiwis, she'll be able to brew an excellent drink in (Sweet Seduction). If she's given Walnut Grapes instead, the brew will be ruined, and Migaga will be livid.

Miko
◇Female ◇Nopon ◇18 Years
◇Frontier Village

The village auditor. She is a childhood friend of Adidi, who lives near the lake. She loves pollen cakes, and during the quest (Even in The Chief's Absence) she assists the villagers in preparing a lovely meal for Pelupelu.

Miller
◇Male ◇Homs ◇25 Years
◇Colony 9

A soldier under Emmy Leater's command. He is an expert swordsman and is said to be one of the most formidable members of his unit. He often appears to be passive, if not lazy, but is slowly inspired to be better by the deeds of his superiors.

Minana
Female Nopon 25 Years
Frontier Village -> Colony 6

A Nopon maid who cares for Berryjammy. When her charge decides to move to Colony 6, either she or Berryjammy's butler, Gowago, can move along with her. Either way, Minana has no desire to leave Frontier Village. At Colony 6, she approaches well-mannered people to teach Berryjammy how to behave correctly, eventually arriving upon Yura.

Minnie
Female Homs 26 Years
Colony 9

A hot-blooded Defence Force member. She works at the entrance of the Residential District, and she's very aware of the importance of her task, although that doesn't stop her from resenting its repetitive nature. The Colony's citizens appreciate her work, though. As beautiful as she may be, she's still quite shy, which makes her all too endearing to others.

Miqol
Male Machina ??? Years
Fallen Arm -> Colony 6

The father of Egil and Vanea. He condemns his son and his hatred for the Bionis, so he chose to pull the Machina out of the Mechonis so that they could live in peace. However, he regrets not being able to contain his son's rage, so, with no other option, he asks Shulk to kill him.

Miriall
Female High Entia 187 Years
Alcamoth -> Eryth Sea

This woman loves to stargaze and displays a lot of kindness towards children. When Alcamoth is destroyed, she escapes with Teelan, but unfortunately, they are separated in the chaos and she can't find him anymore. She is overcome with guilt, but it will be possible to help her find inner peace once again by completing the quest (The Missing Boy).

Mir'leiz
Male High Entia 69 Years
Alcamoth -> Eryth Sea

A young and impatient boy who dreams of one day joining the imperial guard, but is prone to getting upset easily. His mother, Merisa, asks for the help of Shulk and companions to help find him after he wanders off too far from home. After finding him, he will want to help the group of heroes in any way he can, excited at the idea of monsters and beasts in Eryth Sea. After the destruction of Alcamoth, he disappears, and no one knows if he is still alive.

Mixik
Female Machina 1326 Years
Fallen Arm

Qofaria and Kazat's daughter. Her greatest desire is to bring her parents back together in the quest (Mending Memories) since they are angry at each other after one of their most important keepsakes was destroyed. She asks Shulk and his companions to help her repair the keepsake that is so important to her family. Doing this will make them smile again.

Modamo
Male Nopon 55 Years
Frontier Village

The warrior trainer at Frontier Village. About 80% of his trainees are nominated Heropon. Riki, who was chosen this year, is no exception. After someone completes his training regimen, a reward awaits him in the form of delicious cakes made by Rono.

Monica
Female Homs 26 Years
Colony 9

It's often said that love is blind, and she's the living proof of that. She's madly in love with the researcher Erik, which makes her so distressed that she can't focus on her guard duties. After completing her quest, she'll be able to go out with Erik, but she'll also notice that a man named Andreas is interested in her.

Moritz
Male Homs 12 Years
Colony 9

His mother Suzanna is very demanding of him. It doesn't show, but Moritz is a very kind boy with the qualities of a leader. Suzanna wants him to study during the quests (Education-Minded Suzanna) and (Education-Crazed Suzanna). He will slowly become keener on studying, to the point that he begins to enjoy learning. However, this won't stop him from wanting to play with his friends.

Mumkhar
Male Homs 30 Years
Colony 9

See page 54.

Narine
Female Homs 10 Years
Colony 9

The daughter of Arnaut and Françoise. Narine is a kind-hearted girl who always puts others first, although she and her friend Paola often argue over their schoolyard crushes. Daughter of Arnaut and Françoise, this good-hearted little girl always puts others first. She's friends with Paola, although they often fight over what kind of boy they prefer. Narine likes smart, good natured boys like Shulk, while Paola finds the strong, bulky ones like Reyn more attractive.
After the quest (Paola and Narine), she better understands the ties that bind Shulk and Reyn, along with Reyn's better qualities, and comes closer to Paula as a result. It might just be her getting older, but she is noticing that Lukas and Shulk both seem to be her type…

Naroth
Male High Entia 192 Years
Alcamoth

A High Entia researcher, and a colleague of Talia and Ruthan. He tutors Teelan and admires the young boy so much that he believes Teelan may surpass him as a future scientist. In (A Necessary Upgrade) he accepts a request from Teelan and leaves to find the materials he needs to upgrade his deciphering machine. This way, deciphering the High Entia documents that he finds in the ruins will be much easier, and Naroth will successfully obtain new information on the war god of the High Entia. However, he's declared missing after the Telethia attack Alcamoth.

Natalia
Female Homs 24 Years
Fallen Arm

Just like Karlos, she fell to the Fallen Arm during the Battle of Sword Valley, but she was lucky enough to be rescued by Rakzet. Her work consists in bringing lunch to the guards that keep watch outside the Hidden Machina Village. After a friend of Karlos died by trying to protect her, she's been worried about Karlos, who shares the same desires.

Nelo
Male Nopon 34 Years
Alcamoth -> Frontier Village

Here's a Nopon that can't hold his liquor. Fortunately, the quest (Losing the Taste for Alcohol) will allow him to say goodbye to his problems and fully enjoy the drinking parties that he and his friends love so much. After Alcamoth is destroyed, he flees to Frontier Village, where he swears to do everything he can to rebuild the Imperial Capital. By helping him out in the quests (Restoring the Capital) and (Restoring the Capital 2), the reconstruction of Alcamoth will become that much closer to reality.

Neonik
Female Machina 9892 Years
Fallen Arm -> Colony 6

This elderly Machina has had enough of being surrounded by just machines. Instead, she dreams of living surrounded by nature, and therefore moves to Colony 6 when the reconstruction begins. As she's almost at the end of her life, the quest (Lifespan of a Machina) will allow her to find a Pterix Energy Egg which will prolong her existence and give her the chance to build the future of the colony. During the quest (A Poet's Concerns) she doesn't believe Yura when he tells him that he'd love to write a poem about her, but by fetching a Tobogan Wing, so prized among the Machina, she'll realise that he's serious about it and grow fond of him.

Nic
Male · Homs · 36 Years
Colony 9 -> Colony 6

A member of the Colony 9 Defence Force. This coward is an affront to his rank. He wants a change of scenery, so he leaves for Colony 6, where he meets Nopo'rikh and becomes his apprentice, caring not whether it's considered shameful for a Homs to become a Nopon's pupil. He trains with enthusiasm and after the quest (Nic's Final Test) he's able to overcome Nopo'rikh's challenges. With his newly found confidence, he can face life like a real Homs would. He falls to the charm of Rosemary, a fellow Colony 9 expat, and will win her love during (The Melody of Happiness).

Nikita
Male · Homs · 10 Years
Bionis' Leg -> Colony 6

A small boy with a lot of heart. He cares about Sharla, who does all she can to protect the refugees of Colony 6. Though he lost his parents when they fled the colony, he's still convinced that they're alive. When Satata repairs his toy during the quest (Being a Good Grandfather), the boy takes a liking to him, and begins to envy Kiroki for being lucky enough to still have a grandfather. Anna tends to string the two of them along, but she doesn't do it out of malice. He also loves fish.

Niranira
Male · Nopon · 12 Years
Colony 9

Not only does he have few friends his age, since there aren't many Nopon in Colony 9, but he's also hazed by Moritz at school. Luckily, after the quest (Lonely Niranira) he will take the initiative and write a letter to Lukas, finding a friend in him like none other, and once again be happy. With the quest (Pride and Courage) he'll even be able to win Moritz's friendship, and those three will forge a genuine bond.

Nopon Sage
Male · Nopon · 9999 Years
Makna Forest

A legendary being said to be the wisest of all Nopon. He can only be seen by children, and he appears only if an offering is made when there's a rainbow in the sky. In (Meeting the Nopon Sage) he has the power to heal Pipiki's sense of taste. During (Legend of the Sage) it's revealed that the Sage was able to single-handedly defeat Unreliable Rezno. In the quest (Challenge of the Sage) he speaks of Riki as a true hero. He's the only person besides himself that he considers a true hero.

Nopo'rikh
Male · Nopon · 25 Years
Colony 6

He lives with Ma'crish and feels like her prisoner. Wanting to better his lot in life, he tried to escape and win his freedom. If his escape plan fails, he will quietly stay at his mistress' side, resigned to grumbling about his grievances forever. If he manages to flee, he will realise how safe and peaceful it was to live at his mistress' side, but eventually find the strength to live on his own. He's very brave, for a Nopon.

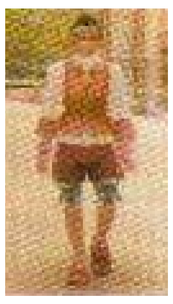
Norara
Female · Nopon · 25 Years
Frontier Village -> Colony 6

A friendly Nopon that is constantly training herself to heal her friend Berryjammy. She comes to Colony 6 so that she can better understand the culture of the other races, and she manages to find a cure for Berryjammy's illness with the help of Mefimefi. But Berryjammy takes too much of her medicine, so Norara can't stay away from her for too long, since she needs to be sure that everything will be alright.

Oka
Female · Nopon · ??? Years
Frontier village

Riki's wife, mother to many littlepon, and an excellent cook. She can be very temperamental with her husband; he follows her rules in her home, and that's that. She blessed Riki with many children, so now she's very busy with trying to satisfy their ravenous appetites. Before they married, she also showed everyone her devotion when she decided to jump from the 8th floor of the village into the reservoir at the bottom. Not even Riki was brave enough to attempt this jump.

Oleksiy
Male · Homs · 24 Years
Colony 9 -> Colony 6, Satorl Marsh



Oleksiy had a younger brother who died in battle with the Mechon. He's constantly in search of perfection and always complains about the blatant lack of ambition of the inhabitants of Colony 9. He then moves to Colony 6, after it's been partially rebuilt, and immediately falls in love with the fighting spirit of its people. He's so motivated that he dedicates himself fully to his new job as a watchman. He soon meets Zel Argentis at Colony 6 and begins a relationship with her, but her father, Don Argentis, forbids it. During the quest (Stopping the Elopement) the two lovers try to run away, but they fail, although this ends up being enough to gain Zel's father's blessing.

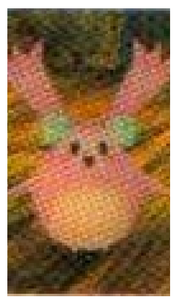
Olga
Female · Homs · 48 Years
Bionis' Leg -> Colony 6

Olga used to own a pharmacy at Colony 6. During the time she spent in the refugee camp, she kept on providing care to the sick. When the Mechon attacked, she saw Ewan fleeing the battlefield like a coward, and she's denigrated him ever since. But after the quests (Spirits Raised) and (Imagination Tempered), and thanks to Ewan's efforts, Pama can smile again and Olga lets go of her resentment towards Ewan. Once she goes back to Colony 6, she is helped by Shulk in the quest (Chemist's Reopening) to, as the name suggests, reopen her business. Her goal is to support the reconstruction efforts and provide care and medical aid.

Orkatix
Male · Machina · 2143 Years
Fallen Arm

This Machina has an unfortunate growth defect, causing him to look like a child. His mother Vronik has tried and failed to find a cure for a long time. This situation has given Orkatix an inferiority complex. With the quest (Stunted Growth) Shulk builds him a device that should make him grow at a normal rate. The hope that one day he may be able to help the others in his village fills him with joy.

Pachipa
Female · Nopon · 8 Years
Frontier Village



She always asks the player to help his father at work by getting rid of the monsters who prevent him from doing his job. During the quest (It Definitely Exist!) she will prove to her friends that the Mythical Empress really exists through the evidence Shulk gathers for her.

Pama
Male · Nopon · 7 Years
Bionis' Leg -> Colony 6

A young Nopon living in Colony 6. Despite being able to escape when the Mechon attack, she finds herself separated from her parents. This plunges her in the depths of despair, stirring up concern and worries in the adults around her. She will cheer up when she's given the picture book linked to Arda's quest.

Paola
Female · Homs · 10 Years
Colony 9

The daughter of Giorgio. She's very proud of her father, who works hard every day. This hot-headed young girl likes to hang out with Narine because of her cheerful attitude. They get along well until they bicker about the boys they like, with Paola vouching for Shulk. But after the quest (Paola and Narine) she'll learn the true meaning of friendship through Shulk and Reyn, and the feelings that bind her to Narine will become even stronger.

Pelupelu
Male · Nopon · 19 Years
Frontier Village

He keeps watch on the summit of the waterfall in Frontier Village, but he's not very passionate about his job. If he's not called to order, he'll stop working right in the middle of his patrol. During the quest (Even in the Chief's Absence), he accepts a request to help Miko in exchange for a tasty fish. After that, it becomes clear that he works seriously for hours and hours. Maybe he's always serious? During the quest (A Gift for Miko) it's implied that he likes Miko.

Pepa
Female Nopon 23 Years
Frontier Village

She looks strong on the outside but, she adores everything sweet and shiny. She collects shiny and sweet objects to furnish her house. Incidentally, she'll ask to collect even more of them during an eventful quest to decorate her house. She needs it to be adorable and worthy of the prince that, one day, will come and sweep her off her feet.

Peppino
Male Homs 18 Years
Colony 9 -> Colony 6

He has a complex because of his name, and spends the night having fun with disreputable people. He doubted that he would ever fit in Colony 9, but after moving to Colony 6, he gets to know En Argentis and pulls himself together. However, her father Don Argentis would not allow Peppino to see her. After the quest (Betrothal Test) a series of events will persuade Don Argentis of the strength of his feelings for his daughter, and he will let the two see each other.

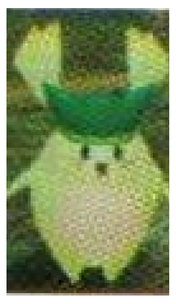
Perrine
Female Homs 37 Years
Colony 9 -> Colony 6

A scientist from Colony 9. She loves to break new ground in her research, but she struggles to find an interesting subject. If Mefimefi moves to Colony 6, she will stay at Colony 9 to fulfil the role of healer. Otherwise, she'll go to Colony 6, where there are few Homs scientists. Her career will blossom there, but her relationship with Jer'ell will give her plenty to worry about.

Piko
Female Nopon 32 Years
Alcamoth -> Frontier Village

She's close to Popipo and Baroba, both of whom were refugees from Alcamoth that went back to Frontier Village. She also listens to Popipo's problems, as her son is forced to hide in order to survive and tries to give her advice. When the problem is solved, she'll keep on taking care of Baroba and Popipo.

Pipiki
Male Nopon 8 Years
Frontier Village



Though naturally joyful, he feels anxious because of the voices coming from the underground. He spends his time jumping up and down in order to make enough noise to scare away whatever creatures might be hiding under his feet, but also because he wants to learn how to fly, so that he can meet his friend on the floor below. He's firmly convinced of the existence of the Nopon Sage, and it's him that will set in motion the quests that will allow Shulk to meet the Nopon Sage. The latter will help Pipiki tolerate the taste of Bitter Kiwis.

Pokapoka
Male Nopon 47 Years
Frontier Village -> Colony 6

A gourmet with very high standards. He doesn't feel like he's necessary in Frontier Village, so he sets out for Colony 6 to find his place among the melting pot of diverse peoples. His life goal is to taste everything that exists, so he even forces himself to ingest things he doesn't particularly like in the quests (A Delectable Delicacy) and (A Tantalizing Treat).

Popipo
Female Nopon 36 Years
Alcamoth -> Frontier Village

The mother of Baroba and a friend of Piko. She fled with her son during the fall of Alcamoth. She was greatly affected by the tragedy that struck her High Entia friends, and she still suffers to this day because of it.

Prox
Female Machina 2673 Years
Hidden Machina Village

Her job is to collect fresh water from the fountain. After the quest (Mysterious Noises) she can continue to work without any fear.

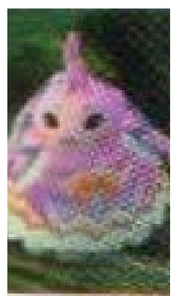
Puko
Male Nopon 19 Years
Frontier Village

In a quest given by Medi, he asks the player at the market in Frontier Village to help him recover some medicinal ingredients, which he was transporting before being attacked by monsters. Having been paid in advance, he brings the doctor some ingredients that look like the ones he lost. By getting back the ingredients stolen by the monsters and giving them to Medi, he won't suspect Puko of being a scammer anymore, and his trust will be restored.

Qofaria
Female Machina 3387 Years
Fallen Arm

Kazat's spouse. She broke a brooch he cared for very much, which made him angry with her. But after a quest it will be possible to repair it, dissolving the tension between them.

Rasha
Female Nopon 38 Years
Frontier Village



Rasha is the aunt of Cherri. Their family history is quite sad because they are the only ones left. She understands that her niece doesn't really want to open her heart to her, so she tries to prepare her some gifts at work, hoping to catch her attention. She had the chance to travel the Bionis with her sister because she was a merchant, which is why her Nopon dialect isn't very strong.

Reyn
Male Homs 18 Years
Colony 9

See page 36.

Riki
Male Nopon 40 Years
Frontier Village

See page 39.

Satata
Male Nopon Years
Colony 6

He's an inventor living in Colony 6, where his skills are extremely important: he designed the shuttles that evacuated Colony 6, he successfully repaired Nikita's toy during (A Respectable Grandfather), he even built Juju's buggy! However, he still doubts his skills when he thinks about the Mechon attack on Colony 6, and how he couldn't invent weapons that could stop them. After the reconstruction of Colony 6, he comes back and moves in, then devises plan for many different buildings, like the headquarters, the farm, the park, and even the watchtower. With the quests (Satata's Younger Brother) and (Rest in Peace) he asks the player to help him bury his brother next to his wife in her final resting place. This takes a weight off his heart.

Scarlen
Male High Entia 93 Years
Alcamoth -> Satorl Marsh

Because he spends a lot of time with Ricoth and Rozeal, he's considered a womanizer, and his reputation suffers for it. But he only has this attitude because both Rozeal and Ricoth are very dear to him and he doesn't want to destroy their friendship. However, he realizes that this can't go on forever, so he will try to explain his feelings in the quests (How Do They Feel?) and (How Do I Feel?), and then in (I Love You No Matter What) or (Together Forever), he'll finally choose Rozeal or Ricoth. After Alcamoth is destroyed by the High Entia that transformed into Telethia, he flees to Satorl Marsh.

Sesame
Male Homs 19 Years
Colony 9

Sesame is the de-facto boss of his gang, which he gathers every night to plot something. While pretending to help, but in fact investigating the matter, the quest (The Plan - Execution) reveals his true goal: preparing a firework show to cheer up everyone in the colony. He explains that "it all had to be tip top secret", and that's why the adventure was so chaotic, but ultimately heart-warming.

Shalen
Female · High Entia · 144 Years
Eryth Sea

Shalen is the guardian of the lighthouse towering over Eryth Sea, including Prison Island. During (Trouble at the Lighthouse) the light doesn't work. so Jarack must come and fix it. When Alcamoth is destroyed by the High Entia transformed into Telethia, Shalen welcomes refugees into the lighthouse, just like Jarack does at the Ether Plant. After that, she stays at the lighthouse to welcome any refugee led there by the light.

Sharla
Female · Homs · 21 Years
Colony 6

See page 37.

Shilx
Male · Machina · 4894 Years
Fallen Arm -> Colony 6

This Machina has a dream: to open a mall in a city full of people. He already owns a shop in the Hidden Machina Village, but when Colony 6 is developed enough, he opens a bazaar there, handling both deliveries and quests at the same time. Werner sees him as a rival, and they both strive to become the best merchant there is.

Shulk
Male · Homs · 18 Years
Colony 9

See page 33.

Shura
Female · Homs · 37 Years
Colony 9 -> Tephra Cave

A strong woman with a curious disposition. She earns a lot of respect, even from Arnaut. When the Bionis awakens, she gains access to the Bafalgar Tomb and launches an investigation, although she needs to enlist Shulk's help after her companions flee the cave. During the series of quests started by (The Book of Bafalgar), she's able to continue her research and discovers the ancient rivalry between the giants and the white spiders, which satisfies her curiosity. Even if she has a strong personality, sometimes she worries about being lonely.

Sonia
Female · Homs · 29 Years
Colony 9

The devoted mother of Rocco and Liliana. Her husband was killed in battle a year ago, and she's been raising her children all by herself since. Dean has been trying to approach her even before she got married, but since she's not very lively, she doesn't become aware of his feelings. Additionally, her cooking is catastrophic: the harder she tries, the worse her food gets. The only thing she can't destroy is cabbage rolls.

Sorean
Male · High Entia · 320 Years
Alcamoth

See page 42.

Suzanna
Female · Homs · 40 Years
Colony 9

Kantz's wife and the mother of Moritz. She's a strong-minded woman, especially when it comes to her son's education. Through the quests (Education-Minded Suzanna) and (Education-Crazy Suzanna) she tries everything she can to get Moritz to study instead of playing with his friends all day. Nevertheless, Moritz puts effort into studying and the results follow, so Suzanna starts to believe in him and leaves him be. When she's talked to, she tends to brag about how good her son is, but that's her motherly heart talking.

Sylviane
Female · Homs · 27 Years
Colony 9

The girlfriend of Leopold and a die-hard spendthrift. She's secretly in league with King Squeeze, which is why Leopold is so deeply in debt to him. Even if her true nature is revealed during (Financial Planning), Leopold's blind love and affection towards her remains the same.

Talia
Female · High Entia · 118 Years
Alcamoth - Satorl Marsh -> Eryth Sea

A young High Entia scientist who pursues her research together with Naroth and Ruthan. Determined and strong-willed, once she sets her mind on something, there's nothing that can stop her. During the quest (Talia's Research), Shulk has a vision of Talia being attacked by a monster, while travelling alone to Satorl Marsh. Once she's saved by Shulk and his companions, she will honour the memory of Naroth and Ruthan by continuing her research, which will be complete with the quest (Ancient High Entia Mystery). Afterwards, she can continue her studies of folklore.

Talonyth
Male · High Entia · 221 Years
Alcamoth -> Bionis' Leg -> Colony 6

A gifted High Entia cook. He spends his days in dissatisfaction, feeling that his skills are stifled as long as he stays in Alcamoth. When he stays at the refugee camp on Bionis' Leg, he notices that the people there enjoy his makeshift cuisine, and because of that he swears to make it only if it would make someone else smile. Once he moves to Colony 6, he finds a rival in Hoko, and he can finally say goodbye to the gloomy days of mundanity. Through an onslaught of cook-offs, he continues to aim for perfection. Thanks to the help of Shulk and his companions in the quest (Cook-Off Final Blow?!), he obtains a new item that allows him to improve his craft.

Tati
Male · Nopon · 38 Years
Frontier Village

This cook oversees the kitchen at Frontier village, though at first, he imagined he would be a great singer. In the quest (Strange Noises from Below) the low room temperature ruins his voice to the point that it's mistaken for a ghost. As soon as his throat returns to normal, he decides to break out of his singing routine and goes in search of many things throughout the world, because he can get passionate about other things other than cuisine. Not even his wife Npa and his daughter Kuriku are fans of his repertory.

Teelan
Male · High Entia · 42 Years
Alcamoth -> Eryth Sea

This young High Entia dreams of becoming a researcher, and he already possesses the motivation and curiosity necessary to the job, despite his young age. Naroth and Ruthan, two esteemed researchers, appreciate him and see in him a brilliant scientist. In (Looking for Gold Bugs) he can truly show off his talent. He is declared missing after Alcamoth is destroyed by the Telethia and saved during the quest (The Missing Boy). The following quest (Secret Research) allows him to get his hands on some research documents regarding High Entia transforming into Telethia. He embarks upon this scientific journey with the hope that, one day, he can return his fellows to their original form.

Theo
Male · Homs · 36 Years
Fallen Arm

A former member of the Defence Force. He fell during the Battle of Sword Valley and was brought to the beach at Digit 2. He was a capable fighter, so much that even Karlos knows his name, despite them belonging to different units. He's grateful to the Machina that saved him, so he now guards the Digit 2 Plains, constantly on the lookout for Mechon movements. He was in the same unit as Nick and even trained with him in the past. Now he wonders if he's safe.

Tuzu
Female · Nopon · 33 Years
Frontier Village

Gerugu's wife. When the deliveries from her husband's business on Bionis' Leg become rarer and rarer, Tuzu begins to wonder if something has happened to her husband. The prolonged naps her daughter takes are also cause for concern and, overwhelmed with stress, Tuzu's health starts to suffer. Luckily, the quest (Dadapon in Trouble) has a monster hunt that will result in Gerugu's business returning to normal. Pachipa's intervention in this quest reassures Tuzu of both the safety of her husband and the maturity of her daughter, and she soon starts to feel better.

Tyrea
Female High Entia ??? Years
Alcamoth

See page 44.

Vanea
Female Machina ??? Years
Agniratha

See page 49.

Vangarre
Male Homs ??? Years
Colony 9

The infamous colonel of the Colony 9 Defence Force. Because of his square-shaped moustache, Reyn and Shulk have taken to calling him "Square-tache" behind his back. He's very harsh with his subordinates, and sometimes imposes excessive punishments upon them, like "20000 crunches" or "100 million push-ups" when they make a mistake or slack off. In combat, he proves to be a brave fighter, even fighting against a foe like Metal Face without showing a hint of fear. He was believed to be dead after the Mechon surprise attack on Colony 9, but in reality, he's alive and well, and even participates in the assault on Agniratha with the allied armies of Bionis. He can even be seen after the war as he torments his assistants during the reconstruction of the Colony.

Vidian
Female High Entia 144 Years
Alcamoth

A very kind and serene young lady who, seemingly out of nowhere, becomes cold and distant and acts abrasively with everyone. In the quest (Vidian Rescue Mission) she can find love and hope once again, if she's given an object that reminds her of the importance of friendship. During the exodus from Alcamoth it's discovered that some of the victims of the attack were two friends of Vidian. She will help them by freeing their souls with her prayers.

Vol'aren
Male High Entia 208 Years
Alcamoth

The young father of Cian and Atael. Death parted him from his wife, so his only link to her in this world is his children, who he raises with great care. They stress him out every time they sneak away to go on an adventure. Unfortunately, this torments him enough that he must ask Shulk for help in the quests (Looking for a Lost Son) and (Looking for a Lost Daughter).

Voltak
Male Machina 2832 Years
Fallen Arm

Linada's assistant, who can be found on the top floor of the Junks. He's always worried about the well-being of his teammates. He thinks Rizaka is much like him in that she restores things, like he does, despite their differing lots in life.

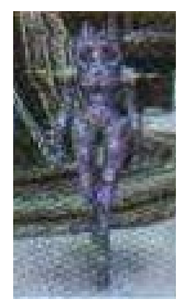
Vronik
Female Machina 3387 Years
Machina village

A mother who is very concerned for her son, Orkatix, who is suffering from a bout of stunted growth. She's so nervous that even her friends are worried about her, fearing that she might have a breakdown because of her concerns.

Werner
Male Homs 32 Years
Colony 9 -> Colony 6

Once the owner of a bazaar in Colony 9, he decided to shut it down because of the low sales and after he divorced from his wife. Now, he feels unable to go back inside the colony, so he sells junk in its outskirts. When the Metal Face and the Mechon attacked Colony 9, he was at the Mechon scrapyard, meaning that he could escape the attack unscathed. When he moves to Colony 6, he becomes a whole new man thanks to the positive attitudes of the locals. With the quests (A Gutsy Trader) and (A Dauntless Trader) he becomes a famous merchant. Through the presence of a rival figure, Shilx, he tries to improve the quality of his services as much as he can.

Xekit
Female Machina 4816 Years
Fallen Arm



She's in charge of the scheduled inspections of the exhaust system. She's devoted to her work, so much that, when she saves Karlos, she catches the ire of Mixik's parents. During the quest (Scheduled Inspection) her sixth sense, that earned her a certain reputation, doesn't fail her, and allows the player to complete the quest without being attacked by the Mechon. Later, she manages to trick Miqol into reducing the inspection frequency to once every 100 years, so that she can keep working.

Xord
Male Homs ??? Years
Colony 9

Known in Colony 9 as "Xord the blacksmith", Xord was a skilled mechanic as well as the father of Désirée. He was killed a year ago during a Mechon attack. They recovered his body and it seems that his brain, as well as a part of his internal organs, were implanted into the Mysterious Face. He kidnaps Juju to lure Shulk and his companions to the depths of the mine, where he is defeated, and ultimately explodes.

Yumea
Female High Entia ??? Years
Alcamoth

The empress of the High Entia and Kallian's mother. She loathed Melia for her half Homs heritage, and stifles her ascendance to the throne in any way she can, up to and including an attempt on Melia's life. This plot fails, however, and Yumea is stripped of her title. She's a pure-blooded High Entia and knows more than anyone else about the fate that awaits her kind when the Bionis awakens. Therefore, she orders Tyrea, herself of mixed heritage, to put her down if she transforms into a Telethia.

Yura
Male High Entia 167 Years
Alcamoth -> Colony 6

Yura is a High Entia minstrel, a troubadour. Alcamoth lacks the spice of life that is needed for his inspiration, so he suffers an artist's block. After Alcamoth is destroyed, he flees to Valak Mountain, then joins moves to Colony 6. He finds the colony particularly lively and colourful, which gives him some culture shock. He's helpless under the throes of love and may end up together with Rosemary.

Yusa
Male Nopon 83 Years
Frontier Village

A great doctor and a restless scientific mind. Unfortunately, he suffers from chronic back pain, along with aches in the knees and other parts of his body because of his old age, preventing him from moving freely. But with advice from Npa and Medi he manages a full recovery. During a quest, he manages to craft many sets of false teeth, so that he can treat the scores of Nopon in need of them.

Zain
Male High Entia 142 Years
Alcamoth -> Valak Mountain

This High Entia explorer teams up with Kurralth and outclasses him in experience and knowledge. He can finally go on an adventure after the quests (Preparing for Adventure), (Preparing for Adventure - 2) and (Preparing for Adventure - 3), but Kurralth's foolhardiness in the quest (Adventurers in Peril) causes them to be separated. Shulk and his companions will save him, but this event marks the end of the adventuring duo. After Alcamoth is destroyed by the Telethia, he seeks refuge at Valak Mountain, just like Kurralth. He wants to keep his acquaintances in high spirits, like Miriall and Yura, so he constantly encourages those around him to boost morale. During the quest (The Missing Partner) he faces the situation by taking a risk, but thanks to Shulk and his party he will come back unscathed. His deep knowledge of giants will also help in the quests (The Final Giants' Ruins) and (The Giants' Treasures).

Zanza

God ◇ God of Bionis ◇ ??? Years
◇ Bionis

He's both the God of Bionis, and Bionis himself. Zanza had to create organic life forms, while Meyneth's task was to create non-organic life, but he didn't want to recognise any divinity other than himself, so he took possession of the body of a giant, Arglas, to launch an attack on Mechonis. When the two titans could not fight any longer, Zanza was sealed away on Prison Island by the ancient High Entia, trapped in the body of Arglas. The High Entia also hid the Monado, which possessed Zanza's soul, inside Ose Tower. But Zanza took advantage of the Homs group that was searching for the Monado, and hid in the body of Shulk, using him as a vessel while awaiting his resurrection. When he reawakened, he struck down Meyneth, and seized her Monado, then destroyed Mechonis. Shulk and his companions opposed his plans, and finally defeated him.

Zarkort

Male ◇ Machina ◇ 2963 Years
◇ Fallen Arm

Zarkort is an acrophobic Machina who's in a long-distance relationship with his girlfriend Bozatrox. She lives in Mechonis Field, a place that he dares not tread because of his fear of heights. Though he worries that his partner might have forgotten him after so long, he manages to send her a present during the quests (To My Loved One...) and (For My Loved One...). When these quests are completed, she manages to escape the Mechonis and re-joins Zarkort, and the two will live happily together. If Zarkort does not send his gift to Bozatrox then she will die when Mechonis reawakens, and he will forever regret that he could not save her.

Zazadan

Male ◇ Nopon ◇ 28 Years
◇ Satorl Marsh

He lies wounded in a hidden Nopon camp in Satorl Marsh. (Preventing Starvation) is the first of a series of quests, in which he asks for food, protection and several other things. The quest (Gather Information) reveals his secret: he plots to use red pollen orbs for his own ill-gotten gain. Worried about the eventual consequences of the role he played in the illegal trade, he disappears once his secret has been revealed.

Zel Argentis

Female ◇ High Entia ◇ 106 Years
◇ Alcamoth -> Satorl Marsh -> Colony 6

The eldest daughter of Don Argentis. Zel is obedient and well-mannered, but also ignorant of the outside world, which makes it hard for her to get along with her younger sister En. After moving to Colony 6, she meets Oleksiy and falls in love with him. At that point, she decides she wants to know more about the world, but Don Argentis won't allow this 'unnatural' union with a Homs, but the quest (Stopping the Elopement (Zel Argentis)) will let Zel prove how much she loves Oleksiy. Her father understands their feelings and gives them their blessing. Zel starts a family with Oleksiy and, by discovering real freedom, she reconciles with her sister.

Zukazu

Male ◇ Nopon ◇ 26 Years
◇ Colony 9 -> Bionis' Leg

Even though he's officially Jiroque's older brother, he is adopted, and because of that his grandmother Marcia doesn't like him very much. So, he trains hard with the hope that, one day, he may leave the colony and go on an adventure, but his brother is worried about him, so he tries to stop him. This results in a fight between the two, and Marcia becomes even more hostile towards Zukazu. With the quest (Thawing Relations) the misunderstandings between the two brothers disappear, and Zukazu is finally treated like a true nephew by Marcia, just like Jiroque. Moreover, if Zukazu wins in the quest (A Big Brother's Fight), he decides to leave; if he loses, he will stay.

Xenoblade The Secret File MONADO Archives

WORLD GUIDANCE

As this world was born, so too were two divine titans.

Thousands of days and nights passed atop their corpses.
Countless creatures were born and evolved.
Through this book, finally, all these things will be documented.

As a bonus, the names and descriptions of locations given here can help you discover landmarks in-game. (P = Landmark, S = Secret Area, L = Location)

Apocrypha (Located Behind the Monado)

This is a device developed by Egil to contain the energy of the Monado. It releases ether waves that oppose those emitted by the Monado and entrap its powers.

Armus

An example of Bionis wildlife. As these are peaceful and docile creatures, the Nopon have domesticated armus to transport luggage. Moreover, the milk produced by armus, though slightly sour, is an utter delight. This milk doesn't stay fresh for long though, so one must drink it as soon as possible for it to taste its best. It is said that their milk only stays at its best for 36 minutes and 9 seconds.

Eques Skyray

A prehistoric creature that was contained on Prison Island. It is among the oldest species on Bionis. They were formerly only seen as fossils discovered around Alcamoth, but when Metal Face and the Faced Mechon led the attack on Prison Island, an army of Skyrays emerged and attacked them. During the battle of Eryth Sea, when Shulk and his companions examined a Skyray's corpse, Dunban surmised that the creature was acting on instinct.

Valak Mountain

A bitterly cold tundra running the length of the Bionis' right arm. The slopes of this snow-covered mountain range are near impassable without the presence of a guide. When night falls, light escapes the ice crystals and bathes their surroundings in its glow. As Bionis stopped Mechonis' sword with its right arm, it is possible to traverse a passage to Sword Valley that extends from the wrist to the thumb. The lower portions of Valak Mountain are home to Ose Tower, where the High Entia sealed the Monado away.

	Location Names	EXP	AP	SP
P	Zokhed Pass	1210	246	96
P	Mechonis Wound	1270	246	96
P	Hollow Bone	1306	246	96
P	Nopon Camp	1331	246	96
P	Harict Chapel	1391	246	96
P	Lava Cave	1403	246	96
P	La Luz Church	1415	246	96
P	Nofol Tower	1427	246	96
P	Bionis' Wrist	1452	246	96
S	Befalgar Pedestal	8840	656	256
S	Three Sage Summit	12370	656	256
L	Nagul Waterfall	400	82	32
L	Serik Waterfall	408	82	32
L	Apis Lair	412	82	32
L	Kana Peak	416	82	32
L	Agul Mountain Range	420	82	32
L	Bagnar Snowfield	412	82	32
L	Bionis' Right Elbow	424	82	32
L	Url Crevasse	428	82	32
L	Jakt Geyser	432	82	32
L	Sealed Tower	448	82	32
L	Ignia Hill	452	82	32
L	Great Glacier	456	82	32
L	Chilkin Lair	416	82	32
L	Antol Den	436	82	32
L	Valak Peak	436	82	32

Transport Container

Containers used to transport ether cylinders. Shulk and Reyn received them from Fiora when they were going to look for some ether cylinders at the Cylinder Hangar.

Ether

An element left over from the creation of the world. It acts as the Bionis' blood, and is the building block of all life in this world. Ether is used as energy in devices such as lamps, mobile artillery, ether rifles, and many, many more. The Homs, High Entia, and Nopon all need ether to be present in order to survive, suffering from ether deficiency in environments where the substance is lacking. The Mechon, on the other hand, have been extracting ether from the Bionis and altering its properties, transforming the energy that gave life to every being on the titan into a potent corrosive agent. The Faced Mechon's spears and Metal Face's claws drip with the substance.

Ether Capsules

Devices that stockpile ether. As there are no deposits of natural ether on Mechonis, these capsules enable the extraction of ether crystals.

Ether Deposits

Raw ether crystals gather in these places across the Bionis. They siphon the ether that flows in the earth and coagulate it into a solid state. Many of these deposits can be seen in nature, like on rock walls, or near a water source, but never inside cities. Ether crystals can be easily extracted from them.

Ether Cylinders

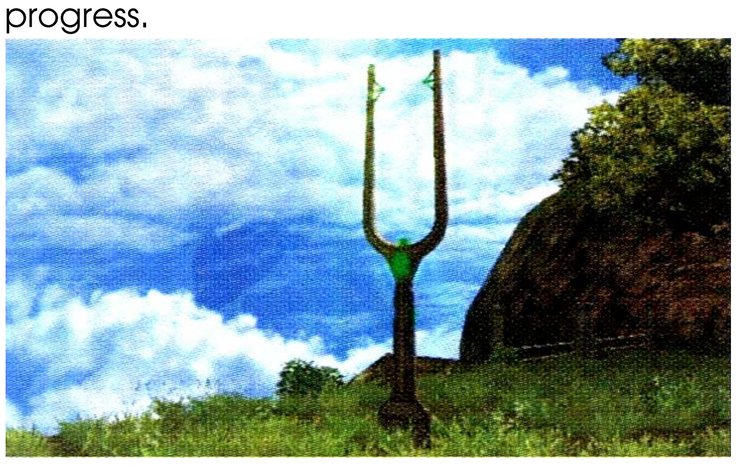
Ether compiled into tube-shaped containers for convenient storage. Ether cylinders see use in many different fields as an energy source for Homs, powering weaponry, artillery, or even their buggies. Being used mostly by the Defence Force, a great quantity of ether cylinders can be found attached to the walls of the hangar near Colony 9. However, many speculate that the cylinders weren't made by Homs, but by High Entia in ancient times. Despite this not being their original purpose, the Homs designed their weapons to be fully compatible with these cylinders.

Ether-based Organisms

The matter that makes up the body of these organisms is only found in locations with exceptionally high ether content. A great number of them can be seen in Makna Forest, Eryth sea, and in the Bionis' Interior. It is difficult to deal damage to them with physical attacks or melee weaponry. Adventurers have learned to avoid the floating nebulae, as they are made up entirely of atmospheric ether and are liable to erupt in an extremely dangerous explosion.

Ether Planters

These devices were put into service in order to stockpile and manage ether. They were constructed around Colony 6's surroundings and encircle the area. While these planters draw in nearby ether, they are frequently targeted by monsters, further delaying the reconstruction of Colony 6. Shulk and his friends must destroy these monsters to continue their progress.



Ether Rifles

Set up with condensed ether cartridges, these rifles shoot ether bullets. They see much use in fighting Mechon and ferocious monsters, though they can also heal allies. To this end, the ether bullet must not be aimed at the wounded ally, but towards the sky, so that the ether particles are pulverized and fall down like rain to heal the target.

Ether Lamps

Items that illuminate areas using ether energy. At Tephra Cave, Colony 6's trader caravan tasked themselves with installing numerous lamps in order to make the path between Colonies 6 and 9 safer for travel. They can also be used decoratively.

The Second Consort

The High Entia Emperor's Homs concubine. Due to relations with Homs being considered taboo, and the presence of a High Entia First Consort, this Homs is given the title of 'Second Consort' and given no right to appear in public. Melia's mother was a Second Consort. She lived a solitary existence in a villa at the Imperial Palace.

Eryth Sea

A vast sea stretching across the Bionis' upper stratum, on the back of Bionis' head. The High Entia spread their technology all over its surface. The rocky reefs that litter its expanses are equipped with transfer devices that allow quick travel, though a stretch of swimming is necessary to reach some of the faraway, unexplored islands. Around the centre of the sea stands the Syrath lighthouse, which is tasked with using its four lights to deter monsters and protect the capital. The North-West regions are also home to an ether plant that collects the ether in the air and turns it into energy. The entirety of this energy harvest is used by the Imperial Capital.

Location Names	EXP	AP	SP
P Latael Shore	580	180	66
P Centre Gate	597	180	66
P High Entia Tomb	609	180	66
P Syrath Light-house	626	180	66
P Central Seal Is-land	870	210	84
P Soltnar Seal Is-land	887	210	84
P Khatorl Seal Is-land	887	210	84
P Ether Plant	913	210	84
S Faras Cave	6090	560	224
L Hovering Reef 1	190	60	22
L Hovering Reef 2	199	60	22
L Hovering Reef 3	205	60	22
L Hovering Reef 4	209	60	22
L Hovering Reef 5	212	60	22
L Hovering Reef 6	216	60	22
L Hovering Reef 7	290	70	28
L Hovering Reef 8	295	70	28
L Hovering Reef 9	301	70	28
L Hovering Reef 10	307	70	28
L Showdown Cliff	199	60	22
L Anu Shore	313	70	28
L Secluded Island	327	70	28
L Ether Crystal De-posit	218	60	22
L Sleeping Dragon Isle	319	70	28
L Hode Refuge	324	70	28
L Bionis' Occipital	435	70	28
L Kromar Coast	348	70	28

Valley of The Emperors

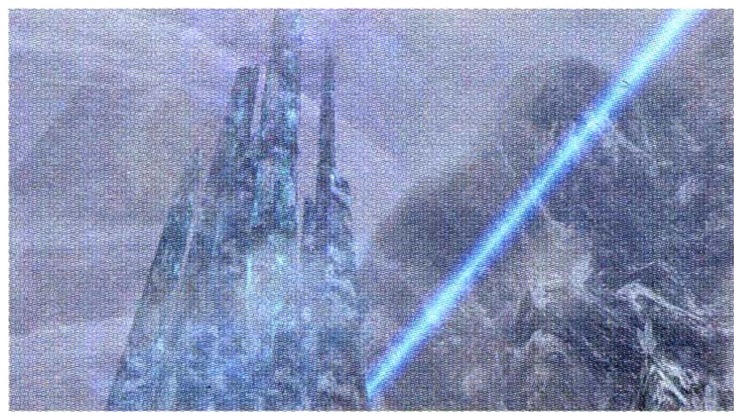
An abyss that can be found in the second basement of the High Entia Tomb. A floating blue sphere watches the area, ready to summon the guardian of the tomb in case of external intrusion. It also forces out those who try to enter the treasury. If a person were to fall into the abyss, there would be no way to return.

Gold Face

The Faced Mechon that Egil uses. It was originally called Yaldabaoth, the most powerful Mechon of all. It runs on Homs organs like the other Faced Mechon, but unlike them, it can house a Machina pilot. Following the battle with Shulk and his companions in Agniratha, the Faced Mechon equipped itself with supplementary pieces and grew to twice its size. It was defeated at last in this form. Shulk, having stopped himself from taking Egil's life, gave him the offer of peaceful co-existence, but was fatally wounded by Dickson. It is at this time that Zanza returned, destroying both Egil and Yaldabaoth with one sword swing.

Ose Tower

This tower was built in Valak Mountain by the ancient High Entia to house and protect the Monado. The High Entia hold a ceremony in the prediction chamber. 14 years ago, a Homs research team found the Monado, which was later brought to Colony 9. Ose tower is even bigger than the giant tree that became Frontier Village.



Fallen Arm

The left arm of the Mechonis, sliced from its socket by the Bionis when they fought many years ago. The arm rests prone, palm open and reaching for the heavens. The Hidden Machina Village can be found in its centre.

Location Names	EXP	AP	SP
P Wreckage Beach	2650	324	114
P Ulna Passage	2676	324	114
P Radiocarpea	2703	324	114
P Inlet Beach	2729	324	114
P Junks	2756	324	114
P Giant Mechon Debris	2782	324	114
P Black Wreckage	2862	324	114
P Connecting Bridge	2809	324	114
P Digit 2 Plain	2835	324	114
P Rotating Bulk-head	2862	324	114
S Distant Fingertip	22930	864	304
L Silver Wreckage	880	108	38
L Zakt Spring	888	108	38
L Jifum Beach	888	108	38
L Transformer Area	897	108	38
L Power Pipe Ruins	906	108	38
L 5th Pulse Zone	906	108	38
L Hidden Machina Village	915	108	38
L Radiocarpea Coast	906	108	38
L Digit 1	915	108	38
L Digit 1 Crevasse	924	108	38
L Digit 5 Beach	932	108	38
L Ether Exhaust System	941	108	38
L Digit 5	915	108	38
L Digit 4	915	108	38
L Digit 3	915	108	38
L Digit 2	915	108	38
L Ether Light	915	108	38

Xord; the Mysterious Face

This Faced Mechon kidnapped Juju on the Bionis' leg. He was formerly a talented mechanic named Xord who lived in Colony 9. Only brainstems and a selection of organs were transplanted into the first Faced Mechon models, meaning that most memories from his Homs life faded, and he could only operate for a limited time. Deep within the Ether Mine, this barbed-tongued Mechon gleefully compared Shulk and his companions to a main course with Juju as a dessert. Though he fought ferociously with his hammer, one of the few relics from his blacksmithing days, Shulk defeated him with the Monado. The Mysterious Face template was later used to create the Mass-Produced Faces. When the Bionis awakened and the Telethia descended upon the Homs, a faced mechon intervened and saved Juju and Otharon.

Galahad Fortress

This area was established a year ago on the hilt of the Mechonis' sword, acting as a front-line base for the assault on Bionis. Its Mechon resupply rooms and Face Maintenance Bay also see much use here.

	Location Names	EXP	AP	SP
P	Ether Influx Conduit	2070	306	108
P	Main Control Room	2111	306	108
P	Ether Blast Furnace	2152	306	108
P	Preparation Bay	2214	306	108
P	Fortress Depths	2277	306	108
L	Main Maintenance Bay	690	102	36
L	1st Fuel Supply Room	703	102	36
L	2nd Fuel Supply Room	703	102	36
L	3rd Fuel Supply Room	703	102	36
L	1st Turbine Room	710	102	36
L	2nd Turbine Room	710	102	36
L	Blast Furnace Conduit	717	102	36
L	Ether Input Stream	724	102	36
L	Piston Control Room	717	102	36
L	Face Maintenance Bay	731	102	36

God

The Creator from whom all life is born. To Shulk, his fellows, and the creatures of the Bionis, this would be Zanza, for Egil and the Machina, it is Meyneth, and this remains true for every living being that populates the world. Although to Alvis, "Even gods are merely beings restricted by the limited power provided by Providence. That power, although great, is not unlimited."

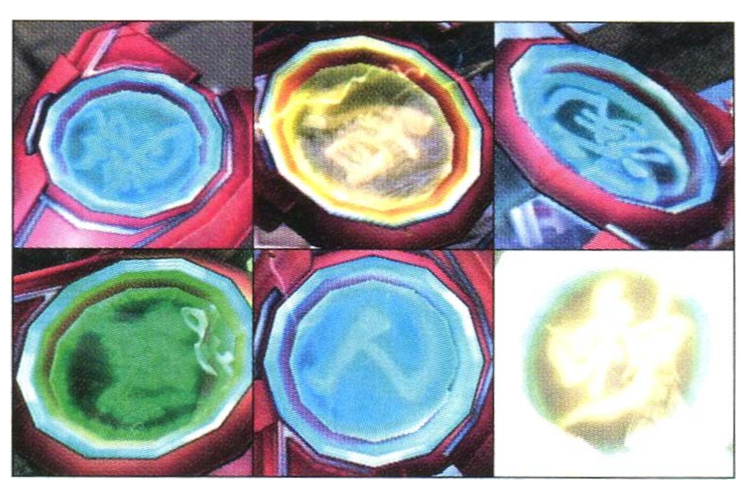
Prison Island

Immense reef floating above Eryth Sea. Zanza, wounded in his fight against the ancient High Entia and the Mechonis, was confined in this gigantic island. One must acquire official sanction from the Imperial Capital to enter it. Even then, to open the imposing entry door, an heir to the Empire must be present. To accomplish this, Sorean broke the seal and opened the door by pronouncing these words: "Iruna Mer Lukan Tak'sis/Duku Aruke Mese Dakhini/Ehato!" He would tragically meet his end at the claws of Metal Face not long after. When the Bionis reawakened, Prison Island fell from Eryth Sea and sank into the titan's head. This is where the battle between Shulk and Dickson takes place.

	Location Names	EXP	AP	SP
P	High Entia Transporter	1010	228	90
P	Prison Gate	1030	228	90
P	Prison Terrace	1060	228	90
L	Central Hall	340	76	30
L	Great Canyon	357	76	30
P	Bridge of Grief	16850	486	150
P	Prison Gate	17018	486	150
P	Empty Throne	17187	486	150
P	Gondorl Cathedral	17355	486	150
P	Prison Terrace	17524	486	150
L	Damaged Transporter	5620	162	50
L	Central Hall	5676	162	50
L	First Sanctum	6463	162	50
L	Second Sanctum	6463	162	50
L	Banquet Hall	5732	162	50
L	Kitchen	5732	162	50
L	Battle Arena	5844	162	50
L	Behemoth Nest	5901	162	50
L	Arena	5788	162	50
L	Great Canyon	6013	162	50
L	Gravina Bridge	6069	162	50
L	Corridor of Silence	6125	162	50
L	Travalga Bridge	6182	162	50
L	Basverg Belfry	6238	162	50

Chinese Characters

The motifs that appear when Shulk wields the Monado resemble Chinese characters. Reyn, in his confusion, asked himself if these could be 'symbols'. An understandable reaction, given that Chinese characters do not exist in this world. Shulk found in his research that these characters seemed to change the Monado's capabilities, and appeared on different layers of the central glass when new powers were unlocked. The character that appears on the first layer reads "machine", allowing the Monado to rend Mechon armour. When the "person" symbol appears, the sword the power to cut people. The other characters that appear are intrinsically linked to the powers unleashed by the Monado, these being: "to slash", "shield", "swiftly", "destruction", "to eat", "armour' and "roar." According to Tetsuya Takahashi, these symbols are vestiges of Earthly civilization, and it is possible that researchers catalogued elements of Asian cultures and people.



Memory Space

The site of the final battle, reached after chasing Zanza at Prison Island, heavily resembles the vacuum of space. It is in fact a remnant of Zanza's memories. When the party finally arrives here, their memories of Xord, Gadolt, Mumkhar, and even the defeated Telethia rematerialise to fight them, but it is too late for them to be any threat to Shulk and his companions again. Though she had no concept of what space was, Fiora was surprised to find that she could set foot in the void.

	Location Names	EXP	AP	SP
P	Saturn	24530	516	156
P	Jupiter	24530	516	156
P	Mars	24530	516	156
P	Moon	24530	516	156
P	Sentient Genesis	25756	516	156

Mechonis

When the world was created and the Bionis came to be, this titan appeared as well. Meyneth, the soul of the Mechonis, created the Machina, but fell into a deep slumber after the battle against Bionis. With the help of Vanea, she was finally reawakened in the body of Fiora and fought to prevent a second battle between the two titans. However, she couldn't stop Egil from enacting his vengeance upon the Bionis before he made the Mechonis move by the force of his will. Mechonis was all but destroyed when the resurrected Zanza awakened the Bionis and attacked the metal titan.

Mechonis (world)

The world where the Machina live, forged within the Mechonis' body. The technology that allowed the Machina to exist was used by them to construct gigantic structures and complex mechanisms. Countless Machina were killed when they could not escape the Mechonis before its defeat and ultimate destruction.

Mechonis' Inhabitants

See "Machina" on page 90.

Mechonis Core

The pivotal area that controls the Mechonis' movements. When within the core, one can use the Mechonis' eyes and see what they see projected upon a 360° screen. This is where Shulk combats Yaldabaoth, and Fiora faces Zanza.

	Location Names	EXP	AP	SP
L	Mechonis Core	3830	150	46

*Translator's note – Mechonis Core is referred to as the Monado in this document.

Faces

See "Faced Mechon" on page 89.

Key Items

Items that are one of a kind. There are a variety of things, from translated texts to machine parts.

List of Key Items

Key Items	Descriptions
Ether Cylinder	A cylinder found in the ruins. It's of standard gauge.
Queen's Gut Fluid	Digestive juice from a queen spider. Acidic enough to dissolve a web.
Blue Radiant	Used in Coming-of-Age Ceremonies. It is blue with a faint glow.
Rainbow Radiant	Used in Coming-of-Age Ceremonies. Rainbow-coloured with a faint glow.
Dull Radiant	Used in Coming-of-Age Ceremonies. It is dull with a faint glow.
White Radiant	Used in Coming-of-Age Ceremonies. It is white with a faint glow.
Swamp Item 5 (Temporary)	Can you see it? There's something in the swamp!
Water Ether Crystals	Water ether crystals more powerful than ordinary crystals.
Magma Rock	Heat-emitting rock that can be used to melt thick ice. Handle with care.
Fortress Pass Key	Mechon security key necessary for entry to the fortress interior.
Clean Water	Cool and delicious spring water collected for Fiora.
Piezoelectric Unit	Part used in Mechon maintenance that can also be used in Machina.
Bulkhead Key	This was received from Linada and opens the path to Mechonis.
Electrical Fuse	Time bomb component. Used to light the explosive.
Ether Explosive	Time bomb component. Explodes when ignited.
Timer	Time bomb component. Used to set the detonation time.
Dragon's Eye	Precious item taken from a dragon. The rare mark of a dragon-slayer.
Time Bomb	Made out of Mechon components. Can be used to destroy walls.
High Entia Emblem	The mark of High Entia royalty. The key to the royal family's legacy.
Safety Device Key	For use in times of emergency. Can also wreck engine turbines.
Kitchen Door Key	The key for the kitchen door.
Ultra Small Reactor	Compact fusion reactor developed for ether mining on Colony 6.
Mobile Furnace	Developed by the Gem Man. Allows gems to be crafted anywhere.
Orthlus' Liver	Even if you feed on it for 3 days you will still not be able to finish it.
Empress' Ornament	Proof of the existence of a legendary monster.
Transmission Bypass	Part needed to build a machine that activates biological tissue.
Exhaust Pump	Part needed to build a machine that activates biological tissue.
Mini Reactor	Part needed to build a machine that activates biological tissue.
Marcia's Biscuits	Crunchy handmade biscuits.
Niranira's Letter	Niranira put a lot of effort into writing this letter.
Désirée's Watch	A watch Désirée broke.
Désirée's Watch	A watch Désirée had broken. It has since been fixed by Shulk.
Tephra Drop	A mysterious item that will cause love to blossom.
Top-Secret Orders	Contains written orders for Sylviane.
Sealed Package	Has 'DO NOT OPEN' written on it.
Fragile Package	Says 'do not open' and 'handle with care'.
Old Ring	Fairly bedraggled at this point.
Marcia's Biscuits	Stale handmade biscuits.
Broken Pendant	A reminder of Rocco's father. It's broken.
Fixed Pendant	Engraved with the words 'To Sonia'.
Message in a Bottle	Contains a memo or something.
Ether Cylinder	Entrusted by Kenny Rohan. It affects the lives of all residents.
Letter for Emmy	A message for Emmy Leater.
Wedding Ring	This ring is a token of eternal love.
Blue Glass Bead	A little blue object, clear like the sky.
Key	Displays intricate workmanship.
Spanner	Worn from years of use.
Tatty Armour	It's covered in cobwebs.
Twisted Gun	The barrel is bent, so it can't be used.
Nicked Knife	Doesn't look like it could cut much. It's still covered in blood though.
Lost Pendant	This necklace is covered in dirt and dust.
Starlight Book	A book of Giant legends.
White Spider Heart	There's blood trickling off it.
Inscription Rubbing	Contains a memo copied from somewhere else.
Sacrificial Tablet	Engraved with the name of a sacrificial victim.
Moonlight Book	A book of Giant legends.
Trader's Spare Key	The key to the storehouse on the far side of Vilia Lake.
Emergency Rations	Provisions put aside by Dulland.
Fixed Toy	Toy fixed by Satata.
Items from Ewan	A letter of apology and paints for use in the book.
Medicinal Herb	This can be used to make an all-purpose medicine.
Lake Drop	A mysterious liquid which is used in paint.
Picture Book	A present for Pama who is down in the dumps.
Bird Necklace	A guy gave it to his girlfriend before he died.
Torn Paper	The future dreams of a group of friends are written here.
Clothes	A small collection of clothing.
Large Spider Shell	A fragment of the Mythical Empress.
Giants' Mirror	A giant mirror made of clay.
Tokilos' Egg	A giant egg. Newly laid.
Pandora Mushroom	A mysterious mushroom that gives off a weird smell.
Ether Wisdom	A flower that blooms in high places.
Nopon Coin	Proof that the owner is a Nopon Merchant.
Daza's Letter	It's tightly sealed and can't be read.
Gerugu's Letter	It's tightly sealed and can't be read.
Top-Secret Data	A document from the Nopon traders. It's completely illegible.
Sky Frying Pan	A very large non-stick pan.
Nature's Stove	So powerful it could burn up.
Smelly Perfume	Smelly enough to knock you out.
Pure Perfume	It has a natural and sophisticated smell.
Statue Fragment	A piece from a Soltnar statue. A very advantageous item.
Bitter Pojics	Reformulated so that people don't drink too much of it.
Pojics	A medicinal drink that tastes way too good.
Swan Pendant	A legendary gift given by the High Entia.
Mysterious Droplet	A mysterious water that boosts your effectiveness.
Poetry Anthology	A bribe from Gowago to Yura.
Machina Energy	The Machina drink this to fix faults. However, this one is very old.
Tobogan Wing	Legendary wing from Machina lore.

Key Items	Descriptions
Shilx's Delivery	A hard wooden box.
Shilx's Delivery	A package soft to the touch.
Nasty Weed	A poisonous weed which oozes a foul smelling sap.
Beautiful Portrait	A portrait so divine whoever gazes upon it falls instantly in love with it.
Repulsive Portrait	A portrait so hideous whoever gazes upon it is inconsolably horrified.
Dynamite	An explosive used in mining.
Mushroom Cap	A cap cherished by Satata's younger brother.
Nopon Potion	A medicine that cures any illness or injury.
Red Pollen Orb	You can really feel the energy.
Highmore Caviar	A rare taste to make you jump.
Rear Door Key	The key to the back door of Exile Fortress.
Giants' Key	The key to the door behind the throne in Exile Fortress.
Daring of the Giants	One of the three great hidden treasures of the Giants.
Fresh Algora Sap	Sweet and delicious when fresh.
Yellow Pollen	Material for making pollen orbs.
Kilaki's Note	Kilaki's note about how to breach the fence around a monster's abode.
Filtered Water	Water that rinses everything away.
Proof of Courage	Proof that one has showed courage to the Nopon Sage.
Monster Egg	A giant egg that looks like it's about to hatch.
Ancient Document	Written by an ancient hand. Impossible to read.
Algora Sap	A highly sticky resin that's shiny and gloopy.
Sage's Food	A treat loved by Nopon children.
Special Mixer	This was made by Shulk.
Sacred Flower	This flower is used in a traditional spell in Frontier Village.
High Entia Medicine	Medicine made in Alcamoth.
Enlarging Seaweed	This edible seaweed makes you grow bigger.
Cloth Shred	The remnant of some Nopon clothing.
Dedeba's Evidence	Secret financial records. Packed with evidence.
Zazadan's Memo	It seems to mention a time and place but it's hard to decipher.
Compost	A liquid with an intense smell.
Flower Bracelet	A bracelet with a yellow floral design.
Deinos Hook	A hook that allows you to catch a Deinos.
Shiny Ball	A mysterious ball that is golden in colour though not made of metal.
Lubricant Oil	Allows you to move even the heaviest object.
Research Data	Data for altering Red Pollen Orbs.
Chalk Container	A container for thermal cream.
Kasharpa Water	Water from Kasharpa Waterfall. It never freezes.
Statue Water	Water from the Sororal Statues. It never freezes.
Makna Water	Water from Great Makna Falls. It never freezes.
Affection Seal Half	Each friend carries one piece. The mark of friendship.
Attachment Part	Component for strengthening a telescope.
Armour Shard	Piece from Imperial Guard armour.
Family Picture	A picture of a happy family. The last photograph they ever took together.
Telethia Research	Research materials related to the Telethia.
Arielle's Ring	A ring that Arielle always kept in her possession.
Affection Seal Half	It was once a token of friendship. Now it's a valued memento.
Secret Club Card	Proof of membership to a secret club in Alcamoth.
Pure Ice Flower	An ice flower that is transparent like glass.
Morning Dew Ice	Ice stones that only form from morning dew.
External Sensor	Monitors external movement and issues danger alerts.
Memory 925 Piece	A memory from an age of peace.
Memory 903	A timeless memory of the past. Truly precious.
Oath Sword	Sword over which friends made a vow to protect someone important.
Strong Lubricant Oil	Lubricating oil to improve Machina functionality.
Circulatory Fluid	Artificial blood that flows through Machina bodies.
Pure Water	Water without any impurities.
Weapon Material	Material for Fiora's latest weapon.
Mother's Necklace	A necklace treasured by someone's mother.
Silver Ring	A boy bought this as a present for his girlfriend.
Merchant's Gift	A memento given by a wandering merchant.
Health Amulet	A Nopon charm that brings good health.
Divine Rock	Keystone used when blessing a new building.
Music Box	A gift that conveys Nic's feelings.
Boxed Meal	Contains a healthy balance of nutritious food.
Deepwater Fish	Tasty red fish that's nicely oily. Melts in the mouth.
Tear of the Sky	A rare gemstone that forms in places with a strong sea breeze.
Mechonis Key	For the Ether Exhaust System and Power Pipe Ruins on the Fallen Arm.
Ancient Lily	A single flower that has been in bloom since antiquity.
Emergency Rations	Provisions that may only be used in extreme circumstances.
Carbo Shield	Fine shield of great strength. Hand-made in Colony 6.
Nopon Claymore	A sword that is just the right size for a Homs.
Cloister Key	The key to the Central Tower observation terrace.
Truth of the Giants	One of the three great hidden treasures of the Giants.
Heart of the Giants	One of the three great hidden treasures of the Giants.
Mist Radiant	A luminescence containing mist and ether.
Ocean Radiant	A luminescence containing surface seawater and ether.
Imperial Radiant	A luminescence containing soul-remnants and ether.
Snow Radiant	A luminescence containing snow, ice and ether.
Red Pollen Orb	Zukazu's favourite food.
Grave Bouquet	A bunch of flowers for the grave of Earnest's friend.
Friendship Tokens	Proof of friendship between boys in Colony 9.
Miriall's Telescope	A telescope made for Elior by Miriall.
Stronger Telescope	A telescope enhanced for a clearer view.
Scarlen's Letter	A letter explaining Scarlen's feelings.
Fallen Object	Fragment that fell from the upper part of Bionis.
Kaleka's Repair Kit	Use this wonderful item to repair Ether Furnace Controls in a jiffy.
Secret Nopon Elixir	Healthy tonic made with ingredients from Makna Forest.
Top-Secret Data	Contains evidence that Dedeba used a Red Pollen Orb for evil purposes.

Mechonis Field

This area is where all the motors used to move Mechonis are found. Its outer shell still bears a great wound from the titans' battle. This place is also home to the secret Machina Refuge.

	Location Names	EXP	AP	SP
P	Left Leg Cooling Outlet	3410	348	120
P	GF Main Power Switch	3444	348	120
P	1F Main Power Switch	3478	348	120
P	3F Main Power Switch	3512	348	120
P	Lower Bulkhead Bridge	3546	348	120
P	Upper Bulkhead Bridge	3546	348	120
P	4F Main Power Switch	3580	348	120
P	1st Zebrai Bulkhead	3614	348	120
P	2nd Gamalt Bulkhead	3614	348	120
S	Great Battle Scar	23900	928	320
S	Machina Refuge	25090	928	320
L	1st Lift - B1F	1140	116	40
L	1st Lift - GF	1140	116	40
L	2nd Lift - GF	1140	116	40
L	2nd Lift - 1F	1162	116	40
L	2F Observation Post	1185	116	40
L	3rd Lift - 2F	1185	116	40
L	3rd Lift Engine Room	1185	116	40
L	3rd Lift - 3F	1208	116	40
L	Bulkhead Controls	1208	116	40
L	Ether Gear Store	1208	116	40
L	Patella Exhaust	1231	116	40
L	Power Supply Area 1	1254	116	40
L	Power Supply Area 2	1254	116	40
L	High-Velocity Lift	1254	116	40
L	Spent Fuel Tank	1368	116	40

Mechon

Mechanical life forms built on Mechonis. The armour that covers them can easily deflect most attacks from any weapon other than the Monado. Their hordes attack large Homs settlements, such as the colonies, and feast upon their inhabitants. There are many models of Mechon.

Bionis

This titan emerged alongside the Mechonis at the dawn of time. Bionis gave life to the many creatures that grew and prospered upon it. Even though it and the Mechonis had always existed together, Zanza, the soul of the Bionis, refused to permit Mechonis' existence. By possessing the Giant named Arglas, he began his war with Mechonis. Like the Mechonis, Bionis sank into a deep slumber. Thanks to Zanza's resurrection, Bionis began to reawaken and at long last fulfiled Zanza's desire to destroy the Mechonis. Zanza fully intends to destroy this world in order to create a new one.

Bionis' Leg

A vast plain stretching from the Bionis' Knee to its thigh, connecting Colonies 6 and 9. Nature grows in abundance here, alongside monsters of all shapes and sizes.

	Location Names	EXP	AP	SP
P	Ragrinar Canyon Path	90	66	24
P	Jabos Rock Rest Area	91	66	24
P	Kamos Guidepost	92	66	24
P	Refugee Camp	95	66	24
P	Raguel Bridge - South	99	66	24
P	Raguel Bridge - North	99	66	24
P	Spiral Valley	100	66	24
P	Zax Guidepost	103	66	24
P	Bask Cave Passage	103	66	24
S	Observation Platform	600	176	64
S	Believer's Paradise	780	176	64
L	Gaur Plain	30	22	8
L	Rho Oasis	31	22	8
L	Volff Lair	33	22	8
L	Tirkin Headquarters	36	22	8
L	Viliera Hill	34	22	8
L	Raguel Lake	36	22	8
L	Daksha Shrine	45	22	8
L	Crevasse Waterfall	37	22	8
L	Kasharpa Falls	36	22	8
L	Maguel Road	37	22	8
L	Tranquil Grotto	42	22	8
L	Traveller's Rest	39	22	8
L	Kisk Cave	34	22	8
L	Sky Stage	37	22	8
L	Windy Cave	42	22	8

Bionis (World)

In the same sense that the body of the Mechonis was home to mechanical life, the body of the Bionis also housed numerous species. Sentient races like Homs, Nopon, High Entia live on it, alongside a diverse range of other creatures. Nature there is luxurious, water flows in abundance, and nearly every area is open to the elements. Stormy climates and blizzards may also be found in certain areas.

Operation Bionis Invasion

The plan the Mechon prepared to invade the Bionis and avenge their many brethren who fell during the battle of the titans. Egil was the head of this operation.

Bionis Allied Force

An alliance that was formed of Homs, High Entia and Nopon as a coalition of Bionis' peoples to stand against Mechonis. Despite their highly advanced military technology, the High Entia decided not to aid the other peoples of their world and observed the conflict from afar, as they had done in the previous war. However, upon seeing how Shulk and his companions had created strong connections with people of all races, Kallian fully realized the crisis his people were in and offered to help the Homs and Nopon at the Imperial Capital. Otharon, then acting as a Homs representative, was struck by the sudden change of heart from the High Entia and agreed to prepare a full-scale invasion of the Mechonis capital. Thus, the Allied Force was born.

The Bionite Order

This group of assassins worked beneath the notice of the imperial family, revering the Bionis with cult-like devotion. They considered mixing with Homs to be heresy, believing fully in the dogma of the High Entia's genetic supremacy. This group had been secretly pulling the strings of the Empire since the days of yore. Their ideology quickly spread among the people, up until the point that the group was dismantled by Emperor Lumian, thus exposing them to the world. However, this did not stop them from continuing their clandestine activities. Empress Yumea was amongst the Bionite Order's faithful.

Giants

The oldest race on Bionis, matched only by the High Entia. Unlike the High Entia though, the Giants have been extinct for many years. The giant Arglas became the physical host of Zanza, and his flesh was shackled and confined to Prison Island. Dickson, who also was a giant, took the appearance of a Homs when he became one of Zanza's Disciples.

Bionis' Interior

The interior of the Bionis' chest. A great many veins, lungs and arteries can be found here, and by following the narrow network of bronchi, one can access the heart. The Bionis' Interior is filled with Telethia and cellular creatures that feed off its ether.

	Location Names	EXP	AP	SP
P	Terminal Trachea	350	142	50
P	Upper Trachea	367	142	50
P	Interior Landing Site	13010	462	144
P	Spinal Nerve Tower	13140	462	144
P	Pars Sympathica Tower	13270	462	144
P	Terminal Nerve Tower	13400	462	144
P	Heart Entrance	13660	462	144
L	First Lung	4340	154	48
L	Second Lung	4426	154	48
L	Third Lung	120	48	17
L	Vein Crossroad	4470	154	48
L	Terminal Vein	4513	154	48
L	Venous Plexus	4557	154	48
L	Third Lung Bronchus	4600	154	48
L	Aortic Pathway	4643	154	48

Bionis Debris

Various objects that fall from the upper areas of the Bionis. As Homs live on the lower parts of Bionis' body, the inhabitants must sound an alarm when debris falls, and that is why anti-air batteries were installed within the colonies. If one happens to be outside of any protected areas, such as at Outlook Park, you can get to safety relatively easily.

Ministry of Records

An organization that archives and chronicles various historical documents related to the imperial family. The Ministry of Research and the Ministry of Records form a bicameral which oversees and adopts political measures that are submitted by the Emperor.

Claymore

This is Alvis's sword. He crafted it himself. Although it looks like swords used by Homs, it cannot be found through commercial means. When the Telethia attacked in Makna forest, Alvis used this sword to fight alongside Shulk.

Metal Face

Faced Mechon controlled by Mumkhar. Thirsty to get his revenge on Dunban, who was falsely called the heir to the Monado, he razed Colony 9 and fatally wounded Fiora. His first form was damaged by Shulk with the Monado at Colony 6, but after returning to the Mechonis for an upgrade, he attacks Prison Island and kills Sorean. He meets his end outside Galahad Fortress, having once again failed to surpass Dunban.

Sabre

This weapon developed by Dickson combines a sword and a firearm. It is likely that Dickson created it by applying all of the knowledge and techniques he had gained in his time exploring the Bionis. When Shulk and his friends escaped the depths of the Ether Mine, Dickson used this weapon in the fight against the Mechon at Colony 6. It is also the weapon that shot Shulk in the heart at Mechonis Core.

The First Consort

A High Entia princess who has married the Emperor. She is called the First Consort to distinguish herself from the Second Consort, holding the official title of Empress. Yumea, the mother of Kallian and Tyrea, was a First Consort.

The Emperor

The ruler of the High Entia, and head of the imperial family. It had been little more than twenty years since Sorean assumed the throne when he chose Melia to succeed him. However, after Sorean's death at Prison Island, Melia's ascendance was postponed for a year so that she could mourn her father. The throne was henceforth occupied by Kallian, who also filled the role of regent. After returning from the Trial of the Tomb, Melia gave a speech where she vowed that: "By the authority of our divine ancestors, I, Melia Antiqua, am honoured to accept the responsibility of becoming your next benevolent ruler. Should I be deemed unworthy of this calling, or fail to protect the ancestors or the Bionis, I promise here and now to throw myself on the mercy of you, the people."

Imperial Capital Alcamoth

The gigantic city where the High Entia reside. Floating over Eryth Sea and protected by the defence systems built by their forefathers, this city remained untouched by the Mechon attacks until recently. The large quantities of ether that were released when the Bionis awakened turned the capital into a Telethia lair. Some half-breed High Entia commandeered five ships and flew away across the Bionis. They took refuge in areas such as Eryth Sea, Valak Mountain, Bionis' Leg, Satorl Marsh, and Frontier Village. Grievous farewells from the mixed heritage children that boarded these ships can be seen across the capital, having watched their loved ones turn into Telethia.

Now that Shulk and his friends reactivated the transporter and helped the remaining refugees escape, the survivors hope that one day they will be able to resume their peaceful lives at the capital once more.

	Location Names	EXP	AP	SP
P	Main Entrance	630	186	72
P	Imperial Palace	648	186	72
P	Fountain of Hope	642	186	72
P	Fountain of Eternity	642	186	72
P	Ascension Hall	655	186	72
P	Whitewing Palace	661	186	72
P	Imperial Villa	674	186	72
L	Melfica Road	210	62	24
L	Revelation Hall	231	62	24
L	Great Hall	220	62	24
L	Sky Terrace	241	62	24
L	Audience Chamber	252	62	24

The Battle of the Titans

The battle where Bionis and Mechonis fought millennia ago. Not wanting to accept the existence of any life other than itself, Bionis suddenly charged at the Mechonis, the latter wanting only to protect itself and the Machina inside it. Following a seemingly endless battle, the two divine titans sank into a deep sleep.

Ancient Machine

The ancient High Entia built these weapons to defend themselves against the Mechonis. When Shulk and his companions went to the Cylinder Hangar at Colony 9, the machines started moving in response to the Mechon attack. They were subsequently destroyed by Shulk, Reyn and Fiora. There are several left in the High Entia Tomb, defending it from intruders to this day. Once the Allied Force established a plan to invade Agniratha, the Homs and High Entia used these machines as shields to protect themselves from the Mechon and Mass-Produced Faces.

Colony 6

A colony established on Bionis' Leg, and the home of Sharla and Otharon. It was formed from the residential districts that were founded above the Ether Mine. The settlement thrived until the Mechon invaded, when it was all but destroyed. Once they took the Colony back from the Mechon, Juju headed the reconstruction effort, gradually restoring his home to its former glory with the help of Shulk and his companions. The dome that covers the city was built by the Mechon during their occupation, though it was left intact due to the protection it afforded from aerial assaults. Rumours of the Colony's resurgence spread, prompting a number of people to immigrate there. Nopon, High Entia, and even Machina can be found everywhere as residents of this lively city.

	Location Names	EXP	AP	SP
P	Reconstruction HQ	320	140	50
P	Supply Road	140	90	30
P	Watchpoint Junction	140	90	30
P	Drainage Outlet	147	90	30
P	Freight Road	220	126	42
P	Misty Path	224	126	42
P	Main Entrance	242	126	42
L	Splintered Path	50	30	10
L	Pod Depot	70	42	14
L	Hope Farm	73	42	14
L	Freight Elevator	77	42	14

Colony 9

The Colony where Shulk, Fiora and the other Homs live. It is divided into three large areas: The Military District, the Commercial District, and the Residential District, all of which were built above an immense lake. Having been founded on the Bionis' calf, debris from the upper portions of Bionis falls quite frequently. Anti-air batteries were installed at three different points, encircling the city to eliminate debris and defend the citizenry from attacking Mechon.

	Location Names	EXP	AP	SP
P	Gem Man's Stall	41	18	6
P	Mechon Wreckage Site	0	0	0
P	Main Entrance	40	18	6
P	Ether Light	40	18	6
P	Central Plaza	42	18	6
P	Fortress Entrance	43	18	6
P	Tranquil Square	44	18	6
P	Outlook Park	46	18	6
P	Tephra Cave Entrance	48	18	6
P	Cylinder Hangar	60	36	12
L	Commercial District	10	6	2
L	Military District	10	6	2
L	Weapon Dev. Lab	10	6	2
L	Residential District	10	6	2
L	Anti-Air Battery 1	12	6	2
L	Anti-Air Battery 2	60	30	10
L	Anti-Air Battery 3	12	6	2
L	Tephra Hill	12	6	2
L	Cliff Lake	15	6	2
L	Agora Shore	50	30	10
L	Hazzai Cape	52	30	10
L	Dunban's House	12	6	2

Frontier Village

Located in Central Bionis, at the heart of Makna Forest, is the village where the Nopon live. Riki's house can be found there as well. The village was established inside a gigantic tree and possesses multiple floors, most of which are connected by a winding spiral staircase. One can easily fall all the way to the ground floor if they are not careful where they tread. Apex Lake sits at the tenth and final floor. From there the party can access the upper layer of Bionis, and subsequently Eryth Sea. Jump from the ninth floor and you will land in the basement's water reservoir. Lovers sometimes do this to prove their courage, but it is possible that Nopon of small size could be caught by the winds and flung into Makna Forest.

	Location Names	EXP	AP	SP
P	Entry Bridge	370	150	60
P	Nopon Tower	373	150	60
P	Sacred Altar	377	150	60
P	Pollen Works	381	150	60
P	Riki's House	384	150	60
P	Chief's Residence	388	150	60
P	Prophecy Hut	392	150	60
P	Contemplation Terrace	395	150	60
L	Reservoir	120	50	20
L	Pollen Orb Storehouse	121	50	20
L	Archaeology Centre	122	50	20
L	Nopon Kitchen	123	50	20
L	Underground Store	124	50	20
L	Central Plaza	126	50	20
L	Kyn Shopping Street	127	50	20
L	Orb Storage Level	128	50	20
L	Middle Housing Level	129	50	20
L	Pollen Works Level	130	50	20
L	Archaeology Level	132	50	20
L	Top Housing Level	133	50	20
L	Mysterious Sanctuary	134	50	20
L	Apex Lake	135	50	20

Divination Ritual

A ceremony that Alvis would perform in his role as a seer. Through showing the Emperor visions of the future, the High Entia imperial family could potentially prevent impending crises, or attempt to find methods of ensuring the continued prosperity of their subjects.

The Trinity

The title given to the three Disciples of Zanza: Dickson, Lorithia and Alvis. Dickson's purpose, being combat, meant he was granted a powerful body. Lorithia was given eternal life. Alvis, who can predict the future, gained high social standing and uses this to help shape the world. They tend to act on their own without truly cooperating. Lorithia particularly despises Dickson.

Gems

Once the ether crystals are refined to increase their purity, they are given the shape of gems. Gems are typically used in weapons and defensive equipment. In order to refine ether crystals into gems, two people must operate an ether furnace together. This is the process called 'Gem Crafting'. The shooter throws the ether crystals in the furnace while the engineer adjusts the temperature. Once the crystals are sufficiently refined, a gem is crafted, and the shooter can restart the operation if the process fails.

Mobile Artillery

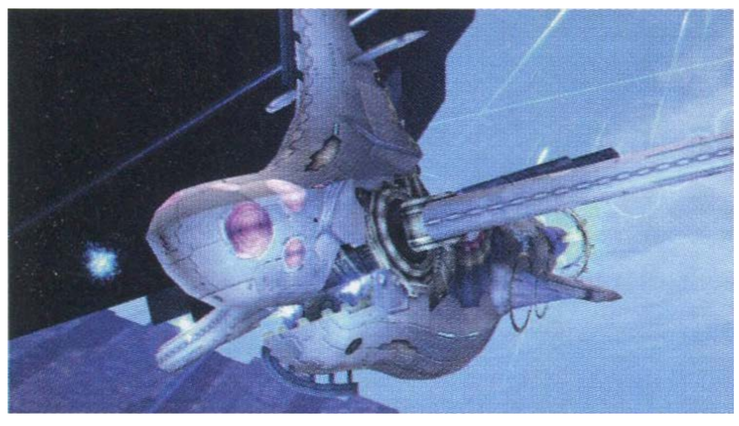
Machines developed by the Homs. They run on ether, using ether cylinders as their main power source. They sport three legs that roll on treads, allowing them to operate on any terrain. By combining different parts together, these machines can be adapted for use in a number of different situations. The Defence Force primarily used them against the Mechon. The centre of its upper body supports an enormous cannon, and the right and left arms are equipped with Gatling guns that it can fire while moving. Some units were also used to aid in the extraction of ether crystals in the Ether Mine. The Colony 9 Defence Force had five of these machines called 'Dora' but following the Battle of Sword Valley, all but one of them was destroyed.

Disciples

The disciples of Lord Zanza. Though he is a god, Zanza still needs a physical body to enact his will, therefore his disciples will solve problems in his stead.

Junks

The Machina's airship and secret base of operations. Miqol and Linada both reside here. The ship is like a showcase of all the Machina's technological feats. It can fly at great speeds like a plane, stock weapons in case of skirmishes, and even boasts an on-board medical centre. Junks transports Shulk and his companions as well, taking them to the Mechonis Central Factory and Bionis Interior.



	Location Names	EXP	AP	SP
P	Junks Deck	11480	450	138

Beasts

This family of monsters that inhabit the Bionis includes the Chilkin tribe, the Hode tribe, and even the Igna tribe. They move in packs, relish battle, and do not maintain relations with the other races. They are very dangerous to Homs and Nopon.

Divine Seer

Alvis occupies this post and answers directly to the High Entia imperial family. His duties consist of conducting rituals to predict future events and consulting the imperial family with the use of his foresight. Potential Seers can commune with the Monado by conducting a ceremony in Ose Tower's prediction room, although only those chosen through divine providence can obtain this power.

Coming-of-Age Ceremony

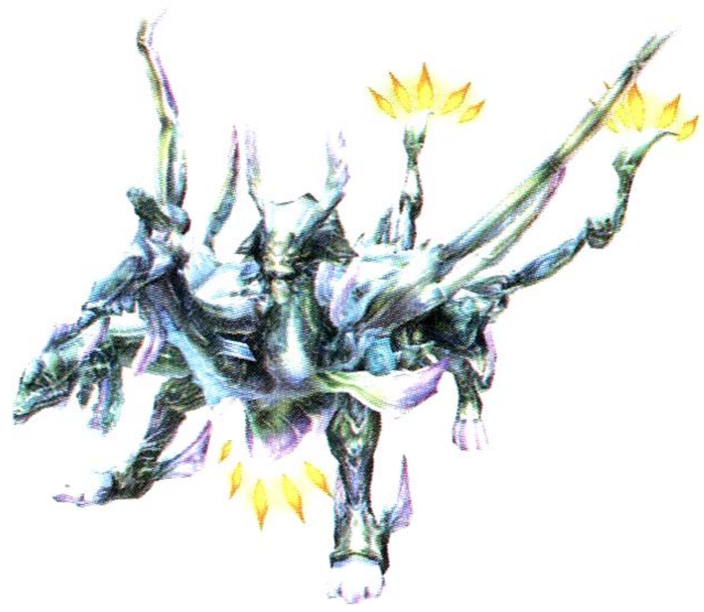
A High Entia ceremony once considered essential to reach the status of adulthood. Young High Entia would have to retrieve four lights that had been scattered throughout Satorl Marsh and defeat the Satorl Guardian when it appeared.

Phase Transition Experiment

This experiment, conducted by the man once known as Klaus, is the origin of Shulk's world. The parameters of this experiment remain a mystery, but in Klaus's words: "Once, only a god could perform such a miracle," and that may well be true. Undeterred by the other researchers when they warned him of the dangers, Klaus's actions caused a chain of events that would destroy the universe and create a new one. This new world was composed of the Bionis, created by Klaus, and the Mechonis, which was created in response by the researcher that opposed him. It cannot be said if this experiment would be considered a 'success', but in the world that followed, it appears that "cosmic inflation", the theory that the universe rapidly expanded after its birth, did indeed take place. Moreover, phase transition consists of transforming uniform matter physically and chemically into different matter. Vapourization, solidification or sublimation are examples of phase transitions. Space went from a great void of energy to a lesser one, and through phase transition, space-time would then inflate exponentially into the world we know today. Klaus's final words about how, "we are about to bear witness to the birth of a universe" ring true.

Dinobeast

In the Nopon language, "Dinobeast" refers to a very large Telethia such as the Leone Telethia. The Nopon, being in contact with the High Entia, had learned of their existence. Knowing the destruction that the great dragon had wrought upon Makna Forest, the Heropon that faced it received immense praise after its death.



Sword Valley

A vast valley spanning the length of the sword wielded by Mechonis during the battle of the titans. Though both titans were seemingly dead after their battle, ether from the Bionis continued to flow into Mechonis through the sword. A year ago, the Homs military and the Mechon fought here in what would be called The Battle of Sword Valley. The Bionis Allied Force wanted to invade Sword Valley and thus enter the Mechonis, but when the titan awakened and wielded its sword again, everything on Sword Valley was swept away. The casualties among the ranks of the Allied Force are innumerable.

	Location Names	EXP	AP	SP
P	Bionis' Thumb	1590	282	102
P	Supply Convoy	1605	282	102
P	Ged Fortress	1621	282	102
P	Dolgan Outpost	1637	282	102
P	Enalda Control Base	1653	282	102
P	Heavy Machine Depot	1669	282	102
P	Control Tower	1685	282	102
P	Radio Tower	1685	282	102
P	Fortress Rear Entrance	1701	282	102
S	Monado Wound	14840	752	272
L	6th Gate	530	94	34
L	5th Gate	540	94	34
L	4th Gate	551	94	34
L	3rd Gate	561	94	34
L	Ether Storage Area	572	94	34
L	Port Access Pathway	583	94	34
L	Port Maintenance Bay	593	94	34

Third Monado

The Monado that appeared in Shulk's hands during the final battle with Zanza. The first and the second Monados belonged to Zanza and Meyneth respectively.

Ministry of Research

The organization that serves as the technical division of the High Entia. Their leader oversees weapon research at the behest of the imperial family. The ministry developed the flying Havres machines that were deployed during the invasion of Mechonis. Lorithia was quickly put in charge of analysing the spears used by Faced Mechon.

Central Factory

This place is located below Agniratha, in Mechonis' chest. It is filled with workshops and warehouses, in which the Mechon are built and captured Homs are turned into Face Units. Although the capital had long since been abandoned; production in the Central Factory continued and numerous autonomous Mechon models were deployed as guards there.

	Location Names	EXP	AP	SP
P	Port Terminal	4950	378	126
P	Control Tower	4999	378	126
P	Central Warehouse Lift	5049	378	126
P	Factory Vent	5098	378	126
P	Tower Boarding Gate	5148	378	126
P	Agniratha Transporter	5197	378	126
P	Regeneration Control	5296	378	126
P	Ventilation Conduit	11480	450	138
P	Bridge to Apocrypha	11709	450	138
L	Central Gate	1650	126	42
L	Landing Strip 1	1683	126	42
L	Landing Strip 2	1683	126	42
L	Maintenance Wing	1699	126	42
L	Storage Depot	1699	126	42
L	Central Lift	1716	126	42
L	Central Tower Lift	1732	126	42
L	Main Factory Gate	1749	126	42
L	Large Mechon Store	1765	126	42
L	Training Ground Roof	1782	126	42
L	Mechon Factory	1815	126	42
L	Central Tower Roof	1831	126	42
L	Face Maintenance Bay	1848	126	42
L	Apocrypha Generator	3830	150	46
L	Maintenance Entrance 1	1699	126	42

Ether Mine

This gigantic ether crystal mine extends below Colony 6. An ether river flows freely in its deepest depths. It is due to ether crystals found in this mine that Colony 6 could develop. The tunnels unfold in a network that resembles an eye, and these were once even bigger than the residential district. The miners cultivated the phosphorescent moss on the walls to mark their progress. When the Mechon occupied Colony 6 and took the mine for themselves, they moved the Homs they captured to the very bottom of the mine and used it as a feeding ground. Following the battle with Xord, an explosion provoked the collapse of the central part of the mine, rendering only the ground level areas accessible.

	Location Names	EXP	AP	SP
P	Drainage Tunnel	190	114	36
P	Drainage Control Room	190	114	36
P	Mining Base	195	114	36
P	Central Pit - Entrance	201	114	36
P	Personnel Lift 2	205	114	36
P	Regulation Piston	209	114	36
P	Personnel Lift 3	210	114	36
P	Central Pit - Base Level	212	114	36
P	Freight Elevator	218	114	36
S	Glowmoss Lake	1240	304	96
L	Test Pit 1	60	38	12
L	Test Pit 2	60	38	12
L	Test Pit 3	60	38	12
L	Storage Depot	63	38	12

L	Central Terminal	63	38	12
L	Test Pit 4	66	38	12
L	Observation Point	69	38	12
L	Central Pit - Level 1	72	38	12
L	Central Pit - Level 2	75	38	12
L	Central Pit - Level 3	78	38	12
L	Freight Elevator	81	38	12

Mechonis Capital Agniratha

This immense city exists inside the Mechonis' head. Many Machina once lived in this prosperous city. Following the battle of the titans, most of its citizens were killed, leaving the survivors to find refuge on the Fallen Arm. Only ruins of this once great city remain. However, several terminals in the Central Tower are active to this day, allowing the continuation of research and repairs. The fossilized remains of Telethia that were felled in the attack on Mechonis can be found all over the capital.

	Location Names	EXP	AP	SP
P	Factory Transporter	7250	414	132
P	Central Tower	7322	414	132
P	1st Control Platform	7395	414	132
P	2nd Control Platform	7395	414	132
P	3rd Control Platform	7395	414	132
P	4th Control Platform	7395	414	132
P	Meyneth Statue	7467	414	132
P	Shrine Transporter	7540	414	132
P	Meyneth Shrine	7685	414	132
S	Seven Sage Cloister	50780	1104	352
L	Residential District 1	2420	138	44
L	Data Centre	2468	138	44
L	Residential District 2	2492	138	44
L	Calcos Pillar	2541	138	44
L	Helas Pillar	2541	138	44
L	Dios Pillar	2541	138	44
L	Cleas Pillar	2541	138	44
L	Zedonia Plaza	2565	138	44
L	Telethia Bridge	2516	138	44
L	Legislative District	2565	138	44
L	Judicial District	2565	138	44
L	Worship Terrace	2613	138	44
L	Meyneth Cloister	2662	138	44

Tephra Cave

Vast cavern located within the Bionis' leg. On top of relics left by the Giants, there also are remnants of ships thought to have been used in times long past. It is filled with monsters, especially Arachno, making traversal very difficult. The cave is used by the Colony 9 Defence Force as a training ground, and Shulk goes there to gather materials. Regular people are discouraged from venturing here due to the risks involved. It is said that if one were to jump from the top of the Bionis' knee, then their wishes will come true, although the lack of people who have come back alive from this tends to deter others from trying.

	Location Names	EXP	AP	SP
P	Tephra Path	50	36	12
P	Mag Mell Ruins	52	36	12
P	Rear Entrance	55	36	13
P	Spring of Grief	70	48	18
P	Vilia Lake	73	48	18
P	Leg Pass	77	48	18
S	Bafalgar Tomb	157300	1200	368
S	Heavenly Window	165160	1200	368

L	Caterpile Nest	20	12	4
L	Warehouse 2	21	12	4
L	Hidden Warehouse	3830	150	46
L	Escape Pod Bay	25	16	6
L	Tephra Cavern	26	16	6
L	Arachno Queen's Nest	27	16	6
L	Kneecap Hill	28	16	6
L	Bone Corridor	3830	150	46
L	Trader's Stopover	4021	150	46
L	Arachno Feeding Lair	4021	150	46
L	Emergency Ware-house	4213	150	46
L	Prayer Room	4596	150	46
L	Soothsayer's Crypt	4787	150	46
L	Path of Absolution	4213	150	46
L	Forgotten Cave	4596	150	46

Telethia

It is said that these unworldly creatures are as old as the Bionis itself, and perhaps even look after the Bionis while it slumbers. They reside in the upper regions and can read people's minds. If the antennae on their head is destroyed, then their senses will be dulled. However, they possess potent regenerative abilities, and the large Telethia that Nopon call "Dinobeast" heal exceptionally quickly. During the regeneration process, the Telethia absorb the ether in the atmosphere, thus draining their surroundings of life. Consequently, when a larger Telethia is killed, it can explode into massive volumes of ether. Any nearby creatures of Bionis are in great peril, should they be caught in this explosion.
During the battle of the divine titans, a great number of Telethia were sent by the Bionis to eradicate the Machina. This is why the fossils of dead Telethia can still be found in Agniratha. The true nature of the Telethia was revealed during the awakening of the Bionis. They exist to wipe out any extant life on the titan, and when ether levels soared upon Zanza's return, the high ether content caused the pure blooded High Entia to transform into Telethia. The word Telethia means 'that which eliminates impure life'.

Heropon

The hero that was chosen among the Nopon of Frontier Village. Riki, having owed quite a lot of money towards the village, was chosen as that year's legendary Heropon. Each Heropon is selected by Village Chief Dunga's instinct. Reyn was flabbergasted when he heard Riki's title, but Riki assured him that the "village seer" is always right. When Riki was about to head home after battling the Dinobeast, Dunga announced that he would continue his journey, predicting that Riki would set out to bring peace to Bionis. Even though Riki immediately yelled, "Chief lying! Chief make up prophecy one minute ago!" it seems that Dunga's prediction did in fact come to pass in the end.

Siren 2

The alarm that rang during the Mechon attack on Colony 9. This alarm differs from the one that routinely rings when debris falls from Bionis, and it had never been used before this attack.

Nemesis

See "Silver Face" page 89.

Nopon

One of the races that live on the Bionis. They are small in stature, typically standing around 60cm (1.96ft) when fully grown, and have bodies covered entirely in silky fur. In addition to their arms, they also possess a pair of prehensile wing-like appendages that grow behind the head. Nopon are typically friendly souls who prefer to avoid conflict. Their peculiar dialect has many of their phrases end with the suffix "-pon". They also have unique names for the Homs and High Entia, calling them "Hom Hom" and "Bird People" respectively. Many Nopon live in their village in Makna Forest. However, as merchant work is on the rise, plenty of Nopon have found their way to areas all over the Bionis. Their age is difficult to judge based on appearance alone, but their lifespans tend to be longer than those of Homs. The Nopon Sage may even be 9999 years of age, although whether or not this is an anomaly remains to be seen. Their diet consists of the insects and mushrooms they find in Makna Forest.

Nopon Merchants

Nopon have a natural affinity for the commercial, so they developed healthy merchant trade throughout the Bionis. Nopon can be found selling all kinds of wares to passers-by, even in dangerous places where most Homs would not dare to tread. In order to be officially recognized as a merchant, they must own a patented "Nopon coin" as proof of their status within the Nopon Company.

High Entia

The oldest living race on Bionis. Having made their home in the upper regions of Bionis, they possess advanced technology and do not maintain relations with the other races. The High Entia can naturally control ether energy without catalysts or rifle shells. The wings that sprout from their heads allow them to fly if they reach a certain size.
The High Entia were, in reality, a race created by Zanza to purge any creatures that could threaten the awakening of the Bionis. The catalyst for their transformation into Telethia is exposure to high doses of concentrated ether. In ancient times, Zanza conferred intelligence upon the Telethia and created the High Entia, safe in the knowledge that they would inevitably return to their original form. However, the High Entia born of Homs ancestry do not transform, so their Emperors kept a Homs Second Consort in order to prevent the extinction of the species. The results of the genetic analysis performed on Melia in the High Entia Tomb revealed that Homs gene integration had surpassed 80%. This would allow the creation of a new lineage, free of the curse placed upon them by Zanza. It took hundreds of generations of interbreeding with the Homs in order to achieve this. High Entia of Homs blood often have shorter wings, though depending on their genetic heritage, this is not always the case. Their lifespan is far greater than Homs, meaning that Melia appears to be 16 years old despite being 88.

High Entia Tomb

The final resting place of the High Entia ancestors, and the site of the Trial of the Tomb. Thanks to their advanced technology, the ancient High Entia prepared a defence system to repel any intruders. There is also a genetic scanner that ensures only High Entia royalty can access the deeper parts of the necropolis. A treasury and a Telethia lab can also be found here.

	Location Names	EXP	AP	SP
P	Tomb Approach	680	198	78
P	Sealed Chamber	680	198	78
P	Ceremony Hall	782	198	78
P	Tomb Robber Pool	700	198	78
P	Valley of Emperors	734	198	78
P	Tower of Trials - Bridge	748	198	78
L	Hall of Spirits	230	66	26
L	Hall of Trials	253	66	26
L	Second Treasury	276	66	26
L	Imperial Treasury	4340	154	48
L	Telethia Laboratory	4383	154	48

Havres

Flying weapons developed by Lorithia for the High Entia. They were manufactured and deployed en masse in anticipation of the invasion of Agniratha. After being exposed to high volumes of ether, the machines were absorbed by their passengers as they transformed into Telethia.

Silver Face

Faced Mechon controlled by Fiora, who was host to Meyneth's soul. Also known as Face Nemesis. Fiora's body was kept alive through her organs being implemented into the machine. Vanea, who knew of Meyneth's awakening, created the outer shell that Egil would name "Silver Face." Face Nemesis had a chance meeting with Shulk on Prison Island, and Meyneth would try to follow up on this by finding him once more on Valak Mountain. Mumkhar, however, intervened, allowing Yaldabaoth to recapture her. Silver Face tried to stop Egil and protect Shulk and his companions, only to be damaged beyond repair when it fell from Galahad Fortress.

Back of the Monado

See "Apocrypha" at page 80.

Flying Pods

These flying vehicles were crafted by the High Entia. Shulk and his friends used one for back and forth travel between Makna and Eryth Sea. As they cannot cover long distances, Alvis calls them "short-range pods."

Visions

Thanks to the Monado's power, Shulk can see into the near future. The divine seer, Alvis, also shares the same gift. By sensing the flow of ether, the base element of everything in this world, the future of every entity composed of it can also be predicted. Though these visions may warn Shulk of what is to come, the outcome of these predictions are not set. Through the strength of his will, Shulk could change the passage of fate and by doing so, saved Reyn, Juju and Otharon.

Faced Mechon

Mechon that possess a face, sometimes called "Face Units." These tools of destruction were built by Egil to counter the Monado by exploiting its inability to harm the people of Bionis. The brain stems and metabolic organs of captured Homs were combined with Mechon systems, creating living machines powered by the Homs' blood. Unlike ordinary Mechon, the Faces are fully capable of speech. The first Faced Mechon created was Mysterious Face, controlled by Xord, followed by Mumkhar's Metal Face. Later came Jade Face, piloted by Gadolt, and finally the mass production of Face Units. The first Faced Mechon were considered experimental, meaning that they retained memories of their lives before their conversion. These memories proved to be the downfall of Xord and Mumkhar. After that, Egil decided that memories were nothing but an obstruction to what were supposed to be weapons, and made sure that the other half of all Face units would have their memories completely erased. Thanks to Linada's knowledge and skill, all the remaining Faced Mechon would return to their Homs bodies in the new world.

Trial of the Tomb

A ritual intended to prove that the next in line for the throne is truly fit to take up the mantle of Emperor. Candidates must go alone to the tomb of the High Entia ancestors and take a test, with their body as proof. According to the archives, numerous pretenders to the throne lost their lives during this dangerous ritual. Because of that, the practice was retired for generations. Melia's Homs blood caused doubts to her legitimacy as heir, thus the populace, along with her detractors, demanded that she undergo the trial to prove her worthiness of the throne. During Melia's visit, she was informed that it had been "2512 cycles" since the last visitor had arrived, implying that she was the first to reach the end in a very long time.

Carriers

These are the mothership that transport smaller Mechon. There were a total of 10 during the assault on Colony 9.

Homs

A race that lives on the lower portions of the Bionis. It is not known when they appeared nor when they developed. They typically live to around 80 years of age. When the High Entia withdrew from the lower lands, Homs colonies expanded to nearly every place on the Bionis where large groups of Homs lived. Homs do not possess the technology or the knowledge of High Entia, but their manual prowess allowed them to repurpose the machines left by the ancient High Entia and thrive by excavating ether crystals and refining them. They tend to falter when it comes to diplomacy between races, but they warmly welcomed Nopon among them in their colonies. The naturalized Nopon now live among them in harmony.

Makna Forest

This tropical jungle is located on Bionis' back. The massive, dinosaur-like Deinos only exist here, though Hodes and Orlugas make their home here too.

	Location Names	EXP	AP	SP
P	Makna Path	390	156	54
P	Agni Tablet	390	156	54
P	Waypoint Beacon	401	156	54
P	Lakeside	397	156	54
P	Nopon Arch	413	156	54
P	Twisted Tree Gate	421	156	54
P	Village Entrance	429	156	54
P	Windmill Pavilion	436	156	54
P	Glowmoss Trihenge	444	156	54
P	Pod Landing Site	1010	232	92
P	Valak Pass	1111	232	92
S	Divine Sanctuary	2730	416	144
S	Seahorse Islet	2600	416	144
S	Sparkling Pool	2600	416	144
S	King Agni's Tomb	8000	608	240
L	Bridge One	130	52	18
L	Bridge Two	130	52	18
L	Bridge Three	130	52	18
L	Repaired Bridge Four	370	78	30
L	Great Makna Falls	143	52	18
L	Sap Cave	156	52	18
L	Contaminated Area	149	52	18
L	Eks Watering Hole	153	52	18

L Clear Waterfall	156	52	18
L Yellow Flower Grove	159	52	18
L Abyss Basin	159	52	18
L Precipice Bridge	162	52	18
L Decayed Forest	169	52	18
L Hode Lair	175	52	18

Mechonis Inhabitants (Machina)

This race was created long ago by the mechanical deity Meyneth. They built their civilization largely by themselves, its technology evolving to the point of building gigantic cities. The Machina happily shared their advancements with the people of Bionis, but only a select few would survive when the Bionis tried to destroy them. The survivors made a new home for themselves at a hidden village on the Mechonis' arm and lived a life disconnected from the world. They continue to live as long as they can find the necessary substances for their existence. Their bodies grow little by little with the passing of time.

Jade Face

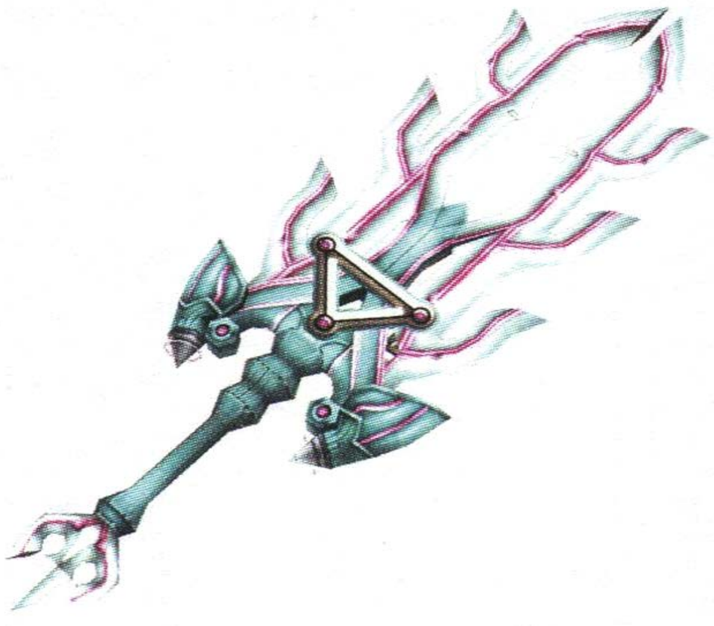
Gadolt was not merely an ether rifle expert, but an unmatched sniper who could take down a target from farther away than anybody else. When Gadolt was captured and inserted into Face number 20814, Egil noticed that he retained very strong memories of Sharla, and thus erased them before sending him to eliminate Shulk. Overcome with remorse after his second fight with Shulk's party, he protected Sharla when Agniratha was destroyed, at the cost of his own life.

Glimpsing the future

See "Visions" on page 89.

Meyneth's Monado

The Monado that the mechanical deity Meyneth possesses. When drawn in battle, the sword splits into two smaller blades to allow dual wielding. Once Meyneth left her hiding place in Fiora's chest piece, she was defeated in her battle with Zanza, and her Monado fell into his hands.



Monado

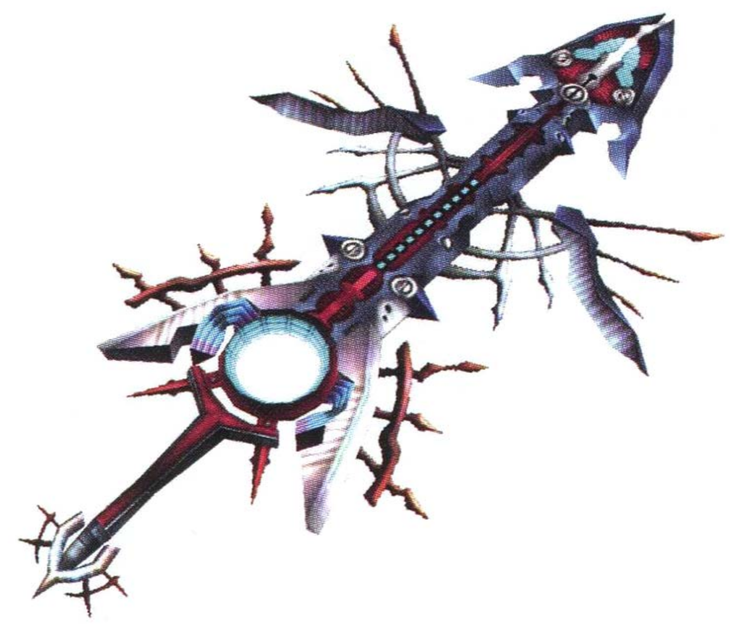
The brilliant light that can control the future of this world. It is the willpower of those that want to live at all costs, facing adversity even in the worst circumstances. It is the light of all existence.

Monado (divine sword)

Legendary sword that was given to the Homs by their god and passed down among them. The great entity that made this world, known only as "Monado", took the shape of a divine sword that could disturb the very fabric of existence; of both the material and the immaterial. The sword was hidden in the ruins of Ose Tower, built in ancient times by the High Entia. It was discovered 14 years ago by the Monado Research Team, a Homs expedition. However, Zanza, the soul of Bionis, consumed the very life force of the researchers to restore himself. The sword was then transported to Colony 9 by Dickson. The Monado can cut through Mechon armour with ease, but as its tremendous power takes a toll on its wielder, it is impossible to truly master. Among a great number of candidates, a peerless swordsman named Dunban was chosen to wield the Monado, becoming a hero after repelling the Mechon at the Battle of Sword Valley. It was then passed down to the defence force of Colony 9 and Shulk continued to study it.
The Chinese character motifs, when invoked, appear in the circular centre of the blade. This thin surface resembles strong, multilayered glass, and the symbols that appear on it dictate the capabilities of the sword. The first power, called "Enchant," makes the Monado disperse waves of power that can harm the Mechon. During the Mechon assault on Colony 9, Shulk used this to his advantage. He gradually came to unlock new powers such as, "Shield," "Speed," and "Purge" to aid him on his journey. Thanks to Zanza, the shackles that prevented the sword from harming people were released. Even in its weakest form, the Monado emits a bespoke ether wavelength that wound up attracting Telethia with its energy.

Monado II

The Monado changed forms after the seal that prevented it from cutting people was removed by Zanza, who was imprisoned on Prison Island. Because of that, it no longer bounces off of Homs flesh, allowing it to be effective against the Faced Mechon through which the blood of Homs flows. Zanza stole the Monado back from Shulk's hands after the moment of his return.



Monado III

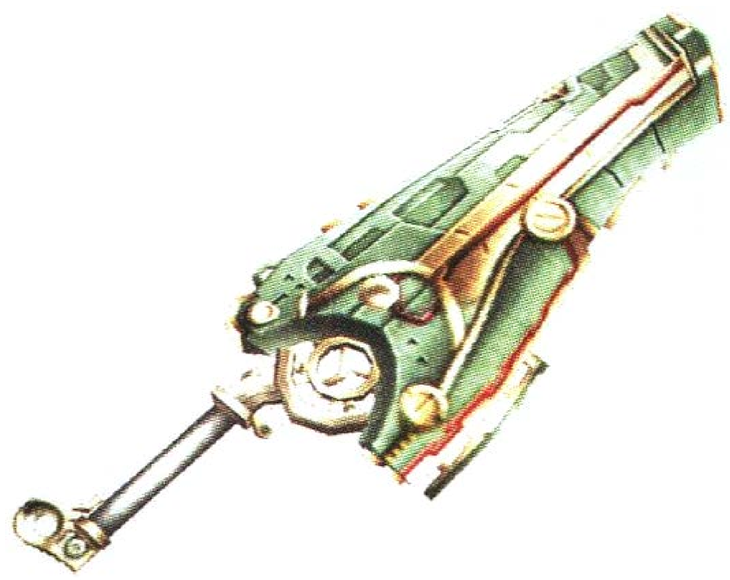
Shulk's very own Monado. It appeared during the final battle against Zanza in Memory Space.

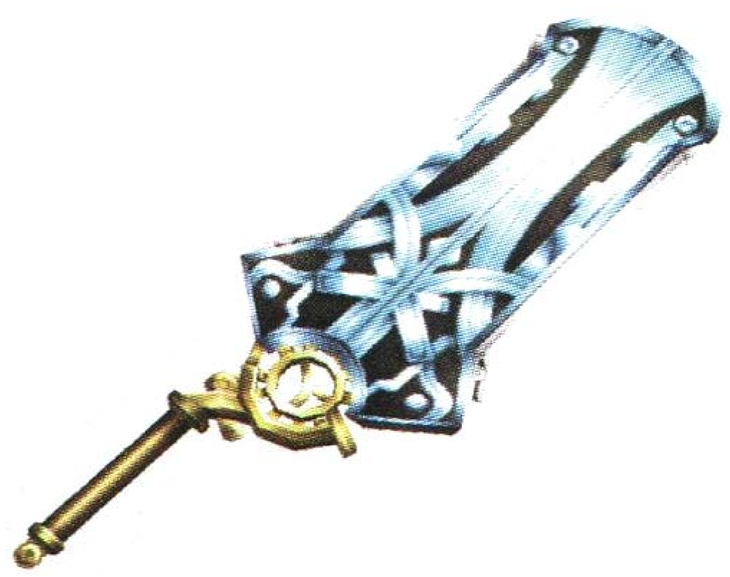
Monado Expedition Team

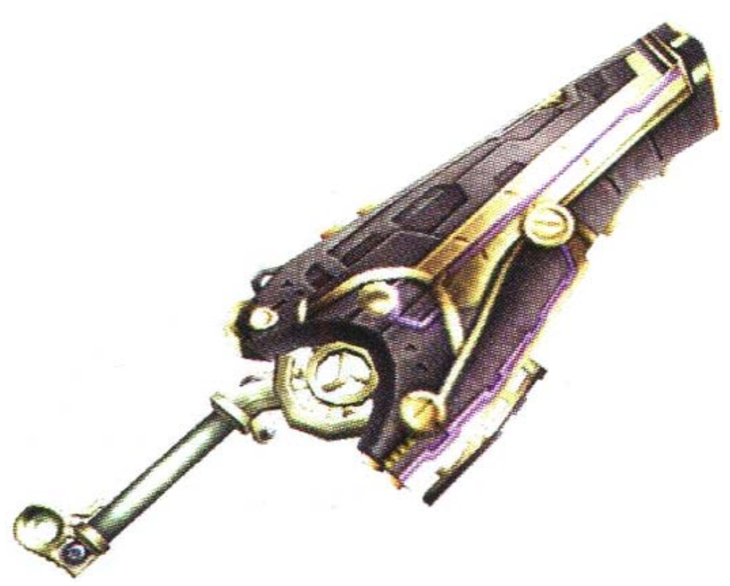
This research team was created by the Homs in order to look for the divine Monado. Shulk's parents were among them, and he was actually born during their investigations. The unit was wiped out; drained of their life force by Zanza when they found the Monado 14 years ago.

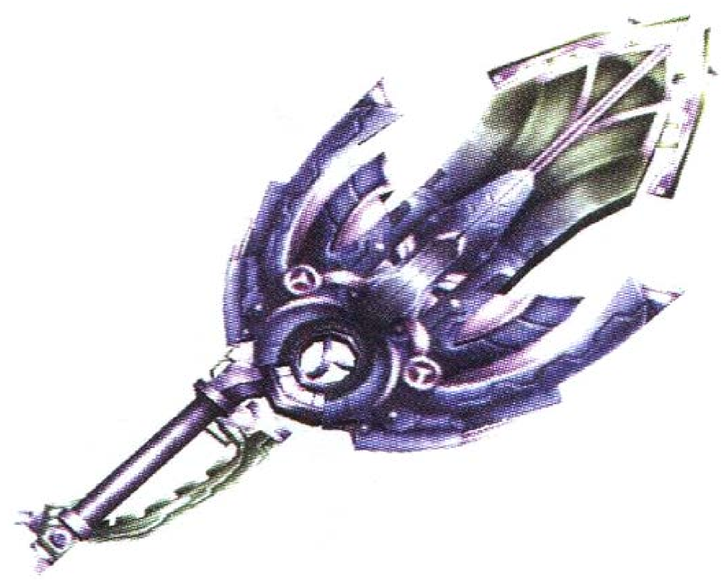
Monado Replicas

These replicas of the Monado were crafted by bringing together all of the Machina's knowledge. Miqol and his peers developed these new weapons after Zanza took the Monado from Shulk. While they are indeed replicas, they are similar in power to the original. Six replica Monados were developed, each sporting different capabilities.









Monapon

The Nopon Bana, who lives in Frontier Village, crafted this weapon based on a name he'd heard somewhere with the intent to sell it. Even if someone other than Riki could use it, the gulf in power between it and the Monado is steep. Its attacks only deal one point of damage.

Yaldabaoth

See "Gold Face" on page 81.

Satorl Marsh

Located near the Bionis' hips, this marsh is given a surreal atmosphere by an ever-present coat of fog. When night falls, the trees alight with the shimmering glow of phosphor. However, the night is fraught with dangers. A warlike tribe of Ignas prowl the area, and the wetlands are filled with poison, meaning nobody but archaeologists and Nopon Merchants dare venture through. As the High Entia once ruled this place, obelisks and ruins still remain and can be found scattered throughout. A gigantic stone statue stands tall at the end of the marsh. It depicts two sisters: on the right-hand side is Khatorl, who represents order, and on the left is Soltnar, who represents Justice. The two sisters share their names with the Seal Islands in Eryth Sea, which work in concert to prevent unwanted access to Prison Island.

	Location Names	EXP	AP	SP
P	Kelsher Wetland	290	132	48
P	Nopon Merchant Camp	295	132	48
P	Crown Tree	304	132	48
P	Silent Obelisk	313	132	48
P	Glowing Obelisk	324	132	48
P	Sororal Statues	330	132	48
P	Statue Summit	336	132	48
S	Shining Pond	1960	352	128
L	Lacus Swamp	100	44	16
L	Zaldania Waterfall	105	44	16
L	Poison Swamp	130	44	16
L	Barren Moor	110	44	16
L	Dark Swamp	120	44	16
L	Altar of Fate	115	44	16
L	Igna Territory	120	44	16
L	Exile Fortress	125	44	16
L	Nopon Refuge	125	44	16
L	Soter Ruins	150	44	16
L	Mauk Floodgate	140	44	16
L	Basin Cave	130	44	16
L	Oath Sanctuary	155	44	16
L	Place of Judgement	160	44	16

Xenoblade The Secret File MONADO Archives

BATTLEVOICE FILE

In this section, you'll find all of the characters' in battle dialogue/shouts. Concerned for the legibility of real time battles, none of these were subtitled in the game ; and so, they all appear in english in this book.

SHULK

Auto Attack

(Grunt of Exertion)
(Grunt of Exertion)
(Grunt of Exertion)

Arts

How's this?!
I must be strong!
I have to protect everyone!
Monado, show me the way!
That's enough!
I'll smash you up!
Let's go!
I'll unleash all I've got!
Yeeaah!
Take this!
Hiyaah!
Pesky thing!
Use my strength!
I'll risk it!
Come on!
Wuaaaaar!
This is the Monado's power!
Monado... BUSTER!
You're not invincible! Monado Enchant!
Monado, shield us!
Monado, save us from harm!
No escape! (Grunt) Monado Purge!
Monado... Eater!
Monado, protect us!
I'll blow you away! (Grunt) Monado Cyclone!
Slit Edge!
Back Slash!
Light Heal!
This'll leave a mark! Shaker Edge!
(Jump grunt) Air Slash!
Need some space... Shadow Eye!
(Surging roar) Battle Soul!
Stream... Edge!
Turn... Strike!
Monado, lend us your power!

Speaking to party members

Reyn!
Fiora!
Dunban!
Sharla!
Riki!
Melia!
R.-REEIIN!
FIORA! PLEASE, NO!
No way! DUNBAAAN!
SHARLAAAAA!
RIKIIIIIIII!
MELIAAAAA!
Get up, Reyn!
C'mon Fiora, get up!
It's not over yet, Dunban!
Sharla, hang in there!
You all right, Riki?
Melia! Don't give up!
We haven't lost yet!
Reyn!
Fiora!
Dunban!
Sharla!
Riki!
Melia!
Dickson!
Alvis!
Reyn?!
Fiora?!
Dunban?!
Sharla?!
Riki?!
Melia?!
Dickson?!
Alvis?!

Hit

Yeah!
How's that?!
Awesome!
Nice one!
Nice! Let me try!
Great attack!

Failed Attacks

I missed!
Oh no!
It's OK!
Don't worry about it!
Don't let it get fo you!
No good!

Dodges

That it?!
Not good enough!
That's awesome!
Whoa! That was close!
Just like that!
Nice dodge!

Receiving a fatal blow/death

(Grunt of pain)
(Grunt of pain}
(Cry of extreme pain)
I'm...sorry...
I can't...go on...

Change in Hitpoints

This isn't going well...
Not good...I'm losing it...
Almost there!
C'mon, we can do it!
We're being pinned down!
We can't hold out much longer!
This is good, everyone!
Let's keep up the pressure!
OK, let's finish this!
We've almost got 'em!
Stay strong!
Hang in there! Don't give up!
We've gotta get our flow back!
It's a tough fight...
We've got a good rhythm going!
Yeah! We're gonna win

Targeting an opponent

Right, let's do this!
We can't lose!
Everyone, let's go!
Looks like we don't have a choice!
The enemy's weak, but don't drop your guard!
I'm ready!
Everyone, do your best!
Is this such a good idea?
Don't get careless guys!

Giving orders

Let's focus our efforts!
Play it by ear, everyone!
Strike hard and fast!
Tread carefully!
Understood!
OK!

Receiving healing

Thanks!
Just what I needed!

Tension gauge

I'm really feeling it!
Nothing's gonna stop me!
You're really getting into this Reyn!
Looking good too, Fiora!
Yeah Dunban! Go for it!
Sharpshooter Sharla!
We need full-power Riki!
Give it all you've got, Melia!
Reyn! Let's see what you're made of!
Go get 'em, Fiora!
Dunban, you're really shining!
Sharla, you're really focused!
Heropon on the rampage!
Melia's scary when she's angry.
I just can't get it together...
Hey...my heart's not in this.

Referring to the number of enemies

More enemies!
There's no end to them!
OK, just one more left!

Ally assistance

You OK?
C'mon, snap out of it!
Uh...where am I?
Get up!
Take my hand!
Thank you!
Stay with me!
I... I can still do it.
Whoa, I feel great!
(Expression of dizziness)
Head...spinning...
Thanks! I owe you!
Right! It's not over

Party Gauge

OK guys, now we're pulling together!
Yeah! All together now!
Everyone! You're the best!
And nothing's gonna stop us!
Me too, Fiora!
Yeah, Dunban!
And as one, we're unbeatable!
(Laughs) Teach us Heropon Riki!
I'm glad you're with us, Melia!
OK Reyn!
I won't let you go, Fiora!
Understood, Dunban!
We can do even better! C'mon Sharla!
(Chuckle) Could well be, Riki!
Yeah, and we're stronger than anyone else!
It's 'cause we all make such a great team, Reyn!
I feel exactly the same, Fiora!
Yes sir!
Yeah, it's cool isn't it, Sharla?
Right behind you, Riki!
Melia, thank you!
All right! Time for a chain attack!
Now's perfect for a chain attack!
Cool! Let's do it!
Roger! All systems go!
All right! Do it!

Chain attacks

OK, here we go!
Let's do this!
Reyn, you're up!
Fiora, keep it coming!
Dunban, we're counting on you!
Sharla, go for it!
Riki, it's your turn!
Melia, it's up to you!
Alvis, over to you!
Leave it to me!
Got it!
Keep it up!
Dickson, your turn!
OK, my turn!
It's not over yet!

When an ally defeats an enemy

Nice one, Reyn!
Fiora, that's great!
Dunban, you're awesome!
Sharla, nice shot!
Riki, keep it up!
Melia, I knew you could do it!
Glad you're here, Dickson!
Alvis...who are you?

Encouragements

Reyn, this isn't like you!
Fiora, don't give up!
Dunban, hang in there!
C'mon Sharla, we're not done yet!
Riki, a sad face doesn't suit you.
Melia, cheer up!
Pull yourself together!
You can do it!
Keep at it!

Receiving a vision

(Short groan - like getting the onset of a migraine)
W-wait...
I'm...seeing something...
It's coming to me...!
I see it!
A vision!

Commucation after receiving a vision

Reyn, this is not good!
Sharla! Watch out!
Dunban, listen!
Riki, be careful!
Melia, this is bad
Fiora, we've gotta hurry!

Vision Tag

Not gonna happen!
The future is ours to decide!
Al right!
That'll do!
I can change the future!
The Future is... changing!

Battle Commentary

This is too easy!
This might not be so good...
Let's finish this!
Not good, guys.
I've got a good feeling about this!
Can someone else handle this one?
Leave this to me!
Can we actually win here?

Victory quotes

You never stood a chance!
We got through that pretty good!
(pant pant) That was a close one...
That fight was really brutal.
That was too easy.
Good job everyone!
Let's stay focused.
Nice job!
I think we need to take a break...
We can't go on like this.
We won thanks to everyone!
Cool! Let's keep this up!

Special conversations after winning a battle

Reyn, I can always count on you.
You've been protecting me since I can remember, mate.
Right, I won't let you down!
Reyn, you OK?
We need to stick together from here on. And we'll be right as Reyn!
Get it?
Fiora, don't overdo it!
(Laughs) That is so you, Reyn!
Totally!
Yes sir!
(Laughs hard)
Reyn, you're such an easy target!
(Chuckle)
Melia, are you tired?
Reyn? Wake up! Reyn!
I wish I had a brother or sister! You guys look like a real family!
What? 'Baby' brother?!
Fiora! Are you hurt?
Aah, sorry Sharla.
I saw him slacking off a bit...
Wow, when did you two get so tough?
(Groans) Why do I get the feeling that mastering the Monado is gonna be easier?
Sharla, could you teach me how to use a rifle sometime?
N-No! That's not it at all!
Dunban, you're embarrassing Riki!
Melia, it'd be great if you tought me how to use ether!
(Laughs) Sharla, cut him some slack!
It's true, you're really good, Sharla!
Um... Melia... Are you feeling OK?

Monado

Behold the power of the Monado!
The light of the Monado is fading!
Alright, the Monado's back in action!

Fleeing

Everyone, make a run for it!

Successful guards

Not gonna work!

Advice during combat

Two of them?!
Take them down one at a time!
Reyn, I'll hold off the big one's attacks with the Monado. You deal with all the little ones!
The Monado doesn't affect this one either? We've gotta hold on somehow...
The Telethia can read our thoughts?
Well the Monado has some tricks too!
This isn't good. Fiora!
The Bionis is in danger!
I have to destroy the devices attached to Egil and change the future!

FIORA

Auto Attack

(Grunt of exertion)
(Grunt of exertion)
(Grunt of exertion)

Arts

(Battle cry)
I'm not gonna lose!
How's this?
Go!
ECS! Mode B!
Feel the weight of your existence!
Lock on!
Your energy is mine!
The electromagnetic tempest will swallow you!
Hold!
You're outta here!
Now, it's not nice to hog all the energy!
Field, full power!
I'll burn everything to ashes!
See how you like this!
Go (Drawn out)
Barrier! Maximum power!
I'll annihilate you!
Double Blade!
Healing Energy!
Spear Blade!
One! Two! Cross Impact!
Try and catch me!
Zero... GRAVITY!
There's no escape!
Ether...DRAIN!
Double Wind! Go! You're history!
Mag...STOOORM!
Enough! Shutdown!
Air...FANG!
Power...DRAIN!
Defence systems at max!
Shifting into Second Gear!
Final CROOOSSSS!
Respond...and move! Cannon Drones!
Gun Drones! Exterminate!
Sword Drones! One! Two! Three! Yah!
Protect us! Shield Drones!
Power Smash!
Screw... Edge!
Hidden Thorn!
Deadly Bite!
Butterfly...Step!

Speaking to party members

Shulk!
Reyn!
Dunban!
Sharla!
Riki!
Melia!
No! Shulk, you can't die!
Reyn...no... (drawn out)
No... Dunban! No!
Sharla! Don't die!
Riki! Talk to me, please!
No way... Melia!
don't give up, Shulk!
Up you get, Reyn!
C'mon Dunban, you can still do it!
This isn't the end, Sharla!
Riki! C'mon, try harder!
C'mon Melia, stand up!
Please! Wake up!

Hit

How's that?!
That's gotta hurt!
Favulous!
You did it!
I wanna try too!
That was great!

Failed Attacks

What?
Oops!
Don't worry about it!
Better luck next time!
Don't let it get to you!
I missed?!

Dodges

Yikes!
Saw it coming!
I'm glad that didn't hit you!
Whoa, that was close!
Amazing!
Wow! Nice dodge!

Receiving a fatal blow/death

(Grunt of pain)
(Grunt of pain)
(Cry of extreme pain)
Sh-Shulk...I'm sorry...
I can't...take...anymore...

Change in Hitpoints

Everything's....gone blurry...
I don't feel so good.
Just a little more! Keep at it!
We can do it! I know we can!
Not good! We're totally outpaced!
I don't wanna lose like this!
I like this flow!
Yeah, yeah! This is the way to do it!
Let's keep up thisp ace and finish the job!
Victory's in our sights!
No! Don't give up!
Hang in there! Just a little longer!
We've gotta turn the tables fast!
Can we really manage this?
Be nice if it was always like this!
Now we just need to finish the job!

Failed Attacks

OK, let's go!
Come on! We can do it!
Is everybody ready?
If we don't try it, we'll never know!
Don't get careless!
I'm gonna go all-out!
Good luck everyone!
There's no way we can win...
This should be easy!

Giving orders

Concentrate your attacks!
Do whatever comes naturally!
Let's go all out!
We need to keep our guard up!
Understood!
Okeydokey!

Receiving healing

Thanks!
Just what I needed!

Tension gauge

I'm feeling pretty good!
I feel like I could beat anyone!
Yay Shulk! Go you!
Don't get carrier away, Reyn!
That's my big brother!
Go Sharla!
Riki's having fun. (laughs)
Melia, let's go!
That's the spirit, Shulk!
We're count on you, Reyn!
(Giggle) Not often you get so excited, Dunban!
Sharla, you're amazing!
Go get 'em Riki!
You're showing me up, Melia!
Eh, I don't feel so good.
My arms and legs feel so heavy.

Referring to the number of enemies

Here come more!
One after another... What a pain.
OK. final push guys. Let's do it!

Ally assistance

Wake up! You OK? Whore...am I?
C'mon, on your feet! Here, I'll help you! Th-thank you!
Please! Open your eyes!
Thanks. I'm OK now
I feel so full of energy!
(Stirring after being revived) Thank you!
You're a star!
I'm not gonna fall again!

Party Gauge

I really like our vibe!
It's wonderful to be with everyone!
Fighting alongside you all...is the best!
Yeah. I feel it too, Shulk!
Feels good, right?
That's right, Dunban!
Let's keep on going, Sharla! (Giggles)
Thank you oh mighty Riki! Melia, I know exactly how you feel. Right!
Yeah, let's go, Reyn!
I won't, Dunban.
The best team ever!
All down to you, Riki!
And together, no one can beat us!
I'm...happy. Thank you, Shulk!
I feel the same way, Reyn! "Yes Sir!"...
Like that right? Let's not lose this vibe, Sharla! (Giggles) Right behind you, mighty Riki!
Aw, thank you Melia.
Chain attack - ready and waiting!
Chain attack would be good now!
Ready to go!
Ready when you are!
Yeah, sometimes you gotta get wild!

Chain attacks

Follow my lead!
Let's finish this together!
Shulk, now's your chance!
Reyn, don't mess up!
Dunban! My turn!
Sharla, you're up next!
Riki! It's hero time!
Melia, now!
Alrighty!
OK...my turn!
We're not done yet!
My turn!
Hang on! We're not finished!

When an ally defeats an enemy

Way to go. Shulk!
Good to see you working hard, Reyn!
Dunban, you're so cool!
Perfect shot, Sharla!
Riki! That's great!
Melia, you're something else!

Encouragements

Shulk, where's that smile I like so much?
Reyn! What are you doing?!
Dunban! Don't embarrass me!
Sharla, get with us!
That's not the hero I've heard about!
You can do it Melia!
Don't you dare give up!
Gotta concentrate! Gotta focus!
You wouldn't want to let us down now, would you?

Communication after a vision

Reyn, we've got trouble!
Sharla! What are we going to do?
Dunban! If we don't do something...
Riki, what can we do?
Melia. we don't have much time!
Shulk, you saw that, right?

Vision Tag

We make our own future!
We can change the future!
Yeah! We did it!
Great!
Sorry, not interested in that future
D...did that work?!

Battle Commentary

That was no problem!
(Groan)...this is bad.
OK, we can do it!
We're not getting anywhere...
Hey, not bad!
These things freak me out...
Leave this fight to me!
Guys...is this such a good idea?!

Victory quotes

Yay! We win!
(Phew) And we're OK!
We almost didn't make it...!
I thought it would be much easier.
No problem at all!
There's nothing around here that can beat
us!
Should be OK if we fight like this!
Right. Let's keep going!
And we have to patch ourselves up.
I don't think we can carry on like this...
We've definitely gotten stronger!
Let's press on and on and on!
One hit kill! Or something (Laughs)
I feel like we can beat anything!
All done! (Yawn) So tired.

Special conversations after winning a battle

You're always worrying! But thanks!
(Chuckle) You two never change!
I'm fine. Dunban, but thanks for asking!
Weelll, you're basically like our baby brother.
(Giggle) Be careful what you wish for! Shulk, tell me you're OK! S...sorry Sharla.
I was watching the whole time!
(Happy laugh)
What, just because we're girls we're supposed to be wimps? How rude!
Yeah. I'm doing OK.
Okay! Enough messing around, let's move on!
Moral? We're still standing aren't we?! (Giggle) Thanks! Good job to you too, Riki!
(Sigh) Like little kids..
Reyn, you're asking if we're all right? But do you feel OK?
Thanks. Dunban, you too.
(Giggles) Good for you. Riki!
I fight with pride, and all my strength!
Oh! My hero!

Monado

(gasp) The Monado's light...!
But how?!

Fleeing

Let's get out of here!

DUNBAN

Auto Attack

(Short battle cry - martial arts style)
(Short battle cry - martial arts style)
(Short battle cry - martial arts style)

Arts

Hmph!
Eat this!
(Longer battle cry - building up power)
Face me if you dare!
(Longish battle cry - focusing on breathing)
Now!
(Grunt)
Here it comes!
(Battle cry • aggressive)
Die!
Dodge this!
I'll cut you all to shreds!
Take this!
At last, the Volf bears his fangs!
Prepare yourself!
One!
Two!
Three!
You're finished!
Gale Slash!
Electric Gutbuster!
I'm without match!
Worldly Slash!
There is no escape!
Steel Strike!
Stay calm. Stay focused.
One more push...Final Flicker!
I fear not the Jaws of Death!
Tempest Kick!
Burn! Heat Hazel
Spirit Breath!
Soaring Tempeeest!
(Build up power) Thunder!
Demon Slayer!
Dance with me!
Bom in a world of strife...
...Against the odds...
We choose to fight!
Blossom dance!
Monado Buster!
Monado Enchant!

Speaking to party members

Shulk!
Reyn!
Fiora!
Sharla!
Riki!
Melia!
Shulk! No!
Reyn. I told you not to lose focus...
It...can't be.. Fiora...
No! Sharla!
R...Riki!
Melia. I'm sorry...
Dickson!
Mumkhar!
The real fight begins now Shulk.
We aren't here to lose, Reyn.
Stand, my sister!
Sharla, take my hand.
We need your strength, Riki.
Melia, time to fight!
We can rest later!

Hit

Felt that, huh?!
Just like that!
Not bad!
That's the spirit!
Inspirational!
Magnificent attack!

Failed Attacks

Huh?
Insolent...
Forget it.
Everyone fails occasionally!
Just don't lose your focus!
I...missed?!

Dodges

Useless.
Amateurish.
Well dodged!
Impressive.
Keep your guard up!
Magnificent footwork!

Receiving a fatal blow/death

(Grunt of pain)
(Grunt of pain)
(Cry of extreme pain)
Impossi...ble...
(Groans: How can this be?

Change in Hitpoints

I've been getting careless...
We're under too much pressure here..
Final push!
Your days are numbered!
The enemy must not dictate our pace!
At this rate it's only a matter of time before we lose!
Good. We're moving as one.
Looks like we're setting the pace.
Don't rush! Keep your cool!
Everyone! Don't let your guard down! Get a hold of yourself!
Steel yourself! The fight has only just begun!
We're not going to lose that easily!
What strength!
Yeah! Time to show off our might!
Victory is within our grasp!

Targeting an opponent

Follow my lead! Don't lose focus!
Let's go!
Unless we fight, we cannot proceed.
No mercy!
Don't hold back!
Make it a swift victory!
If we're outmatched we have to pull back!
I don't have time for small fry.

Giving orders

We must focus our efforts!
Use your judgement!
Full-on assault!
Focus on defence!
Roger!
Understood.

Receiving healing

Nicely done.
Thanks.

Tension gauge

I feel my power returning to me!
I am Dunban! Attack me, if you dare!
Don't get careless. Shulk.
Reyn! Don't lose your cool! You have become a formidable fighter, Fiora!
That's the spirit, Sharla!
Keep it up, Riki!
Melia, this is unexpected.
Push on, Shulk!
I praise your fighting spirit, Reyn!
Beautiful movement, Fiora.
Fire at will, Sharla!
Go wild, Riki!
Give no quarter, Melia!
I'm having a lapse of concentration...
I just cannot focus.

Referring to the number of enemies

They grow in number!
Was this the wrong tactical choice?
This is the last one.

Ally assistance

Get up!
Get a hold ot yourself!
Th-this isn't like me...
Can you stand?
Grab on!
Thank you.
Do you want to let it end like this?
Apologies...This isn't...me...
We cannot fall here!
Apologies...I...can't explain this...
Looks like I owe you.
(Short groan) No rest for the wicked.

Party Gauge

At last, we move at the same pace.
Everyone, feel the flow of battle!
Channel our unity...into strength!
Focus on this moment, Shulk. Reyn, keep up that momentum! Unity is vital to a superior team, Fiora! This is the power of unity, Sharla! Hmph, such overexuberance. Watch yourself, Riki.
Melia, you think as I do. Good coll, Shulk!
Good! Just don't run off by yourself, Reyn!
As I with you, sister!
Let's aim higher, Sharla!
Exactly, Melia! That's the source of our strength!
(Hmph) You may be right, Riki! Ahh, this is how we used to fight! And let's keep it that way, Reyn! We're not done here yet, Fiora! Focus that energy, and let us finish this! Sharla! We shall follow your lead, Riki!
Melia, your kind words spur me on!
The time has come! Prepare for a chain attack!
Now! Use a chain attack and finish this!
You'll be gone before you know what hit you!
I was bom ready.
Time to show our true power!

Chain attacks

Prepare for our fury!
On my mark!
Shulk. GO!
Reyn. NOW!
Fiora, your turn!
Sharla! Full force!
Riki, don't mess up!
Melia! Get ready!
Leave it to me!
(Manly shout of confirmation)
More!
Dickson! Get 'em!
Here I come!
You cannot escape!

When an ally defeats an enemy

Shulk! Superb!
Reyn, that's good!
Fiora! Good.
Sharla! Great shot!
Riki strikes!
Melia, impressive!
Hah! In true Dickson style.

Encouragements

This is just the beginning, Shulk! Reyn, snap out of it! Face your enemy, Fiora! Sharla, pull yourself together. The real fight starts now, Riki!
We need you, Melia.
C'mon you can do it!
Don't lose focus on the battle!
We need your strength.

Communication after a vision

Reyn, got some trouble.
Sharla, what should we do?
Riki! Time to prove your mettle as a hero!
Melia, let's go!
Fiora, you can do it, right?
Shulk, did you see that?

Vision Tag

There's still a way!
We carve our own future!
Hah!
That won't happen!
We seized our future!
We choose our own path!

Battle Commentary

Pitiful!
This isn't good.
Cut the enemy down!
(Exclamation of frustration) What's going wrong?
Hmm...Not bad.
I'm not too partial to these.
Leave this to me!
This one will take some time to bring down.

Victory quotes

Prepare for the next fight!
Victory is ours!
That was a...lucky escape.
Tend to your wounds before we move on!
It'll take more than that to slow us down.
(Hmph) I expected a tougher battle.
Not bad. Not bad at all.
Let's press on.
We should reconsider our tactics.
Tend to your wounds and prepare for the next battle!
I can see this isn't pushing you at all.
But we mustn't be careless!
Looks like we managed to survive.
A pretty good battle.
The taste of victory is sweet.

Special conversations after winning a battle

Don't get cocky! Slay focused, stay sharp!
Fiora, how are you doing?
So that's how it is? Given up the sword already?
Riki, mighty Heropon, I can see that you are in pain! Fiora, are you OK?
I don't remember asking about you. Amateurish.
Reyn, what are you babbling on about?
No, let's pretend it didn't happen.
Fiora! Don't push yourself too hard.
You're doing a magnificent job as hero.
And as one, we will always be victorious.
Hah! That's right, Riki.
Agreed. Let's continue With this team.
Agreed. It would make a magnificent coat!
Indeed! It would make a spectacular coat!

Monado

The power of the Monado! What?
How is this possible?

Fleeing

Everyone! Fall back!

REYN

Auto Attack

(Grunt of exertion)
Eat this!
(Shout of exertion)

Arts

(Battle cry) You're going down!
Outta my way!
(Shout)
Get Outta here!
I'll take you all on!
Now!
You want a piece of me?
Let's do this!
(Battle cry)
You're toast! Suck on this!
Bring it on!
This is gonna hurt!
(Shout)
Dodge this!
Bring it!
Hammer, BEAAT!
WILD...DOWN!
Gotta focus on guarding!
WAR SWING!
SWORD DRIVE!
I'm gonna go BESERK on you!
SHIELD BASH!
Engage!
This is it! LAST STAND!
Feel my RAGE!
Magnum CHARGE!
BONE UPPER!
DIVING SOBA! (Martial arts-esque battle cry)
AURAAA BURST!
ANCHOR CHAIN!
Here we go! LARIAT!
BRING IT ON, SCUMBAGS!! Oi! OVER HERE!

Speaking to party members

Shulk!
Melia!
Sharla!
Dunban!
Rikli
Fiora!
SHULK!
MELIA!
SHARLA!
DUNBAN!
OLD MAAAAAN!
FIORA!
What are you doing, Shulk?! Get up!
Fiora, snap out of it!
Dunban, this ain't like you!
Sharla, c'mon!
Take your nap later, old man!
On your feet, Princess!
No giving up now!
Dickson!

Hit

Yeah! You like that?
Oh yeah baby!
Yeah! That's it!
Get in there!
Hey, don't hog all the glory!
Nice attack!

Failed Attacks

What?!
Missed!!!
Forget it! Hit 'em hard next time!
What's done is done - move on!
Everyone misses sometimes!
(noise of frustration) Too quick for me!

Dodges

That was too close!
Hah! Child's play!
Woo! You beauty!
(Pained sigh) Too close!
Awesome!
Nicely done!

Receiving a fatal blow/death

(Grunt of pain)
(Grunt of pain)
(Cry of extreme pain)
Not gonna...make it.
(cough on verge of death)
N-no way...

Change in Hitpoints

(Pained breath) This ain't good.
(Short groan) This really ain't good.
Not long now!
All right, we can do it!
Things are getting a bit hairy.
We gotta turn the tables!
Hey, not bad! Let's keep it up guys!
Everyone, let's keep up the pressure!
Yeah, let's end this!
Right! We can do it!
Sorry. I gotta focus.
Don't give up! I'm right next to you!
Gaah, we're not in a good rhythm.
This one's not giving up!
Yeah, this is a good pace!
Hehl Let's go far a quick win!

Targeting an opponent

Let's give 'em hell!
time for pain!
It's crushing time!
We won't know unless we give it a try!
This'll be a breeze.
Leave it to Reyn!
Let me at 'em!
Are you nuts?!
Hah! It was over before it even started!

Giving orders

Go for this one!
Uh, do what you think's best!
Everyone get in the fray!
Keep your guard up!
I'm on it!
Not a problem!

Receiving healing

Cheers!
Thanks!

Tension gauge

Yeah, I'm turnin' up the heat!
(Battle cry) Losing ain't on the cards today!
Yeah Shulk! Get stuck in!
Lead the way, Fiora!
Right behind you, Dunban!
Sharla, fire it up!
Fuzzball on the loose, people!
Woah! Check out Melia!
You tell 'em.Shulk!
Now you're talking my language. Fiora!
(Heh heh heh) Lookin' forward to this! Blow 'em away, Sharla!
Don't get too crazy, old geezer!
Wow, Melia! Don't let up now! Gah, I can't get warmed up.
Nah. I can't get into it...

Referring to the number of enemies

Heads up, guys, more company!
Wooh! Come out of nowhere!
Yeah! Just one left!

Ally assistance

Wake up!
What're you playing at?
(groan)...Who am I?
Get up!
Grab my hand!
Cheers!
We're not losing you!
Now's no time to nap! (Howls) I'm back baby! What's wrong with me?!
Thanks, I owe you!
Ah right! I'm still good to go!

Party Gauge

OK now we're getting started! All right, now tear 'em up! (Shouts)
We are the greatest! So this is what teamwork is? Yeah! Fiora, let's show 'em what we got!
(Laughs) Thanks to you, Dunban! You said it, Sharla!
We ain't even started yet, gramps!
Now ya gettin' it, Melia!
Right with you, Shulk!
Yeah. Fiora, ain't that the truth?
Yeah, no one's gonna stop us, Dunban!
With you and me here, what do you expect?
Nah, fuzz face. The thanks goes to me!
(Heh) Good to have you around Melia!
That's right! Ain't no stopping us!
(Whoops) Stop it, Fiora. You're makin' me cry!
You can count on me, Dunban!
I dunno what you mean, Sharla, but I love it!
Let's show 'em just how heroic we can be!
Yeah, Melia! Let's smosh 'em to bits!
All right! A chain attack'll finish 'em!
Chain attack, ready to roll!
We're gonna knock your block off!
Been waitin' for this!
Yeah! Let's do it!

Chain attacks

Let's do this!
All right! Take it to 'em! Shulk! You're up!
Fiora, its up to you!
Dunban! Your turn!
Go Sharla! You're up next, furball!
Go! 'em, Melia!
Ya!
I know, I know!
Ain't over yet! Dickson, your move!
YEAH! Reyn time! Hah! No escape!

When an ally defeats an enemy

Get in there, Shulk!
Nice one, Fiora!
Well played, Dunban! S harla, nicely done!
Nice one, my furry friend!
You've got the skills, Melia!
Good job, Dickson!

Encouragements

C'mon Shulk, get it together! Fiora, it ain't over yet! Dunban, what's wrong? You can do it, Sharla!
We're not done yet, furball!
Let's up the ante. Melia.
Give it some oomph!
C'mon, we're depending on ya!
Lets get 'em!

Communication after a vision

Sharla, what're we gonna do?
Dunban, we've gotta do something!
I'm counting on ya, old man!
Melia, can you handle this? Yo Fiora!
Let's sort this! You saw it - right, Shulk?

Vision Tag

Oh yeah!
Yeah! That'll sort it nicely!
You see that? Eh?
Reyn time, baby!
End of the line line for you, pal.
Keep your stinkin' future!

Battle Commentary

No sweat!
(Disgruntled noise)... This ain't lookin' peachy.
Keep up the pressure, guys!
This is bad...real bad.
Hey, we're doing pretty well!
I hate these things.
This one's mine!
Are we insane?!

Victory quotes

That all you got?! Yeah, we got 'em good! Man, that was too close. (exhales) Glad we turned that around. Man, didn't even break a sweat! (Laughs) Don't mess with the best! Let's not lose our heads though! Who else wants some?
That...was lucky.
Man, that was scary.
Good thing I'm here! ...No? Anyone?
Man. what a bunch of jokers.
All right, we came through!
Heh! Not even a challenge!
Aah, nothing like a good fight!

Special conversations after winning a battle

Heh! Nothing's gonna touch you as long as I'm around!
Hey, don't sweat it! Before you know it, you'll be the one watching my back!
Yeah, thanks man!
(laughs hard) You crack me up, Shulk!
Man, am I good or am I good?
Dunban, with you around, there ain't no stoppin' us!
Yes sir!
I'm on fire! Sharla, did ya see me? Did ya see what I did?
Aw c'mon, that's not fair!
What? Who are you calling 'sidekick'?!
Stupid furry volleyball I'm gonna... (Yawn) sorry sorry. Didn't get enough sleep. Why don't we grab some shut eye?
I won't let 'em lay a single finger on you, Sharla!
I'm doing good 'n' all, Dunban!
Oh wait, I got a sudden pain in the neck!
That was a superb moral victory, ladies.
Hey! Aren't we forgetting someone? When I get my hands on you. I'm gonna...! Oh, forget it. Is everyone all right?
Charming! I don't know why I bother! How would you rate me in that battle? Aw man, after all my training... Hah! When the going gets going, the tough get tough!
You can't have a rainbow without Reyn, baby!
That's how I like It guys. Take 'em down In one fell sweep!
Just goes to show, brawn is better than brains!
What? What did I say?!

Monado

Love seeing the Monado in action!
What? Is this for real?

Fleeing

(frustrated grunt) Let's split!

SHARLA

Auto Attack

(Grunt when attacking)
Now!
Fire!

Arts

One Heal Bullet, coming right up!
Eat this electric round!
Deploying shield!
I'll fix you up!
All right! Showtime!
Some therapy coming up!
I won't lose anyone on the field!
Game over.
Rip through the air!
Got you in my sights!
Let's fire it up!
(Aggressive shout - getting up close and personal)
Need some camouflage!
You can stick it out!
That's enough!
Is everyone OK?
Venting heat.
Heal Bullet! Clear!
Thunder Bullet! Fire!
Shield Bullet!
Cure Bullet! Go!
Drive Boost! Fire! Hope that works!
Heal Blast! Clear!
Give me some space! Heal Round!
Head Shot!
Metal Blast!
Aura Bullet! Go!
Heat Bullet! Yeah!
Head Shaker!
Covert Stance!
Heal Counter! Go!
Tranquilizer! Good night!
OK! Cure Round!
Gotta cool off! OK!
OK! Right, good to go!

Speaking to party members

Shulk!
Reyn!
Fiora!
Dunban!
Riki!
Melia!
Shulk! Get up...please!
N-no Reyn! REEEIIN!
Fiora, don't die!
That's not possible...Dunban!
Riki? Riki! RIKIIII!
Melia. I'm so sorry!
C'mon Shulk, you can do it!
Get up, Reyn!
Don't give up, Fiora!
Dunban, the battle's just beginning, right?
Riki, you can go for a nap later!
Wake up, Melia.
Hey hey, we're not done here yet!
Shulk!
Reyn!
Dickson!

Hit

How d'you like that?!
The next one'll hurt even more!
Fantastic!
That's the spirit!
Guess I gotta try harder!
That was a beauty!

Failed Attacks

I wont miss next time!
I missed?!
Forget about it!
Don't worry about it! Don't get stuck in a rut! How did I miss?!

Dodging an attack

Don't underestimate me!
Over here, slowcoach!
Nicely done!
That'll show 'em!
Keep it up!
Beautiful dodge!

Receiving a fatal blow/death

(Grunt of pain)
(Grunt of pain)
(Cry of extreme pain)
Go...Gadolt...
I'm s-sorry...

Change in Hitpoints

(Slight groan) I'm not doing too well.
(Panting) I'm not sure how much longer I can last.
Just a little more! Keep it up, everyone! It's just a matter of time now!
Not good, we're gonna get beaten like this.
I can't heal fast enough.
Nice! Looks like we're calling the shots here.
Looks like it's no problem.
You don't need to tell me!
Wait, don't rush off!
Sorry. It's my fault.
Don't panic! Let's get it together!
(frustrated noise) No! We're outmatched!
Looks like we don't need my medical skills.
Let's keep on going!
If we fight like this, we can't lose!

Targeting an opponent

All right, let's do this!
Let's get this party started!
Don't do anything stupid now!
Sometimes you gotta face your fears!

Giving orders

This is our target!
I'll leave it to your judgement.
Let's go all out!
Concentrate on defence!
Gotcha!
OK!
Let's get this done and dusted! Don't let a single one escape!
I don't want anyone dying out there!
You trying to get us killed?
OK! Let's sort this out nice and quickly.

Receiving healing

Thanks!
I owe you!

Tension gauge

Things are really heating up!
Playtime's over! Try and dodge this!
Shulk, that's good!
Don't give 'em an inch, Reyn!
That's a good sign, Fiora!
Hero Dunban, back with a vengeance! Don't get too excited, Riki! (Hah!) Don't mess with Melia!
Take it away, Shulk!
Reyn, do your thing!
Nothing's stopping you, Fiora!
Dunban, you really are a hero!
Show 'em what you're made of, Riki!
(Laughs) Nice to see you get into it, Melia.
I just can't keep focused. I don't see how we can win...

Referring to the number of enemies

Enemy Reinforcements!
What a pain. They're coming in droves! This is the last one!

Ally assistance

Snap out of it!
Wake up!
(Sleepy groan)
C'mon, up you get!
Grab my hand!
Thanks!
I don't want to lose anyone else!
Sorry. I'm slowing us down. Gadolt ...I can still fight!
Thanks, I was seeing stars there. Sorry, and thanks.
I'm OK. I'm good to go.

Party Gauge

Now we're working as one! We're starting to look like a team! All of our hearts and minds as one! That's right, Shulk!
Reyn, don't jump the gun now. (little laugh)
Me too, Fiora.
Dunban, have you just noticed? "Sidekick"? Well, whatever makes you happy (laughs) Attagirl!
You said it, Shulk!
Let's do it, Reyn!
And you too, Fiora!
I will never forget it, Dunban!
That's right, Riki! You can do it!
Melia! Couldn't have said it better myself!
You too, Shulk!
We already know that, Reyn!
(Little laugh) Calm down, Fiora. We're not going anywhere!
OK Dunban!
But you're the one falling behind!
We're counting on you, Melia!
OK! Chain attack time!
Everyone ready for a chain attack?
I have a clear shot! Ready and waiting!
Yeah! Fire it up!
Got it! I only need one shot!

Chain attacks

Start the chain attack!
Nothing can withstand our chain attack!
Shulk, you're next! Don't screw up.
Reyn! Fiora, now you! Dunban! Do your thing! Riki, you can do it!
Melia, your turn!
OK!
I'm on it!
Hey, not so fast!
Dickson, you're up next.
My turn next!
We're not finished yet!

When an ally defeats an enemy

Sharp as a nail, Shulk!
Reyn, you did it!
Fiora, nice!
Always the hero, eh Dunban?
Riki! Well done!
This is why we count on you, Melia!
Very skillful, Dickson.

Encouragements

C'mon, we need you, Shulk!
Get back to it, Reyn!
Fiora, laugh in the face of adversity!
Dunban, I expected more from a hero!
Riki! Get it together!
Come on, Melia, give it your all!
Let's give our all.
You can do better than that!
Can you still fight?

Communication after a vision

Reyn, this doesn't look good!
Dunban, we need to do something!
Riki, I'm counting on you!
Melia, help!
Fiora, deal with this, would you?
Shulk, you saw it right?

Response to a vision

Shulk, are you serious?
I'll see to it that doesn't happen!
Don't worry. I'll deal with it! We can change the future!
I've got an idea. Leave it to me!

Vision Tag

Right, what's next?
Gadolt...I did it!
Yeah!
Yeah, that's good!
Phew! Should be OK now.
Don't think you can decide our futures!

Battle Commentary

No sweat!
I'm not liking this.
Let's keep this up guys?
We have to do something!
I think we can do it! This one's all guns blazing! I can handle this one!
No...it can't be!

Victory quotes

We took this victory together!
Good job all!
Let's take a quick breather...
Wow, that was quite a workout...
That was almost too easy!
Looks like this place is going easy on us! Let's stay alert.
OK let's get going!
I thought we were done for.
Maybe we should stop here for a while.
Let's keep on going like this, guys!
We make a great team!
Right, shall we?
(Audible sign) I could really do with a shower right now.
A victory for teamwork!

Special conversations after winning a battle

(Oh!) I...uh...wasn't really looking...
Er...I'm here too y'know?
(Giggle) I`m just teasing.
Oh let him have a go, Dunban!
Oh really? Sure you won't shoot yourself in the paw?
Wow, thanks. I don't know what to say!
I thank you Reyn.
(Chuckle) Reyn? You bash, we talk.
Yes. Amateurish.
Reyn, it's "swoop" not "sweep"! Did you even try to go to school? Why do I waste my time...
Oh no, I can't let that one slip by.
Family is so important. I wonder how Juju's doing...
Good to have you with us, Dunban.
Isn't it quiet without Reyn or Riki around?
Now you wait just a minute!

Monado

Th-this is the power of the Monado?!
What? No way! The Monado...

Fleeing

Pull back!

RIKI

Auto Attack

Monster (attack noise)!
Crash-powl
Hiya-chop!

Arts

Here, there, everywhere!
Heropon snap-chomp!
Heropon always take chance!
(Fake cry of pain) Riki...can't go onl
Heropon's breath make monster sick!
Nopon dance make all into Heropon!
All fall down! Crash-splat!
You! Listen to Heropon!
Riki make you pay!
Riki make you (yawn)
Heropon breath smell great!
HAIYA!
Heropon very cool!
Heropon run from nothing!
Heropon save sidekicks!
Heropon biggest strongest!
All goodies belong to Riki!
Happy Happy...TIME!
Bitey Bitey!
Riki sneaky!
(Hyuuuu)...Avenge...Riki...
You have lurgy!
Everybody! Hero Time!
Roly-Poly keep on rolling!
Now now! Behave!
(growl/build up) RIKI IS ANGRY!
Sleeepy sleeepy! Bedtime!
You can do it!
Ooooo...PEEKABOO!
Say..SORRY!
Bu-bu-bu.. BURNINATE!
Fu-fu-fu...FREEZINATE!
SUPER! RIKI! TANTRUM!
Hehehe YOINK!

Speaking to party members

Shulk!
Reyn!
Fiora!
Dundun!
Sharla!
Melly!
Oo? Shulk what wrong?
Reyn no fall down!
Fiora is sleepy?
Dundun is hungry?
Sharla, why you no move?
Melly! Please move!
Shulk, now no sleepy time!
Reyn, pretending to be dead...bad Reyn!
Fiora must stand up!
Hero can never fail!
Sharla have tough time?
Melly, try hard with Riki!
Riki get lonely without you!

Hit

Yay yay!
You taste Heropon power!
Very good nice!
Riki also try hard!
Riki do better than anyone!
Big smash bang attack!

Failed Attacks

No move! Slop!
Hold still!
No worry! Riki knows you hit next time.
Riki no give up. You no give up too.
Riki doesn't mind!
Riki. mssed...

Dodges

Naanaa nana naa (childish taunt)
Nopon special move! Swoosh-dodge!
Wow! You dodge good!
You copy swoosh-dodge technique!
Riki proud of sidekick!
Super fast-dash!

Receiving a fatal blow/death

(Squeal of pain)
(Squeal of pain)
(Cry of extreme pain)
Riki... so... hungry...
Sidekicks...finish...fight...

Change in Hitpoints

Riki getting hungry...
Riki tummy rumbling...
This one die soon. Thanks Riki!
This one soon get sleepy!
What wrong? Sidekicks all separate!
Riki try harder. Sidekicks try harder too!
Everyone getting happy-joy!
My sidekicks do good!
Finish in one hit smack-pow!
Finish fight, Heropon's job.
No panic!
No lose spirit! Is bad!
Chance come when in pickle.
First time monster this strong!
Yeah yeah!
Sidekicks all trying hard!
Riki having lots of fun!

Targeting an opponent

Sidekicks! Riki lead you to battle!
Riki is Heropon so feel no fear!
Heropon Riki is here! (Bruce Lee sound)
Opponent no matter. Riki always OK!
Leave it to Heropon!
You dare challenge Heropon!
Sidekicks! Try hard!
Riki is scared...but hero so no lose!
Riki can win by himself!

Giving orders

Friends thump this one!
Friends act on own!
Super duper attack! (Hmm!) Defend, defend!
Aye aye! Nose mouth!
Roger yes sir!

Receiving healing

Riki full of happy!
Riki smiley happy!

Tension gauge

Riki so excited!
Riki so excited gonna burst!
Shulk also excited?
Riki feel hot!
Fiora have fun, Riki want fun too!
Power sound like sour! Sweets are better!
Yummy! Riki want to eat up too!
Riki light too! But fast!
Get 'em Shulk! Smash pow!
Riki no have cards to lose with!
Fiora make Riki smile!
Riki can say cool things too!
(Squeel) Don't shoot Riki!
(Oooh) Melly say pretty things!
(Yawn) Riki tired now.
Riki want to go home.

Referring to the number of enemies

(Yelp/Squeal) Many monsters! More monsters? Help!
Last one! (Squeal)

Ally assistance

Wakey wakey!
No sleep now! Help!
(Groan) Riki go to bed now.
Hey! Stand on two foots!
Play on floor later!
Heropon is BACK!
Time for dindins! (Yay)
Heropon back from dead!
Rikiiii has the poweeeeer!
Why Riki see tweeting birds?
Sidekicks, good job!
Heropon back! Now please heal!

Party Gauge

Riki's sidekicks do good!
Riki's friends winning! Thank you Riki time?
All follow Riki!
Shulk only need Heropon Riki! But Riki already started! Not be same without Riki! Heropon and Herohom invincible!
Is coz Riki is here, yes. But Riki worth 100 Nopon! Riki together too!
Yeah! Follow behind Riki! Is Riki so handsome?!
Riki only feel Dundun's scary voice!
Yep! Team looking good!
Riki is also greatest strength!
Riki and friends the best!
But Riki more greatest than Reyn!
Riki so happy Fiora so happy!
(Battle cry) Heropon here to save day!
And tummies and paws as one!
Melly fight hard! Riki copy Melly!
Woowoo! Chain attack chance time! Ready, steady, chain attack!
Yeah! Bang-smack-pow-crash!
Ready Riki ready!
Riki LOVE chain attack!

Chain attacks

Sidekicks, follow Riki!
Let's go go go!
Shulk go now!
No be slow. Reyn!
Up to Fiora now!
Hero Dundun go!
Sharla! Pow-blam yeah!
Melly! Do it good!
Here Riki go!
Leave it to Heropon!
Again! Again!
Heropon beat enemy good!
One more!

When an ally defeats an enemy

Shulk! Good boy!
Reyn steal Riki's one!
Fiora do good!
Riki no outdone by Dundun!
Sharla is cool!
Riki want be like Melly!

Encouragements

Shulk no give up!
Riki know a different Reyn!
Cheer up, Fiora!
Dundun! Hero must be happy!
Sharla? What wrong?
Melly want a hug?
Riki be happy!
Nopon dance make happies!
Try hard! No give up!

Communication after a vision

Reyn, this doesn't look good!
Dunban, we need to do something!
Riki, I'm counting on you!
Melia, help!
fiora, deal with this, would you?
Shulk, you saw it right?

Vision Tag

Right, who's next?
Gadolt...I did It!
Yeah!
Yeah, that's good!
hew! Should be OK now.
Don't think you can decide our futures!

Battle Commentary

Easy peasy! (Hmm)
Riki not happy.
Yeah! Go go go!
Riki can do better.
Go Riki and friends!
Riki no like these.
Riki want to bam-smack this time!
N...nooo.

Fleeing

Riki scared! Friends run!

Victory quotes

(Giggle) Lights out!
Victory for heroes!
(Phew) Riki nearly got squashed!
(Groan) Make it easy for Riki!
Riki here to save the day!
Sidekicks make Riki proud!
Not bad not bad!
Everyone do good!
Riki feels tired.
Riki go to bed now.
Victory to Riki!
Riki like fighting easy monsters!
Riki strong! Uh huh.
This battle become Nopon legend.
Eeeh? So soon finish?

Special conversations after winning a battle

Thanks to Riki's sidekicks we win!
No see anyone else. Must be you.
Riki try REALLY hard!
What? No way! You watching Riki?
Hehehe..y-you wrong, Riki try really hard.
(Winces) Nothing can beat Riki!
Mighty Riki also amazing with gun!
Oh no! Riki NEED paws!
Melly! Riki try REALLY hard! You see it?
Fiora! Good job! Well done!
Reyn is smelly Orluga. No good job for you!
(chuckles) Even Riki know that not right!
Yeah! Reyn is cleaner, so like sweeping (chuckle)
Melly always welcome!
Reyn give one biscuit for every stroke! Do friends think Riki is good
Heropon? Really? Riki so happy!
Melly and Fiora! Have no scary! For mighty Heropon here!
Justice duo. Riki and Dundun is here!
Sharla, have no scary!
Wh-what about Riki?

Monado

Riki want to play with Monado!
Monado, what wrong?!

MELIA

Auto Attack

(Attack noise 1)
(Attack noise 2)
(Attack noise 3)

Arts

Roaring thunder!
Star-searing flames of absolution!
Ancient spirit of ice, to me!
The darkness of sleep embraces you!
Witness my true power!
Feel darkness blacker than midnight!
Your fighting spirit...is mine!
Surging torrent, strike our foes!
Raging squall!
Succumb to the power of earth!
Water, the source of all life!
From my flesh and blood, be healed!
En Garde!
Shield and protect us from harm!
Return to chaos!
Behold my power!
Go!
Manifest yourself!
Summon Bolt!
Summon Flare!
Summon Ice!
Hypnosis!
Dark Element!
Shadow Stitch!
Summon Copy!
Reflection! Manifest!
Summon Wind!
Summon Earth!
Summon Aqua!
Accept this gift of healing!
Spear Break! (Attack shout)!
Power...Effect!
Burst...EEEEEEEND!
Prepare yourself!... MIND BLAST!
Elemental Burst!
Elemental Shoot!
Now! Starlight Kick! Ow ow-ouch!
Tear through the enemy! Vertical Bolt!
Bum to ashes! Flare Impulse!
Freeze! Ice Wave!
Shred the enemy! Razor Wind!
Squirm! Poison Earth!
Now! Healing Aqua!

Speaking to party members

Shulk!
Reyn!
Fiora!
Dunban!
Sharla!
Riki!
Shulk...it can't be!
By the Bionis.. Reyn!
Fiora! No...
Sharla! Stay with us!
Riki! Get up! Please!
That one such as Dunban could fall so easily...
Shulk! You cannot fall here.
Reyn, get a hold of yourself!
Fiora, we are not done here yet!
Dunban! This is not like you!
Sharla! On your feet!
Riki! You're the Heropon, remember?
We are far from finished here!

Hit

Aah, the weak spot!
Witness my power!
Your skill is captivating!
Impressive!
Inspiring. I shall do my best too!
Excellent attack!

Failed Attacks

How is that possible?
The next one will hit!
Pay it no heed!
Next time, you will succeed.
Sometimes these things happen!
Impossible!

Dodging an attack

Not a chance!
Pathetic!
Well evaded!
Good footwork!
Most impressive!
I'd expect no less from you!

Receiving a fatal blow/death

(Grunt of pain)
(Grunt of pain)
(Cry of extreme pain)
I'm...sorry...
My strength...slipping away...

Change in Hitpoints

I fear I approach my limit...
Were we...too reckless?
Almost there! Don't lose focus! Let us move in for the kill!
We must not let ourselves be cowed!
If this continues, we are in grave peril! Hmm...a rather advantageous position.
Good. Just as I envisioned. Let us keep up this flow!
Indeed. I concur.
What? Don't you dare give up! Is that all the backbone you have?
Now is the time to fight with all your might!
This battle may be tough! Be on your guard!
Indeed, victory lies within our grasp!
Then let us finish this right now!

Targeting an opponent

Everyone! Stay on your guard!
Prepare yourselves!
Now you shall witness our power!
Even when victory seems impossible...we march on!
Hmph. This represents no problem whatsoever.
Display no mercy!
I expect nothing short of our very best!
Surely, this is folly!
I will give it my all, no matter the enemy!

Giving orders

Focus your attacks!
Act as you see fit!
Strike with all your might!
Defence is the best policy!
Very well!
Understood.

Receiving healing

My thanks.
I am in your debt!

Tension gauge

ake me lightly at your peril!
Oppose me and your destruction is inevitable!
Do not hesitate, Shulk!
Reyn, I suggest you keep your cool.
Your actions impress me, Fiora.
As if returning to your former glory, Dunban!
(Giggle) You always keep me calm, Riki.
May your aim be true, Sharla.
I admire your courage. Shulk!
I wish I could share your ferocity, Reyn! That you could, Fiora!
The return of the great hero Dunban!
Let us end this in one go. Sharla!
I feel excited too, Riki!
My concentration wanes...
My composure has left me.

Referring to the number of enemies

(Grunt of frustration) They are without number! Enemy Reinforcements!
Is this the final one?

Ally assistance

Compose yourself!
Wake up!
W-what happened?
Take my hand!
Come! On your feet!
Thank you!
You still have much to do!
I hear your words!
Power...flows through me!
My head spins quite fiercely...
You have my gratitude!
Sorry to bother you. I am fine now.

Party Gauge

Now I see there is strength In unity.
Helping each other is our greatest strength!
I shall honour everyone's trust in me!
Yes. I feel it too, Shulk.
That's right!
I agree?
I'm looking forward to the results!
We must nurture this unity! (Laughs)
Happy Heropon Riki!
Let us exhibit our strength, Shulk!
Foolhardy and reckless as usual, Reyn!
Your words ring true, Fiora!
I feel it, Dunban.
(Giggles) Without a doubt, your Rikiness.
Indeed. Sharla. This pleases me.
I have been blessed with good friends.
Thank you, Shulk!
Reyn! Consign the enemy to oblivion!
That sent shivers down my spine, Fiora.
Understood, Dunban!
This sensation... It is truly amazing, Sharla!
I am with you, Riki!
Everyone, prepare for a chain attack!
Now is the time to unleash a chain attack!
I shall focus all my ether energy!
I am prepared!
Agreed. Begin!

Chain attacks

Follow my lead!
Show no restraint!
Shulk, you're next!
Reyn, charge!
Fiora, your turn!
Dunban, finish it!
Sharla, your turn!
Now, Riki!
Leave it to me!
Acknowledged.
There's more to come!
My turn!
You must suffer more!

When an ally defeats an enemy

Excellent, Shulk!
Was that the handiwork of Reyn?
You have fearsome power, Fiora
Your reputation is deserved, Dunban!
Sharla, beautiful shot!
Riki - well done!

Encouragements

We need you. Shulk!
Reyn, where is your fighting spirit?
Remember why we fight, Fiora!
This is not becoming of the mighty Dunban!
We require your medical skills, Sharla!
We can eat afterwards, Riki!
Slay focused!
Do not fret, I am with you!
Come, now is the time to shine!

Communication after a vision

Reyn, this may be somewhat troublesome!
Sharla, what should we do?
Dunban, we must act!
Riki, do something!
Fiora, con you handle it?
Shulk, you saw it too?

Vision Tag

The future can be changed!
I cannot abide such a dark fate!
There!
Take that!
Your future is no more!
Phew, what a scrape!

Fleeing

Retreat!

Battle Commentary

Victory!
I don't like this feeling.
Drive the enemy back!
(Tut) This is not good.
Things are going to plan!
I'm not so partial to these.
I shall crush the enemy!
This does not look promising.

Victory quotes

Victory is sweetest when you can share it!
We are victorious!
Quickly! Tend to the wounded!
Barely a victory at all...
A flawless victory!
Only now have you realised our true power.
Let us hurry onwards.
Let us remain vigilant!
What doesn't kill you makes you stronger...apparently...
I prepared myself for the worst!
I see your strength is the genuine article!
But we cannot be reckless!
I see life outside my world is not easy.
Not a bad battle.
We are victorious.

Special conversations after winning a battle

No, I am fine.
Reyn, however, I'm not so sure about.
Quite, I'm afraid you have much to learn about the fairer sex, Shulk.
(Hearty laugh)
I'm speechless!
Sharla, your skill is truly unrivalled!
Of course, you sweet thing. Who's a brave boy?
Indeed. We ought to build a monument to mark such a rare occurrence.
The head! Shoot him in the head!
Dunban.. I think you need to have a talk with Reyn.
Here Riki Riki Riki! May I stroke your fur, please?
Fighting beside Homs and Mechon..
I never imagined this day would come.
How can you be so small and have so much energy, Riki?
(Laughs) Hero of the Homs, you have a mean streak!
In battle or at rest, the softest of all Nopon!
Aww...But what about Sharla?

Monado

So this is the legendary Monado?!
The Monado... has abandoned us.

DICKSON

Arts

You're in my sights!
Eat this? Thunderbolt!
Hold it! Heal Bolt!

Speaking to party members

Dunban!
Mumkhar!
Shulk, pick up your sword and fight!
Nap on your own time, Reyn!
Is that all you've got, beast-boy?
(Noise of exasperation) I'm past my prime all right
You've gotta support us till the end!
Shulk!
Reyn!
Sharla!
Riki!
Melia!

Hit

Like that eh?
Pathetic!
Not bad!
And another one!
You ain't leavin' me behind!
Nice attack!

Failed Attacks

Bah! Mechon hocus-pocus!
Stand still!
Forget about it!
There's always a next time!
That ain't like you!
Dare to dodge me?!

Dodging

You even trying?
Stupid piece of junk.
(Laugh) Well played!
You got the moves!
You're on fire!
Nice dodge!

Targeting an opponent

Time to show 'em what Homs can really do!
What a pain...All right, let's do it.
Heh! This might be tricky.

Receiving a fatal blow/death

(short sharp pain 1)
(short sharp pain 2)
(Longer pain)
My bad luck...ends here 'n' all...

Change in Hitpoints

(Tut) Pesky rascal!
OK let's scrap 'em!
Save your whining and fight!
This is gonna be tough!
OK. let's finish this job!

Receiving healing

Aah, cheers.
Yeaah!

Tension gauge

Let's wrap this fight up!
Shulk - good!
Gelling back into the swing of it, Dunban?
Let's see whatcha got, Reyn!
Just keep supporting us eh?
This is a royal pain..

Referring to the number of enemies

(Tut) A whole swarm of 'em!
Damn. Reinforcements?
All right, last one.

Ally assistance

Get a grip!
You OK?
Man, I'm not what I used to be.

Party Gauge

Show this weakling a thing or two!
Let's bury 'em!

Chain attacks

You're up next, Shulk!
Boy! You're next.
Charge, beasty!
Sharla, aim well!
I know!
Hey, we're not done with you yet!

Encouragements

Are you even trying?
That all you got?!
C'mon! Chin up!

Battle Commentary

Gah, there's no end to this!
Small fry!
Right, who else wants some?!
Annoying runts!

MUMKHAR

Arts

Eat this!
(Surging Battle cry) Hell! Dive! CLAW!
(Surging Battle cry) HELL HOUND!
Hell dive claw! Yeah! SUFFER!
I'll tear you limb from limb! (Sadistic laugh)

Hit

Die already!
(Sadistic Laugh)
That's it!
Mercy is for the weak!
Heh! I could've done that.

Failed Attacks

Stay still!
You're having a laugh!
What're you playing at?
C'mon, get with it!
You're slowing us down mate.

Dodging

Not a scratch!
Way too slow!
Hah! Guess that won't stop you.
Nice moves!
I could've dodged that!

Receiving a fatal blow/death

(Grunt of pain)
(Grunt of pain)
(Cry of extreme pain)
This ain't...funny...

Targeting an opponent

Yeaaah! Bring it on!
(grunt of annoyance) Why me?!
Hey hey! You outta your mind?!

Receiving healing

You took your time!
(annoyed grunt) Hurry it up!

Referring to the number of enemies

More? Gimme a break.
How many of you are there?!
Only one more to go!

Change in Hitpoints

Damn rust bucket! Die die die!

Battle Commentary

Let's get outta here.
What?!
I'll survive, no matter what!
Can't do anything if you're worm food.

ALVIS

Arts

This is the end for you!
Resistance is futile.
(Cold, emotionless laugh)
Right, let's finish this.
No escape! Cross Ray!
Lost Ray! (Battle Exertion Noise 1)
(Battle Exertion Noise 2)

Hit

Now you understand.
Looks rather painful.
Impressive.
Good. Nice attack.
Excellent attack.

Failed Attacks

Did that not hit?
Most peculiar.
Calm yourself, Shulk!
No good can come from haste.
This is all part of the plan.

Dodging

I'm afraid I can't let you do that.
(Soft laugh)
Nice dodge!
Impressive movement!
Well dodged!

Receiving a fatal blow/death

(Grunt of pain)
(Grunt of pain)
Not bad...
(Cough) This is... unexpected...

Targeting an opponent

We must remove all obstacles in our path.
Let us begin!
With the power of the Monado, this presents no problem.
Shulk? Use Purge!

Receiving healing

Thank-you, Shulk.
Much appreciated.

Tension gauge

Is this feeling, excitement?
You seem exhilarated, Shulk!
This is rather troublesome.

Referring to the number of enemies

Stay focused until the very end!

Ally assistance

Shulk, get up.
Shulk, snap out of it.
This isn't normal.
Shulk, wake up.
Shulk, stand up.
Shulk, thank-you.
Thank-you, Shulk.

Party Gauge

You have become an adept fighter.
I will follow your lead.

Chain attacks

I am ready, Shulk.
Follow my lead.
Shulk, your turn.
Understood.
So it seems.
We have not finished yet.

Encouragements

Shulk, you can do it.
Use the power of the Monado.
You can do it, Shulk.
I believe in you, Shulk.

Battle Commentary

We cannot lose.
The future seems unclear...
We shall overpower the enemy.
This is not good.
All according to plan!
I'm not fond of these things at all.
Leave this battle to me!
I would advise pulling back.

MEYNETH

After using arts

I have lost all control!
I cannot let Egil do this!

EGIL

After using arts

How does it feel to harm your former comrades?
There is no escaping my will!

METAL FACE

After using arts

(Sadistic Laugh)
Hey, hey! Time to DIE!

ZANZA

After using arts

You cannot stop a god!
Insolent mortal! Know your insignificance!
Only the divine may shape the future!

Xenoblade The Secret File MONADO Archives

HEART-TO-HEART FILE

Most of the Heart-to-Hearts and their multiple responses

How to read these dialogues?
In each Heart-to-Heart, picking the A answer first results in the A-1/A-2 tree of choice, while opting for the answer B will have you follow up with either B-1 or B-2 as an answer.

You'll find here the complete script of most Heart-to-Hearts, the unique moments where two characters will openly converse with each other. Here, you'll have the leisure of finding all about the responses to all the different options for answers.

Sunrise in the Park

Colony 9

Fio : Hey, Shulk...
Fio : You remember that time we watched the sun rise, right here?
Fio : It was when we were quite young.
Su : Yeah, I remember. We came because...
Su :
I invited you. (a)
You and Dunban... (b)

(a) (-)
Fio : You don't remember, do you?
Fio : And since when have you ever invited me to do anything?
Su : Oh...erm... I could have sworn that was what happened...
Fio : No, silly!
Fio : I had a big fight with Dunban and ran out of the house.
Su : Oh yeah! It's coming back to me now.
Su : If I'm remembering right...
Su : Even I got shouted at! (a1)
You wanted to marry me?! (a2)

(a1) (+)
Fio : Yeah, Dunban was pretty angry.
Fio : But I shouldn't have said I was going to run away from home...
Su : You really had him shaken up. He was worried about you.
Fio : I know.
Fio : I'm sorry. You didn't have to stay with me all night.
Su : Of course I did.
Su : Besides, it was fun! I'd do it again in a heartbeat.

(a2) (-)
Fio : Shulk, I can't believe you! *
Fio : OK, I might have said some stuff about wanting to be your bride... *
Fio : But you promised you'd forget about it! *
Su : Haha! I'm sorry, Fiora. I couldn't resist.
Su : I mean, if I'm honest...
Su : I quite liked the idea of you being my bride.
Fio : Shulk, don't get any funny ideas in your head!
Fio : I was just a kid! I barely even knew what a bride was!
Fio : (He still remembers! Oh, Shulk...)

(b) (+)
Su : You had that fight and fell out with one another.
Fio : Yeah. It wasn't pretty.
Fio : Really it had nothing to do with you...
Fio : But I still dragged you out and made you stay up all night.
Su : I'm glad we did it, even though it was only that one time.
Su : We talked for hours and hours about all our hopes and dreams...
Su : And then you fell asleep on my arm as we looked up at the stars.
Fio : ...Oh no! *
Su : What? What is it?
Fio : (Oh, Shulk!)
Fio : (I have this terrible feeling I said something really embarrassing.)
Fio : (Like... I wanted to marry him?!)
Fio : Umm...Shulk? You don't... remember what I said back then?
Su : Kind of. (b1)
You wanted to go fishing. (b2)

(b1) (+)
Su : I can't quite put my finger on it.
Su : Hold on, I know I'll get it...
Fio : Oh, er, don't worry!
Fio : No need to remember. Forget I even brought it up.
Fio : Anyway, that's the end of that conversation!
Fio : Let's talk about something else.
Su : OK. Whatever you say, Fiora.
Fio : (Yes! I think I pulled it off. He doesn't suspect a thing.)
Fio : (I hope he remembers one day...)
Fio : (But for now...it's just a bit too embarrassing!)

(b2) (-)
Fio : Umm... Did I?
Fio : I guess I might have said that, but I'm talking about something else...
Su : No, you definitely said you wanted us to all go fishing!
Su : So we went the next day. You, me and Reyn.
Su : You caught the biggest fish! I'll never forget the size of it.
Fio : Oh yeah. I remember now.
Fio : Yeah, it was fun. We had a great time, didn't we?
Fio : (Shulk, you've really forgotten all about it.)
Fio : (I just hope you remember one day.)

Overlooking the Colony

Colony 9

Re : What's up, Sharla?
Sa : I look at the colony, and all I can think of is how things used to be.
Re : Back when you lived in Colony 6, you mean?
Re : Before all this happened?
Sa : Yeah.
Sa : I think about what Colony 6 was like back then...
Sa : And then I remember the state it's in now... and it breaks my heart.
Re : Do you wanna go back there? (a)
It'll all be fine! (b)

(a) (+)
Re : If you went back you could help out with the reconstruction.
Sa : I'd be lying if I said I hadn't thought about it.
Sa : But I can't. Not right now.
Re : Why not?
Re : All the survivors from the camp would love to see you again.
Sa : I just feel like...it's not time yet.
Sa : We still have battles to fight.
Sa : How can I even think about going home and living a peaceful life?
Re : Don't be so hard on yourself! (a1)
You're overthinking it. (a2)

(a1) (+)
Re : Everyone deserves a break sometimes. You especially.
Re : Otherwise you'll keel over from all the stress!
Sa : You're right, of course. I can't do everything on my own.
Re : Now you're getting it!
Re : What would you do without me?
Sa : You do make me smile, Reyn.
Sa : I have to know...
Sa : Would you be angry right now if I hadn't agreed with you?
Re : Of course I'd be angry! We're friends, aren't we?
Sa : Oh, I see.
Sa : You'd be angry...as a friend.
Re : A-Ah...I mean...well...not just 'cos we're friends.
Re : Why are you laughing?
Sa : Oh, no reason.
Sa : I never stay sad when I'm around you. I'm glad I met you, Reyn.
Re : That went way over my head. But whatever! I'm happy too.

(a2) (-)
Re : You know, if you think too hard, your brain can stop working.
Sa : You...sound like this has happened to you a lot, Reyn.
Re : Once or twice. I used to think a lot, once upon a time.
Re : But then I learnt that I like doing stuff better than thinking about it.
Re : Maybe it's just 'cos I'm stupid, but it feels more natural that way.
Sa : I'm not gonna argue with you.
Sa : I can't quite see you as a deep thinker.
Sa : Now, Reyn the man of action... That's you all over!
Re : Right?
Re : So after that I stopped worrying about stuff. It's easier that way.
Sa : I wish I could be like you, Reyn. I'm always worrying.
Re : That's why I'm here, Sharla!
Re : While you're busy worrying, I can be your hands and your feet!
Re : So you don't have to lift a finger!
Sa : That's sweet, Reyn. Maybe I'll take you up on the offer sometime.
Sa : Just remember, you have to be prepared to do the tough jobs!
Re : Don't have to tell me twice! You can leave everything to me!
Sa : I can never stay sad for long when you're around, Reyn.
Sa : When we get back to Colony 6, you and me will get stuck in!

(b) (-)
Sa : Fine? Fine?!
Sa : You think the reconstruction is going to be easy?!
Re : It's OK. They all know you're out here fighting for them.
Sa : You listen here, Reyn!
Sa : If I'm out here fighting, that means I'm not back there helping out!
Re : Let me put it this way... (b1)
So? (b2)

(b1) (+)
Re : You wanna help out with the reconstruction, right?
Re : Well, we're fighting so the world can achieve peace.
Re : In a way, that means we're reconstructing the entire world!
Sa : Reyn, I...
Re : Think about it.
Re : Unless we have peace, there's no point even rebuilding Colony 6.
Re : It could all just come crashing down again.
Sa : I see your point.
Sa : It's funny how I never seem to get the simplest of things.
Re : I know why. It's 'cos you think it's all your fault or something.
Re : Let go of all that guilt and things'll be much clearer.
Sa : It's true, I do feel guilty.
Sa : But honestly, I still don't think I'd have figured this out on my own.
Sa : That's all down to you.
Re : Stick your head in the sand and all you get is sand in your eyes.
Re : From now on, don't hold it in. You can talk to me about anything.
Re : Treat me like a punching bag!
Re : You know, a punching bag for talking to.
Sa : You're too kind, Reyn. Thanks.
Sa : I'll look forward to sparring with you!
Re : Great! If there's one thing I can do, it's take knocks on the head.
Re : It's basically my job.
Sa : Wait, are you talking about actual sparring now?
Sa : Because I'm up for that too!

(b2) (-)
Sa : What are you talking about? This is important!
Re : Is it?
Re : Don't get me wrong, it's a bad situation.
Re : Get angry as you want about it.
Re : But what good is second guessing yourself supposed to do?
Sa : What do you mean, second guessing?
Re : Let me ask you this...
Re : Whose idea was it for you to tag along with me and Shulk?
Sa : M-mine, I guess...
Re : So why don't you give yourself a break and concentrate on that?
Re : There's just not enough time in the day to worry about everything.
Sa : Yeah, I can see what you mean.
Sa : I should concentrate on the road ahead.
Sa : Right now, my goal is making them pay.
Re : Wait, what? No!
Re : Your goal is stopping anyone else from getting hurt! Isn't it?
Sa : Oh. Well, yes, I suppose.
Sa : But I can't do it on my own.
Sa : That's why I need your help, Reyn. To protect my friends back home.
Re : You don't even need to ask. We're on the same team!
Re : And I don't wanna lose anyone either.
Re : So let's show 'em how it's done!
Sa : Hehe. I knew you were going to say that!
Sa : Reyn, you're something special. You know that, right?
Re : Was it ever in doubt? I'm as special as they come!

Enduring Friendship

Colony 9

Re : Every time we come here, it brings back memories.
Re : Same for you, right?
Su : Yep. We've been through a lot together, you and me.
Re : Oh yeah! You remember that time? You know, that one time!
Su : When we had that big fight? (a)
When Dunban told us off? (b)

(a) (+)
Re : That's the one.
Re : It's easily the biggest bust-up we've ever had.
Re : In all the years I've known you, nothing else has come close.
Su : It was bad, all right.
Su : I'm just glad we made up afterwards.
Re : You know, for such a big argument...
Re : I don't even remember what it was about.
Su : We were really young.
Su : It was probably just some silly kid thing.
Re : You're probably right.
Re : Hey, Shulk... Do you ever think about it?
Re : Without me bringing it up, I mean.
Su : Of course. (a1)
Nope, never. (a2)

(a1) (+)
Su : I think about it sometimes.
Su : If we'd never had that argument, I don't think we'd be friends now.
Re : That's just what I was thinking!
Re : We must have said some pretty harsh things to each other...
Re : But it was worth it, right? It's why we're such good mates now!
Su : Yeah, it was definitely worth it.
Su : You know, it's funny how we think alike sometimes.
Su : I'd have figured you were still angry.
Re : Nah, not anymore.
Re : But you did get on my nerves a bit back then.
Re : You were just too clever, man. It got under my skin.
Su : And I thought you were just this big, dumb brute.
Su : Hey, I guess that's what we were arguing about.
Re : Yeah, that sounds about right.
Re : But after all that fighting, we came out stronger.
Re : At least we learnt about each other.
Su : You know, I don't say this enough. Thanks, Reyn.
Su : I couldn't ask for a better friend.
Re : No problem, Shulk.
Re : And remember, you don't have to hold back.
Re : You can call me a big, dumb brute anytime you like.
Re : I'll take it on the chin!

(a2) (-)
Su : What difference does it make if I think about it or not?
Re : What d'ya mean? *
Re : Are you saying it don't matter if we ever became friends or not? *
Su : No! That's not what I mean at all.
Su : I'm just saying...I don't have to think about it every day.
Su : We're friends now, and that's what matters. Not some silly argument.
Re : Oh, right. Now I get you.
Re : I guess it's different for me.
Re : I'm stupid, so I just forget stuff if I don't keep thinking about it.
Su : You say the funniest things.
Su : I bet I'm just as bad though.
Su : There are probably tons of important things I've forgotten.
Re : Maybe, maybe not.
Re : The point is, we got everything off our chests back then.
Re : And now we hardly ever argue. Pretty great, huh?
Su : And even if we do have another fight, I know we'll survive it.
Su : We'll be friends forever. At least, that's what I'm hoping.
Re : Me too, man. Me too.

(b) (-)
Re : Hold on a minute, Shulk.
Re : Be honest now. You're remembering it wrong.
Su : I am?
Re : Well, not...wrong exactly...
Re : But that's not the important part, man! Think harder!
Su : What do you mean?
Re : You remember why he got angry with us, right?
Su : Of course I do! (b1)
Why was it again...? (b2)

(b1) (+)
Su : You and me...
Su : We made Fiora cry!
Re : Exactly!
Re : And...wait, why was she crying again?
Su : Reyn! How can you have forgotten already?
Su : You're the one who was reminding me!
Su : Anyway, if I think back...
Su : Weren't we having a massive argument?
Re : Oh yeah! That was it. Not often we fight that bad.
Su : It's rare all right. In fact...
Su : We could count the number of times we've fought on one finger!
Re : It kinda makes me smile, though.
Re : If it weren't for that fight, I don't think we'd be mates.
Su : I was thinking the same thing.
Su : It's amazing how we think alike sometimes. I'm glad we're friends.
Re : Me too, Shulk. Friends to the end, that's us!

(b2) (-)
Su : I... just can't remember. Sorry.
Re : Shulk? You seriously telling me you forgot?
Su : I kinda remember...us having a fight or something?
Re : That's the exact reason!
Re : And there's you saying you don't remember.
Re : She took one look at us going at it, and she burst into tears!
Su : Is that what happened? I'm still a bit fuzzy on the details.
Su : But I do know that if we hadn't had that argument...
Su : We probably wouldn't be friends.
Re : You can say that again.
Re : Dunban was all angry, and then you made a joke and we laughed!
Su : Oh, now I remember!
Su : Even Fiora got caught up in it.
Su : She started laughing even though she was still crying. It was great!
Re : Let's just make sure we keep on laughing.
Re : Even when we get on each other's nerves!
Su : Couldn't have put it better myself.
Su : That's what being best friends is all about!

A Heropon's Perspective

Colony 9

Rik : Sharla! Tell Riki about Mechon!
Sa : The Mechon? Why?
Rik : Riki know nothing about history of Mechon with Hom Hom.
Rik : Riki feel stupid!
Sa : I'm not the best person to ask. (a)
This is unusual for you, Riki. (b)

(a) (-)
Sa : There's so much to cover, I'm not sure where to start...
Rik : Sharla should hurry up!
Sa : I'm sorry, Riki. It's just...
Sa : For as long as I remember, the Mechon have been the enemy.
Sa : But if you asked me why, I couldn't answer you.
Rik : Yeah! Riki not know too!
Sa : Riki, what do you think of when someone mentions the Mechon?
Rik : Mechon look like sad machines.
Sa : That's an unusual perspective. (a1)
What are you talking about?! (a2)

(a1) (+)
Sa : I've never seen them that way, but I guess I can see what you mean.
Rik : Riki always think this!
Sa : Well, our backgrounds are very different.
Sa : I've never had time to think about their feelings.
Rik : Sharla has lost many friends. Riki not sensitive to Sharla.
Rik : Riki always pon around when should talk serious.
Sa : No, Riki, it's not that.
Sa : It's actually quite nice to find someone who thinks differently.
Sa : The Mechon have never attacked your home, thank goodness.
Sa : So it's natural that you'd have a different perspective.
Rik : Sharla so kind to Riki.
Rik : Riki not know what to say.
Sa : It's all right, Riki! You don't have to say anything.

(a2) (-)
Sa : Are you saying you feel sorry for them?!
Rik : Sharla not like Riki's words?
Sa : Well...I guess I don't mean that.
Sa : We're so different. We're bound to see things differently.
Rik : Riki think Mechon with faces most sad looking.
Sa : I don't disagree with you there.
Sa : When we found out there were Homs inside them...
Sa : It was shocking, to say the least.
Rik : Riki feel lucky to travel with Sharla and friends. Riki learn lots!
Rik : Riki feel scared most of the time, but see and hear many things.
Rik : They make Riki better Heropon!

(b) (+)
Sa : I mean, curiosity is a good thing, but what's brought this on?
Rik : Riki glad Sharla asked!
Rik : When Mechon attack colonies, Riki and villagers know nothing.
Rik : Just sit in village pon pon ponning about like normal day!
Sa : I guess Makna wasn't really on the Mechon's radar.
Rik : Riki never saw a Mechon before. Only heard of them in whispers.
Rik : On Prison Island was the first time Riki saw faced one. Riki scared!
Rik : Sharla was brave thought. Riki embarrased (sic).
Sa : Don't beat yourself up, Riki.
Sa : I've been fighting the Mechon since I was... well, your height.
Rik : Sharla and friends stronger than Riki. Riki not good enough.
Sa : That's nonsense, Riki! (b1)
No, Riki. That's not true. (b2)

(b1) (-)
Sa : I think you've got it all wrong.
Rik : Really?
Sa : I know the Nopon and Mechon never crossed paths before...
Sa : But that doesn't mean we think any less of you in a fight.
Rik : Sharla and friends think Riki crash-pow Mechon OK?
Sa : Yes! So stop worrying about it!
Sa : We all have our own reasons for fighting, you included.
Sa : Whether we've lost something or have people to fight for.
Rik : Yay! Riki glad he talk to Sharla!
Sa : I hope I helped, at least a little bit.
Sa : Just remember, you're one of us! We're all in this together.

(b2) (+)
Sa : What's got into you? This isn't the Riki I know.
Sa : Normally you're brimming with self-confidence!
Rik : R-really? Riki not Riki?
Sa : We know the Nopon and Mechon never crossed paths before...
Sa : But that doesn't mean we think you're not up to the challenge.
Sa : You're one of us, Riki.
Rik : Riki sorry, Sharla. Riki feel better now.
Sa : Don't mention it, Riki.
Sa : We've all got our own reasons for fighting in this war.
Sa : Some fight for their family, some for the friends they lost.
Rik : Riki happy he talk to Sharla! Riki super happy!
Sa : You and me are friends, Riki. Don't ever forget that.
Sa : Let's fight to the very end! For all the people of this world!

Ancient Wreckage

Colony 9

Me: How strange that such a ship crashed here.
Re : You know what this thing is?
Me: How could I not?
Me: This is an Alcamoth trading ship.
Me: It would have been used to transport Ether Cylinders.
Re : What?!
Re : So you're saying this is a High Entia ship?
Me: Does this come as a surprise? (a)
I am saying exactly that. (b)

(a) (-)
Me: I feel my explanation is quite reasonable.
Me: Do you find something amiss with it?
Re : Er...amiss... Does that mean wrong?
Re : Nothing's wrong with it exactly. It's just...I mean...you know...
Me: Well, that was a cryptic response if ever I heard one.
Re : All right, fine.
Re : We kind of...took the cylinders from the ship. And used them.
Me: Hmm. I see. (a1)
And what of it, Reyn? (a2)

(a1) (+)
Me: Then I must send a request for payment to your colony's leader.
Re : You're gonna charge us?!
Me: I should think that obvious, Reyn.
Me: This ship was quite expensive. We cannot provide it free of charge.
Me: Is it not a crown princess' duty to collect monies owed to Alcamoth?
Re : Oh, so it's like that, is it?
Re : And how do you expect us to pay off our bill?
Re : The colony's flat broke!
Me: Oh, hush, Reyn. I am merely jesting with you.
Me: Did you honestly think that I would demand payment?
Re : You were joking?!
Re : That's not fair! You're too good at keeping a straight face!
Me: The ship appears to have crashed here a very long time ago.
Me: I am not sure whose property it is, but they are unlikely to claim it.
Me: If you needed the Ether Cylinders, then so be it.
Re : Phew! That's a relief.
Re : You really had me going there for a minute.
Me: A little of you and the others has rubbed off on me.
Me: I have learnt many new things from you, Reyn. Thank you.
Re : Whoa. You're making me blush!
Re : There's one thing you gotta know about me. I don't need no thanks.
Re : But I don't mind a pat on the back every now and then.

(a2) (-)
Me: You seem embarrassed to admit to this.
Me: Do you feel there is something wrong with the colony's actions?
Re : Nah, not really.
Re : If you're all right with it, then fine by me!
Me: Hmph. Did you think I would be so miserly as to object?
Me: I am offended.
Re : Wait a second! I didn't say that!
Re : But, you know... This ship must belong to someone.
Re : Whoever flew it here could still be around somewhere, right?
Me: Perhaps. We cannot be sure.
Me: If they are alive, I would assume they have returned to Alcamoth.
Re : And if they're dead, then they're at one with the Bionis.
Re : The family's gonna want to know what happened.
Re : And that'll cause all kinds of hassle for you, right?
Me: Hassle?
Me: I fear your concern is misplaced, Reyn.
Me: The people of Colony 9 have my gratitude, not my ire. After all...
Me: You have saved me numerous times and will continue to do so.
Me: At least, I hope that you will.
Re : That's A-OK with me.
Re : We're on the same team. You need any help at all, just say the word.
Re : And you'll do the same for me when I'm in a tight spot, right?
Me: You need not even ask, Reyn.
Me: The sense of unity in your group means a great deal to me.
Me: I would not sacrifice it for anything.

(b) (+)
Me: Do you not recognise the design?
Me: You saw many similar ships in Alcamoth.
Re : I dunno. We were a bit tied up.
Me: True, you were rather preoccupied.
Me: In any case, I can't help but wonder...
Re : If there were any survivors? (b1)
What the ship was doing here? (b2)

(b1) (+)
Me: Yes, precisely.
Me: It is possible that one or more people survived the crash.
Me: But it would have been a tall order from them to get back to Alcamoth.
Re : It's a long trip, that's for sure.
Re : And if they were High Entia, they'd stick out like a sore thumb.
Me: They would be easy prey for monsters.
Me: The ship must have crashed here a very long time ago...
Me: But even the High Entia of old should not have come here.
Me: They should have known better.
Re : That sounds pretty complicated. But I can tell you're upset.
Re : How about we give these guys a break? Whoever they were.
Me: You are getting to know me well. I do say some harsh things.
Me: And yes, perhaps it is to mask my own distress.
Me: I am grateful for your presence, Reyn.
Me: Without you here by my side, I fear I would be far more upset.
Re : Oh, great! I was just gonna ask if there was anything I could do.
Me: Do not act so surprised, Reyn.
Me: You know full well that you've cheered me up.
Me: Was that not why you came over and spoke to me in the first place?
Me: Teehee. I can see why Shulk holds you in such high regard.
Re : Wait, hang on!
Re : What was that part about why I came over in the first place?
Re : Even if you figure stuff like that out, you're not meant to say it!
Re : I mean...er...Right! Let's get out of here!
Me: You know, you still look like a silly brute even when you blush.
Me: Perhaps it might be advisable to stop doing so?
Me: Now, let's rejoin the others. Thank you for all your help, Reyn.

(b2) (-)
Me: Indeed. It was before my time, so I cannot know the circumstances.
Me: But it seems odd to me that this ship travelled to the lower regions.
Me: Why was it necessary to transport all these cylinders here?
Re : There must have been some kind of reason.
Me: Yes. But what it was, I do not know.
Me: All Ii can be sure of is that this ship is a very old model.
Re : I bet a ship this big got attacked by tons of monsters.
Re : All those cylinders on board and stuff.
Me: That is very likely.
Me: But the ship would have had defence systems on board.
Re : What if it got hit by one of those Telethia things from up your way?
Re : I bet the defence systems would be no match for it at all.
Me: Perhaps. But it does not appear to be damaged.
Me: We shouldn't worry over things that are in the past.
Me: Come. Let us find the others. *Leaves*
Re : Hey! Hang on a minute! We still don't know anything.
Re : Aaand...she's gone. Well, no use me stewing over it either I guess.

Watching Over Them

Colony 9

Db : Sorry, Reyn. I know it's a bit late to be striking up a conversation.
Re : It's OK. No worries. Something you wanna talk about?
Db : This is difficult to ask, but...
Db : What's your opinion of Fiora and Shulk, as a couple?
Re : Wh-what?!
Db : I'm being quite serious. (a)
Speak your mind, Reyn. (b)

(a) (+)
Re : Come on, man! Where did this come from?
Re : I figured I'd be the last person you'd ask!
Db : The three of you have been inseparable since...forever.
Db : Who else would I ask?
Re : OK, when you put it like that...
Re : I wouldn't say they're a couple, but they mean a lot to each other.
Db : That seems like a reasonable assessment.
Re : Yep. But lately I've been thinking...
Re : If you're that close to someone, sometimes you miss the obvious.
Db : What of it? (a1)
I see you share my view. (a2)

(a1) (-)
Re : I do it. Shulk and Fiora do it.
Re : I know you're clever 'n' all, but even you miss things sometimes.
Db : I can't pick up everything.
Db : I'm busy worrying about how to keep Shulk and Fiora alive.
Db : Erm...was there a point you were making with this?
Re : Well, I dunno how relevant this is, but...
Re : It's easy to filter out people's bad points and only see the good stuff.
Db : Isn't that a good thing?
Re : Well, yeah, it can be.
Re : But you might trust someone too much. Even when they're bad.
Re : What if one of us trusts the wrong person? We'll all be in trouble.
Db : I can see the sense in your words.
Db : Shulk is ever willing to give his life for friend and stranger alike.
Re : Yes! But it's all right, 'cos I've got a plan.
Re : We've all gotta look after Shulk if we wanna get through this.
Db : You couldn't be more right.
Db : If we walk Shulk's back, then we have nothing to worry about.
Re : Just what I was thinking!
Re : We stop Shulk from making a mistake before he does it.
Re : At least, that's my job I guess!
Db : And my job is to prevent the enemy from reaching Shulk.
Db : If we work together, we cannot fail!

(a2) (+)
Re : So we're on the same page for once!
Db : We should not need to see this as a cause for celebration.
Db : I am and will always be your ally. You and I share the same goal.
Re : So! What are you gonna do about them two then?
Db : Absolutely nothing.
Re : What? Why ask me then?!
Re : I figured you were thinking it was time to step in.
Db : I wanted to know your opinion. It doesn't mean we should act on it.
Re : You sure?
Re : If they're not gonna do anything about it themselves...
Db : Knowing whether to intervene or not is something you must learn.
Db : Trust me when I say they are fine. Just continue looking out for them.
Re : All right, I get it. No point arguing I suppose!
Re : I'll leave it to you, Dunban.
Db : Thank you, Reyn.
Db : After talking to you I feel more certain about how to handle them.
Db : And that means a lot.

(b) (-)
Re : Speaking my mind normally means I just don't say anything.
Db : Don't be so sure.
Db : Something you say could go a long way to helping those two.
Re : I dunno anymore. I don't know what to tell you.
Re : When we were kids it was different.
Db : When you were kids? (b1)
Reyn, it would really help. (b2)

(b1) (+)
Db : I can see what you mean.
Db : I used to read those two like a book. Now, I'm not so confident.
Re : Oh! I thought it was just me!
Db : I can tell they care about each other deeply.
Db : But I can't tell what's going on beneath the surface.
Re : I know what you mean.
Re : I see them together, and I feel like it could all go pear-shaped.
Db : Maybe. I doubt it's that bad.
Db : But I do wish they'd open up a bit more so we'd know.
Re : Those two smile when it rains!
Re : It'd be great if they'd tell us more, but don't count on it.
Db : Then maybe our role is just to give them a friendly push.
Db : What do you think, Reyn?
Re : That's it! You've got it Dunban!
Re : If anything does happen, we'll be there to help them. All right!

(b2) (-)
Db : I know that I am asking a lot.
Db : But it would mean a lot to me if you'd give me your thoughts.
Re : You know me. If I could figure those two out, I would say so.
Re : But maybe it isn't about thinking.
Re : Maybe we're not supposed to know.
Db : You're wrong. I know because... you already have the answer.
Db : I can see it in your eyes.
Re : Stupid me! I knew I couldn't hide it from you.
Re : You got me. I know exactly what's going on.
Db : Out with it then. You don't have to hide it from me.
Db : It will put my mind at ease.
Re : Umm... How can I put this?
Re : I really hope they don't get hurt. And.. they make a good couple...
Re : That's about it really.
Db : Hmm...I see. In that case it seems our thoughts are in alignment.
Re : They are! Wow! I can't believe it!
Re : Kinda feels like I'm all grown up!
Db : You are a man, Reyn.
Db : If you weren't, no one would depend on you like Shulk does.
Db : Don't worry yourself. Just worry about keeping them safe.
Re : You don't have to tell me twice! I'm already on it.
Re : But you've gotta do it too, Dunban!
Re : It's up to us to look after everyone. You and me!

Fiora's Cooking

Location

Re : Nice! What ya cooking, Fiora?
Fio : It's a secret!
Fio : Don't be nosy. If I tell you, it'll spoil the surprise.
Re : Yeah, but...
Re : I just wanted to know, so my belly would shut up for a minute.
Fio : Oh, did you want some too? I don't know if I made enough.
Re : Of course I want some! (a)
Wait, so I can't have any?! (b)

(a) (+)
Re : Your food is the best!
Re : If you're cooking, there's no way I'd turn it down!
Fio : You know...
Fio : The only ones who ever say that are you and Dunban.
Re : That shulk. No manners!
Fio : Whatever I give him, he says it's tasty.
Fio : But I honestly don't think he can tell either way.
Fio : It's like he has no sense of taste at all.
Re : Yeah, I do wonder about him sometimes.
Re : But that's just how he is.
Re : I wouldn't think too hard about it. He eats it, so he must like it.
Re : You keep on cooking for him.
Fio : Don't you worry! I'm going to!
Re : So...uh...when can we eat? (a1)
Yeah, you might as well. (a2)

(a1) (+)
Fio : Haha!
Fio : And there's me thinking you cared about something other than food.
Re : Oh...uh.... Did you say something? Was it about food?
Re : Hey, don't mind if I do! Om nom nom...
Fio : Hands off, Reyn! I haven't finished cooking it yet!
Re : But I'm so hungry!
Re : You wouldn't leave a grown man starving now, would ya?
Fio : I will if you don't keep your grubby paws away until it's ready!
Fio : Right, that's it!
Fio : You've had enough already, Reyn. You're not getting any more today!
Re : Wh-what? But Fiora...! I told you, I'm starving here!
Fio : *sigh*
Fio : I guess I can't stop you being you.
Fio : OK, you can have some more. But only a little.
Re : Yes! You're the best, Fiora! Shulk's a lucky man.
Fio : That's enough out of you, mister. Go and tell Shulk dinner's ready.

(a2) (-)
Fio : I might as well? What's that supposed to mean?!
Re : OK, look at it this way.
Re : Maybe you're the reason Shulk has funny ideas about food.
Fio : Me? What did I do?!
Re : Well, you know. If you're eating good food all the time...
Re : You'd just think that's normal, right?
Fio : So it is my fault...
Re : Don't feel bad, Fiora!
Re : It just means you have to keep cooking for him.
Re : I bet he thinks everyone else's cooking tastes horrible.
Fio : Reyn, would you shut up?
Fio : How long do you expect me to keep making Shulk's food for him?!
Re : You've only got yourself to blame.
Re : It wouldn't have happened if your grub wasn't so tasty!

(b) (-)
Fio : Why does everyone keep expecting me to cook for them?
Re : Hey! You know I can't cook.
Fio : Oh, true. You are a bit useless in the kitchen.
Re : And your grub's not bad at all. So let me have some already!
Fio : Hang on, Reyn.
Fio : You think I'll agree to feed you just because of that?
Fio : Because of some vaguely positive comment about my cooking skills?
Re : Yes! I mean, no! I mean... (b1)
OK, I give up. (b2)

(b1) (+)
Re : Fiora, pleeeeeaaaaase! I think...I'm... dying...!
Fio : I've never know anyone to die from missing one meal.
Fio : A big guy like you? With that gut, you'd last three days with no food!
Re : Oi! I'll have you know this is all muscle!
Fio : Anyway, you could at least help out a bit.
Fio : The only reason you come round is to eat. I should charge you!
Re : I help! I keep all the bad guys away!
Re : That's gotta be worth at least a meal or two.
Fio : I don't know why I bother. Same old Reyn.
Fio : Well, it's nearly ready. I guess you'd better call Shulk in.
Fio : You can set the table too.
Fio : If you're not too busy fending off bad guys, that is.
Re : Sounds great!
Re : As long as I get to eat, I'll set every table in the colony!

(b2) (-)
Re : If you're gonna be like that, I'm off. See ya later!
Fio : W-wait, Reyn! Where are you going?
Fio : I was only joking...
Re : You were joking?! You know I hate it when people tease me.
Fio : I have to get back at you somehow!
Fio : You're always barging in here before dinner's ready.
Fio : You even start eating it straight from the pan!
Re : I can't help it! You need to stop making such tasty grub!
Fio : Yes, Master Reyn, sir! Whatever you say!
Fio : Now, go and put this cloth on the table and wait like a good boy.
Fio : Oh, and go and tell Shulk it's nearly ready.
Re : OK, I get the picture.

Glowing in the Night

Tephra Cave

Rik : Dundun! Riki can see hanging strings!
Db : They are quite remarkable. It's an amazing sight.
Rik : Riki know! Know what strings are!
Db : You do? Well, what are they?
Rik : Riki not tell Dundun for free! (a)
Riki tell Dundun. (b)

(a) (-)
Rik : Qui pro qui!
Db : That's 'quid pro quo', Riki. And where did you learn that?
Rik : Reyn told Riki!
Db : Did he now? I suggest thinking twice before listening to him, Riki.
Db : So then, what can I do for you?
Rik : Dundun tell Riki biig secret! (a1)
Dundun help Riki pay off debt! (a2)

(a1) (+)
Rik : Riki not know aaanything about Dundun. Please tell Riki!
Db : Why of course. I'd be happy to. But I'm really not that interesting.
Rik : That not matter!
Rik : Tell Riki...what food Dundun not like!
Db : Let me see... Something I dislike.
Db : Sweet Wasabi!
Db : The sweetness evokes tears and induces terrible bowel movements.
Rik : Haha! Dundun funny!
Rik : Sweet Wasabi make Dundun yuck! Dundun like Riki's littlepon.
Db : I see. You find this funny, do you?
Db : Well, back to the point at hand.
Db : What do you know about these 'strings'?
Rik : They caused by ether power! Riki's lesson over!
Db : I could have told you that, Riki. You tricked me.
Rik : Riki want to know about Dundun, so Riki and Dundun be friends!
Db : Well, if you put it so nicely, how can I refuse?

(a2) (-)
Rik : So Riki and Dundun make deal?
Db : Never.
Rik : Riki not happy. Sulky sulk.
Db : You see, Riki, I am not Melia. Cuteness alone won't win me over.
Db : You'll just have to try harder.
Rik : Dundun!
Db : I'm not making any kind of deal with you.
Db : If you run away, I'll be the one left working off your debt!
Db : And I don't think the Heropon moniker would suit me very well.
Rik : Nonono! That no needed.
Rik : Riki see Dunban (sic) in dream. Dunban (sic) working at Pollen Works!
Rik : That suit you great!
Db : We must prevent this from happening at all costs.
Rik : Oooh!

(b) (+)
Rik : The power of ether!
Db : I see. And what else?
Rik : Riki not know anything else.
Db : Even I know more than that, Riki.
Db : Do they even have schools where you're from?
Rik : (Dundun is my hero! He know way more than Riki.)
Db : Riki, are you all right? You seem to be taken aback.
Rik : Riki surrenders! (b1)
String is fishing line! (b2)

(b1) (+)
Db : Riki, my friend...
Db : It is not the end of the world if you don't know something.
Rik : Good!
Rik : Because Riki know nothing about ether.
Rik : Regret not listening at school.
Db : There is much I do not know as well, Riki.
Db : Bionis is a rich and diverse place. Even I have much to learn.
Rik : But why strings only appear at night?
Rik : Why Bionis titan make them that way?
Db : Riki, you are the funniest Nopon I know, And do you know what?
Db : I believe the Bionis itself may have forgotten the reason.
Rik : Riki love travelling with Dundun. Dundun the best partner ever!
Db : Why thank you, Riki.
Db : I enjoy visiting the mysterious wonders of Bionis as much as you.
Rik : Riki never want to leave friends!

(b2) (-)
Db : Fishing line, you say? That's quite the conclusion to draw, Riki.
Rik : OK... Riki change his mind. Now it is a spider web!
Rik : A great big spider go around spinning lots of webs.
Db : I cannot tell if you're joking or you actually believe this nonsense.
Rik : Riki upset with Dundun! Why Dundun so angry with Riki?
Db : I am not angry with you, Riki.
Db : If you don't know the answer, just tell the truth.
Rik : Sorry Dundun. Riki embarrassed at not knowing.
Db : We should never be embarrassed by what we do not know.
Rik : Dundun right! Riki listen now. Please Dundun, teach Riki more!
Db : I'd be happy to.
Db : There is much we can learn from each other on our journey.

A Scene Revisited

Tephra Cave

Fio : Reyn, look! What a sight.
Re : It's a sight all right.
Fio : What's wrong, Reyn? It's not like you to look so serious.
Re : Hey! I can be serious if I want to!
Fio : Oh, I'm sorry. I didn't mean it like that.
What's on your mind?
Re : The first time I came here. (a)
Tomorrow's dinner. What else?! (b)

(a) (+)
Re : Before I came here with Shulk, I'd never seen this place.
Fio : Was there something special about that day?
Fio : You've never told me about it.
Re : You could say that.
Re : It's the day we set out from Colony 9.
Re : Well, it might not have been the exact day. I don't remember.
Fio : Oh, I see.
Fio : Was that just after I was taken? I messed up pretty badly that day.
Re : Why would you say that?
Re : Man, now you're the one who's not acting like yourself.
Fio : I suppose...
Fio : But if I hadn't tried to be a hero, you could have stayed in Colony 9.
Re : No one thinks that, Fiora. (a1)
You can say that again. (a2)

(a1) (+)
Re : Don't beat yourself up about it!
Fio : But, Reyn... I...
Re : I don't regret leaving the colony behind.
Re : And I don't blame you for all this stuff that's happened.
Fio : That makes me feel better. Thanks, Reyn.
Re : Even if you hadn't got kidnapped that day, we still would have left.
Re : It feels like we were destined or something.
Fio : You think the Monado would have led you on this journey anyway?
Re : Yeah. Something like that.
Re : Or maybe you'd have just kept browbeating us until we did it.
Fio : Much as I hate to admit it, I think you've hit the nail on the head!
Fio : I can't imagine just sitting there with the colony in ruins.
Fio : I'd have wanted to go out and get revenge on the Mechon.
Re : I knew it!
Re : So don't worry, OK?
Re : Soon this'll be over and we can all go back to the colony for good.
Fio : That sounds great!

(a2) (-)
Re : I reckon we'd still be in Colony 9 if you hadn't done that.
Fio : You mean if I hadn't got myself kidnapped? Maybe...
Re : Hey! Wait! Hang on!
Re : You're making it sound all depressing!
Re : That's not what I meant at all!
Fio : What?
Re : Think about it, Fiora.
Re : If we'd just sat around in Colony 9 for the rest of our lives...
Re : We'd never have found a way to beat the Mechon!
Fio : Oh, I guess that's true...
Re : So cheer up!
Re : Me and Shulk were always gonna get off our bums and leave.
Re : I learnt new things, met new people... It's been great!
Re : I wouldn't trade it for anything.
Fio : Really? Thanks, Reyn. Thanks for making me feel better.
Re : Anytime! And besides...
Re : Soon this'll be over and we can all go back to the colony for good.
Fio : I can't wait!

(b) (-)
Re : I look out across this beautiful vista and I can't help but think...
Re : What are we gonna eat tonight?
Fio : What?!
Fio : How are the two in any way connected?!
Re : I'm just worried about it, OK?!
Re : You know it's my turn to make dinner!
Re : And you always get angry when I cook!
Fio : And you know why, too!
Fio : Because you just cook meat!
Re : So? Meat's good!
Re : It's full of...er...meat!
Re : And don't you think my cooking's improved since I left the colony?
Fio : Well, I don't remember you cooking a single meal at the colony, so...
Re : Nope. Had never touched a frying pan in my life.
Re : But I'm a new Reyn these days! And I've decided that tonight...
Re : I'm gonna make you my extra special speciality!
Fio : Ooh, what is it?
Re : Sautéed beast-on-the-bone! (b1)
Gourmet cabbage parcels! (b2)

(b1) (-)
Re : So I get a big ol' joint of meat.
Re : Then I marinade it for 24 hours and roast over an open fire.
Re : A real man's dinner!
Fio : If that's all you can come up with, I'm never eating your food again!
Fio : And as if I'm waiting another 24 hours for tonight's dinner!
Re : Haha, gotcha!

Re : Don't worry, Fiora. I was only joking.
Fio : Yeah, laugh it up! It's all one big joke to you!
Fio : The rest of us are sick of you serving up big burnt slabs of meat!
Re : All right, fine! Why don't you teach me how to cook more stuff?
Fio : Now, Reyn... I don't mind teaching you, but are you going to listen?
Fio : You remember what happened last time, don't you?
Fio : You 'borrowed' the Monado and tried to use it to cut vegetables.
Re : Don't you worry, Fiora!
Re : When we get back to the colony, I'll be the best student ever!
Fio : You better not let me down.
Fio : I can just see you injuring yourself using a real knife!
Re : R-right!
Re : Man, this cooking stuff sounds dangerous.
Re : I hope you're gonna be gentle with me, Fiora!

(b2) (+)
Re : I read the recipe in some book.
Re : It looked like something even I could manage!
Fio : Sounds like you're learning. I can't wait!
Fio : Oh, but I remember Sharla saying she didn't like cabbage parcels...
Re : Oh, all right then. I won't cook after all.
Fio : Wait a minute!
Fio : You were supposed to be making it for me, not Sharla!
Re : Yeah, I did. But you know, majority rules.
Re : I've gotta cater to all tastes. Meat it is!
Fio : How is that catering to all tastes?!
Fio : I already told you I don't want meat!
Fio : Right, how about an omelette?
Fio : They're easy to make and Sharla's a big fan.
Re : Hey, no one was talking about Sharla. Why'd ya bring her up?
Re : But...I guess if you want eggs, I can't really mess that up.
Fio : Hooray for Reyn! The best chef on all Bionis!
Re : You bet! Before you know it, I'll be cooking up a storm!

The Legend of the Spider

Tephra Cave

Su : Look, Reyn!
Su : This geological formation... It's incredible!
Re : It sure is. This breeze ain't bad either.
Su : Reyn, are you OK?
Su : You don't normally want to talk about geology and the weather.
Re : Uh... OK, yeah, I'm a bit on edge.
Re : Just tell it to me straight, Shulk.
Re : Is it me or are there a ton of spiders around here?
Su : Yes, there are quite a few.
Su : Oh yeah! Now I remember!
Su : You're scared of spiders! (a)
You love spiders! (b)

(a) (+)
Su : Reyn, are you OK? You don't look so good.
Re : Sorry, Shulk. Mind if we take a break for a bit?
Su : That's not a problem at all.
Su : Hmm. I'm just trying to think when your phobia started.
Su : If I remember right, it was that time when...
Re : Come on, man, don't remind me!
Su : I played a prank on you! (a1)
Fiora played a prank on you! (a2)

(a1) (+)
Su : I'm sorry, Reyn. I shouldn't have stuck that spider in your shoe.
Re : Too right you shouldn't!
Re : When I went to put my shoe on I nearly jumped out of my skin!
Re : You should be glad it didn't make me scared of shoes!
Su : Don't make me feel bad! I said I was sorry.
Re : Yeah, I know. We were just kids back then, anyway.
Re : Boys will be boys and all that.
Su : That reminds me.
Su : Do you remember why I put that spider in your shoe?
Re : Umm... Not really.
Su : You hid a caterpillar in my sock drawer! Did you forget?
Re : Haha! Oh yeah... Sorry, man.
Re : Hey, Shulk, don't you have a phobia?
Re : There's something you're afraid of, but I can't remember what.
Su : It's caterpillars, Reyn.

(a2) (-)
Su : She stuck a spider in your food. It was hilarious!
Re : Oh yeah, that was gross! How could she do that?! *
Re : Hey, wait a minute! That never happened! *
Re : It was your fault! *
Su : Wh-what? Are you sure?
Re : Don't tell me you've forgotten.
Re : You stuck a spider in my shoe when we were kids.
Su : Oh... Uh... Sorry about that. Are you sure it was me?
Re : Yes! And for the record, I hated it! *
Re : How could you forget that? *
Re : It's your fault I have this horrible fear of spiders! *
Su : Hey, no need to make such a big deal out of it!
Su : I don't even remember why I did it.
Re : Are you kidding me?!
Re : You did it because... Er... OK, I guess I don't remember either.
Su : On the plus side...
Su : If we both forgot, it can't have been much of a reason!
Re : (Yes! He's totally forgotten about the prank I played on him.)
Re : (And I can't say I'm gonna complain!)

(b) (-)
Su : *laughing* All these strange and exciting spiders around...
Su : No wonder you look nervous!
Su : I bet you can barely contain your excitement!
Re : You must be kidding! *
Re : I'm starting to feel sick just looking at the ugly things! *
Su : Haha, gotcha! I was only joking, Reyn.
Su : Don't be so uptight! It's just a few creepy crawlies.
Re : For the record, it's 'cos of you that I have a phobia of spiders. *
Re : I hope you haven't forgot about what you did when we were kids. *
Su : I remember. Relax.
Su : You know how sorry I was.
Re : You shouldn't have done it in the first place, man! *
Re : Why the heck did you have to go and stick a spider in my shoe?! *
Su : You were bugging me. (b1)
It needed a good home. (b2)

(b1) (+)
Su : You put a caterpillar in my drawer, remember?
Re : Umm... Really? I sorta remember. I might have, but who knows?
Su : See! You're the bad guy here. Why did you do it, Reyn? *
Re : I dunno.
Re : Mmm... No, can't remember.
Su : Well, that's the end of that.
Re : Both of us have awful memories.
Re : Guess we're two peas from the same pod!

(b2) (-)
Su : If I recall, your shoe looked just the right size for the spider.
Re : Oi! Only my feet get to live in my shoes! No bugs allowed! *
Re : I've had enough of this. I'm outta here, Shulk. *
Su : You want to get moving already?
Re : Right! The spiders can stay away or suffer the consequences! *
Re : You better watch your back too, Shulk! You'll regret that prank! *
Su : At least you're back to your old self again!
Re : Hey, that's not the point!
Re : Oh, forget it. You're always one step ahead of me anyway.

What's On Reyn's Mind

Bionis' Leg

Sa : Can I tell you something?
Sa : When I heard you call Juju 'kid', it made me smile.
Re : It did? I thought you were gonna shout at me or something!
Sa : No. Actually, when you got angry at Juju, it reminded me of Gadolt.
Sa : That's why it made me smile.
Re : Ah, so it's about Gadolt.
Re : Hey, between me and Gadolt, who would win in a fight?
Sa : Gadolt, of course! (a)
You, by a whisker. (b)

(a) (-)
Re : Oh, great! That's really nice of you, Sharla.
Sa : He's the best shot on Bionis!
Sa : He'd snipe you before you had time to tie your shoelace.
Re : Come on, Sharla!
Re : In a straight up fight, no one can beat me!
Sa : True.
Sa : A punch from you would send anyone to the A&E for a week!
Sa : Anyway, who's going to start a fight with the mighty Reyn?
Re : Umm...there is someone, kinda...
Re : Someone I've never won a fight against...
Sa : You don't mean Shulk? (a1)
Hehehe, I know! (a2)

(a1) (-)
Re : Umm...not Shulk.
Re : Shulk would never take me on.
Sa : You're probably right. He's too puny to beat you.
Re : There was this one time, though. We got into a scuffle.
Re : He ain't got my size or build, but his jab is quick and powerful.
Sa : I see. Sounds like a good tactic for Shulk.
Sa : A clever fighter always uses his head to defeat an opponent.
Re : Hey! I can use my head in a fight! Just not always my brain...
Sa : You might not be the quickest thinker, but you act decisively.
Re : Right?
Re : I'm no sharp-shooter, like Gadolt, but I've got my own style.
Re : You can look to me when you're in a jam, Sharla. I'll be there.
Sa : I know you will. I won't forget.

(a2) (+)
Sa : A girl beat you up!
Re : All right, I admit it. It's Fiora. I don't stand a chance against her.
Re : It's been years of humiliation.
Re : I'd start winning, and she'd cry and run off to Dunban!
Sa : I can guess how that turned out!
Sa : I used to give Gadolt what for too, actually. He always gave in.
Re : Are all guys that soft on girls?
Sa : All you need to know is this.
Sa : Girls always win, Reyn. Always.
Sa : But it's easier when the guy's as kind as you or Gadolt.
Re : Me? Kind? I mean...thanks!
Re : That's, un...the first time anyone's called me that. You sure?
Sa : Reyn, I'm complimenting you here! Shut up and be grateful!
Re : G-got it. Umm...
Re : This feels like a fight with Fiora. Let's quit while we're ahead.
Sa : I'll take that as a good sign, Reyn.
Re : You better! 'Cos we'll probably have a few more like this.

(b) (+)
Re : I knew it! Me all the way, baby!
Sa : Yeah, that thick head of yours could withstand anything!
Re : Thick head...? Oi!
Sa : What? Did I say something wrong?
Re : ...
Sa : I was joking, Reyn! Don't be so serious all the time.
Re : But you said it's only 'cos of my thick head.
Sa : That's one reason! I didn't say it was the only reason!
Re : Then what else have I got?
Sa : You have...dignified qualities. (b1)
Er...give me a second.

(b1) (+)
Re : Dignified qualities? What do you mean by that?
Re : Come on, Sharla. Tell it to me straight.
Sa : Umm...how can I put this? You're...like a father figure.
Re : A father figure?
Sa : Yeah. And I thought maybe... you'd be Juju's father one day.
Re : (Hang on. If I'm Juju's dad, that'd make Sharla my daughter!)
Re : (And that ain't right at all!)
Sa : Wait, you didn't believe me, did you? Gotcha!

Re : I... What... No, course not! Haha... Umm...nice one!
Sa : You make me laugh, Reyn.
Sa : You're so red in the face, I could swear you and Gadolt are related.
Re : Really? I guess that almost sounds like a compliment.
Sa : I like chatting with you, Reyn. And...I'm glad I met you as well.
Re : Sure. Me too, Sharla.

(b2) (-)
Sa : I know this one... Let me think. There's that...but no. Hang on...
Re : OK, very funny. I get it.
Sa : Sorry, Reyn!
Sa : Why is it you can never think of these things when you need to?
Re : Sharla? Are you so old you're losing your memory?!
Sa : Huh? What was that? You say something?
Re : Oh, don't worry. It's nothing.
Sa : I'll tell you what... If it comes back to me, I'll let you know.
Re : But I wanna know now!
Sa : Don't be such a baby, Reyn!

Heir to the Monado

Bionis' Leg

Db : ...
Re : Something up, Dunban?
Db : Losing your home...
Db : It is a painful experience, and not lightly forgotten.
Re : The people of Colony 6 have had a rough time of it.
Db : Exactly.
Db : And we could have lost our homes to the Mechon just as easily.
Re : If it wasn't for you. (a)
If it wasn't for Shulk. (b)

(a) (-)
Db : Me? I was as useful as a Volff cub. My ego needs no massaging.
Re : That ain't what I meant!
Re : We look up to you, Dunban. You're a bona fide hero.
Re : Just think of all that stuff you did at the Battle of Sword Valley!
Db : Hmph. Some hero. But I appreciate the sentiment.
Db : I think you're getting things a bit mixed up, though.
Db : I didn't save Colony 9 when the Mechon attacked. Shulk did.
Re : Yep, he sure did.
Re : I'll never forget that day as long as I live.
Re : Shulk wielding the Monado. Sent shivers down my spine.
Db : Yeah, he took to the cursed sword like flies to a Brog.
Re : Made me wish I could use it. (a1)
Ain't fair! I wanna use it too! (a2)

(a1) (+)
Db : The feel of the Monado is unlike any other sword.
Db : I know that more than anyone.
Db : It is the true sword of a hero.
Re : No, that's not what I meant.
Re : I think about your arm, and about everything Shulk's been through.
Re : If I could stand in Shulk's place right now, I would, in a second.
Db : Such loyalty is to be admired.
Re : I don't get it.
Db : I mean, Reyn, that your closeness to Shulk is a good thing.
Db : Never let that friendship die.
Re : Why so serous all of a sudden?
Re : You're not wrong though.
Re : Me and Shulk are good friends. Best friends.
Db : Still, there's no point in thinking about what ifs.
Db : The sword chooses its wielder.
Db : Maybe it was even lying in wait for him to come along.
Db : The time has passed for anyone but him to wield that sword.
Re : Yeah, I guess you're right.
Db : If you ask me, the current situation isn't too bad.
Db : And Shulk knows all too well how much you care about him.
Db : Although he might not say it out loud.
Re : I guess.
Re : Well, if Shulk is the sword, I'll just have to be his shield!
Db : Now you're thinking along the right lines.
Db : It's all about how we support him.

(a2) (-)
Db : Reyn, do you not realise what happens to that sword's wielder?
Re : No... What do you mean?
Db : Anyone who takes up that sword is likely to end up like me.
Db : I only have one usable arm now.
Db : Are you ready to deal with such devastating consequences?
Re : Well... I dunno...
Db : I understand more than most. I, too, am envious of Shulk.
Db : I would be lying if I told you otherwise.
Re : Dunban... I...
Db : The Monado can only be used by Shulk.
Db : But there are things that only we are able to do.
Re : Really? What can I do that no one else can?
Db : Think of Shulk as the sword and yourself as the shield.
Db : And I'm...as, got it! I can be Shulk's trusty steed!
Re : You're right. What was I thinking?
Re : But I'm still happy I told you that.
Db : A problem shared is a problem halved.
Re : I knew I could talk to you, Dunban. Thanks!

(b) (+)
Db : Indeed.
Db : Shulk taking the Monado in hand was a decisive moment.
Db : If he hadn't done that, we would probably have lost everything.
Re : It's a miracle that the Monado was in the colony at all.
Db : If it hadn't been, our homes would no doubt be piles of rubble now.
Db : Just like Colony 6.
Re : When I think of those walking piles of scrap ruining our homes... *
Re : Gah. It makes my blood boil! *
Db : I find it hard to imagine living here in such danger, as Sharla did.
Re : Revenge kept her going. (b1)
Hope kept her going. (b2)

(b1) (-)
Db : A natural reaction to such events. But can that be her only reason?
Re : Beats me. I just know that I'd be full of rage if it'd been Colony 9.
Db : I suspect there's more to it.
Db : You see, Sharla had orders to protect Juju and the others.
Db : And there was that gentleman.
Re : You mean Gadolt, yeah.
Db : She's been waiting for him to return ever since we set out.
Db : That's what has kept her going. Not revenge.
Re : I guess we really ain't alike, Sharla and me.

Db : Hmph. Cut yourself some slack.
Db : I think the two of you are quite well suited to each other.
Re : Me and Sharla? What are you talking about?!
Re : Anyway, why don't you help out with Colony 6's reconstruction?
Db : Not a bad idea. They could do with another helping hand.

(b2) (+)
Db : Hope? That is a rare thing amongst us Homs of late.
Re : Sharla has looked after that camp waiting for Gadolt to return.
Re : That's what kept her going.
Re : The hope of rebuilding the colony together with him.
Db : You may be right. Sounds likes you know a lot about Sharla.
Re : She's strong, that woman. Stronger than I'll ever be.
Db : She's more fragile than she looks.
Db : It doesn't take much to break her will.
Db : But you could be the one to pick her back up again.
Re : What? Me? Now you're just talking crazy, Dunban!
Db : I just have a feeling about you.
Db : Just keep that thought in mind!
Re : Umm...changing the subject...
Re : Why don't you help out with Colony 6's reconstruction?
Re : They could do with a helping hand from a genuine hero!
Db : When you put it that way, how can I refuse?
Db : Let's get to it, Reyn!

Geography Lesson

Bionis'Leg

Su : You'll never see a sight like this from Colony 9. Right, Dunban?
Db : Right.
Su : I don't think I'd ever get tired of looking out at this landscape.
Su : I wonder when these rock formations date from?
Db : Yeah.
Su : You don't sound very interested.
Db : Sorry, what was that? (a)
Of course I'm interested. (b)

(a) (-)
Su : Yeah, I guess not then.
Db : Did you say something?
Db : I... I apologise, Shulk. My mind was elsewhere.
Su : I guess if you're not into a topic, you're really not into it!
Db : Me? Am I really like that?
Su : Yes, you are.
Su : Here, let me test you. What part of the Bionis are we on?
Db : The thigh of course. (a1)
The lower leg of course. (a1)

(a1) (+)
Db : Who do you think you are talking to, Shulk?
Db : That much I do know. It's obvious.
Su : I didn't mean to offend you. I could have put that better...
Db : I'll get over it.
Db : These things interest you a lot, don't they? They always have.
Db : Geography, geology... That kind of thing.
Su : Yeah.
Su : It's just...the Bionis is so big!
Su : There are all these places and I've not even seen half of them.
Su : Can you imagine exploring the Bionis' back, for example?
Su : No one's ever been there. It's completely uncharted!
Su : And I bet the view is better than anywhere else on Bionis!
Db : I feel your enthusiasm, Shulk. Your passion is a great thing.
Db : I support you implicitly in all your endeavours.
Su : You can support me out loud as well, you know. I won't mind!

(a2) (-)
Db : Who do you think you are talking to, Shulk?
Db : That much I do know. It's obvious.
Su : Obvious? You're not even close, Dunban!
Su : This is the thigh!
Db : It... It is?
Su : Yes! Don't you remember? I'm the one who told you that!
Db : Then I owe you an apology.
Su : I still have my old textbook, 'Bionis Geography for Beginners'.
Su : You should read it. From page one!
Db : Y-yes, sir!
Db : But I doubt I'll ever be as knowledgeable as you, Shulk...

(b) (+)
Db : I listened to every word.
Su : you did? It looked like you were just staring into space.
Db : It was about those rock formations and how they looked in the past.
Su : Uh, something like that.
Su : I guess when I talk about geeky stuff, you're gonna switch off.
Db : Me? Switch off? I didn't realise I did that.
Su : It's not just geeky stuff. It's anything that doesn't interest you.
Su : Like the latest fads in the colony. I could as you...
Su : What's the latest 'superfood' everyone's talking about?
Su : And you'd say...
Db : No idea. Not a clue. (b1)
Oh! I know! (b2)

(b1) (-)
Su : See! You don't really care.
Db : And why do I have to care?
Su : What if Fiora was interested? Would you care then?
Db : Well... If Fiora liked something, I suppose I would pay attention.
Su : Now I think of it, I don't actually know what it is either.
Su : I heard someone mention it once, but I've forgotten by now.
Db : What's that sound? Is it the pot calling the kettle black?
Su : All right, how about this.
Su : Instead of me trying to make you care about geography...
Su : We could both try and learn about the latest trends instead!
Su : It could be fun!
Db : I cannot argue with that. You have a deal.

(b2) (+)
Db : Chewy Radishes! They're the latest healthy ingredient.
Db : I saw a line of people queuing up to buy them the other day.
Db : It was as long as the Bionis' leg.
Su : Wow! You really are in the know.
Db : Wait, does that mean that the all-knowing Shulk didn't know?
Su : I'm afraid so. I've barely even heard of a Chewy Radish.
Db : You really had no idea. And you thought I was out of the loop.
Su : I was kind of betting on you not knowing. You surprised me.
Db : Let this be a lesson to you. Studying is all well and good...
Db : But there are some things you can't learn from books.
Db : Or from conducting ether research and building weapons.
Su : You're right. I'll try to bear that in mind from now on!

Revisiting the Past

Bionis' Leg

Db : I have been to this place before. Only once, however.
Sa : Really? When was that?
Db : I remember it well.
Db : When Fiora and I were much younger, we came here together.
Sa : All the way from Colony 9? That's no small distance.
Db : I was so very afraid as we made our way through Tephra Cave.
Db : I can barely even remember the way now.
Db : At the time I was so busy making sure Fiora was OK.
Sa : Was it just a day out? (a)
Did something bad happen? (b)

(a) (-)
Db : Are you serious? Do you think I'd bring her here for fun?
Sa : I'm sorry. It was silly of me to say that.
Db : It was...about 12 years ago, I believe.
Db : Colony 9 was attacked by the Mechon. This is where we fled to.
Sa : I was only little at the time as well, but I remember that day.
Db : I thought you might.
Db : All I kept thinking was, 'Don't let them hurt Fiora.'
Db : We ran as fast as our legs would carry us, trying not to look back.
Db : I didn't even know how far they'd chased us. And then here we were.
Sa : I know the feeling. (a1)
How could you be so stupid?! (a2)

(a1) (+)
Sa : When the Mechon attacked Colony 6, Juju was my only concern.
Sa : I couldn't think about anything else.
Db : Of course. You must feel the same about Juju as I do about Fiora.
Sa : Yeah. And in a way, he's the reason I became a medic.
Sa : I had to keep him safe, no matter what.
Db : I see.
Sa : How about you, Dunban?
Sa : Did you become a soldier because you wanted to protect Fiora?
Db : Good question. I'm not really sure, but I don't think so.
Db : I think I just signed up because I really hated the Mechon.
Sa : Come on, that can't be the only reason.
Sa : I'm talking to the Hero of the Homs, here!
Sa : Wasn't there something more...heroic behind it?
Db : Hmm... I suppose it doesn't make for a very good story.
Db : Maybe I'll tell it your way in future.

(a2) (-)
Sa : Why didn't you just go into the shelter?
Sa : Leaving the colony was very irresponsible of you.
Db : Well, if you put it like that, there's not much I can say.
Sa : Sorry, Dunban. That was a bit harsh of me.
Sa : I know you didn't come here out of choice.
Db : Of course I didn't.
Db : The two of us just didn't make it to the shelter in time.
Db : What other option did we have but to run?
Sa : You're right.
Sa : When the same happened to us...
Sa : I ran around Colony 6 looking for Juju like a headless Bunniv.
Db : I see. Then you must know how I felt.
Db : You're the eldest sibling as well, aren't you?
Sa : Yeah, just like you.
Sa : That's probably why we get along so well!

(b) (+)
Sa : I mean...if you don't mind telling me, that is.
Db : It was...about 12 years ago, I believe.
Db : Colony 9 was attacked by the Mechon. This is where we fled to.
Sa : Oh, I see. That sounds horrible.
Sa : I was only little at the time as well, but I remember that day.
Db : Mechon formed a barrier around our house. I feared the worst.
Sa : That's when you made a run for it?
Db : Yes. But on our way to the shelter, Fiora let go of my hand.
Db : She started running back to get something she'd forgotten.
Sa : She should have just left it. (b1)
Was it important to her? (b2)

(b1) (-)
Sa : Didn't she realise how dangerous it was to go back? *
Db : I agree with you.
Db : But it was a keepsake that reminded her of our mother.
Db : To leave without it was too much for Fiora to bear.
Sa : I see. She must have cherished it dearly.
Db : We barely managed to escape with our lives.
Db : A week passed before we returned to Colony 9.
Sa : I'm just happy you made it out. And made it back alive.
Db : The colonel gave me a bit of an earful when we got back.
Db : He wasn't happy with me to say the least.
Sa : Haha! Well, he'd probably just spent a week worrying about you.
Sa : There are worse things.
Db : Yeah. And when I look back on it now, it's actually quite funny.
Db : Just like any rant from Vangarre!

(b2) (+)
Sa : So you braved the onslaught and went all the way back?!
Db : Yes, that we did.
Db : It was a keepsake that reminded her of our mother.
Db : Losing it would have devastated her.
Sa : But why didn't you send Fiora to the shelter first?
Sa : You could have gone and got it on your own.
Db : There was no time.
Db : And...
Sa : And what?
Db : She burst into tears.
Db : She said she didn't want me to leave her on her own.
Db : So with Fiora crying on my back, we braved it all for that keepsake.
Sa : Wow. That's quite a story.
Sa : Sounds like you were as much a hero then as you are today.
Db : You think so? Well, thank you, Sharla.

What Visions May Bring

Bionis' Leg

S
a : Hey, Shulk... What's it like being able to see the future?
Su : It's kinda hard to explain.
Su : If I had to describe it, it's like I'm being made to watch a dream.
Sa : A dream, huh? That's one strange power.
Su : Tell me, Sharla... What do you think of my power?
Sa : I wish I had it. (a)
I still don't quite believe it. (b)

(a) (+)
Sa : If I had your power, maybe I could have saved Colony 6.
Su : I can see why that would mean a lot to you.
Su : You might have even been able to save Gadolt.
Sa : Yeah. But honestly, the more I think about it...
Sa : The more I realise none of this could have been helped.
Sa : And your power kept Juju safe. I'll always be grateful for that.
Su : Yeah, that was a close one. I'm glad we got to him in time.
Su : Otherwise there could have been a future where Juju didn't make it.
Sa : Thank goodness for your visions.
Sa : If you have a vision, it means...
Sa : There's nothing to fear! (a1)
You can save someone's life! (a2)

(a1) (-)
Su : But it doesn't work like that. Some things I can't see.
Su : Even if I do see someone dying, I might not be able to stop it.
Su : I couldn't stop what happened to Fiora.
Sa : No, I suppose not.
Sa : I'm sorry. I didn't mean to bring up bad memories.
Su : I could see it, just as it was about to happen.
Su : But I was still powerless to save her.
Sa : I guess I misunderstood.
Su : What do you mean?
Sa : The ability to have those visions...
Sa : It's not without it's (sic) consequences.
Sa : It means you can help people, but it's a heavy burden as well.
Su : Yeah.
Su : Thank you, Sharla. I feel better from talking to you.
Sa : I can't see the future.
Sa : But I'm good at solving problems I can see.
Sa : Talk to me about anything, anytime!

(a2) (+)
Sa : I feel like a stronger person when I'm around you.
Su : That's kind of you to say. Thank you, Sharla.
Su : But...
Sa : What is it?
Su : I can't see everything. Sometimes the visions are quite hazy.
Su : And even when I've seen the future, I can't always change it.
Sa : Are you talking about... what happened to Fiora?
Su : Yeah.
Su : I'm also worried about what's going to happen to Bionis.
Su : I've hardly been able to see anything.
Su : If only my power wasn't so limited...
Sa : Don't be so hard on yourself!
Sa : You've saved us how many times now?
Su : Yeah, I guess I have! Thanks, Sharla!
Su : But I still wish I could master my power a bit better.
Sa : If there's anything I can do to help, just let me know!
Sa : I'll support you all the way!

(b) (-)
Su : What?! All this time, and you still don't believe me?! *
Sa : No! That's not what I meant at all.
Su : What did you mean then?
Sa : It's just...such an unbelievable thing.
Sa : Even as I think about it now, I can't fathom how you can do it.
Su : Oh, I see what you're saying now.
Su : Actually, I kind of feel the same way.
Su : Maybe I'll never understand it.
Su : Sharla, if you could have one vision of the future...
Su : What would you want to see?
Sa : Juju getting married. (b1)
How Colony 6 turns out. (b2)

(b1) (-)
Su : That's what you want to see?!
Sa : Hey! It's my vision and it can be anything I want!
Sa : Don't you have any brothers or sisters you want to know about?
Su : No, I'm an only child.
Sa : Then you don't know how much I worry about little Juju.
Sa : If Juju ends up with the wrong girl, I'll be devastated!
Su : Oh, I didn't think of that.
Su : I'm sorry. That sounds important.
Sa : I'm very protective of him.
Sa : Not long after we were born, we lost both our parents.
Sa : I became like a mother to him.
Su : I'm slightly jealous of Juju.
Su : I wish I had someone like you looking out for me!

(b2) (+)
Sa : I can't stop wondering about the day the colony is back to normal.
Sa : It used to be a fun, bustling place.
Sa : That's the home I remember, and I want it back the way it was.
Su : Sharla... I...
Sa : And not just that...
Sa : (I wonder about who's going to be by my side, enjoying it with me.)
Su : Sharla? What were you gonna say?
Sa : Oh, nothing. The point is...
Sa : I might not have your power, but I'm gonna get my home back!
Su : And I'll be there to help you. We'll fix it together!

Strength of Heart

Colony 6

Su : Incredible.
Su : To think this was all rubble not so long ago.
Db : That it was. The reconstruction is progressing very rapidly indeed.
Db : And the population is growing day by day.
Su : It just goes to show...
Su : People can achieve anything when they really work together.
Db : Teamwork can fell insurmountable obstacles.
Db : Looking back on the Battle of Sword Valley...
Db : Well, it's a miracle I survived.
Su : I've realised something. (a)
It's because you're Dunban. (b)

(a) (-)
Su : Sometimes you have to depend on other people for support.
Su : No one can do everything on their own.
Db : I agree. Strength in numbers.
Su : So I'm going to do whatever I can, however I can, to support you all.
Su : If we work together, we can make it through anything.
Db : I hear you, Shulk. That is a sound plan.
Su : I can't do this alone. (a1)
No man is an island. (a2)

(a1) (-)
Su : If I'd left Colony 9 on my own, I never would've made it this far.
Db : I think you're right, Shulk. And I would have fared the same.
Db : Having companions with us means more than we realise sometimes.
Su : They really do. Reyn especially. He's saved my skin over and over.
Su : But from now on, I'm gonna pull my weight.
Db : Don't diminish your achievements. You've done great things already.
Db : I can vouch for that.
Su : That's nice of you to say, Dunban.
Su : But I feel like I've got a long way to go. And I still need you.
Db : I know, Shulk.
Db : We all need each other in tough times. I'm no different.
Db : So let's keep looking out for each other, and we'll all stay safe.

(a2) (+)
Su : If it hadn't been for you guys, I'd have been completely lost.
Db : I know exactly what you mean.
Db : Alone we fall, but together we can achieve anything.
Su : I feel like all I ever achieve is waiting for everyone to save me.
Db : If anything I'd say the opposite is true! But you know what?
Db : You wouldn't be you if you weren't fretting about these things.
Su : Hmm.
Su : People say I'm a nice guy, but I just do what comes naturally.
Su : What feels right.
Db : That is what makes you special. Never lose that, Shulk.
Db : Now, how about we rejoin the others?
Su : OK, Dunban.
Su : Thank you, by the way. For everything.

(b) (+)
Db : Because I'm a hero, you mean?
Db : I am no hero. I'm not strong enough to be called that.
Su : Don't be silly. You're Dunban! The Hero of the Homs!
Su : No one's stronger than you.
Db : Shulk, tell me something.
Db : What do you think of when you talk about strength?
Su : Physical strength. (b1)
Strength of the heart. (b2)

(b1) (-)
Db : You're not wrong.
Db : Without the brute force to repel your enemies, you are never safe.
Db : But is that the only meaning?
Su : What do you mean?
Su : You're strong and powerful. That's how you kept Colony 9 safe.
Su : Isn't that enough?
Db : It's plenty. In fact, it might even be too much.
Db : The truth about power is this:
Db : All power corrupts, and those who crave it will be corrupted by it.
Su : Corrupted? I don't understand.
Db : It was once explained to me as I explain it to you now.
Db : Those who crave ultimate power lose all else in their pursuit of it.
Su : Oh...
Db : If you were to seek such power, you might lose all of us.
Db : And I'm sure you don't want that.
Su : Of course I don't!
Su : You know how important you guys are to me.
Db : It's all right, Shulk.
Db : I don't really think that would happen to someone like you.
Db : Let's just call it food for thought.
Db : Come on. Let's head back.
Su : Yeah, the others are waiting.
Su : Thanks for the lesson, Dunban. It was a real eye-opener!

(b2) (+)
Db : Good answer, Shulk. I'd expect nothing less from you.
Db : The weak of heart eventually lose all they have gained.
Su : The only problem is, I don't know how to get stronger in that sense.
Su : I can't exactly do exercises for it.
Db : You raise a valid point.
Db : It all depends on how firm your convictions are.
Db : If you have firm convictions, you are strong of heart.
Su : Dunban, do you have firm convictions?
Db : During my days as a soldier, I did anything I could to protect you all.
Db : So...I'd like to think so, I suppose.
Su : Then that means you're strong of heart. You said so yourself.
Su : So you're a hero after all.
Db : Maybe, maybe not.
Db : I guess that's not for me to say.
Su : Well, you'll always be a hero to me, Dunban.
Db : Remember, this is just my definition of strength.
Db : There must be countless other possible definitions out there.
Db : I bet everyone has their own.
Su : Either way, I'm glad you told me. It all makes sense to me somehow.
Su : True strength...it comes from willpower, right?
Db : No need to be thanking me. You figured that one out yourself.
Db : In truth, choosing not to fight is the nobler path.
Db : And that's something you realise already, isn't it?
Db : Anyway, I think it's time to head back.
Su : Good idea. Let's join the others. They'll be waiting.

One Year On

Colony 6

Db : Has it really been an entire year since the Battle of Sword Valley?
Re : That was a rough time for us Homs. Lots of people died.
Db : Sometimes I think I'm cursed.
Db : It's not right that I survived the battle when so many did not.
Re : Well, I was glad you came back. (a)
Don't talk like that! (b)

(a) (+)
Re : Fiora too. The smile on her face went from ear to ear.
Db : I remember.
Re : But it was a big shock seeing you carried in on a stretcher like that.
Db : I'd prefer it if you didn't bring that up. I wasn't exactly thrilled.
Re : I can't help it, Dunban. (a1)
I know how you feel. (a2)

(a1) (-)
Db : That's fair enough I suppose.
Db : You can't help that you saw me in such an embarrassing state.
Re : That's not what I meant at all!
Re : I was jealous of you, man. I was so upset that I didn't get to fight.
Db : What?
Re : I was a Defence Force soldier too. I had every right to join the battle.
Db : No one thinks any less of you, Reyn. You did your part.
Db : Protecting the people back home is something to be proud of.
Re : Yeah, yeah, I know.
Re : But I felt so...confused. Like, conflicted about staying back.
Db : This is the first I've heard of it.
Re : That's 'cos I've never told anyone before.
Db : Hah! Not like you to keep quiet about something.

(a2) (+)
Re : It wasn't a good day for me either.
Re : I was so jealous of you! It burned me up!
Db : Jealous? Why?
Db : Did you want to fight at the Battle of Sword Valley?
Re : I was in the Defence Force too! I wanted to fight alongside you.
Db : You were young then, Reyn. Too young to go to war.
Db : But I would not say that anymore.
Db : You've changed a lot in a year. You're stronger now.
Db : Mentally and physically.
Re : Haha! Watch yer back, Dunban!
Re : 'Cos I'm gonna overtake you before you know it!
Db : When that day comes, I'll be waiting.
Db : But know this... It's going to be no walk in the park!
Re : Dunban, the Hero of the Homs, has laid down the gauntlet. It's on!

(b) (-)
Re : You've gotta know how much Fiora worried when you left!
Db : You raise a valid point.
Re : She spent all her days wishing you'd come back safe.
Re : We used to just hang out in the park. She'd just stare into the sky...
Db : Now that I didn't know...
Re : I was worried too. (b1)
But I didn't worry a bit! (b2)

(b1) (+)
Re : I spent the whole time hoping you'd get home ASAP.
Db : I...never would have imagined. I'm so sorry I worried you.
Re : Easy! You're freaking me out.
Re : People might think you actually like me.
Db : And we can't have that, can we?
Re : I guess what we're doing now makes up for all that though.
Re : You and me, shoulder to shoulder. I could get used to this.
Db : You're stronger and fitter than a year ago. Almost a new person.
Db : But you've still got a long way to go. Don't forget that.
Re : Well that lasted all of one minute. Thought you and me were bonding!

(b2) (-)
Db : Really? You weren't worried at all?
Re : Not really.
Re : 'Cos somehow I knew you were gonna make it back OK.
Db : I always wonder where you get that confidence, Reyn.
Re : You were pretty banged up though.
Re : Anyone else wouldn't have made it back.
Re : Maybe it's just 'cos Fiora wished so hard.
Db : Knowing Fiora, you might well be right!

Renewed Determination

Colony 6

Re : Shulk, you remember that day?
Re : You know, the day we set out on this whole adventure.
Su : Yeah! How could I forget?
Re : It's unforgettable all right.
Re : All that stuff happened all at once. No one could have predicted it.
Su : It makes me wonder, though...
Su : What if I'd already figured out the Monado before then?
Re : You can't think like that! (a)
Could've been veeery different. (b)

(a) (-)
Re : Even if you'd been able to see the future way back then...
Re : Who's to say we'd have stopped what happened to the colony?
Su : I know, I know. But I can't help thinking about it.
Su : Think what we could have done if only I'd understood the Monado!
Re : I suppose.
Re : It could have helped a lot, actually. And not just for us.
Re : Homs from all the colonies might have been safer.
Su : Exactly!
Su : So you see why this is such a big deal to me.
Re : Lighten up. It's in the past. (a1)
But I'm the bigger screw-up. (a2)

(a1) (+)
Su : I know I'm being hard on myself.
Su : But...I know what I have to do. And nothing's gonna change that.
Su : So don't worry.
Re : I'm not worried. In fact, I think you're doing a bang up job.
Re : But you've gotta realise that not everything's your fault, man.
Re : There are some things even you can't fix.
Su : Haha! I'm not that conceited.
Su : I know I can't do everything.
Re : Good to hear!
Re : And at least we had a good reason to come on this big old adventure.
Su : Yeah.
Su : So that no one else ever has to go through what we did.
Su : I can't rely on the Monado for everything.
Su : I have to keep going. Keep fighting!
Re : That's the spirit, man!
Re : What is it Dunban likes to say? We've gotta seize our destiny?
Re : Whatever kind of destiny we pick, it'll be the best one ever!
Su : I'm glad you're here to help me, Reyn. I couldn't do it alone.
Re : Pfft. Alone?
Re : We've got the entire world fighting on our side!
Su : You're right.
Su : OK! I won't let myself feel down about this anymore.
Su : Everyone's counting on us. Let's go!

(a2) (-)
Su : You? What have you done wrong?
Re : I broke a promise I made to Fiora.
Re : I couldn't stop you getting hurt. You know, the time you were shot?
Su : There was nothing you could do.
Su : No one could have predicted him firing that shot. Not even me.
Su : He fooled us all.
Re : You say that, but...
Re : I still broke a promise. And I'll never forgive myself.
Su : Reyn... You can't beat yourself up.
Su : Do you know how many times you've come to my rescue?
Su : And I'm not going to stop needing your help.
Re : Then I won't let you down again.
Re : 'Cos if I do, Fiora'll knock me for ten!
Su : *Laughing* Hahaha! You got that right.
Su : So I better watch your back, while you watch mine!
Re : Haha! Then we'll be going round in circles! Sounds like fun though.

(b) (+)
Su : I know what happened, happened.
Su : But so many people have gone through so much pain.
Su : I wish I could have prevented it all.
Re : I know how you feel, but what's with all the negativity?
Su : I can't help it.
Su : Think of all the people we lost. Too many, if you ask me.
Re : You're not wrong. (b1)
Ah, what can you do? (b2)

(b1) (+)
Su : We lost Egil just as we were coming to an understanding.
Re : But don't you get the feeling it was always gonna be that way?
Re : He seemed satisfied at the end.
Re : Like he'd done everything he could.
Su : He gave his all for us. And he gave us hope.
Re : Of course he did!
Re : And to think...he had it in for us all, then he went and saved us.
Su : That shocked me almost as much as you.
Su : But that's why we can't give up. So Egil's sacrifice wasn't in vain!
Re : We're gonna win this one, Shulk. For Egil.
Re : And we won't forget the others who've given their lives.
Re : We'll make them proud!
Su : A new future in their name! That's our promise to them.
Su : And that no one will ever have to suffer through this again.
Re : I'm right with you, Shulk!

(b2) (-)
Re : It's not like me to use words like 'destiny' and 'fate'.
Re : But some things are just meant to be. Can't be helped.
Su : Yeah... But that doesn't stop me wishing things had been different.
Re : Shulk...you remember the promise we made that day?
Re : About destroying all the Mechon and stuff.
Su : Yeah, I remember.
Su : And afterwards I realised how wrong we were.
Re : Yeah, me too.
Re : At the time, all I could think about was makin' those Mechon pay.
Re : Turns out we're on the same side.
Re : We've all lost something or someone worth fighting for.
Re : Just like Egil.
Su : I'm glad we figured that out in the end. We did the right thing.
Re : We sure did. And you know what else I think?
Re : I think we should stop making promises we don't intend to keep!
Su : It definitely couldn't hurt.
Su : And so we soldier on! You and me, saving the world!

Dunban's Right Arm

Colony 6

Sa : Dunban, how's your arm holding up?
Db : You mean this old thing?
Sa : The others told me what happened a year ago, at Sword Valley.
Sa : It must have been very painful.
Db : I don't need your sympathy. (a)
It hardly even bothers me now. (b)

(a) (-)
Sa : Well excuse me for being concerned about your well-being!
Db : I'm sorry, that was rude of me.
Db : But I'm fine. I'm sure I've told you I can move it almost perfectly.
Sa : I don't think so. In fact, I heard you could barely move it at all.
Db : (Looks like the game is up. She doesn't miss a thing.)
Sa : Tell me the truth. How much can you move your right arm?
Db : A bit. (a1)
As well as anyone! (a2)

(a1) (+)
Sa : I knew it!
Sa : Finally the truth comes out.
Db : Did you really know all along?
Sa : I'm a medic, aren't I?
Sa : Anyway, at least you still have some movement.
Sa : That's very positive.

Db : Yes. I still have some feeling. All hope is not lost.
Sa : Why not get Linada to look at it? She might be able to help you.
Db : I hadn't thought of that.
Sa : Well, what are you waiting for?
Sa : Come on! You and me are heading for Junks.
Db : What? Right now?
Sa : Yep! And I won't hear any of your excuses, Dunban!
Sa : Hurry up!
Db : (This must be what it feels like to be Juju...)

(a2) (-)
Sa : If you think I'm going to believe that, you don't know me at all!
Db : I... But... It's just...
Sa : Can't you see I'm trying to help?
Sa : You don't need to try and shield me from any of this.
Db : Sharla, I...
Sa : I've seen all kinds of things during my time on the battlefield.
Sa : If you think I can't handle the truth, well, you're wrong.
Sa : So there's no need to try and be all secretive.
Db : I apologise, Sharla.
Db : I was wrong to doubt you.
Sa : Heh. Now you just have to remember that in the future!

(b) (+)
Db : I'm used to this left-handed style now.
Sa : It must be tough, though.
Sa : Only a year ago you were fighting with the Monado.
Sa : And this is your reward...
Db : You think losing the use of one arm is going to hold me back?
Sa : You really can't use your right arm then? That's a real shame.
Db : I have no regrets. (b1)
I'm perfectly fine like this. (b2)

(b1) (+)
Db : Without the Monado, we would never have repelled the Mechon.
Db : I did what anyone would have done.
Sa : There you go again. Showing off in that special Dunban way.
Db : I wouldn't be in any fit state to be showing off if not for all of you.
Sa : Wow! That's some honesty right there!
Sa : I can't believe I've stripped away so many layers so quickly!
Db : Did I say too much?
Sa : No. It was quite sweet, actually.
Db : Erm... Can I ask you not to tell Reyn about this conversation?
Db : If he ever found out, I wouldn't hear the end of it.
Sa : Don't worry! My lips are sealed!

(b2) (-)
Sa : No you're not!
Db : I'm fine because I know it was all for the best.
Db : I had no choice. There was no one else able to use the Monado.
Sa : Well...I suppose...
Db : I did it because I had to. And I have no regrets.
Sa : Dunban, ever the humble hero.
Sa : I'm sorry for pushing you. I just wanted you to know I care.
Db : I know. Thank you.
Db : Your honesty is refreshing, and I really appreciate it.

Recovery and Reflection

Colony 6

Fio : It's horrible to think of what the Mechon did to Colony 6.
Db : Yes. The devastation here was far worse than in Colony 9.
Fio : There were two things we had that they didn't: Shulk and the Monado.
Db : Yes. Not that their Defence Force was anything to sneeze at...
Db : But in the end, the Mechon just overwhelmed them.
Fio : It makes me sad. (a)
We should say sorry. (b)

(a) (+)
Fio : So many lives lost.
Fio : And Sharla lost someone so close to her.
Db : Many lives were sacrificed. More than could ever be justified.
Db : Even now that I know the reasons behind the Mechon's actions.
Fio : Everyone here just wanted to protect the people the loved.
Fio : They didn't deserve this.
Db : To protect those who we love, we often must sacrifice everything.
Fio : But why, Dunban? (a1)
It must have been really tough. (a2)

(a1) (-)
Fio : Why couldn't we have all lived in peace?
Db : Hindsight is a wonderful thing, Fiora. But what's done is done.
Db : I, too, wish we could have settled our differences sooner.
Db : Unfortunately, it was not to be.
Fio : Just think... If this stupid war with the Mechon had never happened...
Db : I know.
Db : We might have had an even better peace than we're striving for.
Db : But I'll tell you a secret, Fiora.
Db : I think I fit better into the world we're living in now.
Fio : Me too, Dunban.
Fio : The world is a complicated place, with all its war and struggle.
Fio : But I can't quite imagine life without all that.
Db : Hopefully Colony 6 is free of it now, though.
Db : The people here deserve a real home.
Fio : Definitely. But you know what that means, right?
Fio : You and me have to help out.
Fio : Don't start complaining, Dunban!
Db : Me? Complain? Never! I'll be glad to help out.
Db : Just don't overdo it, OK?
Db : Leave all the heavy lifting to me and Reyn.
Fio : I know, I know.
Fio : Anyway, we'd better not keep Shulk waiting. He'll start to worry.

(a2) (+)
Fio : The Colony 9 attack is so vivid in my mind.
Fio : I can hear Shulk's scream as the metal-faced Mechon attacked me.
Db : Shulk was a wreck after that. I'd never seen the boy so distraught.
Db : I imagine that's how the people of Colony 6 felt.
Fio : I made up my mind after that.
Fio : I decided I'd never endanger myself so thoughtlessly again.
Db : I should hope so too, Fiora.
Db : I won't forget his cries, and I don't wish to hear them again.
Fio : I'll be more careful in future.
Fio : That's my promise to you, Dunban. I won't throw my life away.
Db : I'll hold you to that promise.
Db : We'd all miss you too much if you were gone. Me, Shulk, Reyn...
Fio : I know. It was a silly thing to do.
Fio : No matter how tough the battle is, how scary it gets...
Fio : We all need to stick together.
Db : Yes. That's the only way.
Db : OK! I think it's time we were getting back to the others.
Db : They might be getting worried.
Fio : After what happened, I bet Shulk is afraid to let me out of his sight.
Fio : Come on, Dunban, hurry it up!
Db : (I promise you, Fiora... I'll never let you come to such harm again.)

(b) (-)
Fio : I mean... we should say something. You know, to the survivors.
Db : What would we say?
Db : 'Sorry we didn't get here in time with our magical sword.'
Db : How well would they take that?
Fio : I know, but...
Fio : Here we are, alive and well.
Fio : We've barely even helped with the reconstruction.
Fio : We could give money or food, but I feel like that wouldn't be enough.
Db : There's only so much we can do.
Db : Ultimately, the people who live here have to rebuild their lives.
Db : And that's up to them.
Fio : Is that really how you feel? (b1)
I guess you're right. (b2)

(b1) (-)
Db : It is.
Db : I know it's hard not to worry. It's not as if I don't want to help.
Db : But don't forget we have another task ahead of us.
Fio : You're right, as always.
Fio : We need to finish what we set out to do. That's what matter most.
Db : And don't forget it benefits them as much as us.
Db : We're fighting for the entire world.
Fio : Dunban, you're so strong. I wish I had your resolve.
Db : It's all a matter of perspective.
Db : But I understand why you find it difficult to deal with this.
Db : It just means you truly care.
Fio : Thank you.
Fio : The truth is, my mind is made up. It's my heart that wavers.
Fio : I'm sorry, Dunban.
Db : What are you apologising for?
Db : You're my sister, and I wouldn't want you to be any other way.
Db : I'm glad you're here by my side. You make me proud.
Fio : Eurgh, I can't believe you just said all that! How embarrasing (sic)!
Fio : Right, come on. We need to get back. Can't keep Shulk waiting!
Db : OK, I get the message. Come on then.

(b2) (+)
Db : So you see that they have to do this with their own hands.
Db : It's an accomplishment that will stay with them forever.
Db : If we did it all for them, it wouldn't be the same.
Fio : Yes, it totally makes sense to me now.
Fio : You're right, Dunban. My brother, the cleverest Homs alive!
Db : I think it's just that I have a few years on you and the others.
Db : When you get to my age, you'll come to the same conclusion.
Fio : I don't know about that.
Fio : I think it's more because of the experiences you've had.
Db : Before my injury, I was fortunate enough to see a lot of Bionis.
Db : And I rebuilt our house more than a few times.
Fio : I remember!
Fio : We rebuilt our home, and that's what makes it so special.
Fio : That feeling of getting back on our feet made me happy and confident.
Db : That's exactly what I'm talking about.
Db : Sounds like my work here is done. How about we look for the others?
Fio : OK! Lots to do. And lots to see as well!

The Colony Reborn

Colony 6

Su : So, Sharla... Is this what Colony 6 is supposed to look like?
Sa : It's definitely getting there.
Sa : We've come a long way. A little more work and it'll be perfect.
Su : Really? If you ask me, it's looking good already.
Su : Plenty of warm homes and thriving businesses... It's great!
Sa : True, we have nearly everything we need. But we can't stop here.
Sa : It has to be a place where everyone can feel safe.
Sa : Then it'll really feel like Colony 6 again.
Su : I can't wait to see the result! (a)
A safe haven for everyone, huh? (b)

(a) (-)
Sa : It won't be easy. In fact, it could take a very long time.
Sa : But one day, Colony 6 will be back the way it used to be.
Su : It might not take as long as you think.
Su : When peace is restored to Bionis, just wait. People will flock here.
Sa : I hope so.
Sa : But what if people still don't want to come back even then?
Su : Why would you say that? (a1)
Don't worry about it! (a2)

(a1) (-)
Sa : Say we get the colony working.
Sa : No one can forget that this place was reduced to rubble in a day.
Su : *Camera zooms out* But just look at it!
Su : People have already moved here in droves.
Su : And they're all mucking in. It's an exciting place to live, like before!
Su : The colony is on the up, Sharla.
Sa : I know, I see it too.
Sa : But it just doesn't feel like the colony I knew.
Sa : In more ways than one.
Su : *Normal camera* Then make it into a better colony than the one you knew.
Sa : Better? Well, I suppose so.
Sa : Actually, you know what? You're right. I was being silly.
Su : You'll never forget the past, but you can never bring it back either.
Su : And if it was a good place to live, make it the BEST place to live.
Sa : But...how do I do that?
Su : You can't do it on your own.
Su : We'll all help you. Me, Reyn... everyone! We'll do it together.
Sa : You really think Reyn'll chip in?
Sa : Hmm. When this is all over, I'll ask him. It'd be great if he did.
Su : Of course he'll help. We all will.
Su : And Reyn isn't gonna turn down a request by you, Sharla. Trust me.
Su : Anyway, you wanna go and find the others?
Sa : Yeah, and we'd better hurry. Don't want to make Fiora jealous.
Sa : Thanks for lending an ear, Shulk.

(a2) (+)
Su : I only have to look at the faces of the colony's residents.
Su : Everyone is happy here.
Sa : You really think so?
Su : If they really felt unsure about moving here, would they smile?
Su : They feel safe and happy here. Who wouldn't?
Sa : Yeah. You're probably right.
Sa : If I lived in a place I didn't like, it would just make me sad.
Su : Right. So don't worry, Sharla! Everything's gonna be fine.
Su : Me and Reyn are gonna come and visit all the time when this is over!
Sa : Oh yeah... I guess Reyn will go back to Colony 9, huh?
Su : What was that? You say something?
Sa : No, it's nothing important. Hey, let's go and find the others.
Su : OK. They'll be waiting anyway. But I enjoyed our chat, Sharla.

(b) (+)
Su : I know what you mean.
Su : You've come so far... It would be a tragedy to lose it all again.
Sa : Yes. And that's why we have to make it safe.
Sa : A place where no one will ever be sad or afraid of losing their home.
Su : You will achieve your dream.
Sa : How can you be so sure?
Su : Just look around you. (b1)
Because it's everyone's dream. (b2)

(b1) (-)
Su : What kind of people do you see? It's not just us Homs.
Su : There are Nopon, High Entia and Machina as well.
Su : Do you realise what you're creating here?
Sa : You know, I hadn't even thought about it before...
Sa : But it's amazing to see this.
Sa : All the different people of the world, living together in peace.
Su : It's something special all right. And I realised something else.
Su : This colony will become the focal point of Bionis.
Sa : *Camera zooms out* Here? Our colony?
Su : I don't doubt it for a second.
Su : Colony 6 will be a place where it doesn't matter where you're from.
Su : Anyone can come here and make friends, build a family.
Su : Can you picture it, Sharla?!
Su : Those who lost their lives will not have died in vain.
Su : And people everywhere can look to it as a beacon of hope.
Sa : You're right, Shulk!
Sa : We can't afford to lose this hard work. We have to push on.
Su : Great! Just don't forget to tell me if you need anything.
Sa : I will.
Sa : And don't expect me to give you the easy work!

(b2) (+)
Su : Everyone here has the same goal.
Su : Reconstructing Colony 6 is practically what they live for.
Sa : I guess I'm the only one worried.
Sa : But it's all I think about sometimes.
Sa : How long peace will last... Whether we'll be safe even then...
Su : *Camera zooms out* I can totally understand.
Su : What happened here was awful, and you'll never forget it.
Su : Just like I'll never forget the attack on Colony 9.
Su : But this is a chance for a new beginning.
Sa : I guess if I can't let go of the past I'll never get over what happened.
Su : Exactly.
Su : And it'll help if you create as many good memories as you can.
Su : Then maybe the bad ones won't seem so bad.
Sa : Now you mention it, we've had some good times on the road.
Sa : And I don't intend on forgetting those any time soon.
Sa : And...well, there are other good memories I don't plan to forget.
Su : Are you talking about the time you spent with Gadolt?
Su : It might sound weird coming from me, but hold onto those memories.
Su : In the end, memories of Gadolt are the only proof he was here.
Sa : I'll never forget him, don't worry.
Sa : Thank you. For everything. I feel like rebuilding the entire world!
Su : I know the feeling! But I'll be glad if I can help out even a little bit.
Su : Anyway, let's find the others.

Quiet Time

Colony 6

Fio : This park is very pretty.
Fio : There's a park in Colony 9, but it's nothing quite like this.
Rik : Park bring back memories for Fiora?
Fio : It does, actually. It brings back a lot of memories.
Fio : Shulk, Reyn and me used to play in the park in Colony 9.
Rik : Riki love memories! Park remind Riki of forest!
Fio : Nature's wonderful, isn't it? (a)
Not all memories are good. (b)

(a) (+)
Fio : When I'm surrounded by nature, I feel alive, like nothing matters.
Rik : Riki too, Riki too! Grass whispering, trees talking!
Fio : Whispering and talking, huh? I like the sounds of nature, too.
Fio : I bet you miss Makna Forest sometimes.
Rik : Fiora so clever!
Rik : Fiora understand Riki's talking and feeling!
Fio : It must just be a coincidence. (a1)
I like the way you speak. (a2)

(a1) (-)
Fio : I just happened to be thinking the same thing you were. That's all.
Rik : You sort of know what Riki mean

though.
Rik : If Reyn here, he only complain. He say, 'Too cold!' or 'Too hot!'
Fio : Yeah, that sounds like him.
Fio : But Reyn has his good points too. If you look hard enough.
Rik : Riki know them! Reyn always protect friends' backs!
Rik : When Shulk in danger, Reyn first on scene. Kapow!
Fio : Something like that.
Fio : And he kept the promise he made to me. You can always trust him.
Rik : What Reyn promise Fiora? Tell Riki, tell Riki!
Rik : Not fair to keep secret.
Fio : Secret! Yes, just the word I was thinking of. It's a secret.
Fio : It's just between me, Reyn and Shulk. I can't tell you I'm afraid.
Rik : Not fair, not fair! Riki one of the gang now!
Fio : Sorry, Riki. You can pout all you want.
Fio : Come on, let's get back. Playtime is over. *Leaves*
Rik : Grrrr. Fiora not good friend. Always teasing Riki.
Rik : Fiora? Fiora! Don't leave Riki! Wait for Riki!

(a2) (+)
Fio : When I hear you talk, I get a nice warm feeling inside.
Fio : Maybe it's magic?!
Rik : Really? Hmm... Riki not know why, but Nopon not usually magic.
Fio : Hahaha. That's OK, Riki. Not every question needs an answer.
Fio : All I mean is...I wouldn't change a thing about you.
Rik : Not change Riki? That means Riki good!
Fio : As long as you keep cheering everyone up, you certainly are.
Rik : Leave it to Riki!
Rik : Riki's job is to make friends feel bestest ever!
Fio : Come on, you big ball of fun!
Fio : Let's see if you can make everyone laugh.
Rik : Riki ready, Fiora!
Rik : OK! Where is mean old Reyn? I make him into happy Hom Hom!

(b) (-)
Rik : Riki not get what Fiora mean. Memories are good thing!
Fio : Not always, Riki. Memories can be good and bad.
Fio : Even you must have a few not-so-good memories.
Rik : Riki not have any!
Rik : When Riki is in forest, Riki only feel warm and happy!
Fio : I guess you can't understand. (b1)
I envy you, Riki. (b2)

(b1) (-)
Fio : I'm afraid I can't block out all the bad thoughts like you can.
Rik : Riki know Fiora can. Just need to have nature all around!
Fio : You really think so?
Fio : Maybe we should spend some time together in Makna Forest.
Rik : Yippee! Fiora and Riki go now!
Rik : Riki know Fiora will be overjollyed!
Fio : I'm sure it will be lovely, Riki.
Rik : What's wrong, Fiora? Fiora's smile upside down.
Fio : Don't worry. It's nothing.
Fio : I just wish I could learn to share your love for nature.
Rik : Fiora not learn! Fiora feeeeeelll.
Rik : Then Fiora know the true joy of living in the wild.
Fio : Sounds like fun!
Fio : We'd better bring peace to Frontier Village ASAP.
Fio : Anyway, let's go and find Shulk.
Rik : Riki follow Fiora!
Rik : When Frontier Village have peace, all Nopon have big party!

(b2) (+)
Fio : I love being in nature too.
Fio : But it doesn't make all my problems go away.
Rik : Why Fiora not smile? Fiora should smile! Smile and laugh!
Rik : Park is nice. Park make Riki happy. Also make Fiora happy!
Fio : It's not that simple, Riki.
Fio : Sometimes even things I like don't make me happy.

Rik : Mmm... Riki not understand what Fiora say.
Rik : But Riki know Fiora can laugh!
Fio : Why are you so determined to make me laugh?
Rik : That Riki's job!
Rik : When friend cry boo-hoo, everyone cry boo-hoo.
Rik : Heropon Riki must rescue friends!
Fio : Riki...
Rik : Cheer up, Fiora! Cheery Fiora make happy Fiora!
Fio : ...
Fio : Hahaha!
Fio : All right, Riki. It worked. You were right, I'll give you that.
Fio : I just needed to stop being so down in the dumps!
Rik : Riki love Fiora's smile. Riki want to show Shulk!
Rik : Come, come, Fiora! Go find friends. *Leaves*
Fio : Wait, Riki! There's no hurry.
Fio : What am I going to do with you?!

A Broken Watch

Ether Mines

Sa : Come on, come on... Where is it?
Su : You OK, Sharla?
Sa : ...Aha!
Sa : Found it! My pocket watch!
Sa : And still in one piece... more or less.
Su : It's a beautiful watch. (a)
It's kind of dirty. (b)

(a) (+)
Su : The design is so elaborate. I've never seen one like it.
Su : So this is yours?
Sa : Yes. It was my father's. He gave it to me before he died.
Su : It's nice.
Su : But why was it here?
Sa : I think I dropped it here when we evacuated the colony.
Sa : Otharon must have found it.
Su : I can tell he looked after it. Does it still work?
Sa : No. From the looks of things, it stopped when I dropped it.
Su : I can fix it! (a1)
It's ticked its last tock. (a2)

(a1) (+)
Su : If we could just get our hands on an ether battery, I could fix it.
Sa : Really? That would be amazing, Shulk!
Su : I can fix anything, no problem!
Su : The people at Colony 9 were always coming to me to fix things.
Sa : You're so kind, Shulk.
Sa : You don't know how much this watch means to me.
Sa : I'll never forget how happy I was when my father gave it to me.
Su : I can tell you cherish it. I hope I can make it work again.
Su : And if you need me to repair anything else, just ask!
Sa : I'll let you know, Shulk. Thank you so much.

(a2) (-)
Su : It's a really rare kind of watch.
Su : I'm sorry, Sharla. I don't know if I can fix this.
Sa : Are you sure? I thought you were good at repairing stuff.
Su : Kinda. But not that good.
Su : Hold on a second...
Su : There might be one way. If we had an ether battery maybe...
Sa : Leave it to me. I'll find one. Will you fix it for me then?
Sa : It's a family heirloom, you see.
Sa : My father gave it to me, and I'd be heartbroken if you couldn't.
Su : It sounds like a big deal to you, so I'll do everything I can.
Su : With any luck you'll get your watch back.
Sa : Oh, thank you so much, Shulk! I knew you wouldn't let me down.

(b) (-)
Su : In fact, the face is all cracked and you can't even see the time.
Sa : Oi, careful what you say! It's not a piece of junk!
Su : S-sorry, Sharla.
Su : What's it doing here though?
Sa : When we ran from the colony, I must have dropped it.
Sa : Otharon probably picked it up.
Su : You know, this thing looks kind of expensive.
Su : You should sell it! (b1)
Was it a present from someone? (b2)

(b1) (-)
Su : I bet you'd make a fortune!
Sa : Let me be clear, Shulk. I could never, ever sell this watch!
Su : I-I didn't mean to offend you.
Sa : This watch was given to me by my dying father.
Sa : It's very important to me.
Su : I'm sorry. I wouldn't have suggested that if I'd realised.
Sa : It's fine. Forget it. It probably can't be fixed anyway.
Su : Hold on. I reckon I can fix it.
Su : All I need is an ether battery.
Sa : Really? You can fix this?
Su : Just leave it to me, Sharla!
Su : Back in Colony 9, I was the best repairman around!
Sa : Then I'll leave it in your capable hands. Thanks, Shulk!

(b2) (+)
Sa : Yes. My father gave it to me before he...passed away.
Su : I'm sorry. It must mean a lot to you.
Sa : It's all I have to remember him by.
Su : Lucky you found it. It's just a shame it's not working...
Sa : A big shame. But at least I've got it back.
Su : Wait! If I had an ether battery, I think I might be able to fix it!
Sa : You could?! Don't joke with me. Can you really fix it?
Su : You can't just get them anywhere, but that's all I really need.
Su : If you want it fixed, leave it to me!
Sa : Wow... I can't thank you enough, Shulk.
Sa : And I'm sure it'll make Juju happy as well.

A Wistful Glow

Ether Mines

Re : This ether lamp... It's like the ones in Tephra Cave.
Sa : You mean the ones on the route between our two colonies?
Sa : Those would have been put there by people from Colony 6.
Re : You learn something new every day.
Sa : You see the yellow glow?
Sa : That's because the lamp uses electric ether crystals.
Re : Didn't know that either.
Re : I guess some days you learn two new things.
Re : I do know that electric-type crystals glow the brightest.
Sa : Bingo!
Sa : Once upon a time, replenishing lamps with fresh ether was my job.
Sa : It was my very first job, actually.
Sa : I used to follow the route all the way down into the Ether Mine.
Re : Sounds like fun! (a)
Must've been tough. (b)

(a) (+)
Sa : I used to get lost when I started. But I soon got the hang of it.
Sa : We used to time each other to see who could get it done quickest.
Re : You mean...you and Gadolt?
Sa : Am I that obvious?
Re : You start talking about your old life and I see tears...
Re : It had to be Gadolt.
Sa : Didn't think you were even paying attention.
Re : Oi! I always pay attention to you.
Sa : Shulk said something interesting to me once.
Sa : He thinks you're...insensitive when it comes to this kind of thing.
Re : He can talk! The only girl he's ever talked to is Fiora!
Sa : Hahaha. I'm almost jealous. I mean, of your male camaraderie.
Sa : I wonder what it would be like. Being a guy, doing guy things...
Re : Like fighting alongside Gadolt? (a1)
Gadolt would just be a friend. (a2)

(a1) (-)
Sa : I know I can't change the past, whatever I do or say.
Sa : But when everyone fled the colony during the attack...
Sa : I was so...angry!
Sa : I wanted to be by his side, and fight to the end with him.
Re : One good thing came out of it all. You met us.
Re : Me and Shulk couldn't have got far without you, Sharla.
Re : We really needed you.
Re : And all those people at the camp. I saw how they needed you.
Sa : Reyn... I...
Re : Wait, I've got that all wrong. There's no 'needed' about it.
Re : We need you more than ever.
Re : You and your healing abilities are a vital part of our team.
Re : That Heal Bullet of yours has saved my bacon more than once.
Sa : Thanks. It's nice to feel needed.
Sa : And you're right... I have an important role to play.
Sa : One I couldn't have fulfiled if I'd stayed and fought.
Sa : Thank you, Reyn.
Sa : You have an amazing calming affect (sic) on me, you know that?
Re : That's funny... I'd say the same about you!
Sa : Just remember that you can't rely on me forever.
Sa : Someday you'll have to learn how to fight properly.
Sa : You know...without taking so many knocks on the head.
Re : Haha! No promises, but I'll give it my best shot.

(a2) (+)
Sa : Hehe. Even the most ridiculous thing is a serious question to you.
Sa : It's quite sweet actually. I guess that's why I like you.
Re : What? What am I missing here?
Sa : I meant that if I were a guy, I might have been able to fight.
Sa : I could have stayed with Gadolt in Colony 6 until the end.
Sa : That's all.
Sa : I really didn't want to leave without him.
Sa : Not while the Mechon were destroying the entire colony.
Re : I'm so sorry, Sharla.
Sa : Maybe I should have just kicked up a fuss like a little girl.
Sa : Refused to leave.
Sa : He always thought the best of me. Trusting in me, relying on me.
Sa : But I was never as strong as he thought.
Re : I'm sure letting you go was just as hard for him.
Re : But he put his feelings aside for your sake.
Re : So you could live on. So you could lead the colony.
Sa : I know.
Sa : But...I miss him so much.
Re : Cheer up, Sharla!
Re : Hey, how about this? From now on I'll work really, really hard...
Re : And then one day I'll be the man of your dreams!
Sa : Heh. How long's that gonna take?
Sa : I can't spend my entire life waiting around!
Re : That's my Sharla all right!
Re : I like you best when you're giving me that big old smile of yours.
Sa : Looks like you're learning fast! Keep those compliments coming.
Sa : And by the way, Reyn... Thank you.

(b) (-)
Sa : Not really. It wasn't that bad.
Sa : I just kept my eyes on the prize.
Sa : Otharon used to give me a pretty good reward whenever I finished.
Re : Oh yeah? What'd he give you?
Sa : A small ether crystal shard.
Sa : Not big enough to give out any energy on its own.
Sa : But when I had enough, I'd combine them to make a cartridge.
Re : You could do that back then? Wow. That's some talent.
Re : When Shulk asks me to do gem crafting, he ends up hating me.
Sa : Colony 6 relies on its ether mining. We grow up with it.
Sa : So using ether and manipulating it to make things comes naturally.
Sa : Thinking about it brings back so many memories...
Sa : I collected crystal shards of all different colours.
Sa : Then I tried mixing them together.
Sa : I thought I might be able to make an entirely new colour of crystal.
Sa : I combined things like...
Re : Electric, wind and water? (b1)
Wind crystals and glowmoss? (b2)

(b1) (+)
Sa : Yeah, things like that.
Sa : If you mix yellow and blue paint, you get green, right?
Sa : I figured it had to be the same for ether crystals, so I tried it out.
Re : Did you get it to work?
Re : I had a go at doing something like that once.
Re : Taking bits of different crystals and mixing them all up.
Re : Then Shulk started shouting at me for wasting all our good crystals.
Re : So I just kinda gave up.
Sa : I guess it's different in Colony 9.
Sa : You don't have a limitless supply of crystals like we do.
Sa : Me, Gadolt and Juju used to experiment all the time, but...
Sa : If the colour is different, forget it. All you get is a pile of soot.
Re : Funny, isn't it?
Re : Only a small difference and things don't mix well.
Sa : Like men and women...
Re : Where did that come from? We were talking about ether crystals.
Sa : It's this place. I just can't help thinking about certain things.
Sa : I learnt so much from Gadolt. About rifles, cartridges, fighting.
Sa : If only I could turn back time...
Re : Don't be so down on yourself.
Re : All that frowning is gonna give you wrinkles.
Sa : Not the nicest way to put it, but I can see what you're getting at.
Sa : Sorry, Reyn. I guess I'm not really acting like myself...
Sa : But talking to you like this makes me feel calm somehow.
Re : I don't even know what you're supposed to be apologising for.
Re : But whatever it is, it doesn't matter.
Re : Now, how about we try mixing up some different colour crystals?
Re : We could be the first people ever to make a new colour!
Sa : Maybe now's not quite the right time for that.
Sa : But one day I'll teach you all there is to know about ether crystals.
Sa : You have to handle them with care, like a woman's heart!
Re : Ouch. I get the feeling this stuff's never gonna be my forte...

(b2) (-)
Sa : What?
Sa : What does glowmoss have to do with anything?
Re : I just figured 'cos of the colour.
Re : Glowmoss is green and wind-type ether crystals are green, right?

Sa : Reyn, even if that made the slightest bit of sense...
Sa : I was talking about combining DIFFERENT colours! Remember?
Sa : But...you have got me wondering what would happen.
Re : Then let's give it a go!
Re : You and me. Could get interesting!
Sa : Gadolt used to experiment with these things as well.
Sa : Him and Otharon tried all different things when making cartridges.
Sa : He used to get so mad when whatever he was trying failed.
Sa : He taught me all this. Using rifles, constructing cartridges.
Re : Oh, sorry about that. Didn't mean to remind you.
Re : I just thought it might be cool to hang out and combine crystals.
Sa : Oh, stop it, Reyn. You don't have to tiptoe around me.
Re : I just don't want to upset you.
Sa : Just keep being you, Reyn.
Sa : Now, let's find some glowmoss.
Re : So we're gonna try out my idea? Nice!
Re : Trust me, we're gonna make the best ether crystal ever!
Re : Even that old geezer Otharon'll be impressed!

The Shimmering Marsh

Satorl Marsh

Su : This place is... beautiful.
Db : Some call it the Shimmering Marsh.
Su : I can see why!
Su : Had you ever been here before?
Db : No. And I'm suitably amazed.
Db : How can a place light up so much at night?
Db : I've never seen anything like it.
Su : I have. Once, when I was very young.
Db : Maybe it was a dream? (a)
Really? Interesting. (b)

(a) (-)
Su : It wasn't a dream. I know it!
Su : But...I do remember being asleep for most of it.
Db : Then it must have been a dream, surely.
Su : No. It was at the ruins where me and the Monado were found.
Su : The same thing happens there. At night, glowing ether fills the air.
Db : All right, I'm convinced.
Su : It's OK. My memory of it's a little hazy anyway.
Su : I assume the effect is caused by high ether content in the ground.
Db : Ether content?
Su : Surely you must know something about ether content.
Su : How it's higher in some regions of Bionis than in others?
Db : Especially the upper regions. (a1)
Especially the lower regions. (a2)

(a1) (+)
Db : Right?
Db : The upper regions of Bionis are known for their high ether content.
Su : Correct! You always know the right answer, Dunban.
Db : Well, everyone knows that one.
Su : Anyway, the ruins are quite high up on the Bionis.
Db : Do you remember much about that time?
Su : I found my way into those ruins but then I lost consciousness.
Su : That's about all I can remember from back then.
Su : But for some reason I can just about recall that ether glow.
Db : I suppose you'd never forget a sight like that.

(a2) (-)
Su : What? No!
Su : It's the upper regions that have higher ether content!
Db : Oh. Er... I see.
Su : Way down where we live, the ether levels are at their lowest.
Su : That's why there aren't as many rich ether mines.
Db : Well done, Shulk! You passed my test.
Su : So you're saying you were just pretending not to know?
Su : Hmm...
Db : I'm so glad I got to see this wondrous sight. Aren't you?
Db : I'd just love to spend some more time exploring it...in silence...
Su : Whatever you say, Dunban.

(b) (+)
Su : It was at the ruins where me and the Monado were found.
Su : The same thing happens there. At night, glowing ether fills the air.
Db : So that's where you saw it.
Su : I don't remember much about the ruins.
Su : I found my way in and then I lost consciousness.
Su : That's about all I can remember from back then, except the light.
Db : If it was as beautiful as this, no wonder you remember it.
Db : Ether is an incredible thing.
Su : It really is.
Db : Will it ever run out? (b1)
It can't be good for us. (b2)

(b1) (+)
Su : Great question, Dunban! I've always wondered that.
Db : Great minds think alike. And your thoughts?
Su : I can't draw any firm conclusions or anything.
Su : All I know is, ether isn't unlimited. So I guess it won't last forever.
Db : I don't suppose we have anything to worry about in our lifetime.
Su : Maybe not. But we should still try and find another energy source.
Su : We can't just rely on it always being there.
Db : Energy aside, it will be a shame when this natural beauty is gone.
Su : Yes... Whether that's a hundred years from now or a thousand.

(b2) (-)
Su : Why do you think that? There's no evidence to support it.
Db : It's just a feeling. Nothing more.
Su : Actually, we haven't made any big leaps in researching this field.
Su : So it's still possible.
Db : It was just a passing thought. Don't take it so seriously, Shulk.
Su : But you're right, Dunban.
Su : It has to be worth spending more resources to study this.
Db : Hey, where are you going?
Su : I'm gonna fetch my notes! *leaves*
Db : But we were enjoying this strange phenomenon!
Db : You can take the boy out of the lab, but not the lab out of the boy!

High Entia History

Satorl Marsh

Db : Those statues...
Db : Am I right in thinking they are of High Entia origin?
Me : They are indeed.
Me : These are the Sororal Statues.
Me : They depict twin goddesses representing order and justice.
Db : A treacherous place to erect them.
Me : This place was once used for our Coming-of-Age Ceremony.
Db : That seems fitting. (a)
Here?! (b)

(a) (+)
Me : Potential successors to the throne who came of age were left here.
Me : If they survived, they could return to the capital, triumphant.
Db : I see. So only the best specimens continued the imperial line.
Db : Ruthless but effective.
Me : That is what I was told, at least.
Me : It was probably all just a formality.
Db : Of course.
Db : Fighting off the Satorl Guardian alone is no easy task.
Me : However, I have heard of a former ruler who did see the task through.
Db : An adventurous one, no doubt. (a1)
A half-Homs like you? (a2)

(a1) (-)
Me : The participant has no choice in participating.
Db : Then it sounds as if they were simply being led to their death.
Me : There must have been a reason for conducting the ceremony.
Me : Something that made it necessary in that particular case.
Db : Are you suggesting...this High Entia was of mixed blood?
Me : Yes.
Me : The ceremony must have been needed to gain the people's trust.
Me : Just as I faced the Tomb.
Db : Does this place remind you of the Tomb?
Me : Yes. Of the hardship I faced there.
Me : And the friends that saved my life. I am forever grateful to you all.

(a2) (+)
Me : Very astute, Dunban.
Me : Not a pleasant fact, but still true.
Db : I find it ironic.
Db : Goddesses of order and justice looking down with biased gazes.
Me : Still, I can understand why the ceremony was necessary.
Me : It must have been the only way to secure the people's trust.
Db : The same reason you faced the Tomb, right?
Me : ...
Db : Calm yourself, Melia.
Db : Whenever you feel afraid, know that we're here to protect you.
Me : I know, Dunban. You saved my life at the Tomb.
Me : I will never forget the debt I owe you and the others.

(b) (-)
Me : Yes, here! What are you trying to suggest?!
Me : This site is a stunning example of High Entia architectural skill.
Db : I can't deny that.
Me : Oh no...! *
Db : What's wrong, Melia?
Me : Each statue is supposed to have an either crystal on its chest.
Me : But one of them is missing!
Db : Thankfully, the other statue's crystal is still present.
Me : I wonder what happened...
Db : Perhaps it was stolen. (b1)
It might have fallen off. (b2)

(b1) (+)
Db : Many people with dubious reputations travel through here.
Me : I have heard of such people.
Me : I don't suppose we'll ever see it again...
Db : Why don't you replace it?
Me : You're right, Dunban.
Me : The twin goddesses of order and justice must look their part.
Db : Order and justice, huh?
Db : I am sure they'd be happy if you were to help them out.

(b2) (-)
Me : I have my doubts that such a thing is possible...
Db : Perhaps it was due to a flaw in the construction.
Db : Even the wise and skilled High Entia must have their off days.
Me : Spare me your sarcasm, Dunban. Even if you are correct.
Db : Why don't you replace the crystal? Bring the sisters back to glory!
Db : I'm sure you're up to the task.
Me : This is not a bad idea.
Me : What one sister has, the other craves. And we cannot have that!

Atop the Crown Tree

Satorl Marsh

Sa : Isn't it nice, climbing up trees? It really takes me back...
Rik : To when Sharla was a littlepon?
Sa : Yes, exactly. Ah, to be a little girl again...
Rik : Riki feel like littlepon too!
Sa : What a strange thing to say. (a)
I'm not surprised. (b)

(a) (-)
Rik : Riki say something strange? Sharla mad at Riki?
Sa : No, nothing like that. It's just...surprising.
Sa : To hear you say you feel young. You're sort of childish anyway.
Rik : Riki not child, Riki all grown up! *
Sa : I know, I know. You're older than Dunban, aren't you?
Rik : Riki much much much older than Dundun! *
Rik : Riki marry Oka, Riki have children, soon become grampypon! *
Sa : You don't act like it. (a1)
You're very responsible. (a2)

(a1) (-)
Sa : You've built up quite a debt.
Rik : B-b-but...Riki's tummy hurt!
Rik : Riki think Sharla should stop talking about debt!
Sa : Now now, Riki. You can't avoid your responsibilities.
Rik : Sharla wrong wrong wrong!
Rik : Riki work very hard for family.
Rik : But not enough for Oka and littlepon. Never enough...
Sa : Eleven mouths to feed is a lot. I don't envy you, Riki.
Rik : Riki keep working and pay back debt. Riki promise!
Rik : Riki want all littlepon to become bestest Heropon of village!
Sa : Just like a proper dad!
Sa : All right then, Riki. Go and make your family proud!

(a2) (+)
Sa : If I were in your position, I'm not sure I could cope.
Rik : But Sharla can't be daddypon!
Sa : No... That's not what I meant.
Sa : I mean... One day, I hope to have a family of my own, like you.
Rik : Sharla will have big family! Riki know this. Heropon's instinct!
Rik : 'All good things come to those who wait!'
Sa : Riki, what a lovely phrase! Where did you learn it?
Rik : Chief Dunga tell Riki.
Rik : When Riki and Oka not yet couple.
Rik : Riki want to be with Oka, so Dunga teach Riki new phrase.
Sa : Well I think it's lovely, Riki. Thank you for sharing it with me.

(b) (+)
Sa : I'm sure you loved climbing trees when you were little, just like me.
Rik : Sharla good at climbing trees?
Rik : Sharla look like proper lady. Riki not know Sharla climb trees.
Sa : That's very nice of you to say. I'm really not that ladylike.
Sa : I couldn't get enough of sitting at the top of trees...
Rik : Riki and littlepon love climbing trees together!
Rik : But but...
Sa : What is it, Riki?
Rik : One littlepon not like it.
Sa : Oh dear! Why not? (b1)
A Nopon that can't climb?! (b2)

(b1) (+)
Sa : Did something happen to them?
Rik : Riki know reason.
Rik : When Riki take eyes away from littlepon, littlepon get scared!
Rik : Littlepon stuck at top of tree and wait for Riki for whole day!
Sa : Oh, that sounds horrible. Are they OK now?
Rik : Other littlepon at school tease my littlepon because not climb now.
Rik : All Riki's fault...
Sa : Don't beat yourself up, Riki.
Sa : With some love and care, the little one will be fine.
Sa : And when they're ready, you can take them climbing again.
Rik : Riki like Sharla's idea! You are nice Hom Hom, Sharla.
Sa : And you're a good father, Riki. The bestest Heropon father!

(b2) (-)
Rik : Village has lots of littlepon that can't climb trees! *
Sa : Sorry, Riki. I shouldn't stereotype your people.
Rik : Plus, littlepon have good reason!
Rik : Riki take eyes away from littlepon. Then littlepon get stuck in tree.
Rik : Littlepon waited for Riki long time. Now littlepon not like climbing.
Sa : Oh no, they're too scared to climb trees anymore?
Rik : Will all be OK.
Rik : Before littlepon grow big, Riki fix littlepon to like trees again.
Sa : Riki... You're a good father. Your littlepon are proud of you.
Sa : Look at me, starting to well up...
Rik : Riki always think about littlepon. Littlepon most important to Riki!
Rik : Sharla make good mamapon too one day.
Sa : I hope so too, Riki. I hope so too.

Riki's Crazy Crystal Plan

Makna Forest

Rik : Reyn look! Reyn look! Big ether crystal!
Re : Whoa! that IS big!
Rik : Riki want crystal. Take home to village!
Re : How d'ya plan on doing that? (a)
What you gonna do with it? (b)

(a) (-)
Rik : Reyn big and strong! Reyn use thick head to move it!
Re : Oi! Enough of this 'thick head' business!
Rik : Hurry up, Reyn! Riki want it now!
Re : I told you, no! It's impossible.
Rik : Booooring!
Rik : Riki take crystal! Have good plan!
Re : Go on then... What's the plan? (a1)
I bet it's a stupid plan. (a2)

(a1) (+)
Rik : Riki glad Reyn ask!
Rik : Riki sell ether crystal and pay back money owe to villagers!
Re : You must've built up a fair bit of debt to need this thing.
Rik : Riki not proud of self...
Rik : Riki check amount yesterday. Same as 20,000 fish eggs.
Re : You've lost me. How much?
Rik : Lots! So Riki take crystal!
Rik : Sell whole crystal and become rich, rich, RICH!
Re : ...Good luck, man.

(a2) (-)
Rik : Riki show mean Reyn!
Rik : Riki sell crystal for lots of money. Then Riki pay off debt!
Re : I knew it. Money's all you ever think about.
Re : Well you can count me out!
Rik : Please, Reyn! Please please! Riki needs crystal! Now!
Re : Try asking Dunban instead.
Re : He'll pull this thing free for ya. He's good at that stuff.
Rik : Really? Dundun help?
Rik : He not look strong like big, dumb Reyn.
Re : Just ask him already! You're givin' me a headache!
Rik : OK! Riki ask Dundun. Thank you, Reyn!
Re : (I really, REALLY hope Dunban doesn't kill me for this.)

(b) (+)
Rik : Riki sell it in village and pay off big debt to villagers.
Re : Oh yeah, forget about your debt. You'll probably make a fortune.
Rik : Riki will be rich, rich, RICH!
Re : Except...you can't sell it like that. It's not worth anything raw.
Rik : Why not?
Re : You really are clueless. (b1)
You've gotta refine it! (b2)

(b1) (-)
Re : You've gotta put it in an ether furnace!
Rik : Riki's furryness not enough?
Re : Not furryness, furnace! It's where you

craft gems.
Rik : Riki want ether furryness for village!
Re : They ain't cheap.
Rik : How much money?
Re : Umm...let me think here...
Re : If you take that crystal and make enough gems, you could buy one.
Rik : ...
Re : Don't get yourself down, Riki.
Re : If you get the other villagers to chip in, you'll buy one in no time.
Re : I might even help you out!

(b2) (+)
Re : The thing about crystals is, you've gotta put them in an ether furnace.
Re : Turn them into gems. That's how you make yourself some money.
Rik : But village not have ether furryness.
Rik : Only regular Nopon furryness.
Re : Oh yeah, that's right. No furnace.
Rik : If village get ether furryness, good things happen to village?
Re : Good things'll happen all right! The whole place'll be rich.
Re : You can make a new Pollen Works and all the villagers'll be happy.
Rik : A new pollen factory?! Riki want to eat pollen cakes!
Rik : Pollen cakes for littlepon and Oka!
Re : Now that I think... Ain't ether furnaces really expensive?
Re : (Better not tell him, just in case.)

No Boys Allowed

Makna Forest

Sa : What a beautiful spring.
Sa : Makes me want to jump right in!
Me: It does look inviting. It would certainly cool us down.
Sa : Are you all right, Melia? It looks as if the heat's getting to you.
Me: You may be correct. (a)
Why should the heat affect me?! (b)

(a) (+)
Sa : Maybe you should take a rest.
Me: That may be in order. I believe I am starting to...see things...
Sa : That doesn't sound good!
Sa : Maybe the forest air doesn't agree with you.
Sa : It's very humid here.
Me: Don't worry. I just need a minute to compose myself.
Sa : Well, if you say so.
Sa : Oh, I've got a great idea! Let's take a dip, just you and me!
Sa : It'll cool us both down, and it might even make you feel better.
Me: Are you sure?! (a1)
No, that's a silly idea. (a2)

(a1) (+)
Sa : Sure I'm sure!
Sa : We won't get another chance like this, and the water's crystal clear!
Me: But...I... Well...
Sa : Didn't you used to go swimming outdoors when you were a kid?
Me: No, never. Father would not have allowed something like that.
Sa : Then why not make up for lost time? It's the perfect chance!
Me: You are right. Let's go swimming, Sharla.
Me: (I hope Shulk doesn't see me...)

(a2) (-)
Me: I will wait here, but feel free to go in yourself.
Sa : This is just a wild guess, but... Melia, can you swim?
Me: That is not why I refuse!
Me: Have you any reason to doubt that I can swim?
Sa : So it's just because you're embarrassed, then?
Me: W-well...
Sa : It's OK. No one's watching.
Sa : I even brought swimsuits for us!
Me: All right then... If you think it's safe...
Sa : Great! Let's go swimming, Melia!
Sa : We'll both keep a look out for Reyn and Shulk. *leaves*
Me: W-wait, Sharla!
Me: I feel certain this isn't going to end well...

(b)
Sa : Don't get your knickers in a twist! I'm just worried about you.
Me: It is not as if I am...seeing double or anything...
Sa : You don't have to put on such a brave face all the time.
Sa : I'll bring you some water.
Me: That would be...nice. Thank you.
Sa : It's nothing. You've earned it.
Sa : Just because I'm used to this heat doesn't mean everyone is.
Me: I doubt you are used to it. (b1)
How come you are used to it? (b2)

(b1) (-)
Sa : Think about it. I was born and raised in Colony 6.
Me: I do not understand.
Me: How does that make you accustomed to this heat?
Sa : Oh, that's right. You wouldn't know.
Sa : Underneath Colony 6 is a huge ether crystal mine.
Sa : At the very deepest point, there's an ether river. It's hotter than hot.
Me: An ether river? I have heard of this phenomenon.
Me: When ether particles collide, it causes a chain reaction.
Me: The heat produced by all those reactions can be extraordinary.
Me: I did not realise you lived so close to such a place.
Sa : Thinking back, the Central Pit was far hotter than Makna.
Sa : I wish I could have shown you...
Me: I may have had to decline in any case.
Me: I don't think I'd have lasted a minute in there.
Sa : Hehehe. Shame we'll never know!

(b2) (+)
Sa : I'm from Colony 6, which is home to a gigantic ether crystal mine.
Sa : An ether river runs through the very deepest point.
Sa : It's scorching down there!
Me: An ether river? I have heard of this phenomenon.
Me: When ether particles collide, it causes a chain reaction.
Me: The heat produced by all those reactions can be extraordinary.
Me: I did not realise you lived so close to such a place.
Sa : Looking back, this place is a cool breeze next to the Central Pit.
Sa : I wish I could have shown you.
Me: Perhaps you could show me some of your colony's other sights.
Me: Ones that don't involve me fainting from heat exhaustion.
Sa : I'd love to, but most of them were destroyed by the Mechon.
Me: That's awful.
Sa : The colony was built on top of the mine.
Sa : And the mine's still there, more or less.
Sa : With any luck, we can rebuild our home bigger and better than ever.
Me: I am sure you will, Sharla.

Fallen Brethren

Makna Forest

Me: ...
Su : Something bothering you, Melia?
Me: Forgive me, Shulk. I'm not myself today.
Su : That's OK. Hey, look at this! (a)
What's wrong? (b)

(a) (-)
Su : Check out this massive plant.
Su : The flora in this region really are something else.
Su : The people back home will never believe the stories!
Me: They are...quite amazing, yes.
Su : Sorry, Melia. I guess you find this stuff kind of boring.
Me: It's not that. Really, it isn't.
Me: In fact, I think I feel a little better already listening to you.
Su : Are you OK? I'm worried... (a1)
Oh, good! You do like plants! (a2)

(a1) (+)
Su : You can talk to me. If you want to, I mean.
Me: ...All right.
Me: Before we all met, it was at this spot I lost four of my brethren.
Su : Oh... I didn't realise. It was that Telethia, right?
Me: Yes.
Me: The four men had been my shield since I was little girl.
Me: They were kind and considerate... and my friends. How I miss them...
Su : It sounds like you were close.
Su : Fighting for your life was a part of why they were, though.
Me: Yes. I know that now.
Me: But I shall never forget their sacrifice.
Me: It will stay with me for as long as I live.

(a2) (-)
Me: Erm... I have to say, that's not exactly what I meant.
Su : Well...if you say so.
Me: Hmph...
Me: You're not going to ask me what is wrong?
Su : If you've cheered up, then I guess I don't need to know. Besides...
Su : I'm not too good at knowing when to ask and when to keep quiet.
Me: Haha! I can tell.
Me: But it's all right.
Me: You've turned the gloomy cloud over my head into sunshine.
Me: Just being here with you is enough for me. Thank you.

(b) (+)
Me: ...It happened before I met you.
Me: In this spot, my four protectors laid down their lives for me.
Su : Really? I didn't know...
Su : Was it when you fought the Telethia?
Me: Yes. Until that day, the four of them accompanied me everywhere.
Me: They were true friends to me. I grieve for them deeply...
Su : I bet you got on their nerves. (b1)
They sound like great people. (b2)

(b1) (-)
Me: How can you say such a thing?! I was the perfect companion.
Su : *laughing* Haha. I'm sorry, I couldn't resist.
Su : I forgot you're way more grown up than someone like me.
Me: You think I'm grown up?
Me: It is possible I troubled them by acting beyond my years.
Me: I found it hard hidden away in that stuffy Imperial Villa.
Su : Cooped up in there? I can imagine.
Su : But I'm sure tehy cared for you deeply, Melia. Don't feel bad.
Me: I know they did.
Me: And their sacrifice to save me will not be forgotten. That I promise.
Me: I shall remember them forever.

(b2) (+)
Me: They were indeed.
Me: I have spent the bulk of my life hidden away in the Imperial Villa.
Me: They took care of me for all that time.
Su : You must have been close.
Su : It's sad to lose people like that.
Me: Shulk, will you help me? I want to give them a proper sending off.
Su : Of course. We'll do it together, you and me.
Me: Thank you, Shulk.
Me: *Turns her back to Shulk*
(My fallen brethren, I promise to live my life to the fullest.)
Me: (Look over me as I journey on.)

At the Pollen Works

Frontier Village

Rik : Achoo! Frontier Village's famous Pollen Works!
Su : Wow, Riki! Great machine! Is it all made from wood?
Rik : Tut tut tut. Shulk say wrong word. This not machine!
Su : Why? Because of the Mechon? (a)
Because it's not made of metal? (b)

(a) (-)
Rik : Mechon? What about Mechon? No Mechon in village...
Su : The Mechon are evil machines. I thought that might be the reason.
Rik : Riki is Heropon! Mechon not scary to Heropon!
Su : OK, my mistake. I guess nothing scares Heropon Riki, huh?
Rik : Is Shulk scared of Mechon?
Su : Yes, they're scary. (a1)
Not a chance. (a2)

(a1) (-)
Rik : Shulk scared? Wow...
Rik : Riki think Shulk not afraid because Shulk has Monado.
Rik : Riki have big fear - Oka! Oka scariest in whole world.
Su : I know how you feel. When Fiora gets angry, I duck for cover.
Su : (Fiora... After what happened, of course the Mechon scare me.)
Rik : Hello? Shulk? Eyes of Shulk get watery. Why?
Su : I'm OK... It's fine. I'm not crying.
Rik : Shulk strong Hom Hom, but Riki know Shulk still young boy really.
Rik : If Shulk want to cry, Riki lend Shulk his fur!
Rik : Shulk cry boo-hoo lots and lots.
Su : Your fur? Thanks, Riki...I guess.
Su : So if I feel sad we can hug it out, right? A real Hom Hom hug!
Rik : No, Shulk! No hug and cuddle.
Rik : Cuddle for Melly only. Melly special!
Rik : Riki not cuddle with guys.
Su : No fair! I wanna know how soft and cuddly your fur REALLY is!

(a2) (+)
Su : (It's not so much that I'm scared...)
Rik : Wow! Shulk really brave!
Rik : Riki's friends really brave. Riki proud.
Rik : Everyone should be Heropon!
Su : (I just can't forget what happened to Fiora.)
Su : (And it's all the Mechon's fault...)
Rik : Hello hello Shulk?! Riki being nice so listen to Riki!
Rik : Is Shulk angry?
Su : Wh-what? Oh, sorry, Riki. I'm not angry at you.
Su : Listen. You're the bravest, toughest Heropon I've ever known.
Rik : Shulk really think Riki brave? Shulk right! Riki is brave!
Rik : He-ro-pon! He-ro-pon! He-ro-pon!
Su : Yes, Riki. Calm down.
Su : But you know what? I really will need you out there.
Rik : Riki to the rescue! Count on Riki, Shulk!

(b) (+)
Rik : Yay! Shulk right! Machine has metal. Nopon device use no metal, so not called machine.
Su : Now that I think, I haven't noticed a lot of metal in the village.
Rik : Riki and Nopon at one with the forest.
Rik : If forest not have metal, Nopon not use metal.
Su : That's very resourceful of you! (b1)
Is ALL of it from the forest? (b2)

(b1) (+)
Rik : Long, long time ago, Nopon make many, many things.
Su : I'm impressed.
Su : I'd love to know more about these pollen orbs, too.
Su : They light up and produce heat, but they never burn up.
Rik : Yellow and blue orbs are safe to eat.
Rik : But red ones...not so safe...
Su : I saw a red one by the lift.
Su : It looked tasty enough.
Rik : Shulk want to eat red one?
Rik : Riki not like red ones...
Rik : Riki's stomach go thump thump, then squeal squeal.
Rik : If Shulk eat and finish whole red one, Riki give Shulk medal!
Su : Sounds like a challenge to me!
Rik : Riki no need red orb anyway. Oka make yummy food for Riki!
Su : Is that what makes you so bouncy?
Su : Maybe I need to eat more orbs...

(b2) (-)
Rik : Grr... Shulk too clever for Riki!
Rik : Too much of big brain Hom Hom.
Su : I've seen a lot of Makna Forest.
Su : Some of these parts don't really look like they came from there.
Rik : Bellows held together with veeery strong rope given by Bird People.
Rik : And Hom Hom teach us use oil to make motion smooth.
Rik : Device go round and round with only small amount of energy!
Su : That's fascinating, the way all the different techniques fit together.
Rik : Nopon live all over Bionis. Here, there, everywhere.
Rik : Nopon see new things, bring new things back to village.
Su : I love it. It's a great design.
Su : Mixing foreign and Nopon technology... It's brilliant!
Su : I'm really impressed, Riki.
Rik : Riki not make it! But thank you!

A Mysterious Sanctuary

Frontier Village

Me: This place seems incredibly mysterious, Riki.
Rik : Yes, this is mysterious sanctuary called Prophecy Hut.
Me: So this is where the Nopon receive their prophecies.
Rik : Melly right! Melly know how Nopon get prophecy?
Me: Chief Dunga makes them up? (a)
They're delivered from on high? (b)

(a) (-)
Rik : Shhhh! Melly not say that!
Rik : If Dunga hear, Dunga biff bash Melly!
Me: Wasn't it you who said these prophecies bring trouble?
Me: You had to leave the village because of a prophecy.
Rik : Hmm... Melly speak the truth...
Rik : But if Riki stay in village, Riki still have lots and LOTS of debt.
Rik : Why Melly come down to Frontier Village?
Rik : Melly not like her bird house?
Me: That's true in a sense. (a1)
I like my home, but... (a2)

(a1) (-)
Rik : At Melly's house, are people very strict, like Oka?
Rik : Maybe Melly not like bird food?
Rik : Oka make bestest pollen soup in all of village! Melly come try!
Me: I bet it tastes scrumptious, Riki. I'm very jealous of you.
Me: My mother never makes my dinner. No ever.
Rik : Melly Melly! Come to Riki's house!
Rik : Oka make Melly lots and LOTS of yum yum food!
Me: Right now, you mean? Does Oka know? What about the others?
Rik : Oh yeah. Riki forget others.
Rik : Hmm... After Riki and friends save the day, we eat together!
Rik : Nopon party! Riki can't wait!

(a2) (+)
Rik : Riki remember real reason! Melly come to beat Dinobeast.
Rik : Melly is like Heropon for Bird People!
Rik : Melly have upside down smile. What wrong Melly?
Me: If I truly was a hero to my people, I would not have lost my brethren.
Me: I am not worthy of that title, Riki.
Rik : Riki know what! Melly, look up into sky!
Rik : Melly see sparkle sparkle Eryth Sea?
Me: I see it, Riki... It sparkles even more than usual.
Rik : If Riki look up through Apex Lake, Riki can see fallen friends' faces.
Rik : Sparkle is Nopon safe with Bionis.
Rik : Chief tell Riki. Chief never wrong.
Me: (Aizel... Hogard... Garan... Damil...)
Rik : When Riki see old friends, Riki happy to see them.
Rik : When Riki want to say hello, Riki always

come here.
Me: Riki... Thank you. I feel like I just said hello to my friends.

(b) (+)
Rik : Wowee Melly! Melly know lots about Nopon!
Me: Eryth Sea sits above the village.
Me: Looking at it from here gives me a... strange feeling...
Rik : Ah! Riki know!
Rik : Riki figure it all out!
Me: What have you figured out, Riki?
Rik : I know who you think is extra especially special!
Me: You mean...Shulk? (b1)
You mean...you? (b2)

(b1) (-)
Rik : Aaah! Oh no!
Rik : Riki has a rival!
Me: When I left Alcamoth, I was not aiming to meet anyone like Shulk.
Me: But when I met him, it felt like... it was destined.
Rik : Wow... So destiny make Melly meet Shulk!
Me: Not just Shulk.
Me: Meeting all of you felt like fate.
Me: Including you, Riki!
Rik : Riki is Melly's destiny too? Yay! Woopee!

(b2) (+)
Rik : Yes! Melly right!
Rik : When Melly cuddle Riki, how Melly feel?
Me: When I cuddle you...
Me: It feels warm, and calming. Like I can forget about everything!
Rik : Riki happy happy!
Rik : That's why Riki become Heropon! To be cuddled by Melly!
Me: So that's why. I can see it now...
Rik : Melly and Riki both love cuddle!
Rik : Melly can stroke Riki's fur and cuddle Riki anytime!
Me: That's very kind of you, Riki.
Me: Make sure you look after your fur!

A Day Like Any Other

Frontier Village

Fio : Why do tranquil places like this bring back so many memories?
Me: Perhaps the quiet clears the head.
Me: So what's on your mind, Fiora? Let me guess... Shulk?
Fio : Well...sort of, but not just him. Maybe I shouldn't tell you this...
Me: I'm very interested to know.
Fio : You are? (a)
OK. I'll tell you. (b)

(a) (-)
Fio : I thought you'd be the last person to listen to me go on about this.
Me: No, it's OK. Really. I'd love to hear about it. Do tell.
Fio : If you're sure, then here I go.
Fio : Well, there's a wonderful park near my home. I do miss it...
Fio : Once, I made lunch for Shulk and me, and we had a picnic there.
Fio : That's what popped into my head.
Fio : It's just...those dear memories... they make me feel sad now.
Fio : Sounds silly, doesn't it? I know. I don't know what's wrong with me.
Me: You sound more down than when Riki skips a meal.
Fio : It's quite tragic. (a1)
You don't mince words! (a2)

(a1) (+)
Me: Hold on, Fiora. Let me finish.
Me: Being stuck in the past is no good, but I'll be honest...
Me: I don't think that will be a problem for you.
Fio : Meaning what exactly?
Me: I mean...you're stronger than most.
Fio : That almost sounded like a compliment!
Me: And why not? You're always ready to face what's coming ahead.
Me: In love, it's hard to know when to hold back and when to act.
Me: But now is the time to accept your feelings and not look back.
Fio : I guess you're right.
Fio : You know, I get down in the dumps far too easily.
Fio : I wish I could be more like you.
Me: We're not that different, Fiora.
Me: We come from different places, but we've got a lot in common.
Me: My feelings get the better of me. Especially when it comes to boys.
Fio : Next time, maybe I can be the one lending a shoulder.
Me: Perhaps! And for now, look after yourself, Fiora.
Me: Keep your energy up.
Fio : Thanks, Melia.
Fio : I'm feeling much better already!

(a2) (-)
Me: I can't lie to you, Fiora.
Fio : Honestly speaking, though, I like that about you.
Me: Give me a moment to finish.
Me: Being stuck in the past is no good. But that won't happen to you.
Fio : You think I'll be all right? It's hard to know myself...
Me: And that naivety is no bad thing.
Me: I want you to remember this:
Me: You are strong, Fiora. And you can overcome anything.
Fio : Wow! When you say that, it's so... commanding!
Fio : I could really believe it!
Me: Good. In fact, you're almost too strong some of the time.
Me: You could do with showing your softer side more often.
Fio : Are you sure?
Fio : You never show anyone your softer side.
Me: Oh...well, I...
Me: Hey, wait just one moment! We're talking about you!
Me: Anyway, I'm sure you get my point.
Fio : I do. Thank you.
Fio : And I'm glad you were willing to be so honest with me!

(b) (+)
Fio : There's this wonderful park near my home. I do miss it...
Fio : Once, I made lunch for Shulk and me, and we had a picnic there.
Me: You don't say... Anything else you fancy boasting about?
Me: Your future? Children? Living happily ever after?
Fio : I didn't mean to boast...
Fio : It's just that day... I'm always remembering it. I don't know why.
Me: Did anything special happen?
Fio : No, nothing in particular. (b1)
Let me think... (b2)

(b1) (+)
Fio : It was a day like any other.
Fio : The sun was shining, birds were singing, there was a light breeze...
Me: Sounds like a lovely day.
Fio : When we were little, we used to run around that park together.
Fio : I was just fast enough that Shulk couldn't catch me!
Me: Shulk never left your side, even back then. I admit, I'm jealous.
Me: I wasn't allowed such friends, nor any trips to nearby parks.
Fio : But now you can do all of that!
Fio : If you like, we can go together. Just you and me.
Me: That's a nice idea. I'd love that. It would mean a lot to me.
Me: Thank you, Fiora. Despite it all, I'm glad we met.
Fio : Me too, Melia!
Fio : I hope we can stay friends for a long time to come.
Fio : I won't be the coolest friend... I mean... looking like this...
Me: I don't care about that, Fiora. All that matters is that you're my friend!

(b2) (-)
Fio : I remember it being the same as any other day.
Fio : There was me, and Shulk... And we had lunch. That's it.
Me: If that's your idea of any other day, I'm quite jealous, Fiora.
Fio : Actually... Shulk looked really, really happy that day.
Fio : More than he usually does.
Fio : That must be why it's one of my favourite memories!
Me: I have a memory that I cherish. Mother and I eating at the villa.
Fio : That sounds wonderful, Melia!
Me: I can recall no better time in my life.
Me: My mother's smile was radiant... I remember it like yesterday.
Fio : Will we ever have happy times like those again?
Me: We will, Fiora. I promise.
Me: Believe in Shulk. He'll make it happen for you.
Fio : Melia...
Fio : I'm sure you're right. Thank you.

Life's Hard for a Heropon

Frontier Village

Rik : Riki not want leave home again!
Db : Ready to leave us already?
Db : You can stay here. No one will mind.
Rik : Dundun not sad Riki leave? Two Heropon better than one!
Db : I'll be fine without you, but... I'm not sure about the others.
Rik : Shulk will miss Riki. Reyn too. Riki's friends all sad!
Rik : Riki think Dundun sad too!
Db : I'm afraid not, Riki. (a)
I'll shed a tear for you. (b)

(a) (-)
Rik : Not fair! Dundun should cry!
Rik : Riki not like Dundun anymore.
Db : You can whinge all you like, Riki.
Db : Whoever wishes to leave is welcome. No argument here.
Rik : Anyone can leave?
Rik : Dundun not sound like other Hom Hom.
Db : We live in times of war.
Db : If I shed a tear for every lost companion, I'd cry for eternity.
Db : Crying is a luxury I cannot afford. Life must go on, Riki.
Rik : Dundun...
Db : If I stopped to mourn the departed, others would be left vulnerable.
Db : I say, if you have time to mourn, then you have time to fight.
Db : That is my way.
Db : You think less of me now? (a1)
It could be your way too! (a2)

(a1) (-)
Rik : Mmm...no. Riki not think that.
Rik : But Riki not understand. Riki sad if Dundun leave.
Rik : Why Dundun not sad if Riki say bye-bye?
Db : I am a man of war, Riki.
Db : I have made myself numb to many Homs emotions.
Rik : No. Riki think Dundun wrong.
Rik : Reason Dundun not sad because he is Hom Hom hero.
Rik : Be big and strong and brave so can fight more! Riki understand!
Db : Riki...
Rik : Riki not want Dundun to be sad.
Rik : So when Riki in trouble, Dundun can come to rescue!
Db : I...appreciate your enthusiasm.
Db : But shouldn't you be getting yourself out of trouble?
Db : You're a grown Nopon. A father. You can't be relying on me.
Rik : No! Dundun save Riki!
Rik : Dundun like father to Fiora! Same as Riki! Save each other!

(a2) (+)
Rik : Yes! Riki try Dundun's way! Riki become better Heropon!
Db : You think it will you (sic) make you into a better hero?
Rik : Anyone can leak from eyes.
Rik : But being there for loved ones is much harder.
Rik : With strong heart and strong mind, everyone can be Heropon.
Db : Amazing. I never thought I'd be taking lessons from you.
Rik : Do not be sad for Riki, Dundun.
Rik : Riki want Dundun to honour him by filling his place in battle!
Rik : OK! Dundun practise tomorrow!
Rik : Riki want Dundun to fight enough for missing Riki too!
Db : You don't ask for much, do you?
Db : But it's quite all right.
Db : Training or no training, I'll more than make up for your absence.
Rik : No no!
Rik : Dundun not take Riki's place until learn how to make pollen cakes!
Rik : Must start practise now!

(b) (+)
Rik : Dundun tell the truth?
Rik : Wooow. Dundun can cry?
Rik : No! Riki not want Dundun to cry!
Db : I thought you did want me to cry?
Rik : No, not cry!
Rik : If Riki going to leave then Riki want Dundun beg him to stay!
Rik : Dundun can beg now.
Db : Beg? You are delusional, Riki.
Db : Besides, it's inevitable that we'll each go our own ways eventually.
Rik : Really? Ohhh no. Not good...
Rik : Riki want to stay with friends but want family to come with too!
Rik : Dundun think Riki selfish?
Db : Yes, you're completely selfish. (b1)
Not at all. (b2)

(b1) (-)
Rik : Riki not like Dundun anymore!
Db : You might like that arrangement, but what about Oka and the kids?
Db : Oka has her own life here in the village. Your kids have friends.
Rik : B-b-but...
Db : Do you really think you can force them (to) give it all up?
Db : Just because you want to?
Rik : Mmm... Dundun right. Riki wrong this time.
Rik : Riki understands now...
Db : Cheer up, my friend.
Db : We'll visit you from time to time. And you'll enjoy it too.

(b2) (+)
Rik : Riki not selfish. Thank you.
Rik : But Riki want cake and eat it, so Riki figured out the best way.
Db : Come on then, out with it.
Rik : Riki, Oka and littlepon all move to Dundun's house.
Rik : Then, in future, Fiora and Shulk come too!
Rik : Reyn can come too, sometimes. If Melly and Sharla come...
Rik : Riki and friends have big party!
Db : Let me get back to you on that.
Db : My house is fairly small, and you wouldn't like the beds.
Db : Let's agree to go back to our own homes for now, OK?
Rik : Riki like Riki's idea better. Dundun should listen more...
Rik : Oh! Riki know! Dundun build bigger house!
Db : Let me guess, you can get me a good loan to pay for the work?
Rik : Wait, Dundun try to be funny. Riki not like Dundun's joke!
Rik : Riki invite everyone back to Dundun's house! This Riki's joke!

Reawakened Memories

Frontier Village

Sa : I heard it's Nopon custom to jump from here.
Sa : To prove your love and devotion.

Fio : From all the way up here? Wooow. A bit high, isn't it?
Sa : A bit.
Sa : But you know someone who's leapt from an even greater height.
Fio : You mean...Shulk? (a)
You mean...Reyn? (b)

(a) (+)
Sa : I think I saw a smile there!
Sa : Yeah. When the fortress exploded, he didn't hesitate for a second.
Sa : He jumped to save his sweet Fiora.
Fio : I only remember bits and pieces.
Fio : I was so afraid. But when I woke up, there was Shulk by my side.
Fio : I suddenly felt...safe...and warm.
Sa : Hehehe. Sounds like you two get along very well indeed!
Fio : Wh-what do you mean?
Fio : I get along well with everyone! You, Reyn, my brother...
Sa : I get it. Playing it close to your chest.
Sa : But I know what happened... after you woke up.
Sa : Reyn told me.
Sa : You were all nervous. Didn't know whether to hold hands or not.
Fio : I'm not telling. (a1)
Reyn said that? (a2)

(a1) (-)
Sa : You're a sneaky one, you!
Sa : But it's OK! I know how nice it can be keeping these little secrets.
Fio : Sharla...I...
Sa : Hold it there, missy!
Sa : You were about to spoil the mood by apologising for no reason.
Fio : How do you do that? Nothing gets past you at all!
Sa : Haha! Trust me, Gadolt had it much worse than you ever will.
Sa : But if you need any help, don't hesitate to ask big-sis Sharla.
Sa : Although Dunban strikes me as the type who'd know a lot about this.
Fio : Dunban? Even Riki knows more about relationships than him!
Sa : Haha. Riki is married after all. So he's got one up on both of us.

(a2) (+)
Sa : Not just him. Dunban had plenty to say as well.
Fio : Reyn and Dunban? They need to take a look in the mirror.
Fio : I'm sure they have bigger things to worry about than my love life!
Sa : It's natural, Fiora. We're all anxious for you and Shulk.
Sa : Follow your heart. Just remember to be careful.
Sa : First love can end in tears!
Fio : Not you too, Sharla?
Fio : I've had enough of everyone sticking their nose in my business.
Sa : We only want the best for you.
Sa : Don't look back on this time with regret. Go get your man, Fiora!

(b) (-)
Sa : Reyn didn't jump! He fell, and fell hard.
Sa : I'm talking about Shulk. You know, the one you fancy...
Sa : When the fortress collapsed, he jumped straight off.
Sa : He spared no thought for himself. All he cared about was saving you!
Fio : But it's the same with you and Reyn, isn't it? He kept you safe.
Fio : We talked about it once.
Fio : I think his exact words were 'I saved her! It was me!'
Sa : Oh dear. That boy doesn't shut up.
Fio : He seemed happy with himself. (b1)
Kidding! He didn't say that. (b2)

(b1) (+)
Sa : Sounds like Reyn all right.
Sa : If it was just between you and him then I guess it's OK.
Fio : What do you mean?
Sa : You remember how Reyn made you that promise?
Sa : That he'd protect Shulk no matter what happened.
Sa : Now Shulk is a stronger person, Reyn is feeling a little inadequate.
Fio : I didn't realise...
Fio : So that was all about showing me he could protect someone. You.
Sa : Or it was just Reyn being a dolt. No need for any big leaps of logic!

(b2) (-)
Sa : Phew! I guess even Reyn isn't that stupid.
Sa : Even he knows we survived because we fell into the water.
Fio : You could have hurt yourself even falling into the sea.

Fio : But no, Reyn didn't say a thing. I know he really likes you though!
Sa : How about we concentrate on you first and me later. Ok?
Fio : No fair, Sharla! I shared with you!
Fio : Next time we have dinner, you're going to tell me everything!
Sa : Well...OK. I can't avoid it forever. But you're buying, Fiora!

True Natures

Frontier Village

Me: This flower is much like one that used to grow by Eryth Sea.
Db : Used to? You mean it doesn't anymore?
Me: Alas, the breed was wiped out. None like this grow there anymore.
Me: But its seeds must have dispersed all the way here and taken root.
Me: Isn't nature beautiful?
Db : I can see you love flowers, Melia.
Me: I do adore them.
Me: I like nothing more than finding new species on our travels.
Me: How about you, Dunban? Do you like flowers?
Db : Oh...yes, I like them. (a)
I'll be honest... Not really. (b)

(a) (-)
Me: You do? This is...surprising.
Me: I didn't get that impression from you at all.
Db : Haha. And you think it's wise to judge a book by its cover?
Me: That was not my intention.
Me: It's just that I pride myself on being a good judge of character.
Db : Fair enough. Well, it just so happens that you're right!
Db : Flowers have never interested me. The reason is...
Db : One day they wither and die. (a1)
Their pungent smell. (a2)

(a1) (+)
Me: I see. Flowers are transient, so it is hard to get attached to them.
Me: As with soldiers in battle, death is always knocking.
Db : You are very wise, Melia.
Db : To put it another way, I feel that loving a single flower is wrong.
Db : If we concentrate on one flower, the rest of the garden may be lost.
Db : The water and the soil, the land and the skies...
Db : Which is most important, I do not know. So I give my attention to all.
Db : I started thinking about it like that in my younger days.
Me: I'd never considered it from that perspective before.
Me: You see things very differently to me. It is most intriguing.
Db : I intrigue you now?
Db : I'll take that as a compliment.
Me: You are welcome.
Me: I think I know the perfect flower for you. The renowned Stardrop!
Me: None can deny its beauty.
Me: All other flowers bow down and wilt at its magnificence.
Db : Lovely as it sounds, I'll have to pass.
Db : But it's a present, I won't say no. But only because it's you, Melia.

(a2) (-)
Me: You do not like their smell?
Me: Certainly, some flowers have pungent smells, but not all.
Db : I know what I like, and that doesn't include flowers.
Db : A room's natural smell can be overwhelmed by a flower's odour.
Db : The natural smell of the earth and trees is completely lost.
Me: Is that not a contradiction? Flowers are a part of nature.
Me: I am surprised at you, Dunban.
Db : You're a sharp one, Melia. I guess you've got me there.

(b) (+)
Me: I don't get the impression that you dislike them all that strongly.
Db : Haha. Maybe it's just that you like them so strongly?
Db : You can't imagine that someone might not like flowers at all.
Me: That's not what I meant. It's just...
Me: If you hated flowers, you wouldn't tread so carefully around them.
Db : I am beaten by your powers of observation.
Me: I can always see a person's true nature from how they act in public.
Me: I've studied you all ever since we met.
Db : Then tell me about Shulk. (b1)
As all wise rulers do. (b2)

(b1) (-)
Me: Why Shulk? We were talking about you.
Db : Shulk is a strange one. He plays with junk, you know?
Db : Yet you trust him implicitly. I just want to know why.
Me: It is not just Shulk. I trust all of you.
Db : And I appreciate it, Melia.
Db : Even though I know I am second to another...
Me: How dare you!
Me: I would never suggest that Shulk is first in my estimation!
Db : I believe you just did.
Me: Enough of this conversation! *
Me: You are not second, third or fourth. You are last! *

(b2) (+)
Me: A ruler must know his people.
Me: My father and brother taught me much about imperial duties.
Me: I never thought I would actually need those lessons...
Me: But I will certainly need them now.
Me: However, their lessons reached far beyond the particulars of ruling.
Me: I learnt how to handle myself and communicate well with people.
Db : Maybe you need a few more of these lessons...
Me: Are you saying I lack people skills?
Db : You only seem yourself around Riki and Shulk, if I might say.
Db : I wish you'd open up to the rest of us a bit more.
Db : We've all been through so much together on the battlefield.
Me: Deep down I know that you are right.
Me: Thank you, Dunban, for your frank comments.
Me: I will do my best to open up more.
Db : (I didn't mean for her to treat it quite so formally...but oh well!)

Flowers of the Eryth Sea

Eryth Sea

Rik : These flowers smell like passion! Riki feel different!
Rik : Feel passionate!
Sa : P-passionate?! Are you feeling all right, Riki?
Rik : Riki love flowers!
Sa : You are getting on a bit. (a)
I like flowers too. (b)

(a) (-)
Rik : Sharla... That is called 'ageism'! Not good, Sharla!
Sa : I...apologise, Riki. I didn't mean to say that out loud.
Rik : Nopon all love flowers!
Rik : Riki and Nopon eat them!
Sa : Wait, you eat them? So, erm...
Sa : You wouldn't want them as a gift to put on the mantlepiece (sic)?
Rik : No! Only Nopon women like flower as gift.
Rik : Riki pick own flowers. If Riki can't eat it, Riki not interested!
Sa : Somehow I knew you'd say that.
Sa : You especially like eating pollen food, right?
Sa : I heard you have a pollen factory that makes cakes in your village.
Rik : Riki love eating pollen cakes! Sharla want pollen cakes?
Sa : Me?
Sa : I think I'll pass. Thanks. (a1)
I'd like to try one. (a2)

(a1) (-)
Sa : They're called pollen cakes, but really anything could be in them.
Rik : Sharla not nice! Pollen is nature's food!
Rik : No additives or preservatives! Never ever ever!
Sa : (But what if I turn yellow or something?)
Sa : Well, I'm sorry, Riki. I didn't mean to offend you.
Sa : I'll try one later.
Rik : Riki think Sharla lying!
Sa : Well you're wrong!
Sa : I'll have one when we get back. Just watch me!

(a2) (+)
Sa : They're those strange little cakes, right? All shiny and glowing...
Sa : Yes, I'd...love to try one.
Rik : OK! Riki and Sharla go eat now!
Sa : What, right now?! Oh, sorry, Riki. I just remembered.
Sa : I've decided to give up all... yellow-coloured foods.
Sa : It's a girl thing. You wouldn't understand.
Rik : No problem, Sharla! Pollen cakes come all different colours!
Sa : Any colour is a no-no.
Sa : It has to have no colour at all!
Sa : But you know what? I heard Reyn say he wanted to try one!
Sa : I'll go get him now. Wait here.
Rik : Riki wait here, but Sharla must hurry!

(b) (+)
Rik : Sharla like them too? Flowers taste yum yum, no?
Sa : Oh, you eat them?
Rik : Yes! But also give to wifeypon. It Nopon custom.
Rik : Riki bring flowers home, Oka hang them on walls.
Sa : So there's more to you than food after all!
Sa : You're a good husband.
Rik : Riki not that good a husband!
Sa : These flowers are such a lovely shade of blue, you know.
Sa : I think they would suit Melia.
Sa : How about you pick one for her? It could be a present.
Rik : Give to Melly?!
Sa : She'd be so happy! (b1)
Wait a moment, Riki! (b2)

(b1) (+)
Rik : Sharla have good idea!
Rik : Riki want to do good for Melly!
Sa : That girl's got her head screwed on right, but it can't be easy.
Sa : She's so uptight. I wish she'd let loose once in a while.
Rik : Riki think the same. Melly nice Bird Lady...
Sa : Hey, why don't I help you?
Sa : I could look for flowers with you. I think I know what she'd like!
Rik : Yay! Riki pick flowers with Sharla! Melly will be happy happy!

(b2) (-)
Sa : Now, Riki... I can see the glint in your eye!
Sa : Don't you go making Oka jealous!
Rik : Riki not make Oka more jealous!
Rik : Oka already jealous because friends take Riki away from her!
Sa : So you'd rather be at home with Oka?
Rik : ...
Sa : Riki!
Sa : The answer is 'Yes'!
Rik : Riki know Melly is Bird Lady...
Rik : So Riki and Melly will only ever be good friends. Riki love Oka.
Sa : (You're a good Nopon, Riki.)
Sa : Well then, I guess you're in the clear!
Sa : You know, Melia really does think of you as a dear friend.
Rik : Riki want to make Melly proud. Riki show Melly true Heropon!
Sa : I'm sure you will. Just don't forget you're doing all this for Oka!

Riki Have Question

Eryth Sea

Rik : Ahhhh, beauuuutiful! See, Fiora, see!
Fio : I see it, Riki. It's gorgeous. You can see all the way to Mechonis.
Rik : Fiora? Riki have question.
Fio : Will I be able to answer this? (a)
What is it, Riki? (b)

(a) (-)
Fio : I want to be prepared in case it's a really difficult one.
Rik : Maybe Riki not ask question.
Fio : That could be for the best.
Fio : I might look like a Machina, but I'm not like Miqol or Linada.
Fio : I don't have their wisdom.
Rik : Machine people different!
Rik : Riki and Fiora not born thousands of years ago!
Rik : Old people always know more.
Fio : I guess you're right, Riki.
Fio : How old do you think they are, anyway?
Rik : Miqol six thousand years old!
Rik : Linada not tell age to Riki.
Fio : Teehee! Now, Riki... You know you're not to ask a lady for her age.
Rik : Fiora like Machina now. How long will Fiora live?
Fio : Forever and ever. (a1)
I don't really know. (a2)

(a1) (+)
Fio : Maybe with this body I can live for thousands of years too.
Rik : Wooow! One thousand years is... one with three zeros at the end!
Fio : I think I might get a little lonely.
Fio : Everyone will have died. Dunban, you, the others...
Fio : (And then there's Shulk...)
Rik : Ah! Riki know Fiora thinking about Shulk just now!
Fio : Wh-what are you talking about?*
Rik : Tut tut tut! Riki know truth.
Rik : But Fiora wrong to choose Shulk and not Heropon Riki. Riki best!
Fio : Oh Riki, that's sweet.
Fio : But what were you going to ask me about?
Rik : Mmm... Riki think, Riki think... Riki forget!
Fio : You're a funny one, Riki. I guess it wasn't that important.
Fio : But you made me smile, so thank you, Riki.
Rik : Why Fiora say thank you? Riki do something nice?
Rik : Riki like Fiora's happy face so no complaining from Riki!

(a2) (-)
Fio : And this body is half Homs after all... And...
Rik : What wrong Fiora?
Fio : Nothing, Riki. It's nothing.
Fio : I'm OK being like this. I don't need to live forever.
Fio : And I wouldn't want to outlive all my friends. I'd be very lonely.
Rik : Fiora? Fiora sad about machine body?
Rik : If machine body do bad things, remember tell Riki.
Fio : That's sweet, Riki. Thank you. I'll remember.
Fio : What did you want to ask me? Did something happen?
Rik : Hmm... Riki thinking...
Rik : Riki worry about Fiora so Riki forget question!
Fio : Teehee. Oh, never mind, Riki.
Fio : Let me know if it comes back to you, OK?

(b) (+)
Rik : Fiora? Please tell Riki. What is behind Mechonis?
Fio : Behind Mechonis? I don't know...
Fio : Just the sea and the sky, I guess. At least that's what I've been told.
Rik : Maybe Fiora right...
Fio : Something wrong, Riki?
Rik : Heropon Riki want to travel round whole would after fighting finish!
Fio : You do? Wow! (b1)
Why bother? (b2)

(b1) (+)
Fio : That's an amazing idea, Riki!
Fio : I bet Shulk and Reyn are planning to just sit around doing nothing.
Fio : (And shulk needs to get his act together in more ways than one...)
Rik : Riki amazing? Yes, Riki amazing!
Rik : Shulk and Reyn are Riki's friends, but Riki cleverest of all!
Fio : If you like!
Fio : Hmm... I wonder if there's really anything out there to discover...
Fio : If there is, it would be nice to see it... one day.
Rik : Not one day! Sooner! Soon day! Fiora should be more excited!
Fio : I'm excited, Riki. It's just...will we really ever find anywhere else?
Fio : If we do, will it be like this place?
Fio : Or will it be free of fighting and squabbling?
Fio : Imagine a place where everyone could live in peace and harmony...
Rik : Not need new place for that, Fiora! Make Bionis into peaceful world.
Rik : That is Riki and friends' duty!
Fio : Good point, Riki! You're completely right!
Fio : Why didn't I think of that before? You've really opened my eyes!
Rik : Opening eye no problem for Heropon Riki!
Rik : Friends make world better place together!
Fio : I can't wait!
Fio : Lead the way, O Heropon. We'll all be right behind you.

(b2) (-)
Fio : You'll be a wrinkled old geezer before you find anything.
Rik : Riki not old yet! Not grumble enough!
Fio : Listen... I spoke to a Machina navigator once.
Fio : He said that even if you travel at the speed of light for 100 years...
Fio : You won't find a speck of land.
Rik : But Riki can't fly at speed of light. That not fair!
Fio : And you probably won't live to be 100 years old.
Fio : But I guess since I'm half Machina, I'll outlive you all.
Rik : That not fair either, Fiora!
Rik : Fiora get back other half of Hom Hom body!
Fio : That's my dream, Riki.
Rik : Fiora not give up dream!
Rik : Machina medicine people give back body to Fiora if Fiora ask!
Rik : Then Fiora let Riki go travel!
Fio : In that case, it's settled!
Fio : Heropon Riki becomes Pilgripon! No? No good? Forget I said it...

A Gift for a Loved One

Eryth Sea

Sa : Dunban? You look happy. I know! You're getting married!
Db : And to whom exactly?
Sa : All right, that was just a wild guess. What's up?
Db : Fiora gave me the most remarkable present.
Sa : Oh, is that what's in your hand?
Db : It is indeed. It's a rare insect, only found around Colony 9.
Db : Take a closer look if you like.
Sa : (Oooh. I hate creepy-crawlies!)
Sa : I think I'm fine right here. (a)
I-I'd love to, thank you... (b)

(a) (-)
Sa : Sorry, but I hate bugs. Eww... They make my skin crawl...
Db : All right then. Not to worry. Sorry I asked.
Sa : So you're telling me Fiora doesn't mind them at all?
Db : Actually, she likes them just as much as you do.
Db : I once put one in her pocket, as a present, and she went berserk.
Sa : Dunban? Newsflash here... No one likes bugs in their clothes!
Db : I realised that the hard way.
Db : Things were...more innocent then. Takes me back, you know?
Sa : To when you were a weirdo. (a1)
I completely get what you mean. (a2)

(a1) (-)
Db : Hey! Collecting bugs is a great hobby!

Db : What about Juju? I bet he collects bugs.
Sa : Juju's more into animals. Bugs aren't his thing.
Sa : One day he brought home a baby Hox.
Sa : Otharon was so mad...
Db : Ah, yes. Those critters might look innocent...
Db : But look the other way and they'll have your finger.
Sa : The other big nuisance with Juju is vegetables.
Sa : He can't stand them. I've never got him to eat the things.
Db : Same as Shulk. His diet's not healthy at all.
Sa : I've seen him eat vegetables.
Sa : Fiora usually cooks vegetables and I've seen him eat the lot.
Db : He's too embarrassed to tell her he doesn't like them.
Sa : Haha. Those two... They must have been a handful!
Db : They were and they still are.
Db : I'm Fiora's guardian AND I have to keep an eye on Shulk.
Sa : You've got a lot on your plate... but you take good care of them.

(a2) (+)
Sa : Hey, doesn't Reyn like bugs?
Db : I think he likes most things. He's a bit of an animal lover too.
Db : I think I heard Melia is as well, actually.
Sa : She is? How surprising!
Sa : I'd love to know more about her tastes. What about...erm...
Sa : Fruit! Does she like fruit?
Db : Nope, she definitely doesn't like fruit. She told me so herself.
Db : She might be like me. I don't like sweet things at all really.
Sa : That's a shame. I love fruit.
Sa : Everyone's different, I guess.
Db : And it's good to learn things about each other, right?
Sa : It is. Thanks, Dunban.
Sa : I think I might give Reyn some fruit as a present.
Sa : You think he'd like it?
Db : So that's who you wanted to find out about?!
Db : Well... Reyn likes basically everything, so you can't go wrong!

(b) (+)
Sa : Well, er... It does look unusual. We don't get those at Colony 6.
Db : She remembered the exact type I like.
Sa : Ah, no wonder you're beaming!
Db : Wouldn't you be if someone gave you something you liked?
Sa : Yes, getting presents always feels nice...if it's something I like!
Db : Yeah, it can be annoying to get something you have no use for.
Db : Like...fruit. I don't like fruit.
Db : If someone gave me a fruit, I wouldn't know what to do with it.
Sa : But the thought is still nice. (b1)
Like me and bugs! (b2)

(b1) (+)
Db : That's very true. But some people are particularly clueless...
Db : The other day Shulk gave Riki an old machine part, for instance.
Sa : He did? What was he thinking?
Sa : Everyone knows if it's not food, Riki's not going to be interested.
Db : I was there. Poor Riki. He was so confused.
Db : I just stood and laughed.
Sa : Shulk's a bit slow on the uptake.
Sa : Maybe he'll get the hang of these things someday.
Db : He certainly needs...refining.
Db : He hasn't been giving Fiora anything ridiculous, has he?
Sa : I hope not. If he did, Fiora would give him an earful.
Sa : You really worry about those two, don't you?
Db : Haha. That I do, Sharla.
Db : (Because Shulk's the one to marry Fiora. I know it.)
Sa : Hello? Bionis to Dunban?
Db : Oh. Sorry, Sharla.
Db : I was thinking about...a present to give Fiora in return.
Db : Any ideas?

(b2) (-)
Db : Really? You don't like bugs?
Db : You should have said so earlier! I wouldn't have showed it to you.
Sa : It's all right. I'll live!
Sa : But in case it helps, Melia's not too keen on them either.
Db : Then I'll keep it out of sight when I'm around her.
Sa : What are you going to give Fiora in return? Any ideas?
Db : Hmm... I was thinking...
Db : Flowers, maybe? I'm struggling for ideas, to be honest.
Sa : Well, how about an exotic food? Fiora loves to cook.
Sa : She('s) always looking to try new recipes for Shulk.
Db : That might be a good idea. Thank you, Sharla.
Sa : Then we'd better get looking! How about we start around here?
Db : Agreed. Lead on!

Fish Fly! Fish Fly!

Eryth Sea

Re : Oi, Riki! What you up to?
Rik : Reyn see! Lots of fish!
Rik : Fish with wings jump out of water! See!
Re : Hahaha. You must be joking!
Re : There's no such thing as fish with wings. You've lost the plot!
Rik : But Riki just see one! (a)
Stop teasing Riki! (b)

(a) (+)
Rik : See, see! Fish fly!
Re : Oh yeah. I saw that. So fish can really fly?!
Rik : Riki not see before eitehr.
Rik : Village and forest not have flying fish.
Re : Right then! Only one thing for it. We catch one and eat it!
Rik : Silly, silly Reyn! (a1)
Riki want five for himself! (a2)

(a1) (-)
Re : What? We ain't allowed or something?
Rik : Flying fish special. It sacred! Reyn eat fish then be cursed!
Re : Just looks like any old fish. I reckon it'll taste great.
Rik : Tut tut tut. Reyn not understand. Reyn see Riki has wings, no?
Rik : Creatures with wings are special.
Re : I getcha. So it's like eating your own kind.
Rik : Gross, Reyn! But yes...
Re : Sorry, man. Didn't mean to scare.
Re : Its (sic) all right, though. We've got loads of tasty fish back home.
Rik : Umm...Reyn? Riki hungry now...
Re : Come on, then! I'll take you.
Re : We'll have to get my fishing stuff.
Re : Whoever catches the most fish wins!
Rik : You are on, Reyn! Riki good at fishing!

(a2) (+)
Re : My time has come! I will show all of Bionis my fishing skills!
Rik : Ah! No! *
Re : What's the matter with you?!
Rik : Riki remember that creatures with wings are special to Nopon.
Rik : If Riki eat flying fish, Riki get in trouble!
Re : Don't worry about it. No one's looking.
Rik : No, no, no! Dunga will get mad! But... Riki's stomach make noise...
Re : I won't tell anyone.
Re : But that means you've gotta fish twice as hard as me.
Rik : Riki not happy, but food is most important to Riki.
Rik : Riki get all fish before Reyn!
Re : I knew it. When food's around you're suddenly up for it!

(b) (-)
Rik : Reyn has lost his plot! Reyn silly Hom Hom!
Re : Calm down, Riki. Don't get so defensive.
Rik : Riki not feel nice when Reyn make fun of Riki.
Re : Looking at the water again, I can see... something like that.
Rik : See! Riki told Reyn truth!
Rik : Eryth Sea has lots and lots of strange fish swimming.
Re : I guess you were right. (b1)
You know what's stranger? (b2)

(b1) (+)
Re : They even got hovering rocks in this place. I'll believe anything.
Rik : Riki want to visit many other strange places. See all of Bionis!
Rik : Riki and friends can see lots and lots of strange creatures together.
Re : Sounds like a plan, Riki. And just think of all the food to eat!
Rik : Reyn's eyes bigger than his great big fat stomach!
Re : Take a look at yourself, lard ball.
Rik : Riki want to finish fighting and go travelling with Reyn, as friends!
Re : Friends, huh? I'll think about that one.
Re : But I wouldn't mind seeing a bit of Bionis either.

(b2) (-)
Re : How on Bionis are you forty?!
Re : That means you're like...an old man!
Rik : Riki not old man! Nopon and Hom Hom different!
Re : But the Nopon I met at Colony 9 acted their age. Why not you?
Rik : Reyn should act his age! Five! Reyn a big baby like littlepon!
Re : Why you little... I'm gonna... Oh, I give up. What's the point?
Rik : Riki older than Reyn so Reyn should respect Riki!
Re : OK, old man. I'll give it a go. You haven't got long left anyway...

Brother and Sister

Alcamoth

Fio : Alcamoth is a wonderful city. Don't you think, Dunban?
Db : It is indeed.
Fio : My heart belongs in Colony 9, but I'd love to live here someday.
Db : It feels a little...spacious for you.
Fio : What are you talking about? I like big places!
Db : But you're bad with directions. (a)
I could get used to it too. (b)

(a) (-)
Fio : What did you just say?!
Db : Remember when you were little? You were constantly getting lost.
Fio : That was when I was little! Why'd you bring that up, anyway?
Db : Sorry, Fiora.
Fio : Do you really think I'm that bad at finding my way around?
Db : Of course! Don't you remember? (a1)
No, I take it back. (a2)

(a1) (-)
Db : I waited for you on Tephra Hill that time.
Db : And somehow you got lost by the waterfront.
Fio : That was on purpose, Dunban!
Db : You meant to get lost?!
Fio : Of course I meant to get lost!
Fio : But you needn't worry anymore. Now I have a radar built in.
Db : ...
Fio : Did I say something wrong?
Db : No... I'm fine...
Db : It's...amazing, isn't it? This Machina technology...
Fio : It's sooooo cool, Dunban!
Db : (I mustn't let her see me getting upset...)

(a2) (+)
Fio : We should try an experiment!
Db : An experiment...?
Fio : You see, this new body I have has a tracking radar built in.
Fio : I'll never get lost now!
Db : ...
Fio : Wherever you go in this place, I can see where you are!
Db : I see...
Db : That is amazing technology. Those Machina are very resourceful...
Fio : And that's not all I can do! I have loads of built-in features!
Db : (Fiora... You're taking all this far too well.)

(b) (+)
Db : The technology is incredible, for instance. Especially the weapons!
Fio : You never change, Dunban! Always on about fighting.
Db : That's me. A born and bred killing machine.
Fio : You know there's more to you than that, Dunban!
Fio : I heard you saved everyone's life, and more than once.
Db : It's nice to know I'm appreciated around here.
Fio : I wonder if I should try to move here one day...
Db : You were serious about that?
Fio : I can hardly go back to the colony looking like this.
Db : You worry too much. (b1)
You certainly look...different. (b2)

(b1) (+)
Db : Those are good people back home. It'll be like you never left.
Fio : Are you sure? 'Cos I'm not...
Db : Of course I'm sure, Fiora.
Db : They owe you. When times were bad, your smile saved them all.
Fio : Hehe. That's nice of you to say.
Db : I'm sorry about all this. I should have done more that day.
Fio : It's not your fault, really.
Fio : And I've gotten used to this body. For better or worse...
Fio : I'm the one who should be doing more to reassure you.
Fio : You really don't need to worry!
Db : It's fine, Fiora.
Db : Hey... When we get back home, will you make my favourite dish?
Fio : One 'Dunban Special' coming up!
Fio : But you and Shulk need to work on your vocabulary!
Fio : If I hear 'Yeah, great, thanks!' one more time...

(b2) (-)
Db : People will stare to begin with, but I guess we can't blame them.
Fio : You're right...
Fio : I'll probably remind everyone of the Mechon attack.
Db : Oh!
Db : I am so sorry, Fiora. I can't believe I said that.
Fio : Teehee. Don't pull that silly face!
Fio : I'm tougher than I look. It'll be like I never left.
Db : You don't need to worry.
Db : Shulk and the others will come home with us to the colony.
Db : And whatever the residents say, I'll be there to shut them up!
Fio : Yay! You're the best big brother ever!
Db : I promise you, Fiora.
Db : You'll always be my beloved little sister.
Fio : Thank you, Dunban.
Fio : With you around, I'll never need to be afraid again.

Ancient Astrology

Alcamoth

Me: Whatever's the matter, Sharla? Why are you standing here?
Sa : The stars... They're beautiful, aren't they?
Sa : Knowing that they're the same stars I see back home...
Sa : It makes me feel at peace.
Me: Yes. I feel it too...
Sa : Melia... You know anything about fortune telling?
Me: It's nothing but mumbo jumbo. (a)
Of course I do! (b)

(a) (-)
Me: It's patently false, and I refuse to believe in such drivel.
Sa : I don't know, Melia. There's definitely some truth to it.
Me: Yet if I asked you for proof, would you have any to give?
Sa : Well...maybe not.
Sa : But if it was 100% accurate, it wouldn't be called fortune telling.
Me: That...almost makes sense...
Sa : Trust me, Melia. I know a little about this sort of thing!
Sa : How about we do a reading? What star sign are you?
Me: My star sign is the Rhapsodist. (a1)
I will not answer that. (a2)

(a1) (+)
Sa : That's great news!
Me: It is? Wh-why?!
Sa : Shulk's is the Pedagogue. You guys are a perfect match!
Me: We are?!
Sa : You're such a lucky girl, Melia.
Me: S-such things do not impress me. I cannot share your enthusiasm.
Sa : I know you're smiling inside!
Me: How dare you! But, erm... You really think we're a match?!
Sa : Aha! You're interested after all!
Sa : It's true. When the stars align, two lovers' destinies are set!
Me: I feel more confident, but I shall remain... cautiously optimistic.

(a2) (-)
Me: Tell me what you intend to read about me first.
Sa : How compatible you are with Shulk, of course!
Me: Why would you care?!
Sa : It's more that I thought you might care.
Me: I...do not need to know...
Sa : Then this won't interest you at all.
Sa : Shulk was born a Pedagogue. If you happened to be a Rhapsodist...
Sa : Well, you'd be a perfect match!
Me: (But...I am a Rhapsodist! Could it be true!?)
Sa : Melia? You OK?
Me: Oh, er, it's nothing. I was just thinking about...Riki. That's all!

(b) (+)
Me: It's about telling the future based on one's star sign.
Sa : That's right!
Sa : I thought only Homs knew about fortune telling...
Me: I know nothing of its origins.
Me: But practitioners have existed for countless generations.
Sa : Amazing to think that people of old looked up at the same sky as us...
Me: Quite amazing, yes.
Sa : So, do you believe in fortune telling?
Me: No, I do not. (b1)
Yes, I do. (b2)

(b1) (-)
Me: Making grand predictions based on the movement of the stars?
Me: It's preposterous.
Sa : I don't know. Sometimes it's surprisingly accurate.
Me: But fortune tellers only tell you what you already know.
Sa : Melia... Your star sign is the Rhapsodist. Am I right?
Me: You are correct. But how did you know?
Sa : The power of fortune telling!
Sa : Basically, you're a typical Rhapsodist.
Sa : You're a perfectionist, and firm in your beliefs.
Me: Do you mean to say I am inflexible and stubborn? Is that it?!
Me: Although, now that you mention it... you're not exactly wrong.
Sa : (It's working!)
Sa : (I barely said a thing, but she's starting to believe me!)

(b2) (+)
Me: Is it unbecoming of me to dabble in such things?
Sa : No! Not at all, Melia. All girls love this stuff!
Sa : Don't you worry yourself.
Me: Oh, thank goodness. I always wondered, you know!
Sa : Tell me, Melia. What's your star sign?
Me: The Rhapsodist. How about you,

Sharla?
Sa : My star sign's the Perfumer.
Sa : You and me have great compatibility, Melia!
Me: I had guessed as much!
Sa : Haha! Wow, Melia... You're even better at reading people than me!

The Forefathers

Alcamoth

Rik : Fiora! Fiora!
Fio : what is it, Riki?!
Rik : What this thing, Fiora?
Rik : Riki think wow! Riki like it!
Fio : This is a statue made to look like the High Entia forefathers.
Fio : Melia told us, remember?
Rik : Forefathers were important? (a)
Poor father? Like Riki? (b)

(a) (+)
Fio : Very. They're said to be the founders of Melia's family line.
Rik : So Melly's great-grampypons!
Fio : That's right.
Fio : They are credited with bringing civilisation to Bionis.
Rik : Melly's relatives very clever! Riki think it cool!
Fio : Why don't you let her know that. I'm sure she'd appreciate it.
Rik : Fiora! Riki want to be king!
Fio : A king, huh? Sounds like a lot of fun!
Fio : All right. If you get to be king, what will you do?
Rik : Give out free money! (a1)
Make weapons! Fight Dinobeast! (a2)

(a1) (-)
Fio : Are you sure that's a good idea?
Fio : Isn't it better if people work to earn money?
Rik : Not everyone!
Rik : Just people who have injuries! And old people!
Fio : Oh, I see what you mean. Help those who need it.
Fio : I thought you were saying people wouldn't need to work at all.
Rik : Fiora bad Hom Hom! Riki has been alive for long time!
Rik : Riki know better than that!
Fio : I'm sorry, Riki.
Fio : I know your family depends on you to bring home the pollen.
Rik : Riki want to be richer than Bird People AND be good daddypon!
Fio : Teehee. That's a nice goal, Riki. I'm sure you can do it.

(a2) (+)
Fio : A force to fight the Telethia... That's quite ambitious, Riki.
Rik : Riki want to help everyone and stop Dinobeast at same time!
Fio : Don't forget me in your squad!
Rik : Fiora want to hear Riki's idea for weapon?
Fio : Ooh! Tell me, Riki.
Rik : Riki put Dinobeast's favourite food on ground.
Rik : When Dinobeast come to eat, Riki spring big trap to catch them!
Rik : Riki pull lever and ground collapse and make Dinobeast fall into hole!
Rik : Then throw sand on Dinobeast to bury it!
Fio : That's your plan?!
Rik : Yes. Fiora not like Riki's plan?
Fio : Well... It's not that I don't like it...
Fio : But how about you leave the trap building to Shulk?
Fio : A king should think more about his kingly duties.
Rik : Fiora right! Riki need to be good king!
Fio : (If the Telethia were that stupid, nobody would be scared of them!)

(b) (-)
Fio : N-no, Riki. I said 'forefathers'.
Fio : I'm sure he wasn't poor like you.
Rik : Fiora sure?
Fio : Fairly sure!
Fio : They're the founders of Melia's family line.
Rik : So that means...Melly's great-grampypons?
Fio : Yes. Exactly.
Fio : They're even credited with bringing civilisation to Bionis.
Rik : Hmm...
Fio : What's wrong?
Rik : Forefather really that special? (b1)
Riki want to meet statue man! (b2)

(b1) (-)
Fio : What do you mean?
Rik : Riki see Dinobeast.
Fio : What? When you look at this statue?
Rik : Statue look like old Bird People king. Look like Dinobeast king too!
Fio : Then you're seeing something I can't, Riki.
Rik : Riki have special seeing powers?! Thank you, Fiora!
Fio : I wasn't complimenting you, but you're welcome.

(b2) (+)
Fio : That would be amazing!
Fio : Imagine all the things you could ask him!
Rik : Riki think old Bird People were very very big!
Fio : Melia said something similar. But it could all be legend...
Fio : Anyway, I doubt they were quite as big as this statue.
Rik : Riki very jealous...
Fio : Jealous? Why?
Fio : Because of their size? You're a great size, Riki.
Fio : I bet it's not all roses being big.
Fio : Think about your littlepon growing to be giants!
Rik : B-b-but that sound bad, Fiora! Riki scared just thinking about it.
Rik : Littlepon crush whole of village!
Fio : (And you wouldn't be so cute and cuddly!)
Rik : Fiora? Hello?
Fio : Sorry. Drifted off there. Anyway, I wonder where the others are...

Melia's Imperial Villa

Alcamoth

Me: This is the Imperial Villa.
Me: I spent my childhood here with my mother.
Fio : Oh, I'm sorry.
Fio : If I'd known, I wouldn't have barged in.
Me: Don't be silly. It's quite all right.
Me: In fact, I'm glad that you in particular have come to see it.
Fio : Really? (a)
Thanks! (b)

(a) (-)
Fio : I mean, we're sort of friends now, but we only just met.
Me: Oh...
Me: So you don't value the short time we've spent together? I know I do.
Fio : Melia... I...
Fio : No. You're right. I shouldn't have said that.
Fio : You know, Melia, you're... something else.
Me: Something else? How maddeningly vague!
Fio : What I meant was... (a1)
You don't know what I meant? (a2)

(a1) (+)
Fio : You never mince your words and you're always upfront.
Me: You really think so?
Me: I've never thought about myself that way before.
Fio : It's just like you said.
Fio : We've only spent a short time together, but it's meant so much.
Me: I did say that.
Me: But it was obvious enough already. What point are you making?
Fio : That's it! Right there.
Fio : You speak your mind to anyone, and people respect you for it.
Fio : You're everything I ever imagined a princess to be.
Me: I am?
Me: Your words fill me with a sense of pride in my upbringing.
Me: But I find myself jealous of you.
Fio : Jealous? Really?
Me: Oh...forget I said anything.
Me: Hmm, perhaps a change of scenery is in order. The next room is...

(a2) (-)
Fio : There's no need to be modest.
Me: But...I wasn't! I simply did not understand your point!
Fio : But it was you that said the most important part.
Fio : That we've only spent a short time together, but it's meant so much.
Me: I did say that, yes.
Me: But what of it? I was merely stating the obvious.
Fio : That there! That's what I mean!
Fio : It's the way you're brutally honest. I'm the total opposite.
Fio : I hope you don't mind me saying so, but I think you're kind of cool.
Me: I must admit, no one has ever told me that.
Me: You're an interesting character yourself, Fiora.
Fio : I am? I've never really felt like that. But thank you all the same!
Me: Hmph. So carefree...
Me: I think I'm beginning to see what Shulk likes about you.

(b) (+)
Fio : That means a lot to me.
Fio : And it really is a lovely home!
Me: I'm glad you think so.
Fio : But...something about it seems... sad. Lonely, almost.
Me: You think so too.
Me: This place has always had a lonely feel to it...
Fio : So it's not just me then... (b1)
Oh, sorry. I was just kidding! (b2)

(b1) (+)
Fio : I'm sorry, Melia.
Fio : I didn't mean to say anything that would upset you.
Me: You did nothing of the sort.
Me: The truth is, my mother passed away some time ago.
Me: It's probably because of that.
Fio : Oh... That means you're just like me.
Fio : My mother died when I was young as well.
Me: Your brother told me.
Fio : My mother's room is still as it was. Full of memories, but so empty.
Fio : I somehow get the same sense from this place.
Me: Not everyone has had that kind of experience.
Me: No wonder you can recognise the feel of this place.
Fio : I hope you'll always look after this place. The garden's amazing.
Fio : I would love to hang out here again. It's really growing on me!
Me: And I'd love for you to visit again.
Me: I'm glad it's made such an impression on you.

(b2) (-)
Fio : Wait, you mean it's true?
Fio : Wow! I wasn't being serious.
Me: That was meant to be a joke?! What kind of joke is that?!
Me: I suggest you keep such jokes to yourself in future.
Fio : Sorry. I didn't mean to hurt your feelings.
Fio : You really think it feels lonely here?
Me: I do, yes.
Me: My mother passed away some time ago, but her memories remain.
Me: I suspect that's the reason.
Fio : I didn't know. That's sad.
Fio : I lost my mother too. It was when I was quite young...
Fio : So we have more in common than you might think.
Me: I'm glad we can be so open with one another, Fiora.
Fio : Me too!
Fio : Do you wanna chat some more? I'd love to know about your mum.
Me: Really? That would be nice.
Me: I don't often get the chance to talk to anyone about her.

A Breathtaking Sight

Alcamoth

Re : Check that out! How high are we?! Man, Alcamoth... What a place!
Me: Careful. Another step and you shall not be seeing tomorrow.
Re : How on Bionis did you get the entire city to float?! Amazing.
Me: It's quite simple really.
Re : Right, yeah! 'Simple', she says.
Re : I can't get enough of this breeze though. Makes me feel alive...
Me: I quite agree. (a)
You enjoy it up here? (b)

(a) (+)
Me: Gazing across our beloved land... It's a sight like no other.
Me: All those fears and worries just seem to melt away.
Re : So you feel it too, eh?
Re : It reminds me of when I used to sneak out of school.
Re : I'd go watch the clouds go by from the highest hill in the colony.
Me: I have to say that sounds just like you, Reyn.
Re : Shulk'd come looking for me and we'd argue about me skiving off.
Re : He'd eventually give up and we'd hang out until school was over.
Me: What?! But I cannot imagine Shulk being so...naughty!
Re : Look. Shulk's always been a bit of a rule breaker. Just like me.
Me: Poppycock! (a1)
I got that impression. (a2)

(a1) (-)
Me: I cannot believe that Shulk is anything like you, Reyn.
Re : Oh, so that's how you think is it?
Re : Tell me... If he's so different to me, what's he doing here?
Me: Whatever do you mean?
Re : Us two chose to leave behind our old lives and get revenge.
Re : Even though Dunban said, er... something about treasuring life?
Re : The point is, Shulk didn't listen! And that's the Shulk I know.
Me: I see...
Re : It don't matter what kind of danger there is out there.
Re : We live by our own rules!
Me: I somewhat get your point, Reyn.
Me: I am jealous, in a way.
Me: I have spent my life constrained by the expectations of my peers.
Re : Well, my way works for me and your way works for you.
Re : You can't just do random whatever 'cos of all your responsibilities.
Re : But you think I'd last five minutes being top dog of your people?
Re : 'The Ministry of Health requires daily triathlons of all citizens.'
Re : They'd be up in arms!
Me: Agreed. Best to focus on more... suitable matters.
Re : Exactly! Now come on, let's find the others.

(a2) (+)
Me: When the Telethia surprised me in the Tomb, and you all appeared...
Me: Your presence shocked me greatly.
Me: Homs had never set foot inside the Tomb before.
Re : We've been breaking down barriers like that for years.
Me: I heard he even argued with my brother.
Me: He sensed I was in danger and persuaded him to let you find me.
Re : ...
Me: Wh-what is it, Reyn?
Re : I'm the one who stood up to Kallian, not Shulk!
Me: R-really? It was you?
Re : And it was Dunban that sealed the deal!
Me: (So it wasn't Shulk after all...)
Re : I say something wrong?
Me: No, not at all...but I am no longer in the mood to chat. Let us leave.

(b) (-)
Me: Personally, I am not entirely keen on such high places.
Re : You what?!
Re : You live on these floating rocks and you're scared of heights?!
Me: I...wouldn't put it quite like that...
Re : You can't hide it from me! I can see it in your eyes, Melia.
Me: (Such an irritating brute!)(b1)
(I shall grant him this one.) (b2)

(b1) (-)
Me: The truth is, when I was young, I fell from this very precipice.
Me: Ever since, I cannot bring myself to look over the edge.
Re : You must be joking! *
Me: Why?
Re : You're seriously telling me you fell from here and LIVED?! *
Me: Yes. I cannot tell you how, because I have no memory of it.
Re : That is one heck of a tale, Melia.
Me: Everyone has a story or two to tell. This is mine.
Me: Now come on, Reyn. Time to go.
Re : Impressive! Nice story, Melia. You winged bunch are a funny lot.
Me: (Sharla was right! Reyn can be sweet... every now and then.)

(b2) (+)
Me: It is true. I am afraid that I might fall off the edge.
Me: It is due to a bad experience I had in my childhood.
Re : You're joking, right? It's nothing! Look! *Goes to edge*
Me: And how is it, Reyn?
Re : Wooah! *
Me: Are you all right, Reyn?
Re : *Sits down* I...feel...dizzy. Head... spinning.
You were right, I'm staying back!
Me: I told you so, Reyn.
Re : Melia! You try it now! But whatever you do, don't fall off!
Me: I'm fine where I am. Thank you. And kindly stop messing around.
Re : Ah, come on. I was only playing...

So Close, Yet So Far

Alcamoth

Su : I would have never guessed you were a princess, Melia.
Me: I'm sorry I hid it from you.
Me: I was waiting for the right time to tell you, but it never came...
Su : I should have figured it out from the way you dress.
Me: I dress...differently to other girls?
Su : Yeah, your clothes are weird. (a)
It's not a bad thing. (b)

(a) (-)
Me: You don't like the way I dress? I suppose that's to be expected.
Su : What do you mean?
Me: Ignore me... I was just... It's nothing.
Su : Are you suggesting my tastes are a bit less...sophisticated?
Me: What an absurd question! I would never say something like that!
Su : S-sorry, Melia. (a1)
I swear you were about to. (a2)

(a1) (+)
Su : It just felt like you were going for something along those lines...
Me: Would you be quiet?!
Me: Let's just forget this conversation ever happened. How about that?
Su : All right, if you're sure...
Su : But I am really sorry, Melia. That was dumb, what I said.
Me: You don't need to apologise.
Me: It was me being silly. I put you on the spot.
Su : Melia...
Su : I look at you and all I see is you.
Su : I don't care if you're a High Entia, a Homs, a Nopon or a Machina.
Su : You're my friend. You don't have to be anything but what you are.
Me: For you to say so is much appreciated, Shulk.

Su : So...don't worry about it! I like you the way you are.
Me: Then I shall remember that. And keep being me.

(a2) (-)
Me: I was not! I have no need to learn what type of girl you prefer!
Su : Yeah... I guess not...
Su : Sorry, Melia. You're not annoyed at me, are you?
Me: No. It was my fault. It was a silly conversation anyway.
Me: Let's just forget about it. OK?
Su : You don't want to get back to the point you were trying to make?
Me: I'd like to, one day. But...it will have to be another time.
Su : No problem. Just remember I'm here whenever you want to talk.
Me: I do not intend to forget.

(b) (+)
Me: Really? That is quite a relief.
Me: I don't really know what other girls wear, so I was worried...
Su : Clothes really aren't that important.
Su : I like you just the way you are.
Su : You could be a princess, a pauper, or even from a crazy alien world!
Su : I'd still be your friend. I always will be.
Me: If you keep talking like that, you'll get back in my good books.
Me: But I do wonder what it would be like if I were not a princess...
Su : I have no idea. (b1)
Nothing would change. (b2)

(b1) (-)
Me: I suspect things might have been somewhat different.
Su : How do you mean?
Me: We might have been closer...
Su : Really? You think it would make that much of a difference?
Me: Sometimes...I'm jealous.
Me: I mean...of the others. I don't seem to fit in.
Me: (And...you do not share the feelings that I have for you...)
Su : You don't need to worry about any of this, Melia.
Su : Remember, you're...
Me: I know. I'm me, and I don't need to be anyone else. You're right.
Su : And don't you forget it!

(b2) (+)
Me: I suppose not.
Me: I would most likely still have met all of you and travelled with you.
Me: But...I don't know, Shulk.
Me: Sometimes I look at everyone and I get very jealous.
Su : You do? Why?
Me: Everyone is so at east with each other. They get to be themselves.
Me: I was brought up as a member of the High Entia imperial family.
Su : But you're not stuck in this stuffy palace anymore. You're free now.
Su : So go on, show it off! Do something really crazy!
Su : It'll be our secret!
Me: You mean right now, in front of you?!
Me: No, I'm too embarrassed. I can't. Please don't make me, Shulk.
Su : *Laughing* Haha. You don't have to. It's fine.
Su : But give it some thought!
Me: I shall take your advice into consideration.
Me: And maybe one day you will see me do something...crazy.

Hopes and Plans

High Entia Tomb

Me: Am I really to be the last ruler of the High Entia?
Su : Melia...I...
Me: In fact, even calling me the ruler is a bit of a joke.
Me: I'm the empress of a city of one.
Su : You weren't the only one with Homs heritage.
Su : Reach out to the remaining High Entia. Rebuild the city together.
Me: Easier said than done! (a)
Do you think it's possible? (b)

(a) (-)
Me: Rebuilding Alcamoth is nonsense. It's completely impossible.
Su : Sorry, Melia. I might have seemed a bit too eager there.
Su : But I don't want you to give up.
Me: I understand what you're saying. But...I can't, Shulk...
Su : Is that really how you feel?
Me: Yes. (a1)
Well...not exactly. (a2)

(a1) (-)
Su : But...that isn't you!
Su : The Melia I know has a lot more confidence in herself than that.
Me: How can I be confident in myself?!
Me: I failed to save those close to me. I let them die...
Me: You think someone like that can rebuild an entire city?!
Su : So...what? You're just going to forget you're even a High Entia?
Su : Live the rest of your life as a Homs?
Me: ...
Me: No... I will not do that.
Su : Whatever you're going to do, you don't have to rush to your decision.
Su : Take some time. Think about it.
Su : I'll be here, ready to listen. Whatever choice you make.
Me: I don't know the path I will take.
Me: I need time to think...
Me: However, I will tell you as soon as I know.
Su : I'll look forward to it. No hurry, though!
Me: Thank you, Shulk.

(a2) (+)
Me: I am resolved in my decision to ascend the throne.
Su : Then what's wrong? You'll be a great ruler.
Me: But what about those I let down? All those close to me I lost?
Me: How can I, a failure to my people, rebuild an entire city?!
Su : If anyone can rally the people again, it's you, Melia.
Su : It'll take time and a lot of effort, but if you build it, they will come.
Me: Shulk!
Me: I just remembered Juju is helping to reconstruct Colony 6.
Su : Yeah. You could learn a few tips from him!
Su : You'll get Alcamoth back on its feet before you know it!
Me: Thank you so much, Shulk!
Me: It's settled. I shall begin as soon as our current mission is over.

(b) (+)
Su : Of course! I'll help you out.
Su : You'll be fine. I know it! No one's tougher than you, Melia.
Me: No challenge seems beyond reach when you talk about it.
Me: When I look into your eyes, I feel so sure about myself.
Su : You do? Well, thanks!
Me: Shulk... When Alcamoth is rebuilt, I have a...personal mission.
Su : Really? What are you gonna do?
Me: I want to see if I can find any relatives of my mother.
Me: My real mother, that is.
Su : You mean the...Second Consort? She was your birth mother, right?
Me: Yes.

Me: I only have a few memories or our time spent in the Imperial Villa.
Su : Then we can look together!
Me: You'll...look for them with me? (b1)
I can't ask that of you. (b2)

(b1) (+)
Me: Are you sure? I mean... I don't want to pressure you.
Su : You don't even have to ask. I'd love to meet your family.
Me: It might take some time to track them down...
Su : Then let's ask Fiora and Reyn! The four of us can go!
Su : Then we'll be sure to find them.
Me: Well...OK, Shulk.
Me: Another adventure with my friends. It would be most enjoyable!
Su : We'll always be your friends. Even after you return home.
Me: I'm glad. Thank you, Shulk. You're a good friend.

(b2) (-)
Me: It might take some time to track them down. I'll go alone.
Su : Why? The two of us could find them in half the time!
Me: You should be with Fiora.
Me: She's still not completely well. It's the right thing to do.
Su : But...what about your mother's relatives?
Me: I'll find them. Don't worry about me.
Me: Thank you, Shulk.
Su : OK. Whatever you say, Melia. But remember this...
Su : When you go back to Alcamoth, I'll still be your friend.
Su : Any time you need me, just let me know. I'll be there for you, Melia.
Me: I will, Shulk. Thank you for everything.

Echoes of Ancient Times

High Entia Tomb

Me: It doesn't matter how many times I come here, it still amazes me.
Re : It's impressive all right. Can't believe it's so old...
Me: Do you not have such ancient architecture near your colony?
Re : Nope. Not still looking all shiny and new like this.
Re : Mag Mell Ruins is the closest. But it's taken a beatin' over the years.
Me: Then it truly is a unique place.
Re : So that globe thing... What's that all about?
Me: I'm afraid I don't know the answer. It's a mystery to me too.
Re : Let's go and take a look. (a)
You mean you don't know? (b)

(a) (+)
Re : I guess you wouldn't know, but that thing roughed us up good.
Me: Then my guess would be that it's the nerve centre of the Tomb.
Me: Perhaps the Tomb's defence systems were activated.
Re : Do you know how it works? Ether or something, right?
Me: You're probably correct. But how is that possible?
Me: This was built many years ago.
Me: The technology to extract high quantities of ether energy is new.
Re : Us Homs could do with that.
Re : Mind sharing it with us? (a1)
But you kept it to yourselves! (a2)

(a1) (+)
Re : We're um...a bit behind with stuff like this.
Re : Floating cities and flying machines are a bit advanced for our lot.
Me: If you're in need of technology, we'd be happy to share it with you.
Me: We High Entia will no longer shut ourselves away to others.
Re : So you'll help us? Brilliant!
Re : No more getting shouted at by old Square-tache!
Re : He hates it when we don't find cylinders.
Me: Who is this 'Square-tache'?
Re : Oh, forget it. It's nothin'. Just me blabbering on.
Re : You reckon one day we can make those air ships you lot have?
Re : It'd be amazing! I've always wanted my own plane.
Re : Cheers, Melia! It's gonna be great!
Me: I, er...feel we've drifted slightly from the subject at hand.
Me: Regardless, from now on the High Entia and Homs will work together.
Me: Hand in hand we'll restore Colony 9 to its former glory and beyond!

(a2) (-)
Re : We could have made loads of really good weapons, you know!
Re : Maybe even stopped the Mechon from murdering our families...
Me: You are right, Reyn...
Me: We High Entia chose to turn a blind eye. I'm not proud.
Re : Sorry, I didn't mean to blame you.
Re : None of that's your fault.
Me: No, your point was valid.
Me: That's why it has to be different. Homs and High Entia together.
Me: We will rebuild your homes and get you back on your feet.
Re : Really? You mean it? Thanks, Melia!
Re : No more Square-tache telling-offs!
Re : No more trips out of the colony for those Ether Cylinders!
Me: Telling-offs? What are you talking about?
Re : Ah, nothing! Um... It's personal.
Re : Anyway, thanks a bunch, Melia!
Me: I am confused...but then, I find I often am when talking to you.

(b) (-)
Re : What, did you skip tech class in school or something?
Me: I am leaving. *Turns away*
Re : Easy, Melia. I was joking!
Me: I see... Reaching a little, don't you think?
Me: According to the Ministry of Research, it's the Tomb's centre.
Me: Perhaps the defence systems were activated.
Re : Pretty amazing for something you lot built ages ago!
Re : What's with all those scribbles on the wall? That's your alphabet?
Me: That is an ancient script.
Me: It depicts the battle between the Bionis and the Mechonis.
Re : Battle? What battle? (b1)
It's really that old?! (b2)

(b1) (-)
Re : Oh, you mean the one the Bionis and Mechonis fought forever ago?
Me: If you know already, why bother asking me?
Re : Yeah, umm... I just remembered. I learned about it in school.
Me: You're a strange one, Reyn.
Me: But yes, these are thought to be writings of that ancient battle.
Re : So you don't know exactly what it says here?
Me: No. Only those that ascend the throne are able to read it.
Me: It is like a code that must be unlocked.
Re : So you can't read it...at all? And I thought you were pretty smart.
Me: You of all people should avoid making remarks about intelligence.
Re : Hahaha. You got me there, Melia!

(b2) (+)
Re : I thought there weren't any records left from back then.
Re : Or ruins. This could be the only place left!
Me: You do know a few things, Reyn.
Me: Yes. The battle was so fierce it destroyed most of everything.
Re : Then that would make this text pretty important, if you ask me.
Me: Very much so.
Me: However, only those that ascend the throne are able to decipher it.
Re : That means you'll be able to read it someday. Right?
Me: I will, with some hard work.
Me: But before such things, we all have much work to do.
Me: And that comes first.
Re : No doubt, Melia. So let's get back to it!

In Ose Tower

Valak Mountain

Rik : Dundun! Riki not like here!
Rik : Riki go brrrrr inside and outside!
Db : Yes, it's bitterly cold.
Rik : No, Dundun not right! Riki mean something different.
Db : Well, what then? Tell me.
Rik : Riki's instinct tell him...
Rik : Riki has cold. (a)
Ghosts are here. (b)

(a) (-)
Db : Oh no! Are you all right, Riki?
Db : You are looking a bit under the weather.
Rik : Riki going to die!
Db : You're not going to die, Riki.
Db : I'll bring Sharla and have her take a look at you.
Rik : Riki want to eat blobby soup.
Db : I can't say I've heard of it. What is it exactly?
Rik : When Riki have cold, Oka make special soup.
Rik : She add fifty vitamins to soup and it look like big blob!
Db : I see. Sounds...delicious, Riki.
Db : A healthy, nutrient-rich soup is a very good idea.
Rik : Yes. Riki want Oka's soup.
Db : Fiora used to make me soup whenever I had a cold as well.
Db : I'd eat it all up and be right as rain in no time.
Rik : Dundun make Riki soup! (a1)
Riki want to eat Fiora's soup! (a2)

(a1) (-)
Db : What? Me? Make you soup?
Rik : Riki need healthy soup. Dundun can make veg soup!
Db : I'm possibly the worst cook on Bionis, apart from Reyn.
Db : And it would take me a while to find all the ingredients.
Rik : Riki want tasty soup, Dunban.
Rik : Dundun should learn to make own soup and not always ask Fiora!
Db : Perhaps you are right. I'll think it over, Riki.
Db : Still, no soup for Riki today, so you'll have to just buck up.
Rik : Riki still not well.
Rik : But Riki wait for next time to eat Dundun's delicious dinner!

(a2) (+)
Rik : Riki want to try Hom Hom special soup for sick people!
Db : It's not anything special, Riki. It's very plain, in fact.
Db : It has no taste, no colour.
Db : Eating it when you have no appetite feels like a punishment.
Rik : That sound like blobby soup!
Rik : It helps you get better from cold, but taste is like Nopon nightmare!
Rik : And Oka get angry when Riki not eat it all up.
Db : Haha. Fiora's the same way with me. You just have to force it down.
Rik : Riki and Dundun same? Yay! Riki like being like Dundun!
Rik : Thank you, Dundun! Riki die happy Nopon!
Db : Riki! Riki, are you all right?! Stay with me! Rikiiiii!

(b) (+)
Rik : *Turns away* Ghosts come out and fight Riki! Heropon kapow you away! *
Db : Who exactly are you ranting on at, Riki?
Rik : Dundun. Dundun must leave now. Not safe here.
Db : I do sense something strange in the air. It's...not right somehow.
Db : Maybe you are onto something.
Rik : Dundun know what ghost is? (b1)
Riki feel scary scary! (b2)

(b1) (+)
Db : I'm going to tell you a story, Riki. But first a question.
Db : Do you know anything about the Monado expedition team?
Rik : Alvis tell Riki some information.
Rik : Shulk was one of team members.
Rik : Riki was very surprised!
Db : That's right.
Db : Fourteen years ago, the team set out to try and find the Monado.
Db : They found it here in these ruins, but only one of them came home.
Db : That was Shulk.
Rik : Shulk's daddypon and mummypon not come home?

Db : No, they did not make it back.
Db : Perhaps the Monado rejected them. Or perhaps...
Rik : When Riki come here, Riki feel different.
Rik : Riki sometimes hear voice worried about Shulk!
Db : Is that so?
Db : You've got an instinct for this. I didn't hear a thing.
Rik : Here is special place to Shulk.
Rik : Riki remember that and not kapow ghosts!

(b2) (-)
Db : Haha. That doesn't sound like the Heropon Riki I know.
Rik : H-Heropon Riki brave! Riki beat Dinobeast!
Db : Riki, do you know anything about the Monado expedition team?
Rik : Alvis tell Riki small bit about it.
Rik : Shulk was one of the team.
Rik : Riki not know before!
Db : That's right.
Db : Fourteen years ago, the team set out to try and find the Monado.
Db : They found it here in these ruins, but only one of them came home.
Db : That was Shulk.
Rik : What about other team members?
Db : They were found dead by the entrance to the ruins.
Db : The bodies had no external wounds, but they looked starved.
Db : Perhaps the Monado rejected them. Or perhaps...
Rik : Riki know! Ghosts are here! Riki want to go home now!
Db : Haha. Relax, Riki. There's nothing here.
Db : The ghosts are all in your mind...

A Snowy Hot Spring

Valak Mountain

Su : Riki? Got a second? I wanted to ask you something.
Su : Riki? What are you doing?
Rik : Riki love hot water! All Nopon love hot spring!
Su : Oh, right. Gotcha.
Su : The water actually looks kinda chilly though...
Rik : Not too hot, not too cold! (a)
Riki's nose not stop running! (b)

(a) (+)
Su : My mistake. I just thought it just looked cold.
Rik : Riki look across snowy hills and enjoy hot water.
Rik : It perfect, Shulk!
Su : I don't really see the appeal... But if you like it, that's cool.
Rik : Shulk jump in water too! (a1)
Shulk still a littlepon. (a2)

(a1) (+)
Su : You want me to join you in there?!
Rik : Otherwise Shulk never know how good hot spring is!
Su : I guess you're right...
Rik : Do not worry, Shulk! Shulk will like water same as Riki.
Su : Aaah! *
Su : The geyser's blown him away!
Su : Time for me to make a run for it! Sorry, Riki!

(a2) (-)
Su : I'm still a kid?
Rik : When Shulk become forty, Shulk understand Riki's hobby.
Su : It's gonna be a while then...
Rik : So Shulk should learn from Riki and become great Hom Hom adult!
Su : Aaah! *
Su : The geyser's blown him away!
Su : All things considered, I'm not sure Riki is the best role model...

(b) (-)
Su : That can't be good for you, Riki! Better get out while you can
Rik : If Riki leave hot spring now, Riki too cold!
Su : Stop acting like a kid, Riki!
Rik : Riki not child! (b1)
Riki learn his lesson. (b2)

(b1) (-)
Rik : Riki forty years old this year! Shulk just a littlepon!
Su : S-sorry, Riki.
Rik : But Shulk right. Riki sometimes act like littlepon...
Su : Aaah! *
Su : The geyser's blown him away!
Su : I'm starting to wonder if Riki's lying about his age...

(b2) (+)
Su : Great! Now, I'll bring you a hot drink so it'll be less cold.
Rik : Wooow! Thank you, Shulk!
Su : Back in a minute... *leaves*
Rik : Riki look forward!
Su : Hey... What's going on?
Su : Where's Riki got to? Riki! Hey, Riki! You here?!

First Sight of Snow

Valak Mountain

Re : Brrr. I hate the cold.
Fio : Hehe. How come?
Re : I just do, you know?
Re : The snow doesn't help. And I've never even seen snow before!
Fio : Me neither. It looks so...white!
Fio : Nothing like this ever happens back at the colony.
Re : I don't get it. What's up with balls of ice just falling from the sky?
Re : Stupid idea if you ask me!
Fio : You think so? (a)
I'm with you. It's strange. (b)

(a) (-)
Re : What, and you don't?
Fio : I'm sorry. The thing is...
Fio : Shulk taught me about why the sky rains ice like this.
Re : Did he now? That Shulk sure knows a thing or two.
Fio : Yeah. Sometimes I can't believe how different you two are.
Re : Sorry! Can't all be brilliant!
Re : Anyway, go on. Tell me about why it rains ice then.
Fio : Umm...give me a second. (a1)
I don't remember. (a2)

(a1) (+)
Fio : Water from Eryth Sea evapourate...
Fio : Then when it reaches the sky, it freezes and rains down as ice.
Re : You don't say...
Re : Now that I'd have never guessed.
Fio : To tell the truth, I only half understand it myself.
Re : Right, that's it!
Re : We've been chatting here so long, my toes are about to fall off!
Fio : Don't be so dramatic, Reyn.

(a2) (-)
Re : Hey! You said you knew!
Fio : I did! I just forgot, all right?!
Re : Sure you ain't lying to me?
Fio : No I'm not lying to you, Reyn! Quit staring at me like that.
Fio : Ask me again tomorrow, all right? I'm sure I'll remember by then.
Fio : (I'd better get Shulk to explain it to me again, and soon...!)

(b) (+)
Fio : Do you think the people back home would want to see this?
Fio : I bet they'd be amazed!
Re : Yes. I mean, we come from a place that's warm all year round.
Re : A land covered in ice is like this crazy dream world.
Fio : Yeah. And I think the little ones would love to play in the snow!
Re : No doubt!
Re : You reckon we could pile some up and take it back to the colony?
Fio : That sounds like a great idea! (b1)
Er... (b2)

(b1) (+)
Fio : Everyone would be so excited!
Re : The adults are busy rebuilding their homes, right?
Re : So the kids could play with all this snow while they work!
Fio : Yeah! That's brilliant, Reyn!
Fio : You have some pretty good ideas once in a while.
Re : You could have left out the 'once in a while' part...
Fio : We should try and figure out the best way to transport it.
Fio : It'll melt if we just carry it back ourselves.
Re : Yeah, didn't think of that. I'll get Shulk! He'll know what to do!
Fio : Wait a minute! This is your plan. You come up with something.
Re : Give me a break, Fiora.
Re : You should know me and Shulk work as a team.
Fio : Teehee. You'll never change. Either of you, I'd imagine!

(b2) (-)
Fio : It'll melt as soon as we move towards a warmer climate...
Re : Then we'd better get someone to help who knows about this stuff.
Fio : Right. Well...that could work.
Fio : The problem is, where do we even start?
Re : I reckon we'd need some kind of, um... special container...?
Fio : I guess we'll have to enlist Professor Shulk.
Re : Nice one!
Re : Same as always, huh? I've been relying on him since we were kids.
Fio : Hehe. You're not wrong. Let's talk to him about it later!
Re : There's a plan if I ever heard one!

A Night-Time Chat

Fallen Arm

Sa : Sorry to drag you away at a time like this.
Fio : It's OK. What did you want to talk about?
Sa : I didn't want to say this earlier, but...
Sa : Until I met you, I thought Melia was the one for him.
Fio : For who? Are you talking about Shulk?
Sa : Yeah.
Sa : Don't get me wrong, I don't want to meddle. I'm just...an onlooker.
Sa : I don't really mind which one of you gets the guy.
Fio : Thanks... I think. (a)
Oh no! (b)

(a) (+)
Sa : I know that you're a big deal to the boy, so don't worry.
Sa : Lately that's been clear as can be.
Fio : Lately...? You mean...after he found me?
Sa : Yeah. Since you came back.
Sa : I mean, Shulk looked out for everyone like the good guy he is.
Sa : But he's definitely changed since you joined us.
Fio : He has? How do you mean? (a1)
I don't think he's changed. (a2)

(a1) (-)
Sa : He doesn't seem so... grimly determined.
Fio : Grim anything doesn't sound much like Shulk to me.
Sa : He might not have even noticed the change himself.
Sa : But I did, Dunban did... Riki might have done?
Fio : But not Melia and Reyn?
Sa : They saw him differently.
Sa : Reyn's been going through almost the same thing as Shulk.
Sa : And Melia...
Fio : Melia what? What were you going to say?
Sa : You'll have to talk to her if you want to find that out.
Sa : I shouldn't be the one to tell you.
Fio : Fair enough...
Sa : But I'd still be happy to see either of you get together with Shulk.
Fio : That's kind of you, Sharla.
Fio : Wish me luck!

(a2) (+)
Sa : That makes sense. You didn't see him until you met up again.
Fio : I know, but...
Fio : Do you really think Shulk has changed that much?
Sa : I don't mean it in a bad way. He's still basically the same guy.
Fio : Well that's a relief. So he never stopped being kind and sweet...
Sa : Not for a second.
Sa : But that's not what I mean. It's subtle, but he's stronger now.
Sa : I think it's because he knows he has to protect you from now on.
Fio : That's reassuring!
Fio : I'm glad he hasn't changed too much though.
Fio : I would hate for Shulk to stop being Shulk.
Sa : Maybe he tried really hard to stop himself from changing.
Fio : That doesn't sound very practical.
Sa : I meant, like, subconsciously.
Sa : Maybe part of him really wanted to keep hold of who he was.
Fio : You could well be right.
Fio : Shulk's a kind enough person that deep down, he'd want to stay kind.
Fio : Thanks for telling me about all this, Sharla.
Sa : Don't worry. No thanks needed. Just hang in there, OK?

(b) (-)
Sa : Something up, Fiora?
Fio : Yes! Something's definitely up!
Fio : You see what my body's like now. Why would he pick me over Melia?
Sa : Talk to me, Fiora. I'm a girl too, so I can relate.
Fio : You can? (b1)
No you can't! (b2)

(b1) (+)
Sa : Yes. And I want you to remember something.
Sa : None of us look at you as someone who needs our pity or anything.
Fio : How can you speak for everyone?
Sa : Because...I see it in their eyes. Especially Shulk's.
Sa : He deeply regrets that he couldn't stop this happening to you.
Sa : But his feelings for you are still clear as day.
Fio : ...
Sa : I'm sorry, that might make you worry that you're a burden to him.
Sa : But you needed to know that. To know how he feels about you...
Fio : I didn't realise any of this.
Fio : I was convinced everyone just felt sorry for me, including him.
Fio : I know you all care about me a lot. I guess I just read it a bit wrong!
Sa : Well, it's hard for me to know for sure what anyone else is thinking.
Sa : Or what you're thinking about what they're thinking...
Fio : Even so...
Fio : Listening to what you say makes me feel I was mistaken.
Sa : Probably. But who can blame you for trusting what's in your heart?
Fio : You're right! Thank you, Sharla!
Fio : And if I ever look like I haven't understood something like this...
Fio : Be sure to let me know!

(b2) (-)
Sa : Maybe that was a bit of a strong statement on my part.
Fio : No, it's fine.
Fio : Just...don't pity me or anything...
Sa : I won't. I would never feel sorry for you.
Sa : Wait, no. That came out wrong.
Fio : Sharla, where are you going with this?
Sa : I don't look at you and think you're someone that needs pity.
Sa : But I care about you a lot, and I do worry about you.
Sa : About your new body and...how things are going with Shulk.
Sa : You probably think I should learn to mind my own business!
Fio : Don't be silly! I don't think that.
Fio : You're so nice to me, Sharla.
Fio : Here I am complaining and you're just worried I'm OK.
Sa : It's who I am. I'm glad I got to tell you about it.
Sa : And sorry that I pulled you away from you-know-who!
Fio : That's OK! I enjoyed chatting to you. We should do it more often!

A Family of Two

Fallen Arm

Db : Hey, Fiora!
Db : Can a big brother ask his little sister a question?
Fio : Sure, Dunban. What is it?
Db : Has that body of yours really healed?
Db : Since you had that check-up you haven't said a word about it.
Fio : Don't be silly. I'm clearly much better now.
Db : It doesn't look that way.
Db : But you're like me. You'll put up with anything and keep silent.
Db : So I'm saying you don't have to. If you're in pain, be honest with me.
Fio : You caught me. (a)
I'm not hiding anything. (b)

(a) (+)
Db : I knew it! So, tell me about it.
Fio : I'm all right at the moment. I can't feel any pain.
Fio : But...I can't hold out forever.
Db : So your body is giving up...
Db : Did you talk to Shulk or any of the others about this?
Fio : I haven't told anyone else yet. How can I?!
Fio : I couldn't stand it if they were worrying about me.
Db : I can see what you mean.
Db : I know how it feels. It wasn't long ago that I was out of action.
Fio : There's more to it than that. (a1)
It's awful, isn't it? (a2)

(a1) (+)
Db : What's this all of a sudden?
Db : I mean, you know better than anyone what state I was in.
Fio : Yes. But this is a completely different situation.
Db : Fiora, I...
Fio : Do you realise what's happened to me?
Fio : I'll never get to grow old with the ones I love.
Fio : This body could stop functioning next year, or next week.
Fio : Or anytime, for all I know.
Db : I'm sorry. I guess I overstepped the mark a bit.
Db : But I still think you'll feel better if you talk about all this.
Fio : No I won't, Dunban!
Fio : Wait. Are you making me angry on purpose?
Db : I'm not good with words. I never say the right thing.
Db : That's why I figure making you blurt it out is the easiest way.
Fio : You know...I'm sorry I was so rude to you just now.
Fio : You're right. I do feel a little better getting it off my chest.
Db : Good. That's what I hoped.
Db : When you feel it bottling up, you can use me to sound off.
Db : I'll be your own personal punching bag.
Fio : Then you better be ready. I think I have a lot to say.
Fio : Thanks, Dunban!

(a2) (-)
Db : Yeah. I hated not being able to make my body move how I wanted.
Fio : Then you have some idea of what I'm going through.
Db : Indeed.
Db : But that doesn't mean I could ever understand exactly how you feel.
Db : To do that, I'd have to be you...
Fio : Even I can't really answer that one.
Fio : All I know is, I want everyone to treat me normally.

Db : And we will, Fiora.
Db : But stop trying to hide all this from everyone.
Db : They'll find out soon enough.
Fio : When the time comes, I'll tell them. I have to.
Db : it's the right thing to do. And I'll be behind you all the way.
Db : It doesn't matter how they react. You'll be fine! I guarantee it!
Fio : As much as it frightens me, I know you're probably right.
Fio : Thank you, Dunban.

(b) (-)
Db : This is me, your big brother. Do you think I wouldn't notice?
Fio : I'm really not lying, Dunban. Don't worry so much.
Db : Are you absolutely sure? There's nothing you want to tell me?
Fio : Yes. I feel fine.
Db : Well, if you say so, I believe you.
Db : But let me say this one thing...
Fio : Go ahead.
Db : Burying the pain deep inside you will never free you from its chains.
Fio : You say that, but... (b1)
I know that. (b2)

(b1) (-)
Fio : Sometimes there's just nothing else you can do, you know?
Db : I wish I could do more to help you, Fiora.
Fio : I know you do.
Fio : I'm sorry I'm not being more open with you, but someday I will be,
Db : Take all the time you need.
Db : There's no use in forcing yourself to talk if you don't want to.
Fio : Thanks. And again, I'm sorry.
Db : You don't need to apologise. You've done nothing wrong.
Fio : I know, but...
Db : We're family. And we always stick together.
Fio : You're right. You're always there for me, Dunban. Thanks.

(b2) (+)
Fio : I'm glad you're looking out for me, Dunban.
Db : Of course I'm looking out for you!
Db : If I failed in my brotherly duties, I wouldn't be much of a big brother!
Fio : I just don't like seeming too needy.
Fio : I think you're the only one I could talk about this with.
Db : Even Shulk? I suppose I can see why, but...
Db : If you pluck up the courage and talk to him, I know he'll be OK.
Db : He's Shulk. He's generally quite predictable.
Fio : I know, I know. He'll be as sweet as he always is.
Fio : That's one of the things I like most about him.
Fio : Do you like Shulk, Dunban?
Db : Yes, I do. But enough of this soppy chit-chat.
Db : You need to get your energy up and your confidence back.
Db : Now, let's go and find our friends.
Fio : OK...
Fio : I'm so happy you're my big brother. You know that, right?

Overcoming the Pain

Fallen Arm

Me: Fiora... Can I talk to you about something?
Me: Shulk told me you remember being inside that Mechon.
Me: Is it true?
Fio : Yes, I remember it all too well.
Fio : Someone else was controlling my body, but I was conscious.
Fio : I could see, hear and smell.
Me: Then...do you know what that metal-faced Mechon did to me?
Fio : He killed your father.
Me: Yes. And when my father died, I realised something.
Me: He loved me dearly. But I found that out much too late.
Fio : And you regret that? (a)
Why tell me this now? (b)

(a) (+)
Me: I would be lying if I said no.
Me: But I still have not come to terms with all that has happened.
Me: I do not know how I truly feel.
Fio : I can imagine. It must be very tough.
Me: It is.
Me: At the time, all I could think about was killing that Mechon...
Fio : And you don't feel that way now?
Me: I cannot say for certain.
Me: Sometimes I feel myself becoming enraged when I recall that day.
Me: But the rage is not as potent as it was then.
Fio : How come? (a1)
That's probably for the best. (a2)

(a1) (-)
Me: How can I put this?
Me: It was seeing that madman die that opened my eyes to it all.
Fio : Why? What went through your head the moment Mumkhar died?
Me: Up till that very second, I was filled with rage. Then I changed.
Me: Suddenly I felt...pity for him.
Fio : You felt sorry for him?
Me: He was driven by his obsession with the Monado.
Me: To be more precise, it stemmed from his jealousy of Dunban.
Me: He sacrificed his body and mind and it eventually led to his death.
Fio : You believe he was jealous of Dunban?
Fio : I never knew much about Mumkhar or how they knew each other.
Fio : Something must have happened for that guy to change so much.
Me: I do not think anyone remains who can answer all these questions.
Me: That in itself is what made me realise...
Me: Nothing good can come from revenge.
Fio : I agree. And you know...
Fio : Even if it's still difficult to come to terms with, you've made a start.
Me: And I'm glad I have.
Me: In some twisted way, I have that man's death to thank for it.
Me: Fiora... Thank you for listening to me.
Fio : Don't thank me. I learnt more from you than you did from me!
Fio : And I like talking with you anyway. Thanks, Melia.

(a2) (+)
Me: I suppose so...
Me: Before, vengeance was all I could think of.
Me: But I realised it would lead to nothing good.
Fio : What changed?
Me: It was something Shulk said to me.
Me: And what he did, too.
Me: Shulk risked his own life to stop Dunban from killing him.
Fio : Shulk stopped Dunban? But Dunban's bigger and stronger.
Me: Shulk is growing day by day! You'll notice that soon enough.
Fio : And that's why you realised killing Mumkhar was wrong?
Me: Yes. And the others realised too. Shulk changed us all...
Fio : Shulk can have a powerful effect on people.
Fio : Melia...can we make a pact?
Fio : I want us to keep sharing all these things we don't know.
Me: That is a lovely idea.
Me: Ask me anything, and I will ask you anything as well.
Fio : Thanks, Melia! Hanging out will be fun!

(b) (-)
Me: I do not know.
Me: But...I am unsure how I should deal with these emotions.
Fio : Why not look inside yourself?
Fio : Dunban always tells me that. Search your own feelings first.
Me: That is sage advice.
Me: I hope it will help me find the answer I am looking for.
Fio : I hope so too, Melia. And do you know what?
Fio : You probably already have the answer! You just don't know it yet.
Me: (I might...already have the answer?)
Fio : Has that helped at all? (b1)
I expected you need more time. (b2)

(b1) (+)
Me: Yes. I simply needed a push in the right direction. Thank you.
Fio : If you don't mind telling me, I'd love to know what you figured out.
Me: I do not mind at all. This is what I realised...
Me: I must never let anyone else experience the pain that I have.
Fio : The pain of losing a parent?
Me: Not just that.
Me: I wish to build a world free of war, where no one must risk their lives.
Fio : That's very ambitious, Melia.
Fio : Do you really think you can do it?
Me: It will not be easy, and I cannot do it alone.
Me: But I will be Alcamoth's next ruler.
Me: If I do not take up this challenge, who will?
Fio : You're amazing, Melia. You don't shy from anything.
Fio : And if you need any help, I'll be there in an instant.
Fio : We're friends. I'll be there for you.
Me: Thank you. Your words give me confidence.
Fio : Leave it to little old Fiora!
Fio : And don't worry! I'll drag Shulk and Reyn along to help as well!

(b2) (-)
Me: Yes. I sense that the answer is trapped somewhere inside of me.
Fio : I hate it when that happens.
Me: But I feel I may be close to figuring it out.
Fio : I know the feeling. Like it's on the tip of your tongue, right?
Fio : But you can't force it. You'll never find it that way.
Me: You speak with wisdom, Fiora.
Me: I agree. The answer will come to me on its own.
Me: All I need is patience.
Fio : That's the spirit!
Me: Thank you, Fiora. You have reassured me a great deal.
Me: Would you mind if I continued to confide in you from now on?
Fio : You don't even need to ask! It would be my pleasure, Melia.

Eternal Scars

Fallen Arm

Me: Dunban... I don't know how to ask this...
Db : What is it, Melia?
Me: The man in the metal-faced Mechon... Mumkhar I think?
Me: Were you and he acquainted before he became that...thing?
Db : What difference does it make? (a)
We were comrades-in-arms. (b)

(a) (-)
Me: W-well...
Db : I apologise. I didn't mean to sound so defensive.
Db : I just don't quite understand the relevance of your question.
Me: It's difficult to explain.
Me: But I need to know. I must know, Dunban.
Me: He murdered my father, yet I know nothing about him.
Db : I understand, Melia. I'm sorry.
Db : I should have spoken to you about this sooner.
Me: Thank you.
Me: I know it's not easy for you to talk about him.
Db : It will never be easy! (a1)
I'm fine. Ask away. (a2)

(a1) (-)
Db : Not after what he did to our home! And to Fiora! *
Me: Believe me, I know. He stole my father from me as well.
Db : I doubt the day when I forgive him will ever come, Melia.
Me: Just as long as you understand the danger of living in the past.
Db : I do. I know if I live with hate in my heart, I'm no better than him.
Db : He became consumed by his hatred for me. And he died for it...
Me: I see...
Db : It was Shulk who showed me the light.
Db : I'd have gone down a dark path otherwise.
Db : I'd have taken Mumkhar's life.
Db : I'm very grateful to Shulk. I hope I can repay the favour one day.
Me: I feel much the same way.
Me: Let us work together to live by Shulk's example.

(a2) (+)
Db : I am partly responsible, after all.
Me: You? What do you mean?
Db : He changed right around the time I started using the Monado.
Db : He coveted it so much that his jealousy consumed him.
Db : If I'm honest, I wasn't completely oblivious to this. But I didn't act.
Db : And then it was too late.
Me: You should not blame yourself.
Me: The darkness that haunted his heart was to blame.
Me: He was lost long ago, it seems.
Db : I just wish that fool had realised.
Db : I wasn't the true heir to the Monado, Shulk was!
Db : He never should have had a reason to hate either of us...
Me: Dunban...
Db : I shouldn't get emotional.
Db : You probably didn't want me to go on about the old days like this.
Me: Actually I found great value in it. Thank you, Dunban.

(b) (+)
Db : One year ago, he and I risked our lives fighting the Mechon.
Db : But when the battle turned, he chose to make a run for it.
Me: So he was a cowardly man?
Db : He was always fairly unreliable.
Db : Deep down I knew that one day he'd fail us in a time of need.
Db : But in the battle a year ago, he still seemed to be on our side.
Me: What do you mean, Dunban?
Me: Are you saying he wasn't the monster he became?
Db : Whatever his reasons...
Db : That day, he was fighting off those machines as hard as we were.
Me: That is...difficult to believe.
Db : You would not understand. (b1)
I know the truth. (b2)

(b1) (-)
Me: Hmph. That may well be what you think, Dunban.
Db : I apologise, Melia. My words are not meant to hurt.
Db : But I knew him, and I can only tell you what I saw.
Me: Do you think he had a reason for fighting? Someone to protect?
Db : I've often thought about that.
Db : He is originally from another colony. One destroyed long ago.
Db : So in theory, he had nothing to lose. Maybe that's all it was...
Me: Perhaps you are right.
Me: Whatever the reasons, his atrocities can never be justified.
Db : Of course.
Db : I suppose it would be futile to think too hard about it.
Me: Dunban... Does it hurt to remember?
Db : Hmph. I didn't mean for you to worry over this.
Db : This is one of many tales of battle. A neverending circle of betrayal.
Me: If you say so.
Me: But I look forward to the day that our world is free of way.

(b2) (+)
Db : That's why I'm so full of regret. Maybe I could have stopped him.
Me: You mustn't blame yourself. You could not have stopped this.
Db : Perhaps. But it's complicated.
Db : I can't deny that he was a bit of an... unreliable fellow.
Db : But he saved my life countless times.
Db : After I took up the Monado there was a definite change in him.
Me: He was taken its power. I pity him.
Db : I just with he'd realised.
Db : I wasn't the true heir to the Monado, Shulk was!
Db : He never should have had a reason to hate either of us...
Me: Dunban...
Db : (Mumkhar, I doubt I'll ever forgive you for what you did...)
Db : (But I'll never forget you and I hope you can find peace...)

Just Like Old Times

Fallen Arm

Fio : Erm, Shulk...?
Fio : Can I ask you a favour? Just a little one.
Su : Absolutely. If you think it's something I can help with, I mean.
Fio : Yes! It has to be you!
Su : This sounds important... What do you need me to do?
Fio : When I get my real body back... (a)
Never mind. It's fine. (b)

(a) (-)
Su : Oh, is there something special you want to do?
Fio : Yeah. I want to come back here and hang out with you.
Fio : It'll be great! Will you come with me?
Su : I'd love to! It would be really nice to come here again.
Fio : Oh, it'll be wonderful, Shulk!
Fio : We'll see this beautiful shore again and just...dive right in!
Su : I've thought about it too.
Su : We can all come here together as soon as we've finished fighting!
Fio : You mean...with the others? (a1)
Y-yeah. If you like... (a2)

(a1) (+)
Su : Is something wrong, Fiora? You look a little...upset.
Fio : Shulk, you stupid... Oooh, you just can't take a hint, can you?
Fio : I meant just the two of us!
Su : Oops! Sorry.
Fio : Yes 'oops'! Oops indeed!
Fio : When are you going to realise? A lady needs careful attention.
Su : S-sorry, Fiora. I'll bear that in mind from now on.
Fio : Will you? Then tell me... What should you say next?
Su : Umm... I know this one.
Su : I would be honoured if you, Fiora, would accompany me here again.
Fio : Hmm... I'll give you 7/10. Nice try. For you that's a pass, though.
Fio : Next time you'd better bowl me over with a 10/10.
Su : Wh-what? Well, umm... OK.
Su : I'll do my best to put a big smile on that beautiful face of yours.
Fio : Hehe. I shall be waiting, Shulk. You'd better not disappoint!

(a2) (-)
Su : You look a bit off-colour. Are you sure you're feeling all right?
Fio : I don't feel ill, if that's what you're asking.
Fio : I just wondered why we can't come here...you know...together.
Su : Just me and you?! But that would mean...
Fio : What, Shulk?
Fio : Has a little light switched on in that big brain of yours?
Su : Oh, I get what you mean. You love the seaside too much to share!
Fio : I cannot believe it. You still don't get a thing.
Fio : I'll spell it out for you.
Fio : You know how you travelled Bionis without me while I was gone?
Fio : I thought we could sneak away together, like when we were kids.
Fio : Do some travelling on our own.

Su : When you put it like that, I can't wait. I wish we could go sooner.
Su : But we'll always be together, so there's plenty of time.
Fio : Yeah, that's true.
Fio : We'll have loads of time to spend together.
Fio : So...let's make the most of it! Heehee!
Su : Don't worry, we will!
Su : I'm gonna drag you to so many places you'll get sick of it!
Fio : Haha! Is that a promise? It sounds like a lot of fun!

(b) (+)
Su : Are you sure, Fiora?
Su : I don't mind what it is. Just ask if you need to.
Fio : You sure you won't mind?
Su : Something's really bothering you.
Su : You never used to hide stuff from me back at the colony.
Fio : I know I didn't, but...that was a long time ago, Shulk.
Fio : And if I tell you, I know you'll get angry.
Su : Maybe, maybe not. But you'll have to ask to find out.
Su : So...what's it to be?
Fio : OK. Here I go. (b1)
I'm sorry. I can't. (b2)

(b1) (+)
Fio : Just don't get mad. Please.
Fio : We talked about this before, but... if my body doesn't last...
Su : Fiora! Stop right there! You said you wouldn't worry.
Fio : That's why I told you not to get mad!
Fio : I know this isn't the first time the subject's come up.
Fio : But how do you know I'll ever be like I was before all this?
Su : I don't care about any of that.
Su : None of it matters as long as I get to be with you.
Su : You'll always be my Fiora.
Fio : *Turns away*
What about everyone else? You're fine with it, but other Homs...
Fio : I know what they'll think of me.
Fio : And I don't want them to tar you with the same brush.
Su : Then we'll move to somewhere they can't look at you.
Su : Reyn and Dunban would follow us. I know they would.
Fio : Shulk... Thank you.
Fio : Hearing you say that makes me happy inside.
Fio : But I can't drag everyone away from their own lives.
Su : Maybe not. But I'll be there with you either way.
Fio : Really? You'd leave everyone else... for me?
Fio : You're not just saying that to make me feel better?
Su : No. I promise I'll never leave you.
Su : So you have to promise me that you'll never forget it.

(b2) (-)
Su : It's alright, Fiora. If it's too difficult you don't have to worry.
Fio : I want to tell you...but I think you might get mad.
Fio : Promise me you won't get angry. Promise me, Shulk.
Su : OK, OK. I promise.
Su : Whatever you tell me, I won't get mad at you.
Fio : So...the thing is...you know I have a Machina body.
Fio : And I was wondering about...us.
Fio : We won't be able to grow old together, like old people do.
Su : I hadn't thought of that... But so what?
Fio : That's why I wanted to tell you...
Fio : You need to find someone you CAN grow old with.
Su : What? I don't care about that. You know I don't care, right?
Fio : But listen to me, Shulk.
Fio : You've been good to me, and I have feelings for you but...
Fio : It's getting complicated and...
Su : Fiora, it's all gonna be OK.
Su : I'll look after you for as long as we're both alive.
Su : No matter what happens to us, my feelings for you won't change.
Fio : Do you really mean that?
Fio : Then I won't keep going on. I'm sorry I said those things.
Fio : Knowing that you'll stay with me for as long as possible...
Fio : It makes me very glad.
Su : I know it won't be easy. It's a rocky road ahead.
Su : But as long as we're honest with each other, I know we'll be fine.
Fio : I won't forget that. Thank you, Shulk!

Camping Spot

Fallen Arm

Rik : Riki and friends camp here once! Riki talked to Dundun for ages!
Rik : Riki catch fish for Dundun and Dundun say, 'Yum yum!'
Me : Is that so?
Me : I expect you stayed up rather late chatting away under then moonlight!
Rik : Melly right!
Rik : But Melly shut eyes very early so Melly not eat any grill fish.
Me : What is 'grill fish', Riki?
Rik : Melly not know?
Rik : Grill fish so yum yum that Dundun's eyes pop out!
Me : Most intriguing. (a)
That sounds gruesome. (b)

(a) (+)
Rik : Melly must eat! Melly not forget taste later!
Me : You've definitely piqued my interest!
Me : If you recommend it that highly, I will have to give it a try.
Rik : Yay! Melly be very happy!
Rik : Riki find yum yum fish for Melly to eat.
Me : Teehee. Why thank you, Riki!
Me : But we have places to go.
Me : We should leave your culinary delights until another time.
Rik : Boooring! Riki catch it now! Grill fish tastier than tasty!
Me : But how will you catch it? (a1)
I appreciate the offer, but no. (a2)

(a1) (+)
Rik : Leave it to Riki!
Rik : Riki splish splash in water and get fish really quick!
Me : I doubt you will catch a fish as easily as that.
Rik : Melly wrong! Splish splash not easy!
Rik : But Riki has the bestest flip flap wings in all of village!
Me : Splish splash, flip flap?
Me : Are you sure about this, Riki?
Me : What if something happens? We're the only ones here.
Rik : Riki will set ground on fire too!
Rik : Melly can sit and wait for Riki's special grill fish.
Me : I can see you won't be persuaded.
Me : I suppose I have no choice but to wait for your return, Riki.
Rik : Melly will love fish! Riki return very soon! *leaves*
Me : He seems a tad too excited...
Me : But I hope he's going to cook up a storm!
Me : Hmm. Perhaps I will regret saying that...

(a2) (-)
Rik : Riki know Melly want to eat! Melly MUST eat!
Me : I like to try new things, but...
Me : Don't we have more important things to do?
Rik : Important things wait! Riki very quick at catching fish!
Me : Calm down, Riki. I only meant that I do not want to eat right now.
Me : I can still try it another time.
Rik : But...but...but... OK. So Melly have it later?
Me : I would love to! Thank you, Riki.
Rik : Riki promise!
Rik : Riki catch lots and lots of fish and bring them all to Melly!
Me : I can't wait!

(b) (-)
Rik : Melly mean! Why Melly so mean?!
Me : Oh, I'm sorry, Riki.
Me : The way you described it just sounded a little too much for me.
Rik : Melly not want to eat fish? Fish not yum yum?
Me : Well... The thing is, this 'grill fish' of yours sounds a little plain.
Rik : But that why it tastes yum yum!
Rik : Melly should close her eyes and then eat fish!
Me : Eat it blindfolded?! (b1)
That sounds like a bad idea. (b2)

(b1) (-)
Rik : Oooh. Melly shout at Riki!
Me : You expect me to eat something I cannot even see?
Me : You are failing to persuade me.
Rik : Riki sorry. Riki just want Melly to eat fish...
Me : If I ate it begrudgingly, that would be disrespectful to the fish.
Rik : Riki think so too. In that case Melly should not eat fish!
Rik : Next time Riki find food Melly like lots and lots.
Me : That sounds like a great idea. You can make my favourite!
Rik : Riki can't wait to cook for Melly!
Rik : Heropon always learn from mistakes.
Me : How very big of you, Riki. I look forward to it!

(b2) (+)
Rik : Melly not like Riki's idea?
Me : If you say it tastes delicious, I have no reason to doubt you.
Me : But I admit blindfolding myself sounds rather adventurous.
Rik : Riki only grill fish, Melly. Melly gobble it all up fast!
Me : Do you really expect me to eat something I cannot even see?
Me : I am afraid of your skills of persuasion are somewhat lacking.
Rik : Riki sorry. Riki just want Melly to eat fish...
Me : Cooking for someone is all about learning their likes and dislikes.
Me : You cook for the person who eats.
Rik : Riki understand. Melly not upset now?
Rik : Riki sorry for blindfold idea.
Me : I'm not upset, Riki.
Me : I still want to eat your food, even if it's strange and unusual.
Rik : OK, Melly! Riki cook a storm!
Rik : Riki make Melly's stomach big and round with yum yum food!

Those Waiting For You

Fallen Arm

Rik : Look, Shulk! Look!
Rik : Hidden Village get really small!
Su : It sure looks tiny from here.
Su : I can't believe we were down there not so long ago.
Su : What a view!
Rik : Amaaazing! Riki see Bionis so well from here!
Rik : Riki think can see part where Oka and littlepon are!
Su : I think you're right.
Su : All your family are waiting for the day you come home.
Su : But...things are different for me.
Rik : What wrong, Shulk? (a)
Stop silly talk, Shulk! (b)

(a) (+)
Rik : Shulk not look happy.
Rik : Shulk need to talk to uncle Riki!
Su : Maybe I should...
Su : But I kinda feel like you wouldn't understand.
Rik : No! Riki understand everything!
Rik : Believe in Riki, Shulk!
Su : That was mean. I'm sorry. (a1)
OK. Here's the thing... (a2)

(a1) (-)
Su : I can't really tell you everything.
Su : It still hurts to remember it...
Rik : Shulk not trust Riki?
Rik : But Shulk knows Riki has eleven littlepon!
Su : Why are you eager, anyway?
Rik : Riki not want to see Shulk's upside-down smile!
Rik : Hiding feelings is bad for soul! Shulk should let it all out!
Su : I guess, but...
Rik : But also Riki know that Shulk must want to talk.
Rik : So Riki wait for good day when Shulk talk to Riki.
Su : Thanks, Riki.
Su : When I feel I'm ready, I'll let you know.
Su : You cool with that?
Rik : Riki very cool!
Rik : Riki and Shulk very best friends.
Rik : Friends always listen to friends. And Riki and Shulk best friends!
Rik : Shulk want go back now? Dundun and all friends will be worried. *leaves*
Su : (You're a good friend, Riki.)

(a2) (+)
Su : My parents died a long time ago.
Su : So when I go home, there won't be anyone waiting...
Rik : That is big shame...
Rik : RIKI SUDDEN REALISE!
Rik : Riki have good idea!
Su : What is it, Riki?
Rik : Riki become Shulk's daddypon!
Rik : Then Shulk get new mamapon too! Live like happy family!
Su : ...Wh-what was that, Riki?!
Rik : Shulk use big Hom Hom brain!
Rik : Shulk can live with Riki and Oka, then Shulk have family waiting!
Rik : Shulk never get sad again!
Su : ...
Rik : Shulk not like Riki's idea?
Rik : Riki very, very sorry, Shulk. Riki only want to see Shulk happy.
Su : No, it's not that.
Su : Thank you, Riki. Thank you so much.
Su : No one's ever asked me to be a part of their family...
Rik : Shulk not worry anymore!
Rik : Riki want to always see big Hom Hom smile from ear to ear!
Rik : Then Shulk go show Melly and all friends smile to cheer them up! *leaves*
Su : Why wait, Riki? I'll go and show them right now!
Su : (You're a great friend, Riki.)

(b) (-)
Rik : Shulk be very silly Hom Hom!
Su : What did I say?!
Rik : Shulk need to remember all stuff that happen with friends.
Rik : Shulk will realise something if he think really, really hard!
Su : About our journeys together? (b1)
How is this relevant? (b2)

(b1) (+)
Rik : Yes!
Rik : Shulk meet lots and lots of new people on his travels.
Rik : All Shulk's new friends will be waiting to see Shulk again!
Su : Really? You think they'll still remember me?
Rik : Yes! Of course remember Shulk!
Rik : So Shulk must not forget to remember friends either!
Rik : Or Riki go Heropon mad at Shulk!
Su : Then I'd better not forget!
Su : Thank you, Riki. You've helped me realise something important.
Su : I have my very own family already.
Rik : Heropon need no thanks!
Rik : Ah! Riki forget Dundun want him!
Rik : Now Riki get biff bash on head... *leaves*
Su : He's a funny one...
Su : But thanks, Riki. I owe you one.

(b2) (-)
Su : I remember it all, but...
Su : What's that got to do with what we were talking about?
Rik : Shulk still not understand? Riki start water leak from eyes...
Su : Why is this getting you down?
Su : What did I say to make you feel like this? Tell me.
Rik : Shulk really, REALLY not know?
Rik : Shulk meet many, many new friends on travels.
Rik : All Shulk's friends will be waiting for Shulk to come back!
Rik : Riki need Shulk to understand. Riki know in his heart truth!
Su : Ah! I understand now.
Su : Otharon, Juju and even the people of Hidden Village...
Rik : Yes! Well done, Shulk!
Rik : So Shulk stop saying silly things and put smile on Hom Hom face.
Su : Wow! I'm kinda embarrassed. How did I miss that?
Rik : Shulk know now!
Rik : Come on, Hom Hom. Back to work!
Su : I'm right behind you, Riki.
Su : And I'm gonna give the others a great big hug when I see them!
Su : (I owe you one, Riki. Thanks!)

Fiora's Body

Bionis' Interior

Sa : Hey, Fiora... I wanted to ask you something.
Fio : What is it, Sharla? Ask away!
Sa : Your...new body...
Sa : It's not...malfunctioning, is it?
Fio : What?
Sa : It's just, you don't look like you're doing so well...
Fio : I'm doing great! Don't worry! (a)
Sorry. Is it that obvious? (b)

(a) (-)
Sa : Come on now, Fiora. Sure you're not hiding anything from me?
Fio : ...
Sa : I know a little about this, y'know?
Sa : Linada gave me a great book on Machina anatomical circuitry.
Fio : Why would you need that?
Sa : I'm studying to become a doctor.
Sa : I'll have to leave the Defence Force, but it's what I want to do.
Sa : More and more people are returning to Colony 6.
Sa : They'll need a doctor.
Fio : You definitely fit the bill!
Sa : The truth is, I figured something out recently.
Sa : It was Meyneth who kept your cardio-pulmonary functions going.
Sa : Am I right?
Fio : Yes. Meyneth gave me strength. (a1)
No, I'm fine without her. (a2)

(a1) (+)
Fio : I guess you found out my secret!
Sa : Why didn't you say something?!
Sa : Wait. No need to answer that. I know you hate worrying people.
Fio : Sorry, Sharla.
Fio : I really didn't want to cause a fuss.
Sa : I know exactly how you feel.
Sa : But that doesn't mean you should hide important things like that!
Fio : All I want is to be with Shulk and the rest of you.
Fio : I couldn't bear to be alone...
Fio : What if I leave everyone to go and rest, and...something happens?
Fio : This might be my last chance to be with you all. I'm scared, Sharla.
Sa : Fiora! You can't think like that!
Fio : When the time is right, I'll tell everybody.
Fio : For now, I don't want you to tell a soul, Sharla.
Sa : ...All right. I won't tell anyone.
Sa : But you have to promise me not to give up hope.

Sa : We will find a way to help you, Fiora. Whatever it takes!
Sa : I swear we'll never give up on you!
Fio : Sharla, I...don't know what to say.

(a2) (-)
Fio : So there's no need to make such a fuss over me!
Sa : Fiora, do you want me to get angry?
Fio : No, of course not...
Sa : Right. I can't force you to talk. And I understand your feelings.
Sa : But you can shut up and listen, and if you don't like it, so be it.
Sa : Whatever happens to us, we will not let you die, Fiora.
Sa : Never give up hope. You will be well again, Fiora.
Fio : Sharla...
Sa : Just remember that.

Fio : I will. Thank you, Sharla.

(b) (+)
Sa : I knew it! So you are experiencing some malfunctions?
Fio : ...
Sa : I didn't mention it before, but Linada is teaching me Machina anatomy.
Fio : Why do you need to know that?
Sa : Because when this is all over...
Sa : I'm going to quit the Defence Force and become a doctor.
Sa : People are returning to Colony 6. They'll need a doctor.
Fio : Wow! That's amazing!
Sa : I know that without Meyneth's Monado, your energy is depleted.
Sa : You only have a small reserve left now.
Fio : Apparently so.
Sa : How can you be so laid back about this?!
Sa : You should be back in Linada's infirmary, not here, doing this!
Fio : You're right. I should go. (b1)
No. I'm fine here. (b2)

(b1) (+)
Sa : Good. I'm glad you agree.
Fio : But I won't, Sharla.
Fio : I'm grateful for your concern, but I can't leave now.
Sa : You have to, Fiora!
Fio : I've made up my mind.
Fio : I will fight to the end...and when the end comes, I'll be with Shulk.
Sa : Fiora!
Fio : Sharla, please! This is my decision.
Sa : Well...I can't argue with that. But I haven't given up hope, OK?
Sa : I'll do everything in my power to make you right again.
Sa : I promise, Fiora!
Fio : I know you will. Thank you, Sharla...for everything.

(b2) (-)
Sa : Listen to me, Fiora!
Sa : If you don't get treatment now, you might not make it!
Fio : I'm sorry, Sharla. I don't want to make you worry like this.
Fio : But I can't go back. I can't.
Sa : You're throwing your life away!
Fio : But I can't leave Shulk. Not now.
Fio : If this body stops working and he's not by my side...
Sa : Fiora!
Fio : That's my decision, Sharla. Stupid or otherwise.
Sa : It's not as if I don't understand how you're feeling.
Sa : But you can't give up hope that someday we can fix you.
Sa : Promise me you won't give up. I will save you, Fiora!
Fio : Don't worry, Sharla. I don't intend to give up.

Kind Words

Bionis' Interior

Me: ...
Rik : Melly, cheer up! Cheer up, Melly!
Me: Oh, Riki... It's you.
Me: Why are you looking at me like that? Do not be worried.
Rik : B-b-but Melly! Melly have frowny frowny frown face!
Me: You've seen right through me. (a)
I do not know what you mean. (b)

(a) (+)
Me: I was thinking about my father and brother. It still hurts...
Rik : Melly's daddypon great Bird Man! And brotherpon too!
Rik : Riki liked very much!
Me: Hehe. You did, did you? That is sweet of you, Riki.
Me: I am proud of them too, as a daughter and a sister.
Me: I remember them both fondly...
Rik : ...
Me: Something wrong, Riki?
Rik : Riki very sad he fail at help Melly's family...
Rik : Big Heropon failure!
Me: Arguably. (a1)
That is simply not true. (a2)

(a1) (-)
Rik : Maybe Riki pass Heropon title to Oka now.
Me: (So Oka is next in line to be Heropon?)
Me: Sorry, Riki.
Me: I spoke out of turn. You are not to blame.
Rik : What Melly mean?
Me: The title of Heropon has been difficult to live up to.
Me: But I know you put your heart into being the Heropon, Riki.
Rik : B-b-but, Riki not save Melly's family...
Me: But you have saved me more than once.
Me: Be proud of your achievements. I think you're a great warrior!
Rik : Melly say such nice things! Riki thank Melly.
Rik : Riki try harder from now!
Rik : Riki not want Melly be sad again!
Me: That's the Riki I remember! Thank you, Riki. You are sweet.

(a2) (+)
Me: Hmm... This is not like you, Riki.
Me: Where is that famous Heropon spirit I know so well?
Rik : It get lost. Maybe Riki drop it somewhere.
Me: You should not let this bother you to such an extent.
Me: Life is all about learning to come to terms with things.
Me: As I have with the passing of my father and brother.
Rik : Melly strong Bird Lady!
Rik : Riki want to be like Melly!
Me: Glad to have my Heropon back. I was wondering where he'd gone!
Rik : Riki stop moaning from now!
Rik : Riki be there for Melly as warrior and friend!
Me: And I appreciate it, Riki. Thank you.

(b) (-)
Me: I am feeling positively ebullient. Now, let us return to the others.
Rik : Riki think Melly lying!
Me: What makes you say that?
Rik : Riki like Melly very much. And Riki know Melly very much!
Rik : Melly not hide from Riki.
Me: I suppose... But you still seem far too confident about this.
Rik : When Riki still littlepon, Chief Dunga teach Riki important lesson.
Rik : 'Lie to self and heart get heavy.'
Rik : If Melly lie to self lots and lots, heart get too heavy for body!
Rik : Then Melly is big useless lump!
Me: That makes a lot of sense. (b1)
I must simply live with that. (b2)

(b1) (+)
Me: Thank you for sharing your people's wisdom with me, Riki.
Rik : So Melly will talk to Riki about her feelings?
Me: I would love to do so freely, but it is never that simple.
Me: A person in my position has certain constraints set upon them.
Rik : Person in princess position?
Me: Exactly.
Me: I was brought up in a certain way and in a particular environment.
Me: So...I need time, Riki.
Me: Time to learn how to live with more freedom than I am used to.
Rik : Melly look small bit better now!
Me: Each second I'm with you makes my heart feel lighter and lighter!
Rik : Melly say nice things about Riki! Riki very happy!
Me: As am I, Riki. As am I.

(b2) (-)
Rik : Melly not listen! Big lump! That is bad thing!
Me: No, I understand you well, Riki. I hear your words.
Me: But someone in my position is not afforded such luxuries.
Rik : Oh no! Then Melly one day get squished by own heart!
Me: Do not worry, Riki. I have you here to keep that from happening.
Me: You can carry my heart for me.
Rik : Hmm... OK!
Rik : Riki will help Melly carry heart and look after Melly in battle too!
Rik : Heropon to the rescue!
Me: Hehe. You are very sweet. Thank you, Riki.

Before the Final Battle

Bionis' Interior

Fio : Something wrong, Shulk? You look like you're a million miles away.
Su : ...
Fio : Shulk? You in there?
Su : Oh! Hey, Fiora! What's up?
Fio : Hellooo. I just asked you that! You feeling OK?
Su : Sorry. I was just thinking...
Fio : You've been like this since we got here.
Su : Haha. You don't miss a thing, do you?
Fio : Nope. And I know exactly what's been on your mind.
Fio : It's Dickson, isn't it? (a)
You're worried about me. (b)

(a) (-)
Su : No, not just him. But that's partly it.
Fio : It's not easy. We all thought of him as our friend.
Su : I just don't know anymore, Fiora.
Su : One second I resent him and the next I remember who he is...
Su : What am I supposed to feel? I don't know anymore...
Fio : It must be hard to think about fighting him.
Su : Very. I just hope there's some way I can avoid it...
Fio : There might not be... (a1)
I'm sure there will be! (a2)

(a1) (+)
Su : Yeah. Deep down I know we have to go through him to get to Zanza.
Fio : That's right, Shulk.
Fio : He won't stand down for anyone. Not even you.
Su : Don't worry. I'll give as good as I get.
Su : Even if that means he has to die...
Fio : And I'll be right by your side, ready to fight to the end with you.
Fio : But I don't think you should forget about all the good times you had.
Fio : With Dickson, I mean. I still believe those are real.
Su : You do?
Fio : It's complicated, I know.
Fio : Sometimes you just wish you could forget all the bad memories.
Fio : But you have to keep hold of them.
Fio : The good ones and the bad... They're all tied together.
Su : Fiora...
Su : I...I know what you mean. I won't let go of those memories.
Fio : Um, Shulk... You won't ever forget about me, will you?
Su : Hey, where did that come from?
Su : I could never, ever forget about you.
Fio : Yeah, I guess not. Sorry.
Fio : Now, let's go and find the others. They're probably getting worried.

(a2) (-)
Su : Really? That sounds...unlikely.
Fio : If it's gonna be too tough for you, why make it hard on yourself?
Fio : He was like a father to you, right?
Fio : Let us take care of him instead. You can hang back, wait for us!
Su : I know what you're saying, Fiora.
Su : But I can't let you do that.
Su : I've been thinking about what happened before...
Su : And I reckon maybe Dickson doesn't care about Zanza at all...
Fio : What makes you say that?
Su : I think...he just wants to kill me.
Su : He's realised that I don't need the Monado to defeat him.
Su : And that scares him. That's why he wants to end this.
Fio : There's no looking back now...
Su : No. We move forward or perish.
Su : We got ourselves into this mess, we have to get ourselves out.
Fio : I wish there could be another way.
Fio : You were like father and son...
Su : Fiora...
Fio : Sorry, Shulk. I didn't mean to upset you. Changing the subject...
Fio : Why don't we go find the others? They're probably waiting for us.

(b) (+)
Su : Yes. How did you know?
Fio : All I had to do was look at your face. I could feel the worry...
Su : Just by looking at me?! That's pretty amazing.
Fio : I was joking, Shulk. Hehe! Thank you, though.
Fio : But I've been feeling much better, so stop worrying so much!
Su : Well...if you're feeling better...
Fio : Hey, Shulk... Do you think I'll ever be 100% Homs again?
Su : No doubt! Of course you will. I will make it happen.
Fio : Oh, Shulk! Thank you! (b1)
I know you can't promise that. (b2)

(b1) (+)
Fio : I don't know what I would do without you!
Su : When this is all over, we'll find a way.
Fio : Whenever we make camp I see you with your head in a book.
Fio : The other night you didn't sleep. Are you doing all this for me?
Su : Yeah, but it's nothing.
Su : I always get carried away when I fixate on one thing.
Su : It's a bad habit of mine...
Fio : But you must be so exhausted from all the fighting!
Su : Don't worry, Fiora. I'm fine.
Su : It did some good, because now I've learnt a few things.
Fio : Really? Like what?
Su : The key is combining Machina and High Entia technologies.
Su : Miqol gave me a book explaining the joint research they did.
Su : It was years and years ago, but it covered all sorts of fields.
Su : I don't know much about medicine, but Sharla and Linada do.
Su : I'll get them to help.
Fio : Shulk...
Su : S-sorry, Fiora.
Su : This stuff is really boring, huh?
Fio : No...it's not.
Su : ...Fiora?
Su : Are you...crying?
Fio : Yes. But these are tears of joy. I don't know what to say...
Fio : When I get my body back...
Fio : Let's go have another picnic at the park in the colony!
Su : Sure thing, Fiora. It's a date.
Su : One day, I promise.

(b2) (-)
Fio : I know you think you can do it all, but even you have your limits.
Su : You don't believe me? Come on!
Fio : I'm not saying you're lying, Shulk! I wish you'd listen sometimes! *
Su : OK! OK already!
Su : I'm really sorry, Fiora. I just don't want you to be worried.
Su : I know I have the power to see this through.
Su : That's my promise to you, Fiora.
Fio : Really? You promise?
Su : Yep. And have you ever known me to go back on a promise?
Fio : Hehe. I guess not.
Fio : Thank you, Shulk. You've filled me with hope.
Su : I'm glad you say that.
Su : I know it's tough, but you can never give up hope.
Su : When this is all over... When there's peace at last...
Fio : You don't have to say another word. I trust you, Shulk.

Untold Feelings

Prison Island

Sa : Hey, Melia...
Sa : I wanted to talk to you. About...you-know-who.
Me: You mean Shulk?
Sa : Yeah. I was wondering about... you and him, you know?
Me: You're being rather vague, Sharla. What were you wondering?
Sa : Well, you know... About Shulk...
Sa : Do you still like him? (a)
Have you given up? (b)

(a) (+)
Me: Could you not have simply asked in the first place?
Me: Well...I do have something I need to tell you.
Sa : You had a breakthrough?! Oh, this is great!
Me: Not a breakthrough, Sharla.
Me: In fact, quite the opposite. I have decided to give up.
Sa : You don't want to pursue him?
Sa : Did you at least tell him how you feel?
Me: I did not. He remains blissfully unaware.
Sa : That is just like you, Melia. (a1)
That breaks my heart. (a2)

(a1) (+)
Sa : Always thinking of others, but secretly hurting inside.
Me: I-it's not that bad.
Sa : You don't fool me for a second. Sharla can tell from a mile away.
Me: How do you do that?
Me: All right. I admit it has been hard.
Me: I have already lived for a great number of years.
Me: But never before have I experienced these emotions.
Sa : I'm truly sorry, Melia. I wish I could have done more to help.
Sa : I should have paid more attention to how you were doing.
Me: You are not at fault here, Sharla.
Me: You have already lost someone. My hurt cannot compare to that.
Sa : Melia...
Me: I have decided that Shulk and Fiora deserve a future together.
Me: So I shall watch from afar and wish them every happiness.
Sa : Well...it's a shame, but maybe it's for the best.
Sa : And I've no doubt those two will be really happy together.

(a2) (-)
Sa : How can you just give up without telling him how you feel?
Sa : You'll only live to regret it.
Me: Will I? I am not so sure.
Me: I feel I may be happier this way.
Sa : Hmm. Well, if you're sure...
Me: I am. I know that I will cherish the time I spent with Shulk forever.
Me: My task is clear.
Me: I must see Shulk and Fiora achieve true happiness together.
Sa : That makes sense I suppose.
Sa : And anyway, everything'll be fine! We're going to find you a nice lad.
Sa : Imagine the queue for a chance to date a pretty girl like you!
Sa : It'd probably stretch around both feet of the Bionis!
Me: You really think so?
Me: Thank you, Sharla! I hope you find love again...
Me: Maybe even with...you know...
Sa : What was that? With who, Melia?
Me: Do not worry, Sharla. It will come to you...

(b) (-)
Me: Hah. What chance do I have?
Me: Do you honestly think there is any room in Shulk's heart for me?
Sa : Why would you say that?
Me: Fiora admitted to me her feelings. She...wants to be with Shulk.
Me: I will never best her.
Sa : So she told you...
Me: Yet I feel...strangely relieved.
Me: As if I can move on with my life and forget this pain in my heart.
Sa : Stop putting on a brave face! (b1)
I agree. It's for the best. (b2)

(b1) (-)
Sa : If you didn't do that all the time, things

might go better for you.
Me: Whatever do you mean?!
Sa : If you opened yourself up a bit, shared your doubts with others.
Sa : Before today, I doubted whether you could handle it all, Melia.
Sa : You're always telling everyone else not to worry about you.
Me: We are who we are.
Me: I find it difficult to change, as all of us do.
Sa : Well, I'm only trying to give you some friendly advice.
Sa : I'd never want you to change too drastically. None of us would.
Sa : We all like you just how you are!
Me: Thank you for saying that, Sharla.
Sa : And next time, whoever you go for, they'll be putty in your hands!
Me: I, er, certainly hope so. Thank you, Sharla.

(b2) (+)
Sa : You have to move on or you'll just feel even worse.
Me: Indeed. I will not pine over him. There are other fish in the sea.
Sa : Now you're talking, Melia.
Sa : But I wish I found it so easy to put the past behind me...
Me: What do you mean, Sharla?
Sa : Oh, nothing. It's silly really.
Sa : I'm just finding it hard to forget about... him.
Me: Gadolt, you mean...
Sa : His last words to me were 'I've fulfiled my promise'...
Sa : But why did that mean he had to go and die on me?
Me: Mourning is a part of acceptance.
Me: Try to turn that sadness into a celebration of his life.
Me: (And I do hope you get together with Reyn. He'll make you happy...)
Sa : You're right, Melia, although it's easier said than done. Thank you.

Journey's End

Prison Island

Re : Hey, Riki. I've gotta confess something to you.
Rik : Reyn obsess with Riki?
Re : Not 'obsess', 'confess'! It's just I...didn't think you'd get this far.
Rik : What Reyn mean?
Re : I just figured you'd give up and head back to the village.
Rik : Reyn mean Hom Hom! (a)
Riki do want to go home. (b)

(a) (-)
Rik : If Riki go home now, village friends cook Riki on grill!*
Re : Wow. You serious?
Rik : Riki never serious! Haha.
Rik : But Riki do sometimes want go back to family in village.
Re : Yeah, I miss home too. And your little ones probably miss you a lot.
Rik : Riki not leave friends though!
Re : Why not? (a1)
'Because Riki is Heropon'? (a2)

(a1) (-)
Re : You just being too stubborn to admit defeat?
Rik : Riki not stubborn! Reyn nasty Hom Hom! *
Re : Oi, calm down, Riki. I'm sorry.
Re : We've been dragging you around getting in all sorts of trouble.
Re : I kinda feel a little guilty. That's all.
Rik : Reyn worried for Riki?
Rik : Riki love to travel with friends! No regrets!
Rik : Riki not like every day, but tomorrow always different!
Re : You know who's next though? Dickson.
Re : He's not going down easily. Things might get messy, Riki.
Re : You ready for that? 'Cos if not, get running, fuzzball!
Rik : Riki ready like Reyn ready. Dickson fall like leaf from tree!
Re : That's not what I meant.
Re : Think about your family, Riki. What happens if you get hurt?
Re : Your family will have no dad.
Rik : Reyn talk funny to Riki. Reyn sound different than before...
Rik : Riki think that sky will fall on friends' heads next!
Re : What's got into you? I talk like this all the time.
Re : I know about this stuff. I lost my mum and dad ages ago.
Re : I was young like your kids. So I know how they'd feel.
Re : Make sure you survive, Riki.
Rik : Yes, yes, Reyn. Riki understand Reyn's words.
Rik : Heropon Riki will not fail! Because...
Re : 'Riki is Heropon!' Heard it all before man.
Rik : Reyn right! Good memory, Reyn!

(a2) (+)
Rik : Reyn right! Good memory, Reyn!
Re : Your catchphrases are stuck in my head! I can't help it.
Re : They usually have 'Heropon' in 'em so they're easy to remember.
Rik : Meh-meh-meh-meh! Reyn shut big fat Hom Hom hole! *
Rik : Reyn say silly sayings all the time! *
Re : All right, little fella. Let's agree to disagree, eh?
Re : It's hard to admit, but it's been kinda fun having you around.
Re : Though I never would have thought you'd make it as far as this.
Rik : Reyn sound different. Sound like he use his brain!
Rik : Is sky going to fall on Riki's head?
Re : Oi, where'd that come from?! I say clever things all the time!
Re : Anyway, I'm just telling it like it is.
Re : I figured some silly 'Heropon' was never gonna cut the mustard.
Rik : Riki never really think he leave and go home.
Rik : Riki think like this:
Rik : When Riki ride Pterix, never jump off before Pterix land!
Re : What the heck is Pterix? You say the weirdest things...
Re : Well, anywho, I have to say thank you.
Re : After we mop up the bad guys, you and the missus can visit me.
Rik : Riki look forward to it!
Rik : Riki want to go fishing at Reyn's favourite spot at colony!

(b) (+)
Rik : Riki want to see Oka and all littlepon in village.
Rik : Riki want pollen cakes and Riki want them now! *
Re : Sounds like you'd rather eat cake than see your family, Riki.
Rik : No! Riki think family most important!
Rik : But Riki is Heropon so fight till battle ends!
Re : Haha. That's right?
Re : You've got a pretty big family... I'm almost jealous of ya, Riki.
Rik : Why Reyn jealous?
Re : I ain't got any family left.
Re : When I go home, no one's there waiting.
Re : You must be the happiest bloke on Bionis, Riki.
Rik : Reyn really think so? (b1)
Cheer up, Reyn! (b2)

(b1) (-)
Rik : Riki so used to family that he forget Reyn not have one.
Re : Sounds like a typical Riki reply.
Rik : Riki not forget feeling at home. Riki feel good going home.
Rik : That what Reyn mean?
Re : Yeah, that's what I want.
Re : I used to take it for granted, spending time with mum and dad.
Re : It wasn't till after they were gone I finally realised what I had.
Rik : So Reyn want to start family too?
Re : Yeah, I guess you could say that. Not right now though.
Re : I've learnt a lot from this trip, but I still have loads to learn.
Re : I've gotta get stronger in more ways than one.
Rik : Reyn sound different. Sound like he use his brain!
Rik : Is sky going to fall on Riki's head?
Re : Listen you! I come up with loads of good ideas!
Re : But anyway, enough arguing.
Re : I'm glad we got to chat. I almost enjoyed myself. Haha!
Re : Cheers, Riki.

(b2) (+)
Rik : Riki want Reyn to start own happy family!
Re : Easier said than done, man!
Rik : Riki think it easy! Get married! Start family!
Rik : Reyn think too hard sometimes!
Re : So you reckon I should stop thinking about it so much?
Rik : Riki want to marry Oka so Riki tell her, 'Marry Riki!'
Rik : Oka was so angry she slap Riki.
Rik : But then she agree and Riki and Oka have family.
Re : So you think if I get a girl to marry me I'm all set?
Re : I hate to agree with you, but that sounds like a good idea.
Rik : Reyn agree with Riki?!
Rik : Riki help Reyn get married to other Hom Hom!
Re : Cheers, man.
Re : Gonna have to find me a nice girl first though.
Rik : But Reyn already have nice girl...
Re : Wait... You don't mean...
Re : Well, maybe, but this ain't the time or the place.
Re : When we're all home free, I hope she doesn't turn me down...

QUEST PARTYTALK FILE

Asking for clarity

Shulk	Reyn	Go on, spill it! I'm sure Shulk'll have something up his sleeve.
	Shulk	You can help too, Reyn!
	Fiora	Shulk, I wanna know too!
	Shulk	Easy, Fiora. We'll get to the bottom of this!
	Dunban	Perhaps we can help in some way. Shulk, shall we lend a hand?
	Shulk	Of course! I'll help any way I can.
	Sharla	Yeah. Maybe there's something we can do.
	Shulk	Thanks, Sharla. Let's find out more.
	Riki	But Riki thought Shulk know everything about everything!
	Shulk	Not this time, Riki. We'll just have to listen.
	Melia	You can speak freely. Shulk is a very good listener.
	Shulk	Melia! I wouldn't go that far!
Reyn	Shulk	Reyn's got a hero complex. He just has to help people!
	Reyn	Hey! Don't make fun of me! I'm just askin' what's up!
	Fiora	Reyn! Be more polite! Sorry about that. Reyn often forgets his manners.
	Reyn	Hey! I'm supposed to be the tough guy! Anyway... What's the matter?
	Dunban	Reyn, look the other person in the eye when you talk to them. The eyes are the window to the soul!
	Reyn	Urgh... I'm looking, I'm looking... Nope. Didn't get a thing!
	Sharla	Good boy, Reyn. Listening is an important skill.
	Reyn	Hey! You're startin' to sound like my mum now!
	Riki	Will that help Reyn understand?
	Reyn	C-course it will!
	Melia	Reyn, are you sure we have time to get involved in this?
	Reyn	Why not? If we both chip in, we'll be finished in no time!
Fiora	Shulk	Maybe we'll be able to help. Isn't that right, Fiora?
	Fiora	That's right!
	Reyn	Hear more? Then what? Ain't we got enough on our plates looking after Shulk?
	Fiora	REYN!
	Dunban	I'm sure that Shulk will know what to do.
	Fiora	What?! It's not exactly hard! I can do it!
	Sharla	You really like doing things for other people, don't you Fiora?
	Fiora	I'm getting you to help too, Sharla! Right, let's get to the bottom of this!
	Riki	Fiora! Riki have problems too!
	Fiora	Hehehe. We'll sit and talk later, OK?
	Melia	She shows as much concern for others as she does herself. Is this her strength?
	Fiora	Melia's staring at me. Did I say something odd?
Dunban	Shulk	It's important to listen first. Dunban taught me that.
	Dunban	Well remembered, Shulk! So, how can we help you?
	Reyn	Me and Dunban'll hear you out.
	Dunban	Yes. Let's hear it.
	Fiora	Dunban! You're not making extra work for yourself again, are you?
	Dunban	With a little sister like you, I've got used to hard work. Tell us what's troubling you.
	Sharla	Now I see. Dunban's renowned as a hero not only because he saved the world.
	Dunban	What are you thinking, Sharla? You want to help, don't you?
	Riki	Dundun so kind! Dundun always help sad peoples.
	Dunban	With the world the way it is, we all have to help each other out. So, what's the problem?
	Melia	Such concern for their fellow man. Is what makes the Homs so strong. We High Entia have much to learn.
	Dunban	You look worried about something. Whatever it is, just be true to yourself. That's what's important.
Sharla	Shulk	Sharla, we might be able to help.
	Sharla	Good thinking, Shulk. Let's hear the problem first.
	Reyn	Yeah. I'm a good listener 'n' all.
	Sharla	Only when it involves food.
	Fiora	Wow! Sharla's so calm! She seems so... What's the word? Grown up.
	Sharla	Something wrong, Fiora? Let's hear what they have to say.
	Dunban	So you intend to help, Sharla?
	Sharla	Don't you, Dunban? Let's hear what they have to say.
	Riki	Riki listen for Sharla!
	Sharla	Thanks, Riki, but there might be something you don't understand.
	Melia	As am I. Speak.
	Sharla	'Speak'?! We're not trying to scare them into talking!
Riki	Shulk	That's a good Heropon! You have to help those in distress!
	Riki	Yes! Very good Heropon! Riki listen good! You listen too!
	Reyn	Man... You do talk big. But when it's time to do some work, you always leg it!
	Riki	What Reyn talking about? Riki have no legs! Heropon work hard and listen harder!
	Fiora	You're amazing, Riki! You're gonna help them, aren't you?
	Riki	Of course! Riki is mighty Heropon!
	Dunban	I'd like to listen too. That is, if it's all right with you Riki.
	Riki	Heropon and Herohom make great team! Fix problem in no time!
	Sharla	Riki, if you listen, you have to pay attention, OK? You can't just listen and then pretend to understand.
	Riki	WHAT?! Sharla wrong! Riki never do that!
	Melia	As you can see, Riki is a trustworthy Heropon. Please feel free to confide in him.
	Riki	Riki knew Melly understand how great Riki is! Tell Riki problems! Heropon will save day!
Melia	Shulk	Like Melia said, I don't think we have enough to go on right now.
	Melia	Indeed. Give us more details and we will help if we can.
	Reyn	I know I ain't one to speak but she could've asked more politely. She's cold as ice, that one. Oh no... Can she hear what I'm thinking? Nah! No way. That's impossible.
	Melia	What is wrong? Do you too wish to know in greater detail? You need not answer. Let us hear what this person has to say.
	Fiora	I think I know what's going on! It's...er... You know? That...um...
	Melia	Please stop embarrassing us!
	Dunban	Melia, allow me to listen in.
	Melia	That is much appreciated. Perhaps we shall be able to ascertain what is wrong.
	Sharla	Melia, you prefer people who are straight to the point, don't you?
	Melia	Wh-what do you mean? No. Now is not the time. We must focus on this person's plight.
	Riki	If Melly asking, then Riki also want to know!
	Melia	Yes. Continue. Riki and I will listen to what you have to say.

Quest declined

Shulk	Reyn	Shulk! What are you doing? Let's help 'em already!
	Shulk	Now isn't a good time. I'm sorry.
	Fiora	Shulk! Come on! Let's help them!
	Shulk	Sorry.
	Dunban	Shulk, what's wrong? Won't you help?
	Shulk	I'm sorry. I can't right now.
	Sharla	Listening to them and not helping. That's not very nice, is it?
	Shulk	You're right. I'm sorry.
	Riki	Shulk, helping friends important to Nopon. Not helping people is bad.
	Shulk	I'm sorry...
	Melia	I know how you feel, Shulk, but this is a mistake.
	Shulk	I know but now's not a good time.
Reyn	Shulk	Reyn, you're not yourself today.
	Reyn	Sorry 'bout that...
	Fiora	Reyn, that's really cold of you. Not getting at you. Just saying.
	Reyn	Eh...it's fair enough.
	Dunban	What was that all about? That wasn't like you at all!
	Reyn	Yeah, I dunno... I'm sorry.
	Sharla	Reyn, I have to say... I'm a little disappointed in you.
	Reyn	Hey, don't look at me like that! I'm just being honest! If now's not a good time, it's just not a good time!
	Riki	Reyn must act like man! Man never ignore those in trouble!
	Reyn	I won't make any excuses... I'm sorry.
	Melia	Explain yourself. Normally, compassion is your only redeeming characteristic.
	Reyn	Ouch... Melia, that's really harsh.
Fiora	Shulk	What's with you all of a sudden? You're not going to help them?
	Fiora	Sorry. Now isn't a good time.
	Reyn	Hey, what was that all about? You're just gonna walk off?
	Fiora	I can't do everything, you know? Sometimes you get days like this!
	Dunban	If you say so, then I presume that you have your reasons. But you must realise this is not the correct course of action.
	Fiora	Yes, I know. I promise I'll come back.
	Sharla	Quite a stark refusal. Something bothering you, Fiora?
	Fiora	No. It's nothing. I'm sorry, I just don't think I can be of much help right now.
	Riki	Fiora, it not nice to not help. People in trouble get really sad.
	Fiora	You're right, Riki. But I can't help right now. I'm sorry.
	Melia	Do you not regret your choice? I wonder what Shulk would think...
	Fiora	Sh-Shulk has nothing to do with this! I just made my own choice. that's all.
Dunban	Shulk	Dunban, we're gonna come back and help, aren't we?
	Dunban	Yes. We'll be back.
	Reyn	Dunban! You never give up. This ain't like you.
	Dunban	Even I am just a man. My apologies.
	Fiora	What's that supposed to mean? This isn't like you, Dunban.
	Dunban	Yes. You're right, Fiora. I'm sorry.
	Sharla	To be absolutely honest... I'm a little relieved. It's nice to know you're a normal guy.
	Dunban	I'm glad you see it like that. Sorry for not helping.
	Riki	Bad Dundun! Why say no? Bad Dundun!
	Dunban	You shouldn't make promises you can't keep. Don't you agree?
	Melia	Is that the right choice, Dunban? Tomorrow, this world may simply... disappear.
	Dunban	Melia, I'll bear your words in mind.
Sharla	Shulk	Sharla! Are you just going to give up?
	Sharla	I'm sorry, Shulk.
	Reyn	Sharla, are you giving up? What about if I help out?
	Sharla	Thank you, Reyn. But it's not a good time right now. Forgive me.
	Fiora	You're gonna refuse?! Wow, I thought that you'd... Wow.
	Sharla	Looks like you had me wrong! I'm sorry Fiora. Please forgive me.
	Dunban	If you don't take this chance, you may end up regretting it, Sharla.
	Sharla	I know. But I can't right now. I'm sorry.
	Riki	Sharla! It not good to not help people.
	Sharla	Riki, now really isn't a good time. Please try and understand.
	Melia	I am disappointed, Sharla. Is this the extent of Homs goodwill?
	Sharla	Melia...
Riki	Shulk	Let's help them Riki! What's wrong with you?
	Riki	Riki wanna help but no have time now.
	Reyn	Don't tell me... You just said exactly what you felt? That ain't good, y'know?
	Riki	Riki never do that! Now just not good time for Riki! That why Riki say that!
	Fiora	Oh dear, Riki. What a shame. If you'd agreed to help, you might have got a reward.
	Riki	Reward?! Riki want reward! Okey dokey, Riki come back later!
	Dunban	No? I didn't think you were like that, Riki.
	Riki	Riki normally try really hard but just too much to do now.
	Sharla	Riki, don't forget. We're here to help you too! Don't give up so easily!
	Riki	But...but...too much to do now.
	Melia	Riki, I thought you were someone who would help no matter what. Perhaps I overestimated you.
	Riki	Boohoo. When Melly talk like that, Riki is a sad Nopon.
Melia	Shulk	Why?! Don't give up, Melia!
	Melia	Forgive me, Shulk. I am merely trying to ascertain the best course of action at this time.
	Reyn	What the...?! I'll do it if you don't wanna!
	Melia	Reyn, do not forget our ultimate aim. Now is simply not the time.
	Fiora	So if now isn't a good time, when exactly will be?
	Melia	I do not know precisely. But when we are on top of events.
	Dunban	That is indeed correct. But maybe there's something more important. Don't you think, Melia?
	Melia	I do. But now is not the time.
	Sharla	Wait a minute! Is it really like you to ignore someone in trouble?
	Melia	Of course not! You know that this is not my real intent. However, we cannot afford to jeopardise our higher objectives.
	Riki	'Other matters' very important. But...but...Melly so cold to people.
	Melia	Perhaps you are right. My apologies.

Quest accepted

Shulk	Reyn	Nothing can stand in the way when me and Shulk are on the case! You just take it easy and sit tight.
	Shulk	Let's give it all we got, Reyn!
	Fiora	Shulk, be careful OK? Make sure you don't overdo it!
	Shulk	I'll be fine! Because you're with me, Fiora.
	Dunban	Very good, Shulk! Let's get this sorted out!
	Shulk	Yeah!
	Sharla	Yep, let's do our best, guys! If anyone grazes their knee, I'll be here to patch them up!
	Shulk	Thanks, Sharla! We'll be counting on you!
	Riki	If Shulk put his mind to it, Riki know he succeed!
	Shulk	I'm relying on you too, Riki.
	Melia	I will do everything I can to help. I will follow your lead.
	Shulk	Thanks, Melia!
Reyn	Shulk	That's the spirit, Reyn!
	Reyn	I'm gonna be needing your help 'n' all, Shulk!
	Fiora	Hahahaha! Reyn, you really get carried away! But I'm gonna try just as hard as you!
	Reyn	Heh heh! Think you can keep up with Reyn time, Fiora?
	Dunban	You sound very confident, Reyn. But stay focused!
	Reyn	I know, I know!
	Sharla	Reyn, I admire your spirit but we have to be careful!
	Reyn	Oh yeah! I totally agree. I'll leave that stuff to you.
	Riki	Yay Reyn! You want get reward quickly too?
	Reyn	Yeah baby! That's what I'm talking about! Nah, I'm just yankin' your chain! This is about helping people!
	Melia	We shall be relying heavily upon your powers of idiocy.
	Reyn	Hey, now wait a second! Just 'powers' is enough, right?
Fiora	Shulk	Yeah! Fiora, let's solve this one together!
	Fiora	'Together'... Yeah! That sounds great, Shulk!
	Reyn	That's cool, but on your own? I think I'd better help you out!
	Fiora	No one asked you! But thanks anyway.
	Dunban	As a big brother, I can't just let my little sister go off on her own.
	Fiora	Fine with me. There's plenty you can do to help out, Dunban!
	Sharla	Good answer, Fiora! Let's get this issue sorted out!
	Fiora	Yeah!
	Riki	Fiora try her bestest so Riki try his bestest too!
	Fiora	Thanks, Riki! Right, let's do it!
	Melia	I too will give it my best...shot! I tried to copy you but... never mind.
	Fiora	Hee hee! It's no problem! Come on, let's get to work!
Dunban	Shulk	If Dunban's helping out then this'll be a walk in the park!
	Dunban	I can't let everyone down, can I?
	Reyn	That's right! Dunban'll have it sorted in no time!
	Dunban	Reyn, one person can only achieve so much. I'll need your help as well.
	Fiora	That's my big brother! But don't push yourself too much! I worry about you, you know?
	Dunban	No need to worry about me. I have you and the others too. So I'm not alone, am I?
	Sharla	Just what I'd expect from the legendary hero Dunban!
	Dunban	Such flattery! I'll be needing some of that recovery ether of yours!
	Riki	Now is time for Heropon and Herohom combo!
	Dunban	Thank you, Riki! You are truly an inspiration!
	Melia	I don't anticipate any problems.
	Dunban	We can't afford to be careless. Melia, we need your strength too!
Sharla	Shulk	Let's just take it one step at a time.
	Sharla	Exactly, Shulk! Let's give it our all!
	Reyn	Don't forget about me, Sharla! Now let's get this sorted, together!
	Sharla	Of course! I know you'll do it or die trying! Isn't that right, Reyn?
	Fiora	I'm getting goosebumps, Sharla. I wish I was as confident as you!
	Sharla	Don't be silly. Of course you are! Right, you ready to help out?
	Dunban	I know you can handle it. I'm just here to make a good impression!
	Sharla	Aw...don't put yourself down! I can't do it by myself. I need your help too!
	Riki	Wooow! Sharla is Heropon just like Riki!
	Sharla	It's an honour, Riki! But we'll need your help too, oh mighty Heropon Riki!
	Melia	We can do it. It may not be easy but with you, I feel inspired.
	Sharla	You taught me the importance of seeing things through.
Riki	Shulk	Yeah! Give it your best shot, Riki!
	Riki	Yes yes! Riki and sidekick Shulk together!
	Reyn	'Easy-peasy', huh? Well, I'll be there if things get a bit too hot to handle!
	Riki	No need for Reyn to help Heropon! Well...maybe need a bit of help...
	Fiora	That's right! We're counting on you, brave Heropon!
	Riki	Yeah! Just leave everything to Heropon!
	Dunban	I trust you won't go back on your word. I shall assist you!
	Riki	Riki no break promise! Dundun follow Riki!
	Sharla	Let's see just what the Heropon can do!
	Riki	Maybe Sharla fall in love with Riki after she see.
	Melia	It looks like I should keep out of this.
	Riki	N-no Melly! Melly has to help us! Riki no feel like working hard without Melly.
Melia	Shulk	So you're gonna help, Melia? Then I'll help too! If you don't mind, that is...
	Melia	N-no, I do not mind. I mean...thank you.
	Reyn	You're really kind, Melia! But I think I can do a better job of this one than you!
	Melia	Very well. Let us see who can solve the issue first! Let the duel begin, Reyn!
	Fiora	Two of Bionis' bravest and boldest women, at your service!
	Melia	Fiora is certainly high-spirited today. It appears I shall have to double my efforts!
	Dunban	I like your style, count me in. Dunban to the rescue!
	Melia	You are most kind! I shall be relying on you, Dunban.
	Sharla	No, no, no. You're way too stiff. Try this: 'Gotcha! Leave it to us!'.
	Melia	I am unfamiliar with such coarse phrasing. But, I shall try. G-gotcha... friendio! Leave it to us...m-mate! Is that correct, Sharla?
	Riki	Yep yep! Melly very clever! Riki always protect clever Melly!
	Melia	Watching over me is not enough. We are in need of your efforts too.

Quest completed

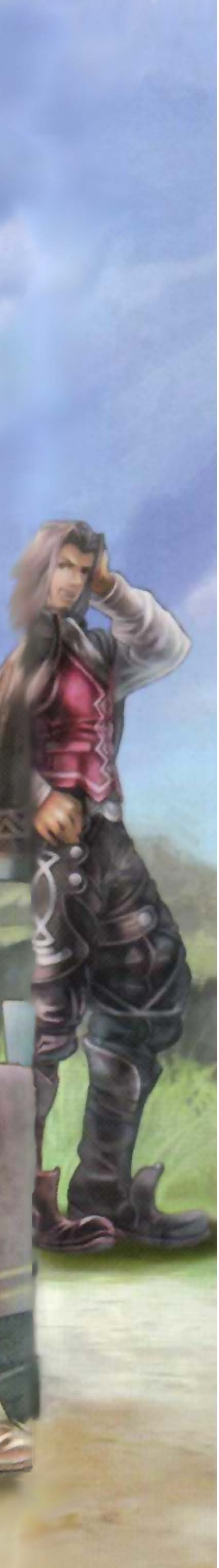
Shulk	Reyn	Nice one, Shulk! Let's keep up the good work!
	Shulk	Of course! Nothing can stop us once we get going.
	Fiora	That's great, Shulk! You really did a good job!
	Shulk	Well I had you to help!
	Dunban	Excellent job, Shulk. You're really growing up fast.
	Shulk	R-really?! That means a lot coming from you. I won't let you down!
	Sharla	I'd expect no less from you! I just knew you could do it!
	Shulk	It wasn't just me! Everybody helped!
	Riki	We did good job! Let's dance! Dance Nopon dance!
	Shulk	A Nopon dance? I wonder what that would go like...
	Melia	Shulk... Seeing you so happy... I know not why, but it makes me feel warm.
	Shulk	What's wrong, Melia?! You're kinda staring.
Reyn	Shulk	Yeah! All that hard work and effort was worth it!
	Reyn	Hah! Dunno 'bout you guys but I didn't even break a sweat!
	Fiora	Reyn, I'm impressed! You do have what it takes!
	Reyn	Oi oi oi! Don't be shy! Just say it straight: 'Reyn, you're the man!' Like that.
	Dunban	That's right! Good job, Reyn!
	Reyn	Cheers, Dunban. Nice of you to say so!
	Sharla	You're looking very pleased with yourself. I guess you do deserve some of the credit!
	Reyn	W-what? Really? Cheers, Sharla.
	Riki	Even rude and violent person can help people when they try!
	Reyn	Say what you want fuzz ball. You ain't gonna stop me feeling good!
	Melia	Well done, Reyn! Your performance was excellent.
	Reyn	Easy on the compliments, Melia. You're gonna make me blush!
Fiora	Shulk	That's right! Good job, Fiora!
	Fiora	I'm so glad! Shulk is happy too. Maybe I really can help people!
	Reyn	Yeah. That's a weight off our shoulders. Nice work, Fiora.
	Fiora	Stop it. I'm not used to you saying nice things about me. Feels weird.
	Dunban	Excellent work, Fiora. You ought to be proud of yourself!
	Fiora	No. It's too early for that! After all, we still have lots to do!
	Sharla	Hehe. Seeing you like this makes me feel proud, Fiora!
	Fiora	H-hey...you're making me blush!
	Riki	Now we celebrate with Fiora's tasty cooking!
	Fiora	Yes, sir! Today I'll make something extra fancy!
	Melia	Our success is down to your unwavering effort, Fiora!
	Fiora	I just did what I had to do. Hehe. It's still nice to hear it though.
Dunban	Shulk	I've learnt a lot from watching how you tackle problems, Dunban!
	Dunban	Right back at you, Shulk. That is what friends are for.
	Reyn	Man, he's so cool! I gotta try that out myself a couple of times too!
	Dunban	What is it, Reyn? You're looking pretty smug.
	Fiora	You're amazing, Dunban! I'm not just saying that!
	Dunban	What's with you all of a sudden? I don't think I can remember the last time you praised me so much. I suppose I should just smile and be happy.
	Sharla	That's why you're the hero of Colony 9! Well done!
	Dunban	Sharla, please. It's not as if I did it alone. We all worked together.
	Riki	No! It was 'something', not 'nothing'! Riki know it was really hard work!
	Dunban	Really? To me it looked like you had much less of a problem than I did.
	Melia	'It was nothing', you say... Only a man of your skill could truly say that.
	Dunban	Are you sure, Melia? I am not a good judge of myself, but I'll gladly take your word for it.
Sharla	Shulk	Sharla, you're a medic, right? No wonder you like helping people!
	Sharla	Yes but that's not the only reason! I just like making people happy.
	Reyn	Right! We're helping make things better - a bit at a time!
	Sharla	I couldn't agree more, Reyn! Now I think about it, you're actually... Erm...never mind.
	Fiora	Yeah. We did a good thing, didn't we?
	Sharla	That's right, Fiora. We should be proud of ourselves.
	Dunban	Indeed. Otharon too will be glad when he hears about your efforts.
	Sharla	You're right! He raised me like a daughter. I should send him some news.
	Riki	Riki no surprised we do so good! Sharla work really really hard!
	Sharla	Aw, thank you Riki! You helped out too!
	Melia	I am sure they can see the extent of your compassion. Having myself been saved by you, I am certain of this.
	Sharla	What a sweet thing to say. Thank you, Melia.
Riki	Shulk	You're really kind, Riki! Just what I would expect from the Heropon!
	Riki	Heropon is strong and kind! Teehee!
	Reyn	Is...is he...crying?!
	Riki	REYN! N-no look at Riki!
	Fiora	I guess all this is just a walk in the park for a Heropon like you.
	Riki	Yep! Fiora right! Walk in park! Er...Riki no understand... Why for walk in park?
	Dunban	Well done, Riki! I must try harder so you don't outshine me!
	Riki	Heropon versus Herohom! Who will win?!
	Sharla	Me too! You were amazing, Riki.
	Riki	A-a-amazing?! That make Riki even more happy!
	Melia	You did a good thing, Riki. That is what makes you the Heropon.
	Riki	Melly say nice things about Riki! Riki try twice as hard next time!
Melia	Shulk	You're more help than you realise. Have some confidence in yourself.
	Melia	If you say so, Shulk, then I shall endeavour to do so.
	Reyn	You were a help all right! See for yourself! Look how happy they are now!
	Melia	They do indeed seem to be happy. I suppose that is all that matters.
	Fiora	Melia, it's OK to be happy. You put in a lot of effort after all.
	Melia	My apologies. I am not used to such behaviour. You are most kind, Fiora.
	Dunban	Don't fret. You're doing a great job. You have my word.
	Melia	This pleasant feeling rising within me... Could it be...friendship?
	Sharla	You couldn't have been more help! Come on, Melia! Be proud of yourself, girl!
	Melia	Be proud, you say... You are correct, Sharla. I am proud of the job I did!
	Riki	Melly's help was biggest and bestest! Riki watch Melly closely so Riki knows!
	Melia	Aizel, Hogard, Garan, Damil... I pray that you can see my efforts.

Reassuring

Shulk	Reyn	You're not gettin' us mixed up in someone else's problems again?! You're too soft, you are! Still, Shulk's gotta be Shulk!
	Shulk	Reyn! I know you want to help just as much as I do. So, let's hear what's up.
	Fiora	Let's hear them out, Shulk. They might need our help.
	Shulk	I think you're right, Fiora. So... Tell us what the problem is.
	Dunban	Well Shulk, is this our cue?
	Shulk	Yep! We should do whatever we can!
	Sharla	I agree. They look like they could use our help.
	Shulk	You really think so, Sharla? Right, then let's hear them out!
	Riki	Heropon Riki can help! Shulk! Open your Hom Hom ears!
	Shulk	Yes, Riki! Right away!
	Melia	Shulk, we must do something. We should make the time to help.
	Shulk	Thanks, Melia. I'll ask what the problem is.
Reyn	Shulk	Reyn, you think so too? Looks like something is bothering them.
	Reyn	Yeah. We can't just leave 'em. Let's ask what's up.
	Fiora	Reyn, you're really concerned about other people now! You're really maturing!
	Reyn	That's pretty patronising y'know? But I'm glad I'm improving. Anyway, let's see what's up.
	Dunban	Very perceptive of you, Reyn. So, what's the next step?
	Reyn	Right...yeah...uh... First, let's hear their story!
	Sharla	There does seem to be something wrong. Will you ask what it is?
	Reyn	Yeah. At times like this there's almost always a problem!
	Riki	Riki smell big problem! Reyn, ask what wrong! Ask ask ask ask!
	Reyn	OK, OK! Don't cough up a hairball! I'll ask right away! Just gimme a sec!
	Melia	I do not approve of your speech, but I see your concern is genuine. Reyn, it seems that you do have some good characteristics.
	Reyn	You're a bit slow on the uptake, aren't ya? Right, let's see what's making them look so glum.
Fiora	Shulk	It's true. There's definitely something bothering them.
	Fiora	You think so too, Shulk? Let's ask what's wrong.
	Reyn	You're pretty sharp, Fiora! There's definitely something up! Let's try and get some more info.
	Fiora	A compliment? From Reyn? Maybe I had him all wrong...
	Dunban	What's the matter Fiora? Have you noticed something?
	Fiora	Stop pretending you don't know! This person has a problem, so I'm gonna talk to them. OK?
	Sharla	You're very caring, Fiora. I think, that you'll make a great mother one day.
	Fiora	W-what's that got to do with it?! L-let's just ask what's wrong...
	Riki	Riki think same! Think same as Fiora!
	Fiora	Really? Great! Shall we ask what's wrong?
	Melia	We should listen to their problem. I presume that is your intention.
	Fiora	Yep! That's right, Melia.
Dunban	Shulk	Why don't we ask what's wrong? I'm sure we can help in some way.
	Dunban	I thought you might say that. Very well, let's get the details.
	Reyn	Let me guess. Next, you're gonna say 'Let us aid this person'. Am I right or am I right?
	Dunban	That's exactly right, Reyn. Let's ask what the problem is.
	Fiora	You really understand people. Shame you don't know yourself!
	Dunban	You worried about me? Don't be, I'll be fine! But right now, we focus on this person who needs help.
	Sharla	Then let's make them smile! What do you say, Dunban?
	Dunban	Agreed. Let's ask for more details without delay.
	Riki	Sad people make Riki sad! Riki and Herohom make them happy!
	Dunban	Quite right, Riki. So let's do something about it.
	Melia	The solution is obvious. We simply remove the source of distress.
	Dunban	Typical Melia! Of course I have no objections to that.
Sharla	Shulk	Let's hear them out, Sharla! It won't delay us that much, right?
	Sharla	Of course it's no problem. I really like that about you, Shulk! Right, let's get the details!
	Reyn	If it's like that, we gotta help 'em! Sharla, let's get more info!
	Sharla	He's really frank about things. That's not bad, not bad at all.
	Fiora	Wow! Sharla, you're so good at reading people.
	Sharla	Well, I was trained in counselling by the Defence Force. But now, to really help, we need more information.
	Dunban	You noticed too, Sharla? So, what do you propose?
	Sharla	It's obvious. Listen to the problem. Basic Defence Force training.
	Riki	Riki want Sharla to ask reason. They no tell little Riki. *sniffle*
	Sharla	That's not the Heropon I know! Come now, Riki. We'll listen together.
	Melia	Resolving one or two problems should be a small matter for you.
	Sharla	Hehe! I'm happy even if you're just saying that to be nice. Right, let's give them some hope!
Riki	Shulk	Yes, something's definitely wrong. Can't we do anything to help?
	Riki	Riki ask about problem. Listen carefully.
	Reyn	I know! So chill out! Right, so what do we do? Ask what's wrong?
	Riki	Yep! Reyn! Go ask what wrong!
	Fiora	I've heard of this! It must be that special Nopon instinct, right?!
	Riki	Yes yes! Learnt from Chief Dunga! Fiora ask about problem now!
	Dunban	They're clearly worried about something. What do you think Riki? Shall we ask them about it?
	Riki	Wow... Dundun! Riki think same thing! Really!
	Sharla	I wonder what the reason is. Try asking for a few more details.
	Riki	Not 'few', many many details! That Heropon's job!
	Melia	Do not get overexcited, Riki. I shall ask for more details. So let us ask together, Riki.
	Riki	Melly so kind! Riki listen good!
Melia	Shulk	What's is it, Melia? You look pretty worried.
	Melia	I wish to know what troubles this person. Shulk, please assist me in asking.
	Reyn	Yo Melia, they look like they've got a problem, don't they? I reckon we should ask what's up.
	Melia	Hush. There is no need to let everyone know. Very well Reyn, let us see what the problem is.
	Fiora	Melia, what are you thinking? Wait, let me guess... You think we should help them. Is that right?
	Melia	I cannot compete with you, Fiora.
	Dunban	It's clear that something's troubling you. Just tell us what it is. We'll listen.
	Melia	So Dunban noticed too?!
	Sharla	It's not enough to just think it, Melia. You have to ask. This goes for everything.
	Melia	I-I know! I was about to inquire.
	Riki	Can Riki and friends help! Riki feel sorry for them.
	Melia	Riki! How is it that you can know my thoughts?

Sympathizing

Shulk	Reyn	I think we should get this sorted as soon as possible!
	Shulk	Yeah. We have to do something.
	Fiora	I agree, Shulk! So why don't we try to help?
	Shulk	Yeah. I don't want to just leave them like this, you know?
	Dunban	True, but I'm sure you can find a solution, Shulk.
	Shulk	You're right, Dunban. I'm sure we'll work it out!
	Sharla	Thinking of helping out, Shulk?
	Shulk	Yeah. If you could help, Sharla, that'd be really cool!
	Riki	Riki scared! Big problem too difficult! Riki no can fix!
	Shulk	Calm down Riki! If we keep cool we can sort it out.
	Melia	I think we ought to resolve this issue quickly. Do you not agree, Shulk?
	Shulk	I completely agree. I just hope that it'll be easy to sort out.
Reyn	Shulk	Reyn, which is worse? This, or arguing with me?
	Reyn	You know what? I can't decide which one is more of a pain, so let's get this sorted!
	Fiora	Why are you acting cool, Reyn? We know you're panicking inside.
	Reyn	I ain't acting! I'm just thinking about what we should do!
	Dunban	This should be no problem for you with your Defence Force training.
	Reyn	This is even worse than the 1000 press-ups Vangarre makes us do!
	Sharla	But it doesn't sound like anything you can't handle, Reyn.
	Reyn	I guess so... Still, we should try and get it sorted fast, right Sharla?
	Riki	This problem worse than all Riki's debt times gazillion!
	Reyn	You said it, old man. Both problems we can't ignore.
	Melia	Does this oaf really feel pain when hearing of suffering? Perhaps he has more cerebral activity than I previously thought.
	Reyn	Melia seems really serious... I wonder what's for dinner tonight?
Fiora	Shulk	Let's try and help them out, Fiora. Then they can get back on track.
	Fiora	You're right. It's a problem, but definitely one we can fix!
	Reyn	This is news to me! I thought you only ever worried about Shulk!
	Fiora	T-that's not fair! I'm worried about this too! Well...a bit.
	Dunban	But if you want to hear something really bad; when Fiora turned six—
	Fiora	If you say another word I'll... I'll... I dunno what I'll do! Th-this is much more of a problem than that ever was!
	Sharla	Well, let's do something! Just worrying about it won't help!
	Fiora	I agree! Let's sort it out!
	Riki	Now is perfect chance! Riki make everyone smile with Nopon dance!
	Fiora	Riki, what are you thinking about? This is important, you know?
	Melia	So should we stay here looking concerned or should we act?
	Fiora	Melia, you're right! Let's solve this problem!
Dunban	Shulk	But we can do something, right Dunban?
	Dunban	I admire your spirit, Shulk! Right! Let's try and get this problem sorted out.
	Reyn	We can't just abandon them! Ain't that right, Dunban?
	Dunban	That's right, Reyn. No matter how tough things might get.
	Fiora	I'm sure you can help them sort it out, Dunban.
	Dunban	I'm not so sure, Fiora. There may be complex factors we aren't aware of yet.
	Sharla	Let's try and stem the problem before it gets out of hand.
	Dunban	Agreed, Sharla. We should strike before it's too late.
	Riki	Person definitely sad! Dundun! Do something!
	Dunban	Believe me, I want to. But I've never dealt with anything like this.
	Melia	I shall enjoy watching how you deal with this.
	Dunban	I hope I don't disappoint you.
Sharla	Shulk	Sharla, do you think there's anything we can do?
	Sharla	It must be fate. We should really try to help out.
	Reyn	Let's sort this out. It'll only be a little bit of a detour for us.
	Sharla	You're on, Reyn! I couldn't have just left this.
	Fiora	Right, how about we sort it out?
	Sharla	That's just like you, Fiora! I'm sure we'll get it sorted no matter what.
	Dunban	But we aren't going to let it go, right Sharla?
	Sharla	You said it. Although it won't be easy.
	Riki	Can Riki help? Can Riki do anything?
	Sharla	I'm sure you can! Everyone's waiting for a Heropon!
	Melia	It sounds like there is more to this. Sharla, shall we inquire further?
	Sharla	Sure. I think I can see where this is going, though. Problems like this one can be such a bother!
Riki	Shulk	If they're in trouble, then let's work together to help them out!
	Riki	OK but Shulk no get careless! Heropon Riki always careful!
	Reyn	Hey! Calm down already! That's no way for a Heropon to act!
	Riki	Riki is Heropon so he know that this is big problem!
	Fiora	But no crisis is too much for a mighty Heropon like you, right?
	Riki	Fiora really think Riki mighty? Riki no wanna let Fiora down.
	Dunban	Riki, I assume you intend to do something about it.
	Riki	O-of course! It Heropon's job to help people in trouble!
	Sharla	We really ought to do something. Don't you agree, Riki?
	Riki	Yeah! Now time for Heropon to shine!
	Melia	Shall I think about how we can resolve this trouble?
	Riki	Yay! Melly think hard so Riki no have to!
Melia	Shulk	Melia, you normally have good ideas. Any thoughts?
	Melia	I am flattered that you think so but this is no ordinary problem.
	Reyn	You're looking pretty relaxed. You got a plan already?
	Melia	Let us ascertain all the facts first. Only then can I find a solution.
	Fiora	But you can't abandon them, right Melia? I can see it on your face.
	Melia	As I can you, Fiora. It seems we are both of a curious nature even when facing adversity.
	Dunban	Yes, one that requires attention.
	Melia	I agree, but this matter could be somewhat difficult to resolve.
	Sharla	I wonder... Isn't this type of thing easy for you, Melia?
	Melia	You gravely overestimate me. This is little short of a disaster.
	Riki	Everything OK! Riki here! Melly no have to worry!
	Melia	Riki, I appreciate your sympathy but this person needs it more.



Xenoblade The Secret File MONADO Archives Xenopedia

Archive4 Analysing the material the developers' worked from

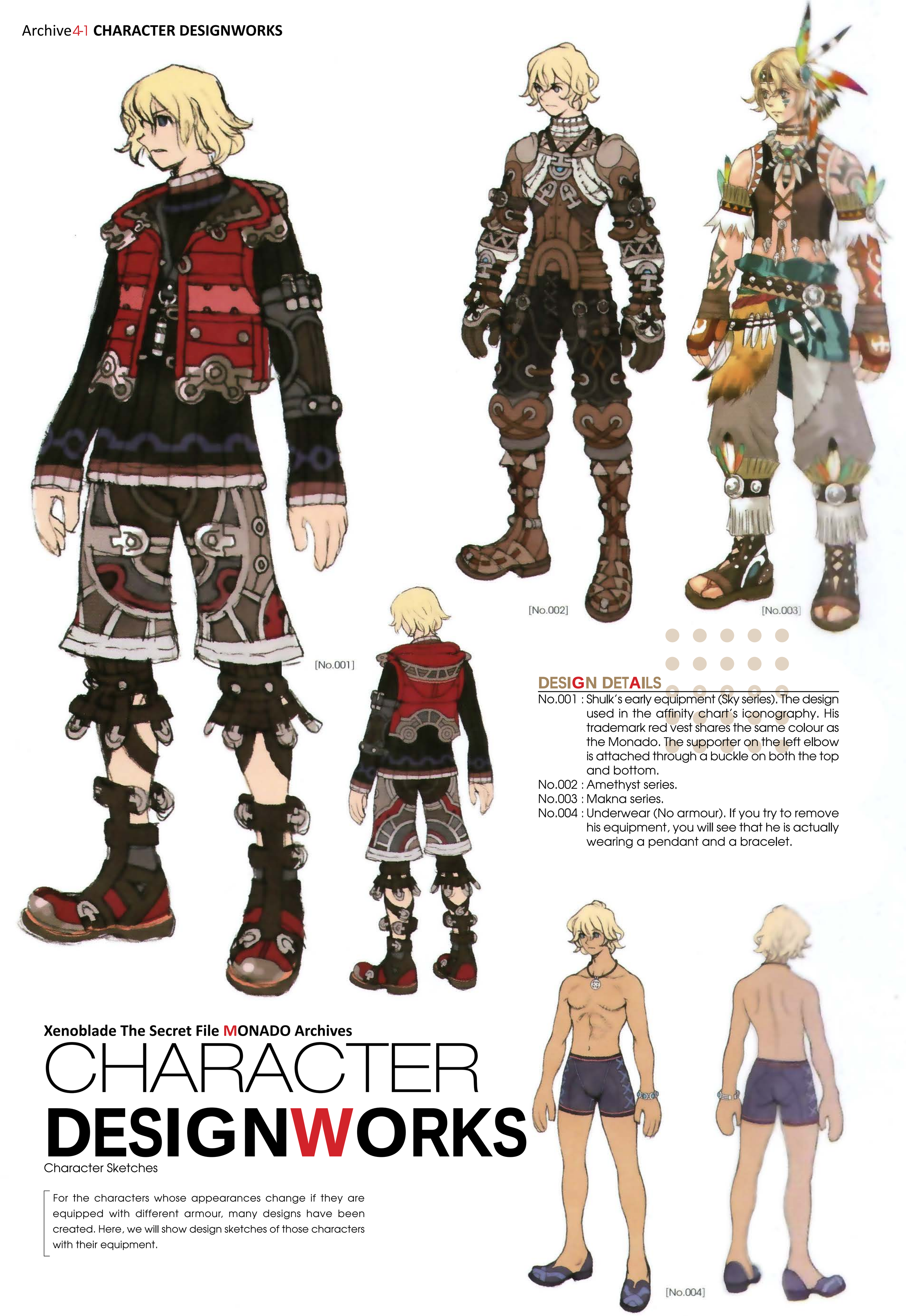
MATERIALS

So that the characters can come to life.
So that the Mechon can face us in combat.
So that the story may be instilled with spirit.
Many talented designers collaborated with us to give you these quintessential designs.

Archive4-1 CHARACTER DESIGNWORKS

Archive4-2 MECHANIC DESIGNWORKS

Archive4-3 STORYBOARD



DESIGN DETAILS

No.001 : Shulk's early equipment (Sky series). The design used in the affinity chart's iconography. His trademark red vest shares the same colour as the Monado. The supporter on the left elbow is attached through a buckle on both the top and bottom.
No.002 : Amethyst series.
No.003 : Makna series.
No.004 : Underwear (No armour). If you try to remove his equipment, you will see that he is actually wearing a pendant and a bracelet.

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CHARACTER DESIGNWORKS

Character Sketches

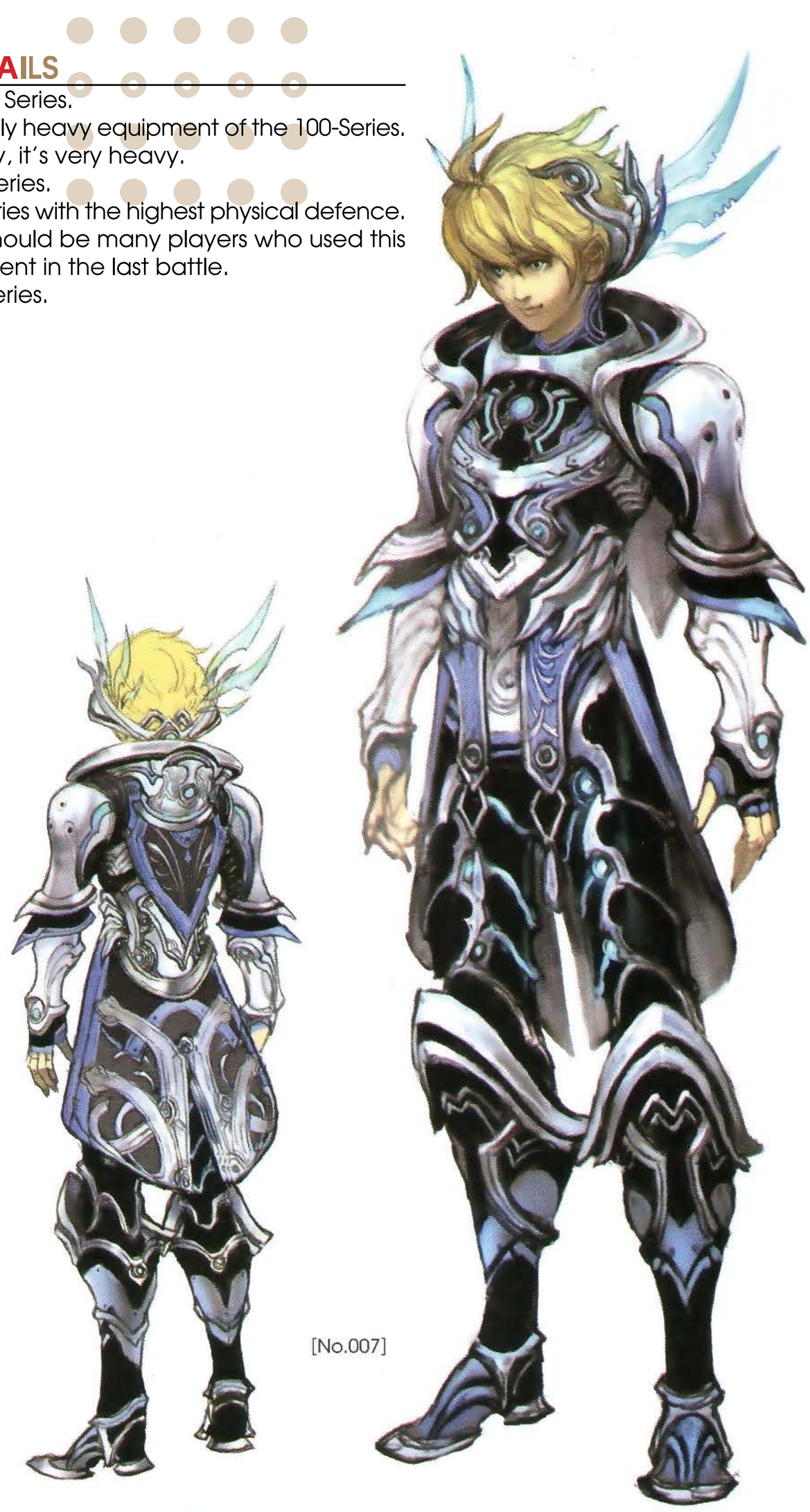
For the characters whose appearances change if they are equipped with different armour, many designs have been created. Here, we will show design sketches of those characters with their equipment.

DESIGN DETAILS

No.005 : Brandle Series.
No.006 : Extremely heavy equipment of the 100-Series. Seriously, it's very heavy.
No.007 : Stellar series.
No.008 : Titan Series with the highest physical defence. There should be many players who used this equipment in the last battle.
No.009 : Orion Series.

[No.005]

[No.006]



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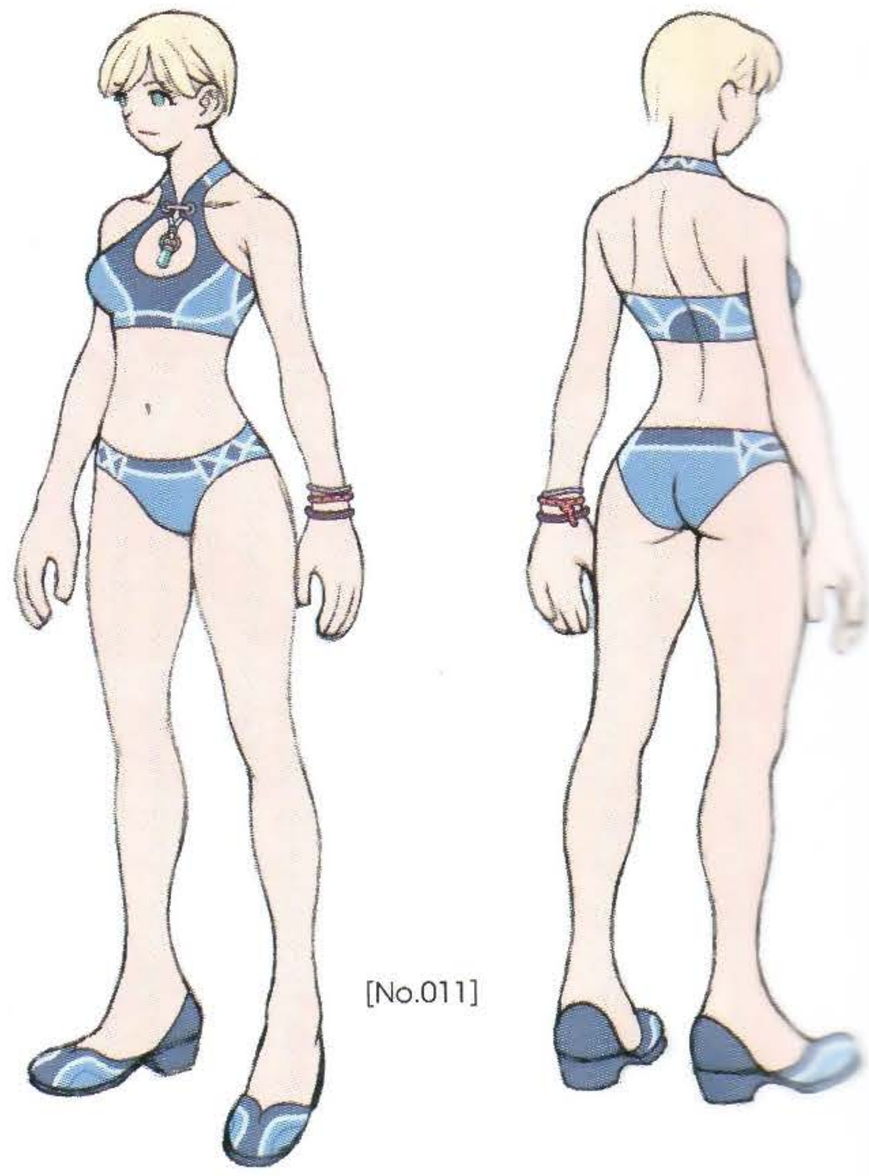
[No.008]

[No.009]

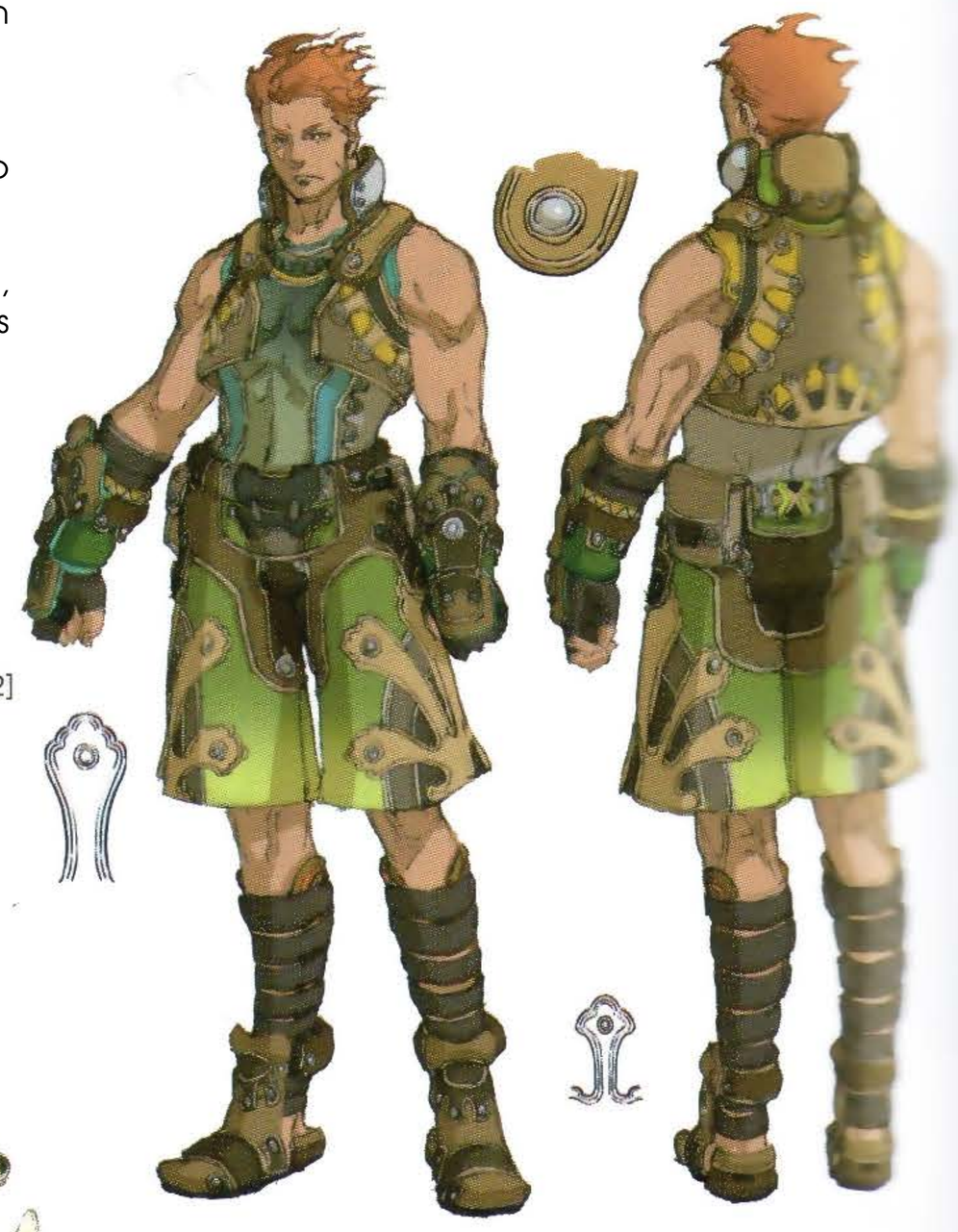
[No.010]



[No.011]

DESIGN DETAILS

No.010 : Fiora's early design. Originally, she had long hair. Her clothes are the Dyed series, which can still be equipped in-game.
No.011 : Underwear (Without equipment)
No.012 : Sky Series.
No.013 : Reyn's early design (Amethyst series). It is also the defence force's equipment.
No.014 : Makna Series.
No.015 : Underwear (No equipment). In-game, something that resembles a wristband is attached on both arms.



[No.012]

[No.013]

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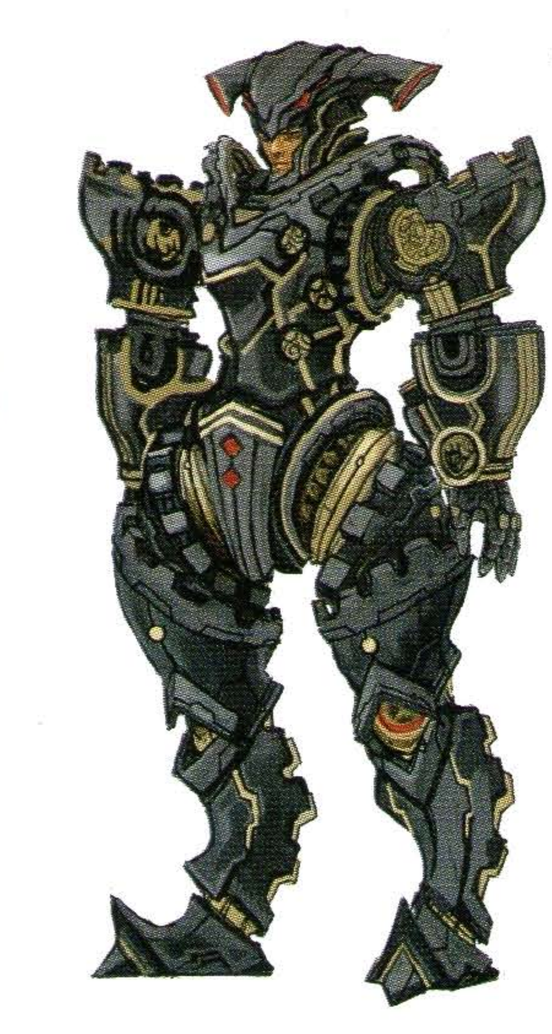
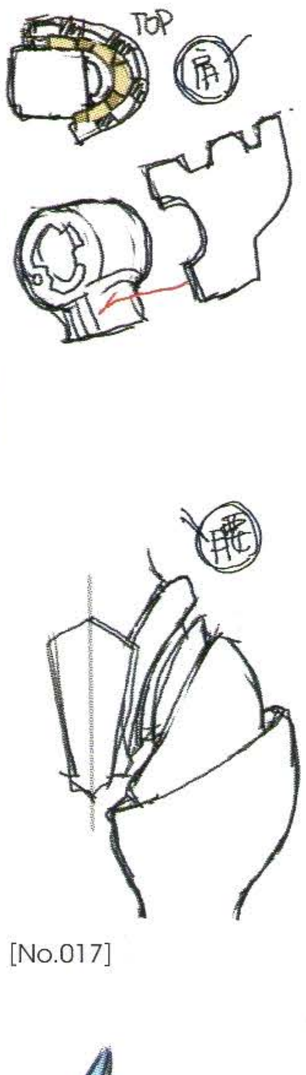



[No.017]

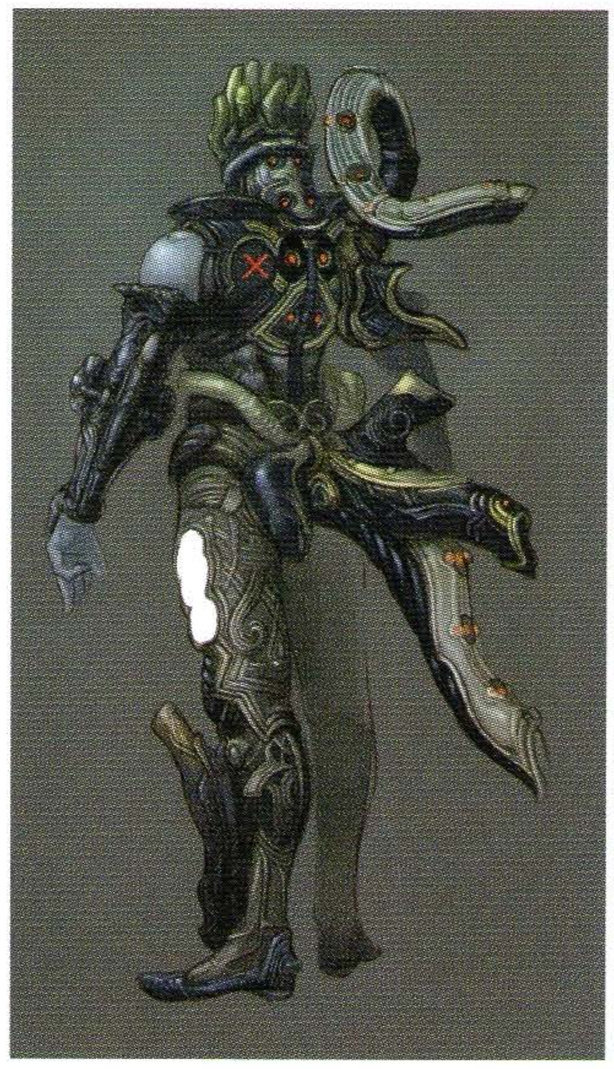
[No.018]

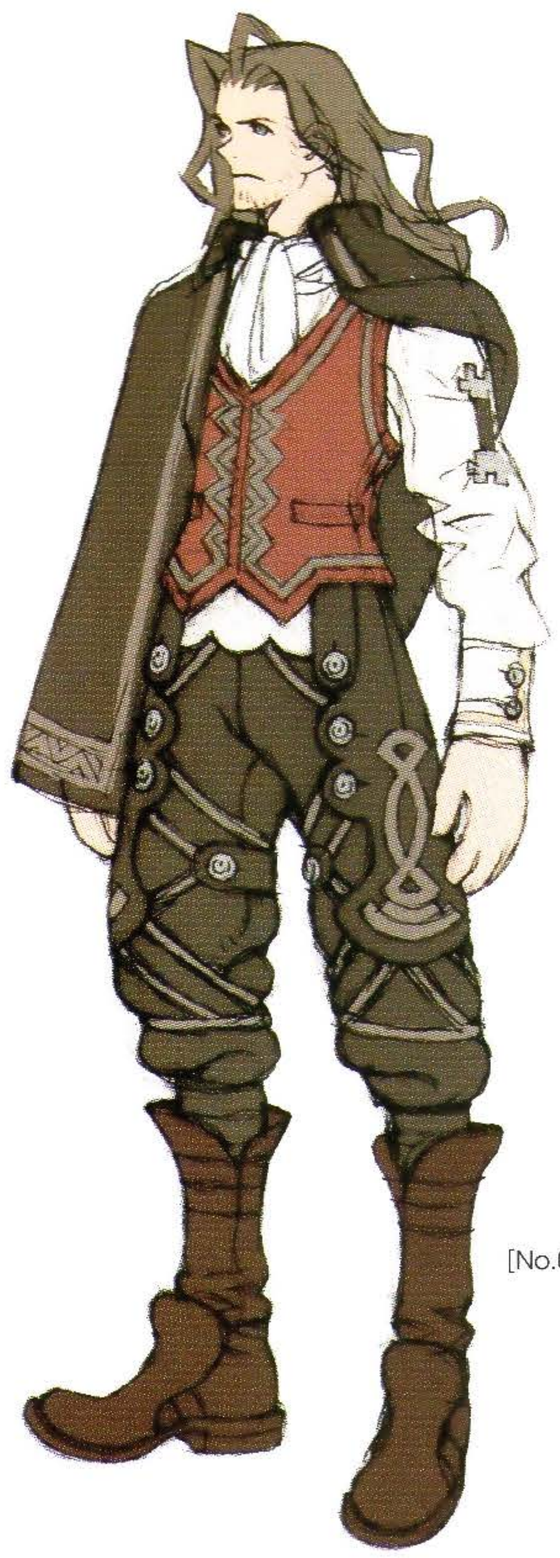
[No.019]

DESIGN DETAILS

No.016 : Brandle Series. The goggles on the upper left are the Brandle gear. They are placed on the forehead, as not to obscure the eyes.
No.017 : 100-Series.
No.018 : Stellar Series.
No.019 : Titan Series.
No.020 : Orion Series that makes Reyn look like a berserker/Asura. An Asura series also exists, but its colours differ greatly from the Orion Series.

[No.020]





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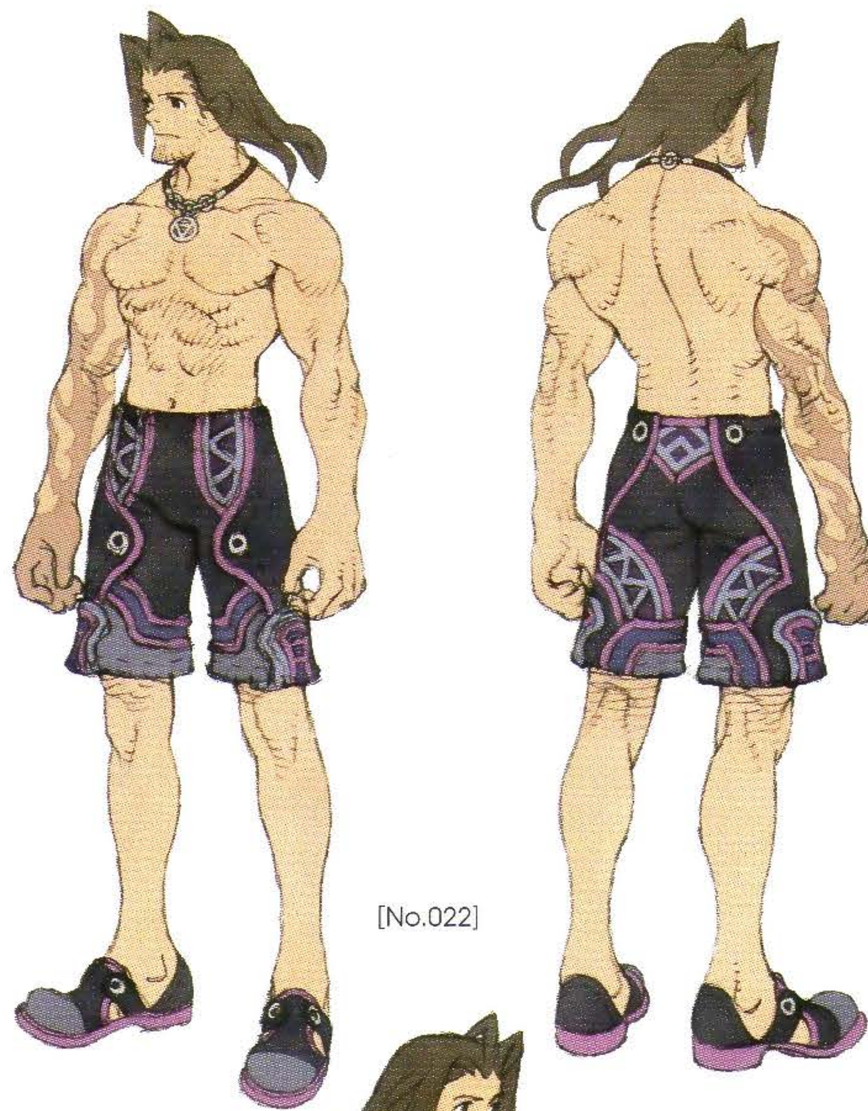


[No.022]

DESIGN DETAILS

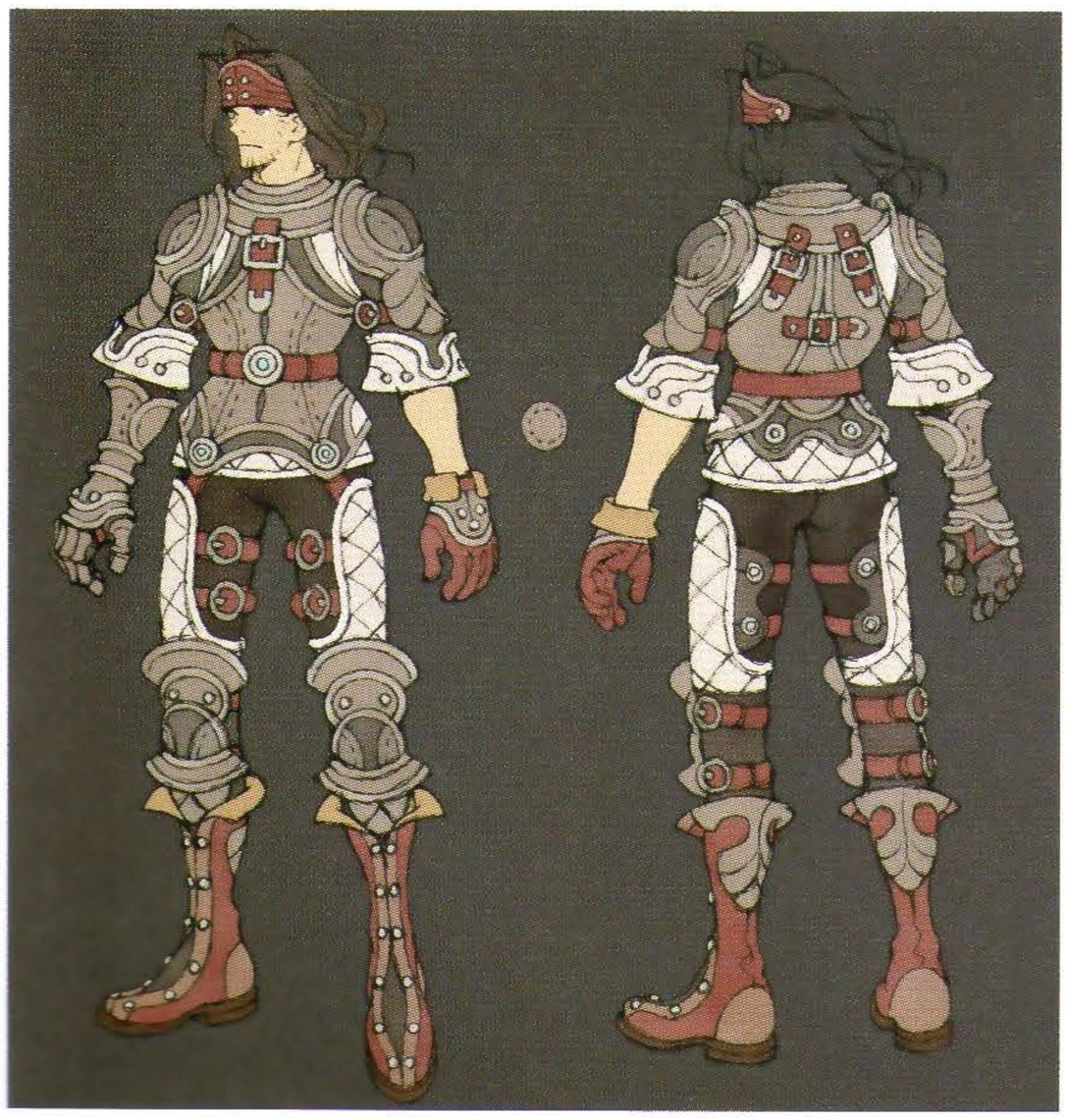
No.025 : Brandle series. The patch in the middle acts as an elbow support.
No.026 : Orion Series.
No.027 : Titan Series. It even has Dunban's trademark cape. The red arrows show where it's attached.
No.028 : M-100 Series. Before this, one could only find this kind of armour on mobile artillery.
No.029 : Stellar series. Dunban's equipment seems to always have asymmetrical designs for each arm.

[No.023]

[No.024]

DESIGN DETAILS

No.021 : Dunban's early equipment (Sky series). A white scarf, a red vest, and a cape that suits a man of his elegance.
No.022 : Underwear (No equipment). The wound on the left arm the Monado has caused is pitiful.
No.023 : Amethyst series. During the battle of Sword Valley one year prior, Dickson and Mumkhar fought in this equipment.
No.024 : Makna series.



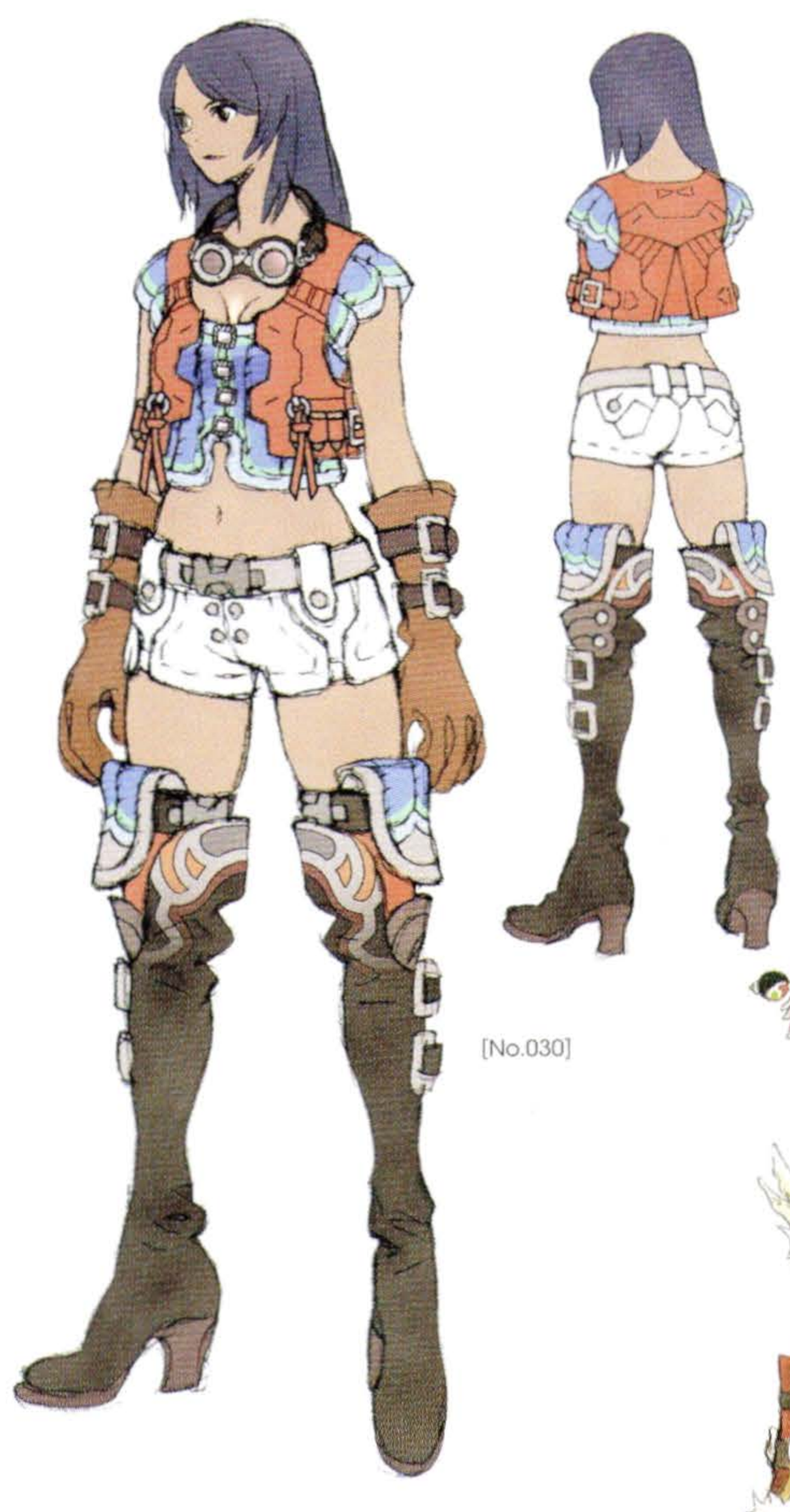
[No.025]

[No.026]

[No.028]

[No.027]

[No.029]



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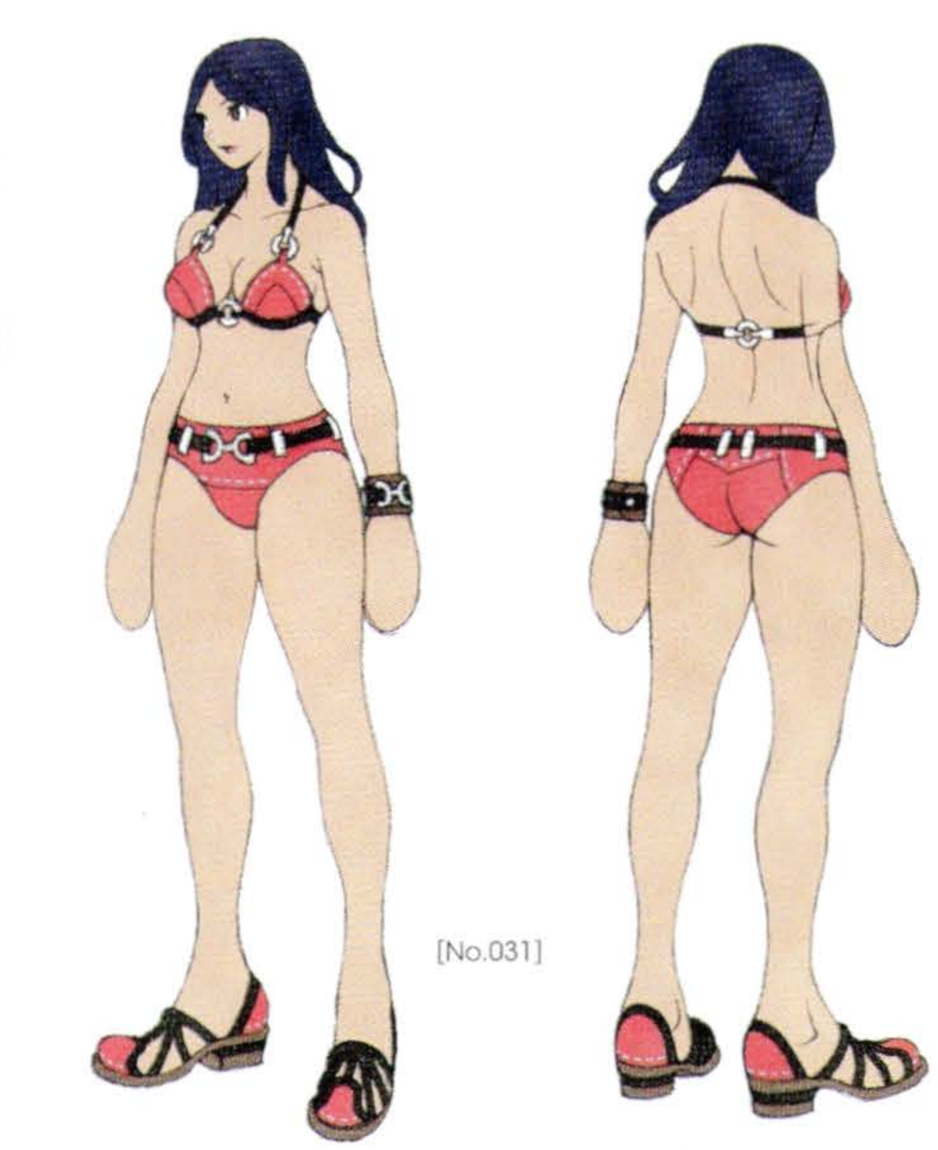


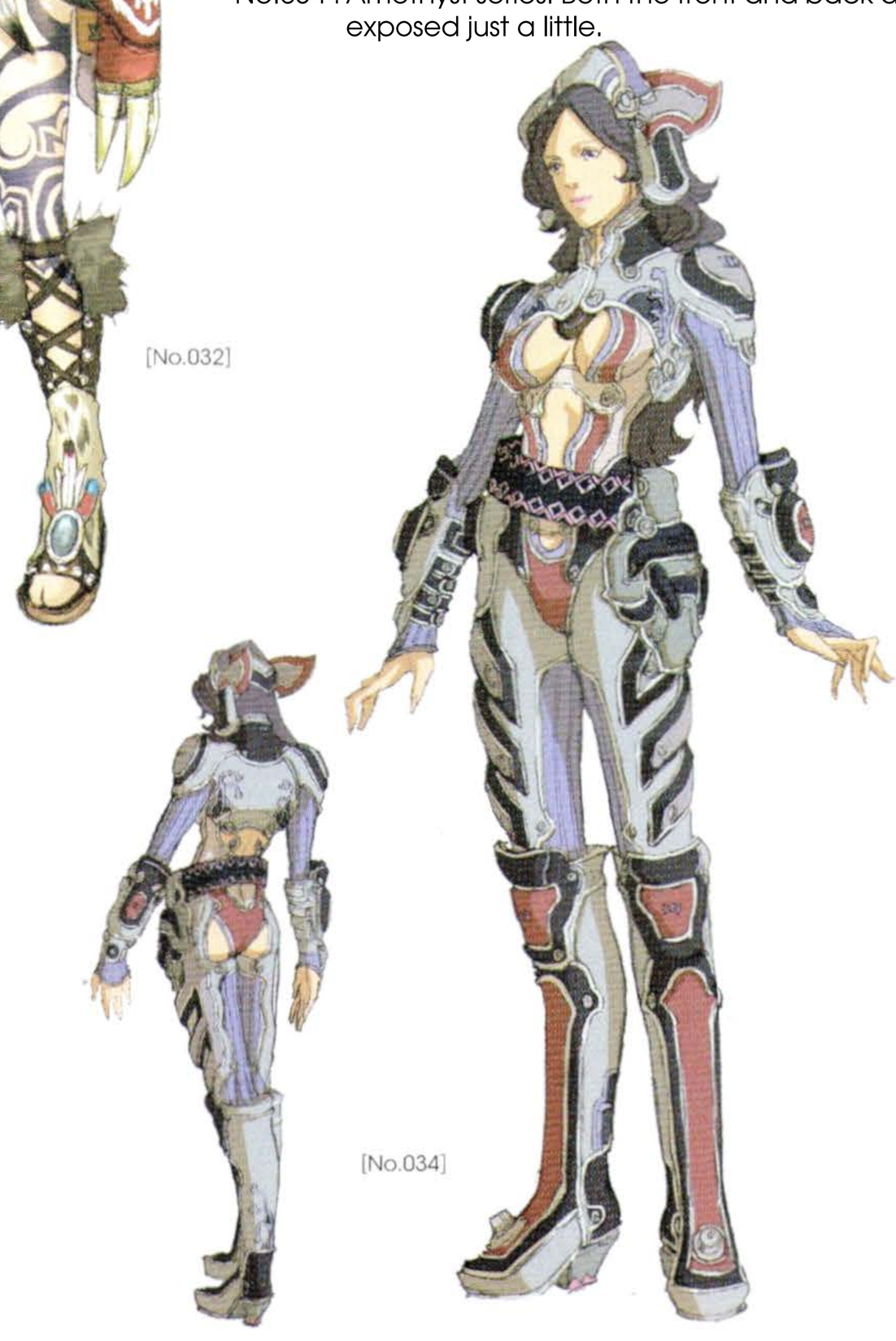
[No.031]

DESIGN DETAILS

No.030 : Sharla's early equipment (Sky series). The goggles are an addition to the torso armour (Sky top), the head equipment is a separate entity.
No.031 : Underwear (No equipment).
No.032 : Makna series. When the head armour is equipped, the Makna cap makes the hair spiral upward, giving the design a larger silhouette.
No.033 : Brandle series.
No.034 : Amethyst series. Both the front and back are exposed just a little.

[No.032]

[No.033]



[No.034]

[No.035]

[No.036]

[No.037]

[No.038]

DESIGN DETAILS

No.035 : The Orion series.

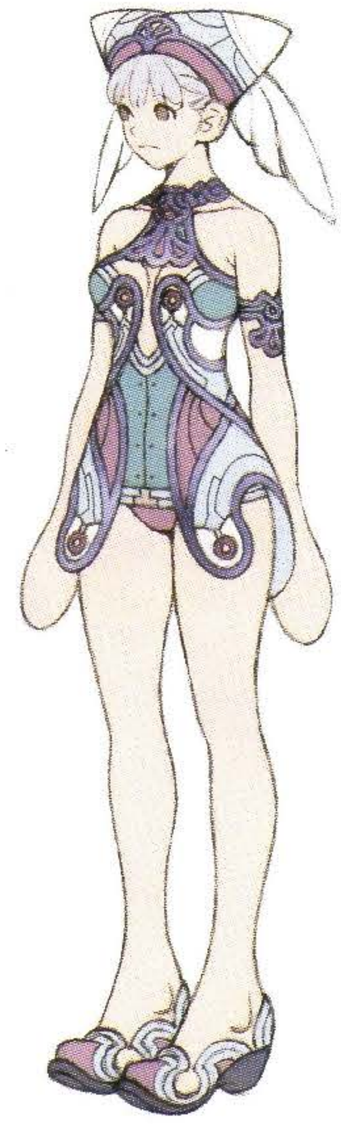
No.036 : The Stellar series gives her a mystical charm. The equipment worn by Sharla often incorporates high heels.

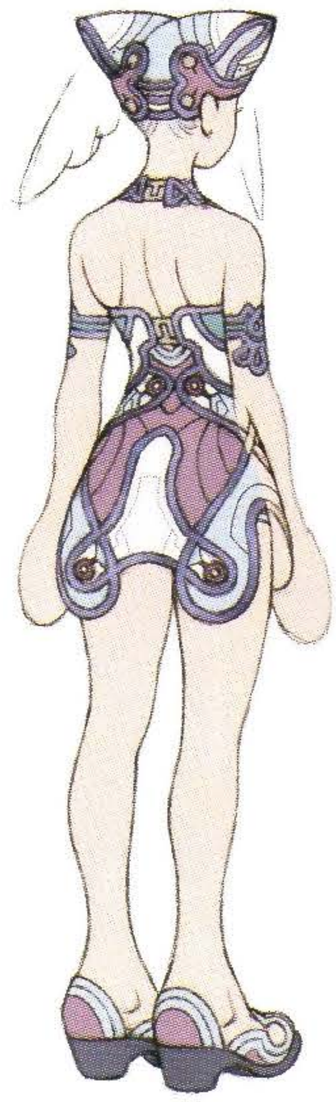
No.037 : The Titan series. She wears a lens on her left eye when the Titan Helm is equipped, as can be seen in the sketch.

No.038 : The M100 series gives us a glimpse as to what a Mecha-Sharla might look like.

[No.039]

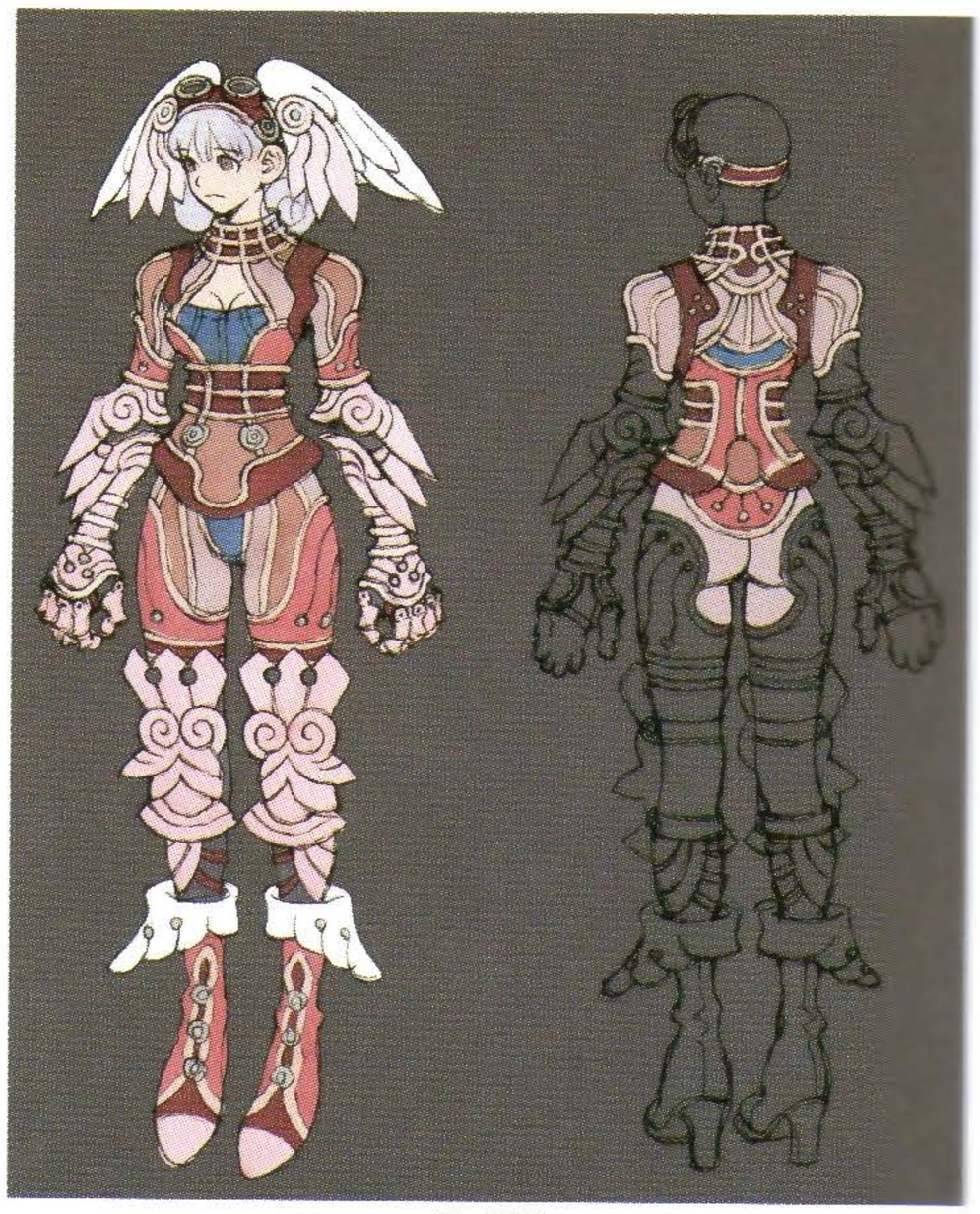
[No.040]





[No.041]

[No.042]



[No.043]

DESIGN DETAILS

No.039 : The Amethyst series. Even the lacework features detailed patterns.
No.040 : Melia's default equipment (the Sky series.)
No.041 : Underwear (no equipment) Melia is much less scantily clad here than Sharla or Fiora.
No.042 : The Makna series. Its leaves, fur, and feathers give it a very savage appearance.
No.043 : The Brandle series.

DESIGN DETAILS

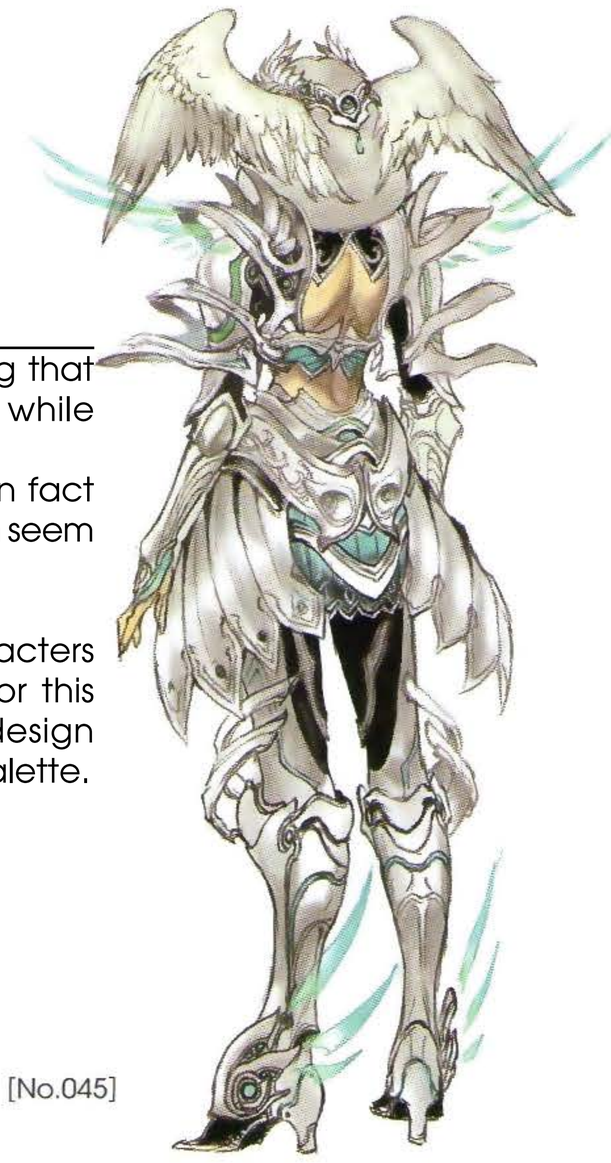
No.044 : The Orion series. It goes without saying that Melia herself can hardly be seen while wearing this audacious design.

No.045 : The Stellar series. The headwings are in fact quite wide, and this design makes them seem even larger.

No.046 : The M100 series.

No.047 : The Titan series. While the other characters have predominantly black designs for this equipment, in Melia's case, the design features a sumptuous red and gold palette.

[No.044]



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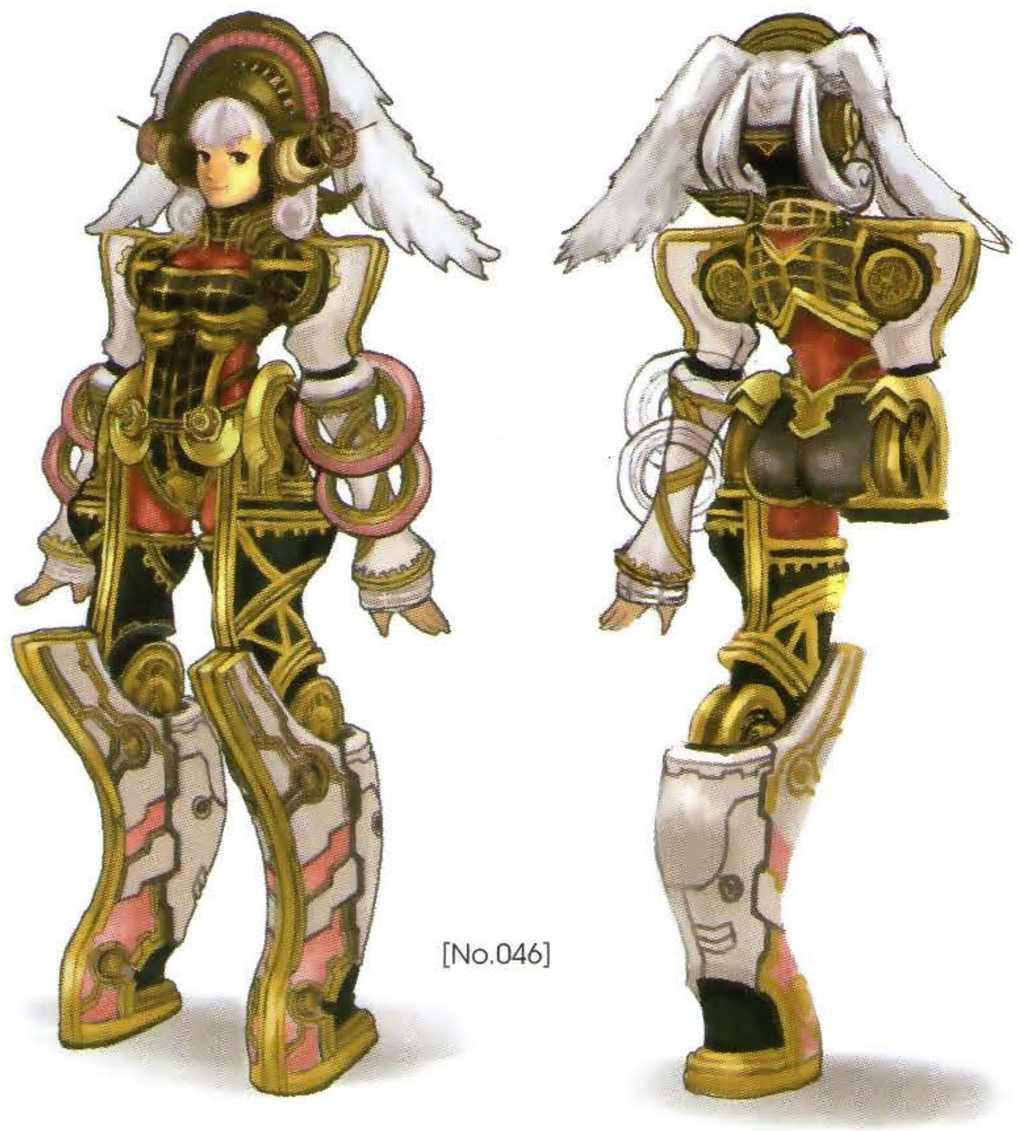
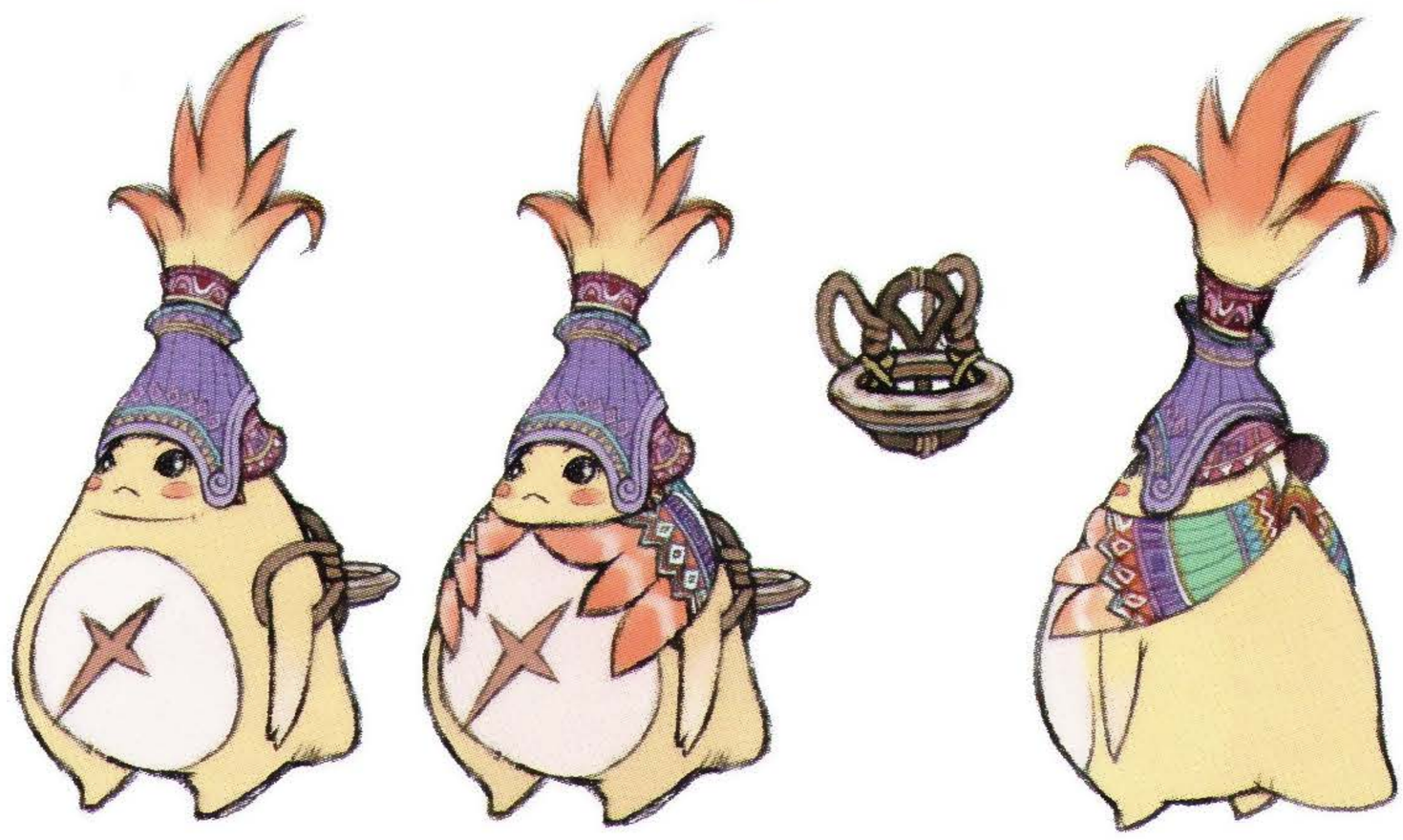
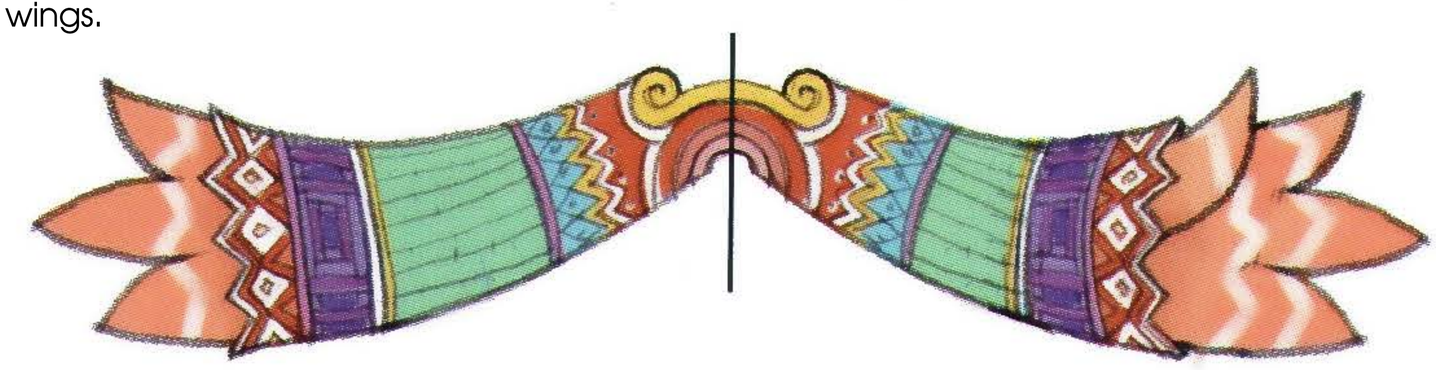


[No.046]

[No.047]



Detailled view without wings.



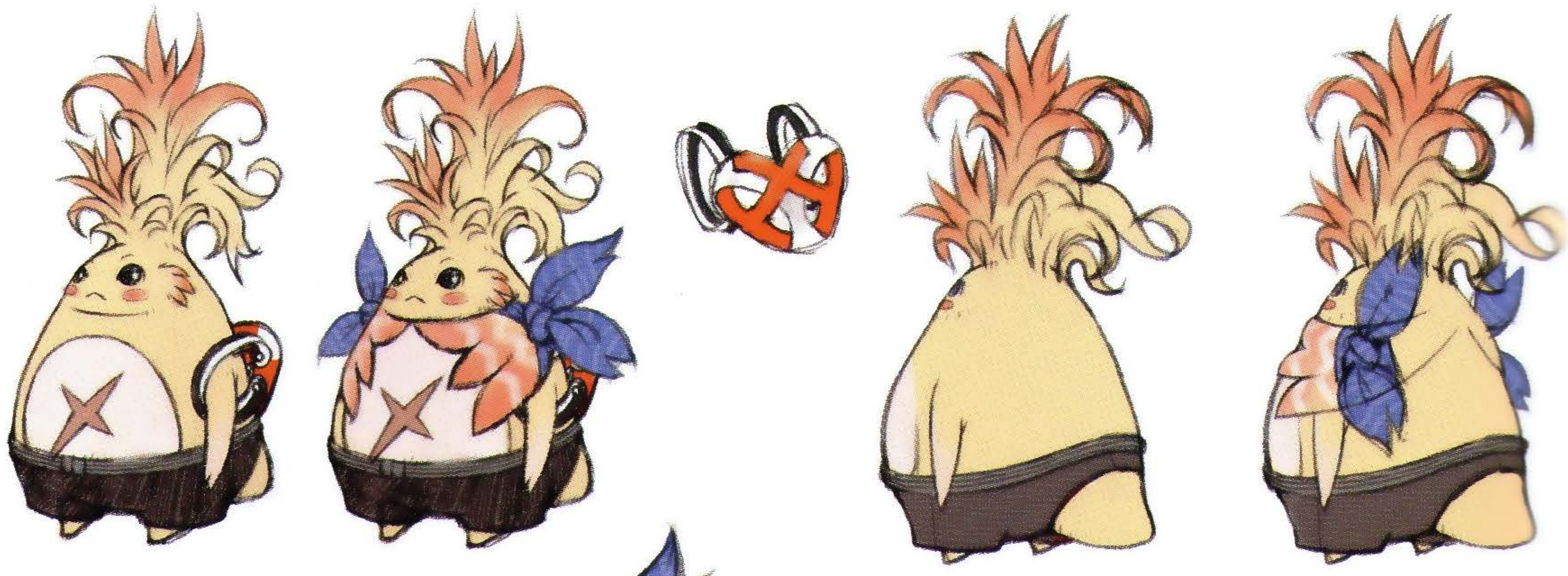
DESIGN DETAILS

No.048 : Riki's default equipment (the Nopon series). The body armour starts from around the neck and descends. The part that protects the wings was removed in favour of an attachment that resembles a backpack.

No.049 : The Sky series. The elegant looking hat is the Sky Cap. The coloured pieces of equipment that cover the wings are the Sky Gloves.

No.050 : The bust is covered by the Sky Top, and the arms by the Amethyst Gauntlets, and the lower body by the Cool Trunks. When no head armour is equipped, Riki's hair becomes ruffled.

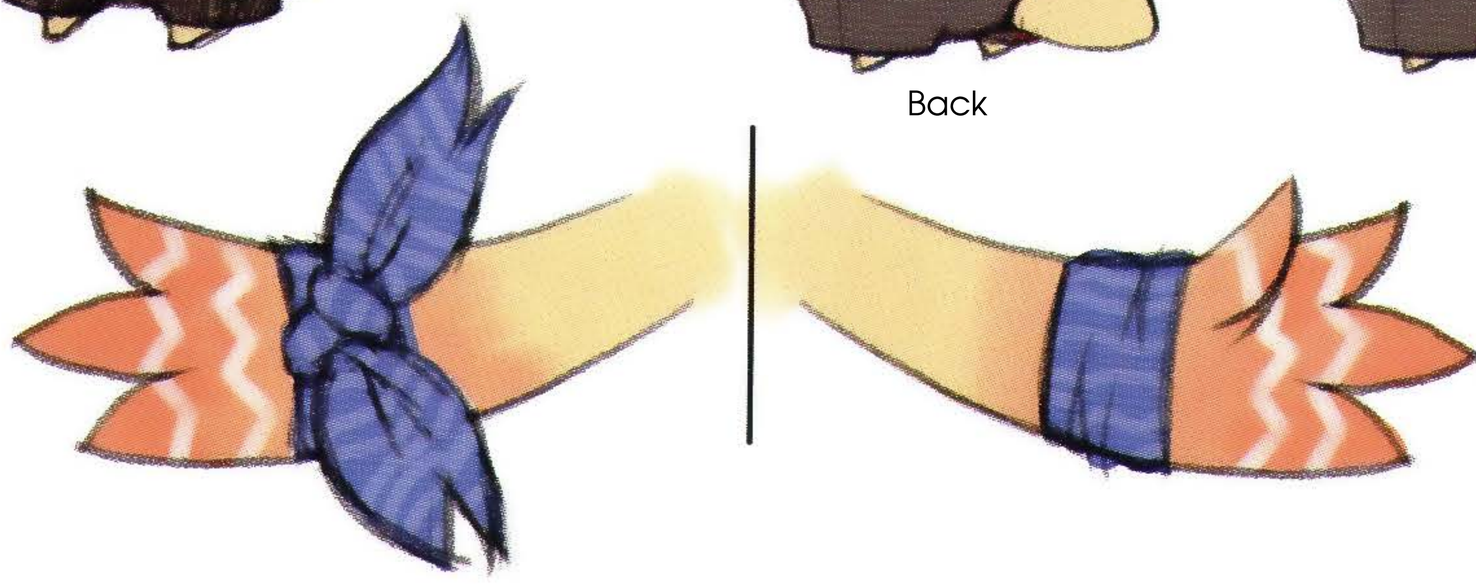
[No.049]



Front

Back

[No.050]



[No.051]

Front

Back

[No.052]

DESIGN DETAILS

No.051 : The Makna series. While other characters' Makna equipment designs are inspired by the people of the forest, Riki's looks as if he has been swallowed whole. His face is visible at the bottom of the beast's maw.

No.052 : The Orion series.

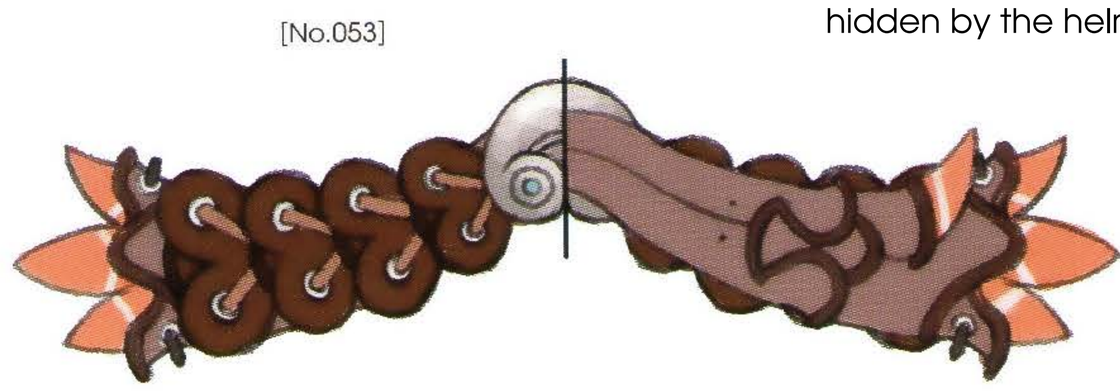
No.053 : The Brandle series. The design was inspired by the knights of the Middle Ages. The backside of the equipment covering the wings differs from the rest of the design.

Front

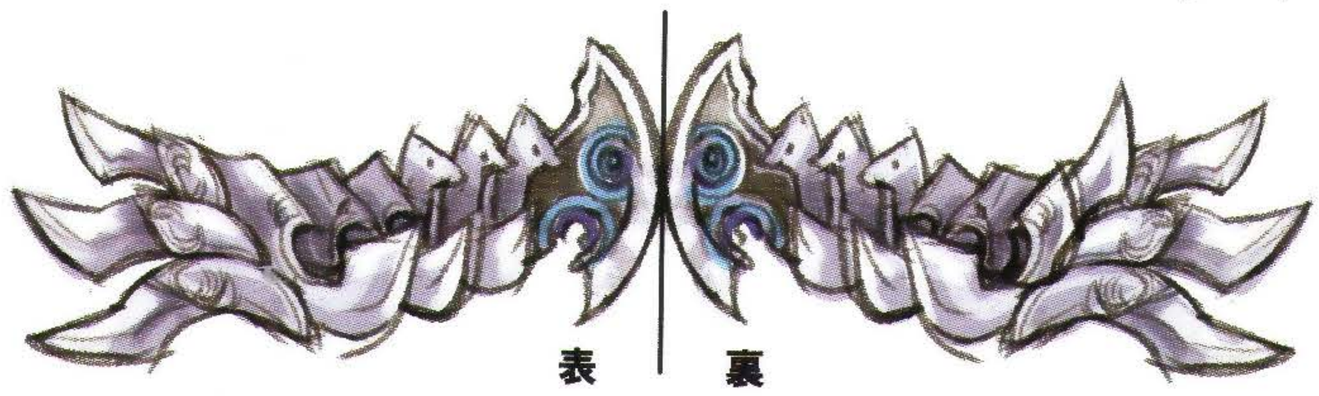
Detailed view of the area hidden by the helmet.

Back

[No.053]

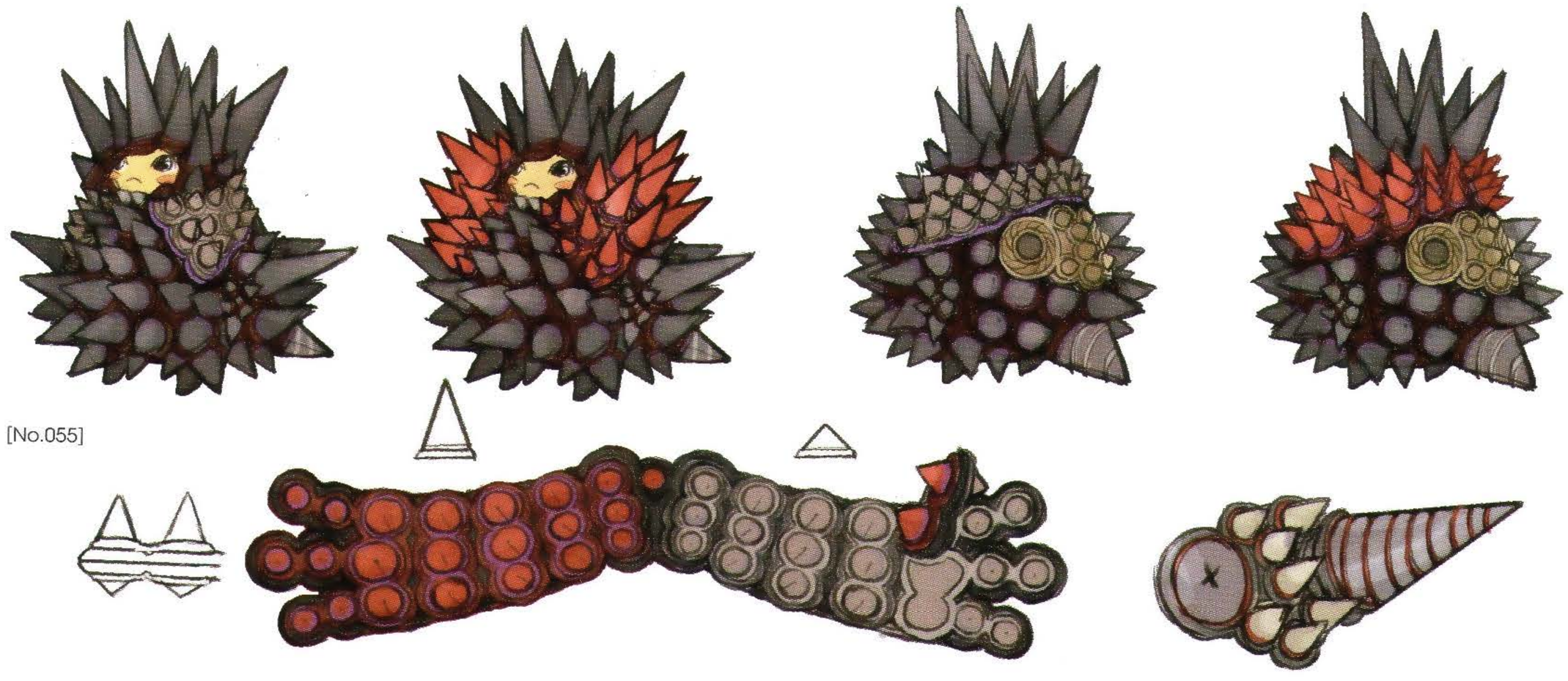


[No.054]



DESIGN DETAILS

No.054 : The Stellar series.
No.055 : The Titan series. The drill is worn like a backpack. Items can be placed on its tip.
No.056 : Concept art of Oka, Riki's spouse. She raises her many growing children with the help of her husband. A peaceful aura emanates from her.



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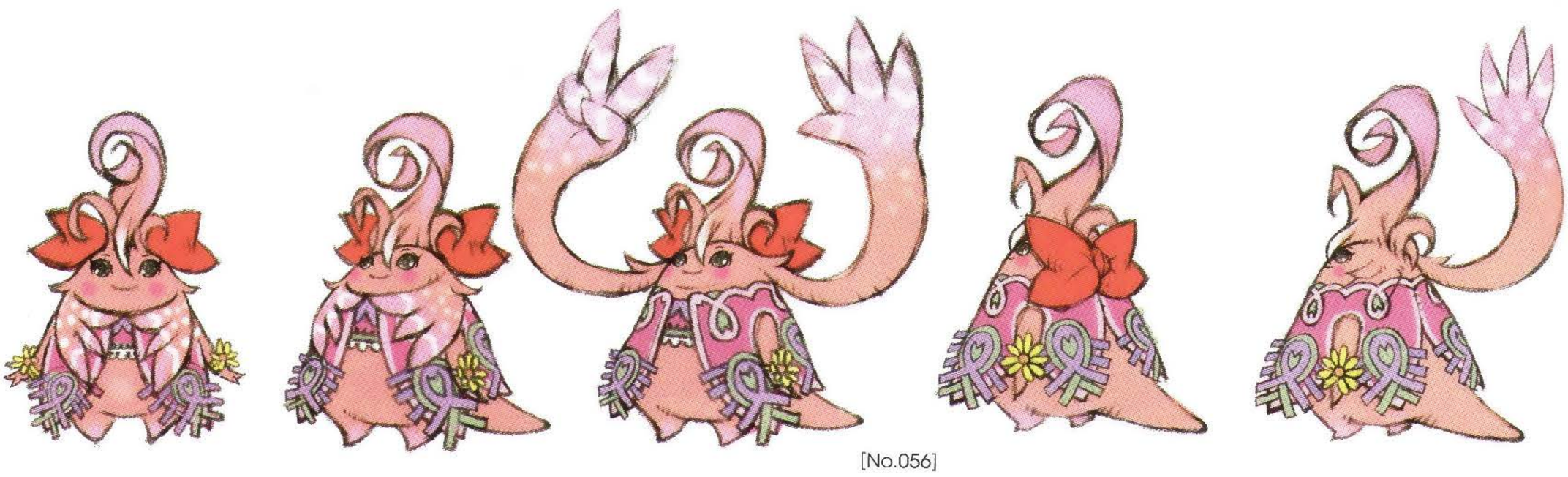


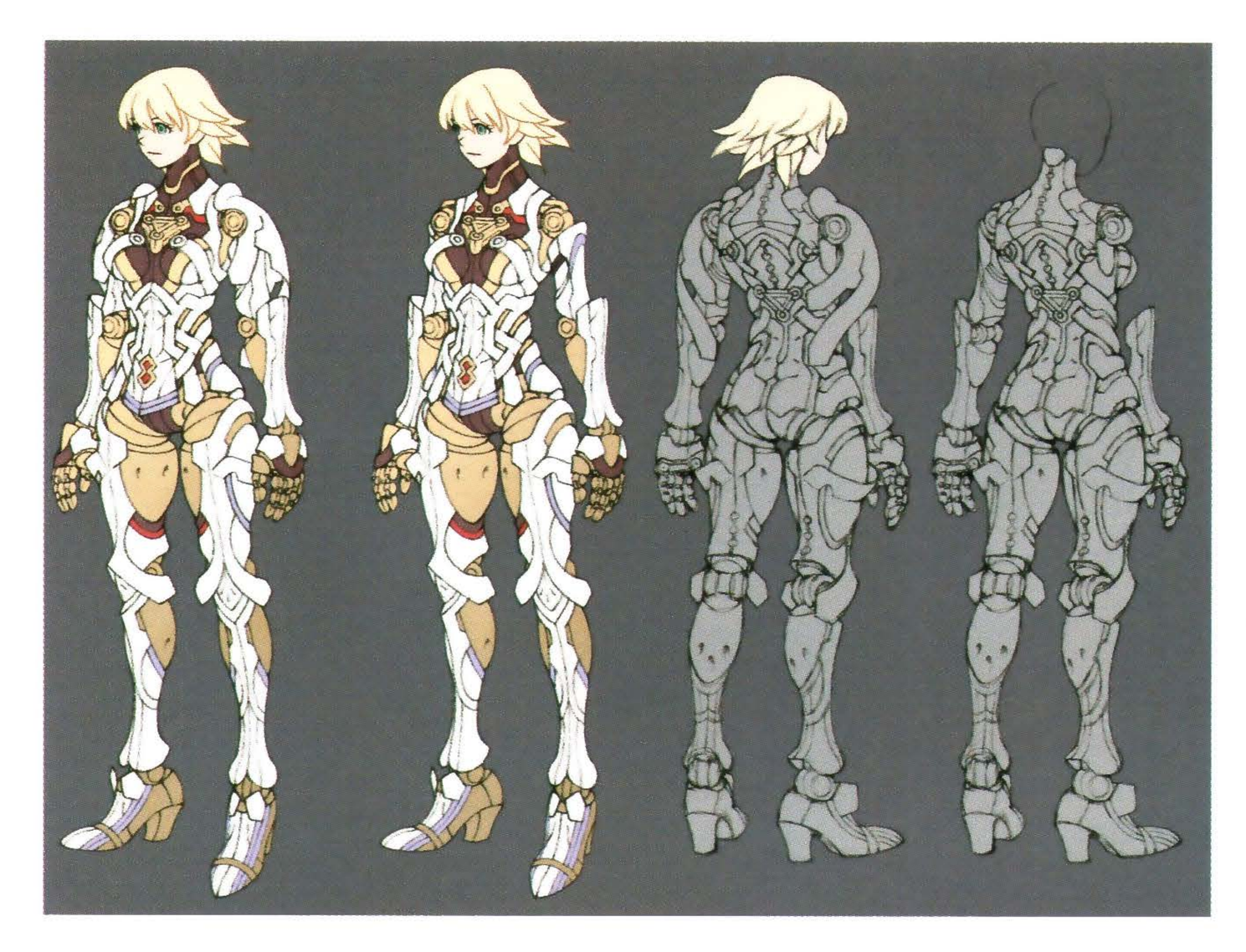
[No.056]

DESIGN DETAILS

No.057 : The M100 series. "Round" was the word when designing this near perfectly sphere-shaped armour. The assembly plan for the bag was described in detail. If he carries weapons on his back, a mysterious force comes from the backpack to keep them in place, like the weapons are floating behind him.

No.058 : The design that adorns Chief Dunga's sleeves is very meticulous, even for this outfit.

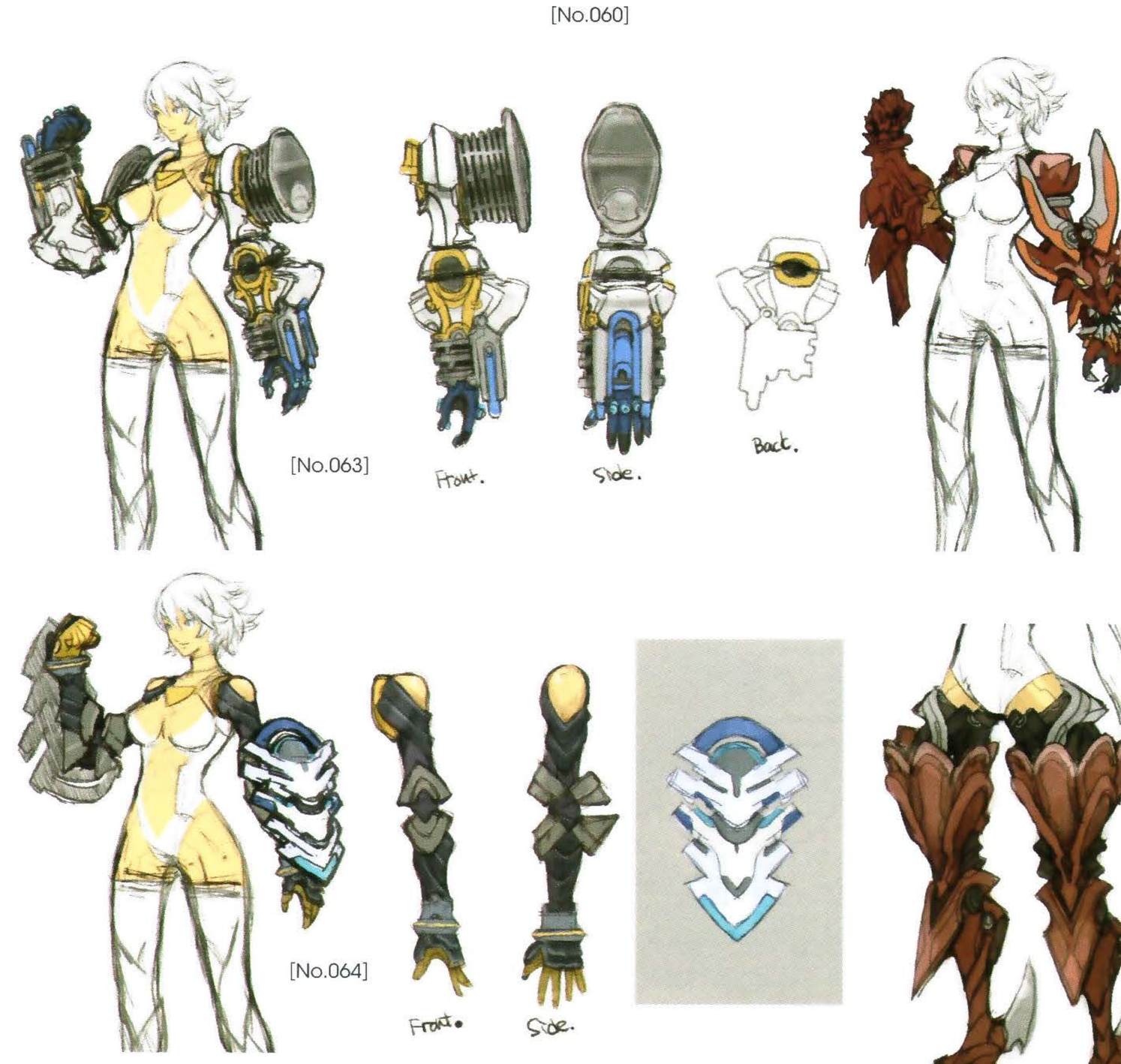
No.059 : Concept art of Dunga, the chief of Frontier Village. Normally, when he is in a peaceful mood, one cannot tell whether his eyes are closed or not. An illustration of him angrily silencing the villagers has been added to demonstrate.



[No.060]

[No.061]

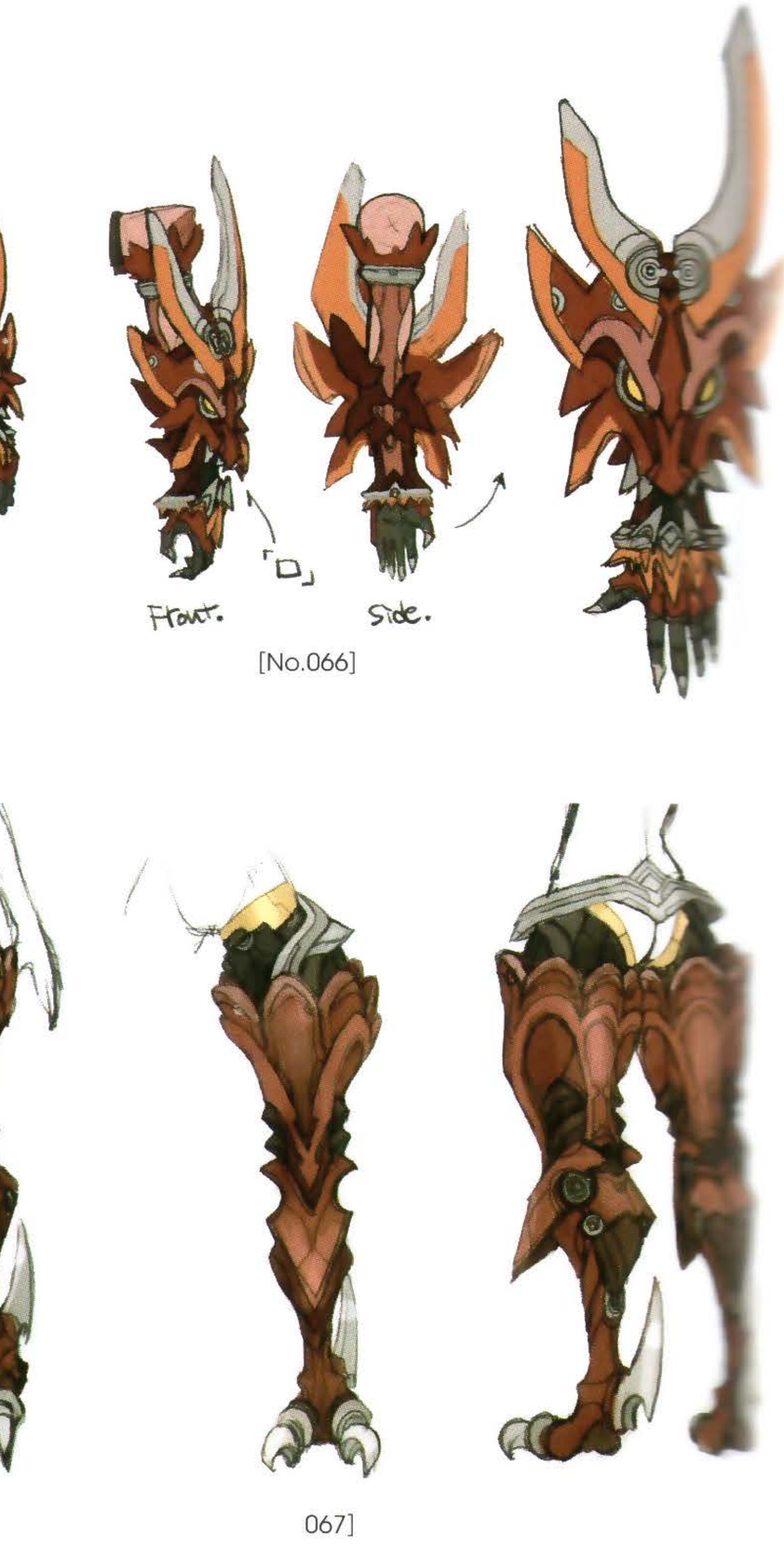
[No.062]



[No.063]

[No.064]

[No.065]



[No.066]

067]

DESIGN DETAILS

No.060 : Mecha-Fiora's original equipment (the Ether series)
No.061 : Z Attack Goggles, head equipment.
No.062 : F Speed Goggles, head equipment.
No.063 : Power V Arms, arm equipment.
No.064 : F Speed Arms, arm equipment.
No.065 : F Speed Boosters, leg equipment.
No.066 : Z Attack Arms, arm equipment.
No.067 : Z Attack Boosters, leg equipment.

[No.068]

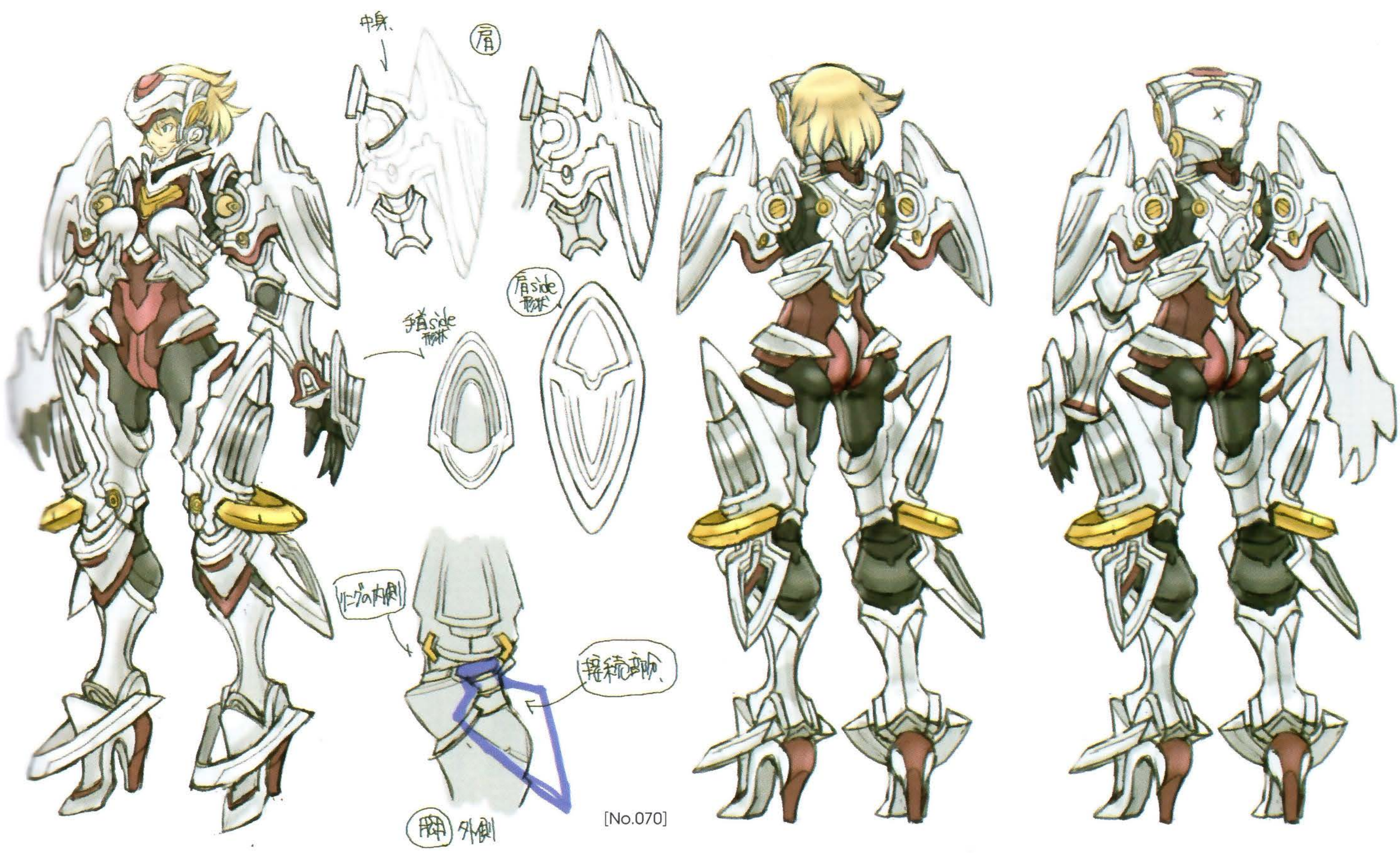
[No.069]

DESIGN DETAILS

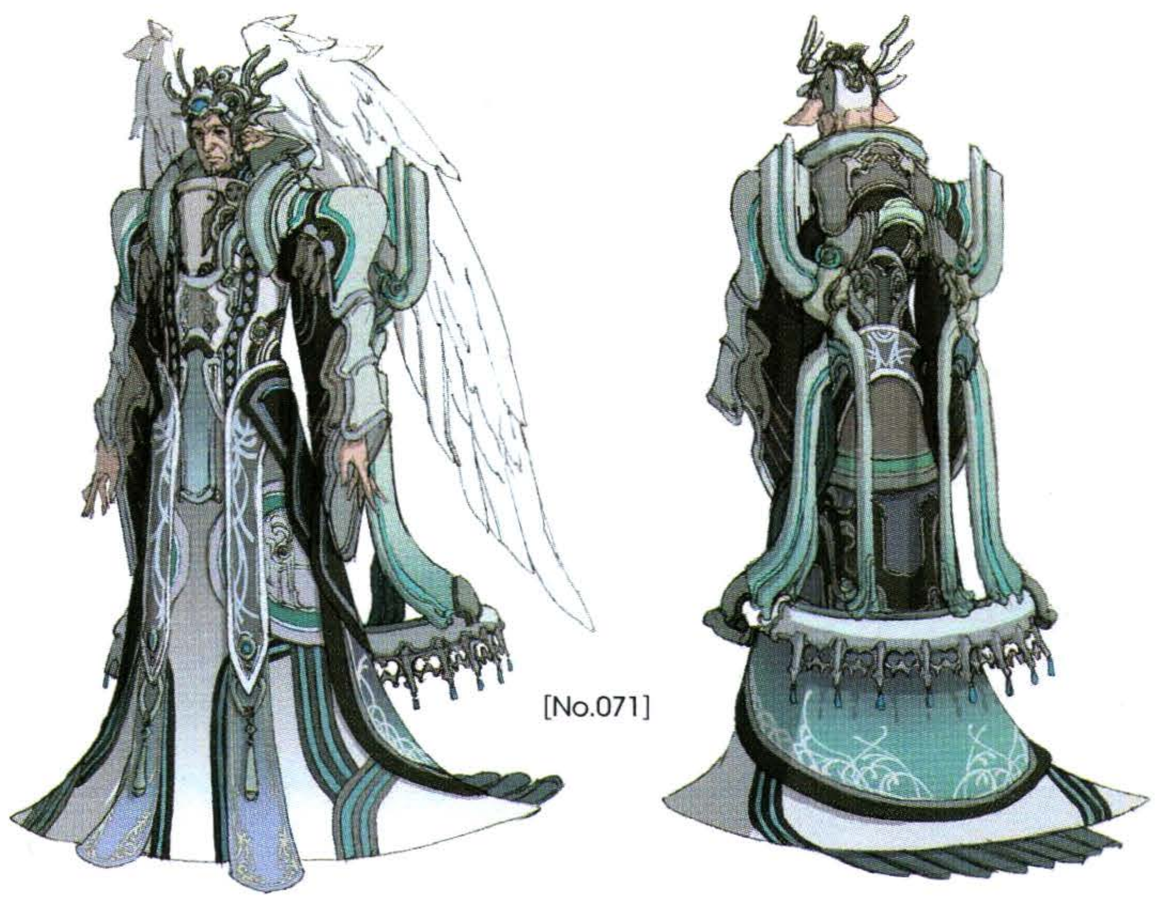
No.068 : The Speed series. The most popular among the development team.

No.069 : The Attack series. Its unique "feline" appearance also stands out very well.

No.070 : The Power Series. It protects the body with its outer shell. In the case of Mecha-Fiora, other elements could possibly be added to her back, even with the armour in place.



[No.070]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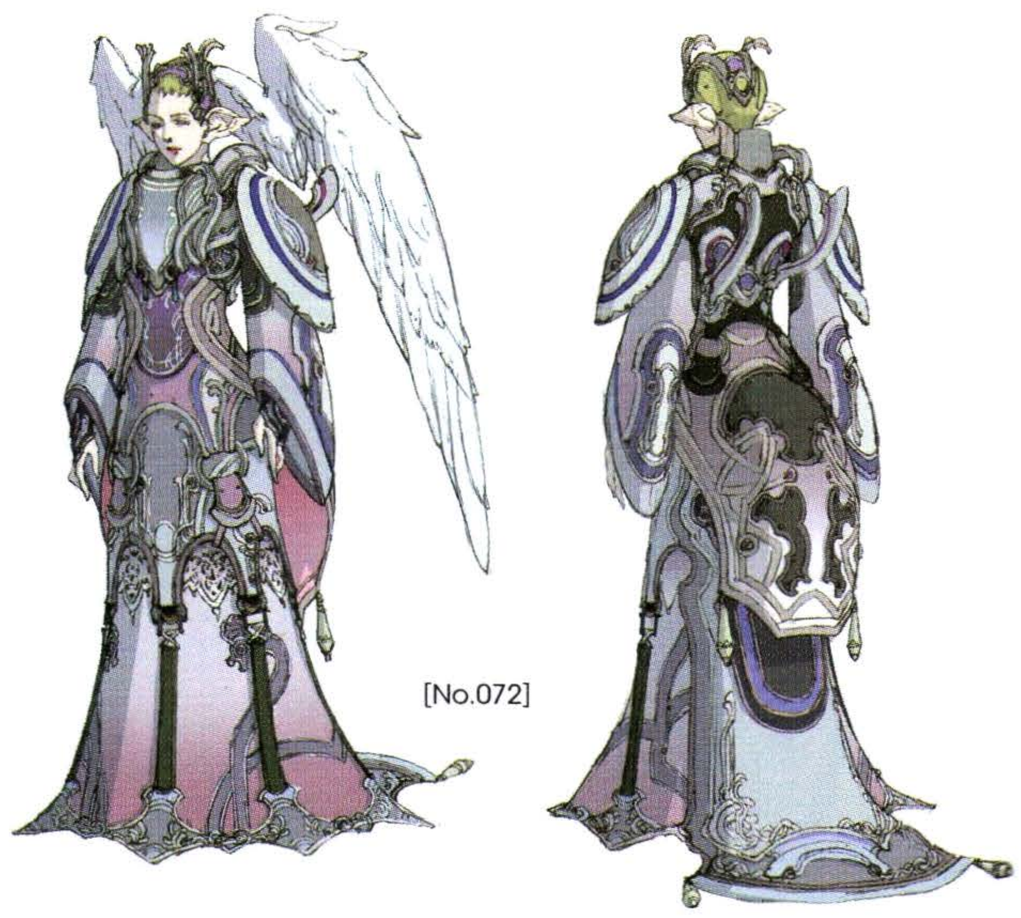
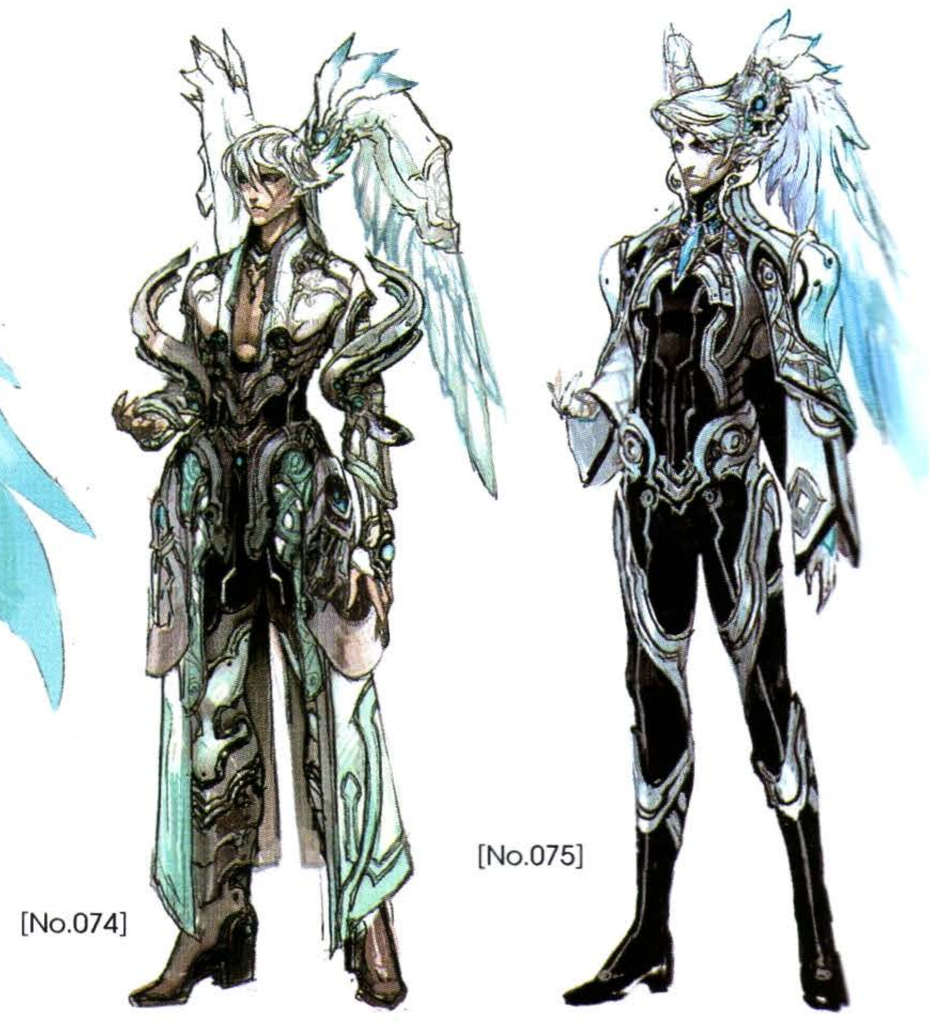

[No.072]

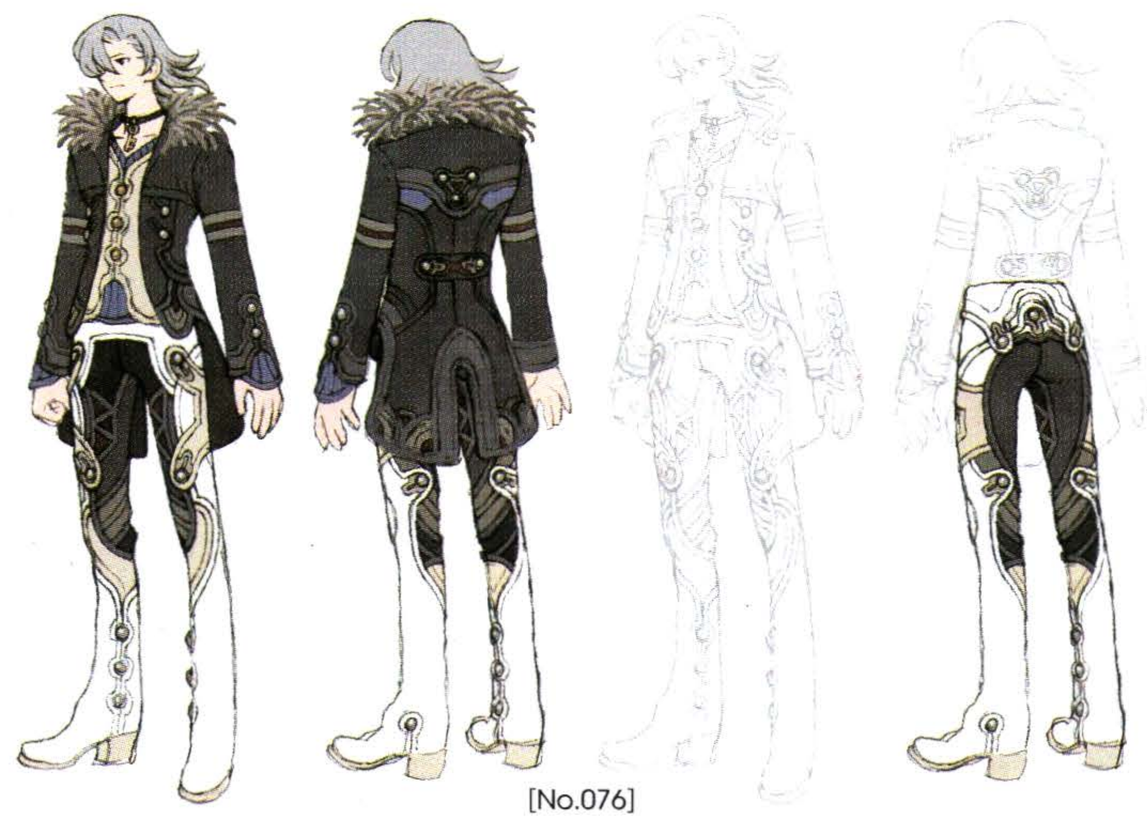
[No.073]


[No.074]

[No.075]

DESIGN DETAILS

No.071 : Sorean sketch.
No.072 : Yumea sketch. only her's and Sorean's legs are totally hidden by their clothes.
No.073 : Sketch of a High Entia soldier; dubbed "bird people" by the Nopon because of their masks, which resemble the feathers and beaks of birds of prey.
No.074 : High Entia citizens of the imperial capital.
No.075 : More High Entia. Note how none wear bright colours.
No.076 : Alvis sketch.
No.077 : Tyrea sketch.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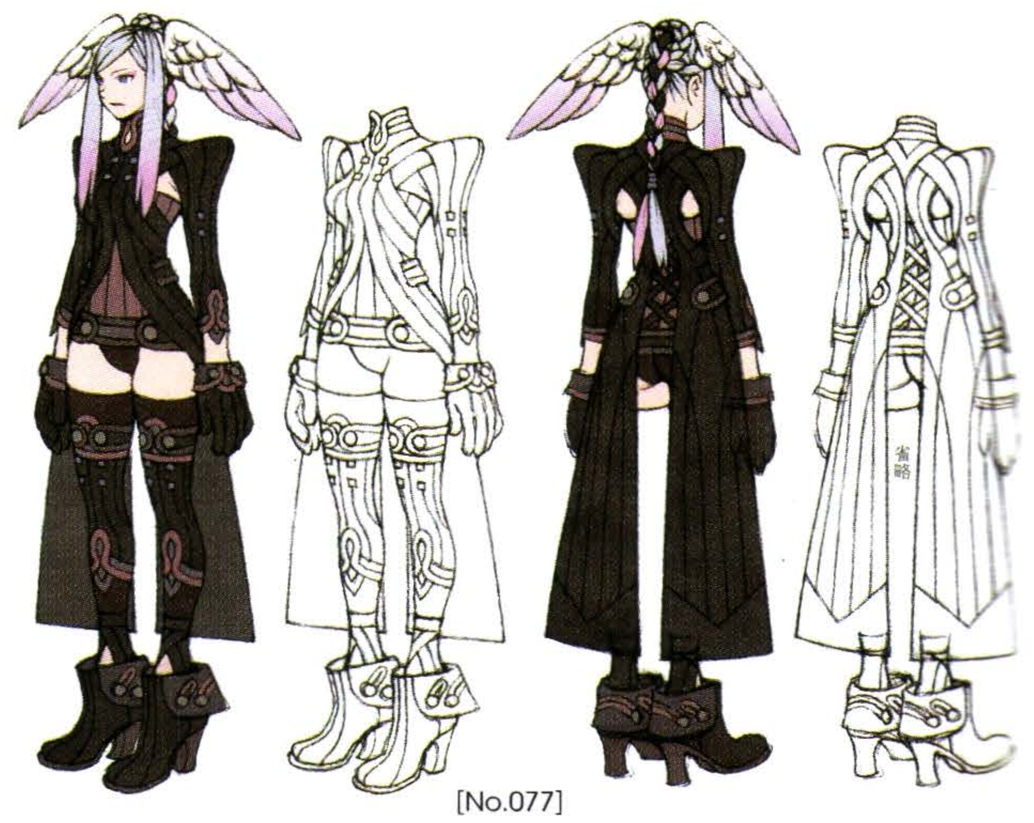

[No.077]

DESIGN DETAILS

No.078 : Kallian sketch. In the final version, Kallian has darker skin and a manlier appearance.

No.079 : A glamorous sketch of Lorithia. The mole usually rendered beneath her left eye is seen near the lip. The headwings, unique to the High Entia people, are not shown in this illustration. Have they been intentionally omitted?

[No.078]

[No.079]

[No.080]

[No.081]

DESIGN DETAILS

No.080 : Dickson in the attire he wore a year ago, at the Battle of Sword Valley. His bandana is his trademark.

No.081 : Dickson in Colony 9. His pendant and the satchel around his waist resemble hippie fashion. He only needs a Harley to complete the look.

No.082 : Mumkhar, when he was still a member of the Defence Force. One can already feel the obsequiousness in his expression and bulging posture.

No.083 : And here is the same Homs, after becoming Mecha-Mumkhar. His helmet could not possibly be more sinister.

[No.082]

[No.083]

[No.084]

[No.085]

DESIGN DETAILS

No.084 : A sketch of Juju. His drooping suspenders and Bermuda shorts betray his young age.

No.085 : A sketch of Otharon. His resolute face and his slightly vaulted back indicate that he was once a soldier, as high strung as he was stubborn.

No.086 : A sketch of Mecha-Gadolt. His right eye seems to have mechanized, perhaps for the sake of more efficient long-range shooting.

No.087 : A sketch of Gadolt. His Defence Force uniform resembles the ones worn in Colony 9.

[No.086]

[No.087]

[No.088]

[No.089]

[No.090]

DESIGN DETAILS

No.088 : Sketch of Vanea. She might be a Machina, yet her proportions lend her an elegance and curviness that would outclass most Homs. She gives off a uniquely erotic aura. Some would call it fetishistic.

No.089 : Sketch of Linada. The elements affixed to her back are attached to the armpits and do not directly affect the movement of the arms and shoulders.

No.090 : Sketch of Egil.

No.091 : Sketch of Miqol. Due to his old age, Miqol's body has grown quite considerably and his legs have weakened. The design of the pipe is just as strange as he is.

[No.091]

This is not hair, it is a series of tubes.

The circles are phosporecents.

These emerald lines also sparkle.

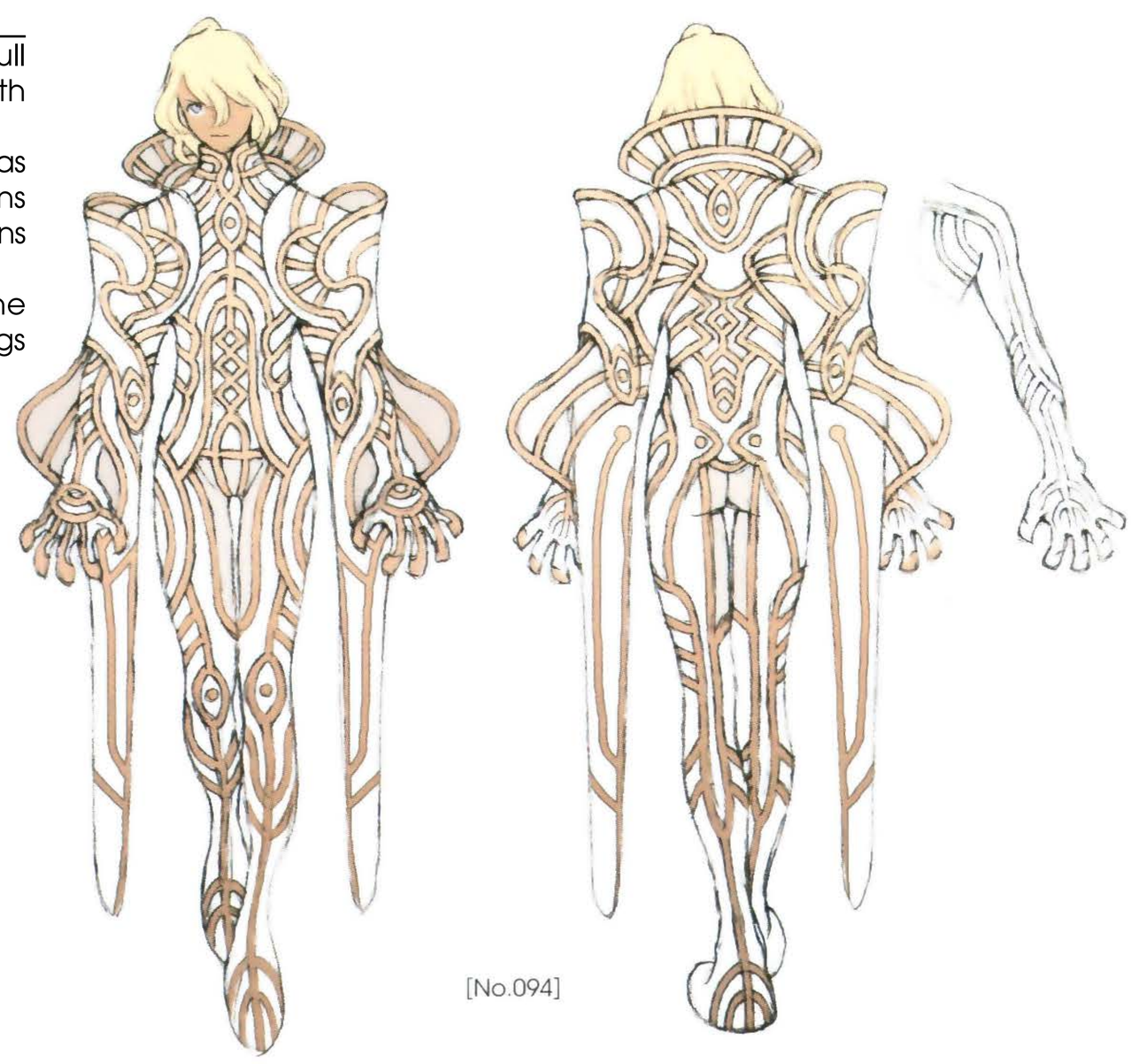
[No.092]

DESIGN DETAILS

No.092 : Meyneth sketch. This form can be admired in full during her fight against Zanza and at the Meyneth Shrine in Agniratha.

No.093 : Sketch of Zanza (Arglas). Here is the body of Arglas, as we see it sealed away on Prison Island. The patterns on his skin, could they be remnants of the incantations performed by the High Entia?

No.094 : Sketch of Zanza, following his grand return. "The beautiful Zanza," as some might say. His shining wings are not represented in this illustration.



[No.094]

[No.093]

[No.095]

[No.096]

DESIGN DETAILS

No.095 : Dickson returns to his Giant form when he uses his full strength. The wing-like elements are doubtlessly a power bestowed upon him by Zanza.

No.096 : Sketch of Zanza during the battle in Memory space.

No.097 : Concept art of Zanza (Final Form) in his complete form once Meyneth's Monado unites with his. His left arm represents Mechonis, and holds Meyneth's Monado. This form is a fusion of the two titans.

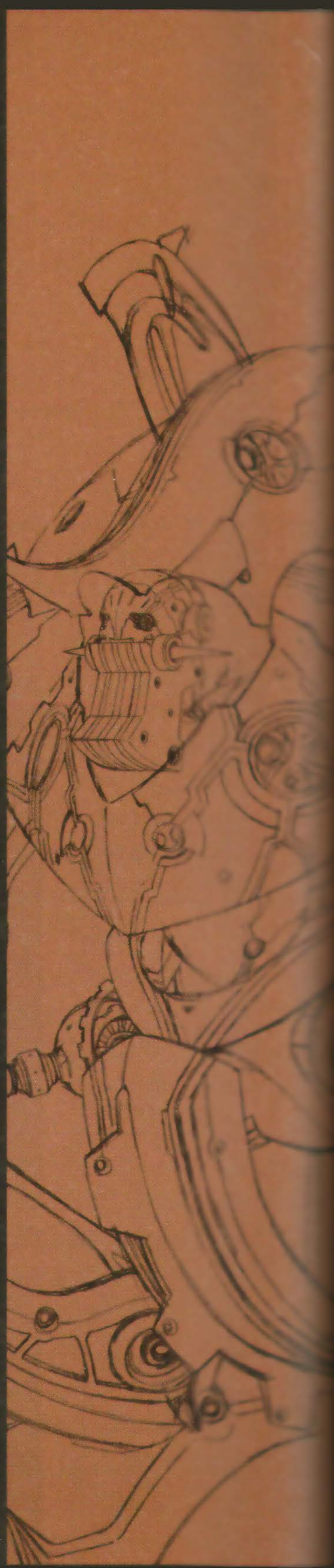
[No.097]

Xenoblade The Secret File
MONADO Archives

MECHANIC DESIGN WORKS

Faced Mechon concept art

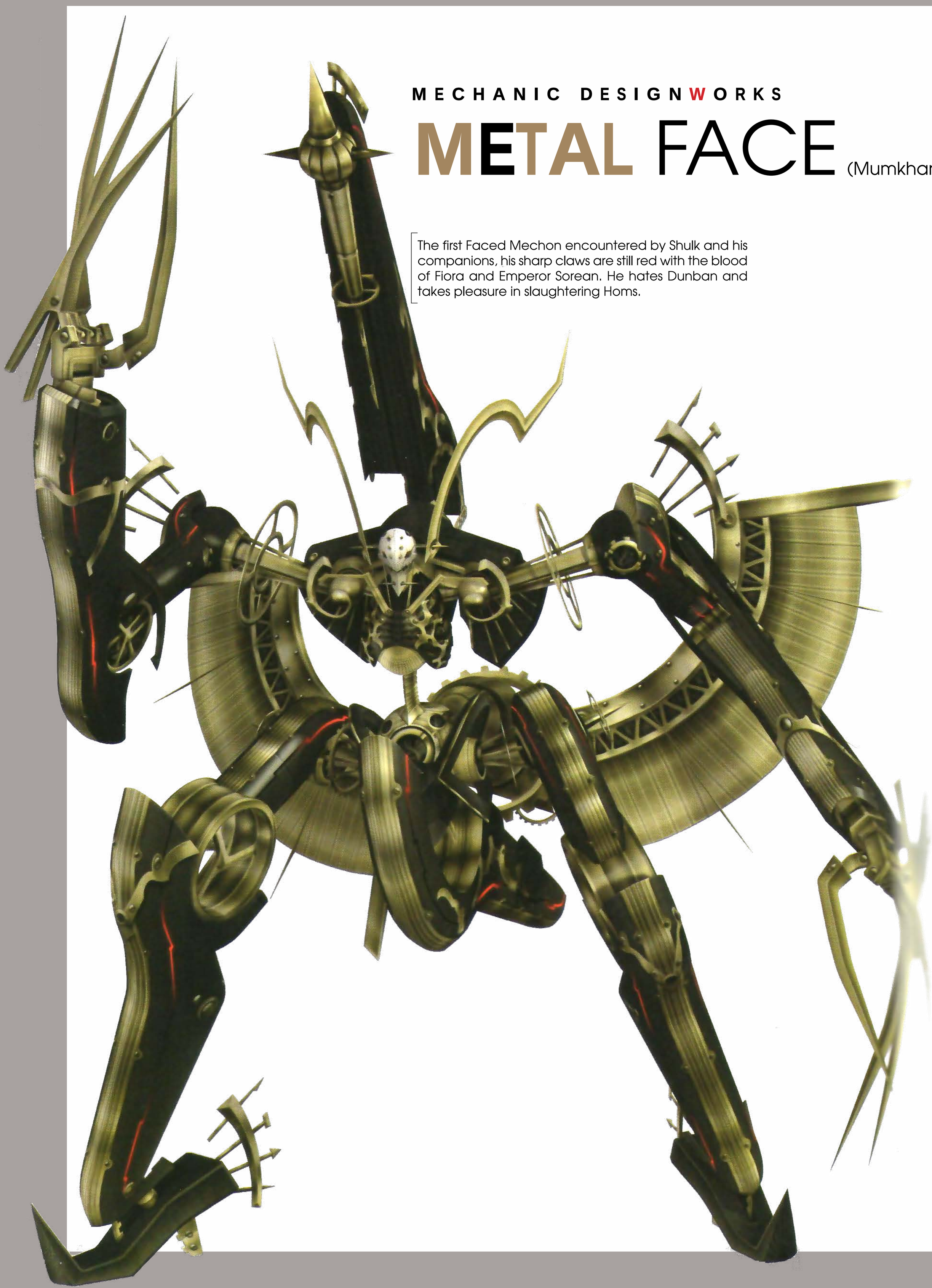
These Mechon have a face, hence their name. The homs piloting them had any unnecessary elements removed from their bodies, and their stolen blood flows throughout the machines. From the smallest details to the structure of the cockpit, you can see here the secret of how Faced Mechon are produced.



MECHANIC DESIGNWORKS

METAL FACE (Mumkhar)

The first Faced Mechon encountered by Shulk and his companions, his sharp claws are still red with the blood of Fiora and Emperor Sorean. He hates Dunban and takes pleasure in slaughtering Homs.



COMMENTARY

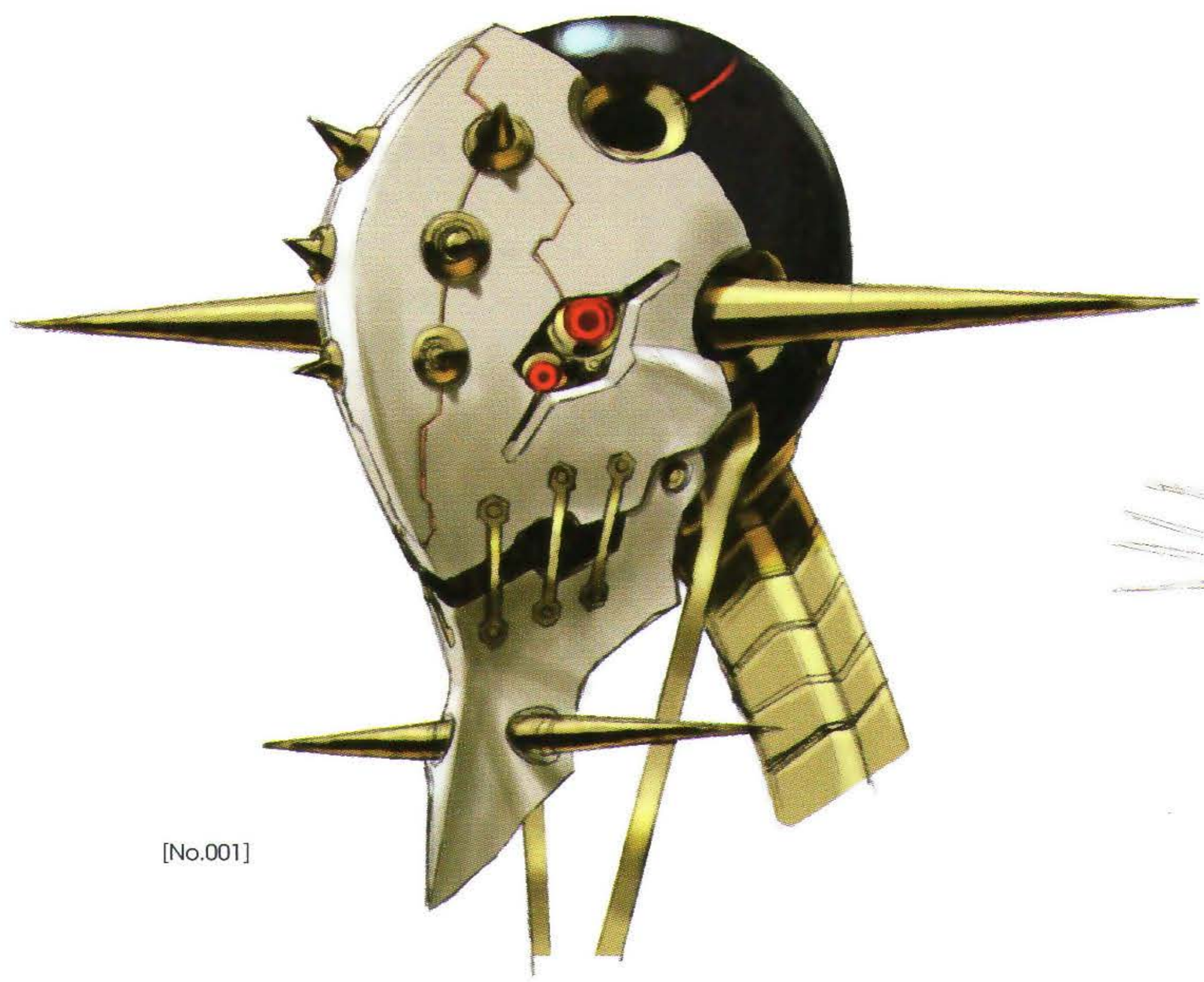
There are two versions of this Faced Mechon: his Initial Form and his Final Form.

This Face is piloted by Mumkhar, but it is also equipped with a remote piloting system. When he appears in his more powerful Final Form, starting from the fight on Prison Island, his appearance changes as well. The differences can clearly be seen by comparing the illustrations on pages 161 (Initial Form) and 165 (Final Form).
The spikes on his face, body, shoulders, and wings have been heavily altered in order to give him an even more hostile look.
Finally, you may notice a green liquid coursing through his arms in his Final Form: it's the same liquid that is found in the leader's spear, which has the property of making all life forms on Bionis decay.

MECHANIC-VIEW

Schematic comparing the heights of the Faces

The black-robed demon shows his hatred.
Characterized by the length of his 4 limbs and his sharp claws, Metal Face shows off his attack "Hell Dive Claw", which he developed when he was still a Homs. The spikes protruding off his body symbolise his hatred towards Dunban and all Homs.



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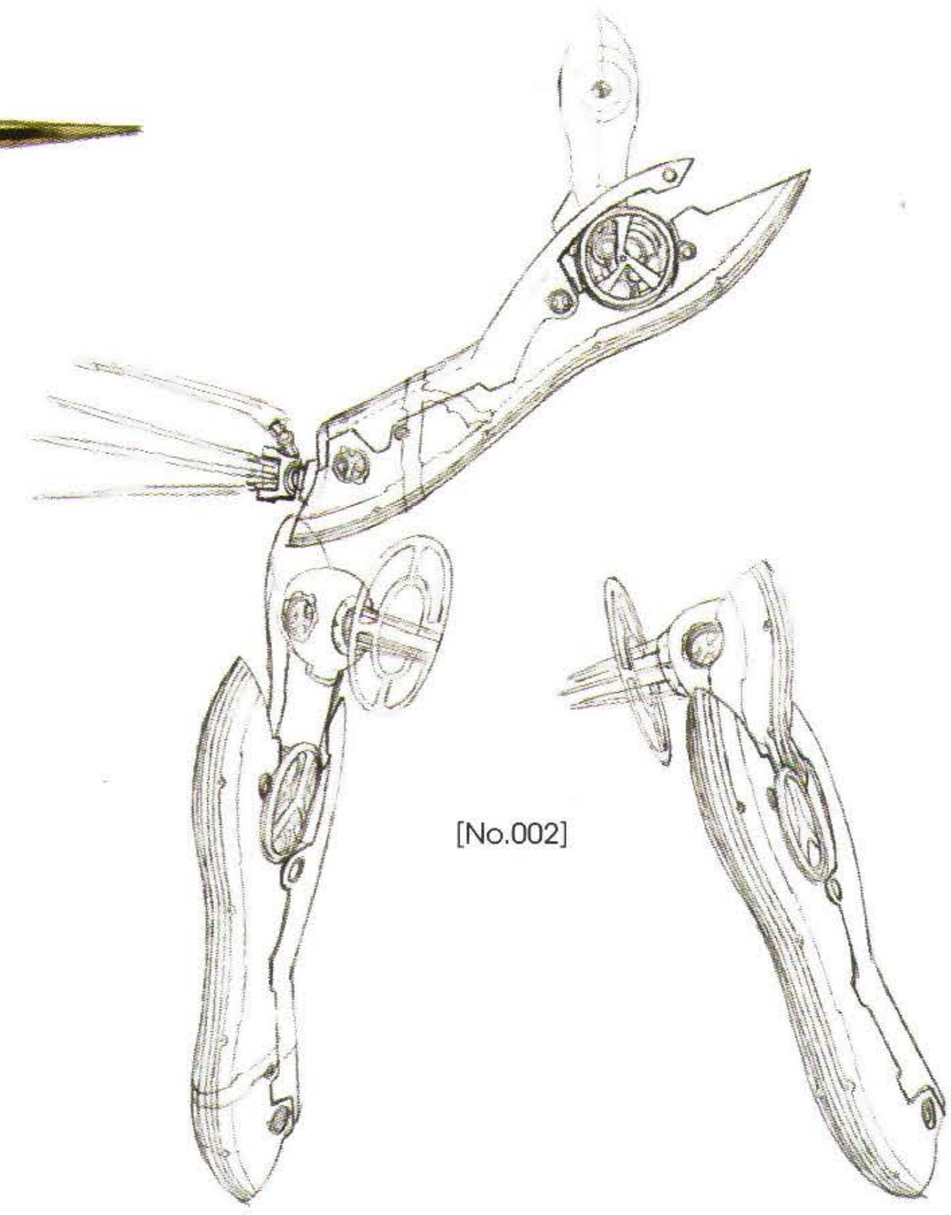

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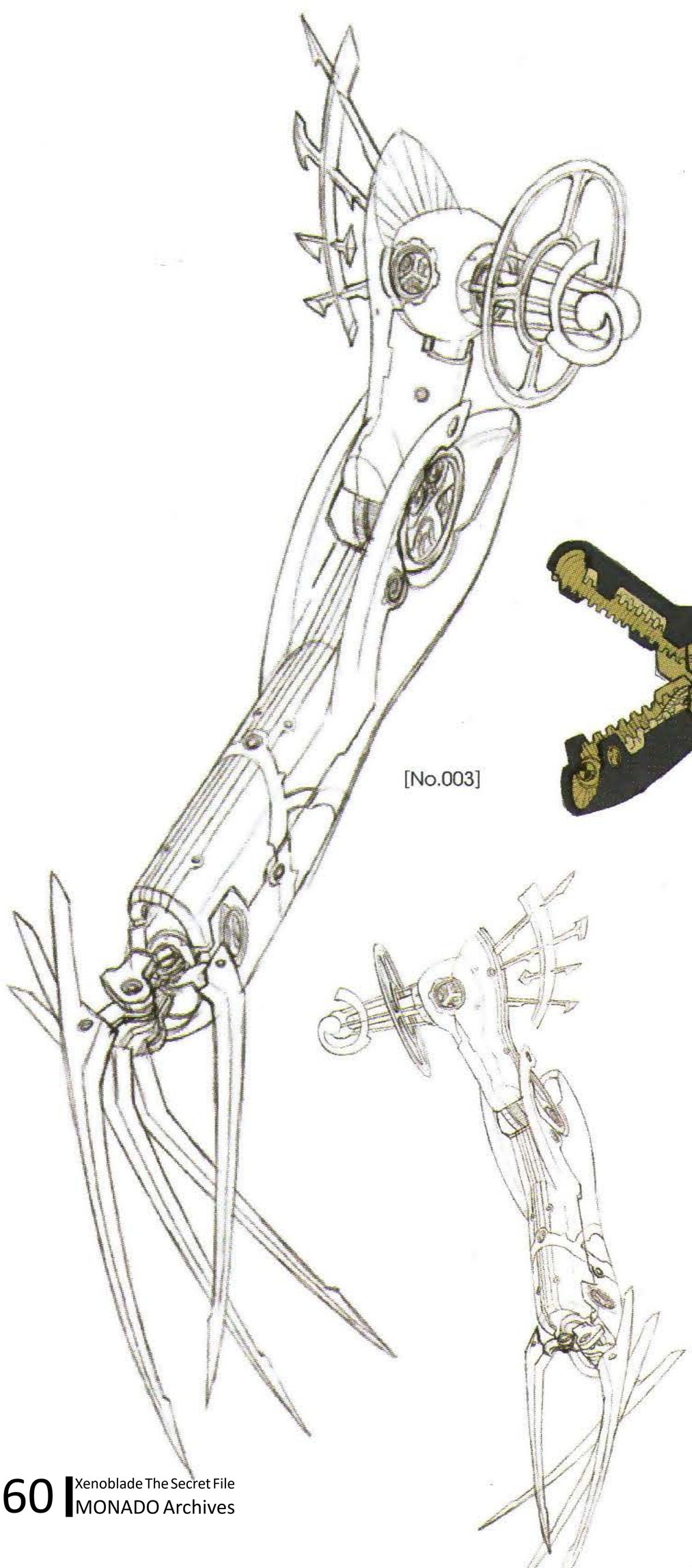

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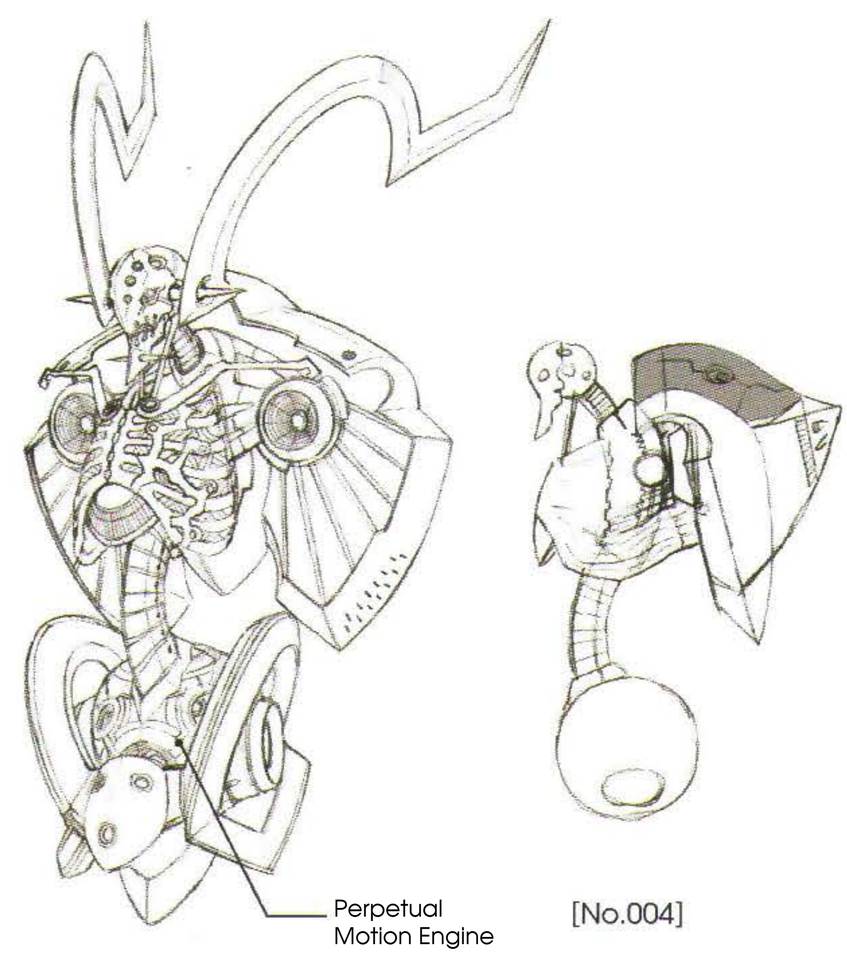

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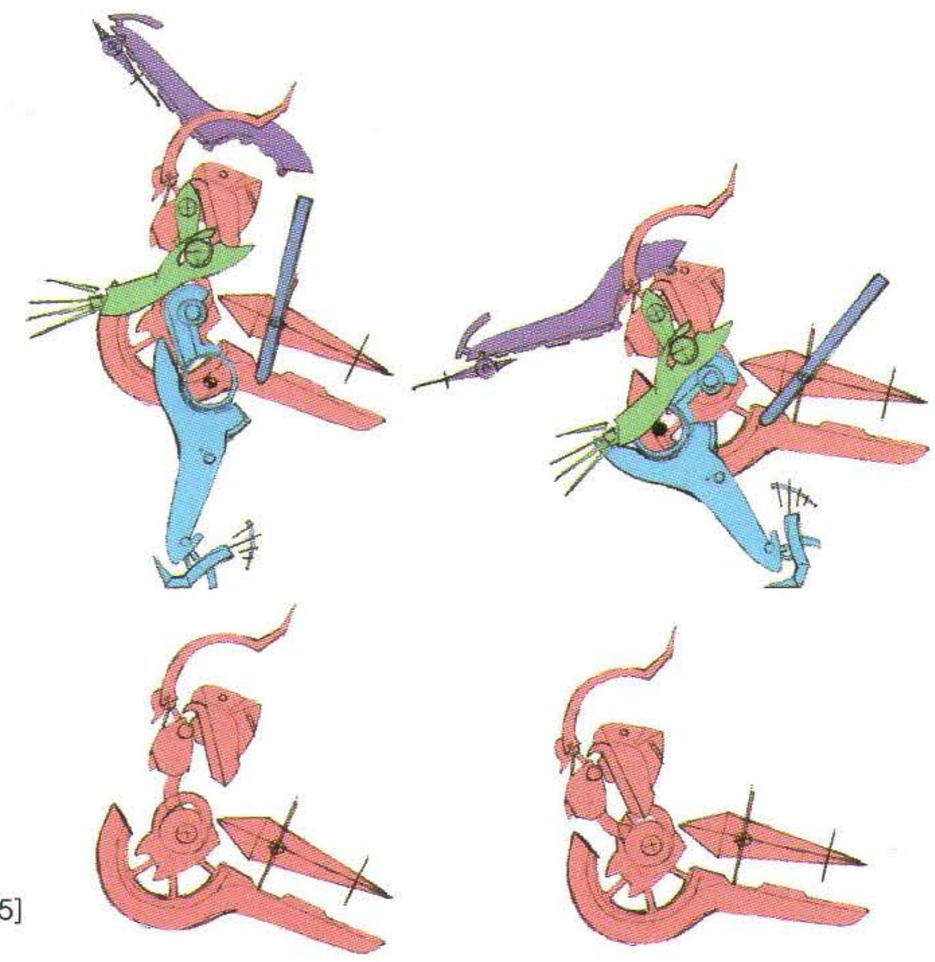
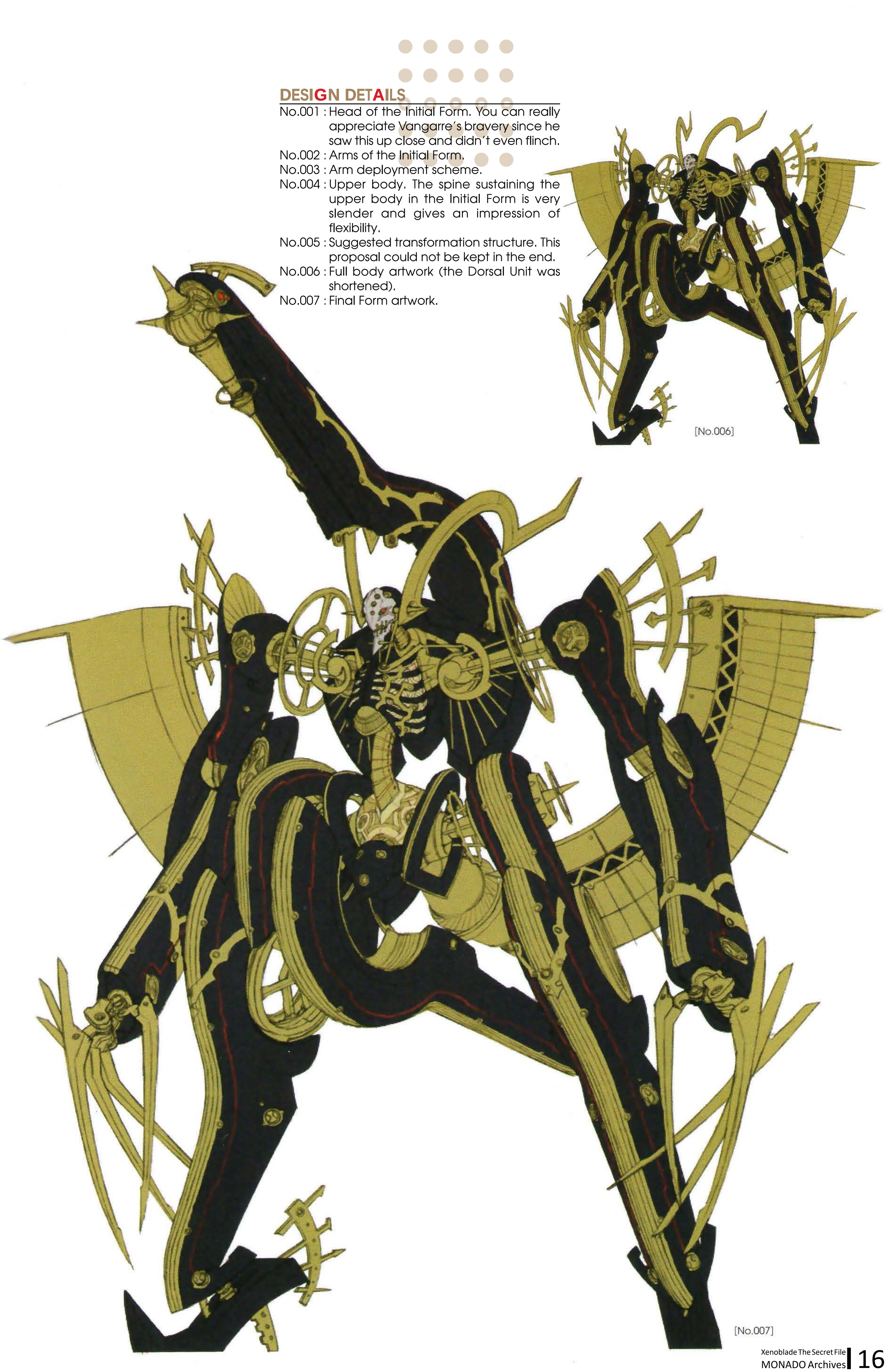


[No.005]

DESIGN DETAILS

No.001 : Head of the Initial Form. You can really appreciate Vangarre's bravery since he saw this up close and didn't even flinch.
No.002 : Arms of the Initial Form.
No.003 : Arm deployment scheme.
No.004 : Upper body. The spine sustaining the upper body in the Initial Form is very slender and gives an impression of flexibility.
No.005 : Suggested transformation structure. This proposal could not be kept in the end.
No.006 : Full body artwork (the Dorsal Unit was shortened).
No.007 : Final Form artwork.



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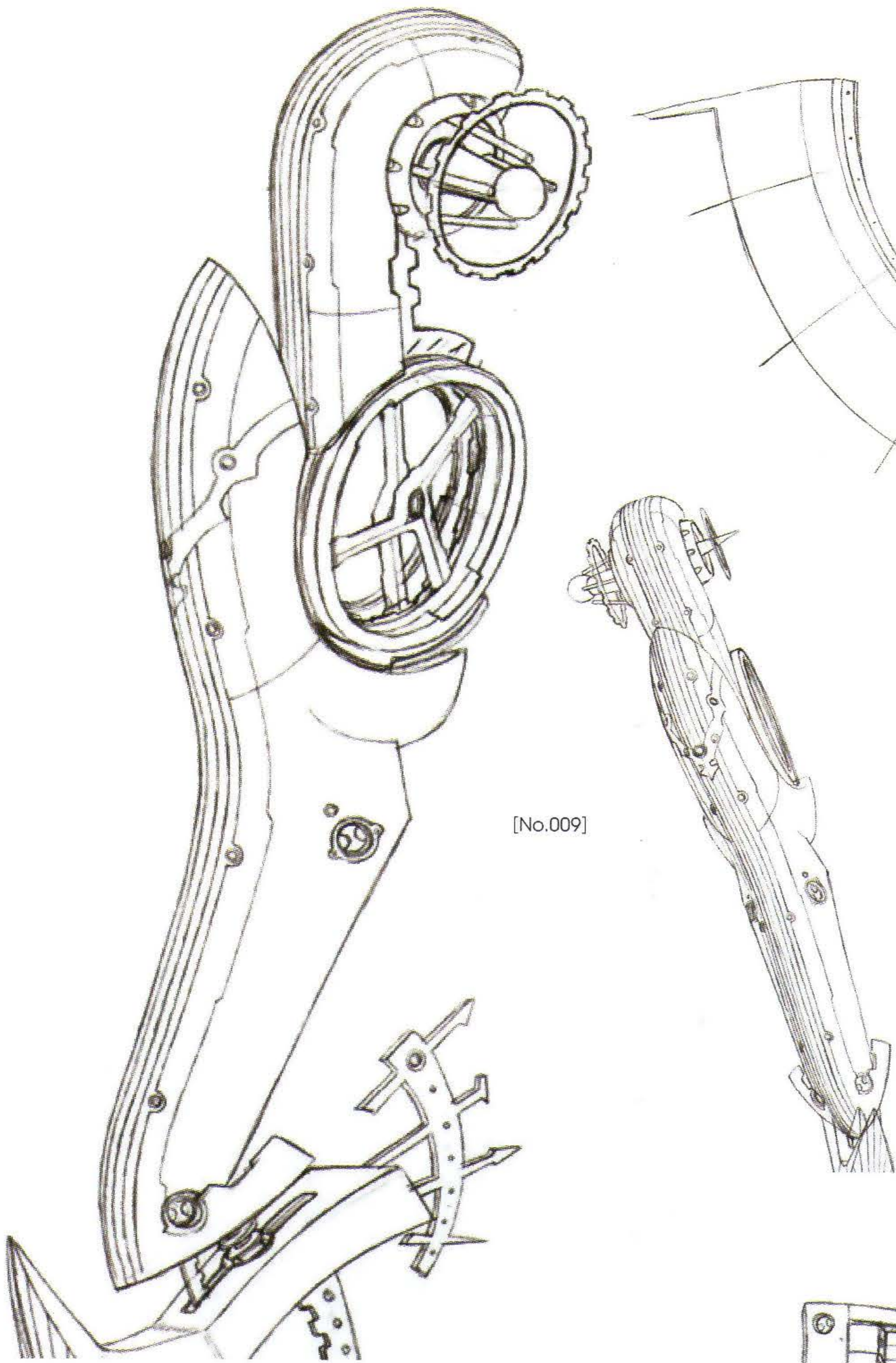
[No.007]



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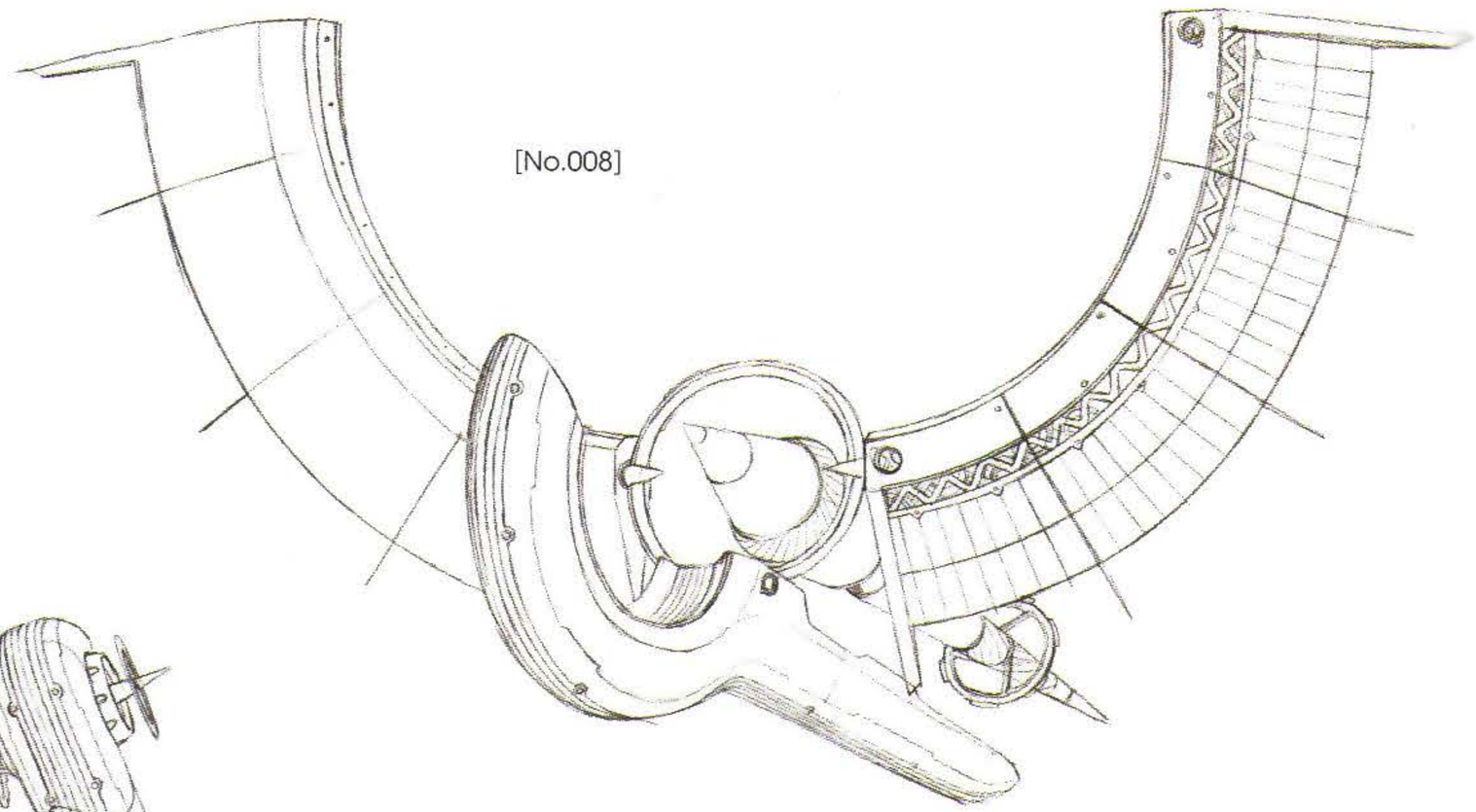
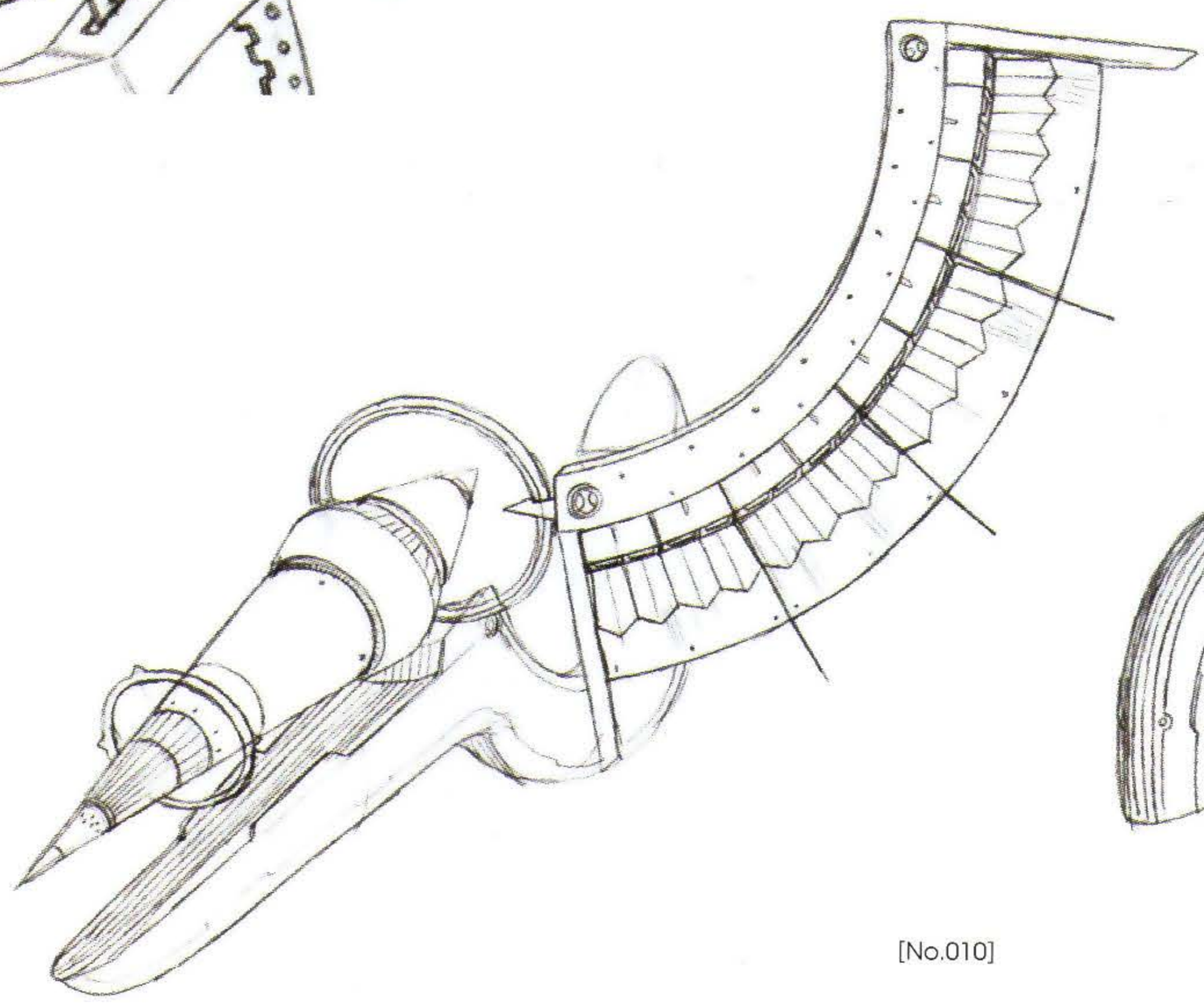
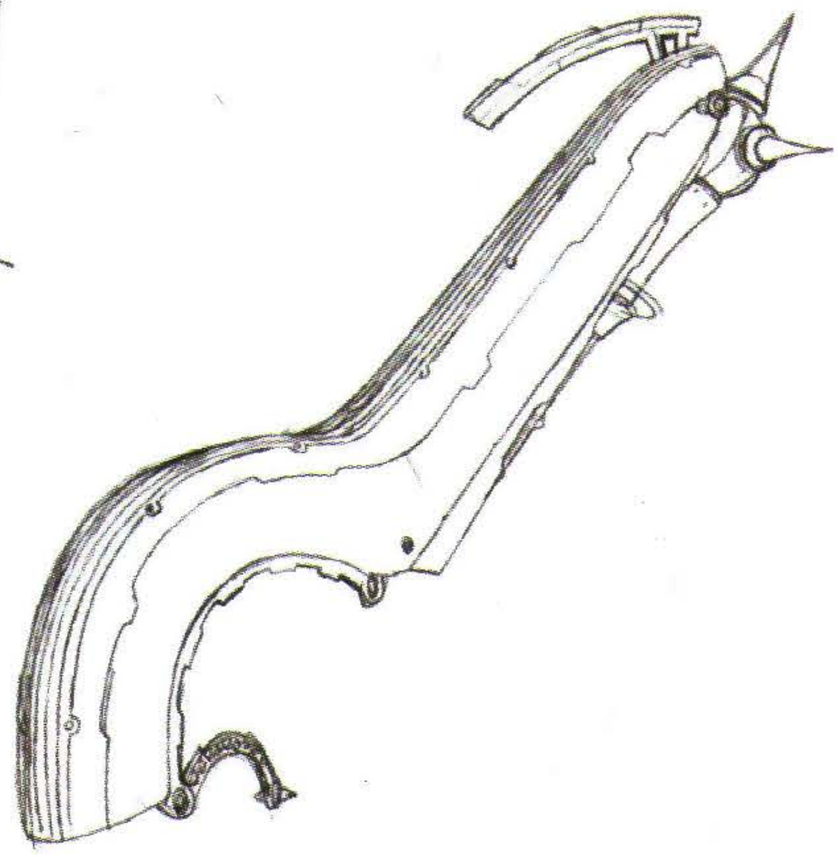


[No.008]

DESIGN DETAILS

No.008 : Dorsal Unit.
No.009 : Leg of the Initial Form. The wheel-shaped joint structure allows for fluid movement.
No.010 : All the pieces that make up the Dorsal Unit, which serves as a propeller during flying phases. During the shooting phase, the extremity of the cannon is deployed and unloads a powerful ether salvo.
No.011 : Back view (without Dorsal Unit)
No.012 : Back view in the Final Form.





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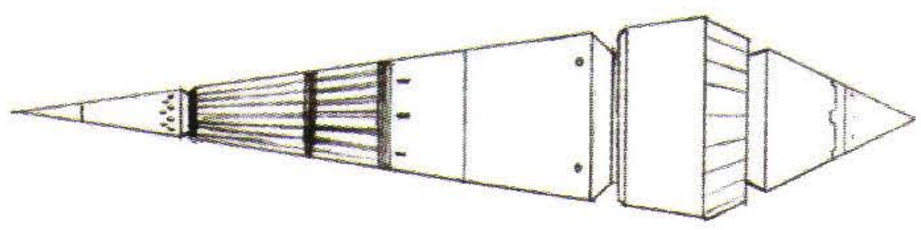

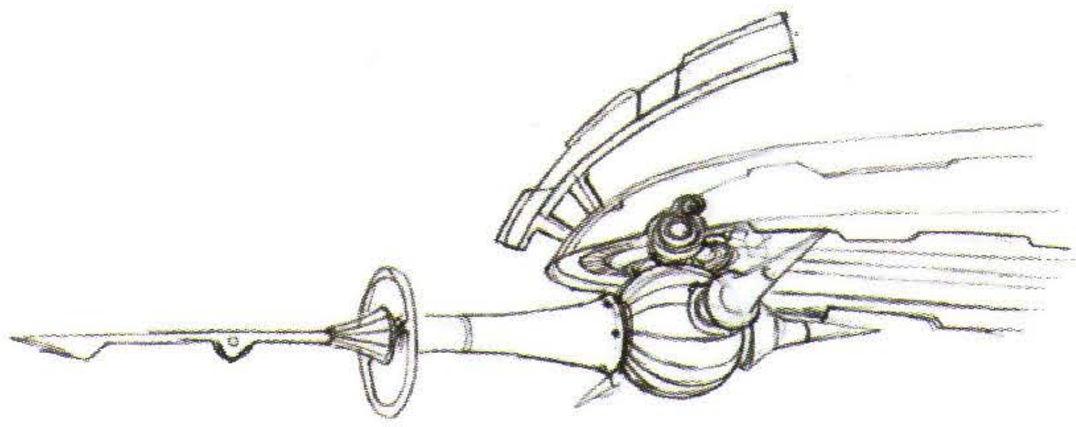

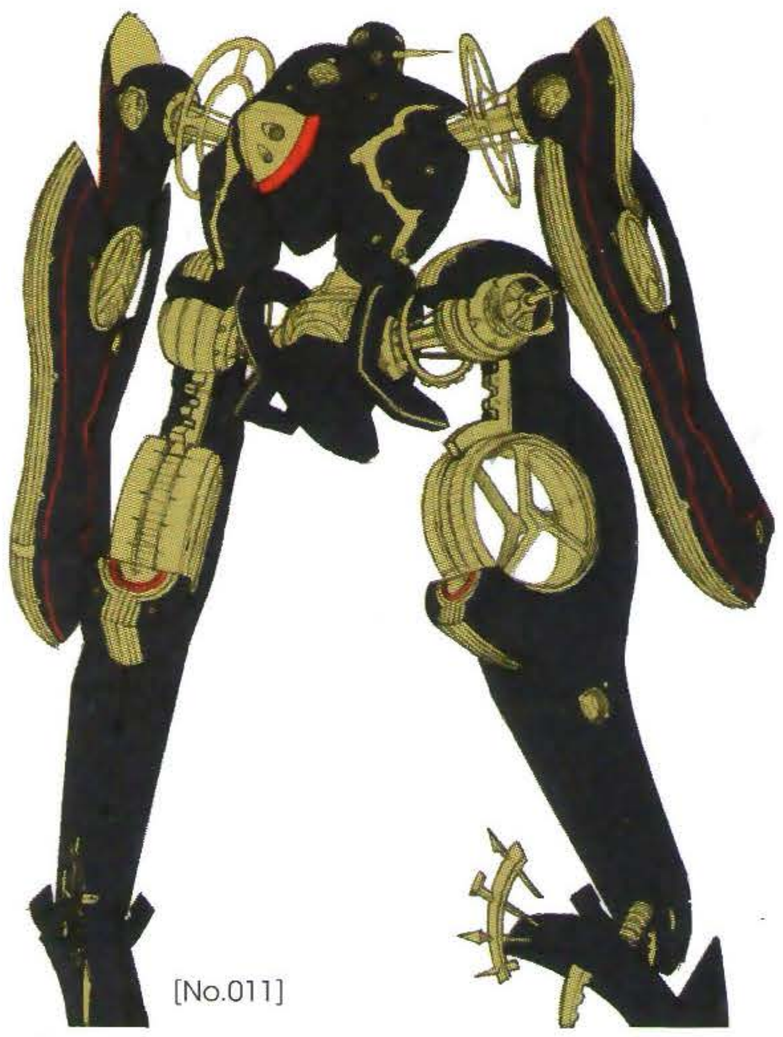

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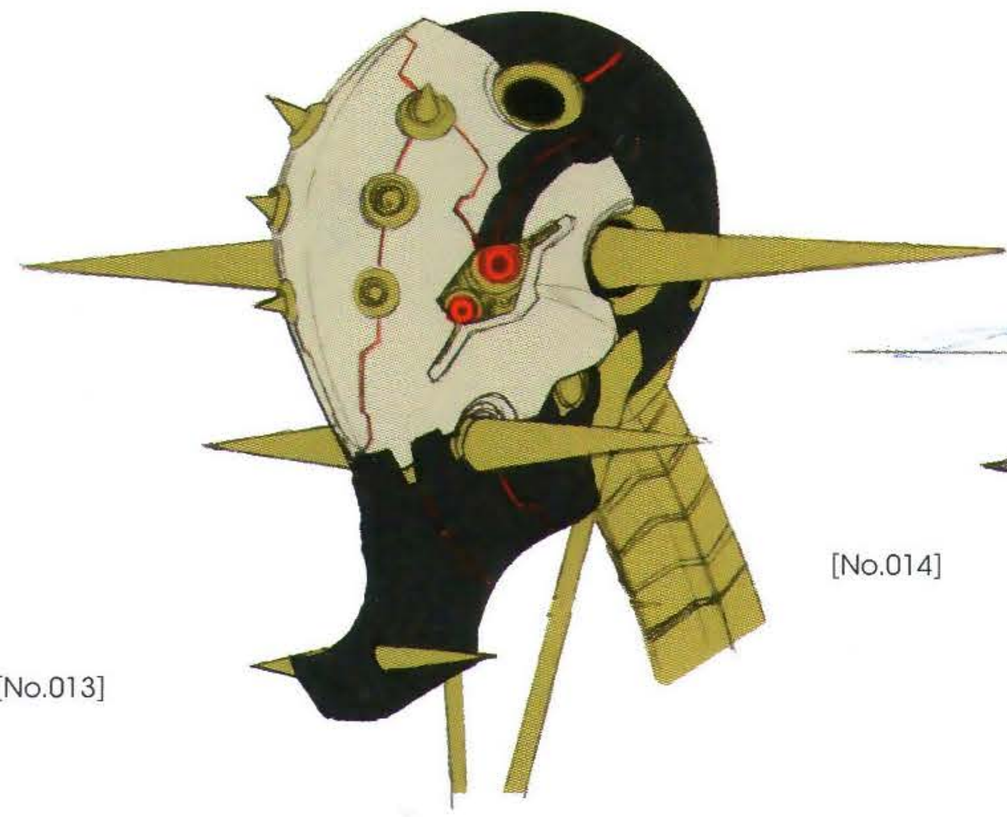
[No.012]



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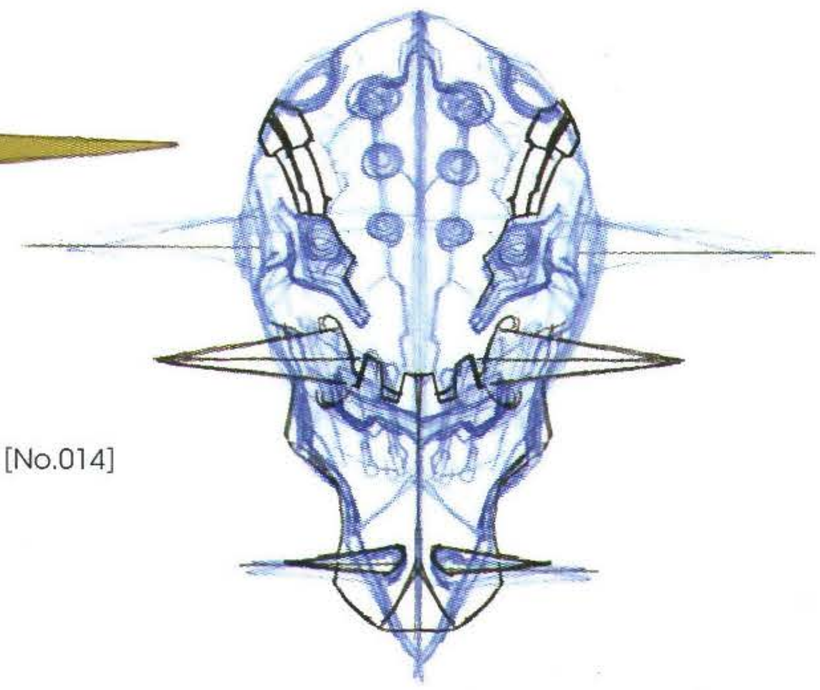

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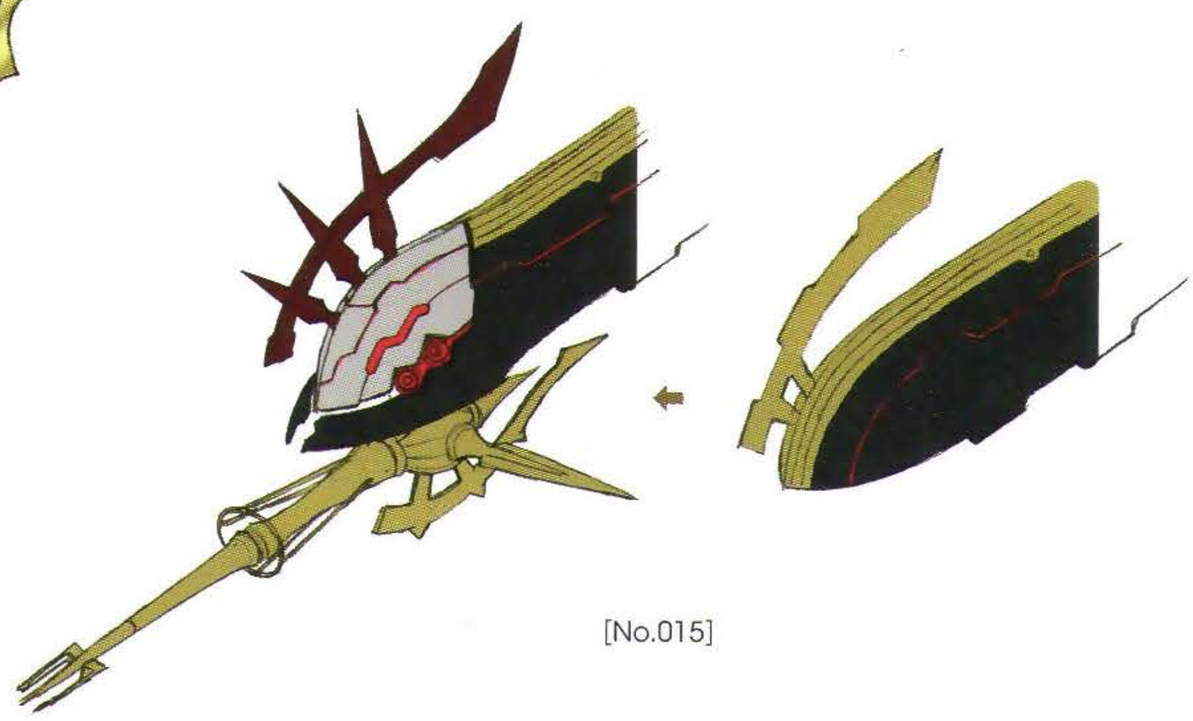

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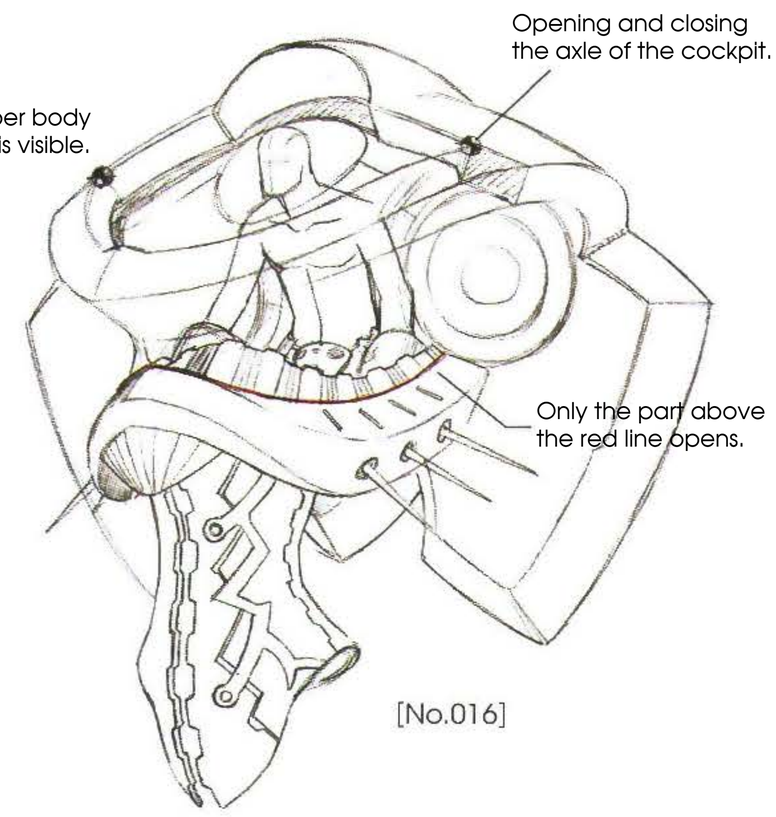

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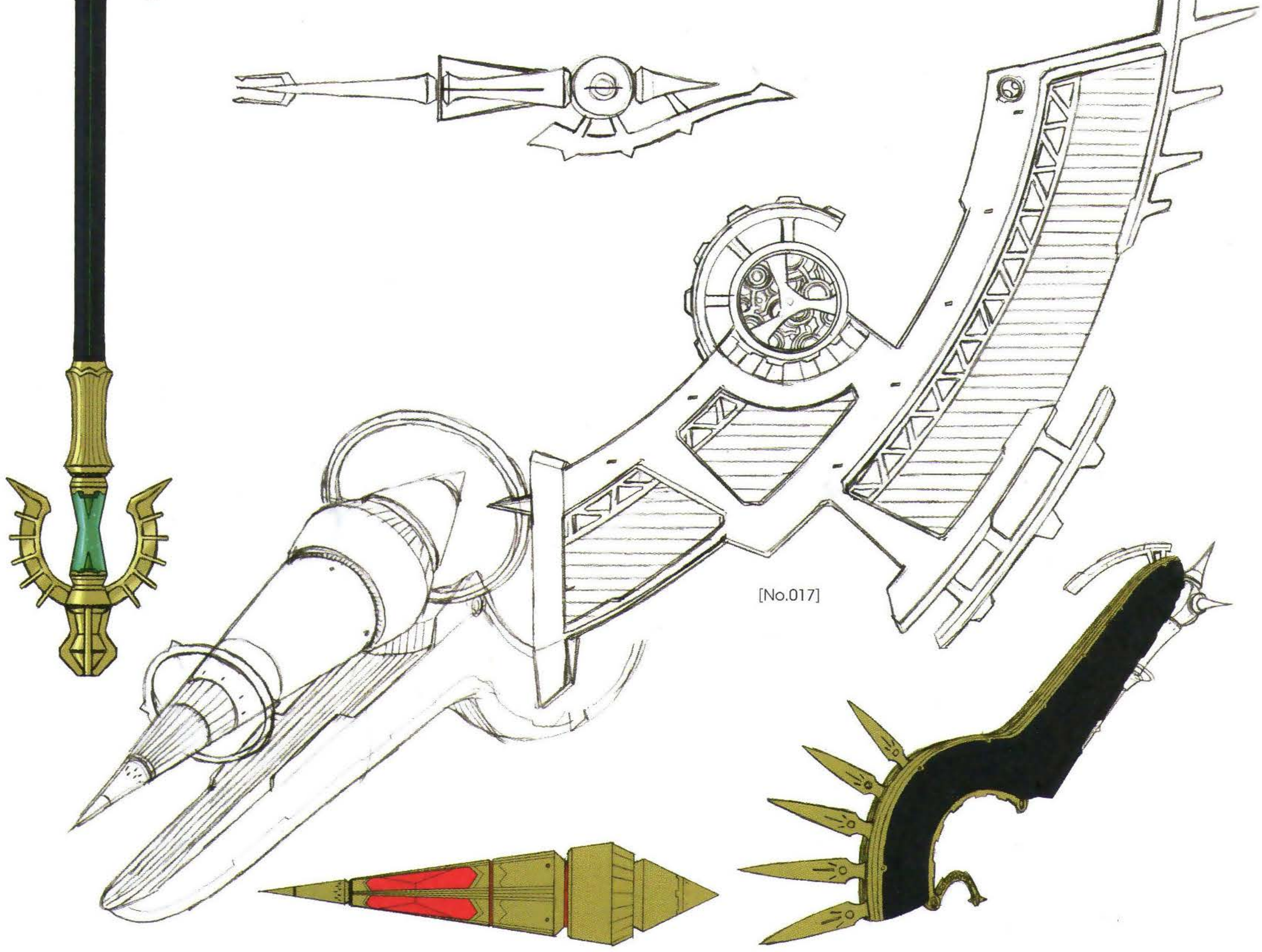
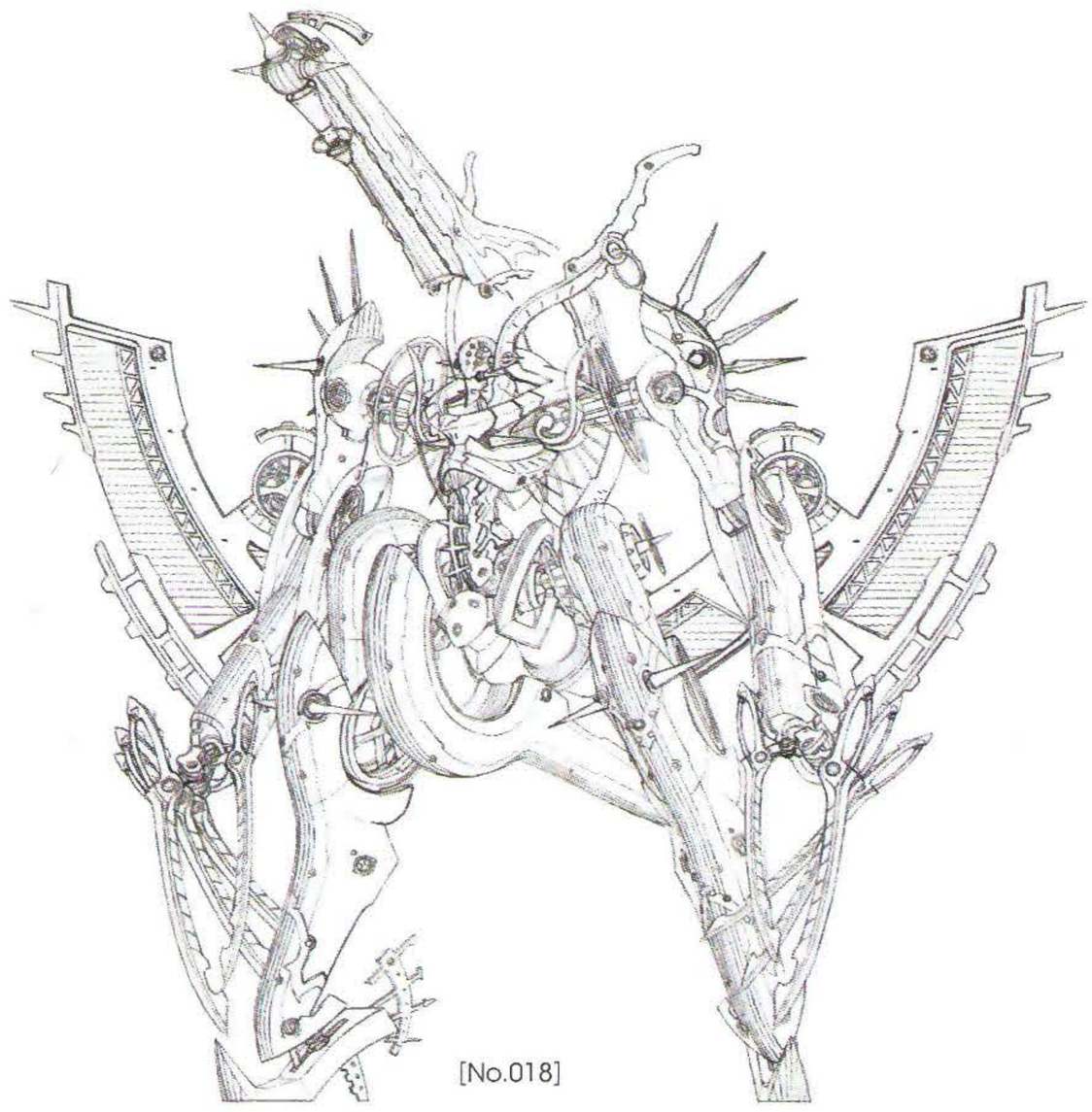


[No.017]

DESIGN DETAILS

No.013 : The spear made by Egil that pierced through the body of Zanza on Prison Island. The green liquid pours into the victim's body and destroys the structure of the ether within. After the spear is produced en masse, all Mass-Produced Faces are equipped with these weapons.
No.014 : Head of the Final Form. There are more spikes visible, and the jaw is black.
No.015 : Section that includes the cannon.
No.016 : Cockpit of the Final Form.
No.017 : Dorsal Unit.
No.018 : Final Artwork (ink).
No.019 : Final Artwork.



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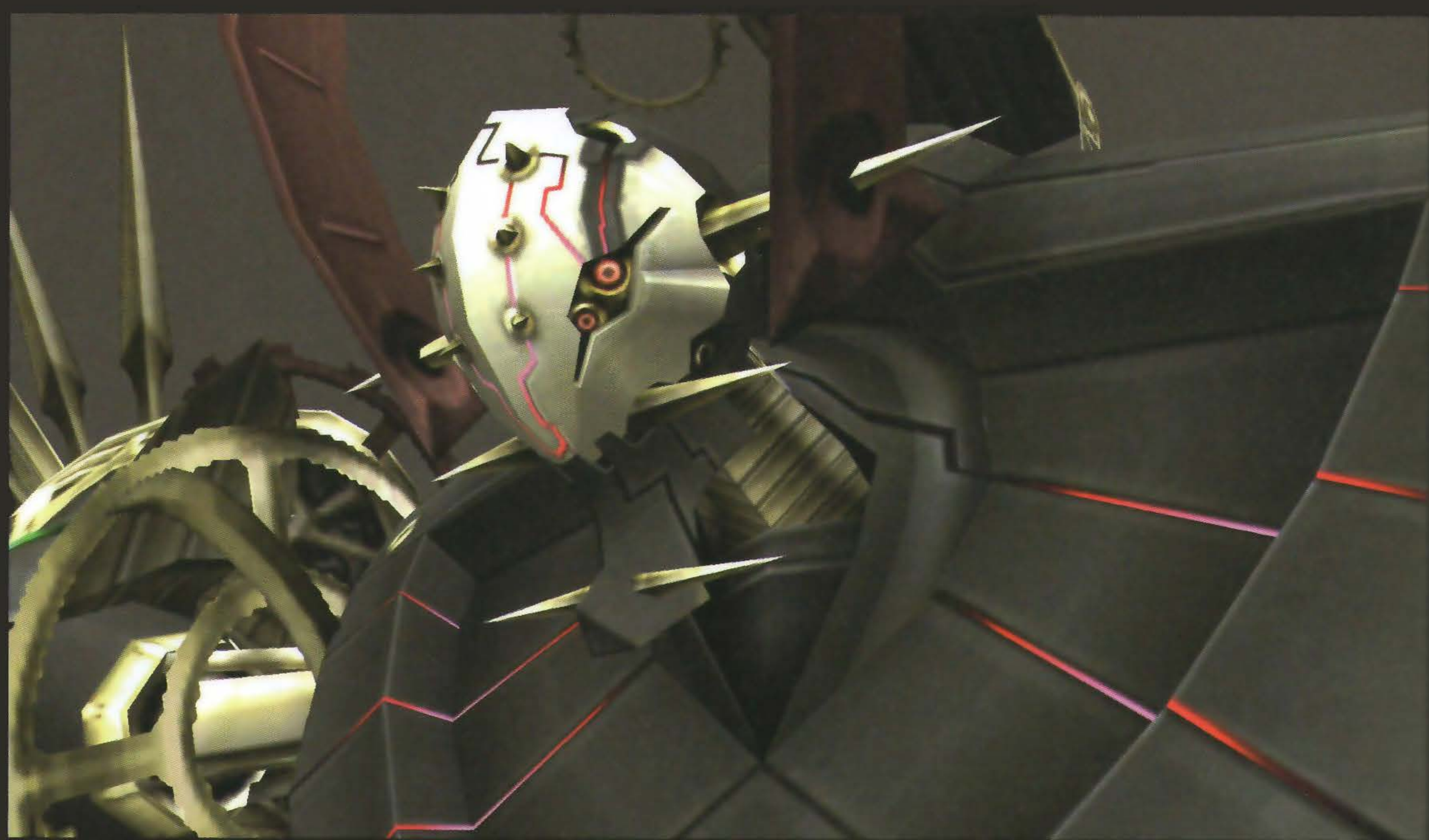
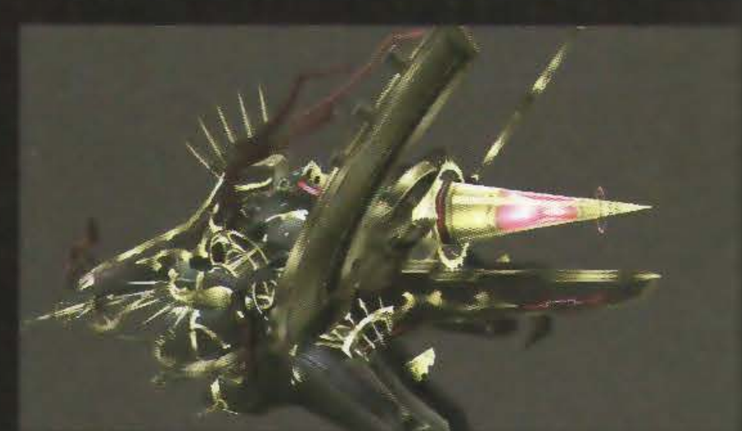
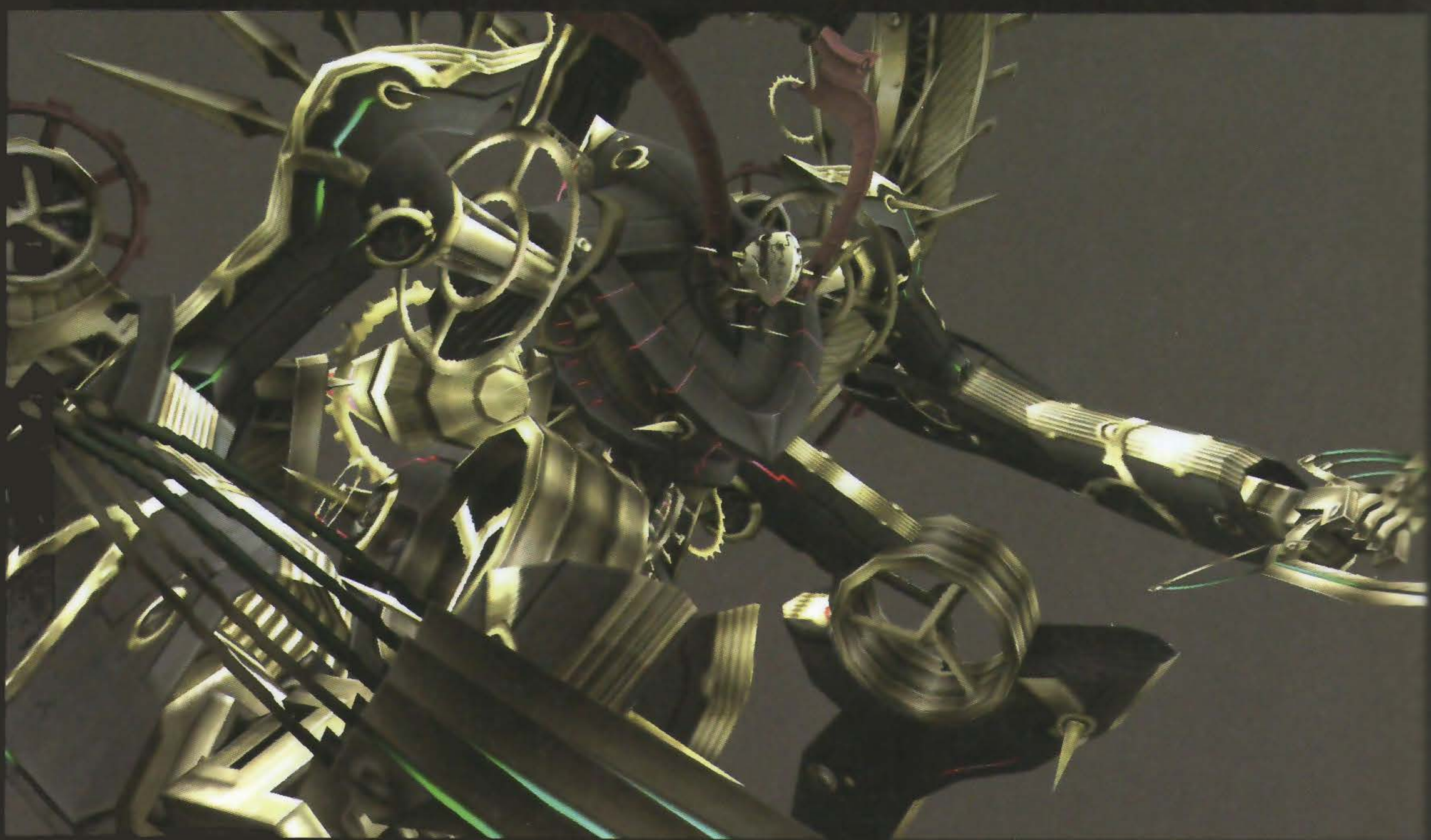
[No.019]



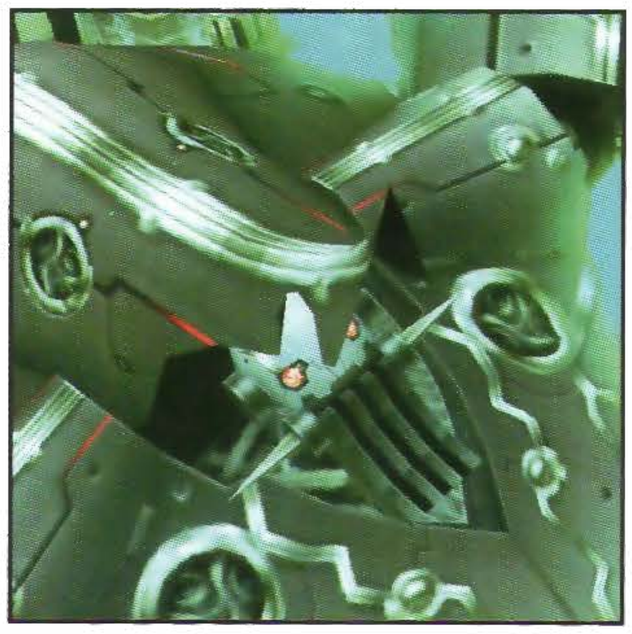


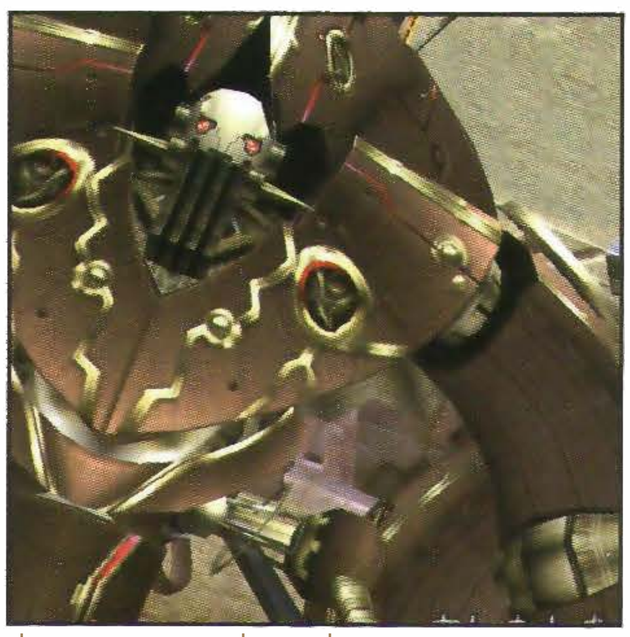


MODELS CGI

In the 3D model, the golden and red parts blink, representing Homs blood and making it look more like a living being. It is this part of the Face that puzzled Shulk during their first fight.

MECHANIC-VIEW





After being mass-produced,
this Faced Mechon appears often.
Whilst in flight mode, he withdraws his arms and legs and takes the form of a bulb, and his round body takes flight at great speed. When he must land, the sturdiness of his body allows him to crash on the ground at the same speed. During the invasion of Bionis, this mass-produced Face would be catapulted onto the frontline.

COMMENTARY

A powerful fighter equipped with a hammer.

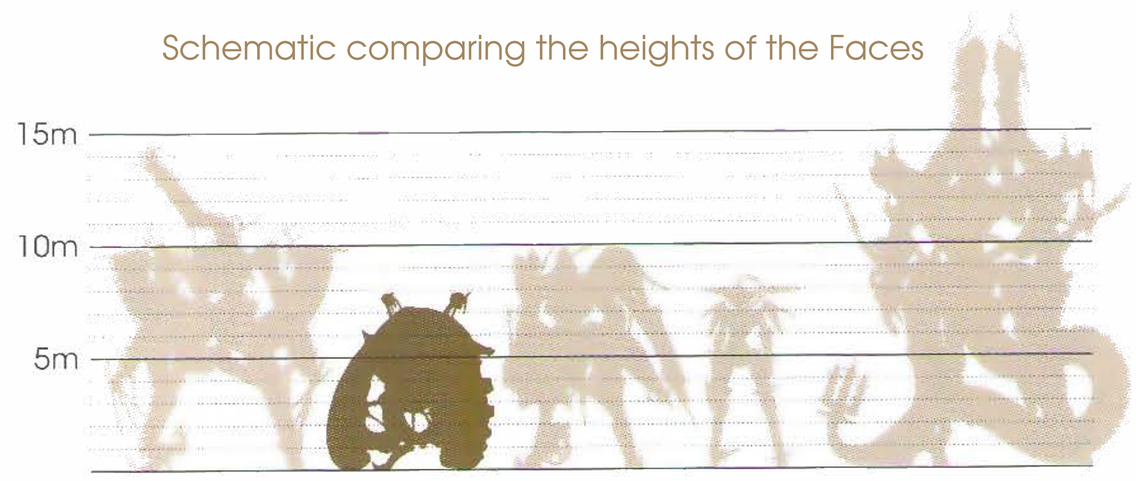
Xord was a blacksmith in the Commercial District of Colony 9. A year ago, during the war, he was killed by the Mechon, and his brain and internal organs were transplanted into the Faced Mechon. He uses a giant hammer that is like the one he used at work, and his fighting style is characterized by raw power, with attacks like "Wild Crash", "Swing Beat" as well as "Xord Impact". Even though his strength may suggest the opposite, he can move incredibly fast.

MECHANIC DESIGNWORKS

MYSTERIOUS FACE (Xord)

This new Faced Mechon utilizes the brain and organs of Xord, a competent mechanic from Colony 9. Having forgotten his past life, he decimates Homs and then eats them.

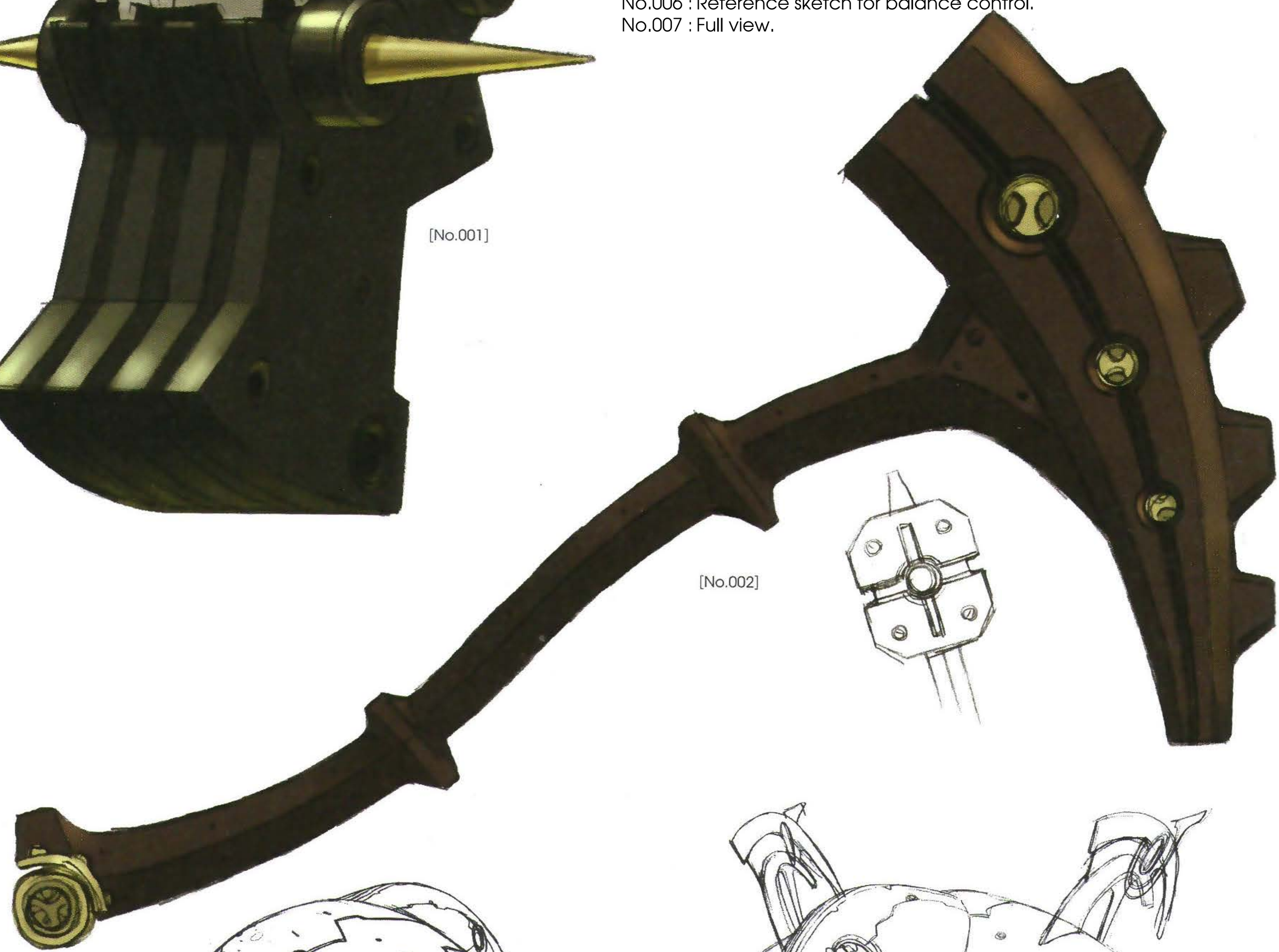
Schematic comparing the heights of the Faces



DESIGN DETAILS

No.001 : The head. He's a real windbag, which is how Shulk and his companions find out that Faced Mechon can talk.
No.002 : His hammer. Someone remembers that Xord, the blacksmith at Colony 9, used the same hammer.
No.003 : Back view.
No.004 : Front view, without arms and legs.
No.005 : Back view, without arms and legs. This resembles the version of him that appears at the bottom of the Ether Mine.
No.006 : Reference sketch for balance control.
No.007 : Full view.

[No.001]



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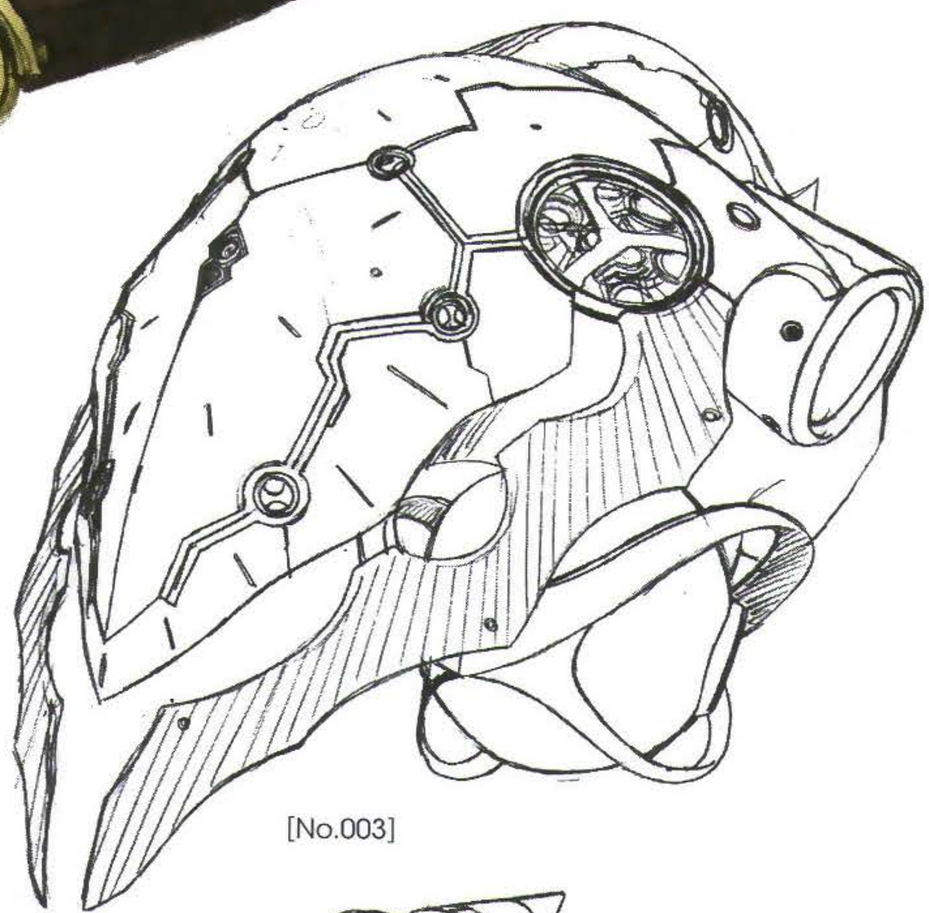

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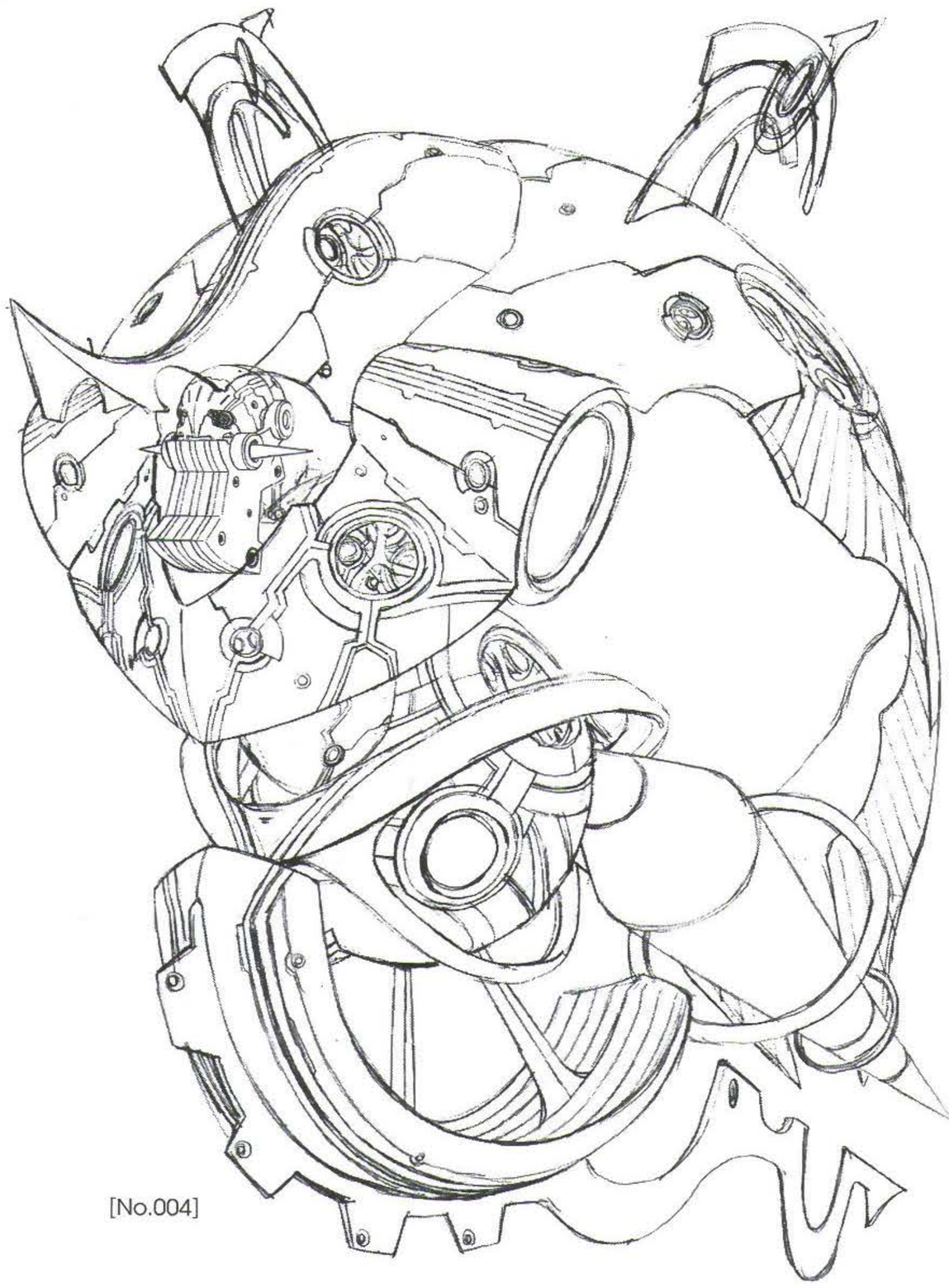

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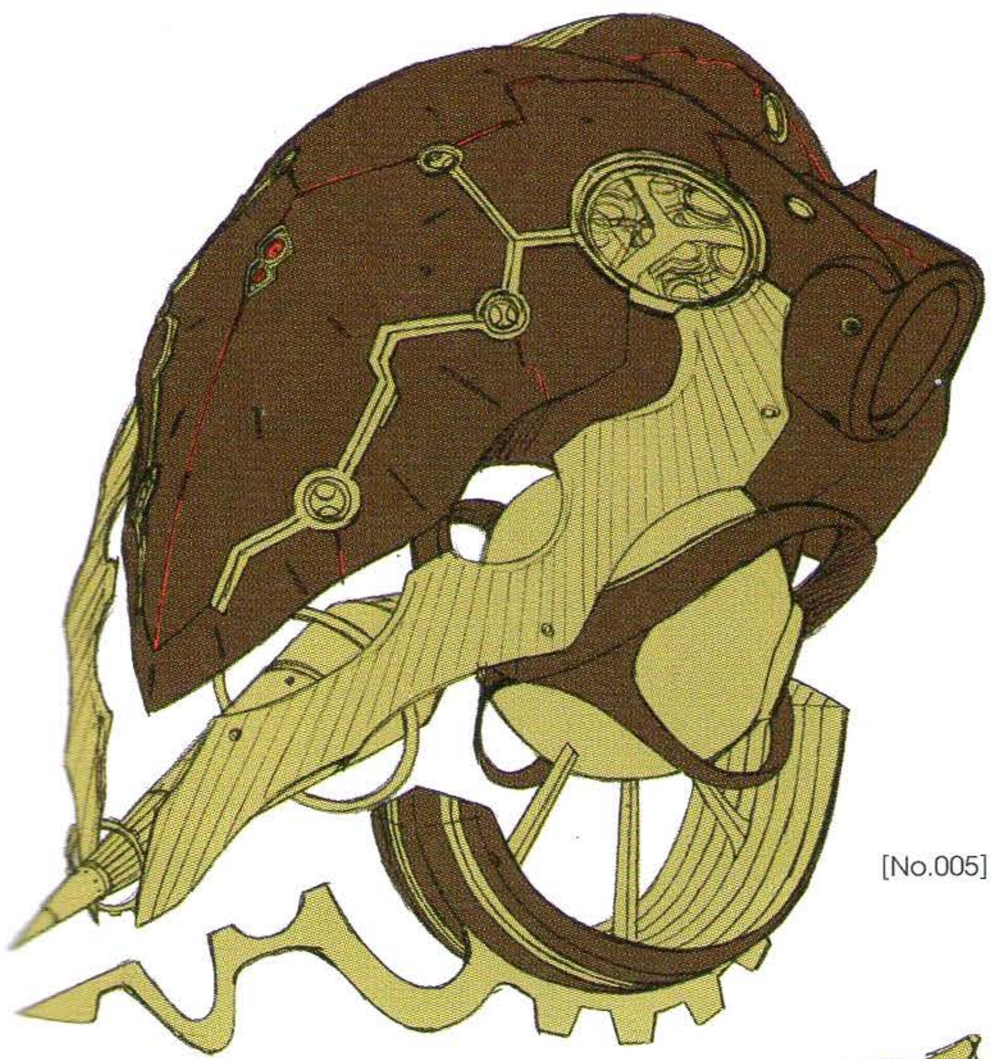

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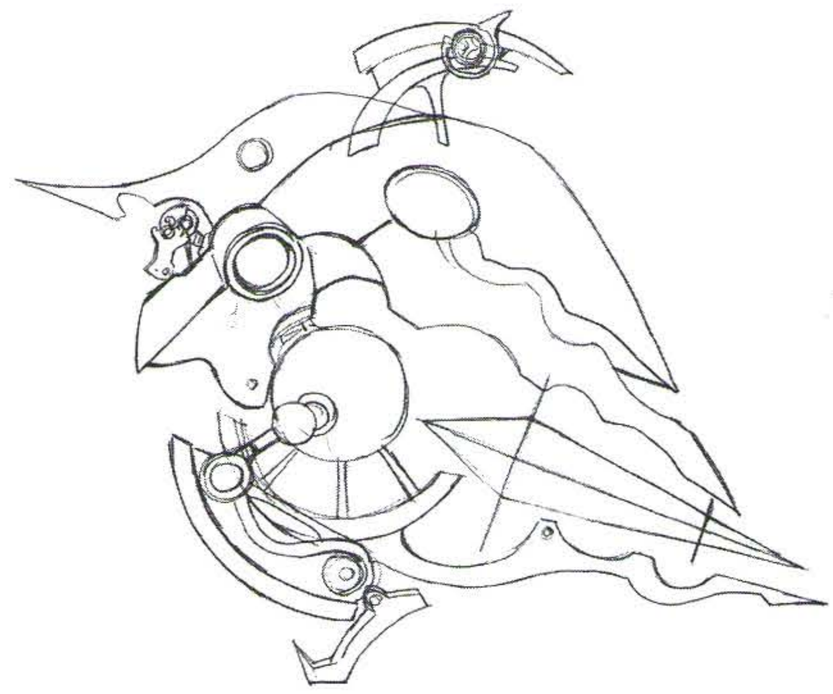
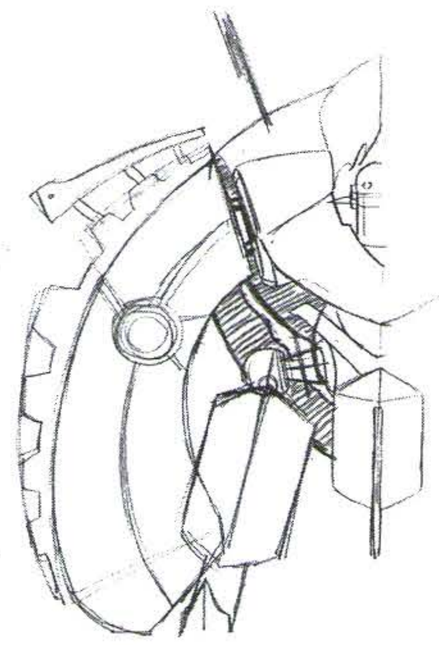




[No.006]

[No.007]

MECHANIC DESIGNWORKS

JADE FACE (Gadolt)

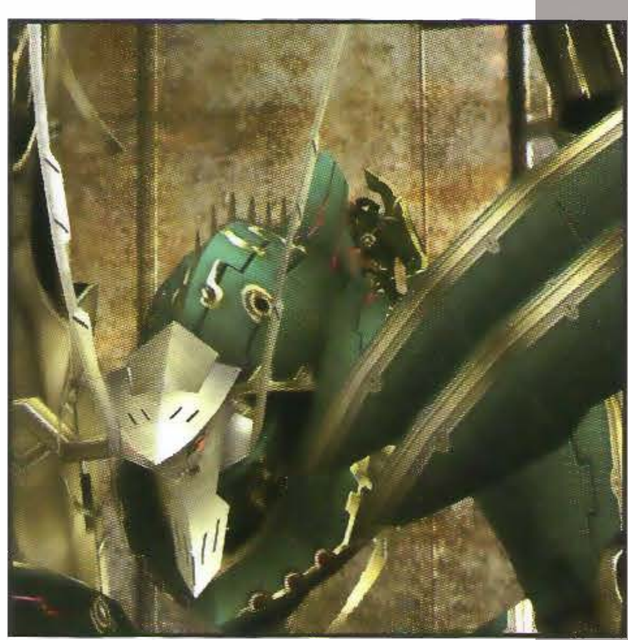
COMMENTARY

A sniper that targets his prey from a distance

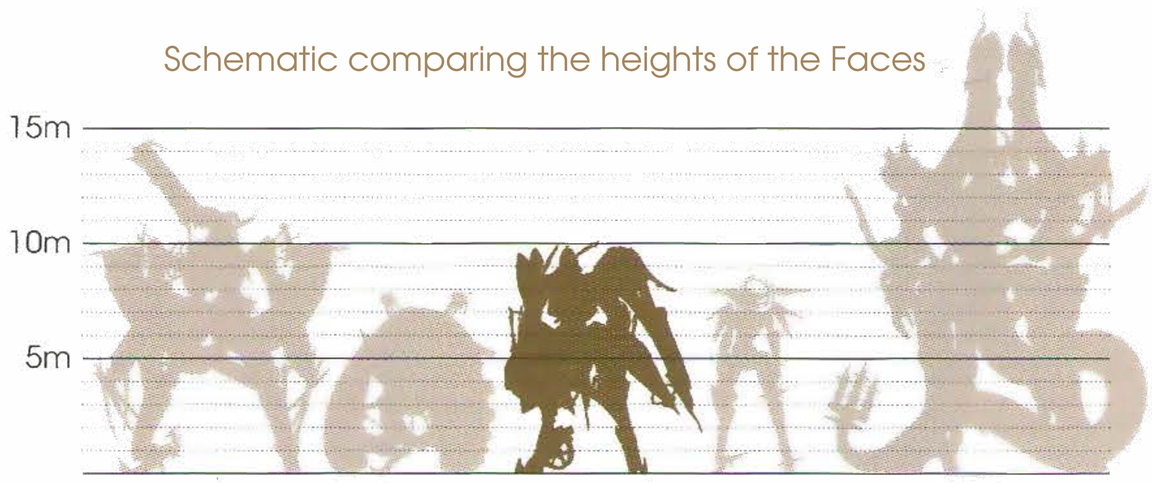
Like Otharon, Gadolt wished to rebuild Colony 6, but he was taken away by the Mechon, and became Egil's puppet as Face No.20814. On each shoulder he carries a sniper rifle unit that shoots the long-range Linear Laser IV, thus making it difficult to approach him. Even if you manage to get close, he has two pairs of claws, hidden around his head, that can fit on his arms. When in firing position, the two sniper rifle units deploy in front of the Face, who then gets on one knee. He also sometimes shoots into the air, to attract other Mechon.

An expert in the use of the ether rifle and known as "Gadolt of Colony 6", his memory has since been erased and he now aims his weapon at the woman he once loved and swore to protect when he was a Homs.

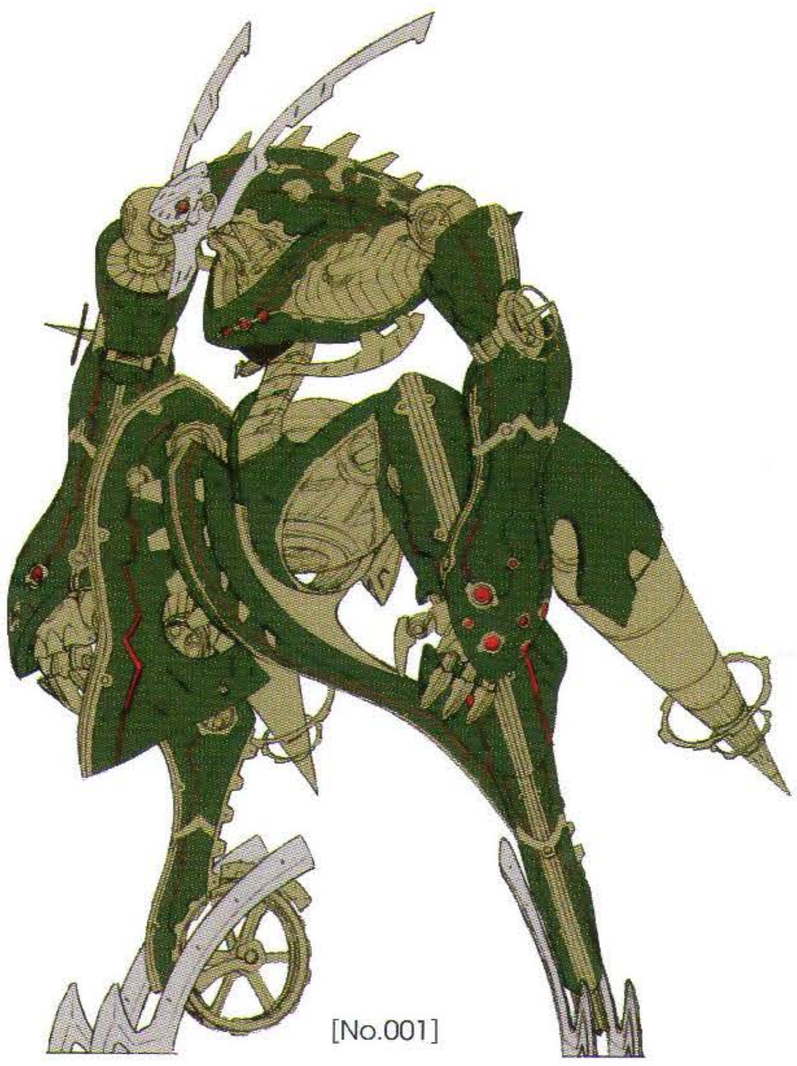
MECHANIC-VIEW



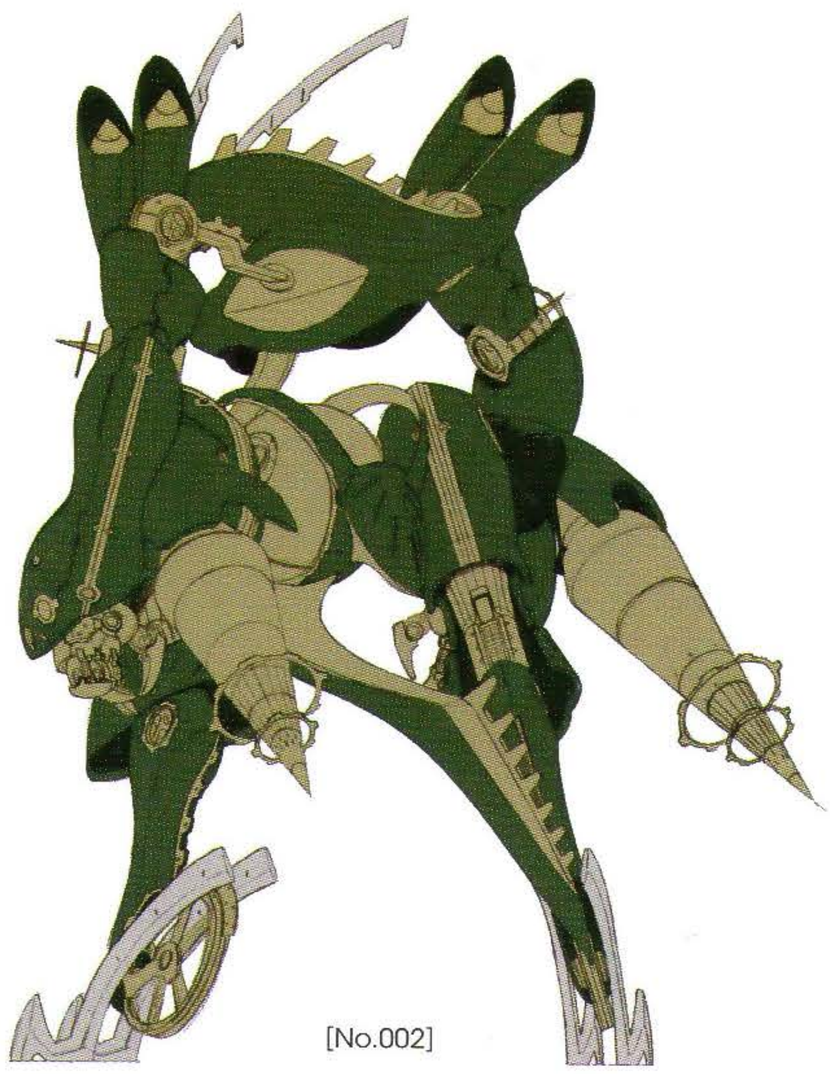
Schematic comparing the heights of the Faces



Appearance and colours resemble an insect.
The design was made to resemble an insect, with his green colour scheme and attachments that look like antennas. But what about that menacing head? He's certainly not out to make any friends… Gadolt's masculine side is conveyed through the bulk of his arms. On the other hand, Jade Face has slender legs, and needs to put one knee on the ground while aiming to absorb the recoil.



[No.001]



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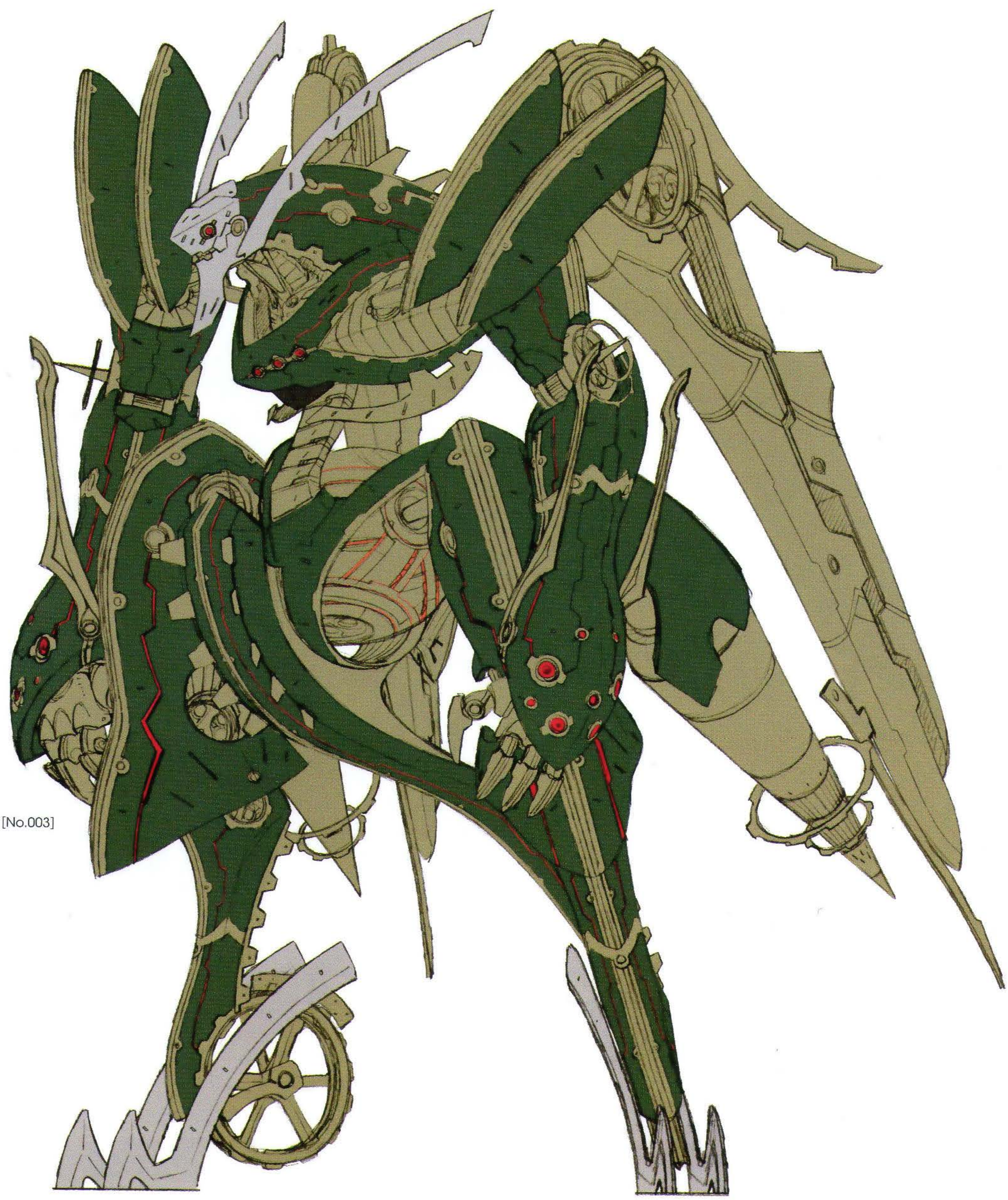

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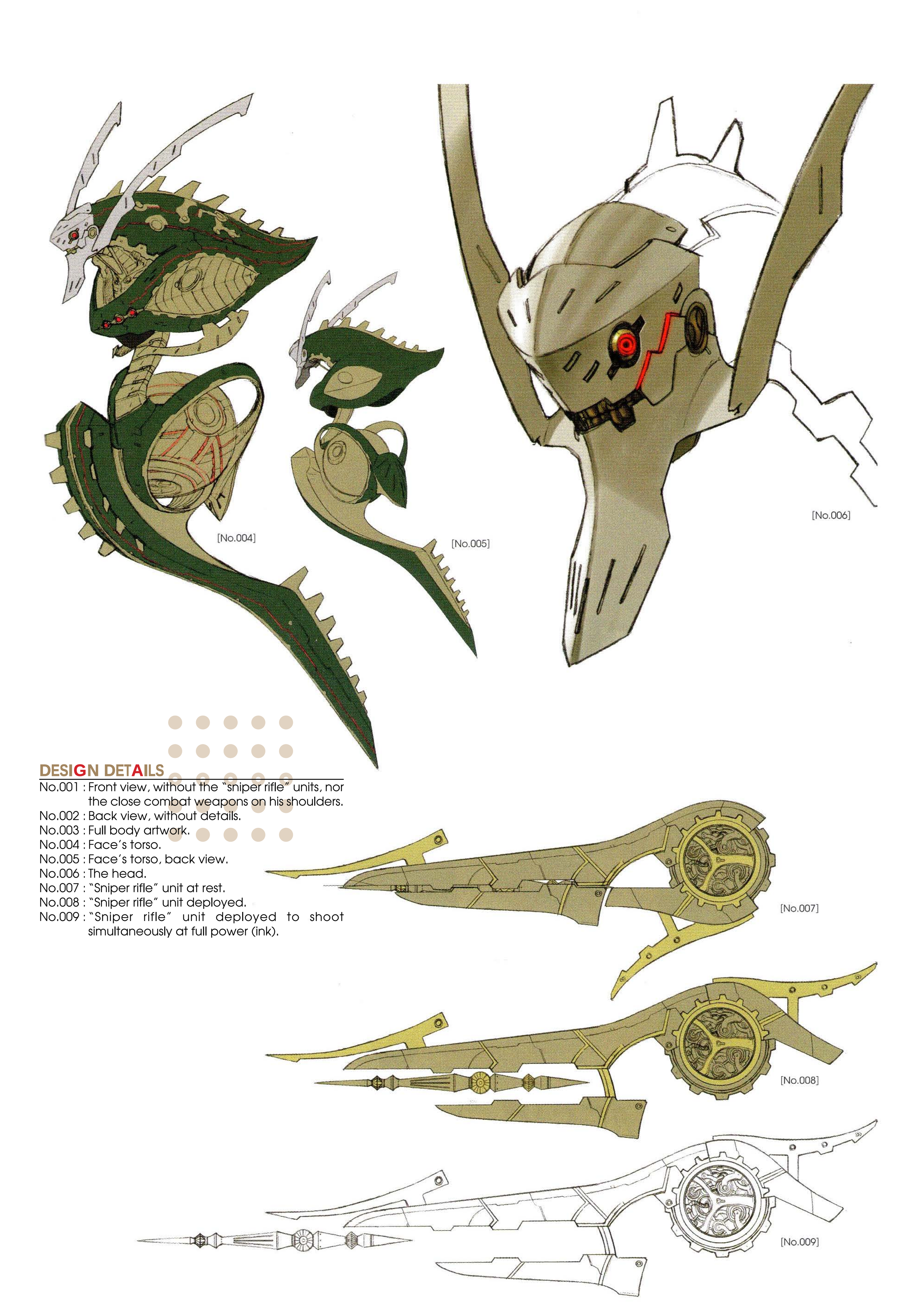
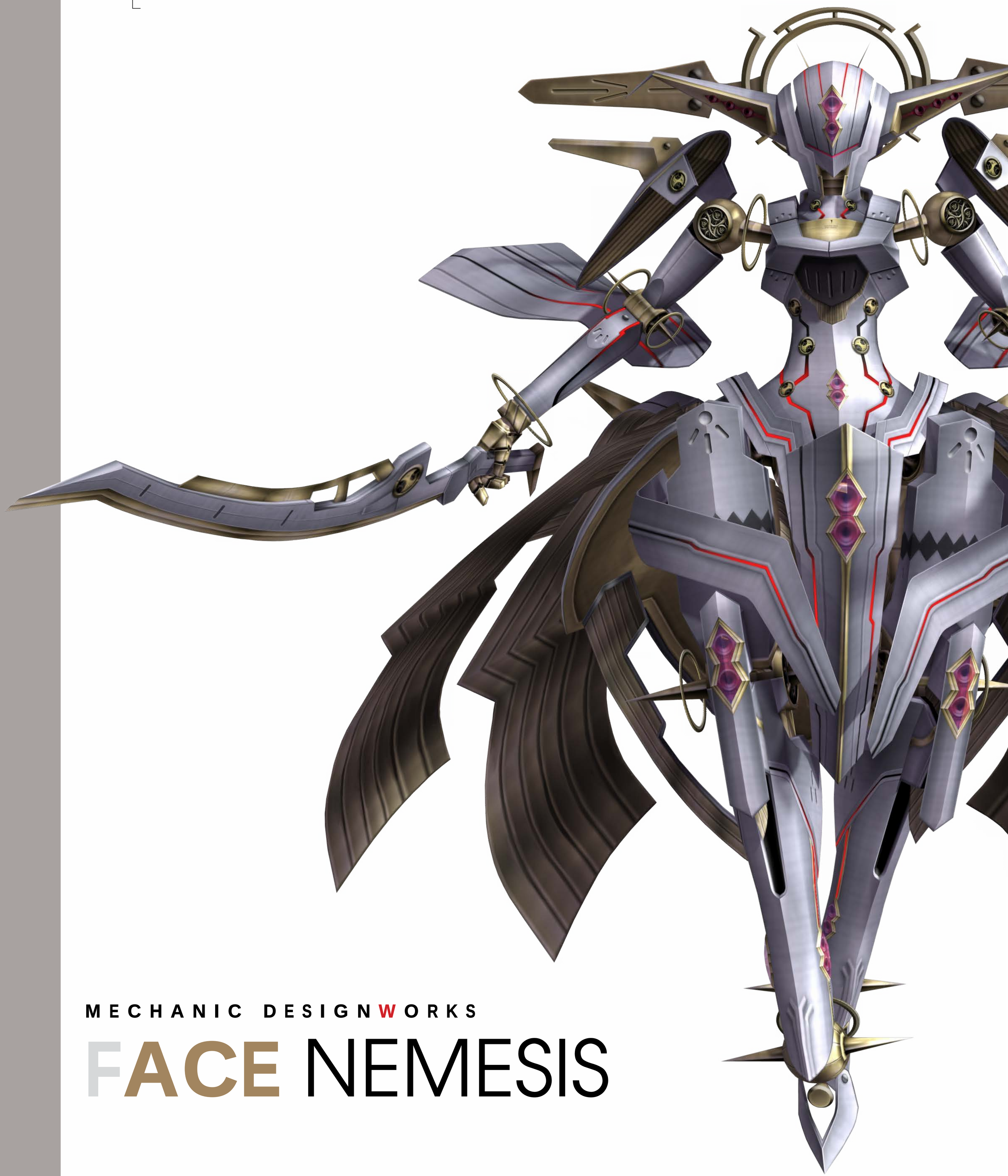


DESIGN DETAILS

No.001 : Front view, without the "sniper rifle" units, nor the close combat weapons on his shoulders.
No.002 : Back view, without details.
No.003 : Full body artwork.
No.004 : Face's torso.
No.005 : Face's torso, back view.
No.006 : The head.
No.007 : "Sniper rifle" unit at rest.
No.008 : "Sniper rifle" unit deployed.
No.009 : "Sniper rifle" unit deployed to shoot simultaneously at full power (ink).

The Silver Face that bears the name of "Nemesis", the goddess that embodies rage and punishment towards the arrogance of humanity. This Face seeks to speak with Zanza and avoid conflict between Bionis and Mechonis.



MECHANIC DESIGNWORKS

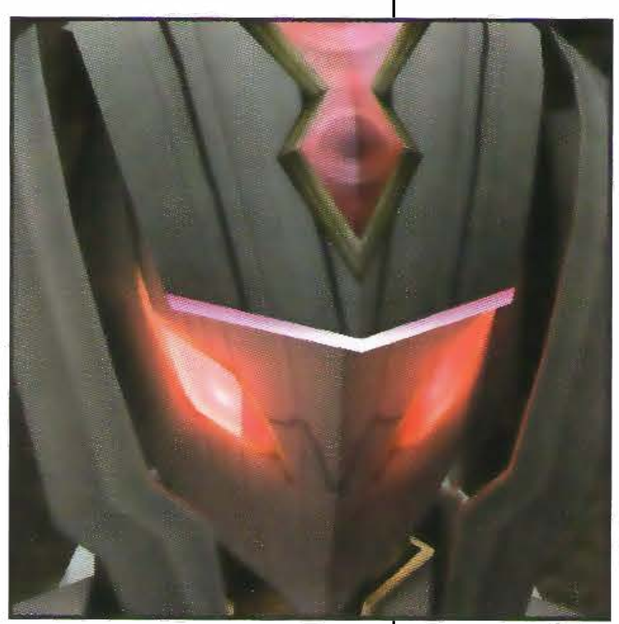
FACE NEMESIS

COMMENTARY

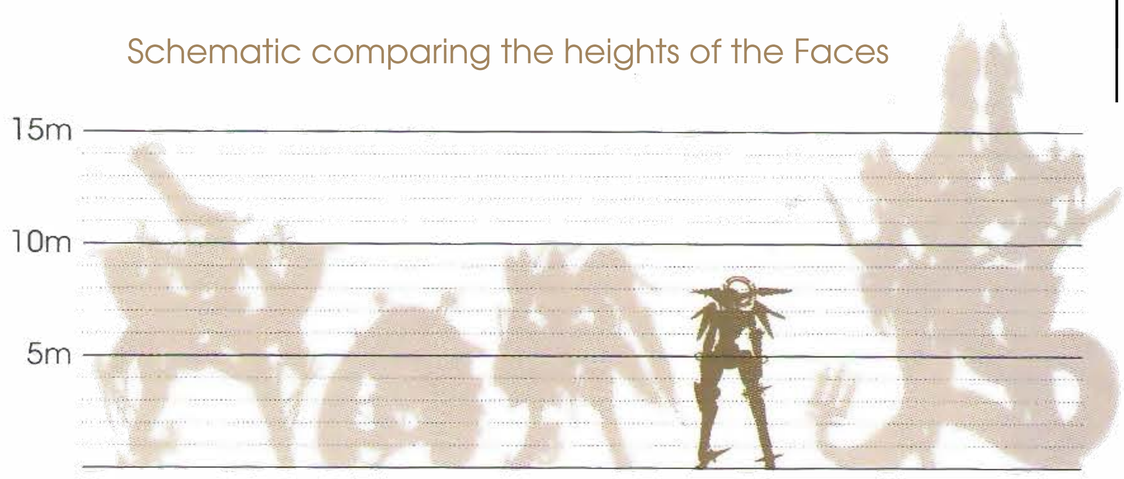
The silver goddess that desires peace between the two worlds

This is the face that Vanea built for Meyneth, whose soul was transplanted into the body of Fiora. This also gives Fiora enough energy to survive. In addition to her dual-blade style, which is identical to Meyneth's, and attacks like "Regal Cut" and "Honourable Blow", the Face also makes use of healing arts like "Sublime Cure". After having met Shulk during her first appearance at Prison Island, this Face descends on Valak Mountain to speak to Shulk.

MECHANIC-VIEW

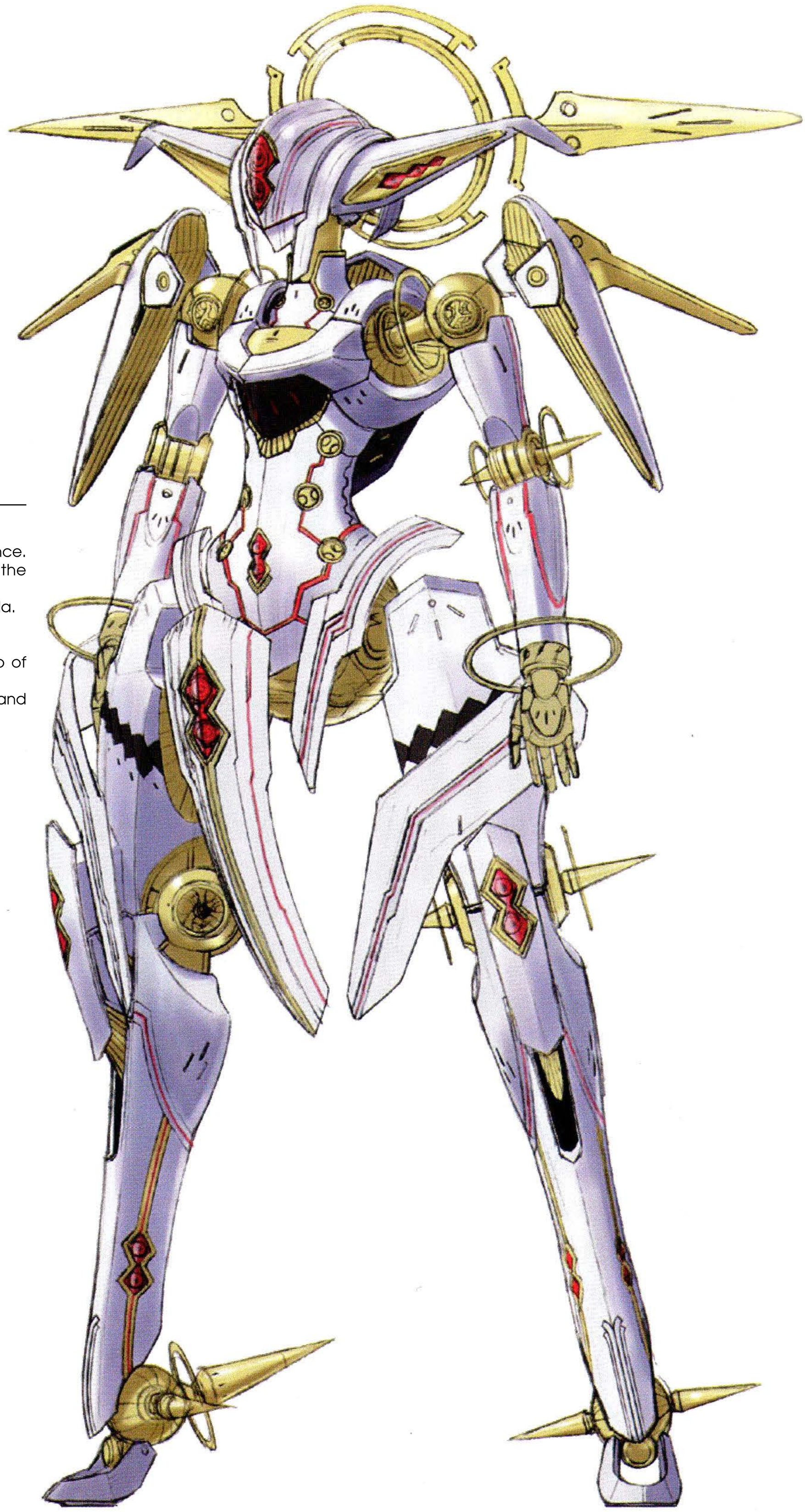


Schematic comparing the heights of the Faces



A sublime and feminine design.

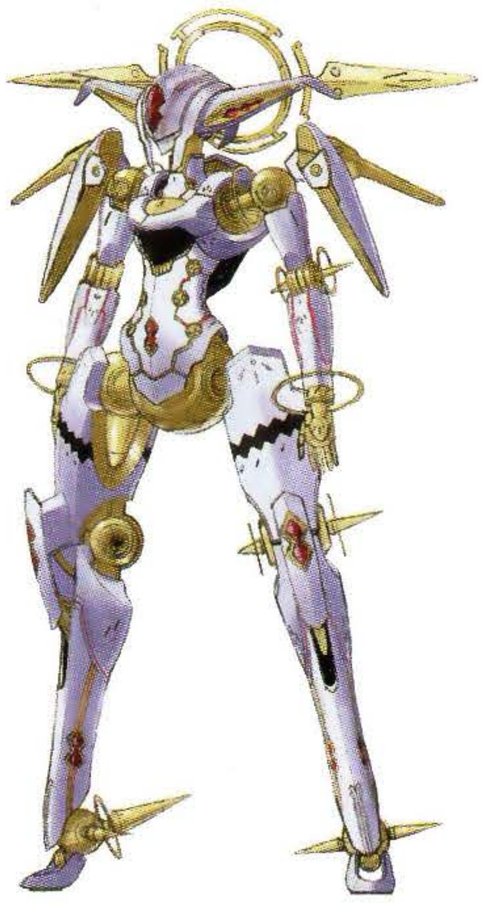
A sublime and feminine design. What makes this Face special is her harmonious and balanced design, as well as her silver-plated body. her slender arms and skirt-like parts highlight her femininity. Ruby-like ornaments here and there also add to her beauty.



DESIGN DETAILS

No.001 : Full view, without skirt.
No.002 : Face without belly plate.
No.003 : Face in red, for proportions reference.
No.004 : Sketch serving as reference for the volume of the skirt.
No.005 : Back view, without skirt and aureola.
No.006 : Back view, without belly plate.
No.007 : Back view.
No.008 : Weapon. The Face possesses two of them, identical.
No.009 : Head with closed visor, open visor, and without visor.

[No.001]



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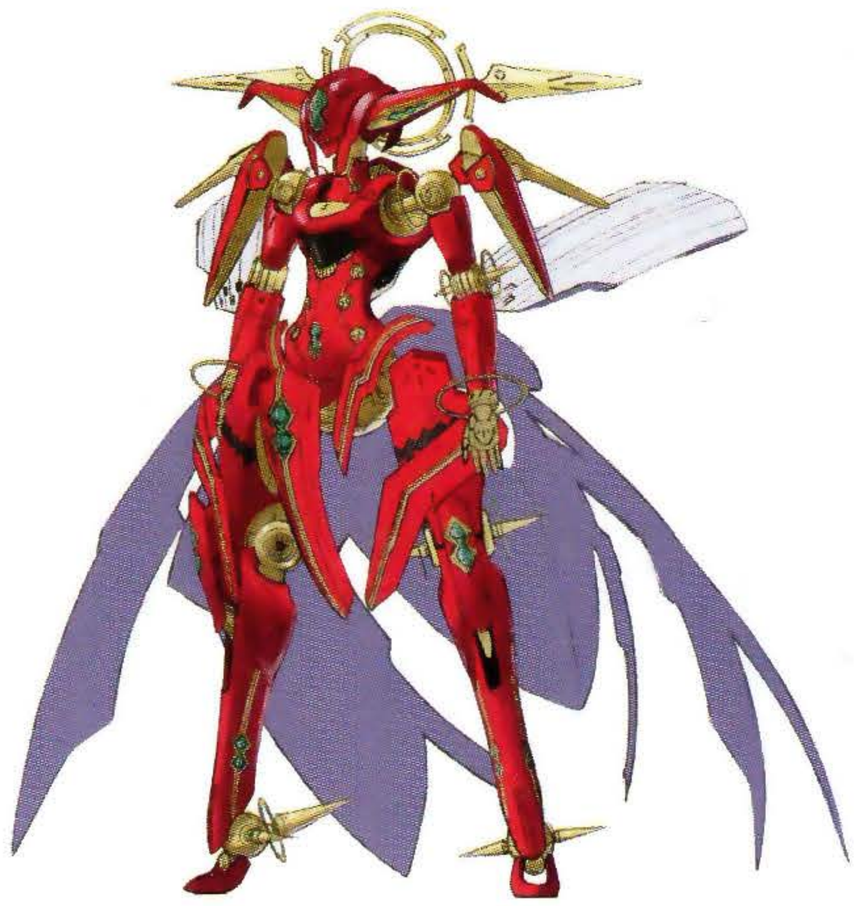

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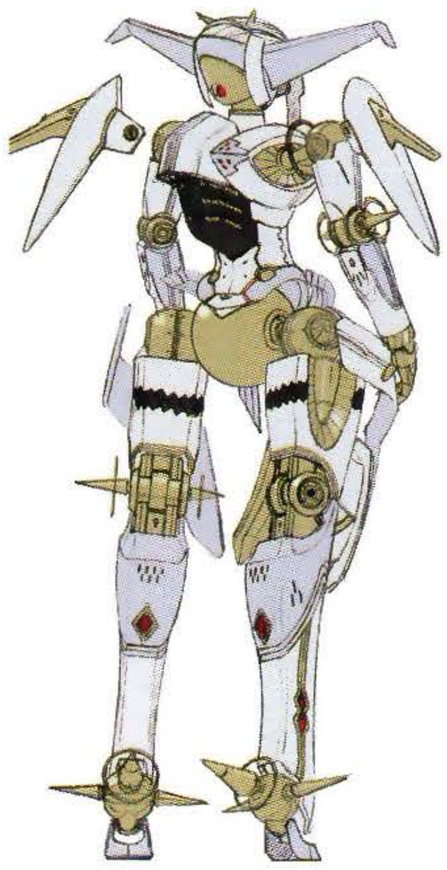
[No.004]



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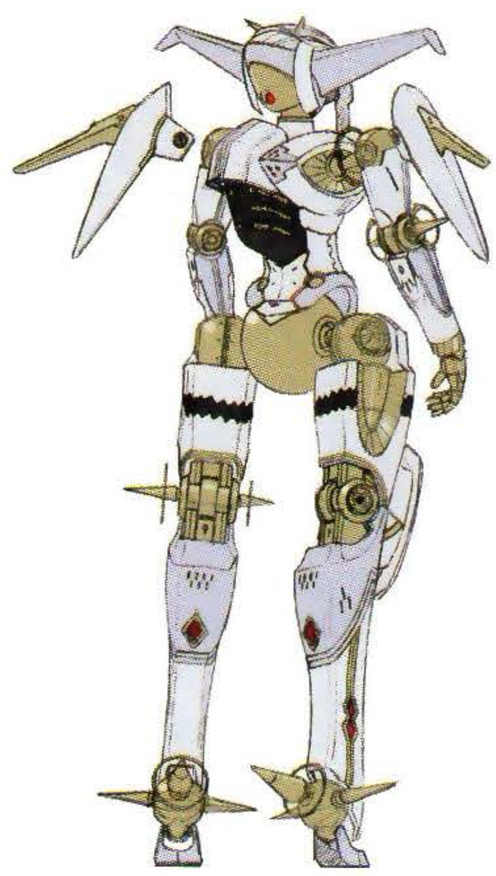

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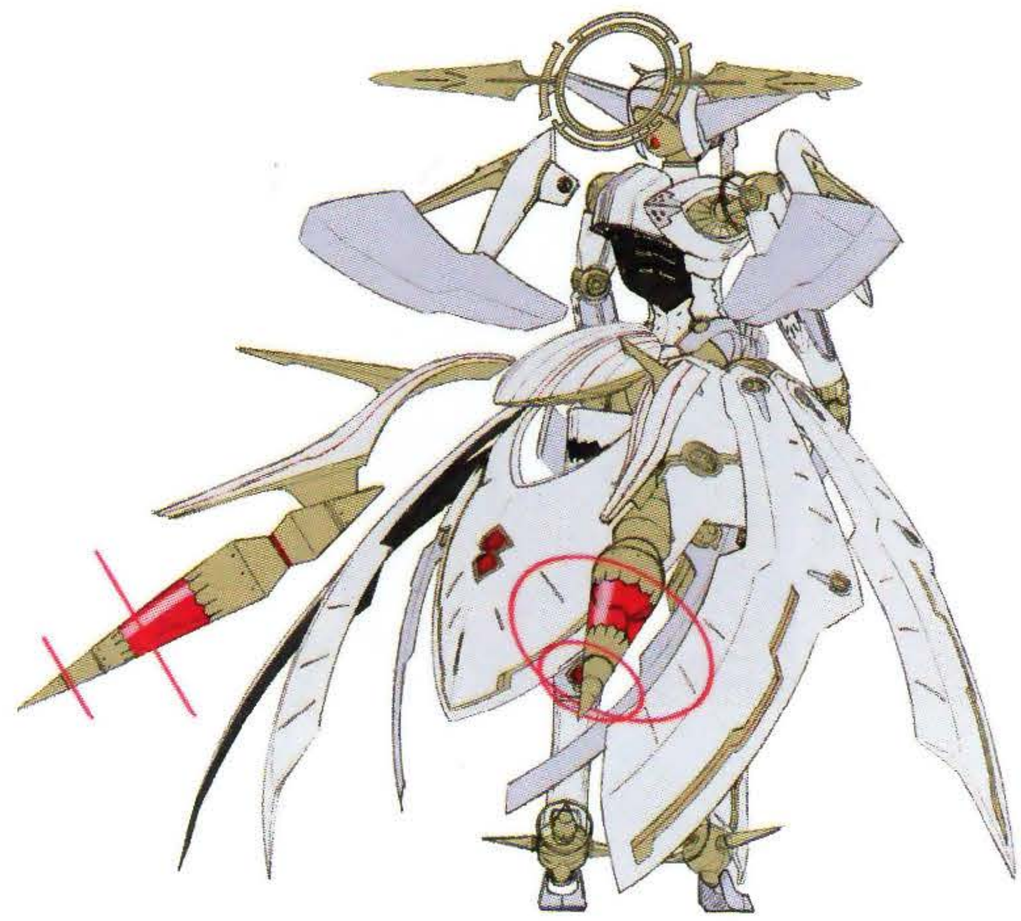

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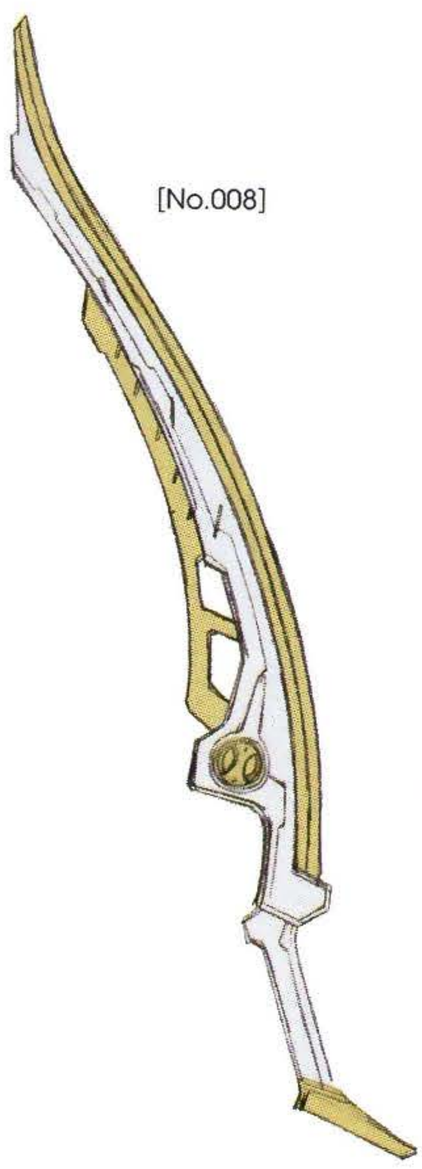

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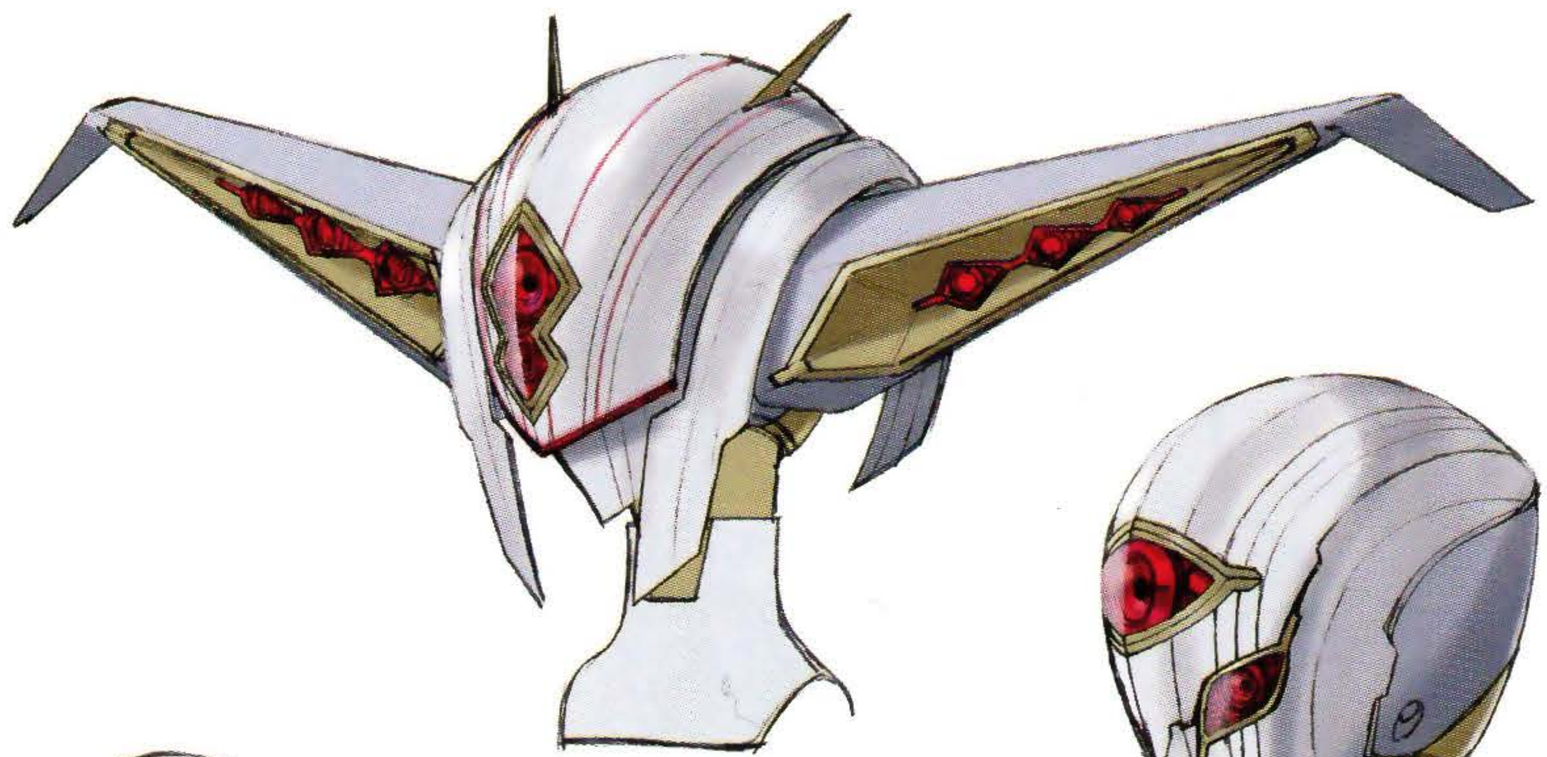

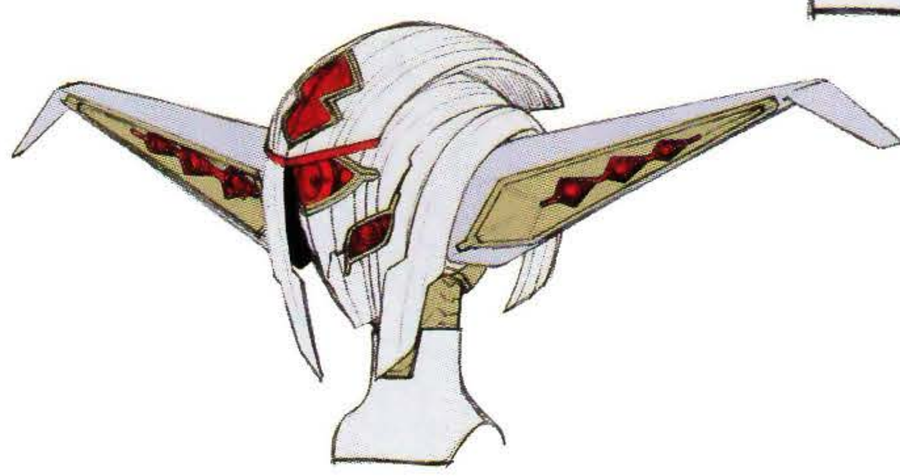

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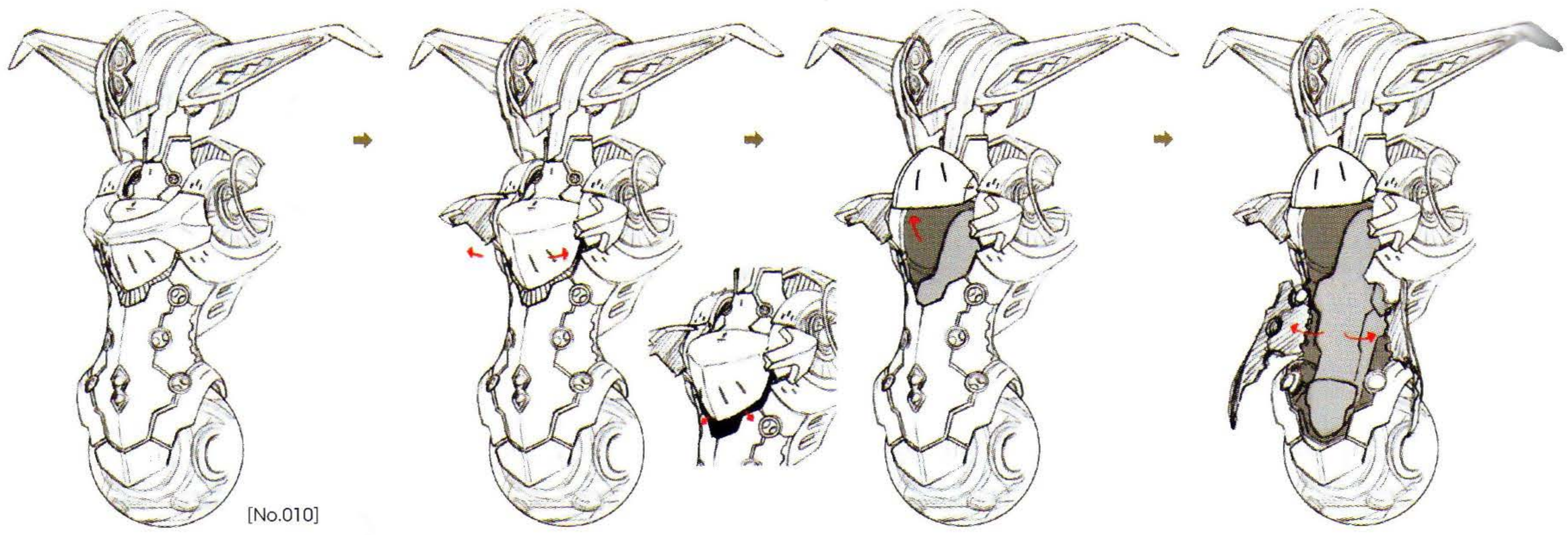
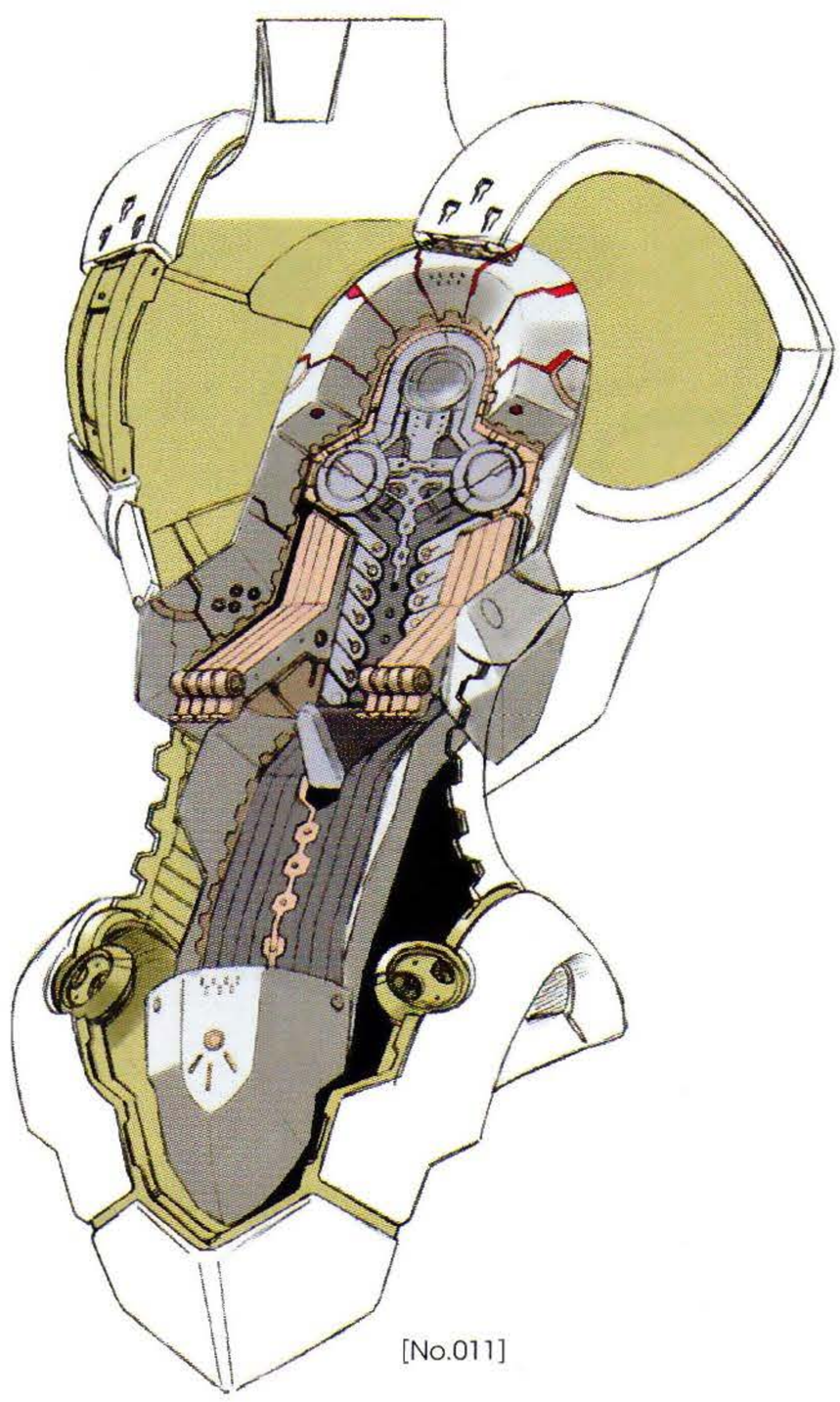


[No.010]



[No.011]

DESIGN DETAILS

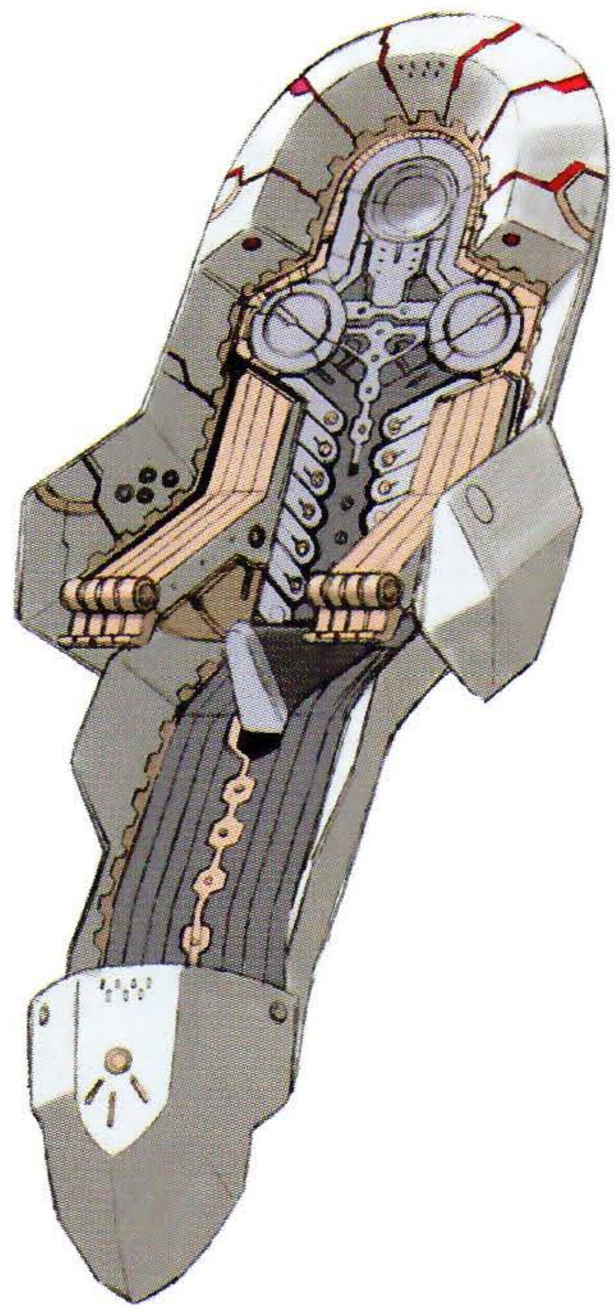
No.010 : Cockpit panel opening system. The cockpit can be seen opening for a moment during the scene at Valak Mountain.

No.011 : Cockpit. When the pilot is inside, the seat tilts forward.

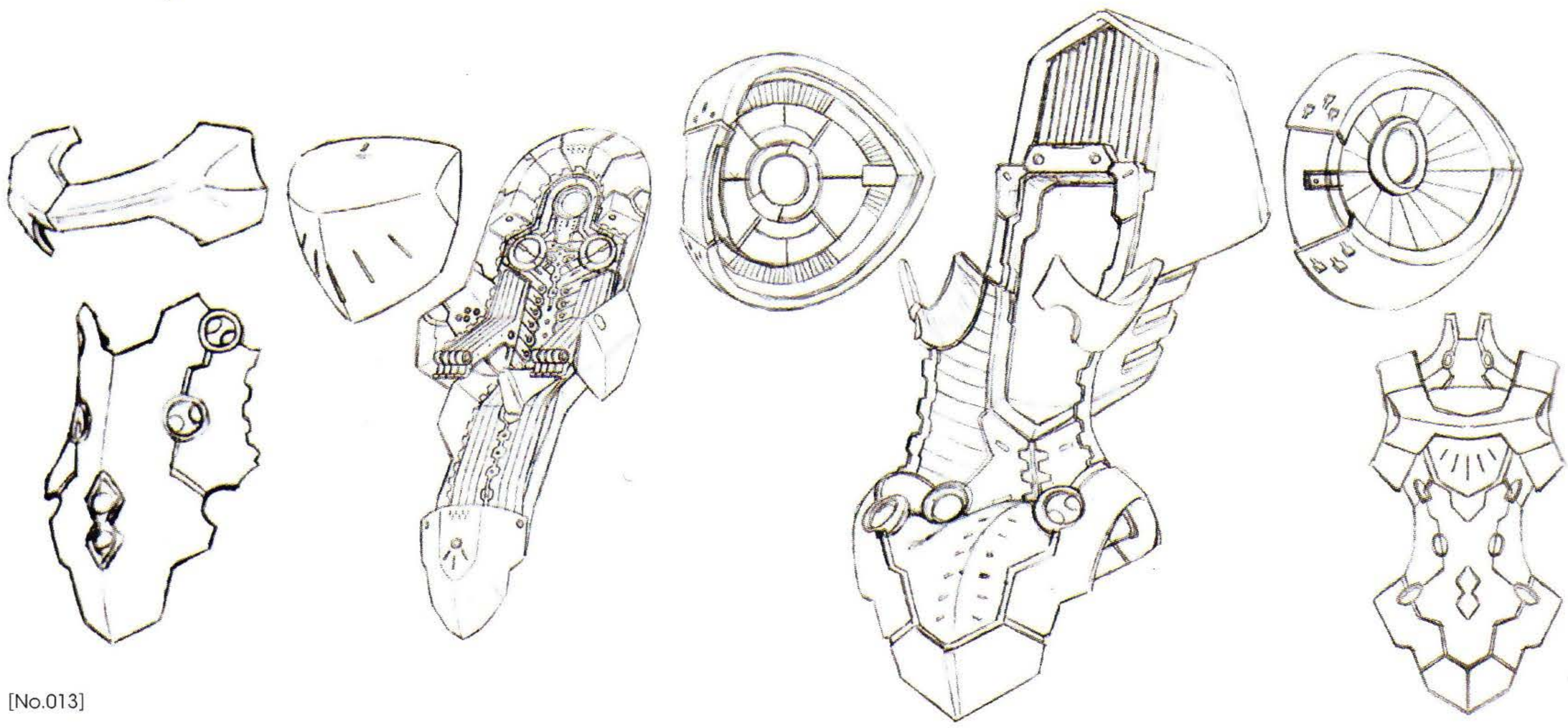
No.012 : Cockpit seat. Since the pilot is very slender, the piloting position is almost entirely vertical.

No.013 : Every piece of the upper body. In the scene at Prison Island, Shulk cuts open a cockpit panel with the Monado.

No.014 : Cockpit artwork. On the back of the seat, elements reminiscent of informatic terminations are visible. They allow for immediate transmission of the pilot's thoughts to the Face's movements.

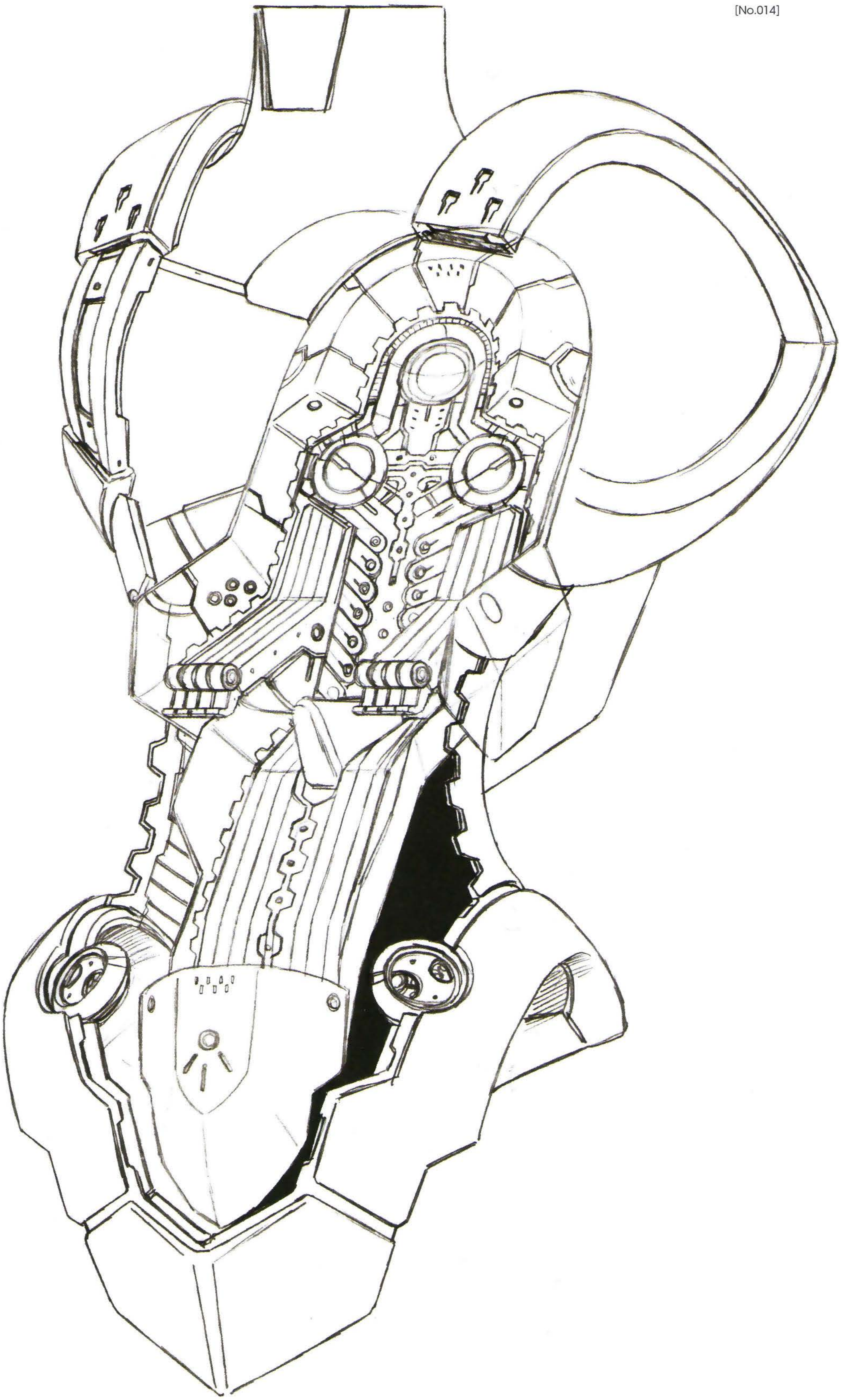


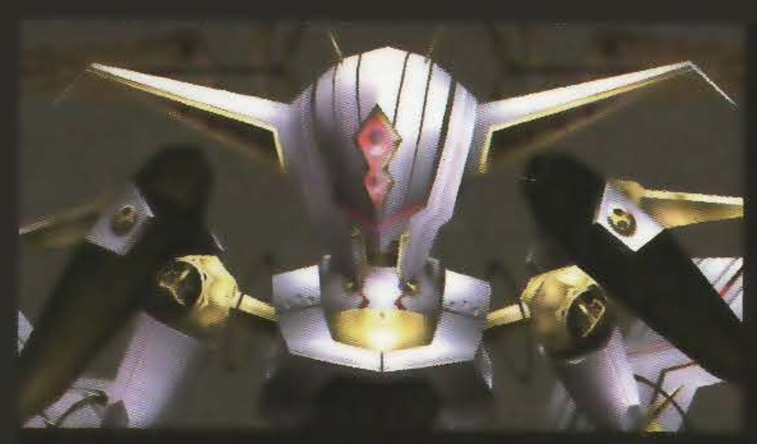
[No.012]

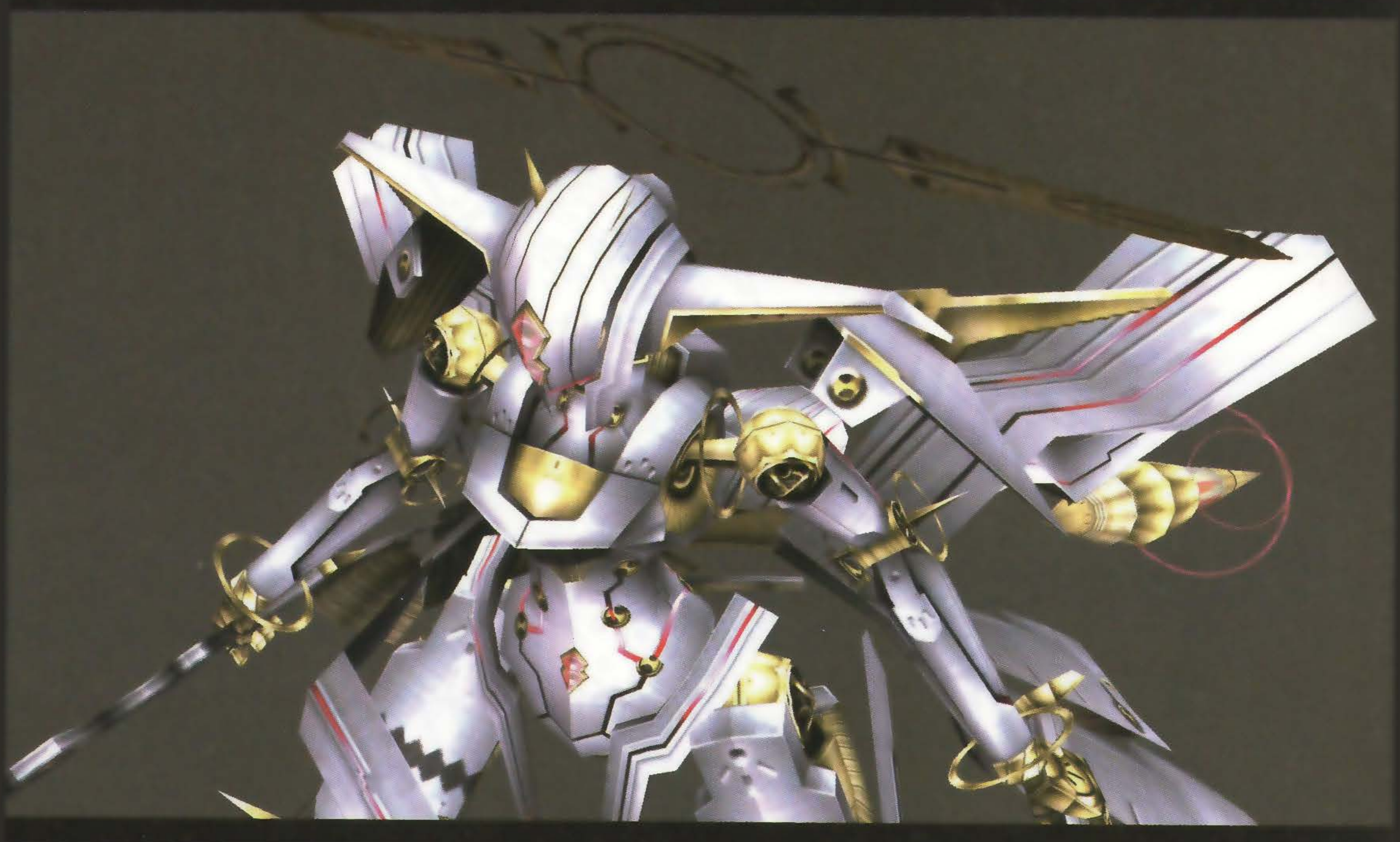


[No.013]

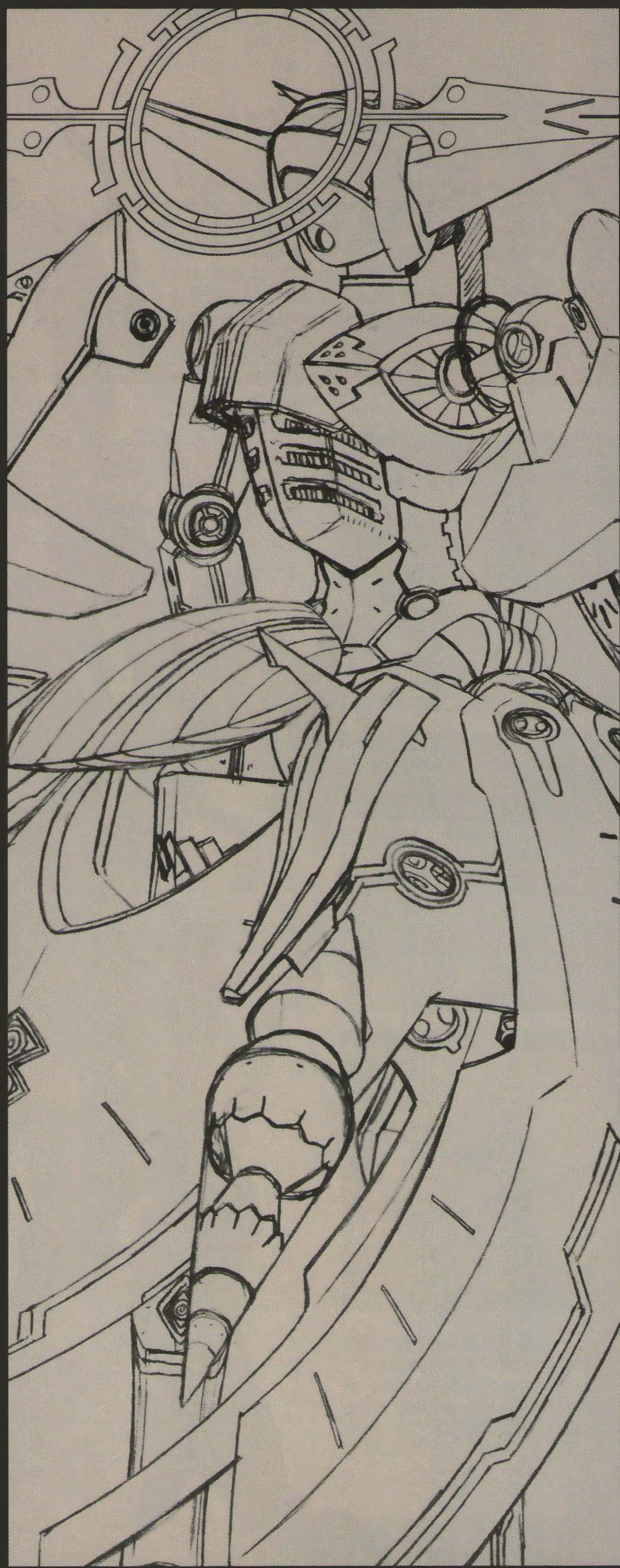
[No.014]







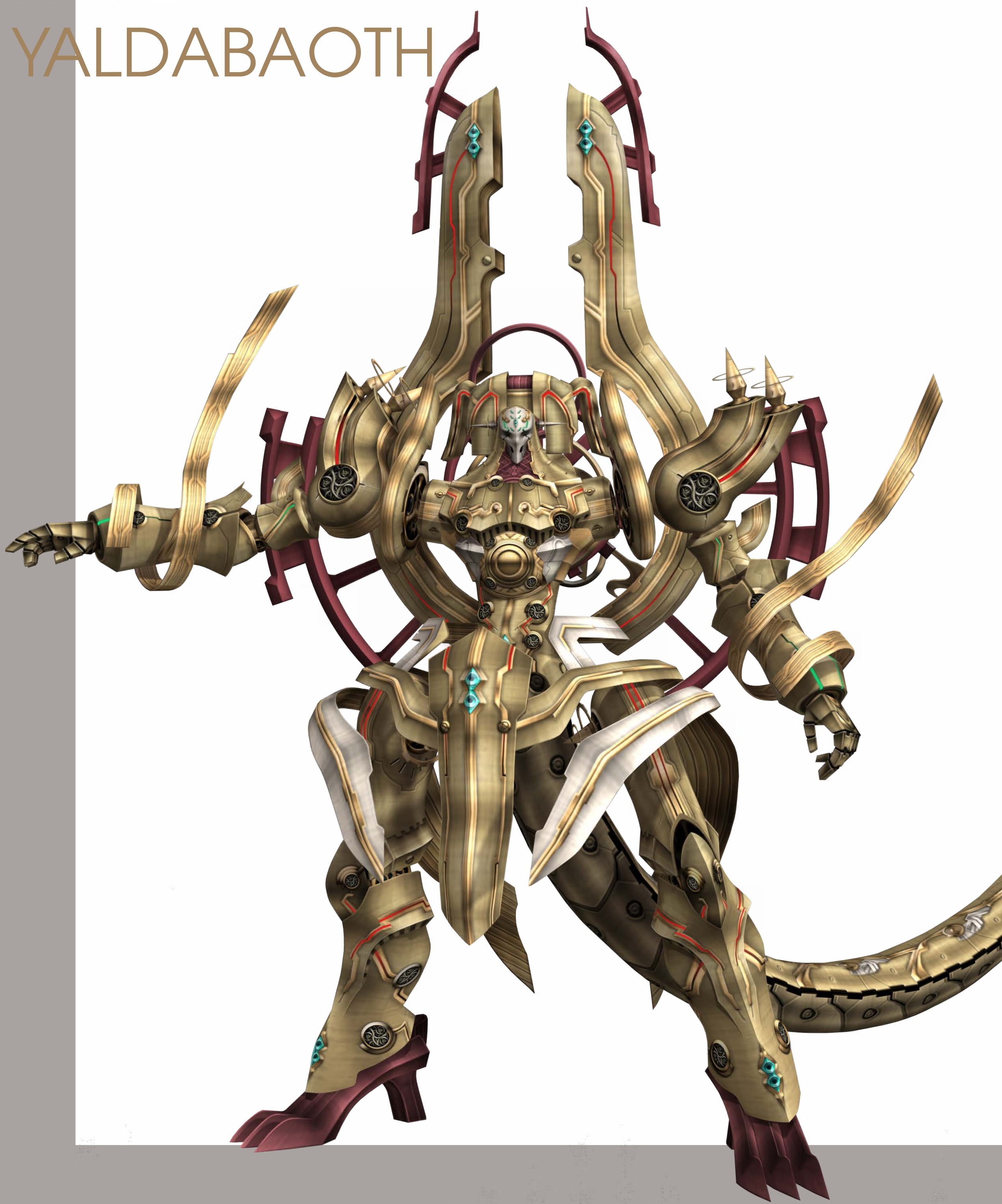
MODELS CGI



As Mumkhar said while looking at her, "Look at me, Look at me. Goody two shoes!" This Mechon's captivating, dignified design has a way of capturing the eye. Her golden halo resembles that of an angel's and the blood that courses through her only adds to her splendour.

MECHANIC DESIGNWORKS

FACE
YALDABAOTH

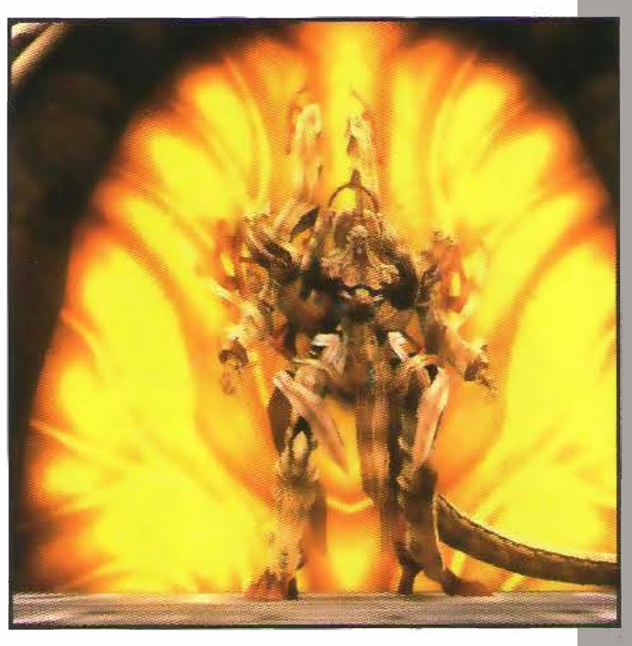


COMMENTARY

The Face that rules the Mechon

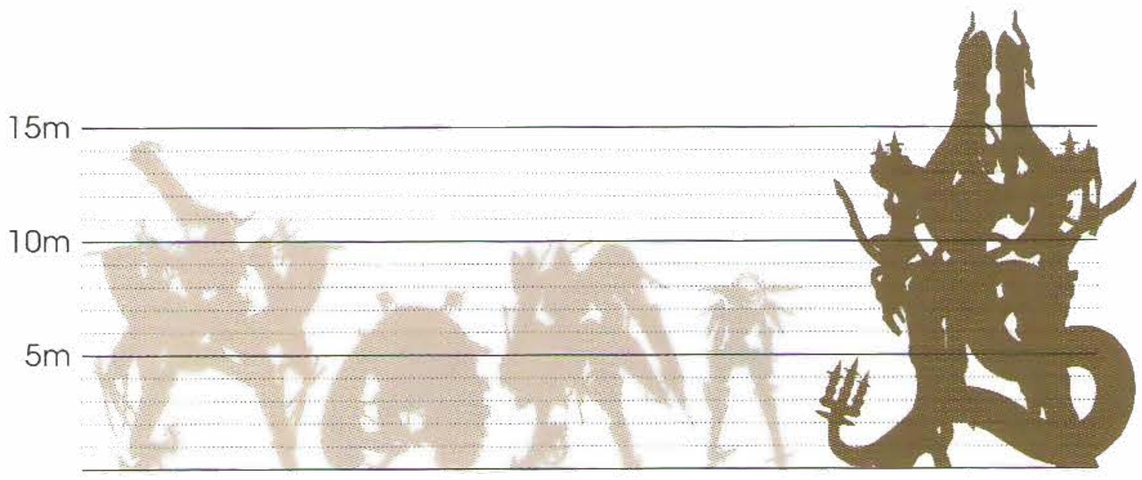
Despite being piloted by Egil, a Machina, the Gold Face incorporates Homs body parts and thus cannot be cut by the Monado until Zanza releases its shackles.
His tail, like that of a dinosaur's, moves menacingly even when Egil is not piloting the Mechon, and allows him to use the powerful attack "Egil Tail". Feeling betrayed by Lady Meyneth, Egil dedicates himself entirely to Mechonis and decides to move it by force, after having enlarged the Gold Face. If his attack "Bionis Slash X" is not stopped, then that's the end for Bionis.

MECHANIC-VIEW



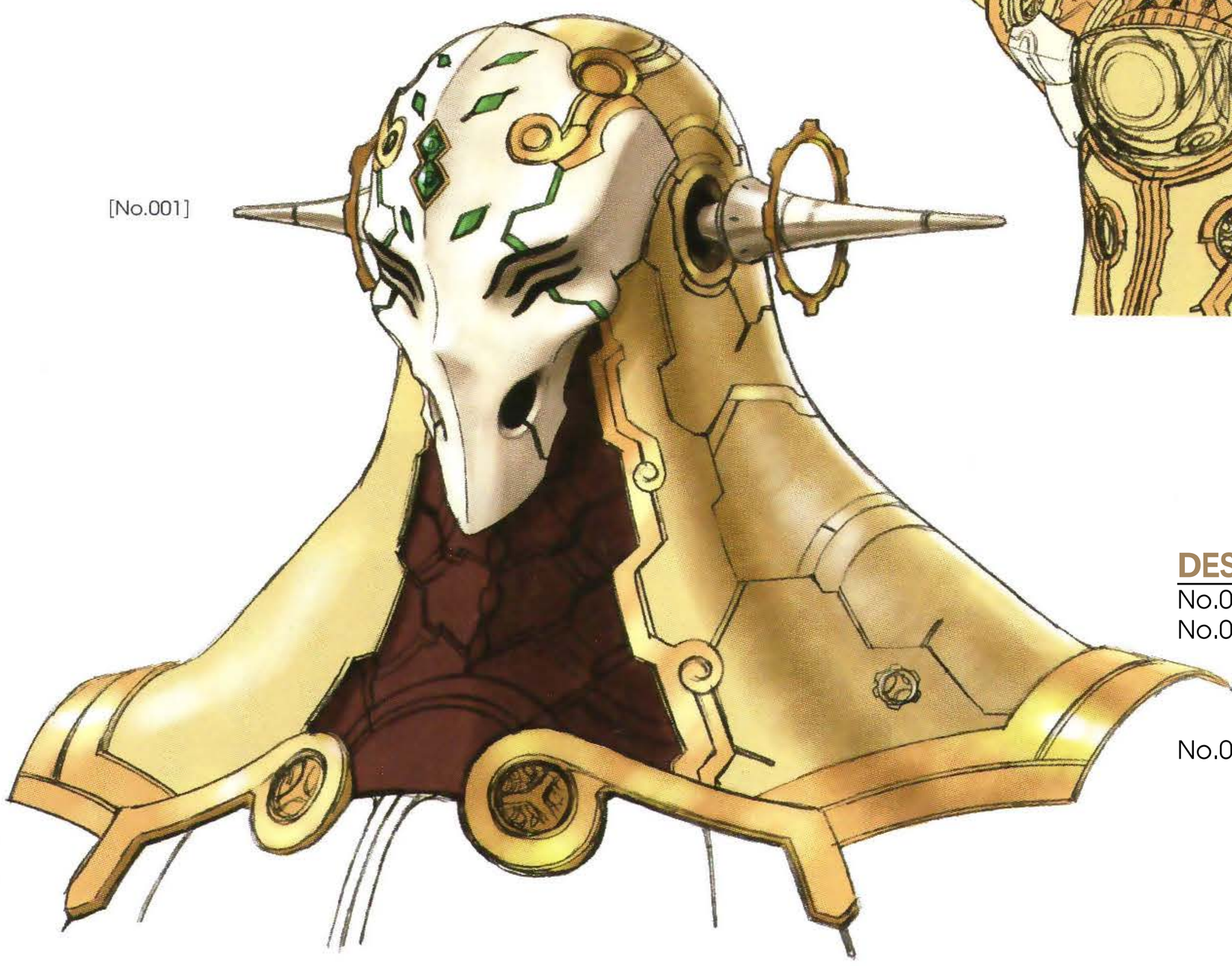
The Face piloted by Egil, leader of Mechonis, is the strongest Face ever built.

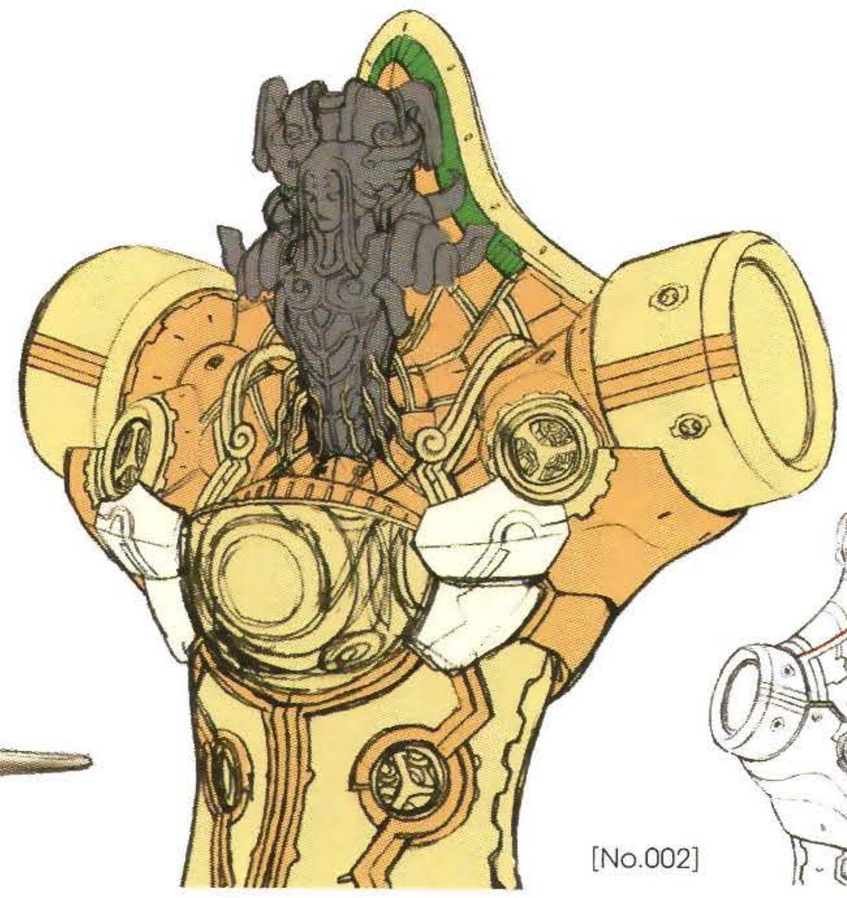
Schematic comparing the heights of the Faces

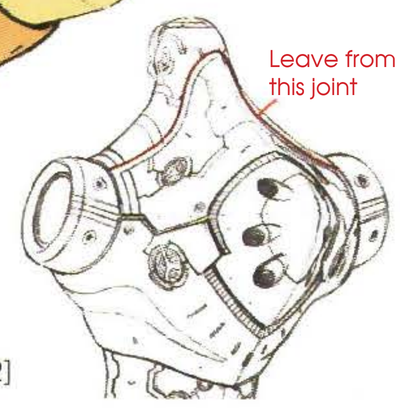


A golden mandala burning for vengeance.
His body, surrounded by a golden aura, evokes that of Tutankhamun, Buddha, or mandalas. The 7 protrusions on his back resemble a "sotoba", an epitaph panel for Buddhist funeral rites. His ominous mask alludes to a skull, but the head in its entirety has the same design as Egil's.

[No.001]







[No.002]

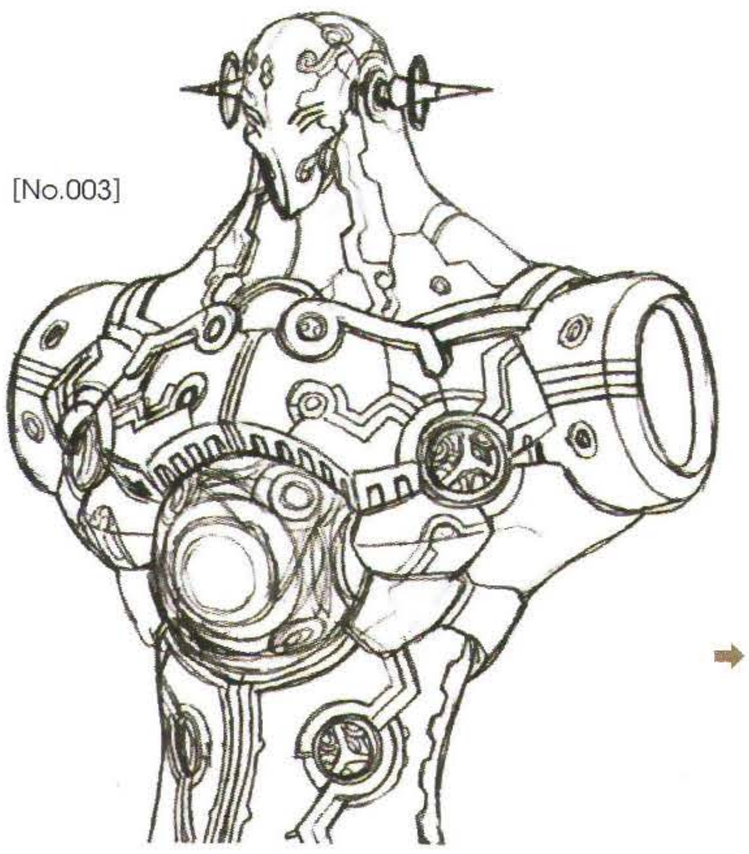
DESIGN DETAILS

No.001 : Head detail.

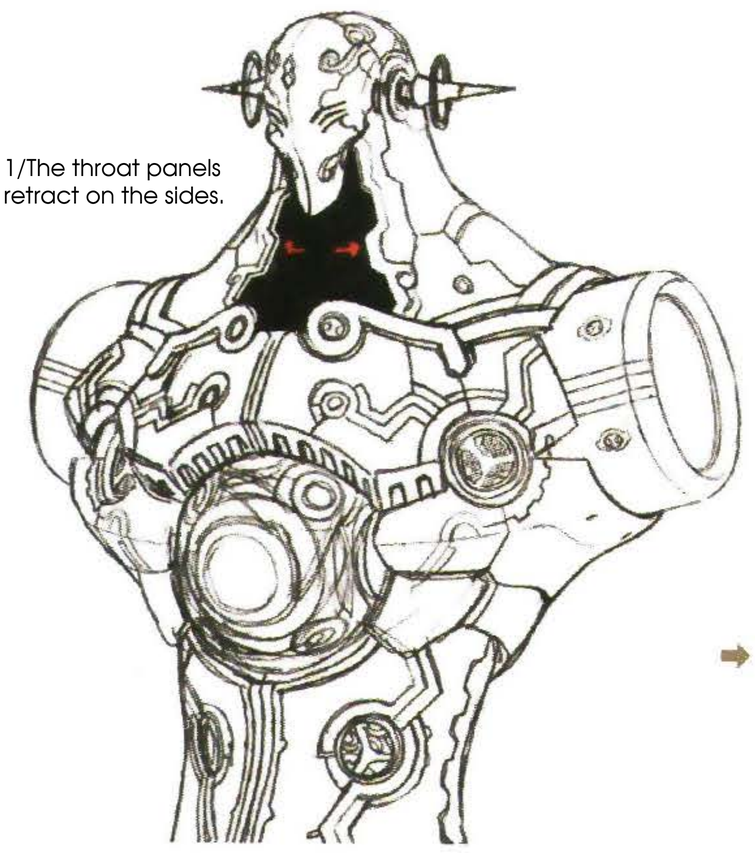
No.002 : Cockpit. Egil is drawn without arms. He's half covered by the Mechon, and there are several cables that can be seen that connect him to the machine.

No.003 : How the cockpit opens. Shulk managed to behead the Face without killing Egil.

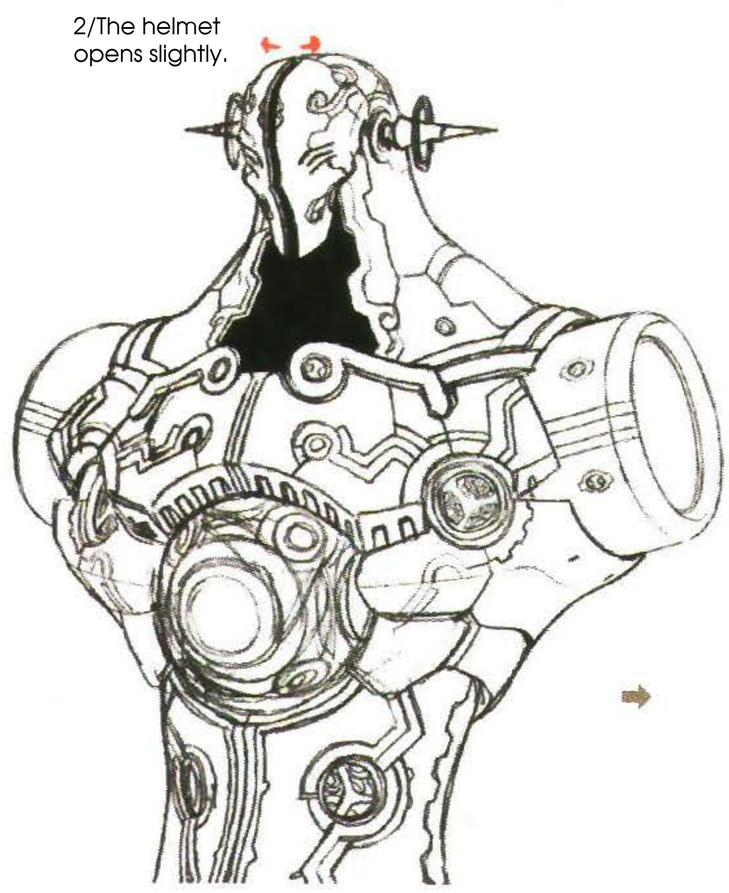
[No.003]



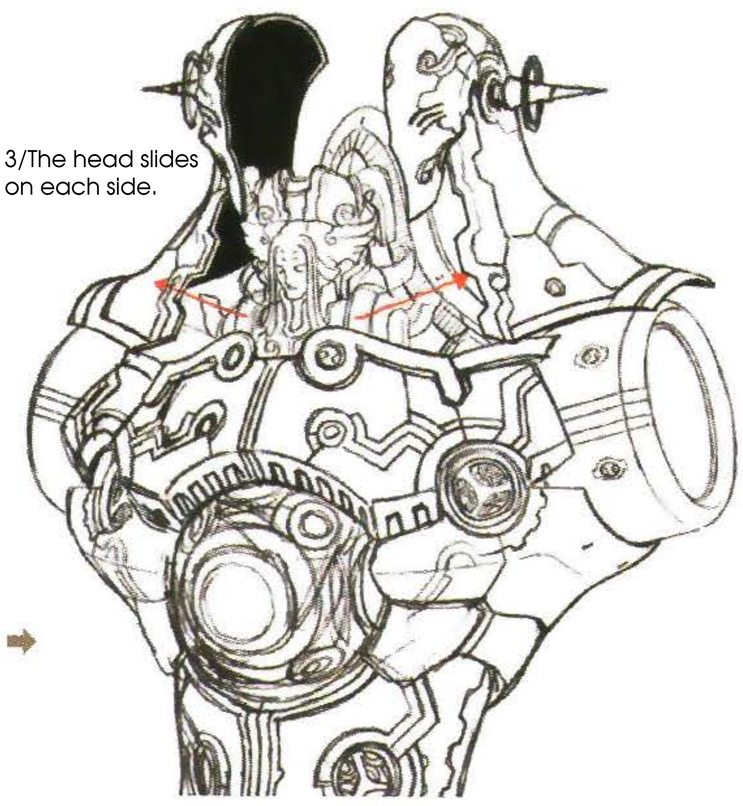
1/The throat panels retract on the sides.



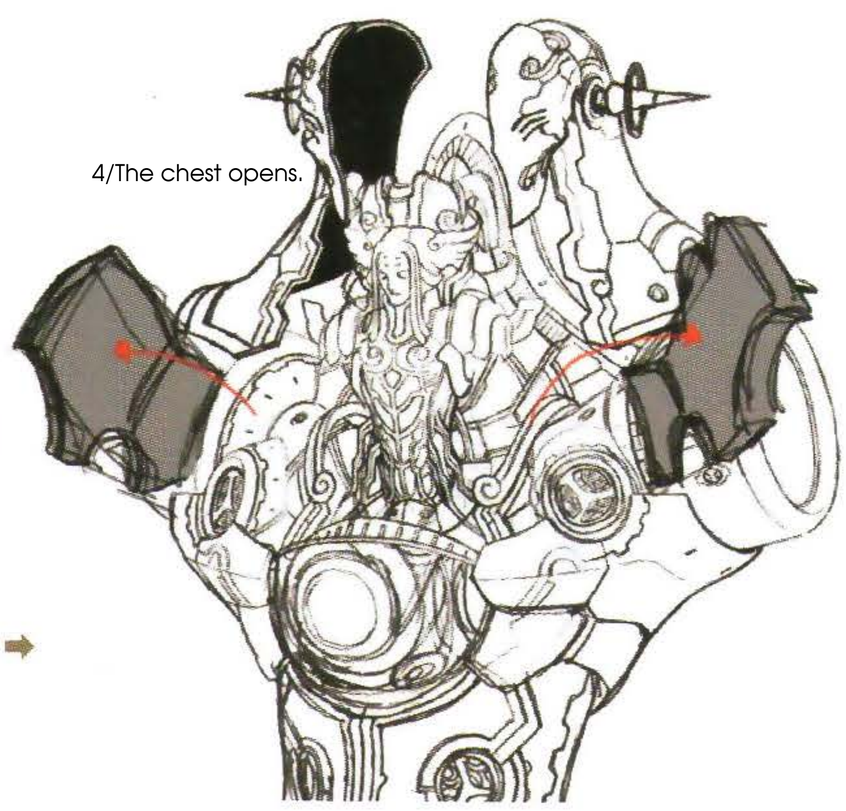
2/The helmet opens slightly.



3/The head slides on each side.

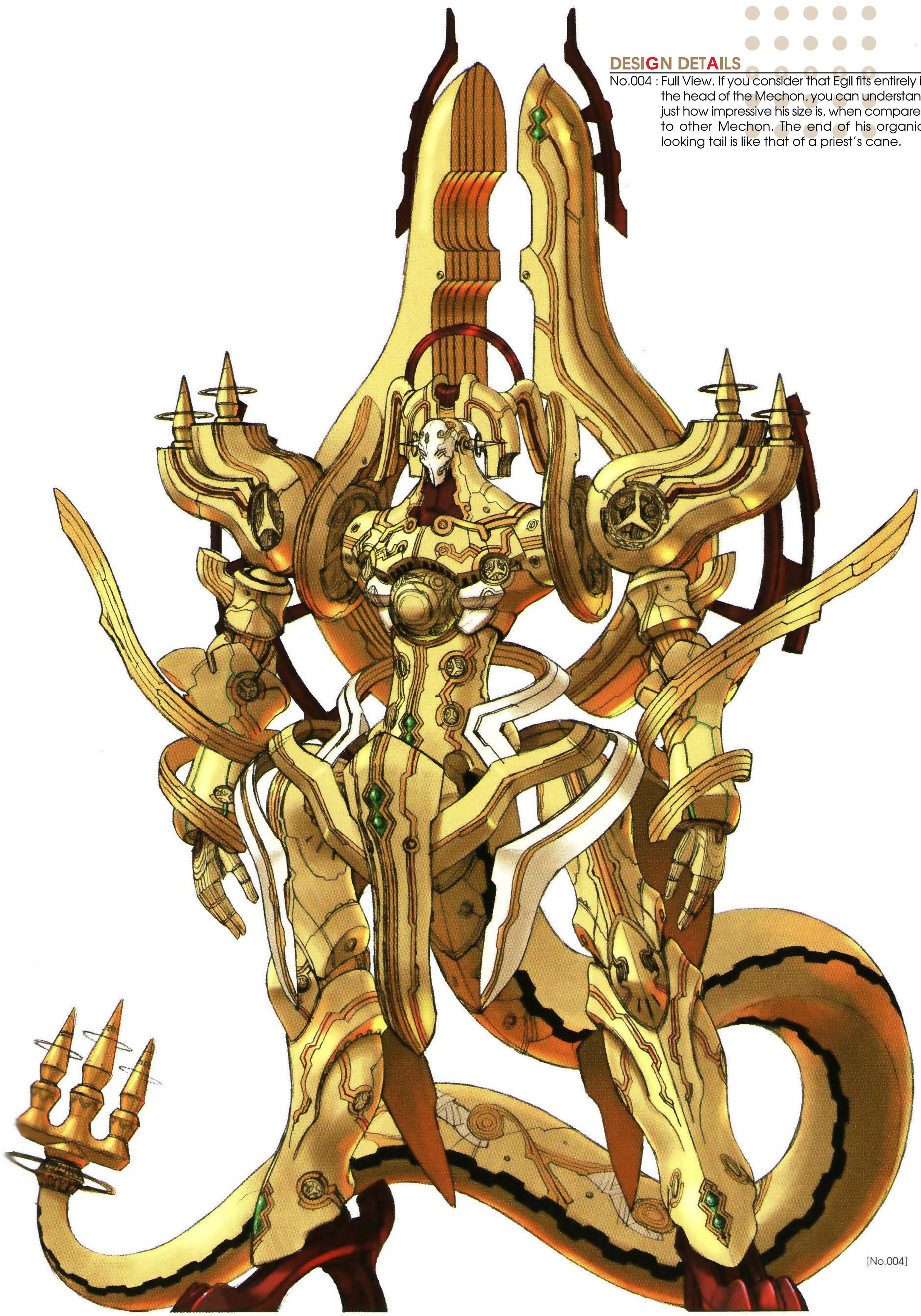


4/The chest opens.

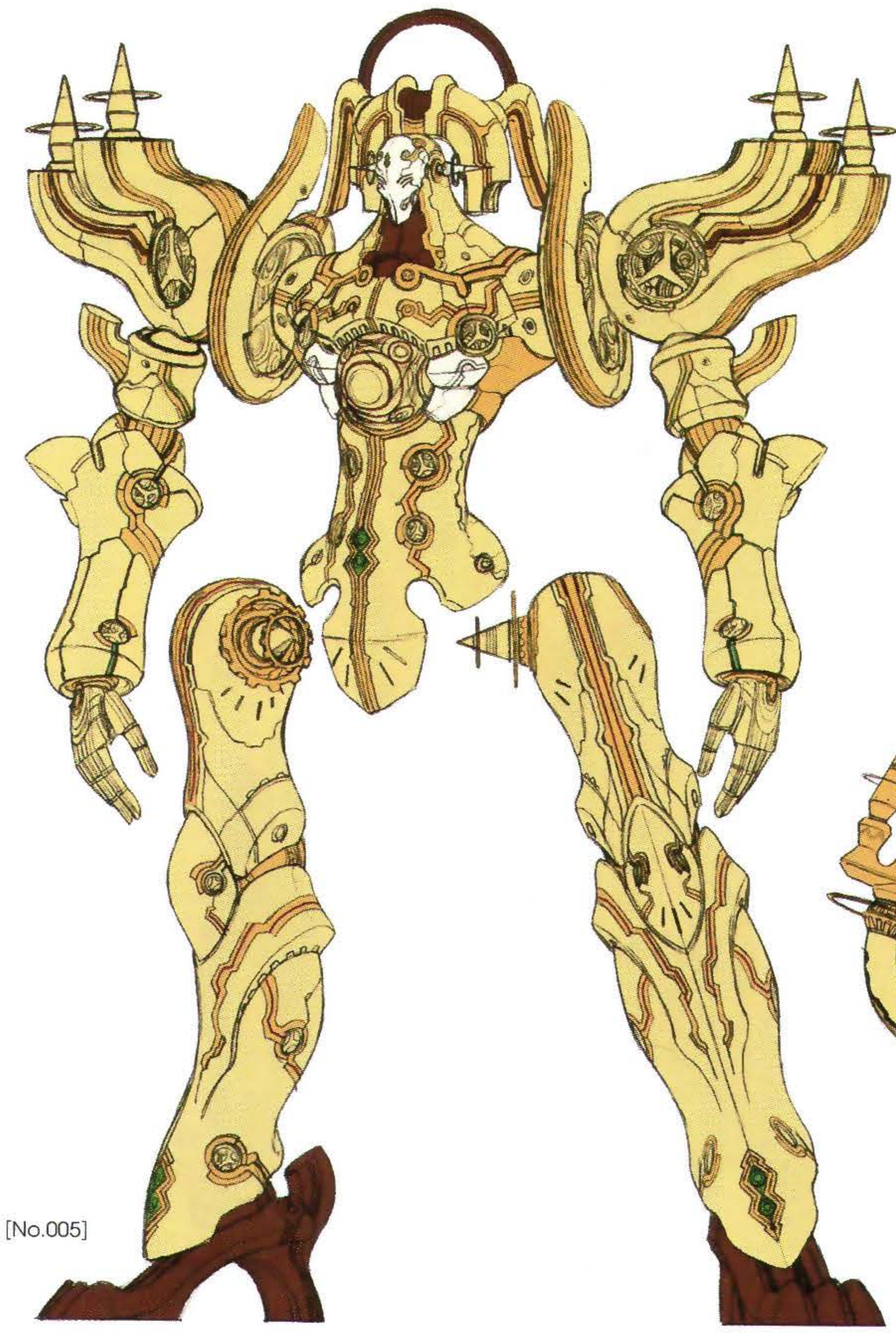


DESIGN DETAILS

No.004 : Full View. If you consider that Egil fits entirely in the head of the Mechon, you can understand just how impressive his size is, when compared to other Mechon. The end of his organic-looking tail is like that of a priest's cane.

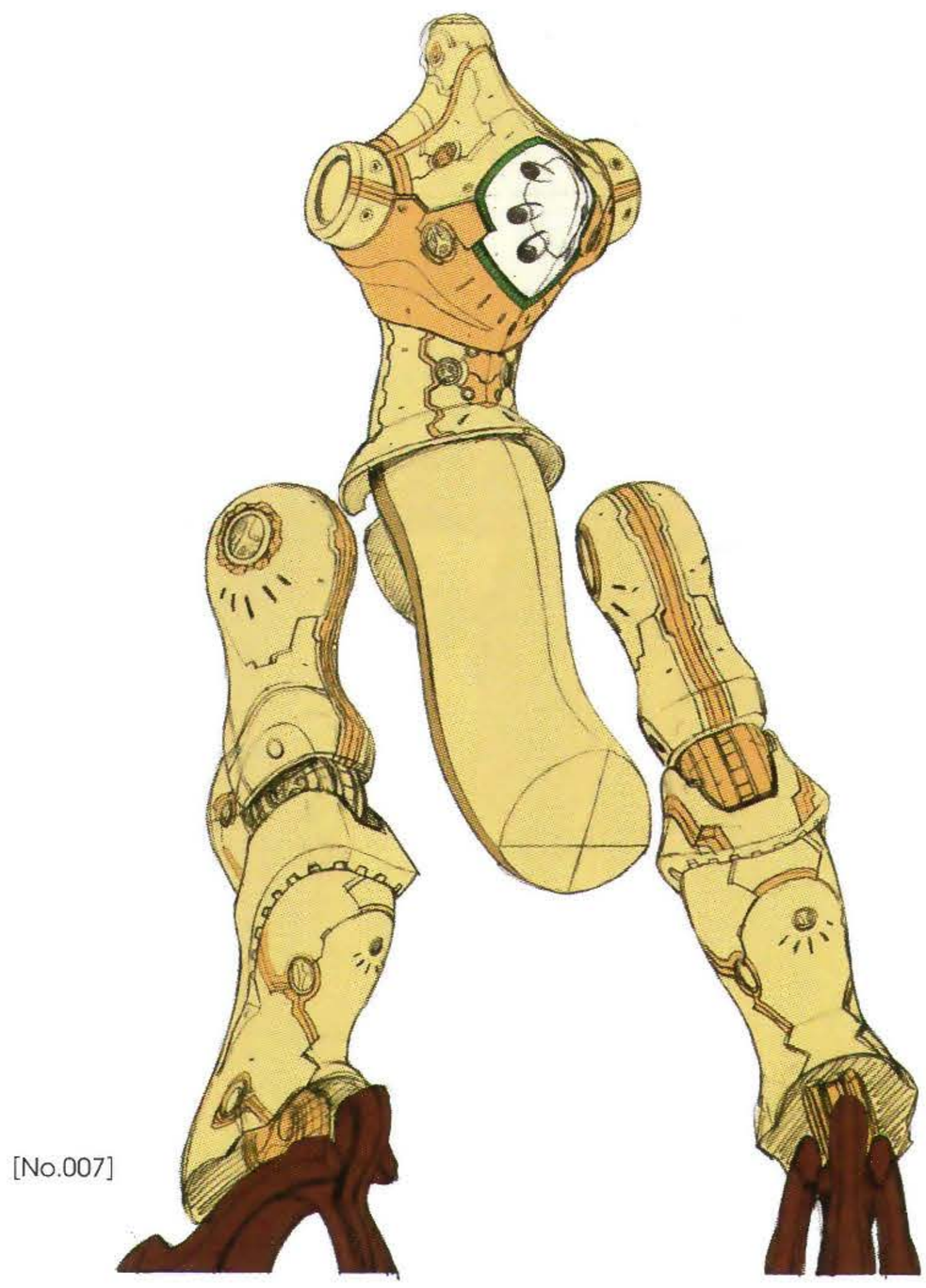


[No.004]

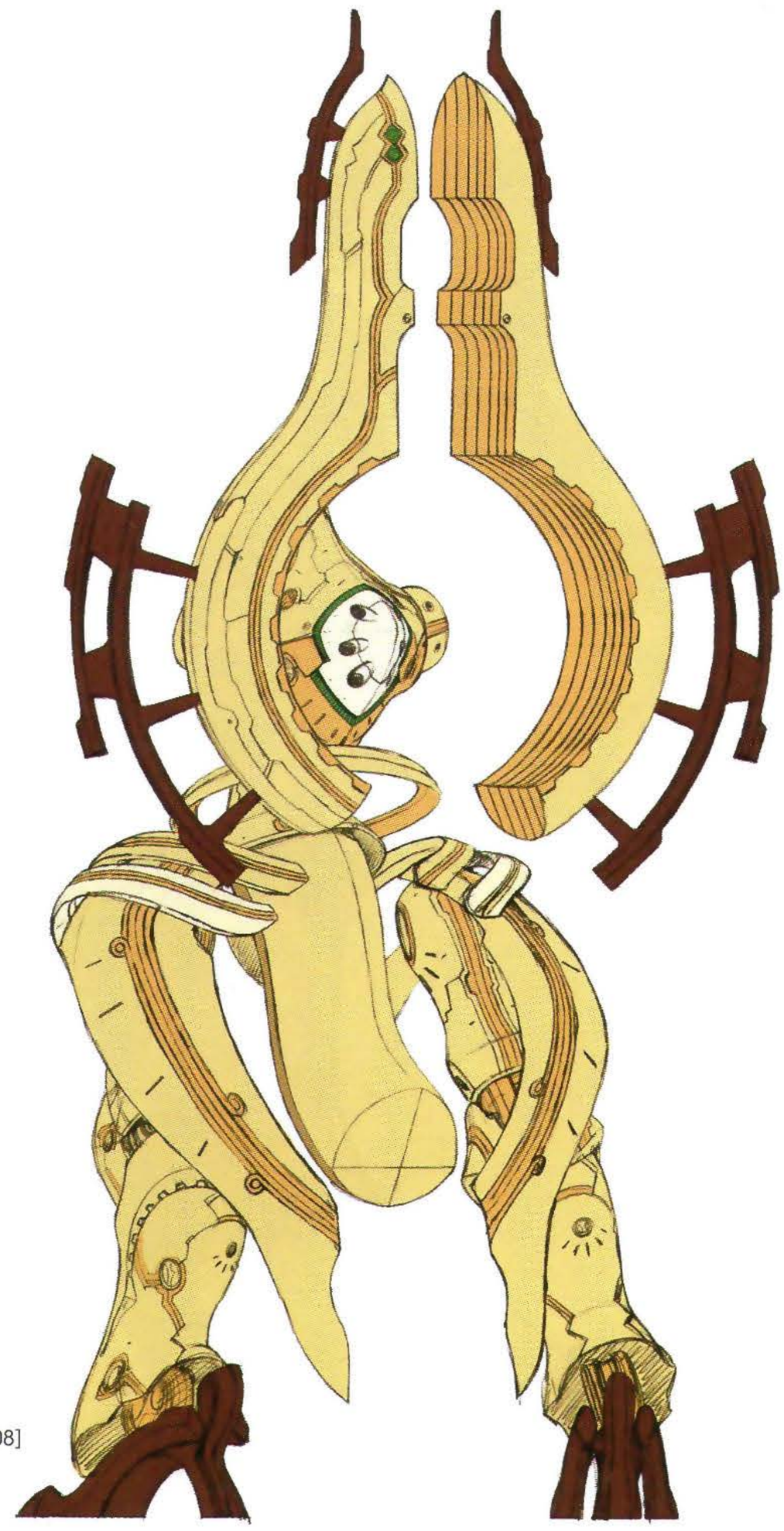


[No.005]

[No.006]



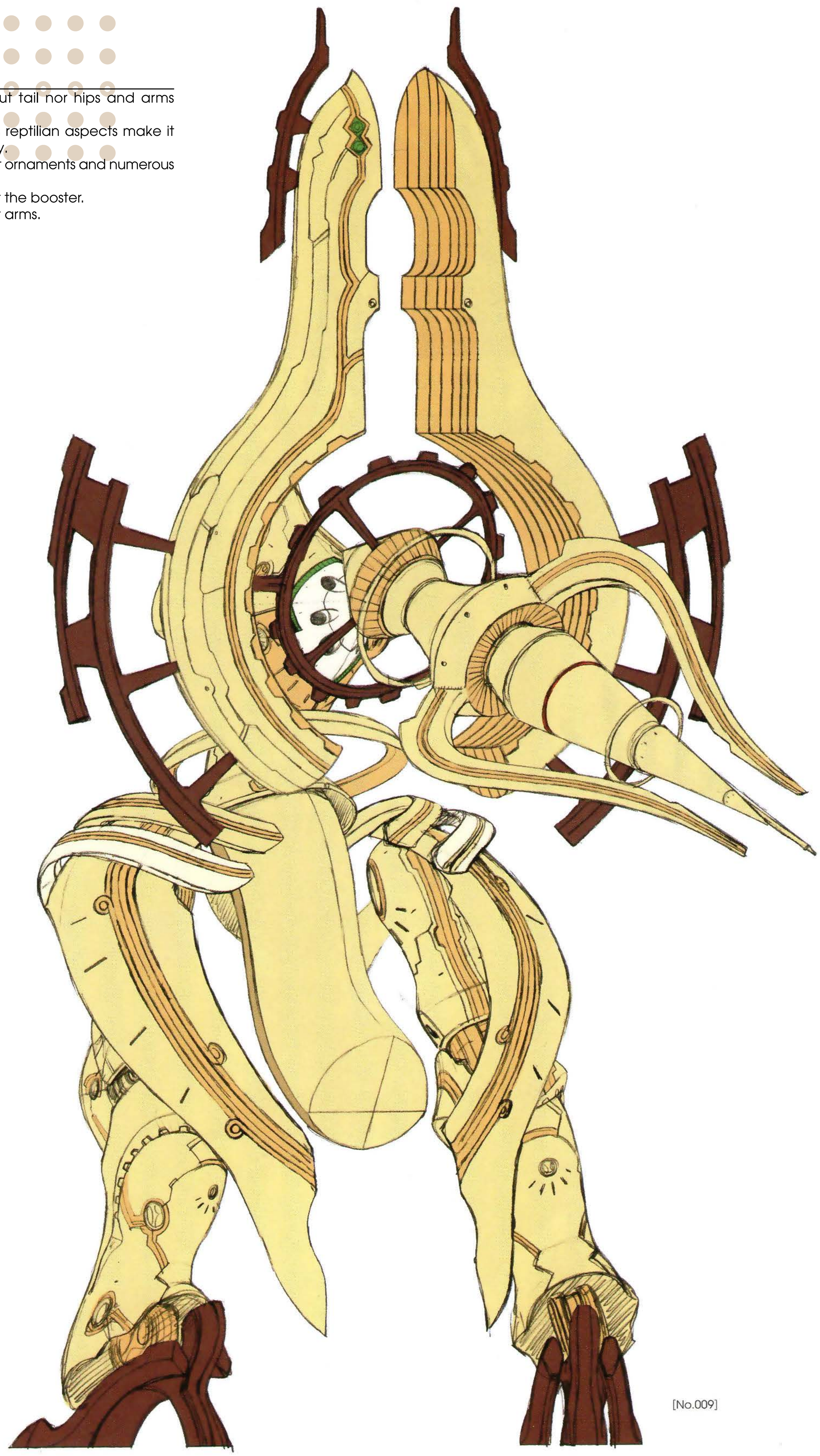
[No.007]



[No.008]

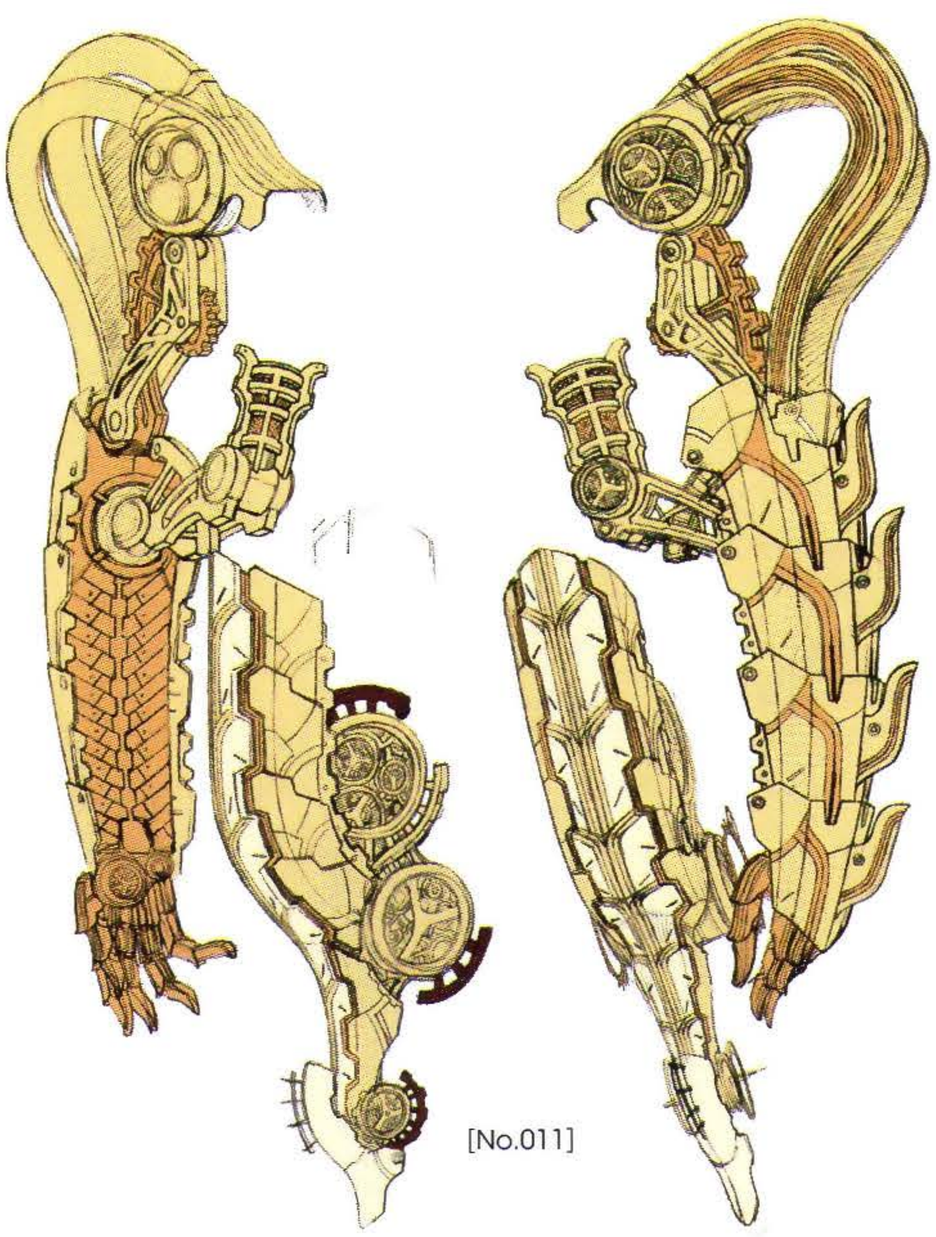
DESIGN DETAILS

No.005 : Front view, without tail nor hips and arms ornaments.
No.005 : The body itself. Its reptilian aspects make it even more creepy.
No.007 : Back view, without ornaments and numerous parts.
No.008 : Back view without the booster.
No.009 : Back view without arms.

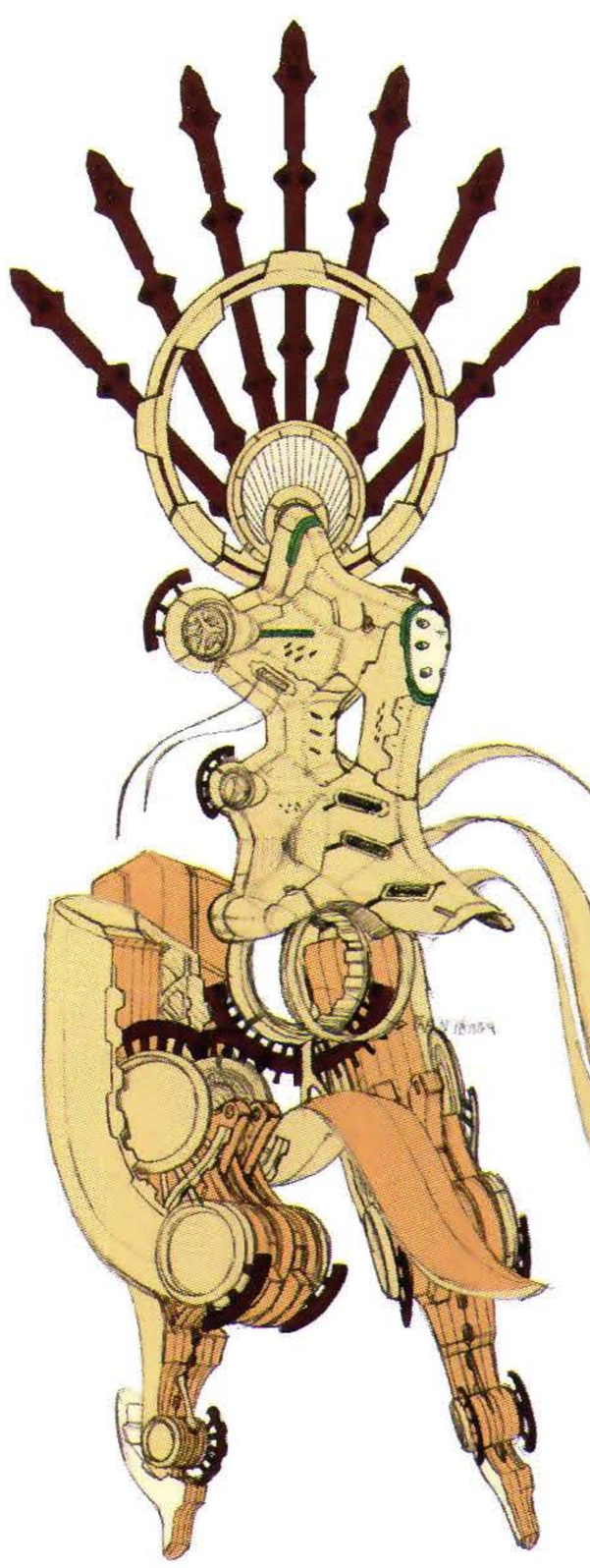


[No.009]

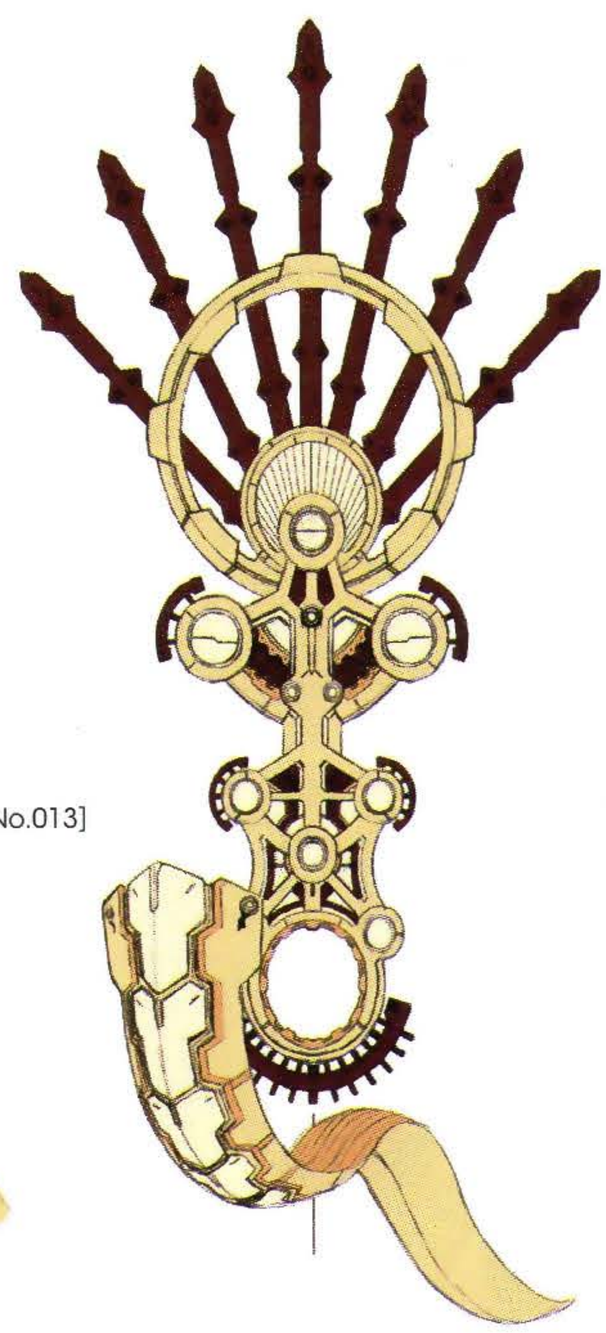
[No.010]



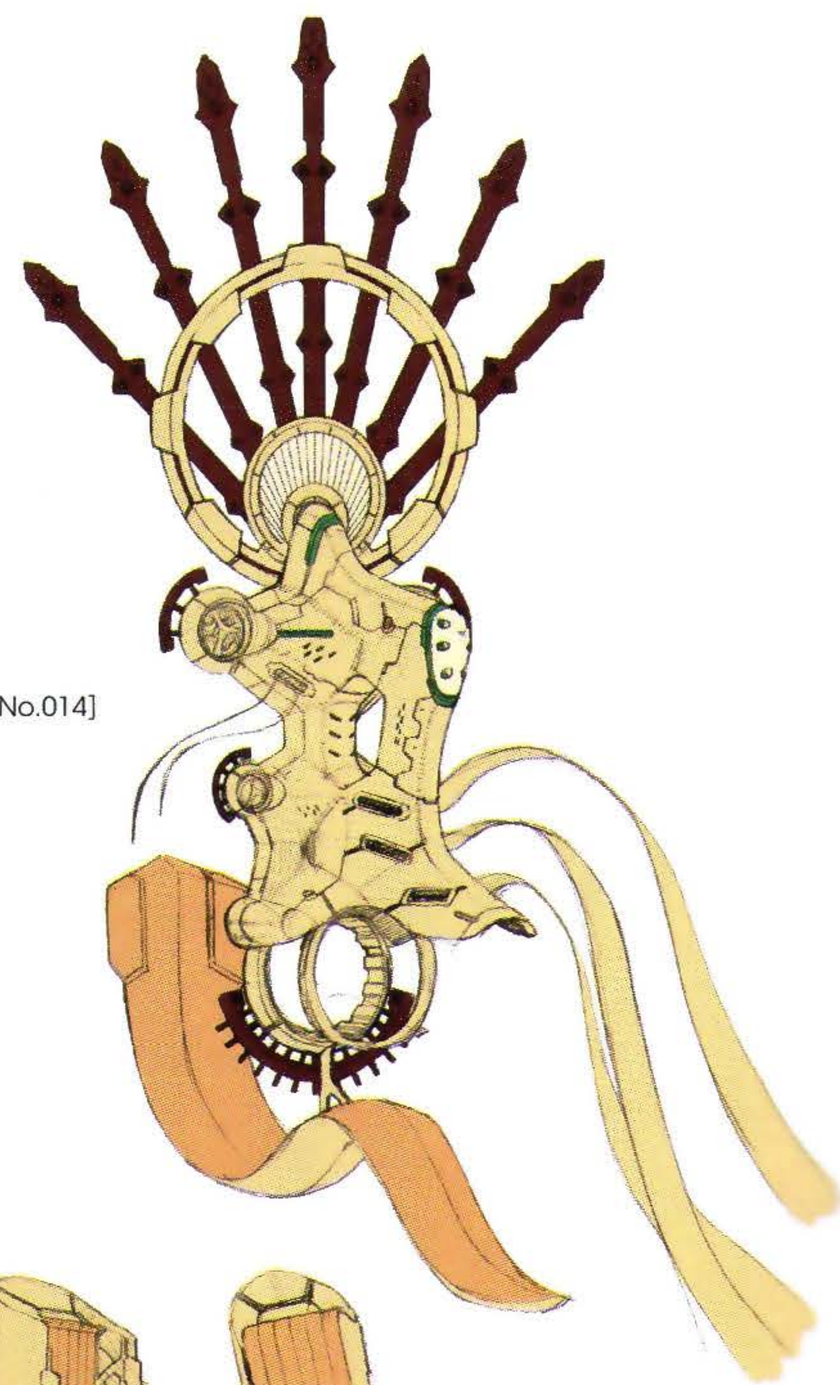
[No.011]



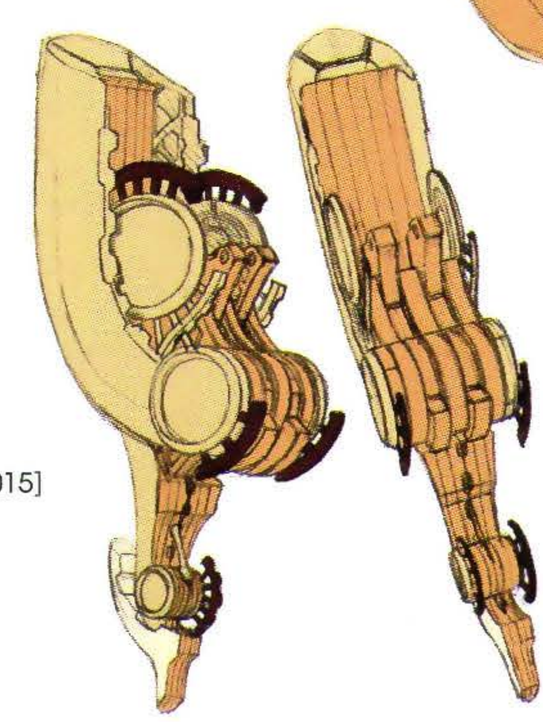
[No.012]



[No.013]



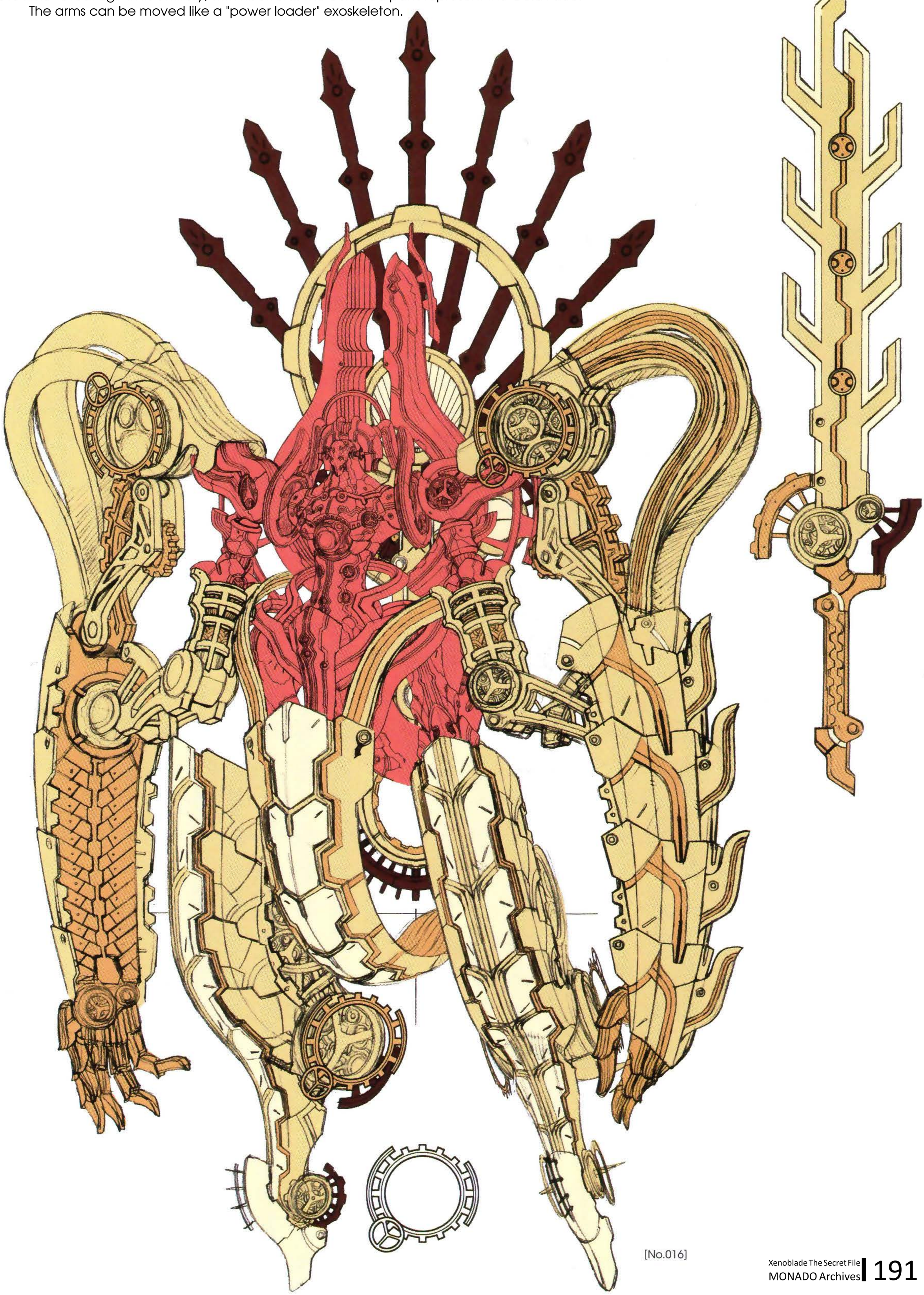
[No.014]



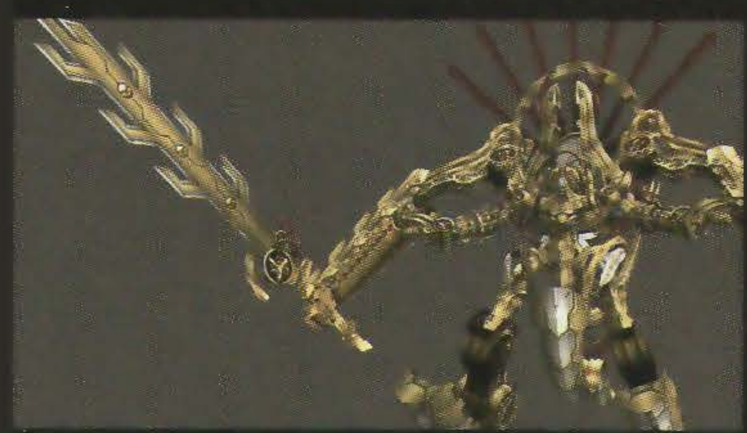
[No.015]

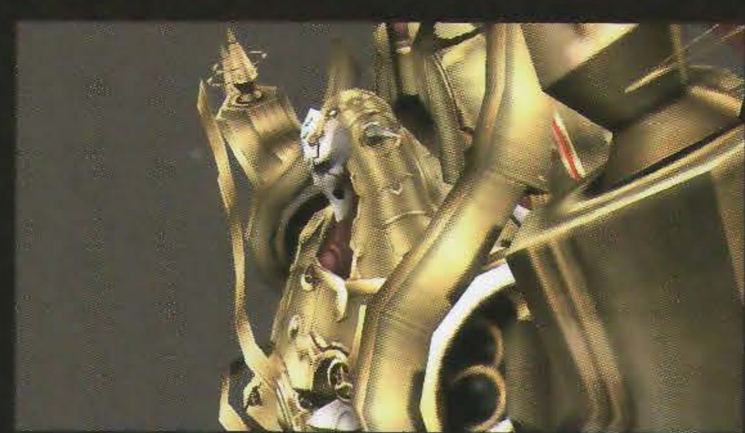
DESIGN DETAILS

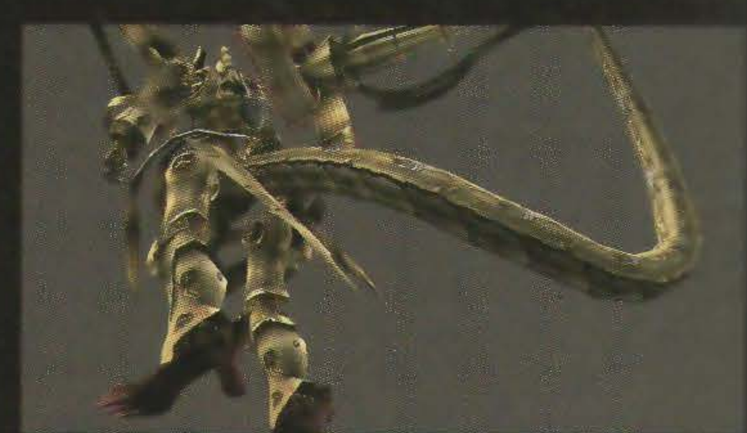
No.010 : "The Great Egil" as he can also be called. Every part can be seen without the Face.
No.011 : Great Egil's arms and legs.
No.012 : Back view, without arms.
No.013 : Front view, without arms and legs.
No.014 : Back view, without arms and legs.
No.015 : Legs back view.
No.016 : The "Great Egil" in its entirety, with his sword. The coloured parts represent the Gold Face. The arms can be moved like a "power loader" exoskeleton.

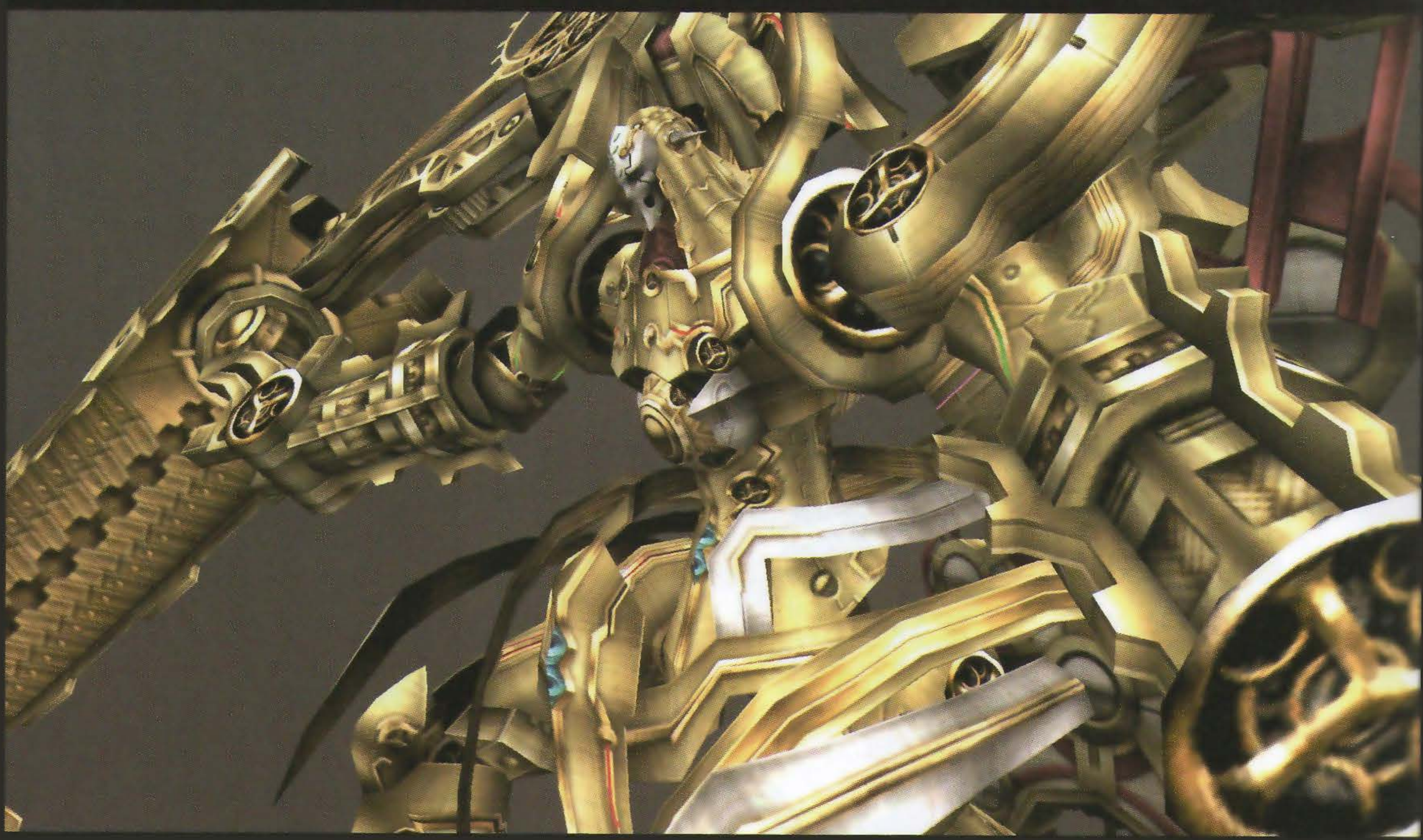


[No.016]

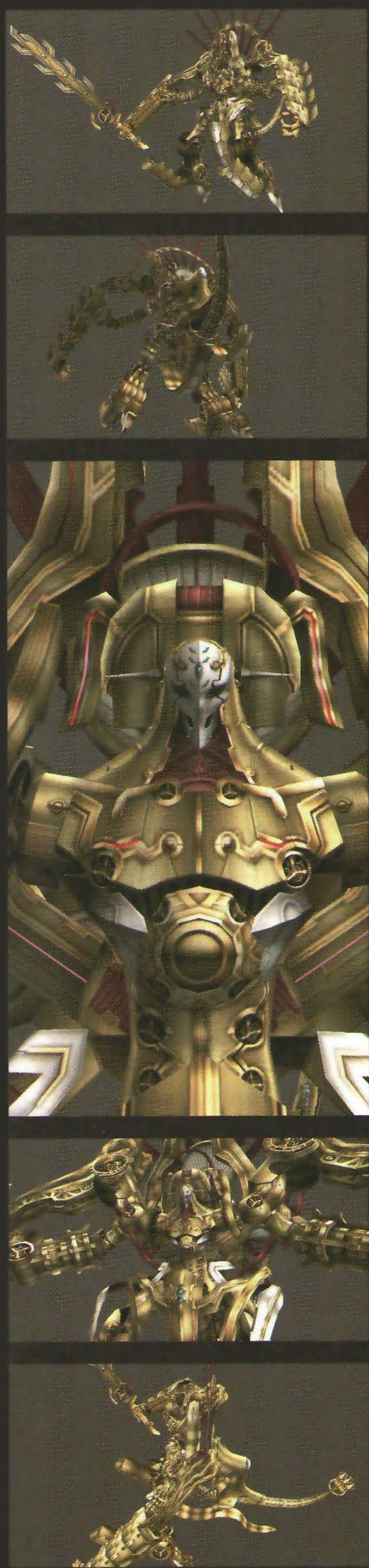




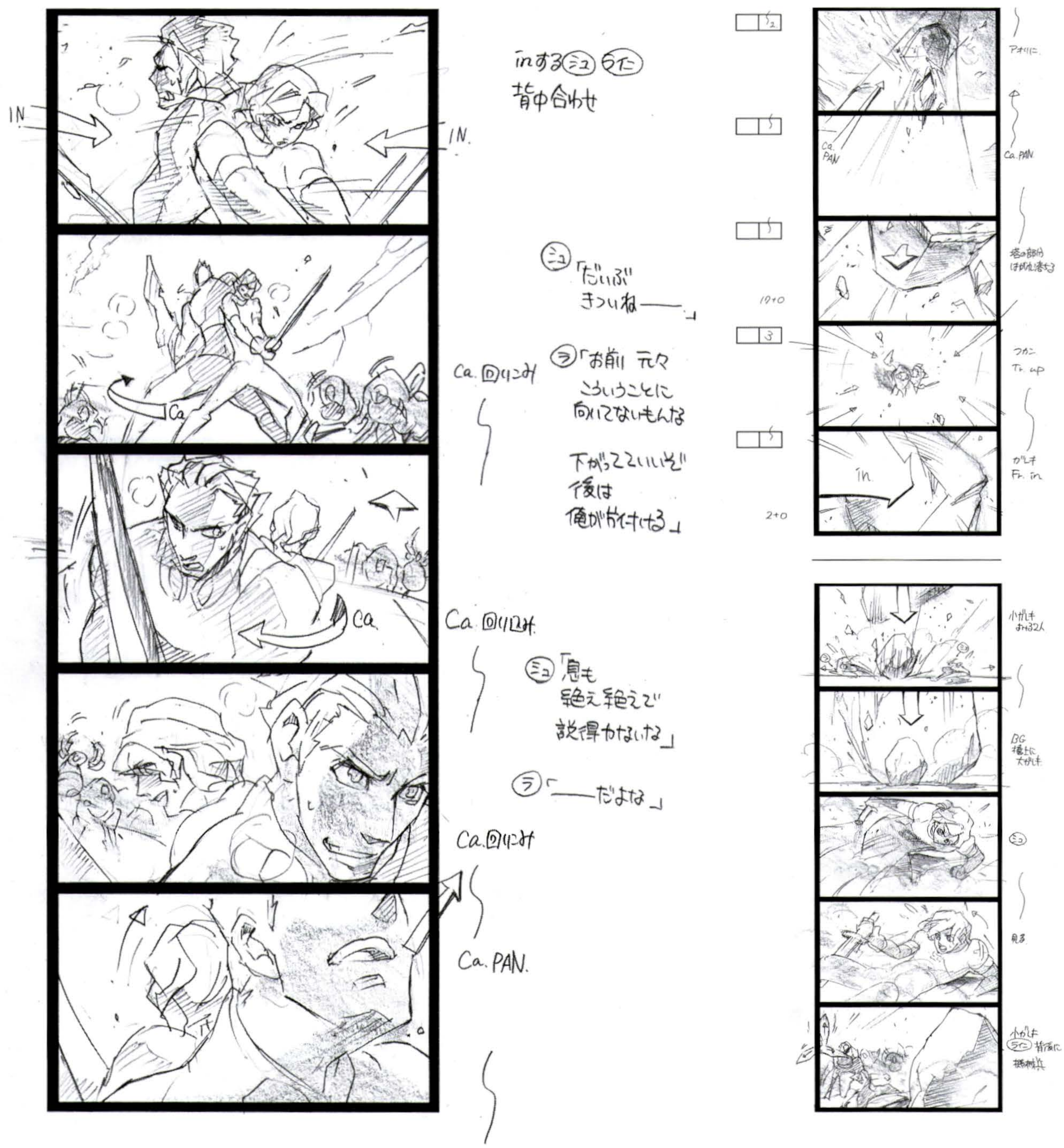




MODELS CGI



Creating "Great Egil" is an extremely painful process for the user. Setting it in motion requires enormous amounts of energy. Its use leads to the destruction of Agniratha.

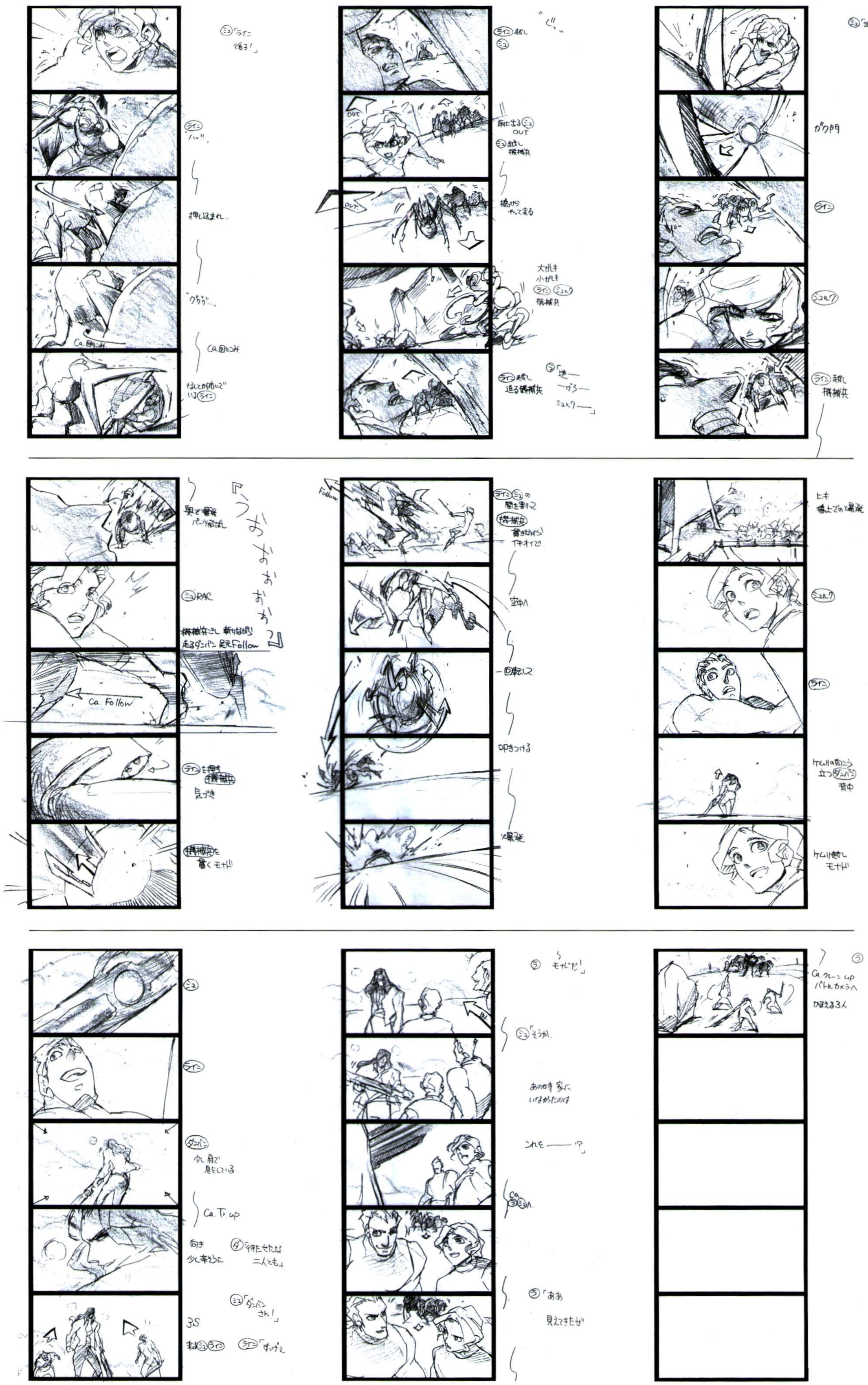


Xenoblade The Secret File MONADO Archives

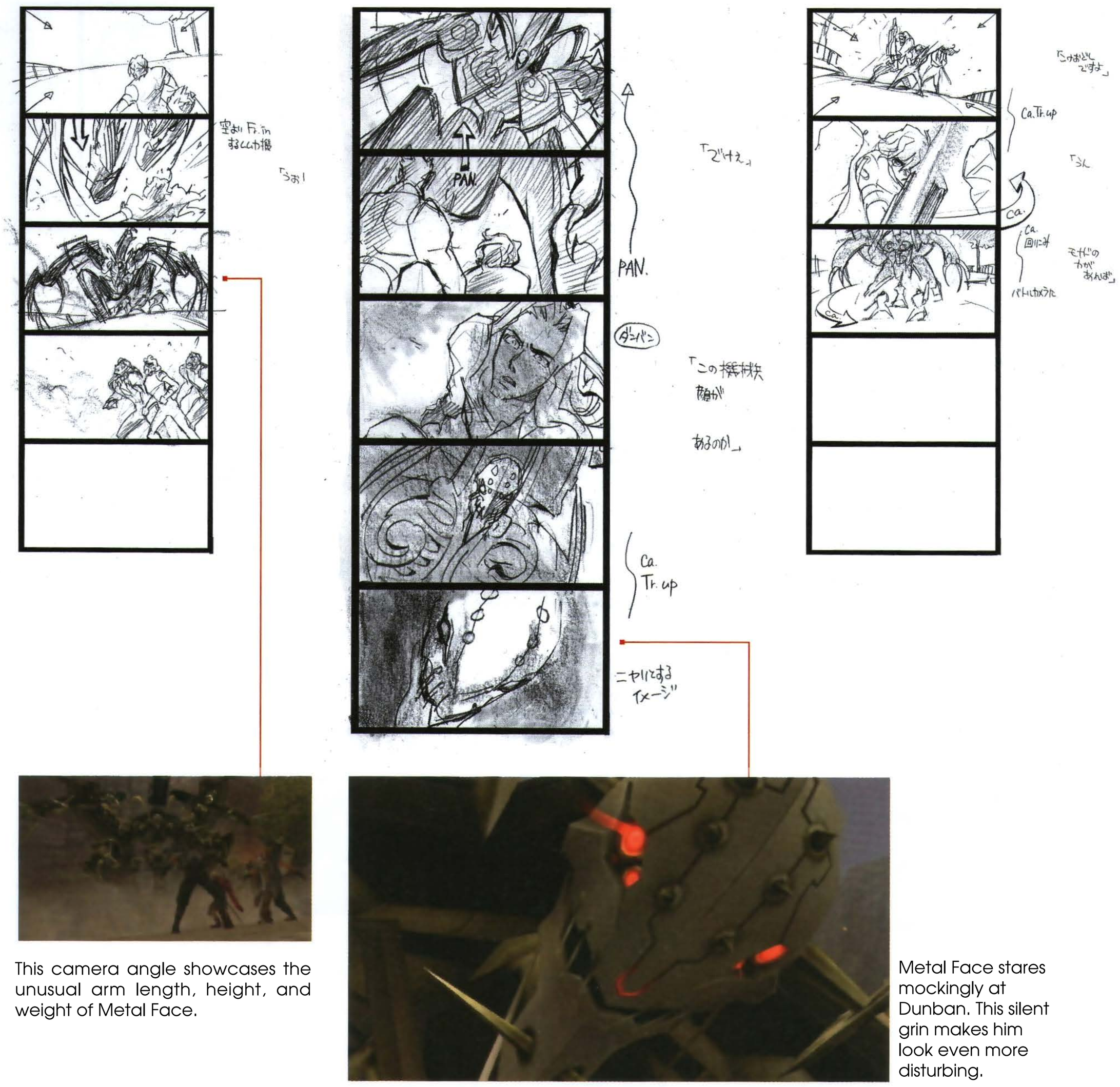
STORYBOARD

Collection of Major Scenes

This section highlights some of the storyboards used to create the main cutscenes of the game. Keep in mind that for each scene, the character's clothes, the time of day, and the weather can change. This means that each scene may take on a totally different atmosphere when replaying the game.


ミュ「ライン 後ろ!」
ライン ハッ!!
押し込まれ…
グググ…
Ca.回りこみ
Ca.回りこみ
なんとか防いでいるライン
ライン越し ミュ
前に出るミュ OUT
ミュ越し 機械兵
橋から やって来る
大ガレキ 小ガレキ
ライン ミュルク 機械兵
ライン越し 迫る機械兵
ラ「逃― ―ゲろ― ミュルク―」
ミュ「出来ないって!」
ガク門
ライン
ミュルク
ライン越し 機械兵
『うおおおおおっ』
奥で爆発 パーツ飛ばし
ミュRAC
機械兵ごし 斬りながら 走るダンバン 足元Follow
Ca. Follow
ラインを押す 機械兵 気づき
機械兵を 貫くモナド
Follow
ライン ミュの 間を割って
機械兵 貫きながら イキオイで
空中へ
一回転して
叩きつける
爆発
ヒキ 橋上での爆発
ミュルク
ライン
ケムリの向こう 立つダンバン 背中
ケムリ越し モナド
ミュ
ライン
ダンバン 少し肩で 息をしている
Ca.Tr.up
向き 少し辛そうに
ダ「待たせたな 二人とも」
ミュ「ダンバン さん!」
3S
来るミュライン
ライン「すっげえ
ラ モナドだ!」
ミュ「そうか
あの時 家に いなかったのは
これを――!?」
Ca ラミュへ
ラ「ああ 見えてきたぜ
ラ 希望!」
Ca.クレーン up パトルカメラへ
かまえる3人

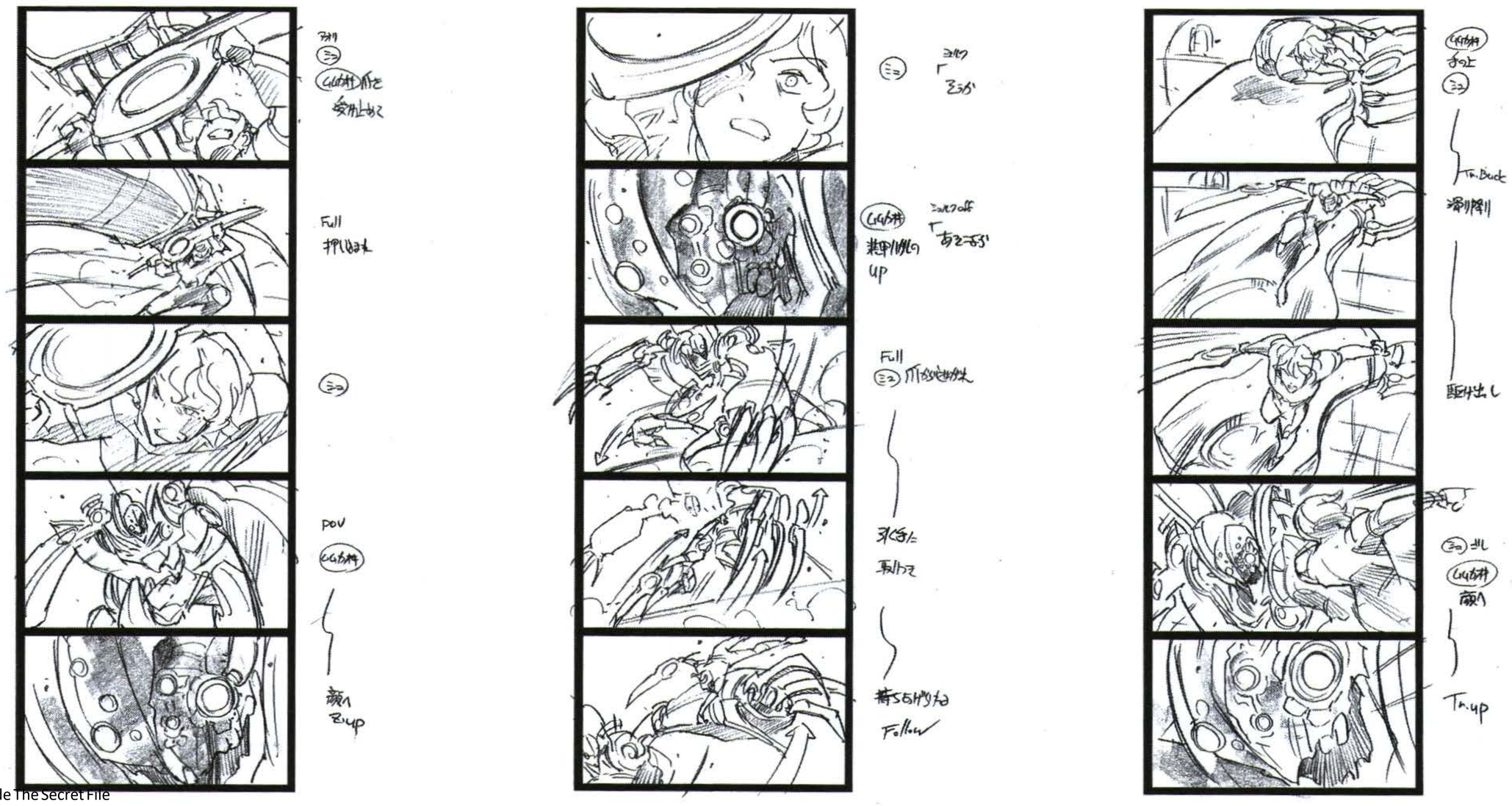
Title of the scene : A Mechon with a face

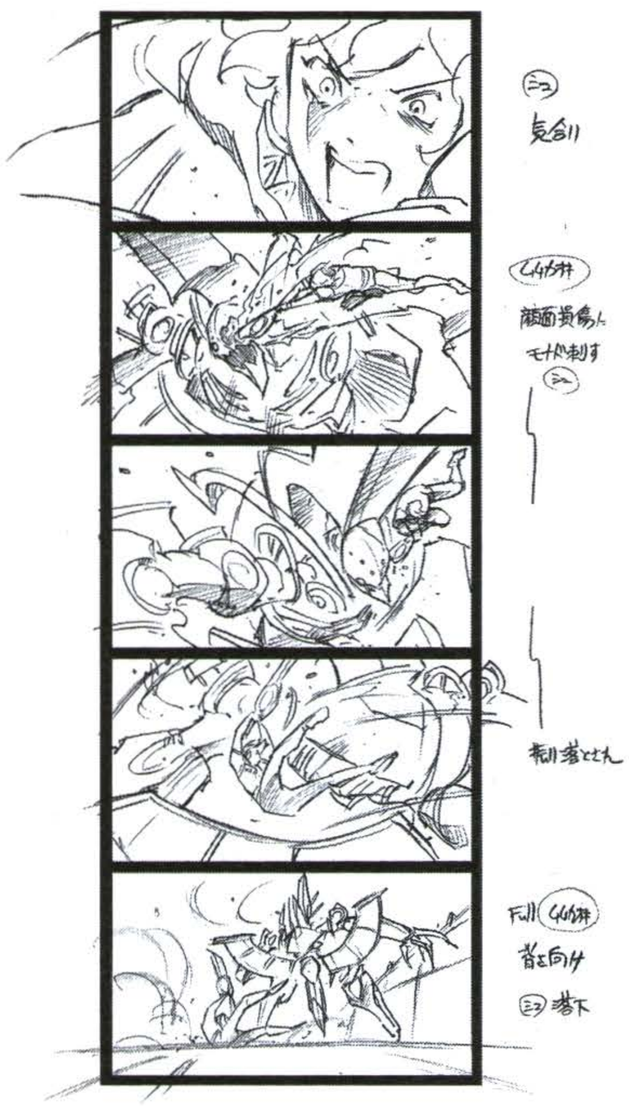


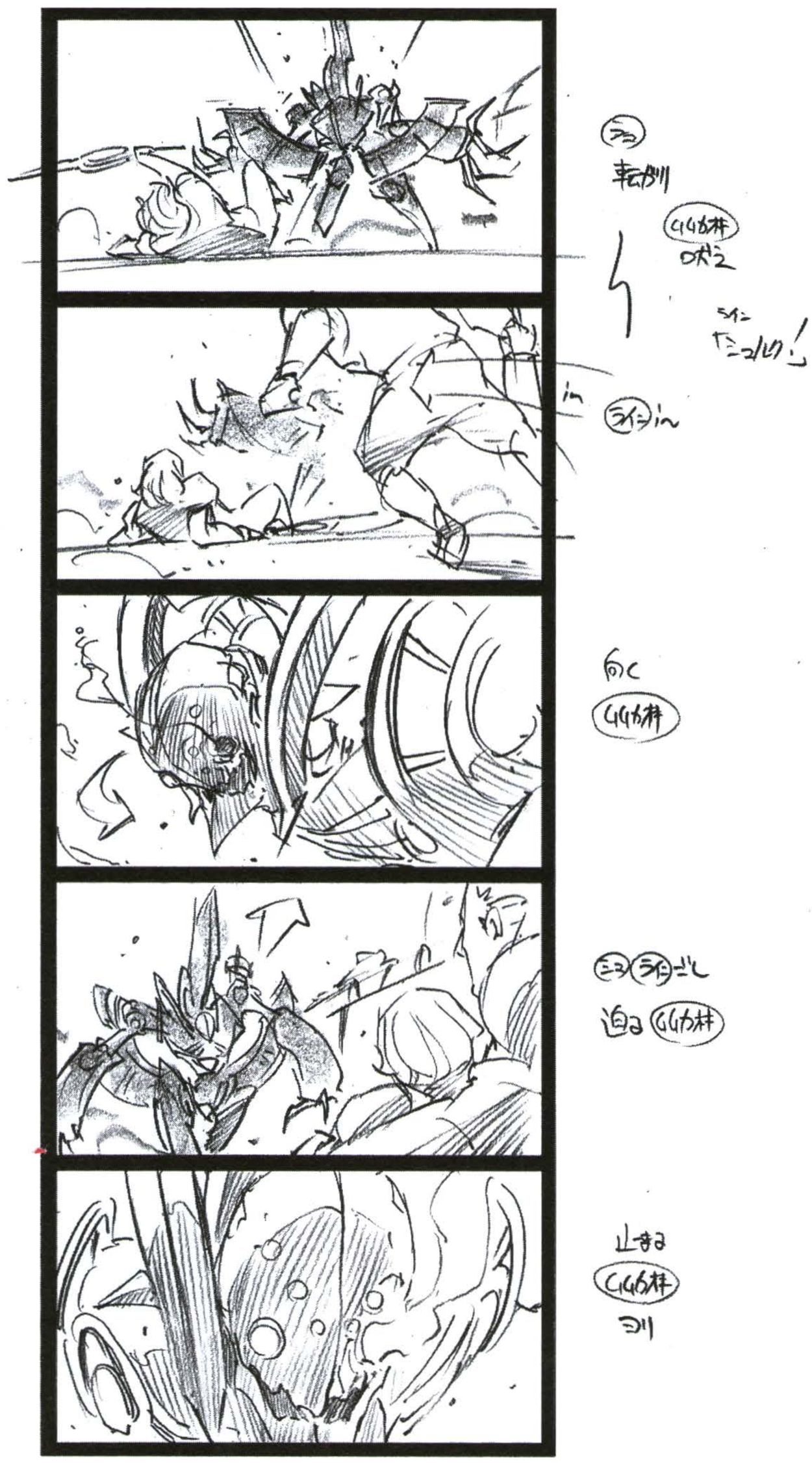
This camera angle showcases the unusual arm length, height, and weight of Metal Face.

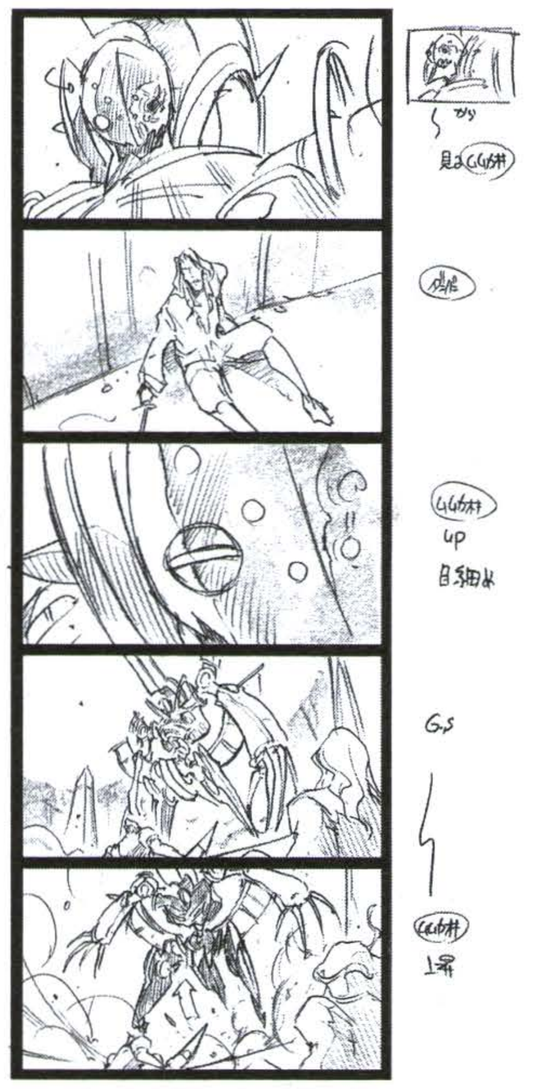
Metal Face stares mockingly at Dunban. This silent grin makes him look even more disturbing.

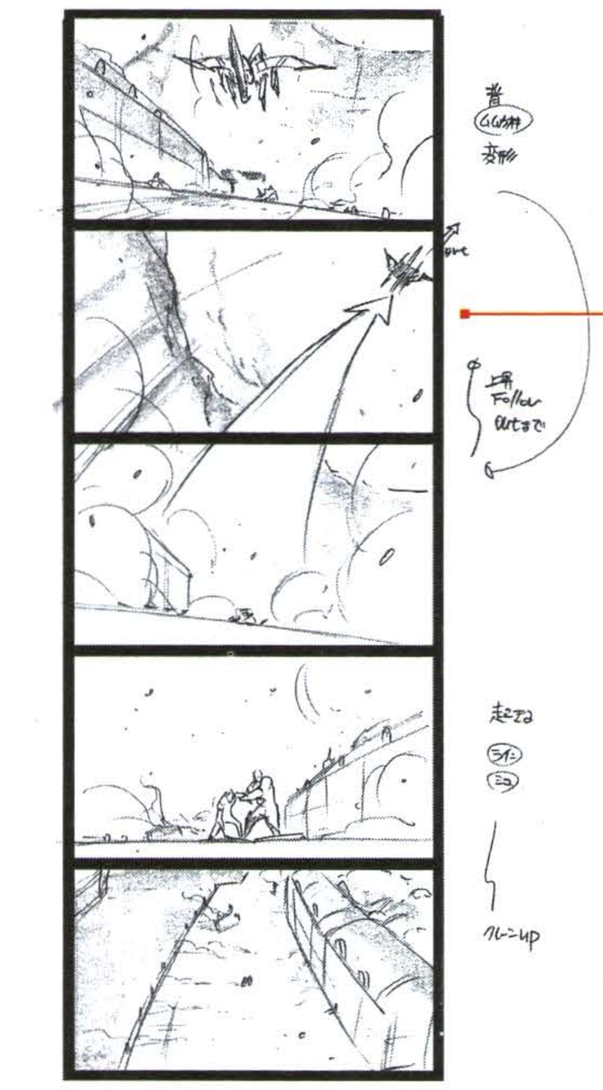
Title of the Scene : Metal Face against Shulk



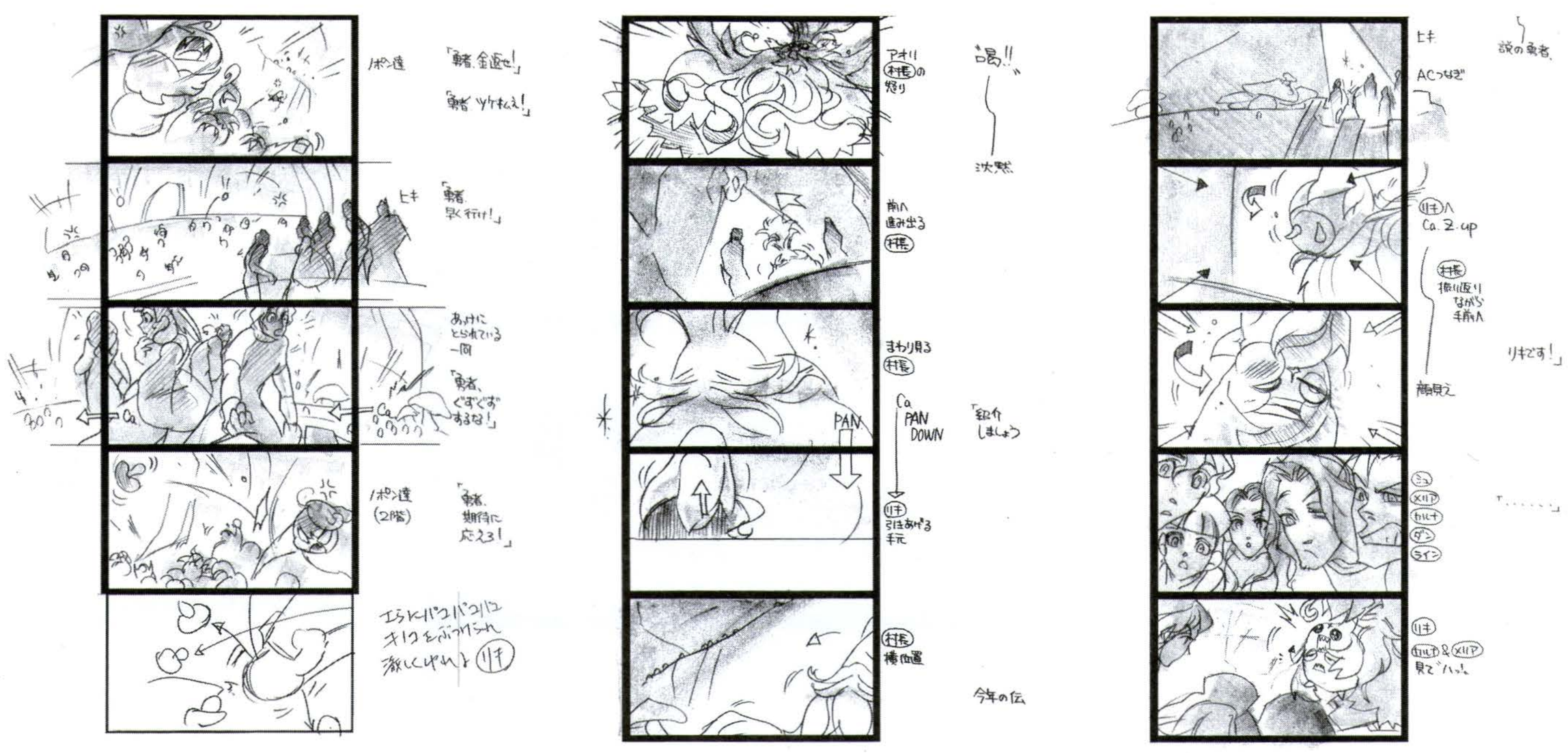


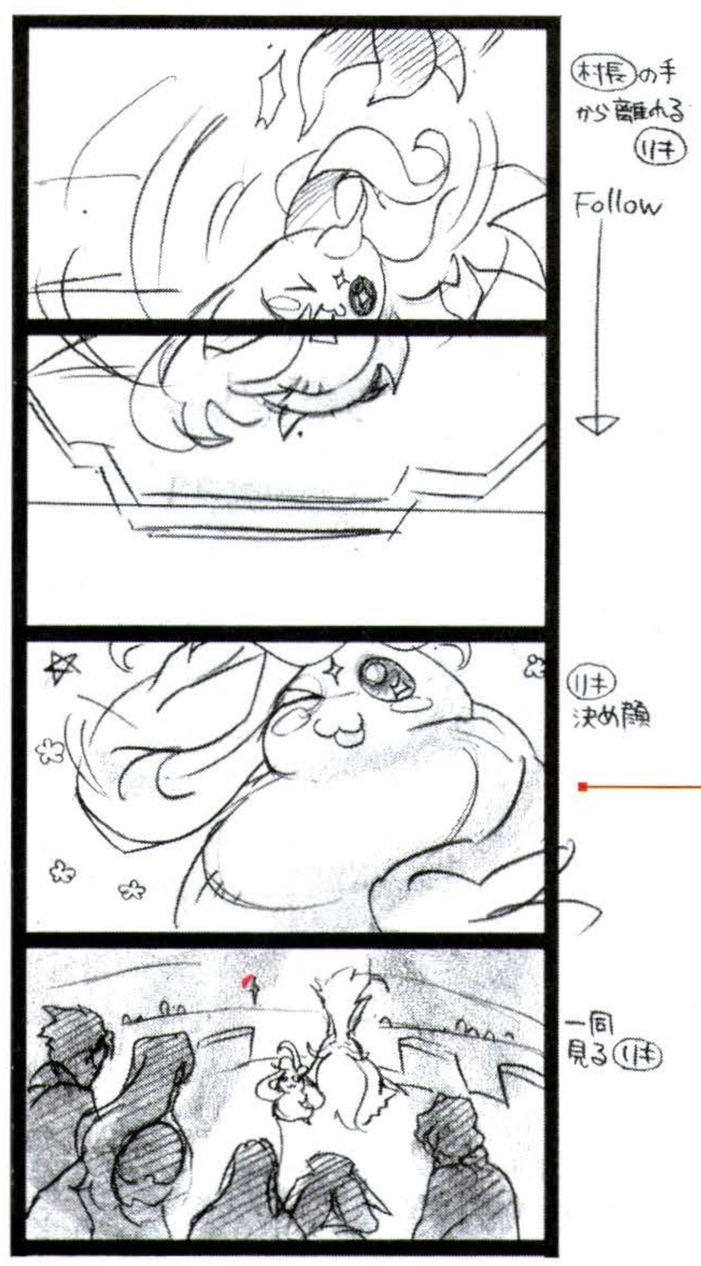






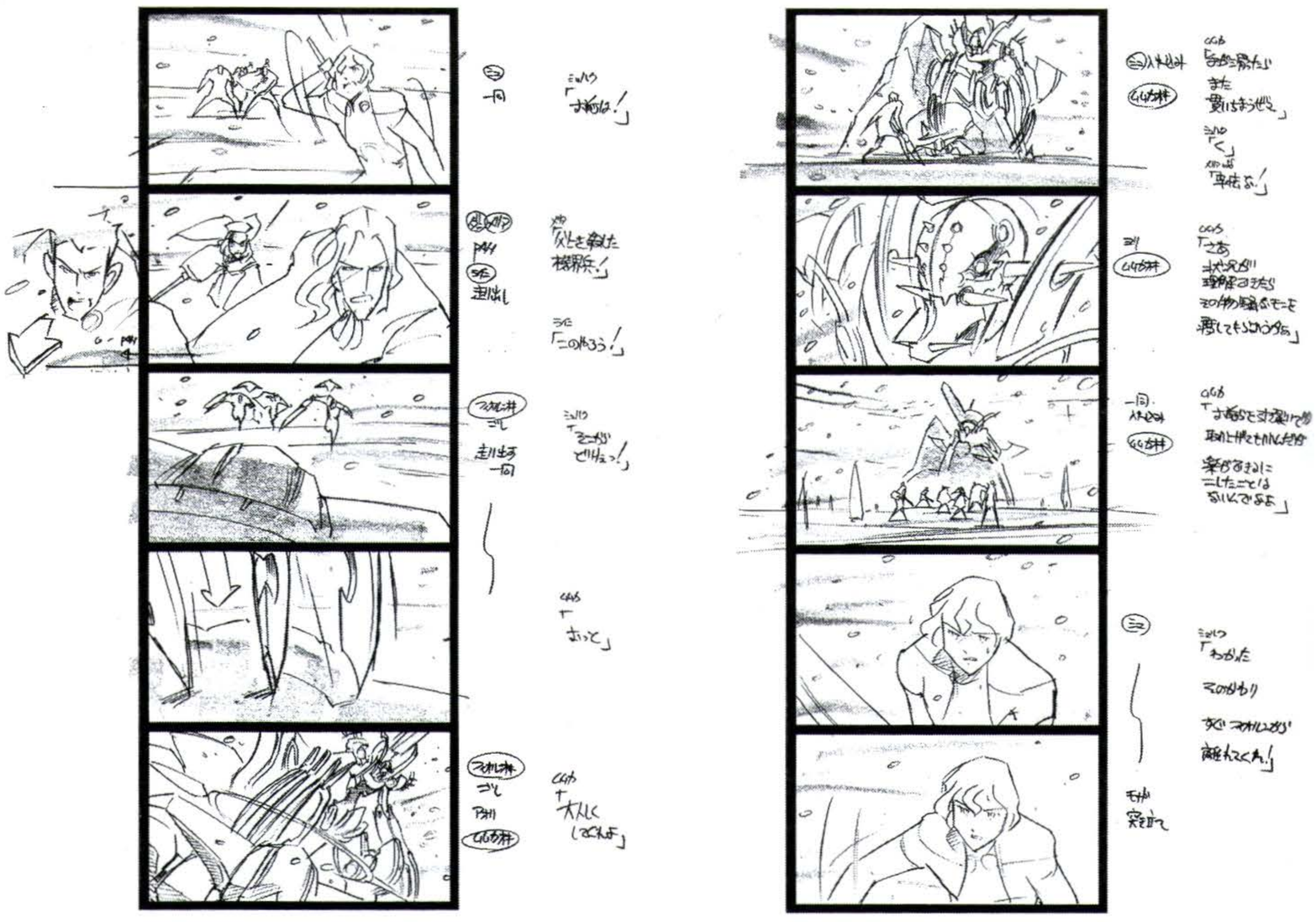
In a dramatic finish, Metal Face takes off from the ground, turns into a ship, and flies away.

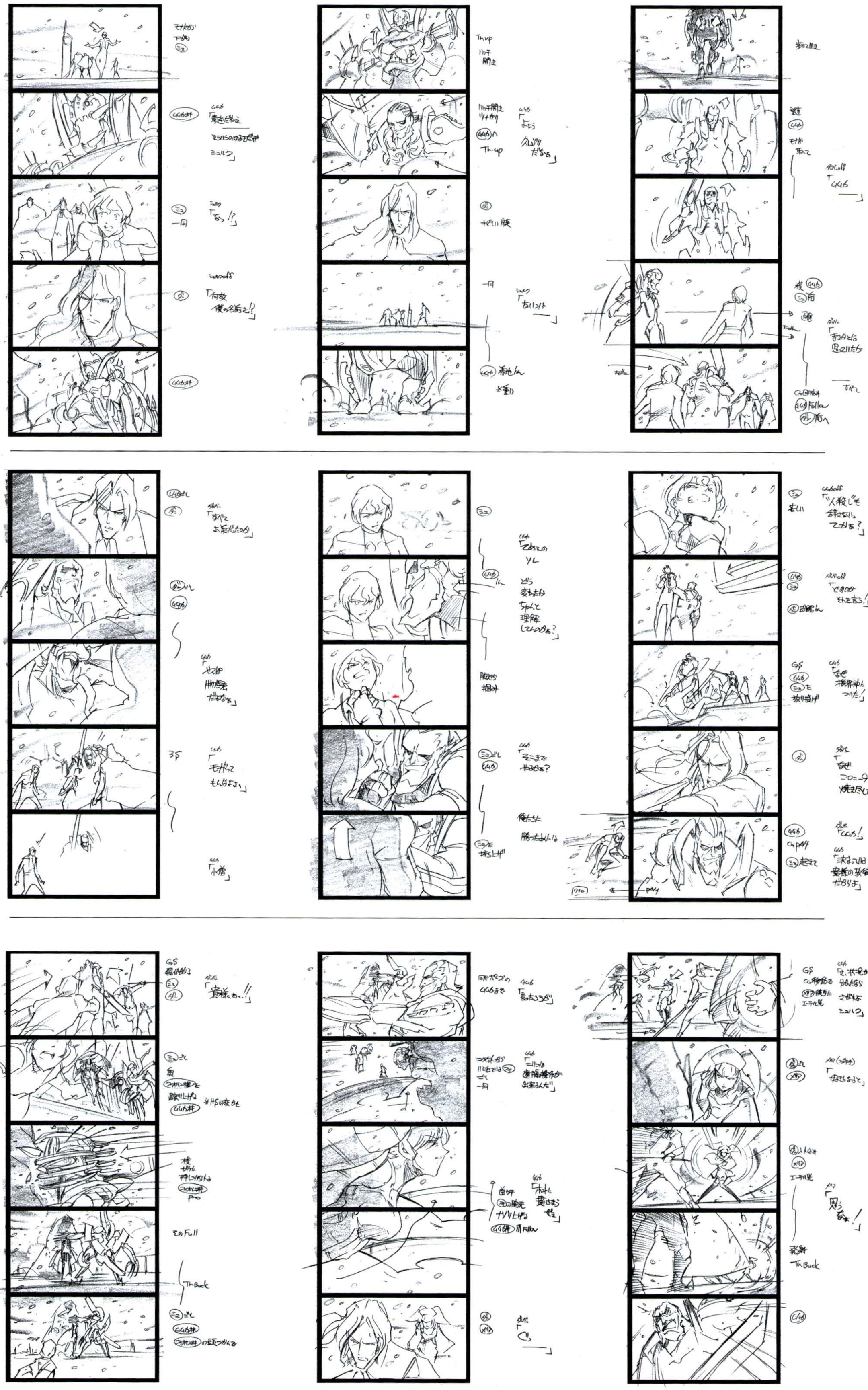




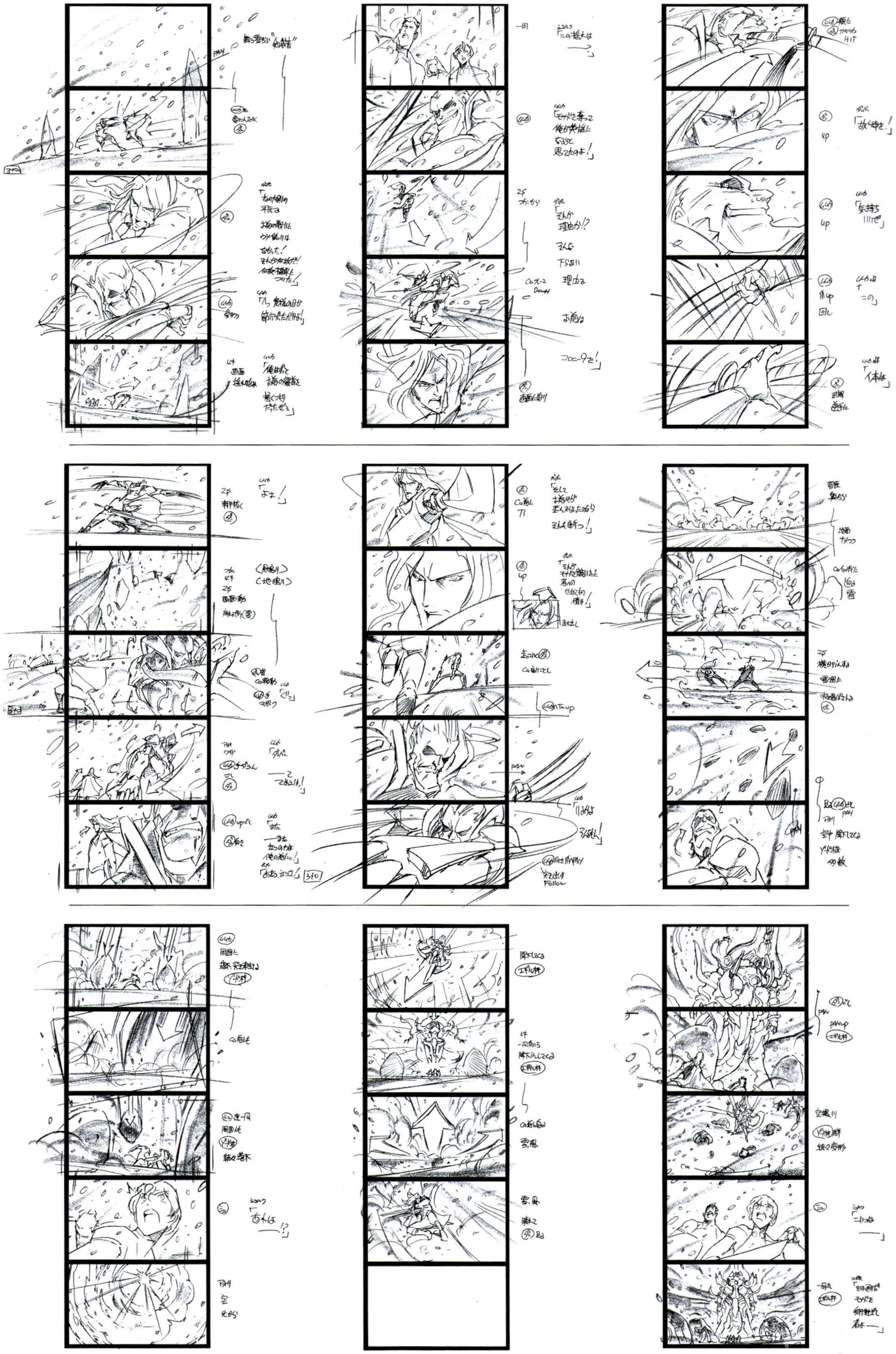
Riki poses like a celebrity! When we first see his face, it is swollen from having mushrooms thrown at him.

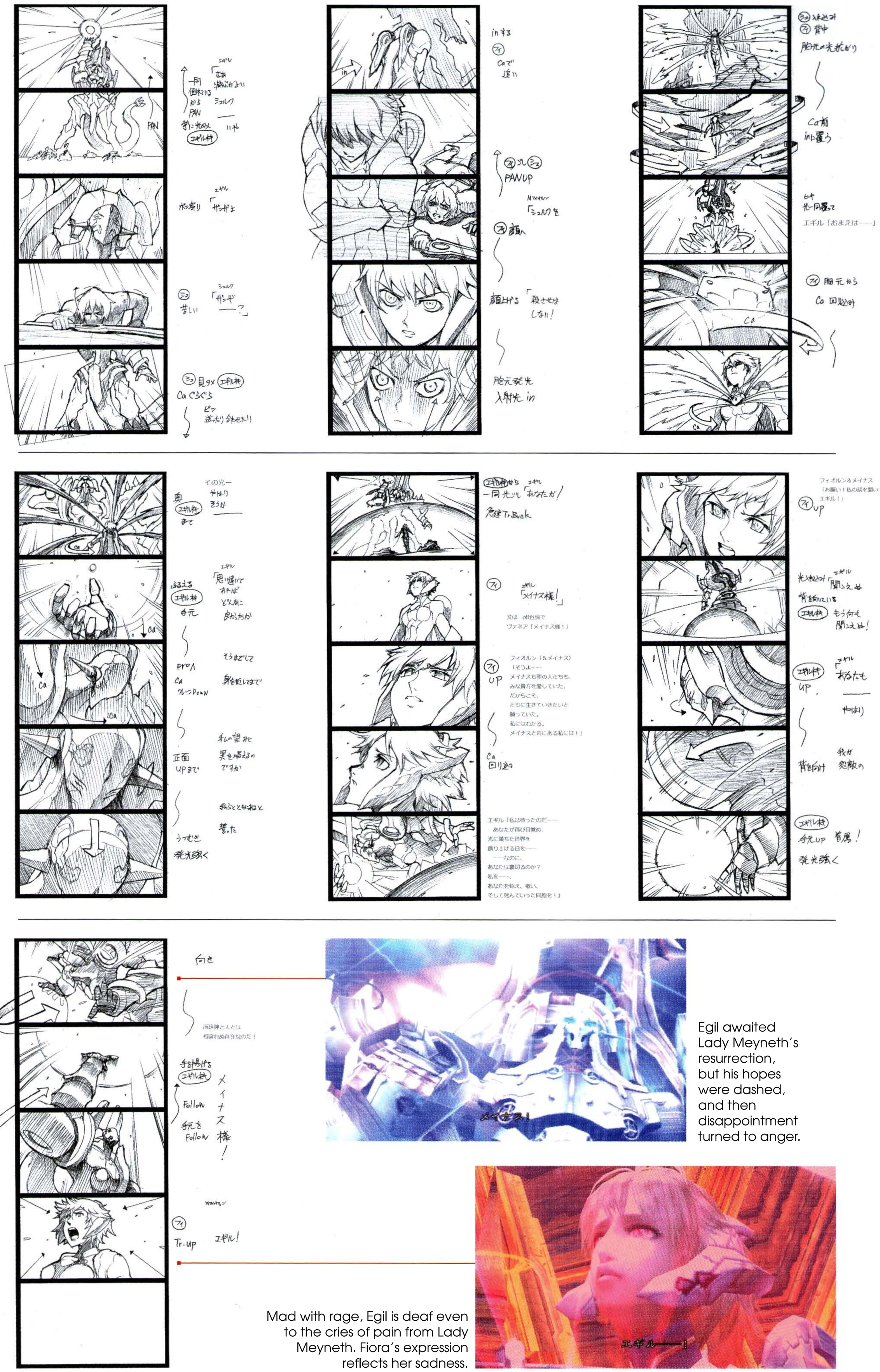
Title of the Scene: I'll Skewer You Again





Title of the scene: Rivals Duel for the Monado

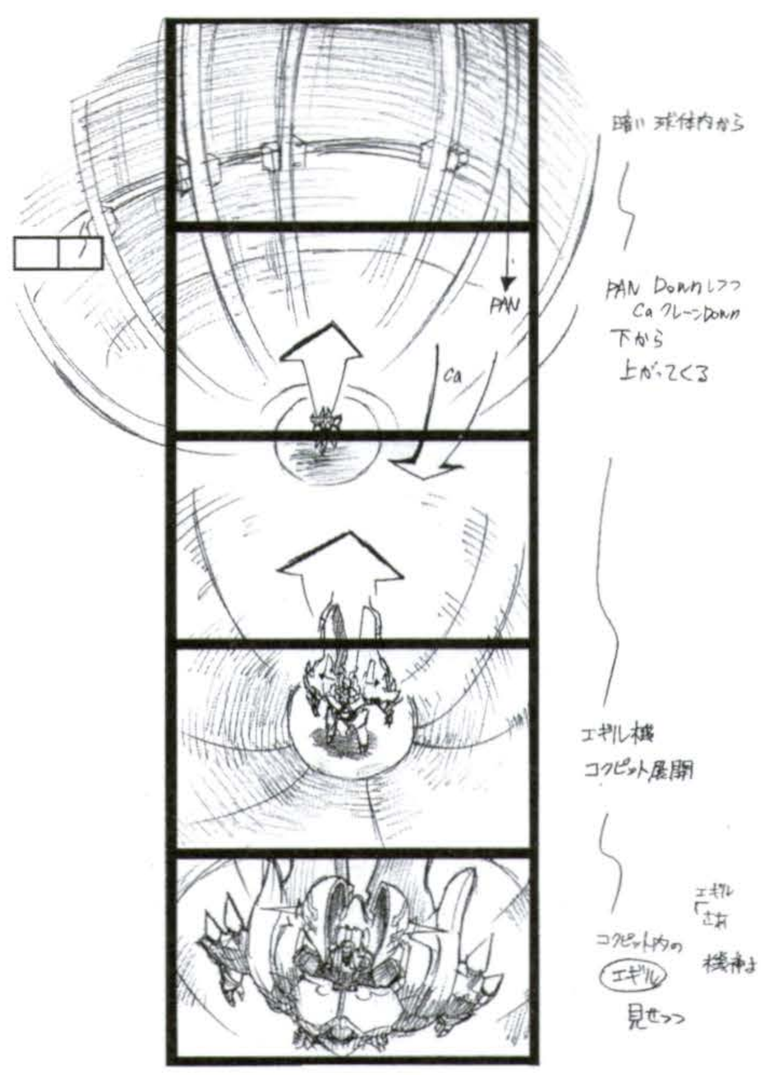


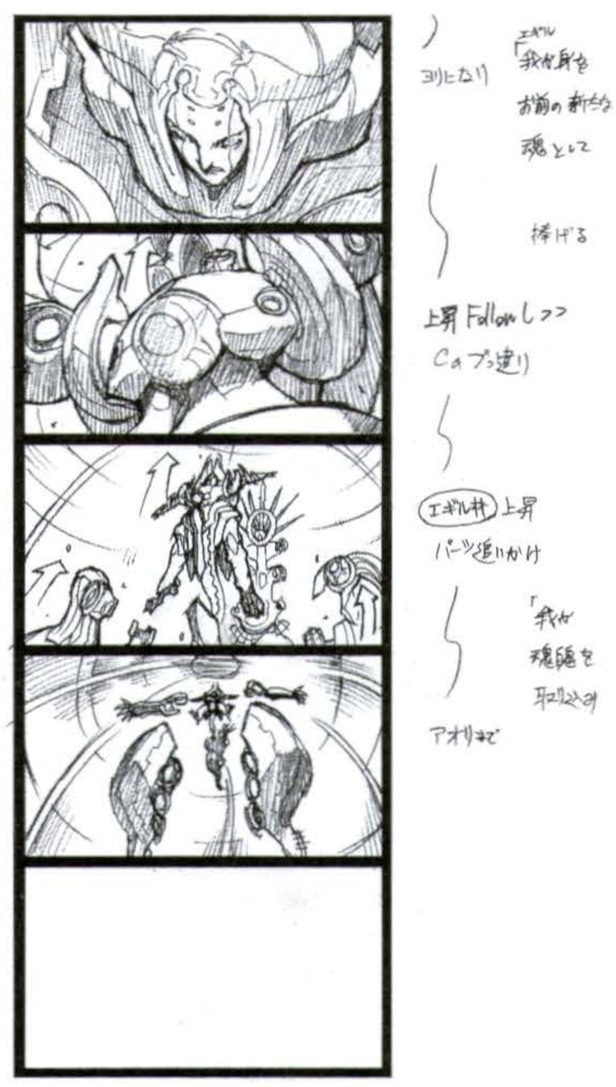


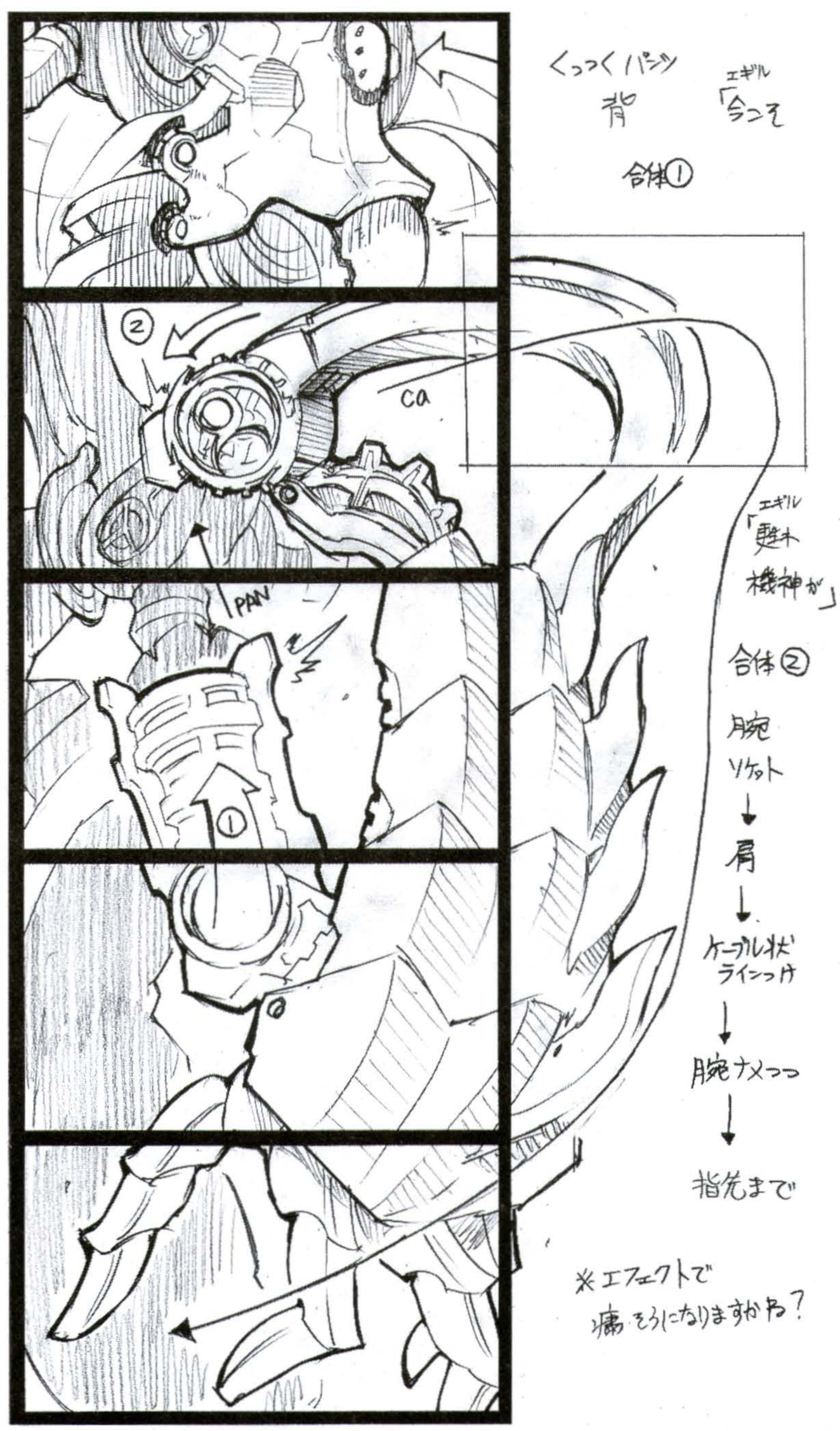
Egil awaited Lady Meyneth's resurrection, but his hopes were dashed, and then disappointment turned to anger.

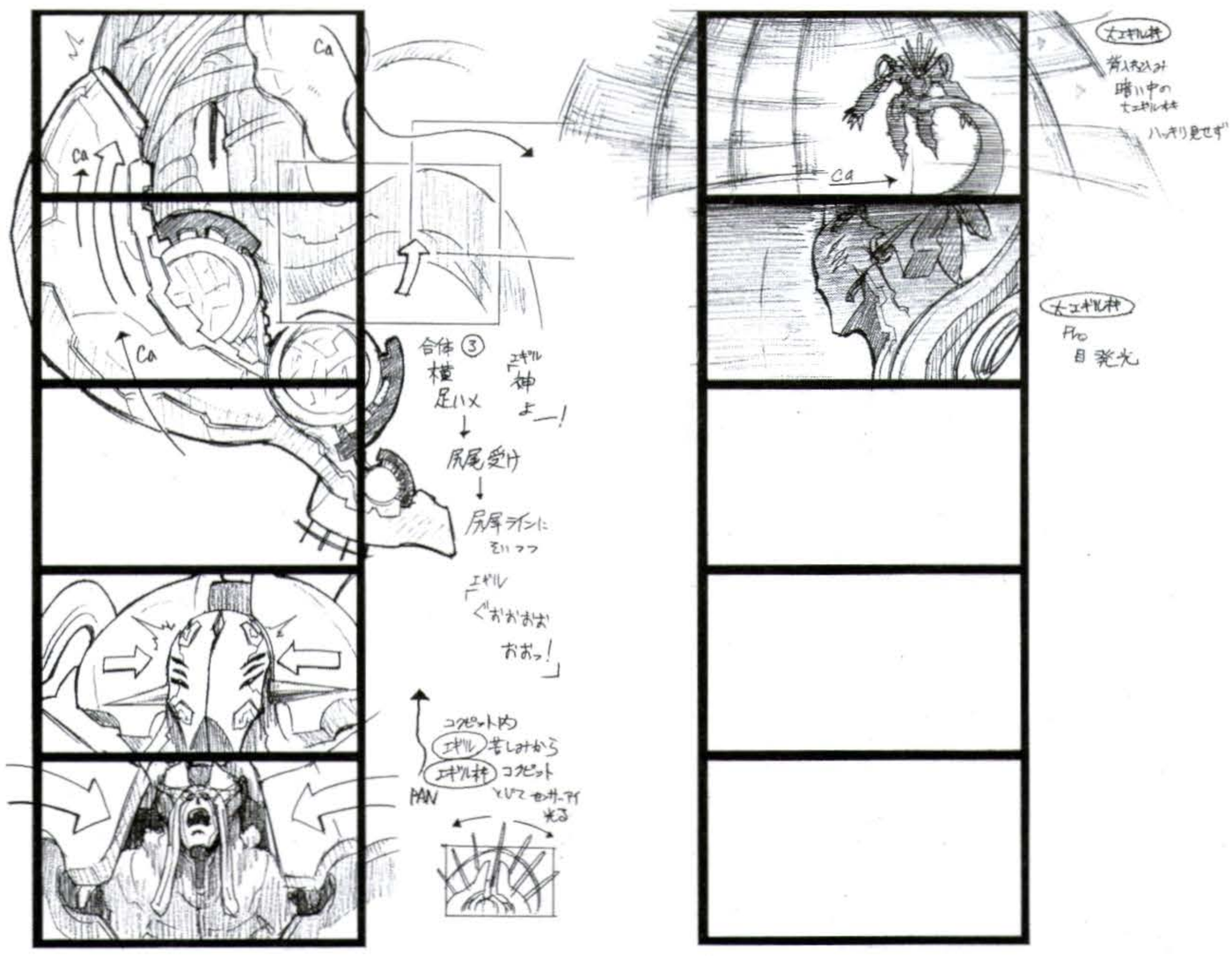
Mad with rage, Egil is deaf even to the cries of pain from Lady Meyneth. Fiora's expression reflects her sadness.

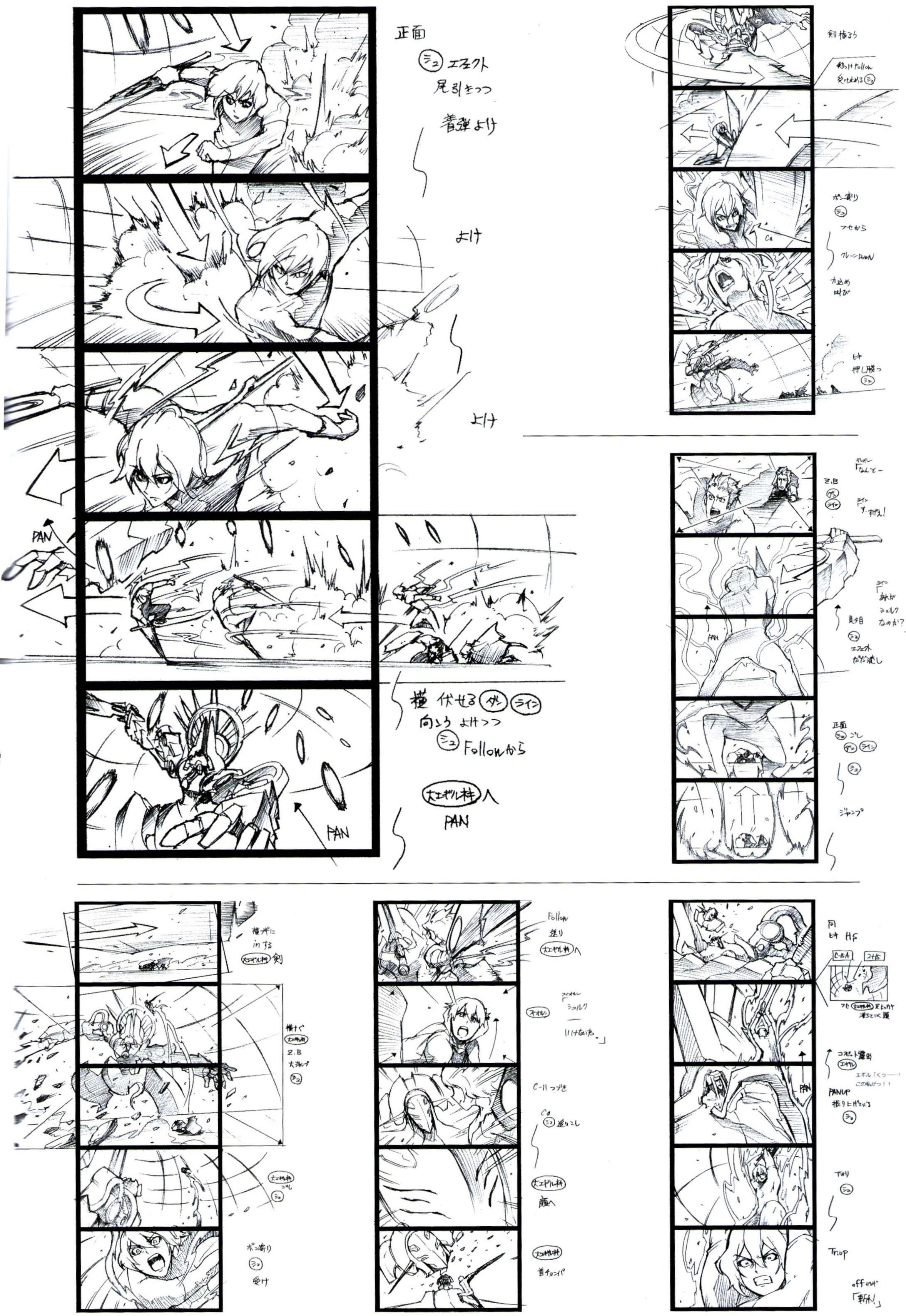
Title of the scene: The Assembly of Yaldabaoth



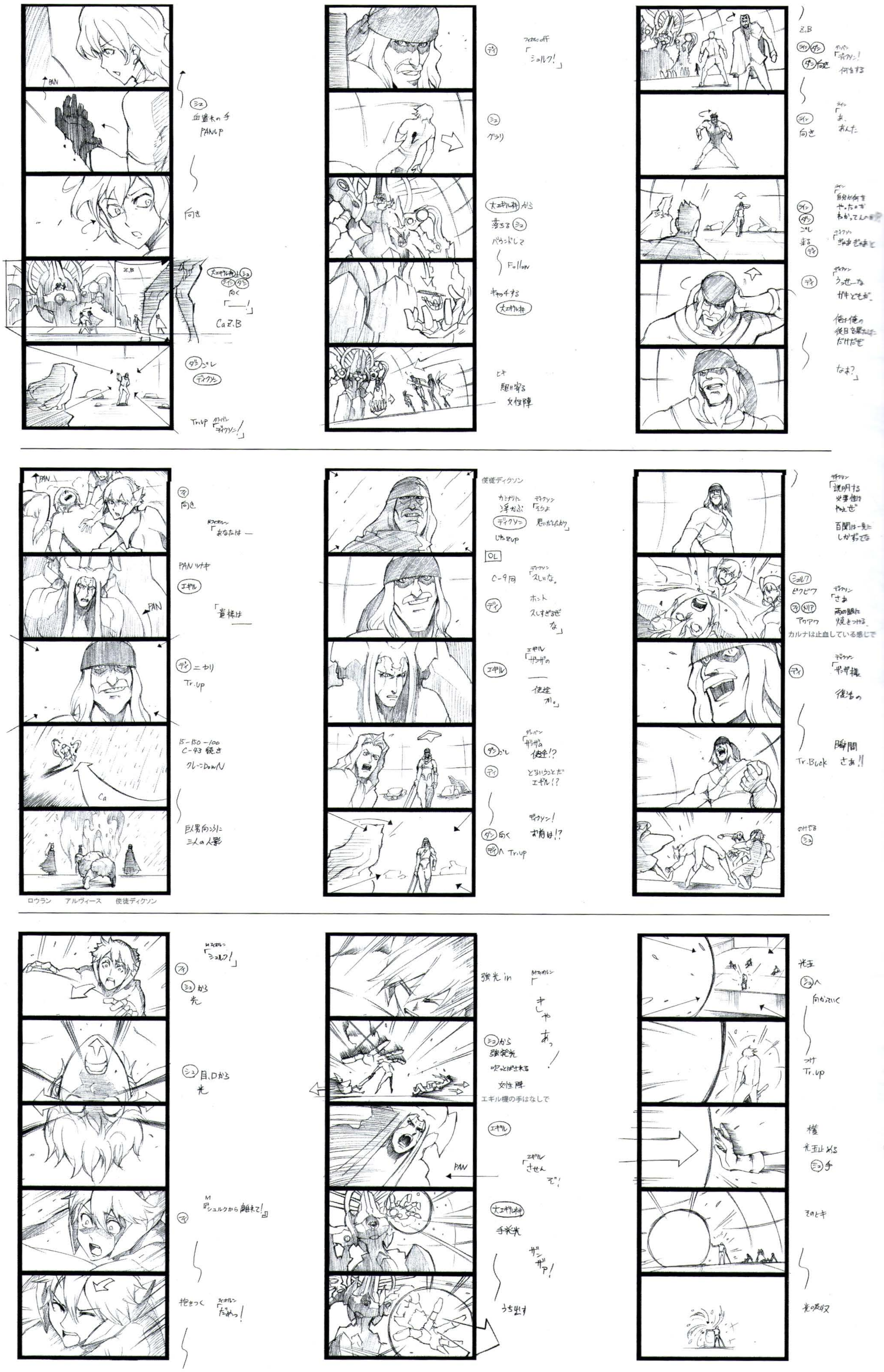


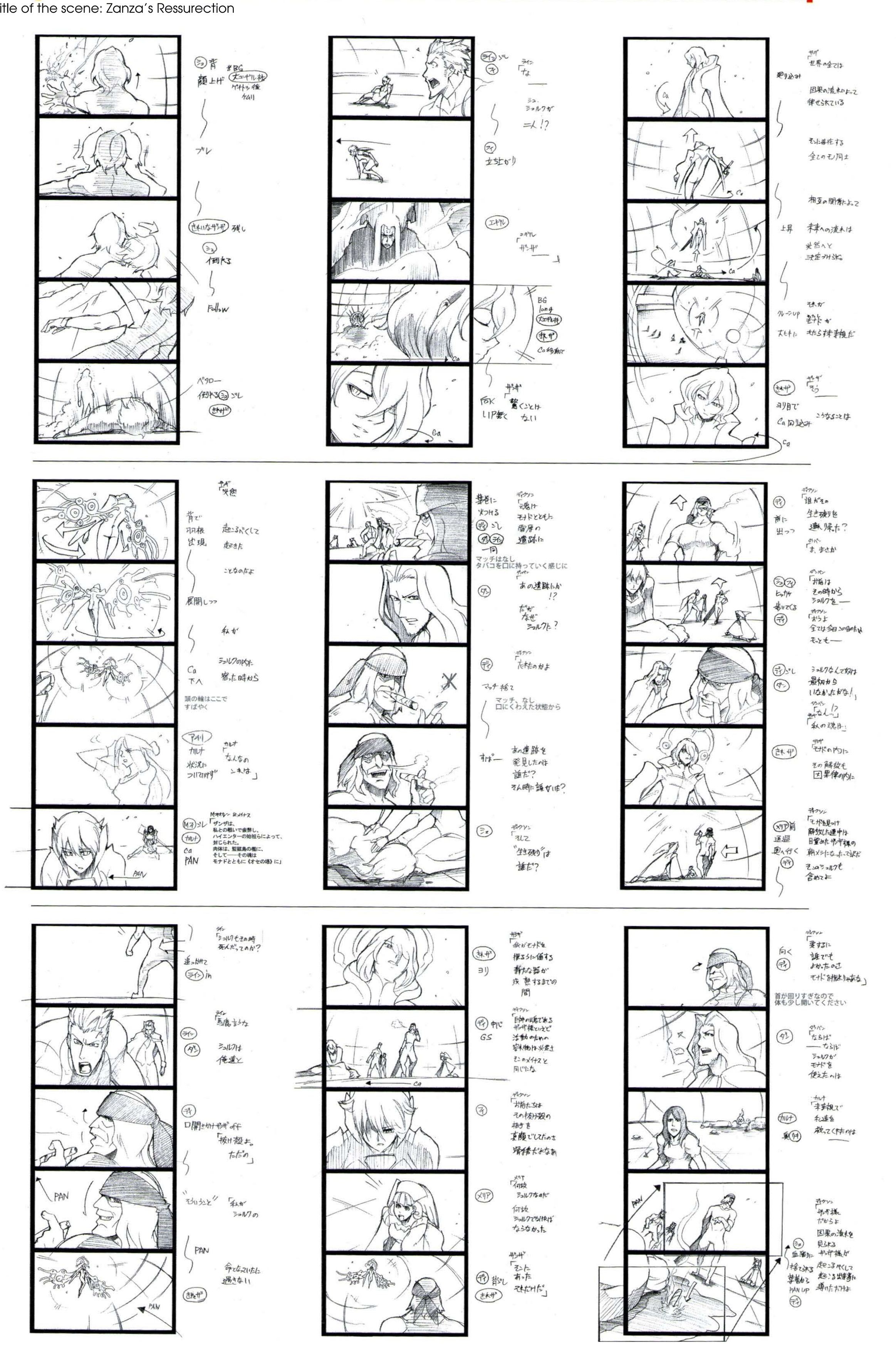




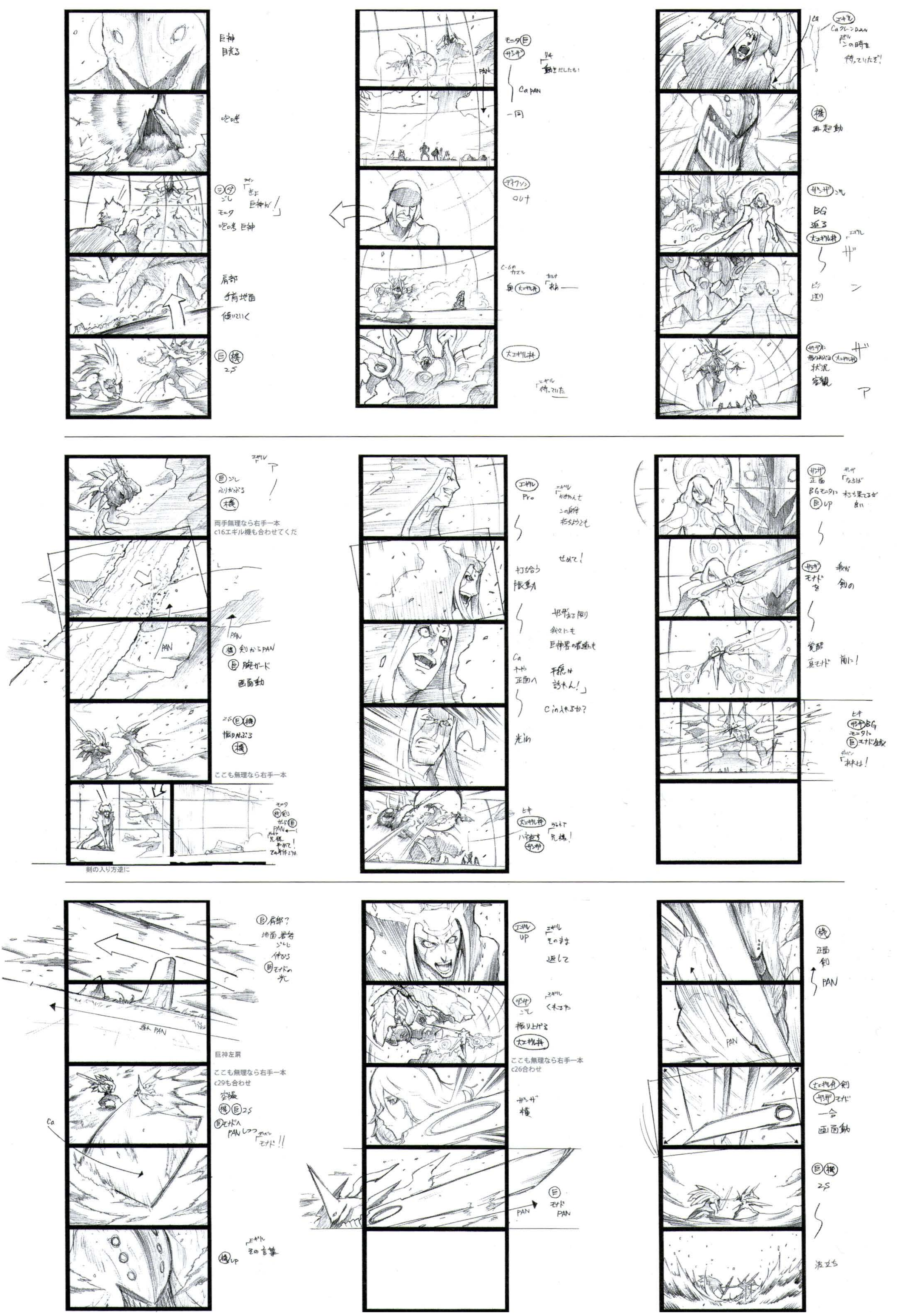

正面
シュ エフェクト
尾引きつつ
着弾よけ
よけ
よけ
PAN
横 伏せる ダン ライン
向こう よけつつ
シュ Followから
大エギル枠 へ
PAN
剣振るう
剣っけ Follow
受け止める シュ
ポン寄り
シュ
フセから
クレーンDown
力込め
叫び
ヒキ
押し勝つ
シュ
ダンバン
「なんとー
Z.B
ダン
ライン
ライン
「す、すげえ!
ライン
「あれが
シュルク
なのか?」
見タ目
シュ
エフェクト
だだ流し
PAN
正面
シュ ごし
ダン ライン
シュ
ジャンプ
横ナギに
in する
大エギル枠 剣
横ナぐ
大エギル枠
Z.B
大ジャンプ
シュ
大エギル枠
ごし
シュ
ポン寄り
シュ
受け
Follow
送り
大エギル枠 へ
フィオルン
「シュルク
いけないわ。」
フィオルン
C-11 つづき
Ca
シュ 追いこし
大エギル枠
顔へ
大エギル枠
首チョンパ
同
ヒキ HS
C-5A
2HS
フセ 大エギル枠 足ヒッカケ
滑らせいく頭
コスピット露出
エギル
エギル「くっ――!
この風がっ!!
PAN
PANUP
振り上げている
シュ
下オリ
シュ
Tr.up
off ガンバ
「斬れ!」

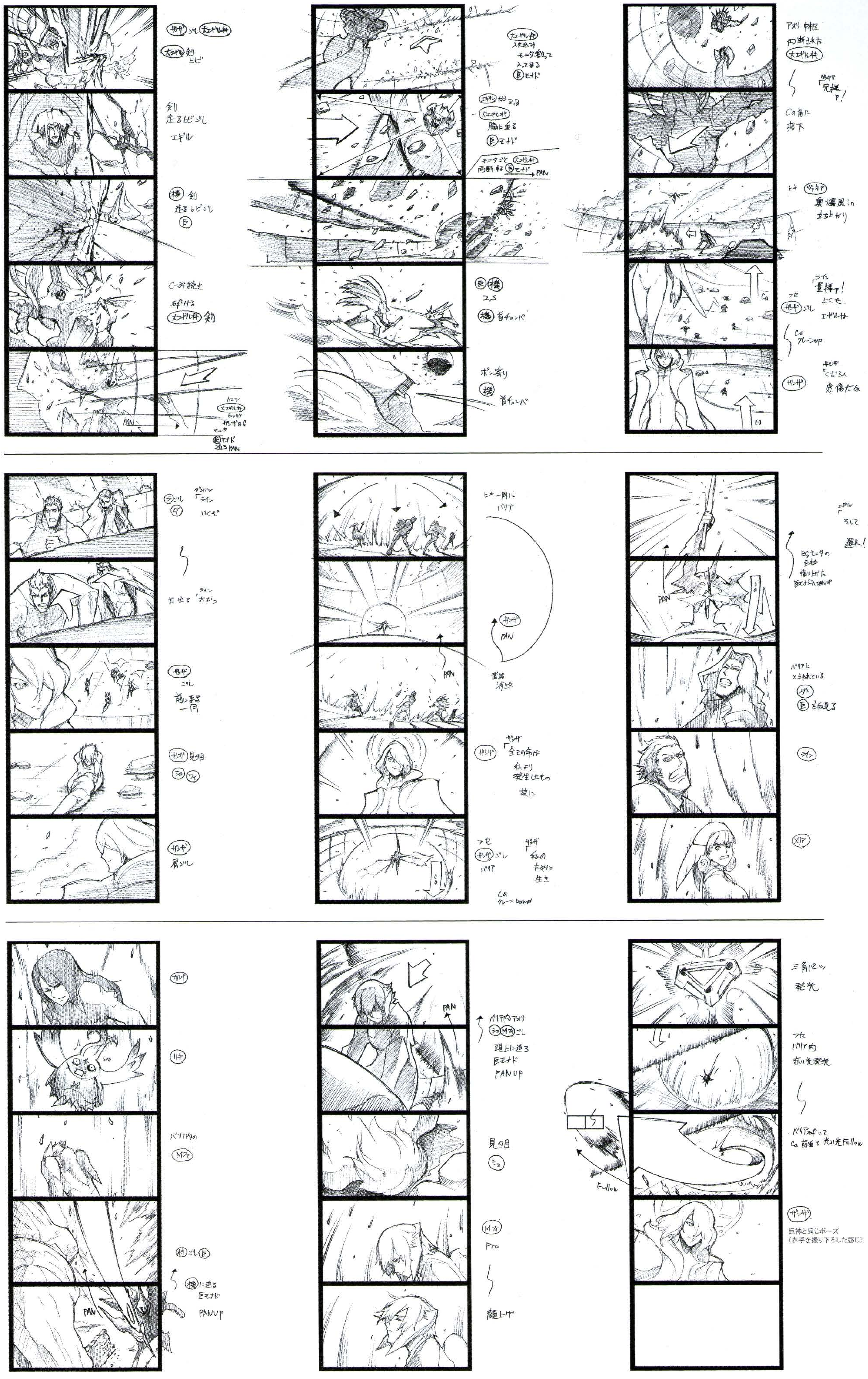
Title of the scene: The Traitor's Bullet




背
顔上げ
ブレ
Follow
ペタロー
倒れる
ライン
「な
立ち上がり
エギル
「ガンザ
BG long
Ca移動で
FOK
「驚くことは ない
「世界の全ては
因果の流れによって
律せられている
相互の関係によって
未来への流れは
必然へと
決定づけられ。
クローズUP
大ドキュ
「そう
こうなることは
「必然
背で
羽根
出現
走ってふるくして
起きた
ことなのだよ
展開しつつ
私が
シュルクの
宿った時から
Ca
下へ
頭の輪はここで
すばやく
アメリ
カルナ
「なんなの
この
「カルナ
状況に
ついていけず
MオオカミンSE メイナス
「ガンザは、
私との戦いで疲弊し、
ハイエンターの始祖らによって、
封じられた。
肉体は、監獄島の檻に、
そして――その魂は
モナドとともに《オセの塔》に」
PAN
墓石に
火つける
一同
「魂は
モナドとともに
雷層の
遺跡に
マッチはなし
タバコを口に持っていく感じに
「あの遺跡に
!?
だが
なぜ
シュルクは?
「忘れたのかよ
マッチ捨て
マッチ、なし
口にくわえた状態から
すぱー
あの遺跡を
発見したのは
誰だ?
そん時に誰がいた?
「そして
"生き残り"は
誰だ?
「誰がその
生き残りを
連れ帰った?
「ま、まさか
「お前は
その時から
シュルクを――
「おらよ
全ては今日この日のため
もっと――
シュルクなんて奴は
最初から
いなかったがな!」
「なん!?
「私の魂は」
「モナドの内に
その解放も
因果律の内に
「モナドを見つけ
解放した連中は
目覚めたガンザ様の
朝メシになったって訳だ
そこのシュルクも
含めてよ
「シュルクもその時
死んだってのか?
追っかけて
in
「馬鹿言うな
シュルクは
俺達と
口開きかけガンザ off
「抜け殻よ。
ただの」
"そういうこと"
「私が
シュルクの
命となっていたに
過ぎない
「我がモナドを
操るに値する
新たな器が
成熟するまでの
間
「巨神の魂である
ガンザ様といえど
活動のための
容れ物は必要さ
そこのメイナスと
同じにな
「お前たちは
その抜け殻の
抜きを
真顔でしてだのさ
滑稽だよなあ
「何故
シュルクなのだ
何故
シュルクでなければ
ならなかった
「そこに
あった
それだけだ」
「要するに
誰でも
よかったのさ
モナドを操れりゃあな」
首が回りすぎなので
体も少し開いてください
「ならば
――ならば
シュルクが
モナドを
使えたのは
「未来視で
私達を
救ってくれたのは
PAN
「ガンザ様
だからよ
因果の流れを
見られる
ガンザ様が
起こるやくして
起こる出来事に
導いただけよ
PAN UP

Title of the scene: Awakening of the Bionis




ザンザごし 大エギル
大エギル 剣 ヒビ
剣 走るヒビごし エギル
機 剣 走るヒビごし E
C-34続き 砕ける 大エギル 剣
カエシ 大エギル ヒッカケ ザンザBG モニタ Eモナド 迫るPAN
PAN
大エギル 突込み モニタ割って 入ってくる Eモナド
エギルから 大エギル 腕に迫る Eモナド
モニタごと 大エギル 両断する Eモナド PAN
E 機 2.S
機 首チョンパ
ポン寄り
機 首チョンパ
アオリ 中枢 両断された 大エギル
ヴァネア 「兄様ァ!
Ca 前に 落下
ヒキ ヴァネア 爆風in 立ち上がり
ライン 「貴様ァ! よくも、エギルは
フセ ザンザごし
Ca クレーンup
ザンザ 「くだらん 感傷だな
ザンザ
ラごし ダ
ダンバン 「ライン いくぞ
前出る ライン 「おおっ
ザンザ ごし 前にまる 一同
ザンザ 見た目 シュ フィ
ザンザ 肩ごし
ヒキ 一同に バリア
ザンザ PAN
PAN
武器 消される
ザンザ 「全ての命は 私より 発生したもの 故に
フセ ザンザごし バリア
ザンザ 「私の ために 生き
Ca クレーンdown
エギル 「そして 還れ!
BGモニタの 巨神 振り上げた 巨モナドへPAN UP
PAN
バリアに とらわれている ダン E方向見る
ライン
メリア
カルナ
リキ
バリア内の Mフィ
村ごし E
機に迫る 巨モナド PANUP
PAN
バリア内アオリ シュ Mフィごし 頭上に迫る 巨モナド PANUP
見た目 シュ
Mフィ Pro
顔上げ
三角パーツ 発光
フセ バリア内 赤い光発光
バリア抜って Ca 前追う 赤い光Follow
Follow
ザンザ
巨神と同じポーズ
(右手を振り下ろした感じ)

Xenoblade The Secret File MONADO Archive
ARCHIVE5

DENGEKI XENOBLADE

XENOBLADE CHRONICLES, the Holy Land we cherish. This new world we found ourselves in, drawn in by the Monado's visions. Volunteers from all corners of the globe have gathered here.

This chapter, named Dengeki XENOBLADE (DX) is a collection of pages taken from the Dengeki generation XENOBLADE from Dengeki* magazines, written by and for XENOBLADE fans. Bear in mind that some of the expressions used in these pages may slightly differ from the original ones.
We wish you a good read!

Xenoblade The Secret File Dengeki Xenoblade

RANKING REPORT

"Dengeki Xenoblade" is a segment written by and for Xenoblade lovers. We polled fans on our website on many of their favourite topics, and share the results here. We also have some short manga to help expand on the universe we have all come to know and love.

PUBLICATION OF THE RESULTS OF THE POLLS DONE ON OUR WEBSITE!!

In addition to poll responses, we recieved thousands of passionate comments from players. We did our best to add as many of these comments as possible on these next 12 pages, so you can see what other fans had to say about Xenoblade Chronicles. We hope that you enjoy reading these comments too!

Details of the poll:

Distinction:

Distinction
Male : 65%
Female : 35%

Histogram of age:

10 to 19 Years Old: 12%
20 to 29 Years Old: 58%
30 to 39 Years Old: 27%
40 to 49 Years Old: 2.9%
50 and older : 0.1%

There were plenty of answers from women for this poll. Although the game is very long and particularly difficult, we also had plenty of answers from fans who finished it. This proves that this game has the power to truly hook a player, and capture their attention until the very end.

This is a message from Eiwa, the artist behind this illustration.

"Hi! This is Eiwa, artist extraordinaire and Xenoblade superfan. I love this game so much that I decided to draw some pretty pictures for you all :).
If there is one thing we all love about this game, it would have to be the immense size of the world it lays out for us! The map is gigantic. You just wanna run around and explore it! It would've been so cool if, like on Bionis' Leg, you could mount some of the creatures there. I can't count how many times I looked at a monster and despaired because I couldn't ride them!! Another amazing thing about this game is how there's so many places that you can find amazing views of Bionis and Mechonis. I adore the sense of scale. And they never get boring either, thanks to the weather changes and the day/night cycle. Despite my mild acrophobia, even I had to gasp in awe when I saw some of these places. That should give you an idea of the feeling of enormity the game leaves you with! There are so many lovely scenes in the story, too, like the ones about Dunban or Melia's families. Riki really shines in those. Sorry for those who like him, but Lady Melia's older brother is not as innocent as he lets on... He's every bit as scathing as his father.
Now for my favourite scenes. The first one that comes to mind would be the one at the beach on the Fallen Arm; the emotional music comes in at just the right time. I'd also have to pick that famous scene in the second half of the game where Mechonis comes back to life, or the fight between Egil and the Bionis! This game is so densely packed with story that for the longest time I wondered how they could possibly end it, but all the twists keep you on the edge of your seat until the end! To be honest, when they came to ask me for some illustrations, I hadn't finished the game yet. But I persevered and managed to finish it in less than 100 hours!!! You really get the feeling that you've accomplished something enormous after that! I still didn't kill all the unique monsters, nor did I finish all the quests... It really goes to show that even when we think we have finished, there's always something else to do in Xenoblade! You bet I'll be finishing it again with all my characters in swimsuits!"

BONUS DX!
Monado I

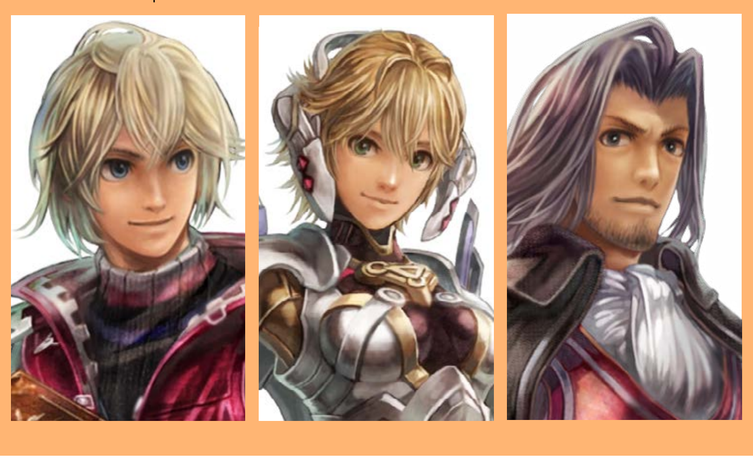
Here are some answers from the first pool that we couldn't find a good place for, and therefore were not added: (1st) - Hero + the brother and sister! - I like Shulk as much as Dunban. - Because I saw, thanks to a vision, that these 3 will all be one happy family. - I can't help feeling sorry for the monsters that had to fight these three. (2nd) - Because I like hearing Melia say, "He's so cuddly, I could almost cuddle him to death!" – Because it's the team with the highest average age. ^-^ - Because this group says such weird and wonderful things during combat, and I'm a sucker for it. (3rd) When you're fighting bosses, this group is a wall. - I finished my first run almost entirely with these guys.

We asked you one question: "What is your ideal combination of characters?" And you gave us 38 different combinations. The explanation most fans gave for their choice was how reliable their team was during combat. Another common thread we saw was how easy to use the character's arts were. However, some fans chose their characters because of how funny they found their dialogue. For reasons other than pure efficiency, why did you, dear reader, pick your favourite team?

Q: What is your ideal combination of characters?

In Xenoblade Chronicles, you're not always obligated to keep the hero in your party. You can create a team specifically dedicated to combat, or the team that looks the coolest. No matter what, you're always free to choose. Which of these teams were the most popular? Did the hero Shulk remain a favourite pick among the players?

1 Shulk & Fiora & Dunban 17%



Reasons for the choice

With 3 attackers on deck, cutting through monster after monster is always a blast. Their battle prowess is nothing to scoff at. - Fiora and Dunban are so fast. It's a lot of fun slashing through the small fries before they knew what hit them. – There's a lot of amusing quotes whenever Shulk and Fiora talk to each other, as well. – Fiora's so adorable when she's with Dunban and says, "That's my big brother!" - Because these three are clearly destined to be together, as the future couple/brother-in-law.

2 Dunban & Melia & Riki 10%

Reasons for the choice

Because Melia and Riki have so much chemistry! - High attack power + healing abilities = an unstoppable team! - Because I like to hear Riki yell "Melly!" - Because I like the combination of heroes and Heropon. But also, because the two of them can appreciate Riki's softness. Their amazing banter doesn't hurt, either. – They're as bloodthirsty as they are adorable ^_^ - Between Dunban as tank, Riki as healer/debuffer, and Melia as the critical hit specialist, there's no situation this group can't handle!

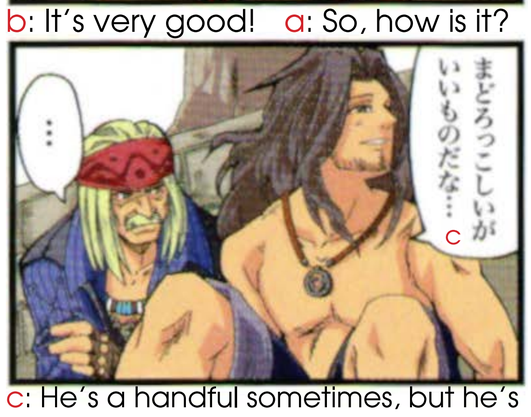
3 Shulk & Reyn & Sharla 9%

Reasons for the choice

Because I like what they say when they start a chain attack. They hype me up like nothing else. - Simply because I played them the longest. I'm attached to them. - Shulk the attacker, Reyn the tank and Sharla the healer: can't be beat! – Their Break, Topple, Daze combo is easy and efficient. - The banter between Reyn and Sharla is a lot of fun.

manga1
Go for it, Dunban! (Big brother)

b: It's very good! a: So, how is it?



c: He's a handful sometimes, but he's a good lad deep down...

e: With all this seasoning! d: It really is amazing...

Other popular combinations

> Shulk & Dunban & Riki (5%)

Dunban's mix of offense and defence, the support from Shulk and a heal or two from old man Riki: it's very good stuff! – Now I usually tend to take out the main character when I'm allowed to pick my team members, but there's just something about Shulk that makes you want to keep him. - Because I really did love the exchange where he said, "Mighty Heropon, I see that you are in pain." - The hero, the Heropon and their sidekick! – If I had to choose amongst the character combos I liked, this trio always comes to mind. Also, Dunban, what a man! - Because they all have a clear role to play in combat.

> Shulk & Fiora & Melia (4%)

Because I like the groups with girls ^-^ Firstly, because Shulk has the Monado and that makes things much easier; then Fiora because she's cute; and finally Melia because she's even cuter! - Together they form the perfect trifecta. - Because with them, it is possible to mix debuffs, ether and physical attacks in battle. I like seeing the contrast between the headstrong machismo of the male with the 2 girls of the group. 100% nag ^_^. - Despite the tension between the members of this group, fighting with them never gets stale. - Boobs everywhere! - Because I wanted to see more of the "devoted woman" side of Fiora after she was turned into a Mechon, and her compassion for Melia after everything she went through...

> Fiora & Dunban & Riki (3.8%)

"The best defence is a good offense." The synergy between our intrepid brother-sister duo, and the Nopon Hero who can heal and debuff for them, it's perfect! - With the Heropon and the Herohom in tow, Fiora has nothing to fear! – Chain Attacks come very quickly when you use Riki's "Happy Happy" art, so using "Final Cross" becomes way less of a pain. – I usually control Riki in this team, but when we come close to water, I always switch characters cause his legs are too short. - I chose this group because it was hilarious to just hang back with Riki and watch Dunban and Fiora have at it. With them, we're just as likely to slaughter the enemies as they are to slaughter us -_-; - Because I liked the idea of an elder hero keeping his eye on the younger ones and protecting them.

> Shulk & Reyn & Fiora (3%)

Because they are the group of friends at the beginning. I even beat the last boss with them. – It's pretty tough trying to keep this group alive, but I managed to stick with it because I was so determined to keep using them. - The trio of childhood friends with very complementary arts. - Because I shed a tear when they all finally reunited - First because they're the team we have at the very beginning, but also because of Fiora's amazing butt... - Simply because these three childhood friends click really well. - I had a lot of fun on Mechonis keeping the enemies dazed with their arts combos. – Their dialogue felt so natural, I can imagine them in their daily life. - These three childhood friends are too strong!

> Shulk & Fiora & Riki (2.7%)

Because Riki has a lot of courage, Fiora is beautiful and classy and Shulk is the hero of the story. – Firstly, because I like hearing what Fiora and Shulk have to say to each other, and secondly because Riki is too cute. - With Shulk and Fiora in the same team, dealing with Mechon becomes much easier! – Frankly I can't stand not having Shulk, but I also fell in love with Fiora's liveliness, and there's also the fact Riki has debuffs and arts like "Yoink!" Simply put, they're the best ^_^ - With 2 healers and Riki's enormous life bar + his ether attacks, I can't think of a more well-balanced team. - The Heropon + the hero + the heroine = Perfection.

> Shulk & Melia & Riki (2.7%)

Because I like to see the enemies' health bar slowly dwindle from Melia and Riki's attacks. – I like the fact that the strengths of each team member help cover up the weaknesses of the others. - I like when Riki says, "Melly! Riki try really hard! You see it?" There's an even better one with Shulk when he sees Melia petting Riki. It's like, what are you afraid of, Shulk? (lol) - A man and a woman of the same age pet their mascot. – First things first, I love seeing Riki make Melia smile in their scenes together, and that alone guaranteed those two would make my team. And personally, I felt like I had to keep Shulk with Melia, so that made him my third character.

Abstract

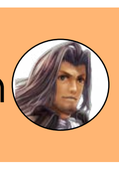
Shulk is seen here more than anyone else. Is this the power of the Monado?

Shulk is praised by most of our readers; truly a hero's privilege. Maybe the real reason for this could be the fact that he can both heal and deal damage thanks to the Monado. A jack of all trades if there ever was one.

Here are some of the less used groups. "Shulk & Fiora & Sharla": - Shulk since he's the main character, Fiora because she's beautiful and Sharla because she's a bit of a safety blanket for me when she's there. "Dunban & Sharla & Riki" - Because it's the party best suited for taking on high level enemies. "Fiora & Dunban & Melia" - Two hot blooded heroes and a pair of killer legs. "Shulk & Reyn & Dunban" - I keep Shulk for supporting the party with the Monado and inflicting Break, then Reyn and Dunban for keeping foes toppled. – I picked them `cause I like the fact that they're lifelong friends from Colony 9, and they've got a real rebellious streak too.

Q: Who is your favourite male character?

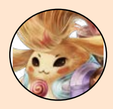
We wanted to know who you preferred among the male main characters like Shulk or the NPCs of the game. Of course, we expected that this character in particular would single out himself from the others!

1st Dunban  42%

• He grew on me immensely when I heard his battle quotes. • I liked his mature and protective 'big brother' side. • He keeps it cool most of the time despite his hot temper and his tendency to try to look young. • I can't explain why, but everything about him is just so cool. • I wish I had a big brother like him…. When the Monado chose Shulk, he didn't become jealous or spiteful towards him. In my eyes, he should have been the real hero of the game! • I feel I see myself in him trying to forge himself a future despite his disability. • He's simply the incarnation of style. • The perfect big brother. • A real adult who knows how to be serious or funny when it is necessary. • Because Horikawa does a great job voicing him. • With a simple pair of trousers, he knows how to be both classy and badass. • He cares about his little sister. • I would love to play a game with him as the hero!

2nd Shulk 20%

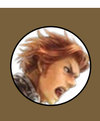
• Because I like his chemistry with Fiora. • He's cute. End of story. • At first, I found him pretty boring as heroes go, but as the game progressed, I understood where he was coming from. • Thanks to the Monado Arts, I was able to walk myself out of a ton of situations. • It's rare enough in recent RPGs for a hero to feel this useful. • The perfect main character • The fact that he never deviated from the path he chose, while still having doubts along the way, that gave him a very classic image that I liked. • I particularly loved the scene when he clashed with Dunban in the second half of the game, and also the one at the end when he has to decide the future of the world. • A guy who is too nice to be real… • A "virtuous adolescent" character who I don't hate for once. • I like his honesty. • I was so jealous of his friendship with Reyn. • I found him very admirable when I saw him try to move forward. • I was inspired by his perseverance.

3rd Riki  13%

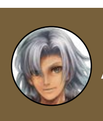
• Cute, funny and strong! • When you're fighting in water and he can't do anything? I love that. It's too cute. • 40 years old, already has children, strong and competent, he's even able to take the role of the mascot. • Do you ever worry that you're too fluffy? Or that you have to swim in knee-high puddles? Don't worry about it, Riki, that's what we like about you (lol). • The more I progressed in the story, the more I liked him. • I love his 'serious' moments. • I like the fact that he looks like a sea urchin when he's wearing heavy armour. • I love cute and mature characters! • I was literally dead when I saw them whack him like a volleyball (lol). • A guy that age, with that many kids, and he looks like that? You sly dog. • He always won me over when he dropped those little nuggets of wisdom. • At the beginning, I thought I would never use him, but I quickly understood that he had a very cool personality and that he was really good in combat. Sorry for judging you so quickly! • His cuteness soothes me. • I liked his mix of heroism and bravery.

Runners up!! What is the order of the other main characters?

Here are the main characters which did not make the top 3. We should note that Kallian was our 4th place winner. Sorry, Reyn!

Reyn  5th

• Because I love men who have a strong sense of duty. • The fact that he always cares about his friends. • The fact that he is not just another meathead. • His honest side.

Alvis  8th

• I have the feeling that he is the type of guy who can fall in love with any kind of girl. • Because he's the kind of nihilistic character who always appears in Takahashi's work.

Mumkhar 6th

• All the strength of this character comes from Mr. Wakamoto, who voices him ^_^. • 'Cause I like bad boys. • I love copying the way he says, "Hey Dunban".

The characters who had a surprising popularity: male section.

> Ewan (Homs):

• To overcome his weaknesses, he just needed a little bit of courage.

> Bana (Nopon):

• Hard to believe he is the brain of this story. • A very refreshing villain. I was charmed by the gap between his serious scenes and the fact that he is a Nopon (lol).

> Vol'aren (High Entia):

• He is the character that left the best impression on me once I finished the game. • The fact that he turned into a Telethia when he was such a good father… The saddest thing in this story was his son Atael's request after he transformed.

Abstract

A resounding victory for the hero for the Homs. The others are living up to their reputation.

Thanks to three important qualities, his temper, his voice and his combat skills, Dunban well deserved his victory. It is important to point out that a high number of NPCs manage to get some votes.

Q: Who is your favourite female character?

Although Fiora is the heroine of the adventure, a large number of the voters in this poll were insisting that Melia was the true heroine of this game. What were the results?

1st Melia 40%

• I liked seeing this situation where the princess falls in love with the hero. • There is no other girl for whom the word "courageous" is more appropriate. I just want to take her in my arms and hug her. • I wished I could have brought her the love she was searching for. • Because she is so cute when she is wearing her stellar armour. • Because despite everything she went through, she managed to stay strong. • Whether it's her background, her personality, her combat skills or her dialogue, I loved everything about her, and to me, she'll always be the true heroine of the game. • We really need a sequel to this game in which she could be happy. • If Shulk has Fiora, then who's gonna protect Melia? Evidently there's only one person who can fill this role, and that's me! • Not only is she efficient in combat, but her voice is adorable too. • While having the dignity of her royal blood, she also has the femininity a girl her age should. I was so surprised when I discovered her age (lol).

2nd Fiora 39%

• The perfect heroine whose powerful love towards Shulk is brilliantly written. I cried when I saw her dying so early on. I cried when I saw that she was back in the group after so long. I cried again after her Monado disappeared. And finally, I cried tears – of joy – when I saw the end of the game. • Sincere, jovial, and incredibly feisty! She can also be very feminine when she likes. • The heroine number 1 for me, as beautiful as she's strong. • I dream of being able to taste her cooking. Shulk is so lucky! • Marry me! • She has all the qualities of a real heroine. • A robotic girl is a little exaggerated (lol). • Love the "Speed frame"! • Her will to help Shulk until the end really moved me. • Her saying "Let's press on and on and on!" Always pumps me up! • We could ask ourselves how she could hate her body with that huge repertoire of amazing skills (lol). • It was really fun seeing how similar she was to her brother, personality wise.

3rd Sharla 8%

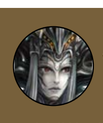
• Not only is she strong, but she also knows how to show affection toward her friends. Seeing her thoughtfulness made me feel even closer to her. As a person of the same gender as her, I have a lot of respect for her. • Because I like this type of mature female character. • She knows how to be stylish and she's very beautiful, moreover her healing arts make her very interesting to play as. • I've been attracted by her maternal side. • I've come to appreciate the contrast between the strength of character she manages to show and the affective dependence she can have sometimes toward the others. • The inconsistency of her feelings, her indulgence, and her kindness make her very close to the idea of the ideal woman that I have. And the voice of her voice actor suits her! • I liked a lot of the dialogue she has with Reyn after falling from Galahad fortress. • Her heart-to-heart with Reyn made me crack up. • I hope she will be able to forget Galdolt and be happy with Reyn.

Runners up!! Where do the other main characters rank?

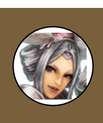
Despite the fact that they are slightly less represented, we received a lot of other votes beyond the third place for the main female characters.

Meyneth 4th

• I liked her calm attitude. • Her poise was astonishing when she confronted Zanza. And she never even raised her voice!

Vanea  5th

• With her sexy, alluring voice, it's hard to believe she shares the same voice actor (JP) as Riki… Fascinating. • Wonderful to see some womanly wiles for a change!

Lorithea  8th

• I loved being this despicable sort of 'big sister' character, in contrast with her beauty, her strength and her wings which fool you into thinking she's classy. So awesome!

The characters who were surprisingly popular: Female section.

> Kokora (Nopon)

• She was not especially prominent, but I thought that she looked really cute. The pompom she has on her head is really cute too.

> Berryjammy (Nopon)

• While we think she has a weak constitution, we discover that she has been poisoned with some medicines and we even see her fighting with another young girl. Simply put, a very active NPC. • The more we strengthen our relationship with her, the more we see her kindness towards others. • She's definitely the most beautiful Nopon in the game.

> Désirée (Homs)

• When we see her background, she totally could be a party member. ^_^

Abstract

Were strong women appreciated more than the weak ones?!

Melia just barely edged out Fiora for the top spot. The main reason was that Fiora already had Shulk for her. We really want to protect her, it's true.

BONUS DX! Monado IV

Here are some examples: "Reyn" • Until they arrived at Colony 6, he had the role of the perfect big brother. As soon as Dunban arrived, though, it's like he changed completely (lol). In the High Entia Tomb, even Dunban rakes him over the coals… And when we thought that was it for him, he circles back and becomes the most sensible one in the Gadolt arc! "Kallian" • A big brother who takes care of his younger sister. I love it! • I thought he was a bad guy… sorry again ^_^!

BONUS DX!
Monado V

Upon taking all the opinions in the survey concerning the players' favourite characters, we noticed that one of the main reasons they chose the characters they did was because their voice actor fit the character. The voice of Dunban, Ryo Horikawa, was a notably common pick. To be honest, even the staff, during the interviews, told us "We often told ourselves that using Wakamoto for Mumkhar would be too cliché." We must really thank the person responsible for the casting!

Q: Which art is your favourite?

The Arts in Xenoblade Chronicles are really impressive, be it for their animation or their power in battle. But in that case, what did the players appreciate more? Visuals, or practicality?

1st Blossom Dance 20%

• What I like most is Dunban's voice when he says it. For me, all of my interest in Dunban comes from this Art. • Just about the only reason I use this Art is to hear those magic words. • I always want to scream along with him • His lines are so funny when he uses it during a chain attack. • I enjoyed the graphical effect of the sakura blossoms falling around him. • I was amazed at the power this attack gives off! • When you use this Art in a Chain Attack with the combo at max, I'm always stunned at the damage it deals. • Whether it's the Art itself or the voice clip that accompanies it, this one should put a little smile on the faces of people that played the "Xeno" series games. Everything that's composed of QTEs in games always amuse me. • Because it is an Art that gives you the feeling that you failed the challenge by the simple act of missing a single button prompt. • Sure, the name of the attack is fancy and all, but the graphical effect that accompanies it is top class stuff. • The QTE is quite difficult. I had to restart multiple times to get it right.

2nd Monado Buster 11%

• Gigantic swords... it's my dream. • Because I love the buildup after triggering the attack, between the moment where he gathers his strength and where he strikes the sword. A killing blow. No more, no less. • I like connecting with this art and seeing the enemy's health bar just plummet.

3rd Wild Down 8%

• Reyn's signature Art. • Reyn's voice during the attack stays in my head for some weird reason. • In a word: OP! • It's an Art that makes you want to scream and try it out yourself. • I like to topple the enemy with this Art.

Other recommendations by players

> Final Cross (5th)

• There's so much force behind it. This thing looks like it hurts. • There's a killer combo that lets you topple an enemy and keep it there...

> Starlight Kick (6th)

• More like "Kneecap Crusher". • As elegant as it is, this attack has a lot of utility. So good. • Cause it's an ether user trying to kneecap you... ^_^;.

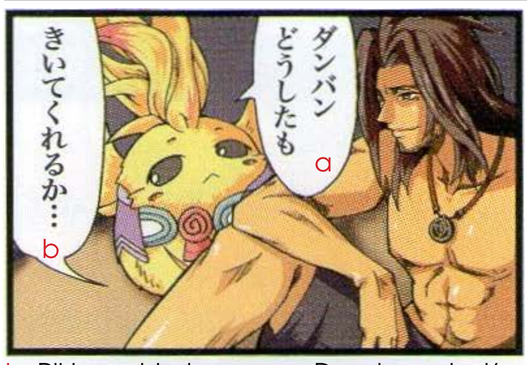
> Sword Drones (7th)

• 10 relentless sword strikes. Satisfying. • Stack it with "Final Cross". Seriously overpowered ^_^. • It's pretty mesmerizing to sit back and watch Fiora work.

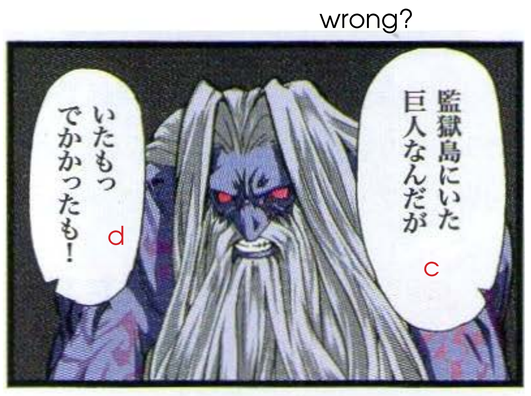
Abstract
Summary: Impressive victory of the Homs hero. The others are living up to their reputation.

In addition to "Blossom Dance", many of Dunban's other Arts scored high as well. We aren't all that surprised, given how popular this character is! But overall, it was more the presentation than the effectiveness of the attack that players enjoyed.

manga2
Dark, Dunban



b: Riki want to know... a: Dundun, what's wrong?



d: Oh yes! He was huge! c: Do you remember the giant on Prison Island?

f: Yes... e: He was also very bushy.

g: I wanted so much to show him my tuft too.

Q: What places and landmarks impressed you the most?

One of the greatest pleasures of Xenoblade Chronicles is to roam its vast world from top to bottom. There are many landmarks, but which do fans remember the most fondly?

1st The Divine Sanctuary (Makna Forest) 11%

• It was so beautiful that I put down my controller for a while to appreciate it. With the background music, it's a very relaxing place. • With such a view, the quest with the mushroom cap becomes even more exciting. • I was really moved by this majestic view. I love this "Secret Area". I remember swimming for hours in the direction of this waterfall, convinced that there was a hidden cave behind it. • I really liked the rainbow. • This place made me want to try to dive into the water. • I already knew about this place before buying the game, thanks to magazines, but it was only when I actually saw it myself that I understood how overwhelming of a place it was. • It's perfect to have such a landscape at the exit of a long cave.

2nd 3rd Distant Fingertip 10%

• Simply magnificent. • I love the fact that we can see Bionis and Mechonis. It gives us a true impression of their size. • I don't come here often, but the view from here always gives me chills. • Reminded me that we were playing on the bodies of deities. • The most beautiful landscape, and the best place for free falling. • I was blown away by the view. And even more so by the fact that you could jump all the way down! • It offers a nice view of The Fallen Arm. It goes up so high that you wonder how far it goes while climbing. • Before I could even enjoy the panoramic view, I was surprised by a level 95 unique monster (lol).

3rd The Bionis Leg Region 5%

• On Bionis' Leg, I particularly like Gaur Plain. • The first time I visited Gaur Plain, I was amazed by this large space. • The feeling of freedom felt in Gaur Plain is great. The wide open spaces, the music... terrific. • Despite revisiting the area frequently so I could do the quests around the Refugee Camp, with this magnificent music and the Affinity Chart to complete, it was impossible to be bored. • On the Bionis' Knee, I really appreciate being able to find the area from the game cover. The panoramic view from the Observation Platform is awesome! • The sky and the earth which take shape from the cliff: everything is magnificent!

Other recommendations by players

> Eryth Sea (4th)

• I was impressed by the grandiose view of the place ^ _ ^ • The night sky dotted with shooting stars is very pretty.

> Frontier Village (5th)

• I only want to do one thing: dive down from the top floor • The view of Eryth Sea to from the top floor is superb • On the 4th floor Pollen Works, a Nopon says he enjoys the view from the elevator. And I agree: It's so dreamy! • I love the architecture of the village as a whole. You see the talents of the designers in every corner.

Abstract
The most fun part of the game? Jumping into the void!

To this question, there were votes for all the places of the game. But although all appreciated places very different from the general opinion they also all loved the dives in the water ^ _ ^

BONUS DX!
Monado VI

Continuing the opinion polls on the players' favourite characters: "Dickson" • I thought he was cool after his transformation. • I love his expression every time Dunban insults him (lol). • For me, Dickson is best characterized by his triumphant face (lol). "Sharla" • If I think of her combat prowess before I think of her hot bod, then you can probably thank Dengeki's walkthroughs... (lol). "Meyneth" • For having chosen the evolution of the people above the existence of the gods, she truly is a mother for both worlds. And yet, this woman comes from the Machina's side, which makes her an even more interesting character.

Q: What are your favourite lines & cutscenes?

Here are the favourite scenes and lines of the players, main characters and NPCs included. The best moments of the game are here!!

Top 3 Famous Lines

1st "It's not very calm around here" 11%

Translator's note: This is a line that Shulk says when accepting quests in the Japanese version of Xenoblade. It is not present in the English version, but is very popular in Japan, even being featured in and as the title of Shulk's reveal trailer for Smash Bros., as well as one of his taunts.

• The funny thing is that he says it so often, even when the situation doesn't call for it. But it is honestly very in character for Shulk, who tends to worry about everything. It's not very important, but, this line left a strong impression on me. • I really wanted this line to be voice acted (lol). • As Shulk says this line all the time, I use it myself now…

2nd "We may die if we take a stand here. But staying gives us the chance to change our destinies! We have the Monado. With this, the future is ours for the taking!" 9%

• This line, which we heard in the prologue, motivated me for the rest of the game. • I like this line because it sums up Dunban's character well. • This Dunban line really moved me. • It is a reflection of what Dunban does throughout the game: leading the adventure. • I chose it because I think this line sums up the theme of the game well. • When I heard it, my blood pressure rose up (lol).

3rd "Your words. They ring true. I feel... their weight." 6%

• Listening to Shulk's words, I felt such anger simmering inside of me. So this line hit hard for me. • When Shulk fought Mumkhar, who had attacked his hometown and killed Fiora, he said he could not kill another Homs. And it is thanks to this line that he reasoned with Dunban, who was blinded by hatred. • When interpreting this reply, was I the only one to understand that he was actually saying to himself "Enough is enough"?

The other recommendations from the players.

> The hope of our people, you must not cry.

• These words were said by Melia's father to Melia while he was on the verge of death. "It is not because you are the hope of the High Entia that I love you. It is because I love you that I wish for you to become that hope." • It moved me greatly. • I think Melia was extremely relieved to hear this, because she was convinced up until then that she could not be loved because of her mixed heritage.

> Now! Let 'em have it, Beast!

• A line from when we see Dunban arriving to rescue Shulk's group at Colony 6. • As this is a part of the game where I struggled a lot, this line made the scene even more exciting. • The scene where Dunban and Dickson go down the hill crying out is pure magic. These two are indomitable! • The scene is great, but knowing that two mighty characters are joining your team makes it even better.

> ...if Fiora were to be with anyone...

• The comment made to Shulk at Alcamoth: "I always thought, if Fiora were to be with anyone, it should be you." • I was happy to be able to hear how Dunban felt about Fiora. The other scene, where Sharla begins to support Melia in her pursuit of love, becomes even more emotional.

> I'm nothing compared to her.

• This line is whispered by Melia after her conversation with Fiora. • It's too sad...her whole character is summed up in this line • This line that she whispers to herself remains very striking.

> I don't care if I have a machine body.

• Fiora's line when she is examined by Linada: • I am in tears over her courage. • It's amazing to see her love Shulk to this extent.

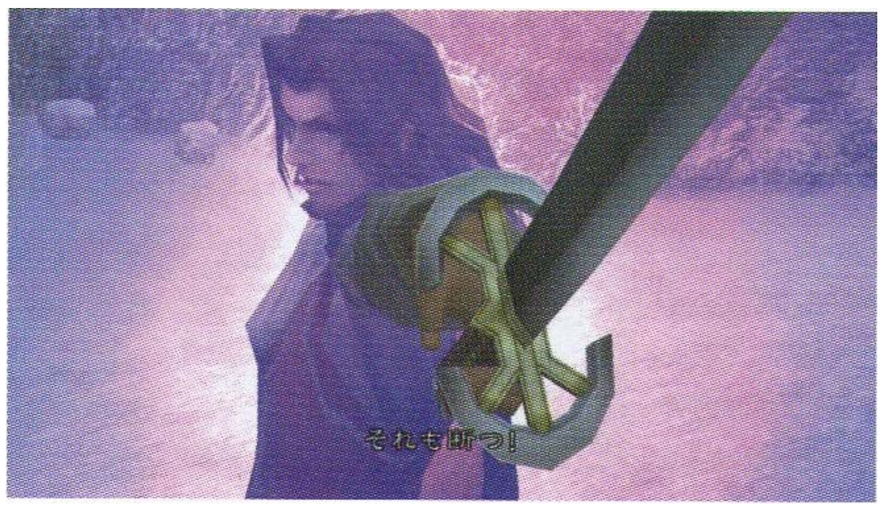
Abstract

Lines to avoid using everyday!

The 1st place result can be attributed to the fact that the side quests are too numerous, so the line is seen frequently. In any case, very varied results follow.

Top 5 Cinematics

1 Dunban vs. Mumkhar 10%



The scene on Valak Mountain, where Dunban comes to cross swords with Mumkhar to save Fiora, takes first place!

• Even if I enjoyed all the cinematics with Dunban, it was this one that gave me the most chills. • "I will strike you down and all that you have become, you wretched fool. The Monado will stop you. And then you will know the shame of all that you have done, traitor!" So sick. I'm not used to being moved by simple words, so I surprised myself by whispering to my TV "What class..." • Dunban, sword in his left hand, enchanted with the Monado's power, facing Mumkhar… this scene is so overwhelming • Above all else, I appreciate the moment when Dunban punches Mumkhar in the face the most. • The background music lends more intensity to this fight. • The desire to bring his old comrade back to reason, but also hatred for this character who betrayed him and who destroyed his home: all these conflicting feelings describe who Dunban is. This guy is too cool. • Dunban's response to Mumkhar's "Get on your knees and worship me!" is very compelling. • The way Dunban responds to Mumkhar, with the purple aura around him, is so cool. • The fight between Dunban and Mumkhar borders on perfect staging thanks to camera angles, the movement animations, and the voice actors.

2 The Conversation Between Riki & Dunban 7%

This conversation takes place on the Fallen Arm, when the team is separated and a new one is formed (Riki & Dunban & Melia). Thanks to this scene, attention on Riki exploded!

• This scene was when I understood that he was really a dad. I've had more respect for him since then. • He went from being a very childlike character to a very respectable one, all in the space of this scene. I never thought Riki would ever move me… • Although he doesn't look like it, he really is a good daddypon. When Riki asked Dunban to take care of Shulk, it moved me the most. • Riki really fooled me. I love the way he pretended to be tired to get Melia to rest. What a guy! • This scene is nothing flashy, yet it's the most touching. • In this scene, the more apparently adult of the two (Dunban) appears like a child compared to Riki. • As the title of the music track for this scene suggests ("Riki's Tenderness"), you can see the kindness in his eyes. Riki and Dunban really seem their age in this scene. They show all the experience they've accumulated in their lives. It's great! • I loved this scene so much that I could never bring myself to erase the save that I had made just before it.

BONUS DX! Monado VII

Here are some other lines the players enjoyed. • "Oi! Over here!" I liked Reyn's fighting line because it makes you feel like he's trying to protect you. • "You will never get away with this...!" When Fiora said this before the second fight with Dickson? Chills, man. Chills! • "Riki want to play!" When he tells you this, you can rest easy. • "If you think the Homs, the people of Bionis, are just waiting here for you to pick us off… You are sorely mistaken!" One of Dunban's best lines. We feel his will to survive. • "Victory is sweetest when you can share it!" I love the way Melia says it.

BONUS DX!
Monado VIII

By the way, you must have noticed that there are some strange objects among the Collectopaedia. That's why we polled for the top 3 fruits or vegetables you wanted to try the most! 3rd place: "Pink Asparagus" I wonder how spicy it can be to make the mouth explode. Stronger than a habanero pepper?! 2nd place: "Humming Cabbage" Apparently when you eat it, it makes you want to sing like crazy. I'm willing to try if it lets me sing like my favourite musicians :). 1st Place: "Heart Peach" I'd want to see someone else eat it, rather than eat it myself. Because getting together with a girl like that would be pretty cool :)

3 The Reunion Scene with Fiora 6.2%

Fiora wakes up thanks to Shulk's kiss. Hard to make a more classic scene than this, but it moved more than one fan! We're happy for you, Fiora!

• I was sure that Fiora was dead. I was so relieved to learn during the game, well before the scene, that I was going to be able to see her again! • The scene where they hug each other and touch their foreheads… my heart!. • I could hardly hear them talking over my heartbeat. Fiora could finally tell him how she felt! • "I can't believe it. My first kiss..." So wholesome. • I couldn't help shedding a tear. • I must have looked quite funny during this part of the game, smiling through my tears and all (lol)!

It was dark when I got to this part, so watching it under a starry sky, with wonderful music, felt quite romantic. • Tropey, but effective! • I love how innocent Fiora is. • I was surprised that Shulk kissed her, but I was also very happy to see that her face was brimming with happiness. • I wonder if later, Shulk finally became aware of the presence of Fiora by his side? • I was happy for their reunion, but it only added to the pain of seeing her transformed into a Face Mechon... -_-;

4 Fiora (Meyneth) vs Zanza 5.8%

• I literally trembled while listening to Meyneth's speech. The choreography and the music, it just was amazing. • We only just found out who Meyneth is, and then she's gone. Nevertheless, I was moved by how kind she looked despite it all. • I couldn't help but let out a cry when I saw her get annihilated. • When I saw Meyneth come out of Fiora and shout "Zanza!!!" I cried. • I was amazed by how well Meyneth was written.

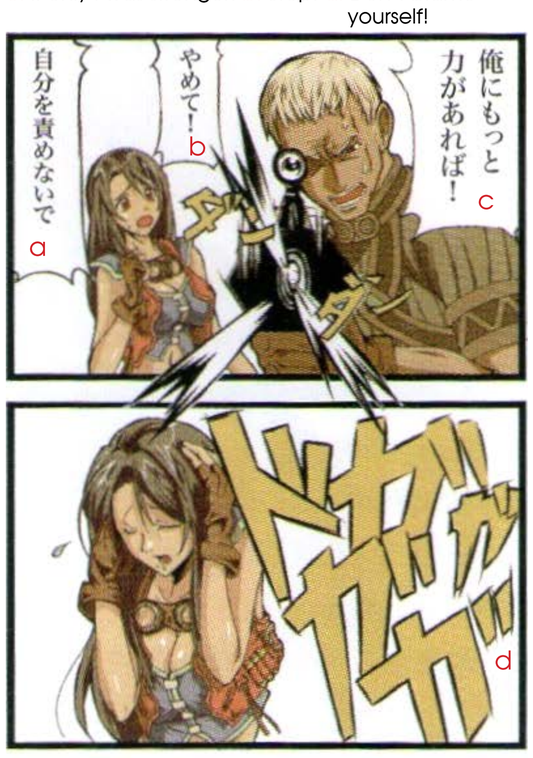
5 After the Battle with Telethia-transformed Kallian 3.7%

• I was disgusted to see that someone as cool as him could end up like this. Melia even showed weakness for once. It was the first and the last time (-_-;) • While I thought Kallian was gone for good, this scene where he says goodbye with Melia just hits you like a truck. • I like the part where Melia takes Riki in her arms. • The scene where Riki is hugged by Melia made me shed a tear.

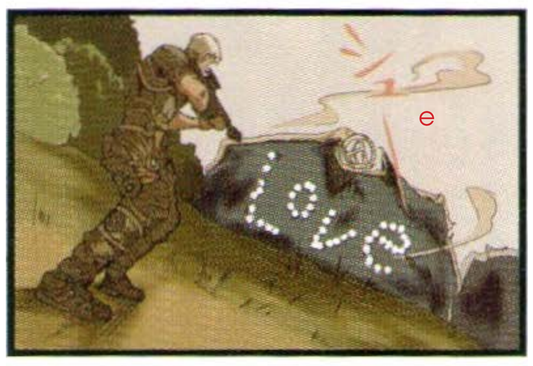
More explanations on cinematics on page 238!

manga3
What a success with the boys, Sharla!

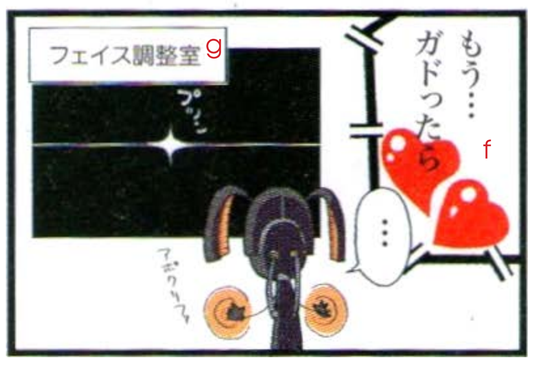
c: If only I was stronger! b: Stop! a: Don't blame yourself!



d: Bam bam bam!



e: fshhhhh....



g: Mechon censorship room f: Gadolt... you little rascal.

Other recommendations from the players.

> Fiora's Desperate Attack in Colony 9 (6th)

• It might not be my favourite scene, but it's probably the one that shocked me the most. Watching her die left me speechless for several minutes. • This is the first time that a scene has shocked me like this. But she motivated me to continue with the adventures of Shulk. • I was surprised to see attacking the Mechon head on like that. • With the music playing in the background, it gives me chills! • Even if it is not the only death scene, this one really surprised me because it takes place just a few hours after starting the game. The emotional rollercoaster just doesn't let up in this game. • We are really struck by the scene. Shulk's inability to act almost makes you feel guilty.

> The Rescue of Otharon (7th)

• Reyn rescuing Otharon in the Ether Mine made me change my mind about him. • Reyn appears when we thought all hope was lost for Otharon. What a man!! • The scene where they fight against Xord was so satisfying, first with the uncertainty over whether Otharon would die, then Shulk wondering how he should fight this future, and Reyn sealing the deal and saving Otharon. • I had a lot of trouble choosing a favourite scene, but I guess I had to choose the one that moved me the most. You see most of it in a vision, but it still gives you goosebumps. Now that's filmmaking! • Reyn to the rescue! My man goes all out. I even thought I was going to get a nosebleed from excitement (lol). That aside, every scene with Reyn is a treat! • That moment, when you think the vision might come true? What an experience! It's impossible not to applaud during this scene. • At the beginning I was convinced that they were going to save him, so I was surprised to see that they were not going to succeed... but then they finally did. What a great feeling!

> The End (8th)

• When the final theme, Beyond the Sky, begins, and Fiora is back to her original form, that's when it finally hit me that the journey was over. I felt like I was swimming in an ocean of emotions. • Unlike Zanza, who lives in solitude despite his divine strength, Shulk and his friends make a better future because they have each other. It's not the most original ending, but it's still heartwarming. • When the universe is reflected in Alvis eyes-- I love what this scene suggests. It feels like the start of something new. • Even after Alvis declares that "I am Monado", it was reassuring to see that Shulk decided to remain the person he has always been. I was also glad that Alvis understood Shulk's decision. • I enjoyed the scene where Arglas tells Egil about his dreams for the future. I felt for the guy, because I ask myself those same questions about the existence of life outside our world.

> The End of Dickson (9th)

• That scene where everyone cheers up Shulk had to be the most exciting for me. I was also gripped by Dickson's response after the fight, and how Shulk cried shortly after. • I rate it just for when Dickson says, "Damn. How'd that kid get so strong? I ain't gonna let you see me die. I won't give you the satisfaction of victory." • I don't think Dickson just said this for the sake of it. I got the impression that Dickson, unconsciously, gradually admitted that Shulk was indeed his son, so he was too stubborn to want to admit that the kid he cared for grew past him. I guess we had to have a "death in the family" before the "death of God" to make Shulk's arc feel complete. Overall, a magnificent scene which summarizes the theme of the game.

> The Last Fight (10th)

• The scene where Shulk tries to kill Egil. Shulk's internal conflict from the start and his response, as well as the reasons why Egil had held such hatred for Bionis. All the answers to our questions are in this one scene. • I really liked the composition. It is true that flashbacks are often used in other games too, but here the impression that his consciousness is going upstream is illustrated very well.

Abstract

Even without the Monado, Dunban's strong presence takes charge!

Once again, Dunban is very present in fan votes. As usual, he stands tall. Quite fitting of a legendary hero!!

BONUS DX!
Monado IX

Here are some other fan-favourite scenes that we were able to post. "Kallian's Transformation into Telethia": Many other moments have made me cry, but Dickson's treachery gives this a more pronounced impact than the others. "Rescuing Reyn in Tephra Cave": the very first time that the Vision appeared. Saving him reassured me. "The End of Gadolt": The scene where Gadolt used his body as a shield to save Shulk and the others. "Melia visits the bedridden Shulk": The scene where Melia speaks to Shulk alone, unconscious, is very sad.

Q: Who's the unique monster who left the most lasting impression?

As their name states, unique monsters have a name and some trait that's special to them. Let's take a moment to celebrate the monsters who made so many players suffer!!

1 Immovable Gonzalez 23%

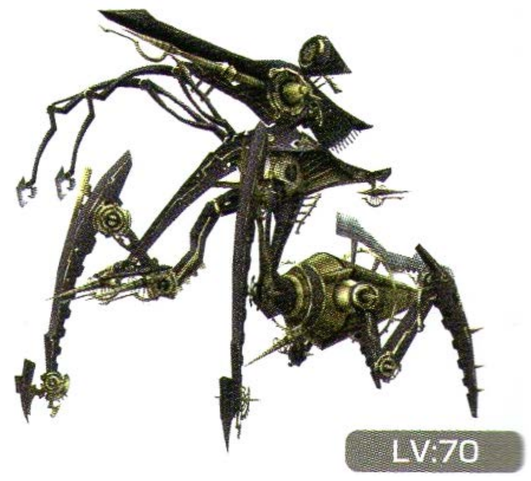
• The first time I met him at the Bionis leg, I could not believe it -_- • He often comes to kill me from behind while I'm fighting small monsters. • Almost everything. His level, his name, his look… • What a shock when we meet him around the beginning of the game! • It really hit me when I saw him as soon as I entered Spiral Valley. • He still frightened me a little the 1st time. • What a joy to be able to defeat him with my level 80 group!

2 Territorial Rotbart 12%

• I ran away as soon as I saw him in Gaur Plain. • I was amazed to see him walk around as if it was nothing with the level he had. • It's the first unique enemy who attacked me by surprise. • The first time I saw him walking with his slow and heavy gait, I pinched myself to see if I was dreaming or not. • Thank you for the trauma. • I always promised myself that one day I would beat you, but in the end, I always ran.

3 Magestic Mordred 7%

• His Titan Stamp is something to behold!! • Mind-blowingly tall! • What hit me first was that his name was taken from the story of the Knights of the Round Table, then it was his size, his level and the fact he beat me many times. • I knew that the area where this monster was would become inaccessible if I quit it, so I put everything I had into finishing him before that. • In the end, I never managed to beat him. • I finally managed to kill him after dozens of attempts and party modifications.



Other recommendations by players

> Frenzied Bana (4th)

• I never thought that I would be able to fight against the Nopon… (lol) • The music was memorable! Should I call you Master Bana?! :)

> Ancient Daedala (5th)

• His laser is too powerful. • His vision range is ultra large. • While I was searching for him in the Fallen Arm, he attacked me by surprise and destroyed me in an instant. • I still can't beat him…

> Mischievious Naberius (6th)

• His impressive, fortress-like design gives him an incredible aura. • Mischievious is in the name, but he's no joke...

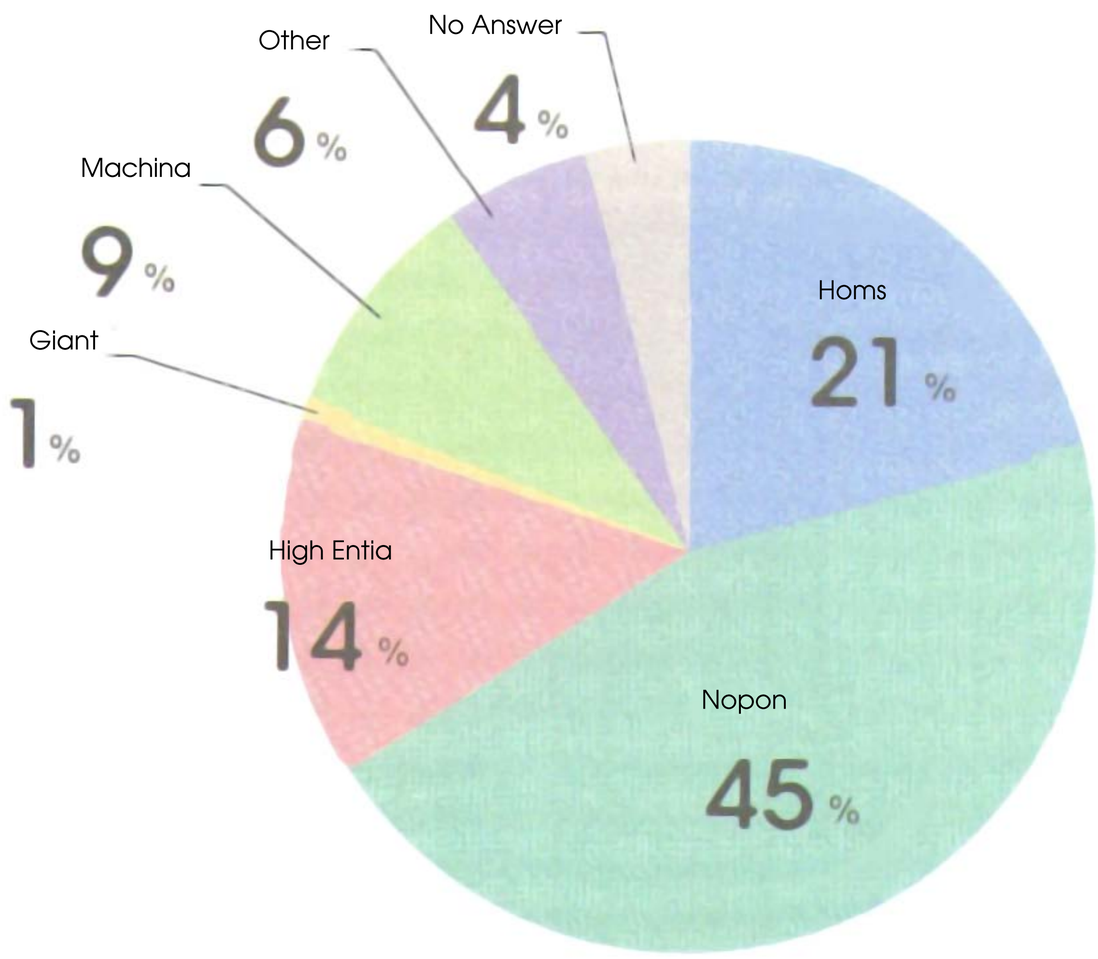
Abstract

Mr. Gonzalez, you're a star!

Generally speaking, the largest monsters have been the most popular. But I think that the name Gonzalez, how easy it is to say, as well as the fact that we meet him early in the game have a lot of influence on the rankings.

Q: If you were sent into the world of Xenoblade...?

If you could live in the world of Xenoblade Chronicles, which species would you like to be?



Abstract

You all want to become smooth and soft?!

Just like we thought, almost half of you chose the Nopon race. We don't blame you, when we see how they live in their Frontier Village, it really makes us want to live there too. But I would personally prefer to not become a Heropon ^_^. However, we were surprised to see the number of fans who want to become Machina. A lot of them say that they want to live the long lives that this species does.

Some opinions from the first 3 choices.

> Nopon (1st)

• I would kill to live in this village! • Their small size could have a lot of advantages. • If I become a Nopon, I definitely intend to dance all day like them! • Me, when I finish my current work, I would like to become a Heropon myself… • I would like to become a Nopon to be pet by a beautiful High Entia. • Me too! • Sounds good to me to do my own little adventure alone on Bionis, with the help of some pollen orbs. With this, beating Bana is a piece of cake. • My dream is to travel all over Bionis as a member of the Nopon Merchant Guild.

> Homs (2nd)

• I like the Nopon, but observing them as a Homs could be even more funny. • Me, I just want to marry Melia!

> High Entia (3rd)

• Being a High Entia, we have the advantage of a long lifespan, advanced technology, and the ability to fly. Turning into a Telethia still sounds really scary, though. The best option would be to become a Homs/High Entia half-breed. -_-

Other recommendations by players

> Becoming God.

• I would like to become Alvis so that I can visit every place in this world from every possible angle. • I would like to remake the world to my tastes with the Monado. • If I have to change what I am, better become a God!

> Monsters

• I would like to become Territorial Rotbart just to have fun bullying the weaker players… • Why not a Tirkin! I would sit down in a circle with my friends and have fun with them. • It could be great to be a Chilkin in order to fight for supremacy over Valak Mountain. • I would like to become Immovable Gonzalez and quietly watch over Spiral Valley. ^_^ • I must admit I'm envious of the Lexos who are flying around Valak Mountain. • I would like to be a Pterix or something similar so I can fly over Bionis and Mechonis.

> Others

• I would like to be anything that would allow me to observe the residents of this world. No need to be a God, just something that can watch over them.

BONUS DX! Monado X

I first thought about choosing to become a Nopon. I would have the chance to enter the women's bathroom whenever I liked, but when I saw that the legendary Heropon couldn't fight in water, I feared being taken away by the currents. Then I turned my attention toward the giants, but I quickly gave up on this choice. I don't see the point of walking around with nothing but a measly loincloth on my butt! You have 10 times less chance to turn out handsome when you're a giant. The only thing that remains is to become a male High Entia and to get some beautiful girls (heart smiley)! What? But… the more the ether concentration increases around me the weaker I feel… raaah!

BONUS DX!
Monado XI

Among all the thoughts and opinions we have seen, the quality of the soundtrack comes up quite often. Here are the top 3 music tracks of the survey. "3rd" "Gaur Plain": A majestic theme that really makes you want to explore this vast plain. "2nd" "Mechanical Rhythm": The battle theme for fights on Mechonis. It gets you pumped up like nothing else! "1st" "Engage the Enemy": A theme that can be heard during cutscenes. The powerful melody that emerges gives you the impression of being in combat, or gives you goosebumps!

Q: What accessories from the game would you like to see for sale?

(Multiple responses are allowed) What items did fans want the most?

1 Riki Plush 62%

• I want it so much that I have come pretty close to just making it myself a couple times. Make it happen, now!! • I don't just need Riki! I also need Niranira, Kokora, Pachipa, Pipiki, Kuriku... In short, all the Nopon children! • I would like a line of life-sized dolls based on all the Nopon in the game. And I would also not be against a double pack with Riki and Bana • I'll cook for you in exchange for a cuddle session with a Nopon • If Riki's doll has fur on its body, I'll buy it. If he's dressed like he is in the game, I intend to make him a jungle outfit just for him.

2 Mecha-Fiora Figurine 50%

• I'm particularly fond of Mecha-Fiora, but I wouldn't say no to a Homs Fiora figurine either! • In fact, while I'm at it, I would love figures of all the characters. Especially Melia. Besides, why doesn't it already exist, huh?! • Even if it means making more figurines, don't hesitate to offer variants of her speed, ether, or power gear too! • If you do Mecha-Fiora, also do Face Nemesis for us. And if we can also put her inside of it, that would be great. What, do I ask for the impossible? ^ _ ^ • Make it poseable, if you can. Small in size too, if you want to be able to line them up and admire them easily.

3 Metal Face Model 42%

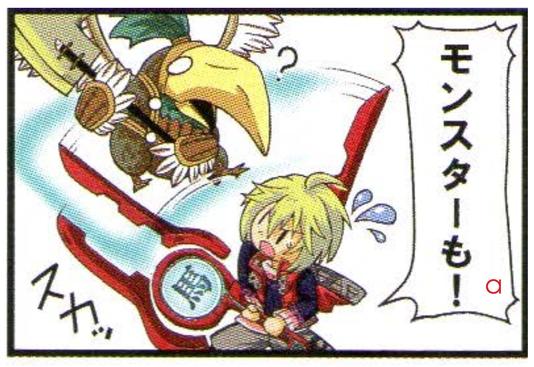
• If it could also have Mumkhar's voice... • I would like to see inside of Mumkhar • If you want to take advantage of the details of the Face Mechon, would it not be better as a figurine rather than a model? • I would not be against a Metal Face model (with swappable parts), but I admit that I am afraid that the pieces could break easily • Not only Metal Face, but all of the Face Mechon! • If a series of models is marketed, I would like to have Bionis and Mechonis too, life size of course (lol).

And why not sold in a package like this?! Oh no, this is the Mumkhar figurine!

It looks like he's going to say "Dunbaaan!" when you take it in hand, this illustration looks so real.
But hey, it's more the Mumkhar figurine than Metal Face, in this case (lol). But if we make a model of it, why not call it: "1st DX Monado model: Metal Face (mini figurine of Mumkhar included!)"?

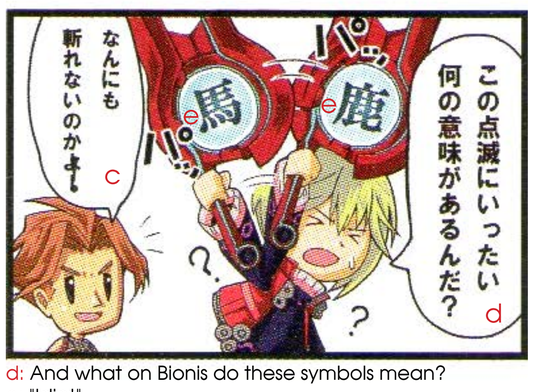
Illustration: Shigeaki Suetsugu (Society Alpha System)

manga4
Problem solved, Shulk! (idiot)



a: Monsters... b: and the Mechon are unhurt!

c: Whaddya mean you can't cut nothing with it?



d: And what on Bionis do these symbols mean?
e: "Idiot"

f: Huh? g: Ouch!?

Other specific requests

> Keychain

• I would like the 3 kinds of Monado as keychains. Or as cell phone accessories!

> Additional content for fans

• Accessories are fine, but I'd prefer content to extend the life of the game. • I don't mind having content for my PC desktop. Wallpapers, for example... • I would like a DVD of the most beautiful places of the game, with a presentation like, "Legacy of the Homs" and with the voice of Meyneth :) • A mobile phone application • An app that would cheer you up on days when everything seems to go wrong • Sounds or music for your mobile phone

> Meals

• Pollen orb-type cakes • The spices used by Fiora for the meal she makes for Shulk

> Accessories with famous lines of the game

• A t-shirt or cup with "Blossom Dance" on it • A t-shirt representing the Monado and its symbols • Dunban's undies

BONUS DX!
Monado XII

We present here the choices of accessories after 3rd place, and their percentage of votes "4th" A luxury replica of the Monado, with lights and sounds (27%)! However, there is a good chance that the end result will look like Space Sheriff Gavan's sword. If possible, I would like the symbol displayed to change randomly, and Shulk's voice to shout "Monado!" from it when shaken. "5th": A key ring with famous lines from the game (19%). And not only those from combat, but from throughout the game.

The figurine of Mecha-Fiora ended 2nd in the ranking of the most desired goodies. In fact, making this figure is difficult owing to budgetary and time constraints… So we contacted Shigeaki Suetsugu about drawing her, like he did with Metal Face. Outstanding! Even as a Mecha, Fiora is still magnificent. Even if she has no weapons in this case, we hope that she will have them if this figure becomes real one day. It is also essential that we can change her frame/torso. Particularly for the speed frame (lol)!

The classic Ether Set. Or maybe… At least, it is important that the frames/torso is switchable.

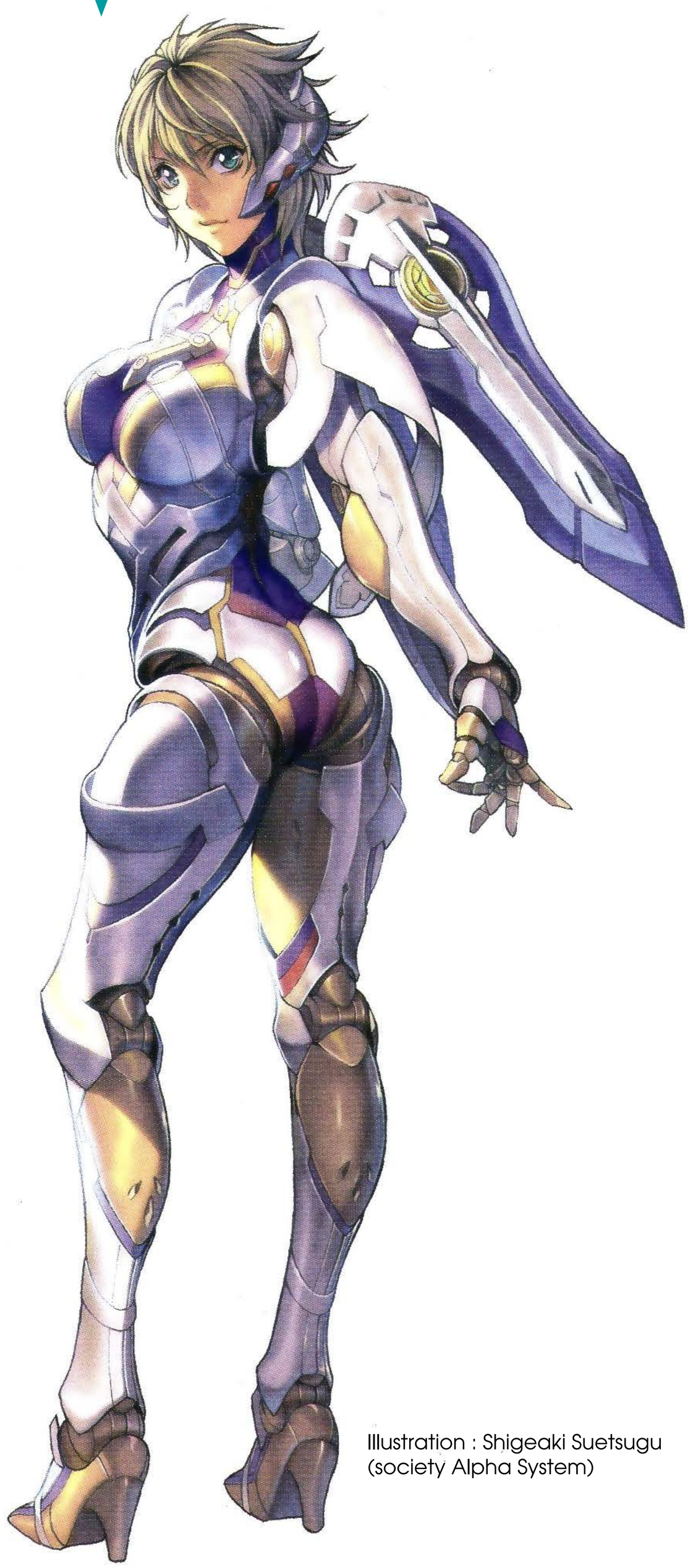


Illustration : Shigeaki Suetsugu (society Alpha System)

Original DX

The Riki Plush

It's super!

It makes me a real heropon!

Here is the Riki plush!

Despite him being 40 years old, Riki has a real fan club thanks to his irresistible little mouth and his round eyes. We recreated him at ¼ of his real size, which is around 60cm in the game. Of course, he's amply soft and smooth. He's so cuddly you could cuddle him to death!

Top

Side

Front

Back

The pouches for the weapons have been perfectly recreated. We can even put little objects inside them!

BONUS DX!
Monado XIII

Here are some more goodies that the fans asked for. • "A drama CD" • I would like to know more stories about Shulk and his childhood with Reyn and Fiora. And while we're at it, give us some adventures with Dunban, Mumkhar and Dickson too! • "A Bionis and Mechonis poster" It would be cool to see these two worlds just whenever. • "An alarm clock" – If it's these characters' voices waking me up, then I'll never sleep in ever again. I'll take one with Dunban's voice, thank you very much! And why not also Mumkhar (lol)!

BONUS DX!
Monado XIV

During the design of the Riki plush, we first had the idea to make various finger puppets. We were thinking that it could be nice to have on each of the five fingers Riki, his wife and their children and to have fun with them. But at the end, we choose to make a real Riki plush and we commissioned professionals to do it, the Rikopingumi. In the picture, the size of the arms is accurate to the original, it was not always the case during its creation. We then showed the final result to the game staff and they were delighted!

Let Riki do it!

The Creators

Mariko Ishikawa

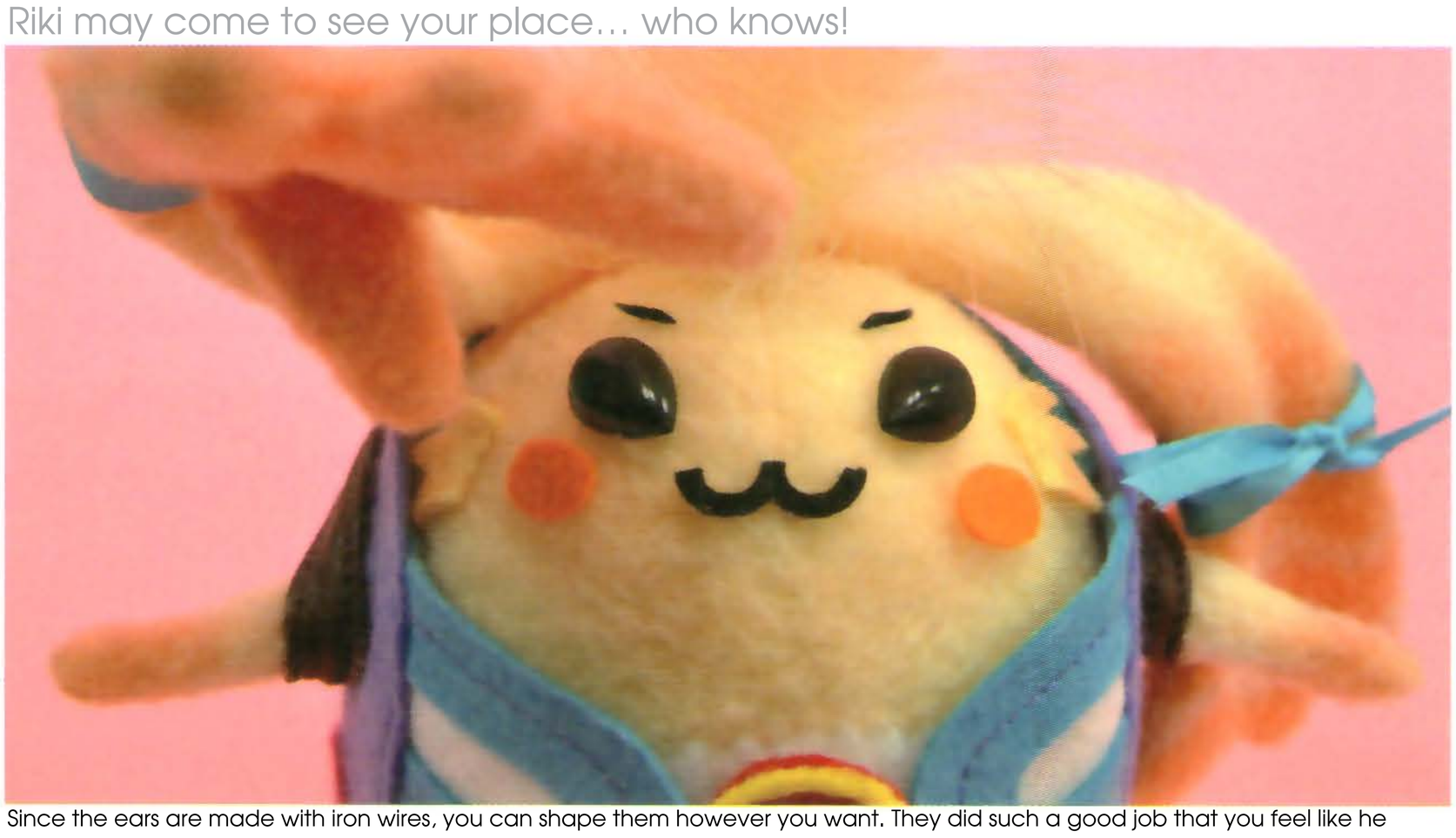
Maître Pocket Mogura

A team of creators specializing in plastic arts. Their field of activity is very large and goes from the proposition of childlike creative ideas for nurseries to the design of 3D illustrations, including also miniature models or cover and clip design for artists. Their dream is to create an original puppet show. "We'll make anything you want at any size!"

His hairstyle, though he looks a bit bald, has lots of charm. This hairstyle suits him, right?!

Since his mouth is made of felt, it is possible to move it and pretend that he's talking!

Riki may come to see your place… who knows!



Since the ears are made with iron wires, you can shape them however you want. They did such a good job that you feel like he could start talking at any moment ^_^!

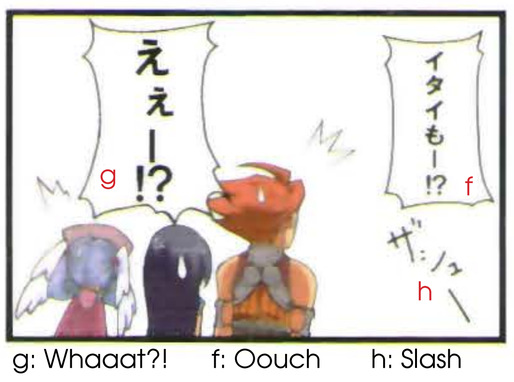
Manga5
Problem solved, Shulk! (moron)

a: Ouch, that hurt.

b: But what were these letters?

c: Who knows, maybe we can read "Reyn" right?

e: So it's a Monado which can only touch Reyn.



g: Whaaat?! f: Oouch h: Slash

Abstract

If it is like this, I have no other choice than to craft it myself!

In this section, we tried to make the three most fan-desired goodies. Did you like them? Personally, I have a particular liking for the Riki plush, so much so that I cried tears of joy when I saw it for the first time ^_^. Words can't describe how it feels to take this soft little guy in your arms.

BONUS DX!
Monado XV

Continuing the previous page, here are other suggestions for merch. "A card game" • A good little card game in order to kill some time. "A Xenoblade spin-off" • A game like "Welcome to the Frontier Village" where we could live the daily life of a Nopon ^_^. "OST" • I would like to hear the music of the game in a remastered form. Quick, give us a reorchestrated version! "An animated series" • A TV show where we could relive the story of the game, or even tell a new one. "Xenoblade 2" • I think a sequel is mandatory! It's in their interest to make a sequel! • The only thing that I want is a sequel!

The ranking of the characters you like to play

One of the strengths of Xenoblade Chronicles is that it lets the player use the character he/she wants to play. We therefore chose to ask you which playable character you preferred to use. We reveal the result of this poll with a wonderful illustration done by Miyan!

5 Riki 15%

• Thanks to one of his skills, the cooldown of his Arts is very fast and we can constantly spam them. • He's a well-balanced character who masters both healing and support skills. I also loved the dialogue he had with Melia. • I love how he moves! • The sound he makes when he jumps is amazing. • I love to see him move around! • He's so cute when he's paddling in the water! • I really like the fact that he inflicts damage while debuffing monsters. • It's hilarious how ridiculous we can make him depending on the equipment we give to him. • Because I like the fact that he can steal objects and AP. • Using him always makes my day a little better!

4 Melia 18%

• I fell in love with her bravery and the damage she inflicts with her special lightning equipment (lol). • I liked to use ether from the beginning, so I never had the heart to drop her after she joined the group. • Because all her attacks were easy to use. • Because her running animation is super cute. • Why Melia? I'm addicted to using the Burst End + Poison combo and seeing the damage it does to the enemy ^_^ • Her skin, white as snow, the little wings on her head, her lovely main outfit, her appetizing calves, etc…

3 Dunban 19%

• Because everything about him is just so classy to me, from his demeanour, to his fighting style! • Because I just wanted to hear the voice of Horikawa, the voice actor. • I used him cause I felt that he could keep tabs on Shulk and the others. • Simply because he was the most pleasant to play. • I really liked his dodging abilities. • I wanted to use his Blossom Dance Art. • I loved his ability to rapidly use Arts and attacks. • I found that he could most reliably inflict Break/Topple/Daze. • I was a little frustrated when I saw him climbing the cliffs or swimming with only one arm -_- ;

1 Shulk 21%

• He's just the most fun character to use. • Because he has a lot of Arts which are essential, like the Monado arts for example. • He's the hero. Simple. • I appreciated the fact that he could heal. • We attach ourselves to him from the beginning to end. • He's always so calm, but I love seeing him let loose in a fight. • I still tried the other characters out, but the easiest, and best character was always him. • A "scientist" hero, it's very original! • Viewing it from behind, his style of fighting is cool.

BONUS DX! Monado XVI

Here are other comments from readers which we couldn't find space for in the main block. "Dunban" : "He always felt like the real hero of the story to me. I love everything about him. It's been a while since I could say that about a character, trust me." • We were all touched by the strength of will he had to return to battle despite his handicap. We never thought we'd see so many people argue about who the real hero of the game was when it was all so obvious. : "He alone gives the game so much life. Xenoblade without Reyn is like a stove without fire. It just wouldn't work." • What can we say that hasn't already been said? We would all love to have an energetic friend like him.

BONUS DX!
Monado XVII

That's it for the results of the poll. If there's one thing we've learnt, it's that the main characters, and even antagonists like Mumkhar or Dickson have all been greatly appreciated by fans. I have the strange feeling that the world Zanza wished for and the answers given by the fans overlap just a little.

A message from Miya who draw this illustration!

I was very happy to be part of the team devoted to Xenoblade's illustrations. I hope you will feel the chic, crazy, dandy, sexy, soft but also naughty ambiance of this drawing. Now I'm telling myself I maybe should have added a bunny girl too?!

Abstract

Vision mode engaged
Outrun at the last moment?!

When we began collecting the votes, Dunban led the pack right until Shulk overtook him at the last moment. Fiora trailed just behind him, arriving in 2nd place. Is this the true power of the Monado?!

7 Sharla 3%

• She was without a doubt the most fun character to play. • Once I got "Heat Sink VI", using it with "Drive Boost" gives her a pretty efficient combo of healing/fire power. • Her battle quotes are just too sexy! • Since I'm not a great tactician during combat, I like when Sharla is at the forefront. • Because I'm a big fan of her fighting style. • I like to use her abilities while thinking about the best time to use "Cool Off". • Because I like mature women.

2 Fiora 20%

She's easy to play as, easy on the eyes, and let's not talk about her behind! • She's all strengths; not a flaw to speak of. • Because she's so pretty after she's become a Mechon.• She is brave and strong, but also very feminine! • I never encountered a heroine like her in a game before, one who's as beautiful as she is intelligent (lol). • Her dual swords are always cool to look at, and she knows how to use `em! • "Speed Shift", combined with "Double Attack 50%", "Haste" at maximum level and "Phys Def Down" gems. There's nothing like it! • I chose her because it's so rare that you can play as a cyborg character in games.

6 Reyn 4%

• It is pretty refreshing to play as a tank for a change. • I appreciated his protective behaviour as much as his dialogue during combat. • I would never imagine that I could appreciate a character like this so much. He's always got his friend's backs. It made me want to do the same. It also helped me to appreciate an RPG in a different way for a change. • If Reyn is not here, I'm almost sure to lose against all the bosses ^_^ • I always laugh my head off when I hear his post-combat dialogue. • The combo you get with "Magnum Charge" and "Sword Drive" is so thrilling! He's great at soaking up aggro, too.

BONUS DX!
Monado XVIII

It may come as a surprise to you, but a lot of players couldn't choose a favourite character since they loved them all so much. We would receive comments like, "Come on, it's impossible to choose just one!" or, "I hope the editor who thought up this question gets his brains eaten by a Nopon!" We would like to thank everyone who managed to answer us! Your answers helped us see not only the many different people who played this game, but also so many possible party setups that we never would have thought of. Thank you all!

Xenoblade The Secret File MONADO Archives
Archive6

STORY PLAYBACK

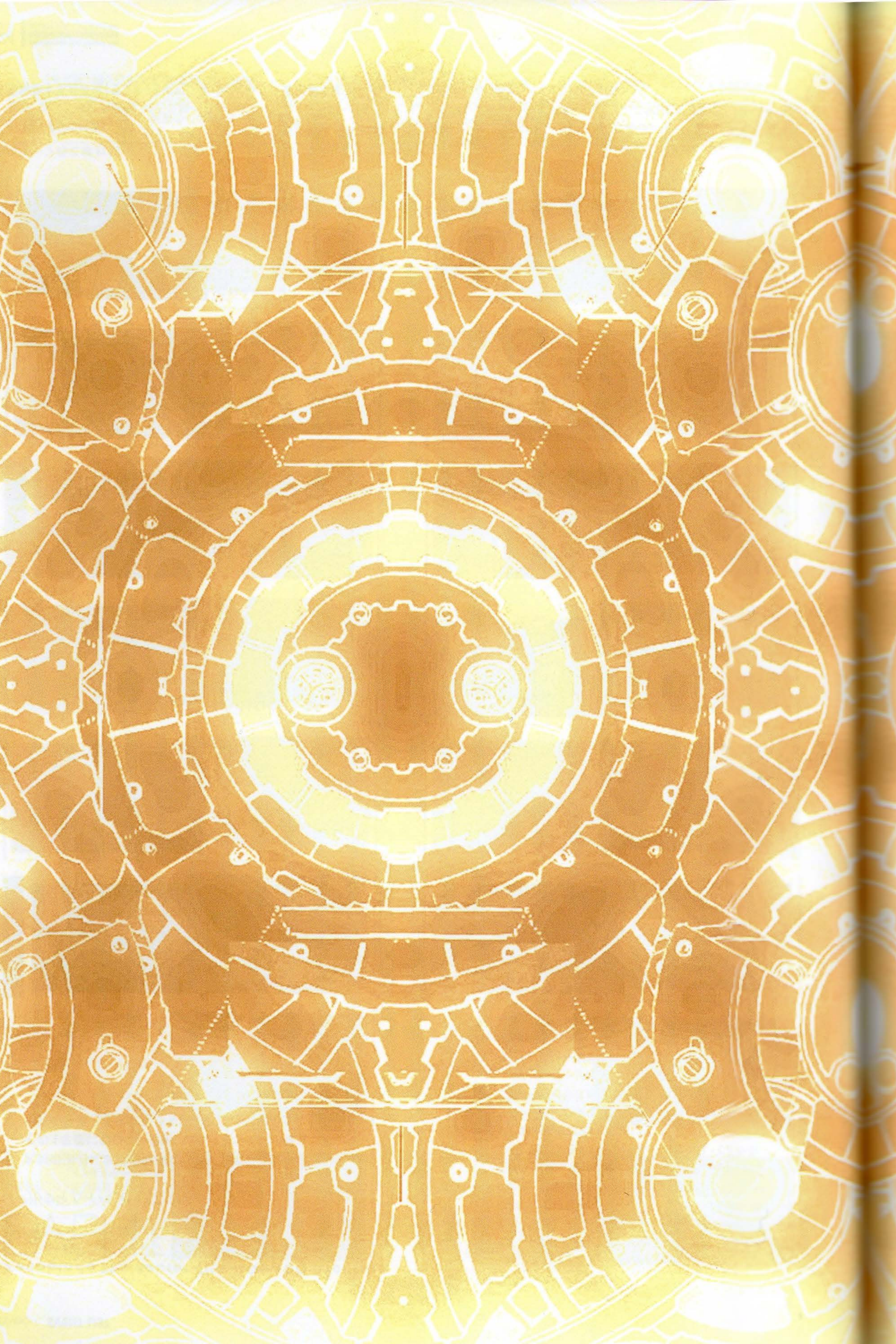
Included here is a short summary of the events of the main story, as well as a story describing the night before the final battle. Everything you need to know about the myth of the Monado can be found here.

Archive6-1 EVENT LIST

Archive6-2 FAMOUS SCENES

Archive6-3 SECRET EPISODE

Archive6-4 CHRONOLOGY



Xenoblade The Secret File MONADO Archives

EVENT LIST

List of events in the game

The great battle against the Mechon at Sword Valley looms large in recent memory. One year later, Shulk and Reyn depart Colony 9 for an even greater adventure. Relive the storyline of this unforgettable quest. Till the end of the world, and its rebirth!

In the following pages, we assembled all the main cinematics as they chronologically appeared in the scenario of Xenoblade Chronicles. The names of the chapters don't appear on the screen during the game, so to name them, we were inspired by the official Japanese guidebook: "Xenoblade: the Complete Guide".

We hope that this garden of illustrated memories will become, for all the fans, like the photo album of an unforgettable adventure with Shulk and friends. Of course, Xenoblade Chronicles contains other memorable scenes, and plenty of dialogue during gameplay, but we implore you to (re)discover them by yourself.

We made sure to enrich your knowledge via exclusive anecdotes, all taken from an interview with the developers. You will find them at the bottom of each page!

PROLOGUE
"Staying gives us the chance to change our destinies."

PROLOGUE 01
Bionis, Mechonis, and Sword Valley

Eons ago, two titans called the Bionis and the Mechonis fought in an epic battle. It is upon their lifeless corpses that today the Homs defend themselves against the Mechon.

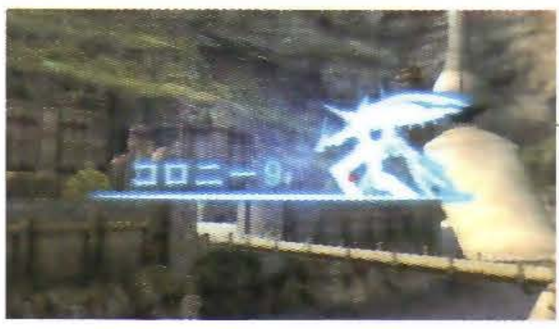
PROLOGUE 02
Betrayal

Dunban, wielding the Monado in hand and accompanied by a handful of companions, faces off against the Mechon army. But suddenly, Mumkhar goes AWOL and announces that he has other plans in mind.

CHAPTER 1
"I made something really special today!"

CHAPTER 01-01
Shulk and Reyn

A year after the Battle of Sword Valley, the Mechon menace seems to have disappeared. Now Colony 9, the home of Shulk and Reyn, seems to finally be at peace.



CHAPTER 01-02
Colony 9

Establishing shot presenting Colony 9.

CHAPTER 01-03
Dickson at the lab

Shulk comes back to the laboratory where he preciously observes and studies the Monado. Shulk finds that Dickson -his tutor and a close friend of Dunban's- is finally back home.

CHAPTER 01-04
Dunban and Fiora

Dunban is still recovering from the heavy wounds inflicted on his arm in his past battles. However, he senses that a new menace is coming for them. Fiora, his little sister, watches over him, trying to appease him.

CHAPTER 01-05
Lunch on the bench

Fiora goes to Outlook Park, a place with an impeccable view of the Colony. She brings lunch to Shulk as well. They peacefully chat away until the Colony's debris siren rings out.

CHAPTER 01-06
The untamable Monado

Reyn, who was also passing by the laboratory, unwisely tries to sate his curiosity by touching the Monado. But the sword seems to have awoken and moves on its own, to the point of attacking Fiora...

CHAPTER 01-07
Visions

Shulk takes back the Monado, and is surprised when he receives strange visions. They show him a mix of the concrete and the seemingly imaginary, but the boy cannot determine which is which.

CHAPTER 01-08
Fiora joins the gang

The Defence Force gives Reyn a mission: get to the cylinder hangar and recover some ether cylinders. He and Shulk meet Fiora on the way, who decides to follow them.

Curry for the heroine?!

At the beginning of the game, we can see Fiora meet Shulk at Outlook Park to bring him some sandwiches. Strangely enough, she later explains that she used some special herbs and spices that day. This is because the food was curry in earlier drafts. "The heroine has to bring him curry, it's tradition!" explains Takeda-san. This version of the scene would have felt more like a nod to a certain other famous game series. Maybe knowing this will jog a few players' memories...

CHAPTER 01-09
Tephra Cave

Establishing shot presenting Tephra cave.

CHAPTER 01-10
Ancient defense systems

After passing through Tephra Cave, the three heroes finally reach the cylinder hangar. But to their surprise, ancient machines activate to defend the area and attack them.

CHAPTER 01-11
Panic at Colony 9!

A new alert rings! But this time, the menace is real, and swarms of Mechon begin to fly over Colony 9! They should have all been destroyed a year ago!

CHAPTER 2
"This time, it's my turn!"

CHAPTER 02-01
The siren

A warning siren rings out, and it's not stopping. The situation is unprecedented. Citizens begin to leave their homes one by one, only to discover that they are under attack. Panic sets in…

CHAPTER 02-02
Entering Colony 9

Colony 9's Defence Force try as hard as they can to shoot down the Mechon ships. However, one Mechon in particular seems stronger than the others, and appears to be totally immune to their cannon fire!

CHAPTER 02-03
The invasion

The Mechon invade Colony 9. An immense Mechon possessing a "face" approaches, seeming to lead the Mechon. The machine wipes out any Homs that stand in its way, crushing them like bugs.

CHAPTER 02-04
Danger

Circled by numerous Mechon soldiers, Shulk and Reyn are trapped. They nonetheless manage to draw the enemy's attention so that Fiora can flee…

CHAPTER 02-05
Dunban arrives

With their weapons having no effect against the attacking Mechon, Shulk and Reyn are left helpless. Thankfully, a certain someone comes to the rescue. It's Dunban, wielding the Monado!

CHAPTER 02-06
Fiora's way

Fiora finally manages to escape the danger, but along the way, she notices an unused mobile artillery that just might come in handy…

CHAPTER 02-07
Shulk takes the Monado

Dunban, still weakened, can barely stay on his feet. Shulk takes the Monado, and to his shock, sees visions of the future, allowing him to anticipate enemy attacks.

CHAPTER 02-08
A metal face

Shulk, with the miraculous help of the Monado, manages to take out all the Mechon in his way. But it all changes when Metal Face, the mysterious Mechon leader, decides to intervene.

CHAPTER 02-09
Fiora's surprise attack

The Monado seems to have no effect on Metal Face, rendering Shulk powerless to stop it. He suddenly has a vision, in which he sees Fiora's death at the hands of this mechanical monster…

CHAPTER 02-10
The calm after the storm

Metal Face suddenly stops its attacks, stares at Dunban for a moment and leaves wordlessly with its underlings. Strangely, Fiora's body cannot be found in the artillery wreckage.

CHAPTER 02-11
Memories on the bench

Several days after the battle against the Mechon, Shulk returns to the park on the hill. On the bench, he remembers the time he spent here with Fiora, now missing and certainly dead…

CHAPTER 02-12
The great departure

Resolving to avenge Fiora, Shulk and Reyn leave the devastated Colony behind them. Dunban is incapable of following them and stays behind, but promises to join them when his strength returns.

The real Dunban

Apparently, many of Dunban's unique character traits were inspired by the late father of one of the developers.

Dunban's king size bed

You may not have noticed it, but Dunban rests in a double sized bed. The implication being that this bed used to belong to his parents…

Fiora's bedroom

Dunban's house has one door that cannot be opened. Fiora's bedroom lies behind it. It looks very narrow…

CHAPTER 3
"The Monado will grow with you!"

CHAPTER 03-01
Discovering the Monado

14 years ago, an expedition composed of Homs researchers discovered a strange weapon in some ruins on the snowy mountains. Among this group is a little boy, none other than Shulk.

CHAPTER 03-02
By the campfire

Shulk and Reyn head on their way to Colony 6, looking for information on this Metal Face. Shulk hears the calls of a mysterious new voice while he sleeps.

CHAPTER 03-03
The giant spider

The sound of Reyn's panicked voice wakes Shulk from his slumber. Hardly a moment later, Shulk receives another vision. He finds out that a giant spider is about to attack them!

CHAPTER 03-04
Arachnophobia

The vision looks like it's about to come true. Just as the spider attacks, the Monado reveals its new defensive powers, creating a shield that saves Reyn from certain death.

CHAPTER 03-05
A stunning view

When they at long last get out of the cave, Shulk and Reyn are treated to an incredible view of the immense world of Bionis. But what they don't see is that there's something else lurking in the skies, watching them in secret…

CHAPTER 4
"Let's head to Colony 6!"

CHAPTER 04-01
Bionis' Leg

Establishing shot presenting the Bionis' Leg.

CHAPTER 04-02
Meeting Sharla

While on their journey, Shulk and Reyn meet a young boy named Juju, who they save from a monster attack. The latter guides them to his camp, where they end up meeting Sharla.

CHAPTER 04-03
Juju's fate

While Juju and Sharla are arguing, Shulk suddenly receives another vision. He witnesses the death of his two new friends in the tendrils of a Mechon…

CHAPTER 04-04
An even clearer vision

Juju decides to leave without warning to help rescue his true home: Colony 6. Shulk and the others run after him and spot a damaged buggy.

CHAPTER 04-05
Sharla faces the Mechon

Just as the vision of Juju and Sharla's deaths is about to come true, the Monado acquires a new power. The enemy's imposing attacks are rendered useless. The future has… changed!

CHAPTER 04-06
The new Face (1)

Though the group of friends staved off the other Mechon, this time a new, gigantic enemy has come to stand in their way. Like Metal Face at Colony 9, this one too has a "face."

CHAPTER 04-07
The new Face (2)

The Monado's powers seem to have no effect on this giant! This mysterious Face takes Juju hostage and announces that, "If you want him back you'd better come to Colony 6" before disappearing.

CHAPTER 5
"We're going. Fall in, medic!"

CHAPTER 05-01
Sharla's dream

Sharla dreams of the war effort at Colony 6, in which she fought side by side with Otharon and her fiancé, Gadolt. She screams when she sees the mysterious Face and awakens in a cold sweat.

One of the first scenario ideas…

In the "Iwata asks Xenoblade Chronicles" interview on the official Nintendo website, there is a passage detailing some of the ideas that were proposed in the early stages of development. These words sparked a lot of debate among the fanbase! We therefore asked Tetsuya Takahashi and scenario writer Yuichiro Takeda to clarify some of the details. These weren't simply ideas that were brought up and quickly dismissed, as they come to explain: "Reyn, after losing his beloved Sharla, decides to go back to the past. But taking this course of action would lead to countless people losing their lives. Knowing this, Shulk opposes Reyn. The former uses the power of the Bionis and the latter, the power of the Mechonis. The two of them fight to the death to defend their vision of the future." (continued on 227)

CHAPTER 05-02
Colony 6

Establishing shot presenting Colony 6.

CHAPTER 05-03
Meeting Otharon

Shulk, Reyn and Sharla take the Splintered Path beneath the Colony. On their way, they happen upon Otharon, the Defence Force Colonel, as he engages a group of Mechon soldiers.

CHAPTER 05-04
Visions of Otharon

Shulk receives another vision in the middle of their conversation with Otharon. He sees Otharon falling and shouting, "Juju! Gadolt! This is for you!"

CHAPTER 05-05
Ether Mine

Establishing shot presenting the Ether Mine.

CHAPTER 05-06
Xord

Xord, the Mechon who kidnapped Juju, waits for the group at the basement of the mine. Filled with sadistic glee, he announces that with so many captured Homs in one place, he couldn't help but devour them all.

CHAPTER 05-07
Changing the future

Otharon hijacks a drilling machine and attempts to force Xord into a river of pure ether beneath the bottom floor. Shulk realizes that this chain of events will lead to what he saw in his vision, and saves Otharon with the help of his allies.

CHAPTER 05-08
Xord's defeat

Xord is finally put out of his misery. Before he disappears, he says some very cryptic parting words, hinting at some greater truth behind the Faces and the Monado.

CHAPTER 05-09
Dunban, back with a vengeance!

Outside of the Ether Mine, Metal Face ambushes Shulk and his companions. Thankfully Dunban and Dickson come to their aid.

CHAPTER 6
"He's gonna pay for what he did to Fiora!"

CHAPTER 06-01
Telethia

While the group is in dire straits, a Telethia comes down to support them. Shulk, however, foresees a fight with Metal Face on a tower sometime in the future.

CHAPTER 06-02
Satorl Marsh

Establishing shot presenting Satorl Marsh.

CHAPTER 06-03
A bit of rest

Dickson informs them that the tower Shulk saw was none other than Prison Island. This is where the party decides to go. But before then, a well-earned rest! Even then, Shulk cannot escape his memories of Fiora.

CHAPTER 06-04
Face Nemesis in action

Meanwhile on Mechonis, the brand-new Face Nemesis is now functional. Vanea infuses the machine with the soul of an entity that she calls Meyneth, to whom she seems to be unerringly devoted.

CHAPTER 7
"May I introduce... this year's legendary Heropon Riki!"

CHAPTER 07-01
Melia and the Knights

A Telethia fights against a young girl that her cohorts respectfully call "Lady Melia". But none of her bodyguards are a match for the beast, and she loses consciousness.

CHAPTER 07-02
A vision of Prison Island

Shulk thinks back to his visions of the future on Prison Island. New entities seem to have joined the fray, like another Faced Mechon, a wing-headed man and even a giant.

As you have probably guessed just by reading this passage, this scenario has little in common with the one we know today! If there is any reason the idea of a close ally betraying you in this story was scrapped, then it was, "because after building so many connections and overcoming the odds together, it would have been too hard to conclude the story this way." (Tetsuya Takahashi).

CHAPTER 07-03
Makna Forest

Establishing shot presenting Makna Forest.

CHAPTER 07-04
Meeting Melia

On their way through Makna Forest, the group discovers a young lady lying unconscious on the ground. It doesn't take long for Shulk to realise that this is the same girl he saw in one of his visions…

CHAPTER 07-05
Meeting Alvis

In order to heal Melia's wounds, Shulk goes to find some pure ether crystals. Suddenly, a young man with silver hair named Alvis appears before Shulk. Incredibly, he can control the Monado as well!

CHAPTER 07-06
Telethia, purged

Alvis, by taking the Monado, comes to Shulk's rescue and makes short work of these lesser Telethia. The young man may well have managed to unlock new powers from the Monado…

CHAPTER 07-07
Melia's awakening

Sharla finally manages to heal the young girl. But when she wakes up, she is so surprised to see a male Homs so close to her that she instinctively slaps Shulk across the cheek.

CHAPTER 07-08
Meeting Riki

Following Melia's demands, Shulk and his friends decide to help her conquer the Telethia. They arrive at Frontier Village, the home of the Nopon people, where to their surprise they are joined by the "Heropon" named Riki.

CHAPTER 07-09
Leone Telethia

At the heart of Makna Forest, the party comes face to face with the gigantic Dinobeast. Melia decides to take matters into her own hands and attacks the monster with an incredible charge of ether.

CHAPTER 07-10
The Monado's new powers

With its mind reading powers and regenerative abilities, the Telethia seems impossible to beat! But Melia, after being encouraged by Shulk, regains her self-confidence and rejoins the fray.

CHAPTER 07-11
The End of Leone Telethia

While Shulk and Dunban keep the monster trapped, Melia channels her power and delivers the coup de grâce. The discharge of ether is so powerful that no trace of the Leone Telethia is left.

CHAPTER 07-12
Lorithia in the Ancient Temple

In the darkness of a strange laboratory, several Telethia bodies seem to float inside aquariums. The shadowy figure of a woman can be faintly seen in the background, observing the scene.

CHAPTER 08-01
Eryth Sea

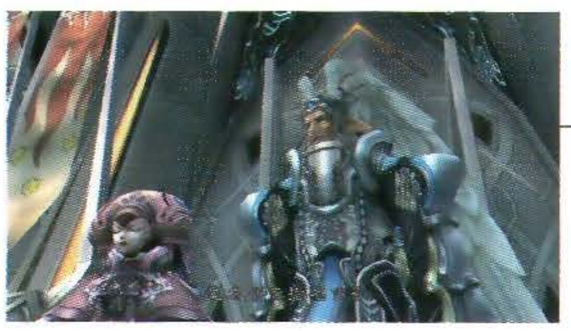
Establishing shot presenting Eryth Sea.

CHAPTER 08-02
Vision of Melia

To obtain imperial sanction and enter Prison Island, the group leave Frontier Village and traverse Eryth Sea to reach the High Entia capital.

CHAPTER 08-03
Alcamoth

Establishing shot presenting Alcamoth.



CHAPTER 08-04
The Crown Princess

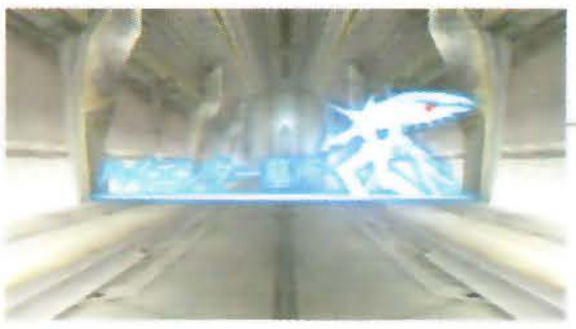
Melia is designated by the High Entia Emperor Sorean to become the future Crown Princess. However, to prove her worth and her devotion, she must overcome a dangerous trial…

CHAPTER 08-05
The trap

Shulk and the others, realizing that Melia is the target of a conspiracy against her, decide to enter the High Entia tomb, only to fall into the lower levels after triggering the alarm system.

Riki the thief?!

We all remember Riki, the bouncy Heropon who always has a spring in his step! In the first drafts of the scenario, the creative minds behind Xenoblade Chronicles came up with this: "Riki, now Heropon despite his unheroic nature, is tasked with singlehandedly defeating the Dinobeast (Telethia). Of course to him, this is mission impossible! Thankfully, Shulk and his companions happen to reach Frontier Village around this time. Riki sneaks past everyone while they're asleep to steal the Monado, thinking that with this weapon, he will be able to accomplish his mission…" We know nothing about what was in store for Riki after the fact, though.



CHAPTER 08-06
High Entia Tomb

Establishing shot presenting the High Entia Tomb.

CHAPTER 08-07
Tyrea and the Solidum Telethia

Tyrea makes an attempt on Melia's life, rejecting her for her Homs blood. When Shulk's party finally comes to the rescue, she summons a Telethia to fight alongside her in an intense battle.

CHAPTER 08-08
Tyrea's retreat

Thanks to a helping hand from Alvis, Melia is safe once again. She drops her ceremonial mask and offers her most beautiful smile, as proof of her immense gratitude.

CHAPTER 08-09
The Assault on Bionis

Somewhere on Mechonis, a shadowy figure closely follows the fight between Shulk and the Telethia. This figure then gives a single order: To commence the assault on Bionis.

CHAPTER 9
"I am Zanza."

CHAPTER 09-01
Alvis and Sorean

A month earlier, Alvis, the divine seer, shows Sorean the future that awaits him should he not quickly act to change it. The vision also clearly shows Prison Island.

CHAPTER 09-02
Back to the Imperial City

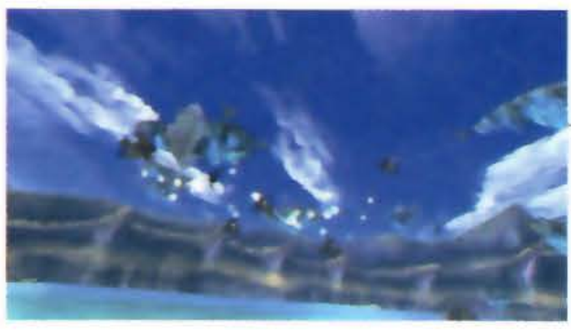
Having faced the trial of the Tomb, Melia publicly announces her ascendance to her people. Shulk and his companions are very impressed. They can hardly believe that the Melia they see before them is the one they've come to know.

CHAPTER 09-03
New machines

High in the sky, the Mechonis deploys its army of Mechon. Metal Face and newcomer Face Nemesis head towards the imperial capital.

CHAPTER 09-04
Sorean's future

Shulk and the others meet Melia in her imperial villa. But the festivities are cut short when he receives a new vision, one in which Sorean meets his end on Prison Island…



CHAPTER 09-05
The attack on the imperial capital

The Mechon army infiltrates Eryth Sea and launches their offensive on the imperial capital. Metal Face is overjoyed, saying: "Too slow! You'll never stop me now!"

CHAPTER 09-06
Ancient creatures

The High Entia's defence systems, being as ancient as they are, are powerless to stop Metal Face's onslaught. But the Mechon are soon met by the gigantic forgotten monsters that protect the region.

CHAPTER 09-07
Sorean and the giant

The barrier on Prison Island is finally broken by Emperor Sorean, allowing the release and reawakening of the giant who was formerly its lone prisoner. He deploys a tremendous power and releases a destructive amount of energy.

CHAPTER 09-08
Vision of the giant

"Heir to the Monado. Let the shackles be released!"

CHAPTER 09-09
Prison Island

Establishing shot presenting Prison Island.

CHAPTER 09-10
Meeting Zanza

Shulk's vision of his meeting with the giant is finally coming true! The giant, having been confined by the ancient High Entia, sits still in his chains, but gives the party his name: Zanza.

CHAPTER 09-11
Secrets of the Monado

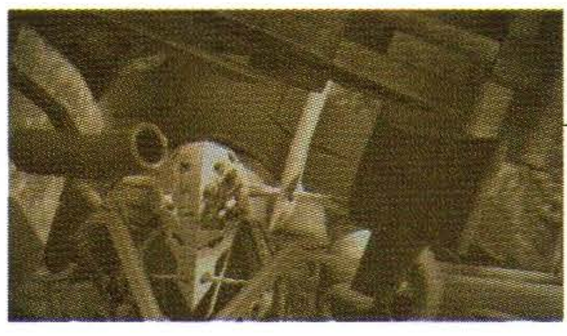
Zanza details the story of the Monado and explains that shackles are sealing away its true potential! He doesn't hesitate to reveal the divine secrets of the blade…

Kallian is a good guy!

We received a lot of comments about Kallian saying that: "I honestly thought he would turn out to be evil!" Many of you seemed to believe that because of the rictus grin on his face after Melia is announced as the Crown Princess. But in truth, he was only smiling. As he's a brilliant and popular young man, a lot of players fell into the trap of thinking that he was hiding something. Though if we ask Tetsuya Takahashi, he says, "Actually no, he's got nothing to hide."

CHAPTER 09-12
The lance

Metal Face wastes no time in determining that Zanza is the source of the incredible power being released from Prison Island. He then takes his lance, adjusts the crosshair, and lines up his shot…

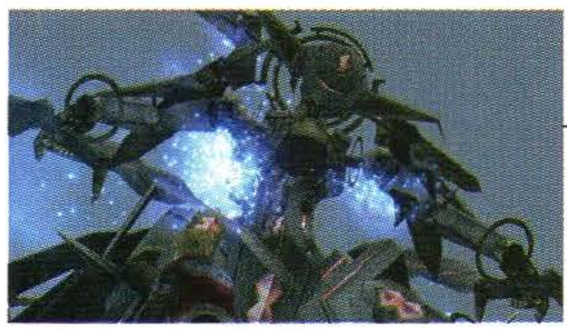


CHAPTER 09-13
Memories of Fiora

Zanza explains that by releasing the Monado's true potential, the blade will be capable of slicing through more than just Mechon. This brings Shulk back to the day when Fiora was attacked by the Mechon.

CHAPTER 09-14
The giant's demise

The gigantic lance falls from the sky and stabs clean through Zanza's heart. Sorean is murdered by Metal Face, making Shulk's grizzly visions all too real. The young boy is consumed with fury.



CHAPTER 09-15
Fiora's face

Now, Shulk's Monado has been unbound, possessing new capabilities. The blade can now cut through people! But Face Nemesis is determined to stop him, and takes a blow meant for Metal Face.

CHAPTER 09-16
Zanza and Alvis

We thought that Zanza was destroyed after being wounded by the lance. However, his consciousness, still extant, communicates with Alvis. "I do what is necessary for this world?" he says, feigning humility.

CHAPTER 10
"Leader of Mechonis and agent of Meyneth."

CHAPTER 10-01
Melancholy on Prison Island

When they saw the new Face open up, the group was shocked to discover Fiora in its cockpit! The joy of seeing her still alive melds with the sadness of having to pursue her… in the enemy's domain.

CHAPTER 10-02
Face Nemesis

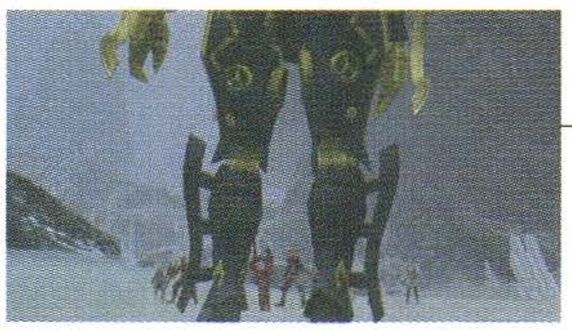
Mecha-Fiora isn't really alone. Within her rests the divine presence of Lady Meyneth. "I wish to see that boy again... To meet with the one who wields the Monado," she explains.

CHAPTER 10-03
Valak Mountain

Establishing shot presenting Valak Mountain.

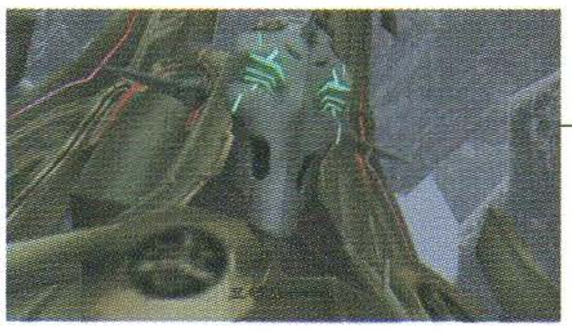
CHAPTER 10-04
Remembering the Monado researchers

The group decides to pursue Fiora, who they last saw heading toward the Mechonis. Alvis guides Shulk and his companions to the ruins of Ose Tower, where the Monado was once concealed.



CHAPTER 10-05
Mumkhar's return

Face Nemesis meets the group on their journey. Metal Face is hot on her heels, and finally reveals his true identity. Mumkhar emerges from the cockpit of the machine. Dunban cannot hide his surprise.



CHAPTER 10-06
Leader of Mechonis

As Dunban and Mumkhar fight a vicious battle to the death, Egil, the Leader of Mechonis, lands to steal away the Face Nemesis. He taunts Shulk, proclaiming: "If you want her, come and get her. You are more than welcome on Mechonis."

CHAPTER 11
"Are you really willing to kill another Homs?"

CHAPTER 11-01
Sword Valley

Establishing shot presenting Sword Valley.

CHAPTER 11-02
Egil's ponderings

Back on Mechonis, Egil ponders Zanza's decision to unshackle the Monado's power. He also thinks of Shulk, and more importantly, the reason as to why he can control the Monado.

CHAPTER 11-03
Metal Face, the final battle

Shulk's party continues on their path through Sword Valley. But at the gates of Galahad Fortress, Mumkhar opposes them again, determined to prove himself superior.

"The sheep that dreamed of becoming a shepherd"

No, there is no fable bearing this name, but this phrase represents the state of mind of certain characters. Those who are nothing but… slaves.

Metal Face

The sworn enemy of Shulk, Reyn and Dunban is none other than Mumkhar. Mumkhar controls a mech bearing the name "Metal Face". Yet outside of one or two instances, none of the main characters call it that. They tend to call it names like "that metal faced Mechon" among others.

CHAPTER 11-04
The end of Metal Face

Just as Mumkhar is about to be slain by Dunban, Shulk intervenes and puts an end to the battle. He pleads with Dunban that their enemies are more than just Mechon. They are Homs, like themselves.

CHAPTER 11-05
Visions of destruction

After the end of the battle against Mumkhar, Shulk receives another vision. He sees the Fortress collapsing, and Face Nemesis, with Fiora on board, falling out of the sky.

CHAPTER 11-06
Galahad Fortress

Establishing shot presenting Galahad Fortress.

CHAPTER 11-07
Face Nemesis, under control

Upon reaching the heart of the fortress the Monado's powers are suddenly rendered useless. And unfortunately for Shulk, Fiora isn't getting her memories back. She still is under Egil's control...

CHAPTER 11-08
Galahad Fortress annihilated

Has Fiora's will finally taken over? Face Nemesis manages to wrest back control of itself and triggers a cataclysmic energy release. Egil, speechless, has no choice but to retreat...

CHAPTER 12-01
Shulk's dream

Shulk has a dream. One from his youth, in which he sees himself falling into a deep abyss. However today, a second "him" looks down on him from above.

CHAPTER 12-02
Looking for Fiora

Shulk washes up on a mysterious beach. He decides to check on Fiora, who fell with him when Galahad Fortress began to explode.

CHAPTER 12-03
Fiora lives

Shulk finally finds the heavily damaged remains of Face Nemesis. Fiora is still in there, though she's unconscious. "She's still breathing!" he rejoices...

CHAPTER 12-04
The first kiss

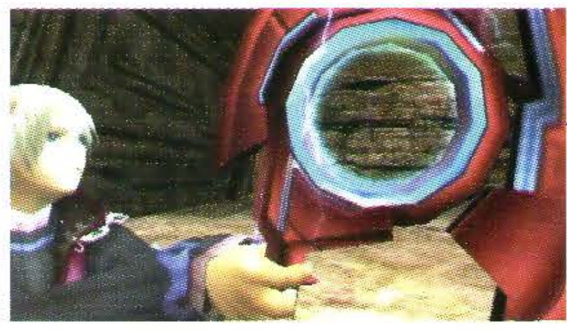
Shulk gives the unconscious Fiora a little bit of water through a kiss. When she finally opens her eyes, she whispers, "I can't believe it. My first kiss..."

CHAPTER 12-05
Fiora's Memories

Fiora explains that after being taken away, she woke up with the body of a machine. But a voice deep within seemed to speak for her and took control of her body, preventing her from acting of her own accord.

CHAPTER 12-06
Shulk and Fiora

There are still many mysteries left unsolved, but Fiora is finally back, and that's all that matters for now! The young girl, staring straight into Shulk's eyes, simply says, "I'm glad to be here."



CHAPTER 12-07
Monado rekindled

Sadly, Mechon attack units interrupt their moment of tranquillity. Shulk is so determined to protect Fiora that this alone seems to restore some of the Monado's lost power...

CHAPTER 12-08
A hard fought reunion

Meanwhile, Reyn and Sharla set out to look for Shulk. They are alerted by the sound of fighting by the shore. They then hurry to rescue their friend.

CHAPTER 12-09
Gathering at the Hidden Village

Dunban, Riki and Melia, however, manage to reach the Hidden Village. This is also where Shulk and the others came to recover. Our heroes are happy to be reunited.

CHAPTER 12-10
The Hidden Machina Village

Establishing shot presenting the Hidden Village of the Machina.

Vanea's breasts bounce? Here's why...

She may be a Machina, but Vanea is obviously made of more than just solid metal! Many were quick to point out that the female characters' breasts tend to bounce when they make sudden movements... The developers gave us some wildly differing explanations for this: "The Monolith Soft team insisted that we keep it... (Yokata)" "It's because Vanea's frame is spring loaded! (Takeda)." "One of the programmers was having a laugh, clearly... (Takami)", etc.
We don't know who's telling the truth but, in the end, we're not complaining!

CHAPTER 13-01
Fiora needs a hand

After the defeat of his sworn enemy and getting Fiora back, Shulk seems to have completed his mission. However, he has doubts about the future, on his role and what he should do from now on…

CHAPTER 13-02
A Face of Jade

At Mechonis, Egil comes to realise that the weakness of the Face Mechon has been lingering memories from their former lives as Homs. He then decides to completely erase any trace of these memories from his next model.

CHAPTER 13-03
View of Bionis and Mechonis

In order to know Egil's true intentions, Shulk and his friends decide to head back to the Mechonis. Their path brings them to the outer reaches of the Fallen Arm, offering an incredible view of their two worlds…

CHAPTER 13-04
Mechonis Field

Establishing shot presenting the field of the Mechonis.

CHAPTER 13-05
Camp preparation

Dunban and his sister exchange words. Fiora is still having difficulties getting used to her new body. Sharla, though, laments Gadolt's uncertain fate.

CHAPTER 13-06
Sharla's memories

Gadolt was a fierce fighter. During the previous war between the Homs and the Mechon, he had the courage to fight, weapon in hand, until the day was won…

CHAPTER 13-07
The sniper

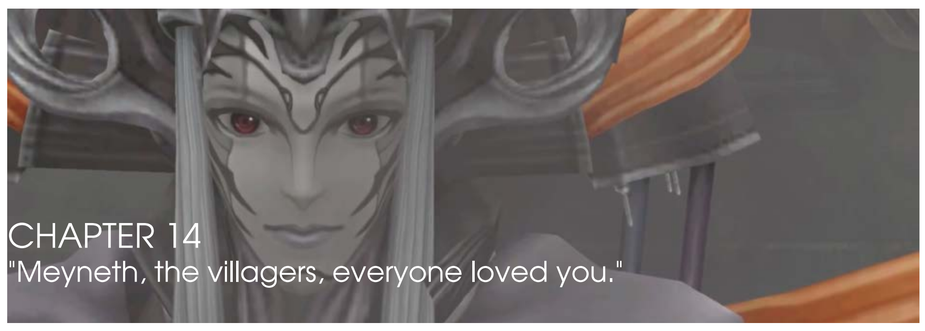
Shulk and his friends prepare to re-enter the Mechonis. They have the strange suspicion that they're being watched. Feeling a strong presence, Dunban turns back suddenly, but finds nobody behind him.

CHAPTER 13-08
Jade Face

Sensing danger, Shulk evades Jade Face's opening salvo. Sharla, however, is shocked when she hears a familiar voice say, "You did well to evade me…"

CHAPTER 13-09
Jade Face retreats

The man inside Jade Face is none other than their lost companion: Gadolt! However, his memory has been erased. Even Sharla's desperate pleas cannot reach him.



CHAPTER 14-01
Dream of the Monado

A voice asks: "Why do you desire to change the future?" Shulk responds, "It is natural to want to change an unhappy future." "Then you must find your Monado," the voice concludes…

CHAPTER 14-02
Mechonis revitalizes

What Egil desires above all is the creation of a world where all the beings of Mechonis can live without fear. But for that to happen, he must destroy the Monado…

CHAPTER 14-03
Meeting Vanea

Despite Gadolt's powerful onslaught, Shulk's party leaves the battle completely unscathed. Not a moment later, Vanea appears from the smoke, informing them that they were protected by Lady Meyneth's powers.

CHAPTER 14-04
Troops, advance!

On the Bionis, the Homs, Nopon and High Entia races band together in an allied force. Guided by Kallian, this alliance has already thought through their strategies to win the fierce battle that awaits them at Sword Valley.

CHAPTER 14-05
Mechonis Central Factory

Establishing shot of Mechonis' Central Factory.

Unexplorable areas

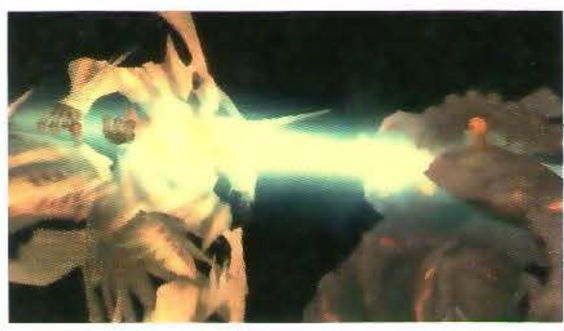
Among the questions asked on our website by internet users, one stuck out above the rest: "Tell us more about places that the player can't explore." Like you all, we would have loved to run around on the Bionis' head or back. Tetsuya Takahashi certainly agrees: "I would have liked us to travel up to the horn of Bionis…" he says. The view up there would have certainly been magnificent.

CHAPTER 14-06
The Allied Force makes its move

The flying Havres weapon systems lead the Bionis Allied Force in their attack on Galahad Fortress. Vangarre's silhouette stands proudly among them.

CHAPTER 14-07
Mechonis Capital Agniratha

Establishing shot of the Mechonis Capital, Agniratha.



CHAPTER 14-08
Machina lore

Atop the tower that looms over the cloister, images of the history of the Mechonis stream before the party. Shulk and his companions see the truth of the Bionis and Mechonis.

CHAPTER 14-09
Gadolt takes aim

In front of the Meyneth Cloister, Shulk once again evades Gadolt's onslaught, to the former soldier's astonishment. Though alarmed that he sensed another attack without seeing a vision, Shulk resolves to fight Gadolt.

CHAPTER 14-10
Gadolt's memories

Gadolt seems to hesitate when attacking Sharla. Recognizing that memories of the people he loved still linger within, Meyneth tries to release Gadolt from Egil's control.

CHAPTER 14-11
Gadolt's resurrection

A red light pours from Fiora's chest, finally setting Gadolt free. Gadolt speaks of Egil's intentions, and the full extent of the horror of being under Egil's control returns to him.

CHAPTER 14-12
Alvis heading to the Mechonis

While accompanying Kallian, Alvis senses that the Mechon seem to have abandoned the fight before it began. This cannot mean anything good. He heads out alone aboard a Havres to find Shulk and his companions.

CHAPTER 14-13
Egil's will

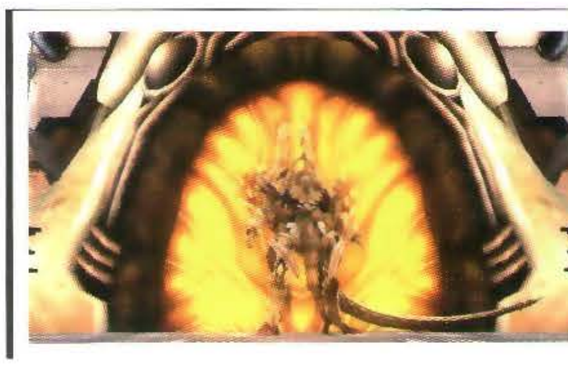
In the distant past, Zanza/Bionis was bent on eradicating the Mechonis. Egil, fuelled by his hatred for Zanza, continues to fight to avenge his fallen brethren.

CHAPTER 14-14
Yaldabaoth

Vanea tries to convince Egil, but his will does not falter. Finally, he boards the Golden Face Yaldabaoth and prepares himself for the final battle.

CHAPTER 14-15
Egil and Meyneth

Yaldabaoth's power is too much for our heroes. Egil is so blinded by his desire for revenge that even Meyneth can no longer reach him.



CHAPTER 14-16
Mechonis' soul

Rejecting the very god he once believed in, the plot against Bionis that Egil risked his life for comes to fruition. The body of the Mechonis begins to stir.

CHAPTER 14-17
Destruction of the capital

Shulk and his companions try to escape the capital during its destruction, but they are too late.

CHAPTER 15
"You shouldn't have done that. Little brat."

CHAPTER 15-01
Mechonis' awakening

Thanks to Gadolt's selfless sacrifice, Meyneth awakens once more. Shulk and his companions live, but they can only watch as Mechonis moves once again.

CHAPTER 15-02
Mechonis makes its move

The sword of the Mechonis is pulled from the Bionis before Kallian's disbelieving eyes. The Allied Force begins a hasty retreat.

CHAPTER 15-03
Junks sets sail

After the capital's destruction, the movements of the Mechonis seem to have stopped. Shulk and his companions board the repaired Junks, thanks to the help of Dickson, and use it to fly into the Mechonis' Core a second time.

High Entia and Telethia don't change back and forth

To be exact, we should instead say "the Telethia were not turned into High Entia." We say this because people asked, "Were Telethia turned back into High Entia after the end of the game?" In actuality, their original form is the Telethia, and that is how they would continue to exist when Zanza loses his powers. If somebody gave them a temporary form and intelligence, how different would this story be?

CHAPTER 15-04
Junks breaking in

Mechon seem to rain from the sky when Junks attacks. Junks miraculously dodges the assault and approaches the Mechonis' Core.

CHAPTER 15-05
Junk charging in

Junk charges into the Mechonis, clears a path through the attacking Mechon, and arrives at the Ventilation Conduit. Shulk and his companions rush to the Core.

CHAPTER 15-06
Shulk's fatigue

Suddenly, an indescribable pain goes through Shulk's arm. He realizes that the force dwelling in his body has started, little by little, to change nature.

CHAPTER 15-07
Bionis and Shulk's Monado

The Monado of the Bionis yearns to destroy the Mechonis. Shulk starts to worry about the immense power of the sword that he holds. Fiora comforts him.

CHAPTER 15-08
Apocrypha

Mechonis reawakens. The weapon that hosted "Sword Valley" sinks deep into the Bionis. The force of the attack shakes the Mechonis to its very core. Even Shulk and his companions can feel it.

CHAPTER 15-09
Mechonis' Core

Egil's will, exacted through the Mechonis, is to annihilate the Bionis entirely. He wishes to suppress the Bionis, the disciples of Zanza, and destroy the Monado.

CHAPTER 15-10
Zanza's curse

By overcoming the desire to kill, Shulk decides to create a future where Bionis and Mechonis live in peace. However, these hopes are dashed by a single bullet.

CHAPTER 16
"This is the passage of fate!"

CHAPTER 16-01
The killing blow

Dickson is a disciple of Zanza. He shoots Shulk in the back to ensure Zanza's return. Such is the fate that Lord Zanza decided.

CHAPTER 16-02
Zanza's resurrection

The Bionis' Monado beheads the Mechonis in one blow. To stop Zanza's rampage, Meyneth releases her Monado from her body and faces her enemy.

CHAPTER 16-03
The death of Meyneth

To protect Shulk's body, Meyneth's soul leaves Fiora's body. Since she doesn't have a host, she cannot survive. The goddess fades away, praying for a better world.

CHAPTER 16-04
The ether deluge

With Meyneth's Monado in hand, Zanza cackles in glee. A gigantic flow of ether bellows forth from Prison Island, saturating Eryth Sea.

CHAPTER 16-05
The High Entia and Telethia

The concentrated ether flow engulfs the imperial capital of Alcamoth. The bodies of the High Entia are covered in light and start to transform into Telethia.

CHAPTER 16-06
light

Shulk's life hangs by a thread. Egil stays to grant Meyneth's final wish: evacuate everyone from the Mechonis Core.

CHAPTER 16-07
Egil's resolution

Bionis attacks Junks as it flies away from the dying Mechonis. Egil musters his strength to move the Mechonis' arm, and in doing so, saves Shulk and his companions.

CHAPTER 16-08
Dickson of the Trinity

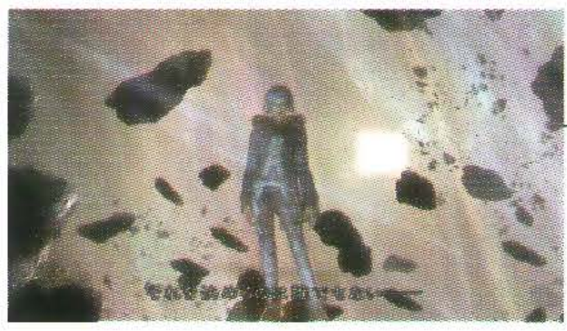
Despite its renewed strength, the Mechonis is completely destroyed. Dickson, accompanied by a swarm of Telethia, attacks Junks shortly after.

The villains

Excluding the more complex side characters like Tyrea, we like to think the game's depictions of good and evil give it some charm. Xord is a villain due to unfortunate circumstances, and though Egil, Mumkhar and Lorithia fell down a dark path, they are all just people who succumbed to their wrath. Mr. Takeda says, "As Shulk is a kind soul, he cannot bring death to people who aren't fundamentally evil." We're convinced.

CHAPTER 16-09
Kallian spreads his wings

All pure blooded High Entia become Telethia when exposed to high concentrations of ether. This is their true nature. But Kallian fights Dickson until the end.



CHAPTER 16-10
Drifting soul

Shulk's consciousness desperately cries out that everything he did with his companions was pointless. Alvis tells him, "Nobody else can decide that. Only you."

CHAPTER 17
"The choice is yours, creator. Tell me your decision for the future of this world."

CHAPTER 17-01
Junks' medical centre

Junks berths at Colony 6. Thanks to the Machina's collective knowledge, the creation of a new weapon -the Replica Monado- is complete. Yet Shulk has still not awoken from his coma.

CHAPTER 17-02
Fiora and Melia (1/2)

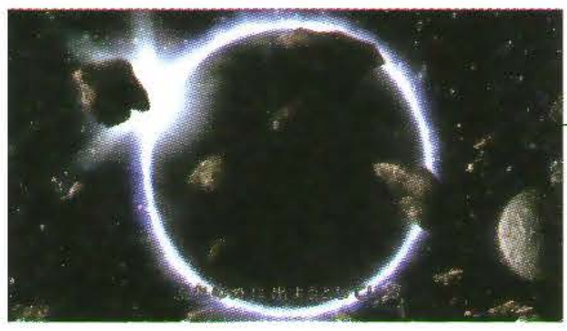
Fiora leaves Junks, seeming to have lost all hope. Melia, worried for her wellbeing, goes after her.

CHAPTER 17-03
Fiora and Melia (2/2)

Melia understands that Fiora, more than anyone, is deeply connected to Shulk. "I'm nothing compared to her," are the words that ring inside the princess' head.

CHAPTER 17-04
Alarm

Colony 6's alarm rings to announce the oncoming attack from Zanza's Telethia horde. Leading them is Dickson, once thought to be dead.



CHAPTER 17-05
The passage of fate

Everything moves along the passage of fate. Yet, it seems that the passage of fate can be changed; this is a new future of which Shulk may be the origin, as long as the tiniest flicker of hope exists.

CHAPTER 17-06
Shulk's recovery

If everything goes as Zanza plans, then all life on Bionis will be exterminated by the Telethia. However, Shulk, fully recovered, sets out to change that future.

CHAPTER 17-07
Alvis of the Trinity

The future comes to Shulk, and Dickson's Telethia is defeated. Alvis, with his trademark detachment, summons his Sani Telethia to attack.

CHAPTER 17-08
Our future

With Shulk's return, Dickson is successfully repelled. The battle against Zanza finally begins in earnest.

CHAPTER 17-09
To the final battle

The disciples leave, following Zanza into the Bionis' interior. Shulk and his companions board Junks and set out to follow them.

CHAPTER 17-10
Lorithia of the Trinity

Lorithia, another disciple of Zanza, meets the party in the Bionis' heart. Kallian is now completely transformed into a Telethia and forced to fight Shulk and his companions.

CHAPTER 17-11
Kallian and Melia

A light stands before Melia: Kallian's soul. Kallian entrusts the future of the High Entia to his sister's leadership, before vanishing into the heavens.

CHAPTER 17-12
The battle for all beings

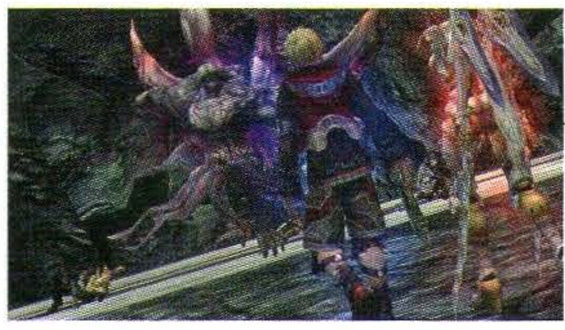
Juju and Otharon protect their comrades, putting their lives on the line to face the Telethia in the battle for Colony 6. They are aided by a Faced Mechon, all of whom now fight for the same cause as them.

CHAPTER 17-13
Disciple Dickson (1/2)

"Enough talk, boy!", says Dickson, showing Shulk and his companions the true strength of the Giants after guiding them to Prison Island.

Bionis' Left Shoulder

A place beyond imagination where at the end of the game, the Telethia are seen flying by in ancient times. Some may have noticed that this same place is where Arglas speaks in the scene where we see Egil's memories. According to Mr. Takami, the game's art director, this is because no other location offered a better side profile of the Bionis. It is a shame we weren't able to explore it too.



CHAPTER 17-14
Disciple Dickson (2/2)

Putting his former friendships aside, Dickson stands in Shulk and Fiora's way. They have become the hope of every being of Bionis and Mechonis.

CHAPTER 17-15
Farewell, Dickson

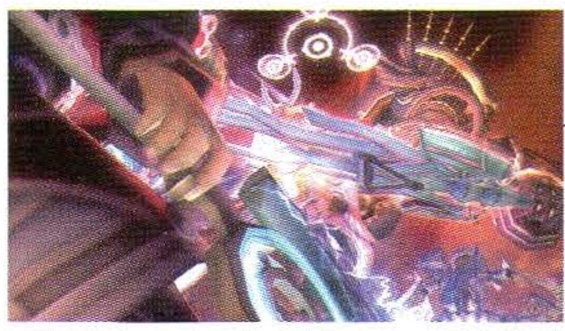
Shulk's mentor and adoptive father. Dunban's miserly comrade in arms. The last of the Giants and a disciple of Zanza. Undoubtedly, Dickson was all of those and more.

CHAPTER 17-16
Zanza's ruminations

With a Monado in each hand, Zanza has become the omnipotent ruler of the passage of fate, or maybe not... Is the future he envisioned in danger?

CHAPTER 17-17
Zanza's welcome

Having reached Memory Space, Shulk and his companions finally arrive to face Zanza. They aren't here to create a myopic world where the future is predestined, but a vast world where all are free.



CHAPTER 17-18
Shattering the future

Shulk and Fiora cry out. Every being will forge their own destiny; this is the freedom they want to create. In Shulk's hand, the third Monado alights.

CHAPTER 17-19
The end of the world.

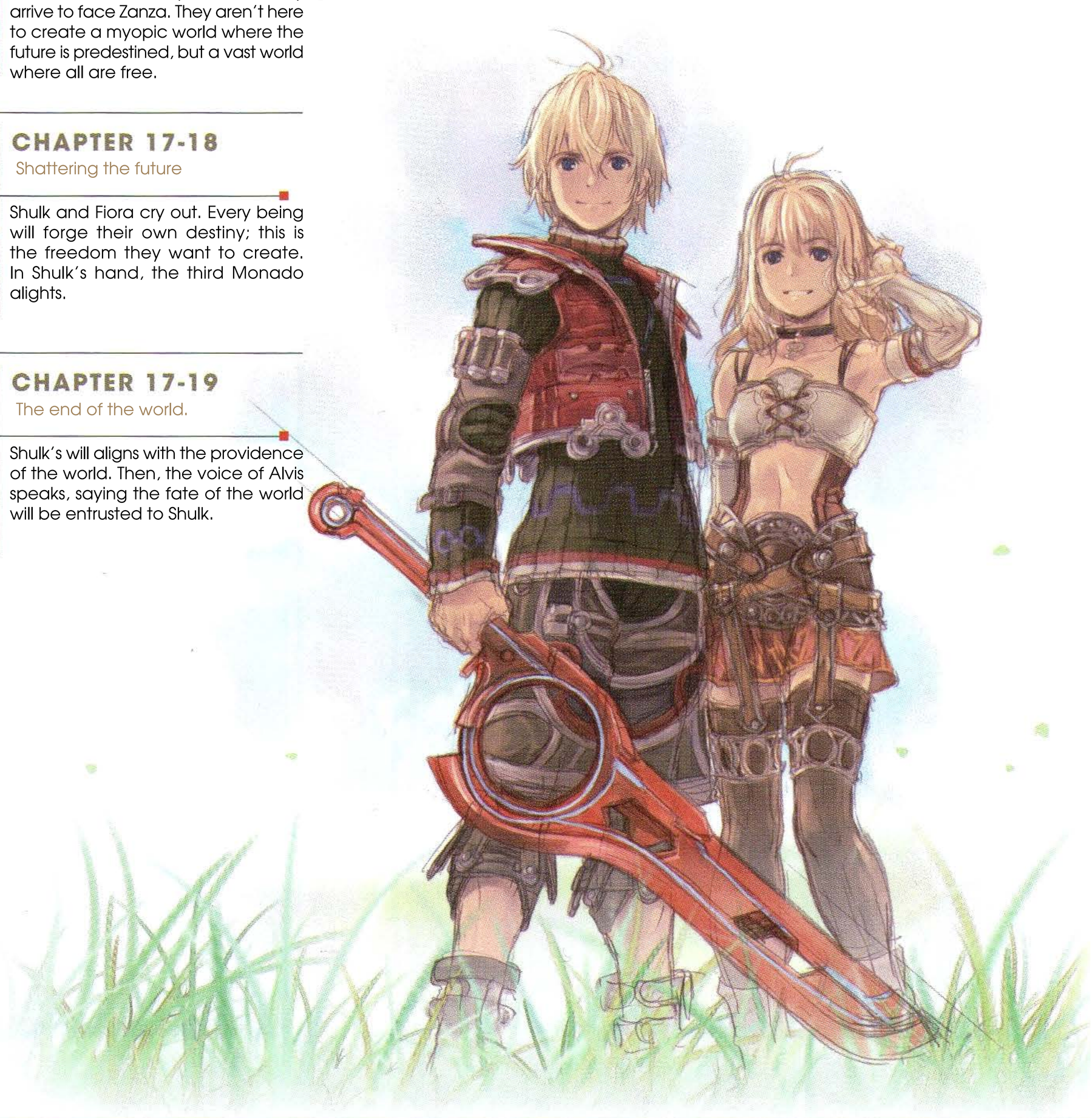
Shulk's will aligns with the providence of the world. Then, the voice of Alvis speaks, saying the fate of the world will be entrusted to Shulk.

CHAPTER 17-20
The beginning of the world

By felling Zanza, a new god is born. This new god has a wish; All creatures forge their own future, in a world with no gods.

EPILOGUE
Beyond the sky

Once the threads of fate are severed, Shulk and his companions take their first steps into a world of endless possibilities. All life now walks towards the future. Hand in hand.



Alvis the absconder

Meyneth the mechanical goddess turned into petals, Zanza the organic god was sliced in twain. This is how the two gods of Shulk's world were destroyed. However, what became of "Alvis" and the "Monado" that controlled both gods? Here is what Mr. Takahashi has to say: "The being who oversees the universe is gone, that means that something made it disappear." It's up to us to find our own explanation.

The Bionis and the Mechonis have left many unsolved mysteries in their wake. When life at last left their bodies, they became a story we may never fully grasp.

Thus, let us build new foundations. The endless cycle of the old world has been broken.

To the people who would question the gods, to those who want to know the truth.

I hope we can move forward, and talk to our hearts' content.

What we see here represents everything. The light and darkness in our hearts, the wind around us, all of it.

It's you. It's you alone.
It's because you forge the legend of the Monado.

For those who want to know everything about Xenoblade

A strategy guidebook "Xenoblade: The Complete Guide", only released in Japan includes all the following information: -The reason why Dunban can use the Monado, -Information about the Trinity -The reason why Mechon eat people -Special points which the producer Tetsuya Takahashi brought a particular attention to -The time limit of Face Mechon -Advice on weapon exchange -A general summary of the story and background -Messages from the development team.

Xenoblade The Secret File MONADO Archives

FAMOUS SCENES

Selection of famous cutscenes

According to an online poll that took place in Japan, here are the five most popular cutscenes among the fans. The cinematics, and certain parts of the dialogue, have been transcribed below. Like in the previous section, the development team have left their thoughts in messages at the bottom of each page.

The scene where Dunban is overcome with a fit of rage when confronting Mumkhar on Valak Mountain.

Dunban, you'll never win! Get on your knees and worship me!

Dunban: You fought beside me
at Sword Valley!
Why did you change sides?
Why the Mechon?
Mumkhar: You're as blind as you were then!
I've wanted you dead for years!
Shulk: What's happening?!
Reyn: Is the Bionis moving?!
Mumkhar: I wanted to get the Monado
so I could be the new hero!
Dunban: Is that it?!
That's the puerile reason you've
killed all those innocent people?
Ravaged our home!
Mumkhar: I love this body.
The power!
Mumkhar: Dunban, you'll never win!
Get on your knees
and worship me!
Dunban: Never.
I will strike you down
and all that you have become,
you wretched fool.
The Monado will stop you.
And then you will know
the shame of all that
you have done, traitor!
Mumkhar: Shut your mouth and come on!

Never.
I will strike you down and all that you have become, you wretched fool.

Despite many difficulties, this stunning scene finally gets its time to shine.

The scene where Dunban and Mumkhar are reunited, since they're the two other main characters in the game, had to have all the necessary elements. The first is the music, which crescendos and synchronises with how intense the actors' performances are. According to the director, Mr. Kojima, the timing imposed by Mr. Takahashi, the aspect of "engaging one's life" and the background music being in tune with the images, when all put together, gives a really effective result. As the actor who played Mumkhar, Norio Wakamoto, did some improvisations for this scene, we meticulously made Mumkar's facial expressions match those of Wakamoto. As the actor who played Dunban, Ryo Horikawa, has been in a number of projects with Mr. Wakamoto, and their dynamic felt very appropriate for the roles of Mumkhar and Dunban.

The scene where Shulk and Fiora recall their reunion from the Fallen Arm

Shulk: Fiora.
You're awake.
Do you remember?
My name is Shu-
Fiora: I can't believe it.
My first kiss.
Shulk: You do remember me! Fiora!
Fiora: Of course I do. Shulk.
Fiora: I... I never forgot you, or the others.
Shulk: Then, why?
Fiora: Because I wasn't me anymore.
I wanted to call out,
but I couldn't.
Shulk: What do you mean?
Fiora: When it happened,
when Colony 9 was attacked
by the Mechon...
I thought I had died.
I felt the Mechon's claw
rip through me.
I couldn't remember anything.
There was no sound,
no light, no pain.
When I came round,
I had the body of a machine.
And it felt like there was
someone inside me.
Shulk: Someone else?
The one who was
controlling the Mechon
you were in?
Fiora: Yes, that voice.
She knew what I wanted to do
and did it for me.
So I want to help her if I can.
Please, Shulk.
Shulk: All right.
Then we'll do everything we can
to find out what she
was trying to do.
Fiora: Thank you.
Shulk: Welcome back, Fiora.
Fiora: I'm glad to be here.

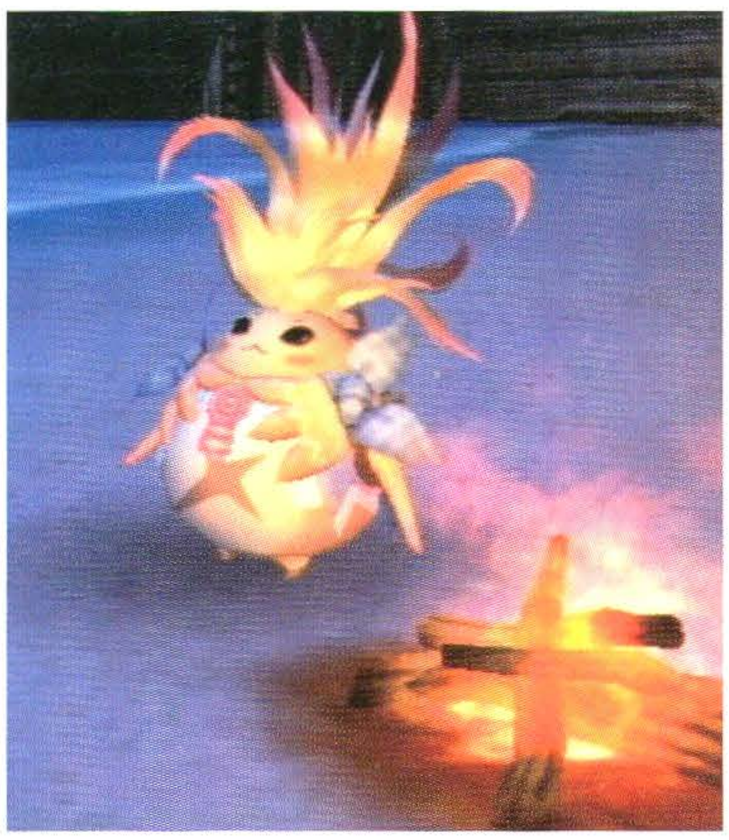
Fiora.

I can't believe it.

We hit upon the exact emotion we were looking for, completely by accident.

Mr. Takami, the designer, told us that he really appreciated Fiora's first words in this scene. As she has just woken from a long slumber, and her somewhat incoherent response gives a very memorable result. In reality, during the first recording, it just so happened that the lines were delivered in a way that fit the scene.

The scene where the big brother, Dunban, and the father, Riki, talk in front of the tranquil oceans of the Fallen Arm.



Riki: Friends stop for Riki!
Riki very hungry! And Riki sleepy!
If Riki not rest now,
Riki not keep going!
Dunban: We can't have that, can we?
We'll rest here
before going any further.
Melia, do you need to rest?
Melia: I am fine.
Riki: Good! Break time!
Dunban: What's this?
Riki: Heropon Riki have big fight
with fish. Riki win.
Grilled fish taste yum yum!
Dundun eat too.
Dunban: I thought you said you
couldn't move if you didn't rest.
Riki: Riki very tired.
But Riki very hungry too.
Dunban: How considerate of you.
Riki: Riki not understand Dundun!
Dunban: Don't try to hide it.
You realised Melia
was lagging behind.
She would never admit
how tired she was.
That's the real reason you asked.
Dunban: Now that's good fish.
Even in this strange place,
at least the fish
tastes like it should.
Riki: Riki glad Dundun
like yum yum fish!
Dunban: Yeah, thank you.
Riki: Melly is tired, but Riki tired too.
And Dundun not look happy.
Dunban: What's this?
Am I that transparent?
Riki: Riki want to hear Dundun's story.
Riki listen carefully.
For Riki is the Heropon!
Dunban: I'm not sure what
that's got to do with it.
Well, seeing as you're here.
I'll tell you.
Riki: Yay! Riki listen.

Dunban: I have a sister.
Her name is Fiora.
Riki: Riki know.
She wears silver armour.
Shulk look everywhere for her.
Dunban: Indeed. Shulk and Fiora...
Everyone knows
they like each other,
but they're just not
ready I suppose.
They are the perfect match,
but if they don't hurry up
and tell each other...
Riki: Even Riki know that!
Dunban: I suppose everyone does.
But now Fiora has become...
something else.
Riki: She forget Shulk.
She forget Dundun too.
Dunban: She did. But,
Shulk won't give up that easily.
Knowing that he's out there
looking for her fills me with hope.
I just wish I was there with him...
Riki: Dundun take care of them!
Dunban: Hmm?
Riki: Dundun watch over Shulk.
Dundun watch over Fiora.
That is all a daddypon can do.
Riki make mistake.
Dundun not daddypon.
Dunban: Well, I am her older brother.
Riki: But just like daddypon,
watching over family.
Same watch over.
Dundun do what he must.
Dunban: Who would have thought it?
I never imagined I would be
getting such advice from you.
Riki: Riki have big family of littlepon.
Riki raised and say goodbye
to many littlepon.
Riki know some things.
Dunban: You can say that again.
I had you all wrong.

They are the perfect match, but if they don't hurry up and tell each other...

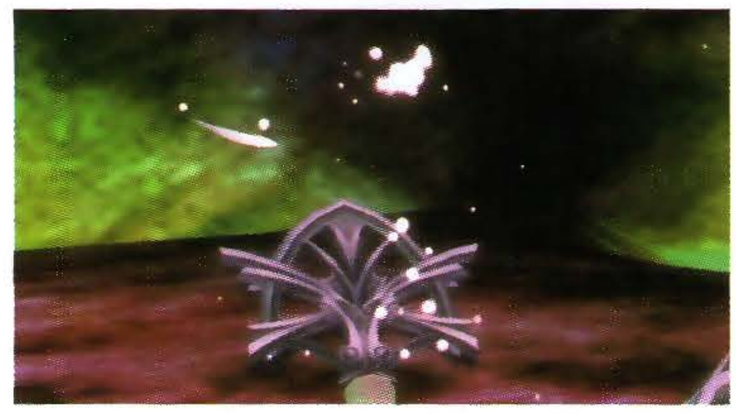
But just like daddypon,
watching over family.
Same watch over. Dundun do what he must.

This is why we created Riki's personality.

This cinematic is centred on Riki's personality. Mr Takeda, who is in charge of Scenario, wanted to include this scene since the start of the project. Giving this scene so much importance proved a complicated task, but Mr. Takeda pulled it off. (Takeda) "What should the feel of this scene be? Is it too fast? Too slow? I remember those questions really tripping me up."
(Kojima) "Had it not been for this scene, we might have removed this annoying character from the game"
(Takami) "The voice actors were just as touched as we were by the dialogue in this scene, to the point where they would forget to re-listen to what they had just recorded"
(Takeda) "In the script, before this scene there was a conversation between Shulk and Fiora, then one between Reyn and Sharla, which in my opinion were pretty predictable events to occur. Then I was surprised to see there was this scene, and we were all so touched by it that it had to make the cut."

The scene where, after having defeated Disciple Lorithia, Melia gives Riki a big hug as she cries.

Melia: Brother!
Brother?
Is that really you?
I have longed to see you!
Kallian: I too, Melia.
Melia: Brother, I must apologise.
To you and to everyone.
Kallian: Because of our transformation into Telethia?
Melia: I am a princess.
But I brought misfortune upon the High Entia. I... I...
Kallian: You are mistaken, Melia.
The Telethia gene lies dormant within us all. There was no escaping the cursed blood in our veins, sister. It was fate.
That is why our father sought to dilute the bloodline.
You are the hope of the High Entia.
You will not transform into a Telethia.
Even after the Bionis has reawakened, you can still succeed the imperial line.
You have the power to end our suffering. Knowing this, both I and father were happy to sacrifice ourselves. It was our choice.
Melia: Brother.
Kallian: There is no need to fear.
After all, this is precisely our wish.
Kallian: In the end, you are the only ones who can stop Zanza.
Melia: Yes.
Kallian: Now, leave her to me.
You must go.
You must accompany Shulk.
Lorithia: No! My Telethia! You!
What have you done?!
Melia: I have done nothing. This is your destiny. Accept it with dignity!
Lorithia: My body! No!
I was promised immortality!
Melia: Brother.
Kallian: Melia.
At long last I can be with Father.
You must now live your own life.
The path you forge.
The future you choose.
That is the hope of the High Entia.
Melia: Thank you, Brother.
Your words will stay with me forever.
Shulk: His words?
Riki: Riki heard.
Riki heard Melly's brother.
Kallian say 'hope of Bird People'.
Where Melly's brother?
Riki not see him, but Riki hear him.
Melia: Riki. You, too, heard his parting words.
Thank you.



Kallian say "Hope of Bird People."

Riki. You, too, heard his parting words.

The reason we gave Riki a serious tone.

During the course of the cutscene, Riki barely reacts compared to the other characters present. "It was difficult because if Riki was just a spectator, the scene would feel incomplete. However, by the end of the scene, this exchange will have made a huge impact on the player)" (Mr. Takeda)

Otherwise, the Monolith Staff who saw this scene found a Melia who, though clearly impacted by the loss of her brother, once again speaks with her heroic poise.

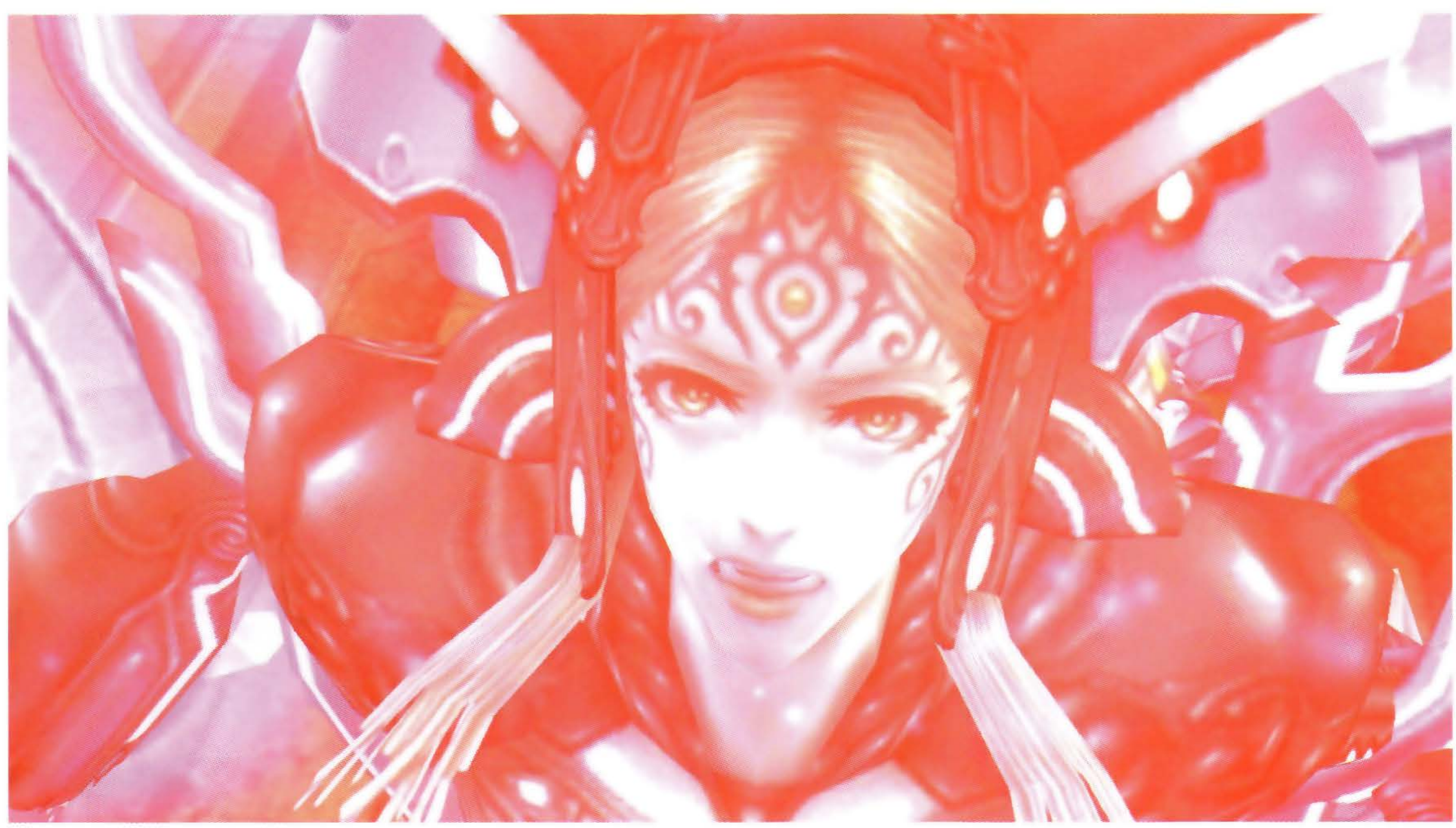
The scene where Meyneth takes control of Fiora's body and launches a series of attacks against Zanza using her Monado.

Zanza: It is from me that all life is born.
It lives only for me.
And it shall be returned!
So you have finally unleashed your Monado.
And there was me thinking you would die with dignity.

Meyneth: I finally understand.
The futures of our children belong to them alone.
Though we are their creators, their lives are theirs to control.
Even if the passage of fate is as you have decided,
I will teach you the strength of their will to resist. Zanza.
If you choose to deny the existence of every living being but yourself,
then I choose to fight.
To fight for them!

Fiora: That's right.
We won't let you erase everyone's futures!

May you rot in that shell for all eternity!

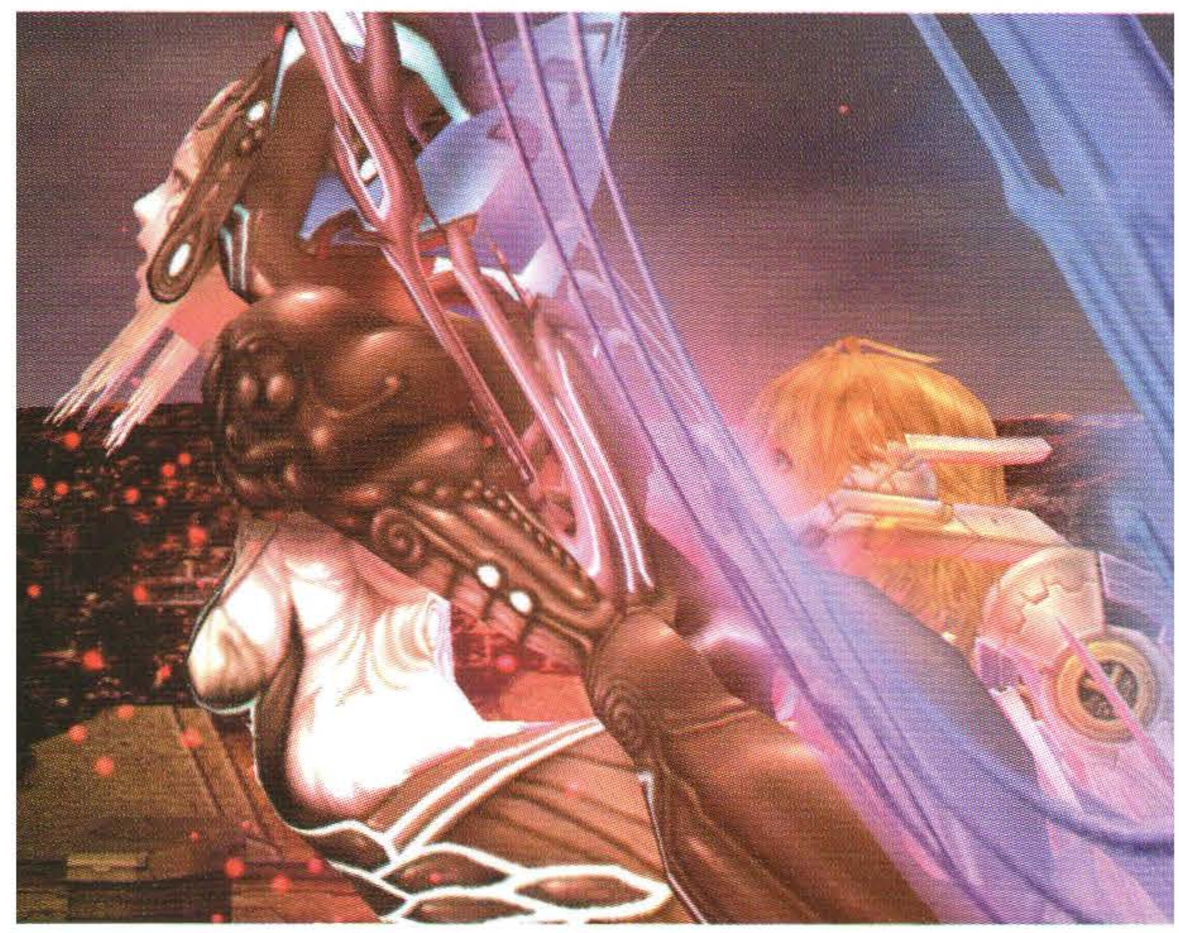


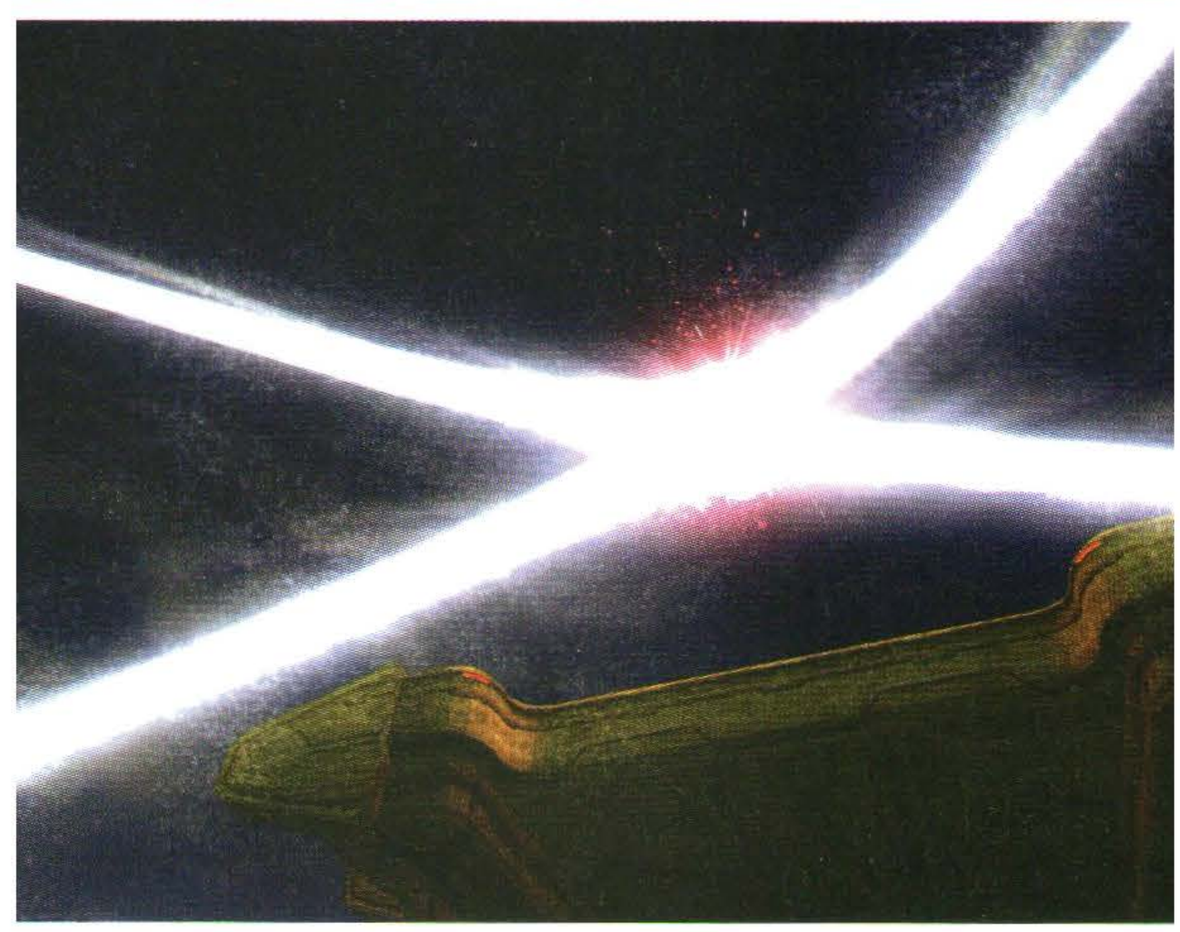
The beautiful silhouette of Meyneth, the mechanical goddess

In the game, this is the only scene where we can see Meyneth's body in its entirety. Her design was revised several times, just to have her be seen for only a few seconds. After we first viewed this scene, we heard team members saying "We sure worked hard for this'', "Just for this scene" , and "She's beautiful", while not even realizing that lots of them held their breath during the whole scene.

This is what I wish.
This world belongs to you all.

Zanza: Something wrong?
Is this the height of your skill?
You call yourself a god?!
And you talk of sharing this world with me?!
Zanza: So that's why. The dead boy is important to you.
The Homs are nothing but bacteria
clinging to my body!
Meyneth: They are living beings!
If you cannot understand this,
you have no right to call yourself a god!
Zanza: And who decides that? A god.
Because only a god may decide.
This world only needs one god, Meyneth.
May you rot in that shell for all eternity!
Sharla: Fiora!
Zanza: Face me like a god.
If not, then say goodbye to your putrid friends!
Meyneth: Zanza!
Vanea: Meyneth!
Zanza: Such a fool.
Meyneth: This is what I wish. This world belongs to you all.
Create a world... with no need for gods.
Fiora: Meyneth!
Zanza: This is the passage of fate!





Xenoblade The Secret File MONADO Archives

SECRET EPISODE

Author: Yuichiro Takeda
Editor: Tetsuya Takahashi
Illustrator: Kotaro Yamada

Xenoblade Insert Story - Home Again

The Bionis has revived, and the threat of the Telethia envelops the world. This is a record of an untold story—one that will decide not only the future of Shulk and his companions, but also the fate of Fiora, who has been stripped of Meyneth's Monado.

0

The world of the Bionis—a land that stretches across the body of an enormous god. Situated on its right calf is Colony 9, a settlement for the dwindling members of the Homs race. It's said that there once existed about ten colonies in all… most of which were destroyed by Mechon attacks.

Colony 9 had endured thus far because of its fortuitous distance from the Mechonis. Although falling, detached bits of the Bionis' body posed an occasional threat from above, there was no question that this colony was a precious, peaceful haven for the Homs.

For Reyn, Dunban, Fiora, and Shulk, this was their one and only home.

1

"Hey, Shulk… Got a minute?" Dean, a researcher at least ten years older than Shulk, called out to him inside the Weapon Development Laboratory. He had come to Shulk long ago for help too, hoping Shulk could act as a matchmaker between himself and a widow he had fancied. It seemed Dean hadn't changed a bit during Shulk's long absence, however.

(I don't know much about this sort of thing, either, actually…)

Dean continued to speak, unaware of Shulk's inner feelings. But, because Dean was his senior and because he needed help, Shulk couldn't rudely turn him away. Instead, he answered as always, "That doesn't sound good."

Dean's request turned out to be a simple-enough task. Compared to being sent into monster-filled caves or being sent up and down the Bionis countless times, his trivial little errand was nothing at all.

"I'm glad everything worked out." Shulk said. Dean nodded at this with a beaming smile. Despite his poor sense of humour, he was a good-natured person deep down.

Shulk climbed the staircase in the lab and stepped into the military district outside. Evening enveloped the sky. Shulk hadn't been able to finish his research today, either. Not necessarily because of Dean, though; his goal was basically a wild goose chase to begin with.

(I'm certain what Linada said is correct, but…)

Drearily, Shulk crossed the military district.

The streets filled with day workers heading home while Self Defense Force soldiers took up their positions for night duty. As he watched people come and go, Shulk was suddenly overcome by a feeling of déjà vu.

There was a time when the people were at constant war with the Mechon. Colony 9 was nothing more than a rearward base at the time, however. Most of the fighting against the cold, metallic invaders from the Mechonis took place on the Sword Plains. There were occasional rumours of stray Mechon wandering into Gaur Plain, but not even those posed any concern for the colony itself.

Those peaceful days wouldn't last forever, though.

That day, swarms of Mechon launched an assault on Colony 9 from their new intermediary base in Colony 6. The sudden raid shattered the peace that had lasted a little over a year. It also marked the beginning of Shulk and his friends' journey.

Now, Colony 9 was prepared for battle against the Telethia, creatures that could soar freely through the air and strike from anywhere. They existed solely to reap the life from all living things on the Bionis. There was no escape from them.

The people toiled day and night to fortify their defenses against the Telethia. Yet, somehow, regular, everyday life had returned to the town. It wasn't exactly the same peacefulness as before, but the seething anger that had filled the air immediately after the Mechon invasion was nowhere to be felt now.

(Everyone's grown so strong… Even this town has.)

Yes, even the town. Just as a person can toughen his or her mind and body, so

too can a town grow stalwart. The people of Colony 9 had gained the strength to live their everyday lives while remaining ever vigilant.

Shulk breathed an inner sigh of relief.

He and his companions would soon have to head into the Bionis' interior to do battle with a god—a final battle from which there was no turning back. Before doing so, though, they decided to tend to unfinished business, to ensure they would have no lingering regrets.

The party's journey had yielded many findings, including some that the Weapon Development Laboratory could utilize. Putting this information to good use was one of Shulk's unfinished tasks. The Machina, natives of the Mechonis, had used their technology to create a Replica Monado for him. If more could be made, the Homs could gain an extraordinary fighting edge.

Dean, both surprised and ecstatic, began to examine the data Shulk provided. (Metalware had always been his area of expertise, not cabbage rolls.)

Shulk also had one other goal—a glimmer of hope that the Machina doctor Linada had given him. No matter how slim the chances were, this was something he was absolutely determined to do. But, unlike with the Replica Monado task, this was something he hadn't told anyone else about…

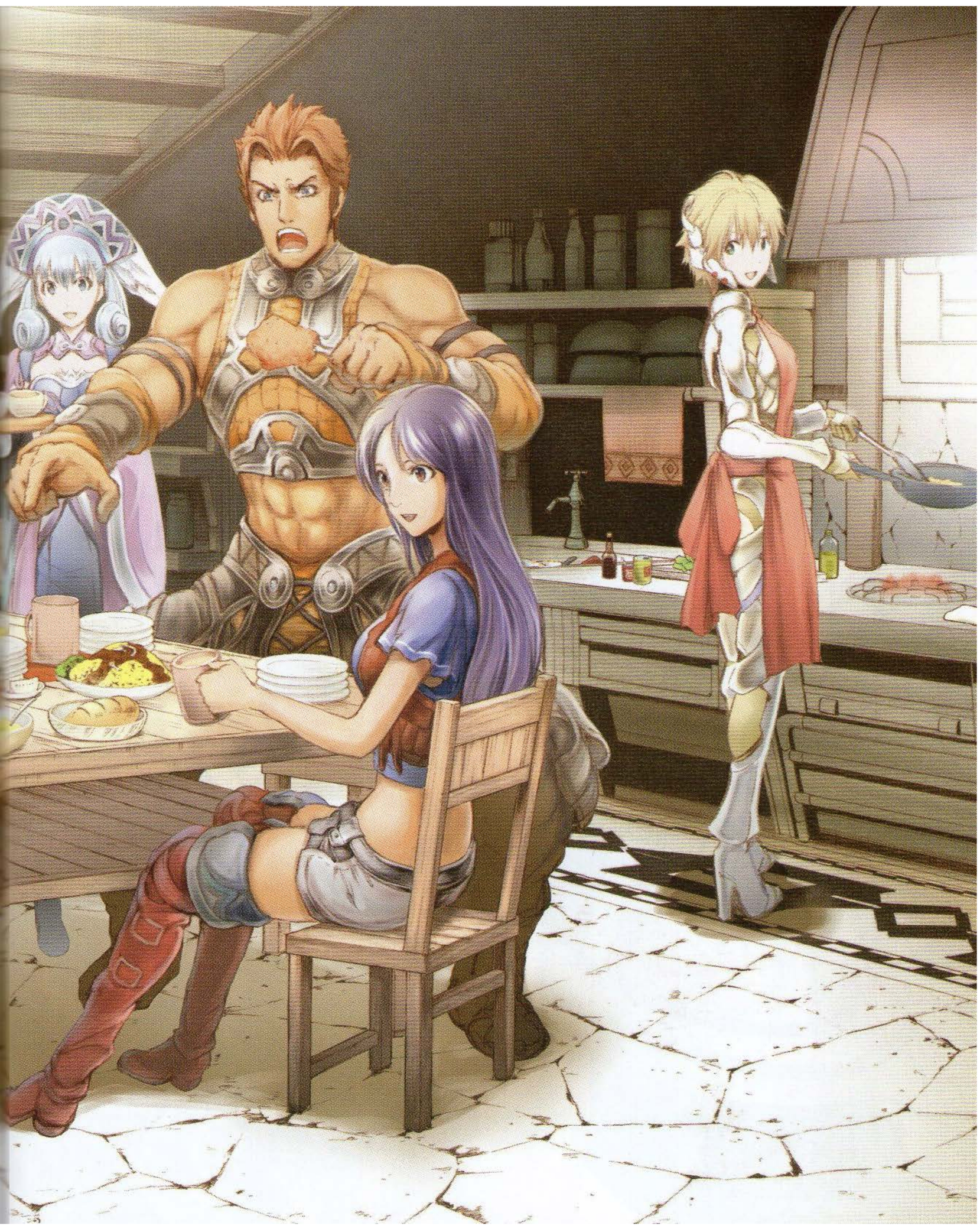
Shulk left the military district, crossed the central plaza, and made his way to the residential district. He greeted the artist Kenny Rohan as he passed by, but was ignored. Sesame was finally awake, but seemingly not awake enough to recognise Shulk.

After making his way past shops that had just opened for the night, Shulk finally reached the city's entrance.

(Translation note: the above path indeed seems to be slightly strange in the Japanese version, unless Shulk decided to take a really long and weird path through/around the colony for some reason)

There stood Dunban and Fiora's house. Dunban had chosen this location so that he could rush to the scene of an emergency faster than anyone else, should disaster strike.

Shulk opened the door he had passed through countless times since he was a child and entered the home.



2

Fiora's home-cooked food was "amazingly" good. The camp food she made during the journey was tasty, too, of course. But finally being home again with her familiar spices and ingredients seemed to help her unleash her full potential. Shulk, who had arrived late, was thoroughly enjoying the food. Fiora was delighted to see this as she prepared more to eat.

Visitors were once common to Dunban's home. Besides Fiora's childhood friends Shulk and Reyn, Dunban's war buddies Mumkhar and Dickson were also regular visitors, as were Colonel Vangarre and Lieutenant Colonel Kantz of the Self Defense Force. But after the battle of Sword Valley, the only people who ever came to see Dunban were get-well visitors.

Much time had passed since then, however. The old war buddies who'd once sat at the dining room table were now replaced by Sharla, Riki, and Melia. The sight of the lively dinner gathering warmed Shulk and Dunban's hearts.

At least until the food on the table ran out.

"Hey, pops! That was my food!"

"Reyn eat plenty already. Riki deserve to eat for working hard all day!"

"I'm the one who did the work! All you did was spew poison and fire from behind!"

"It burn up lots of calories. Riki need to refill or else dizzy-dizzy!" Riki said, stuffing his mouth with Energy Aubergine.

Dunban was dumbfounded. "How on Bionis can you fit all that food in such a tiny body?"

Reyn and Riki began chasing each other around. Sharla could only shrug her shoulders. "Honestly, now. It looks like you both could use a cool-down."

Melia calmly made her way to the kitchen. "I don't mean to rush you, but we ought to serve the next dish now. This commotion around the dinner table is unbearable." Melia said as she picked up a serving dish.

"Wait. That stew is for you, Melia," Fiora said without turning around. "I'll serve Reyn and Riki's in a minute," she continued, while stirring a pot.

"…I've already had my fill. You needn't put me ahead of the others."

"Oh, no, that's not it. I set some aside just for you, before I added Reyn's favourite Spicy Cabbage."

Indeed, Melia wasn't very fond of Spicy Cabbage. But her way of life had never allowed her to be fussy about food. She had been taught from a young age that it would be shameful for a member of the imperial family to be picky about food, especially food offered by the citizens.

Reyn had once shared some Spicy Cabbage with her on Gaur Plain, and she courteously ate it all. Reyn had meant no ill will by it, of course; she knew he was simply being friendly. (Although she did feel a tinge of murderous rage when he

gave her a second helping with a big smile…)

"Was that a bit presumptuous of me?" Fiora timidly asked.

"No, no, not at all… Thank you."

"You've really loosened up, I must say. It's nice. You're much more open and candid now."

Melia wasn't sure how to respond to this casual remark. She wasn't necessarily offended, but having been raised by the less-direct High Entia, she was still unaccustomed to this sort of language. That said, however, Melia admired Fiora's ability to openly express her emotions, both pleasant and unpleasant alike. Lately, Melia even found herself thinking, "I wish I could be like her… I wonder if I ever can."

"Okay, big eaters! Here's some more food to tuck in to! This has Tasty Sausage AND Piranhax Belly Meat, so it should be very filling!"

Reyn and Riki's eyes immediately lit up.

"For real?!"

"Oh, Riki love Fiora! Riki let rub-rub later!"

Apparently the two could be friends, as long as there was plenty of food left to eat. Reyn poured some stew into Riki's plate. The two began to eat, side-by-side.

"You ought to eat up too, Melia. Before it gets cold."

"Oh, yes…"

Melia picked up her plate and sat at the table. She took a spoonful and brought it to her mouth.

"…It's delicious."

Without the Hot Cabbage, the stew was light in flavour and perfectly suited for her High Entia palate. This was the first meal in a long time that Melia genuinely, truly enjoyed. She savored the flavour as she took another spoonful.

3

That night, Melia was awakened from her light sleep by a muffled, anguished cry.

Melia sat up in her bed and looked out the window. Ether light twinkled in the darkness of night, indicating that daybreak was still far off.

Makeshift beds had been set up for Melia and Sharla in Fiora's old room, on the first floor of Dunban's home. Fiora, of course, slept in her own bed that had always been there.

Sharla was snoring heartily in the next bed. As expected, Fiora was the one in pain. Melia stood up and went over to her.

(She's enduring another painful night…)

Truthfully, Fiora's moaning had woken Melia up several nights in a row. But there was nothing Melia could do for her. She wasn't sweating in her sleep, nor did she have a fever. In fact, there was nothing visibly wrong at all. Fiora's body was most likely experiencing some sort of technical problem that only Linada would understand.

Melia took Fiora's hand and thought fervently, "I wish I could do SOMETHING." She felt concern for her friend's wellbeing, as well as a sense of powerlessness. Then a seething sense of anger, followed by unfocused frustration.

Just then, Melia glimpsed a familiar figure outside the window. It was Shulk, who was supposed to be asleep in Dunban's room upstairs.

(Where is he going at this hour of the night…?!)

Melia sent her unfocused rage in Shulk's direction. Every night, she held Fiora's hand as she moaned in her sleep. Melia did this because there was nothing else she could do… but shouldn't Shulk have been doing it instead?

Of course, it made no real difference if it was Melia's hand or Shulk's hand; a hand wasn't going to magically cure Fiora's physical problems. Melia was fully aware of this, but reluctant to accept it.

Although they were in the safety of the town now, there was no telling when a Telethia might strike. Melia donned Stellar defensive equipment and set out after Shulk. He was headed back to the research lab he had holed himself up in during the day.

Shulk went to straight to the lab. Once there, he began searching a bookshelf for something, unaware that Melia was watching him from the doorway. He appeared to be looking through very old paper documents. On closer inspection, the room was absolutely littered with similar texts. He was likely continuing the research he had begun during the day.

Shulk's passion to achieve what needed to be done was always his strong suit. His sincerity had saved Melia before, in fact. The Replica Monados he was now working on would undoubtedly save many lives, too. Even so, Melia wanted to shout at him…

(Saving countless others is a wonderful thing. But how can you blindly ignore the nightly suffering of a single person?!)

Shulk had no idea that Melia was in the lab with him, or that she harboured such anger. His thoughts were focused entirely on the Biotic Regeneration Device.

The Biotic Regeneration Device was a piece of ancient High Entia technology Linada had told him about. No one among the present-day High Entia knew how it worked, but it could supposedly free Fiora from her suffering. Not even the Machina could recreate the device... but there WAS a chance one still existed somewhere out there, in working order.

Trusting in Linada's words, Shulk pored through the Sacrament Research Team's records. The team members, including Shulk's parents, had investigated the ruins of ancient civilizations scattered across the Bionis. Shulk hoped that the device might've been mentioned somewhere in their findings. So, while working on the Replica Monado mass-production project, he continued to contend with piles of books and documents.

Melia entered the room, oblivious to the thoughts going through Shulk's mind.

"Shulk! What are you doing here?!"

"M-Melia…?"

Unfortunately, Shulk was just about to move a heavy bundle from the top of the bookcase. Taken by surprise, he lost his balance and fell onto the floor… right on top of Melia. The weight of decades of research became literal, physical weight as tome after tome came crashing down on their heads.

"…Look out!"

Shulk, hoping to shield Melia from the avalanche of texts, covered Melia's body with his own.

Then it happened.

Melia speaks to the verification device.

"As successor to the imperial line, I hereby order that control be yielded to me."

Dunban looks away. He doesn't want to be seen crying, it seems. "It appears we're in your debt once again."

Reyn answers with a laugh. "You can count on me. I'll protect Shulk until then. I promise."

"Come. This is the right decision for you to make. Please enter the device," Linada urges.

…And then Fiora smiles with a look of resolve.

"I…"

"What's wrong, Shulk?!"

Colour returned to the world. At the centre of it was Melia, on the verge of tears.

"Melia… Where am I…?"

He saw his familiar lab, with documents scattered everywhere. After a moment, Shulk realized that his senses had returned from a short trip into the future.

"Oh, I see. That was…" Melia trailed off. She finally realized that Shulk hadn't passed out while trying to protect her—instead, his special ability had been activated.

"Did you see the future?"

Shulk nodded and began to explain what he had seen.

Linada had been talking about a Biotic Regeneration Device, which was precisely what he was looking for now. In front of her stood Fiora. She was surrounded by the others, who all seemed happy. And then Melia used her identification to open a door. A door that led to a room with the device…

"…In short, it was the thing you've

been researching?"

"Yeah… There's supposedly a device somewhere on Bionis that can change Fiora back. And now I know where it is. "

"Then…!"

The colour of realization spread across Melia's face, then transformed into joy.

"Yes, and it's all thanks to you, Melia. The Biotic Regeneration Device is here, in Colony 9. You're the one who showed it to me!"

Melia launched herself onto Shulk's back. "That's wonderful, Shulk!"

Melia's elation was followed by a tinge of regret. Shulk had been concerned for Fiora after all. She realized that she had been remiss to have ever doubted him.

4

Shulk's party, now joined by Linada who had quickly arrived from Junks, now stood in the Mag Mell Ruins.

"This ornamentation… I've seen it in the imperial capital before." Melia was struck by a feeling of déjà vu. For what she saw bore a strong resemblance to an imperial underground building.

"These are no ordinary ruins. They're the innards of an ancient High Entia flying machine."

Linada's words stunned Shulk and his companions. For the Colony 9 Self Defense Force, these ruins had been a convenient source of ether cylinders, as well as a handy training spot full of monsters and defense systems. It turned out, however, that the ruins were actually the interior of a flying machine that likely crash-landed long, long ago.

"They developed their own unique type of technology, different from the Machina's. The Biotic Regeneration Device is one such example. The fact this system is still in such good condition suggests the Regeneration Device might still be intact, too."

The party stood in a storage hanger—the same one from which Shulk and the others used to retrieve ether cylinders. At the back of it was a sealed door. Melia stepped toward it.

"As successor to the imperial line, I hereby order that control be yielded to me."

Long ago, this flying machine had belonged to the ancient High Entia. Its defense system, after ages of faithfully protecting the vehicle as ordered by its former master, now acknowledged Melia as its new operator. And then, for the first time in centuries—maybe even millennia—the sealed door opened.

The party continued further inside, unhindered by the defense system. And then there it was, just as Shulk had seen in his vision of the future… the Biotic Regeneration Device.

"This is it… No question about it." Shulk said. Linada nodded in agreement.

There sat a system of complicated-looking equipment, centred around a transparent capsule large enough to fit a person. Dunban looked at the device and stuttered, "Then… this device can give Fiora her body back?"

"Yes, I believe so."

"I see… It appears we're in your debt once again."

Shulk tried not to look as Dunban turned away. He knew from his vision of the future that Dunban didn't want to be seen weeping.

"Can this really… turn me back?" Fiora whispered with a dubious expression.

Linada laid a hand on her shoulder and replied, "Yes, it can. Although your body is a machine now, you still have parts of your biological form. This system will use its genetic data to reconstruct your original body."

"Riki not understand, but this make Fiora squishy-squishy! And then she give Riki snuggles!"

Fiora giggled. "Of course." Although she smiled at Riki, she also seemed faintly hesitant. Sharla keenly picked up on this.

"What's wrong? Is something the matter?"

"Well, it's, umm… Just how long will this regeneration take, Linada?"

Linada fiddled with the control panel while she answered. "Hmm… For your body, I believe half a year should do."

"Half a year…" Fiora's face turned grim.

Reyn swung his right arm around and smiled as he tried to cheer her up. "Half a year, huh? You can count on me. I'll protect Shulk until then. I promise."

"Come off it, Reyn. You know I don't need your protection. I'll be just fine."

"Come. This is the right decision for you to make. Please enter the device." Linada said, opening the capsule from the control panel. "Take a nap in here, and in half a year your body will be as good as new."

But Fiora held her right hand to her chest and smiled with a look of resolve. "No, I… I'd rather not."

5

From atop the hill leading to Teraph Cave, Shulk and Fiora looked down at Colony 9.

"Are you really sure about this, Fiora?"

"Stop asking the same question over and over. Oh, Shulk, you're always that way." Fiora replied. Unlike Shulk, Fiora now felt completely free from her worries. Because she had made the firm decision that she wouldn't go into the Regeneration Device. For now, at least.

If Fiora were to regenerate her body now, she would have to sleep for half a year. The god probably wouldn't wait that long. The Telethia were set to eradicate all life on the Bionis. Shulk and his friends needed to slay the god—slay Zanza—before that could happen.

But if Fiora went into the Regeneration Device, she wouldn't be able to help them fight…

"I've made up my mind. I'm going to fight alongside you with this body. I can always change back later. It's like I said before, I'd rather fight by your side than stay behind and worry. "

Linada felt conflicted. There was no telling how long the coming battle would last, and there was no guarantee that Fiora's body would last that long without her Monado. But explaining this wouldn't have changed Fiora's mind in the least.

In which case, there was only one thing Linada could do as a doctor.

(Very well… If that's what you want, then I'll make sure your current body keeps going for as long as possible. I'll even give it every extra minute and second I can.)

Reyn and Dunban stood side-by-side, looking down at the streets below them.

"Let's come back here for sure, Dunban."

"Indeed. And, once the battle is over, we can get Fiora her old body back and all live here, together…"

Shulk nodded at their words. "Yes. Because… this is our home."

And so Shulk and his companions set out for the cave on their way to Gaur Plain. Behind them, standing as it always had, was Colony 9. Their one and only home.

A Word from Illustration contributor of the Secret Episode: Kotaro Yamada:

"Xenoblade was an absolutely incredible game; it was without a doubt one of the most well-crafted RPGs I've ever played in my life. Just when I had planned on drawing some thank-you drawings, I got the fortunate chance to provide some insert art. I look forward to future Nintendo and Monolith collaboration projects!"

Xenoblade The Secret File MONADO Archives

CHRONOLOGY

The main events of the world of Xenoblade

The story of Xenoblade Chronicles takes place over a very long period of time, from the death of the Old World to the genesis of the New World. Every significant event in the game has been edited and collected below. There are still many mysteries and things that remain obscure, but we would be delighted if they pique your curiosity and become food for thought.

Original Times (more than tens of thousands of years ago?) f	A phase transition experiment, related to the creation of the universe, is performed by a person named Klaus on Earth's orbital satellite.	
	Due to the effects of the phase transition experiment, a closed world isolated from other universes is born. The Bionis and the Mechonis arise from the endless sea that fills it.	
	Klaus becomes the god of the New World as Zanza, the soul of the Bionis, and the female researcher who tried to stop Klaus becomes Meyneth, the soul of the Mechonis. A conscious body is born from the computer that manages the phase transition experiment facility, and it is set as the supervisor of the Providence of the world.	
	Chronicles of Bionis	Chronicles of Mechonis
	From one of his cells, Zanza, the soul of the Bionis, creates a form of organic life: Telethia. Then by giving intelligence to some of the Telethia, he creates two new races: the Giants and the High Entia. When the High Entia are exposed to high concentrations of ether, they become Telethia again.	Meyneth, the soul of the Mechonis, creates an inorganic form of intelligent life: the Machina.
	Birth of Arglas, Egil, Miqol and others.	
	First exchanges between the Giants and High Entia of Bionis, and the Machina of Mechonis.	
	Arglas and Egil bond and discuss what exists outside of their world.	
	The High Entia build their Imperial Capital, Alcamoth, on Eryth Sea.	The Machina develop an advanced culture and build their capital, Agniratha, in the centre of Mechonis.
The battle of the two titans.	Chronicles of Bionis	Chronicles of Mechonis
	Arglas the Giant finds the Monado. As he grabs it, Zanza takes possession of his body. Now able to exact his will through the body of Arglas, Zanza manipulates the Bionis and begins the fight to destroy Mechonis. Zanza gives Dickson eternal life and makes him his disciple. Lorithia and Alvis also become disciples of Zanza.	
		Agniratha is devastated by Bionis and the Telethia. The Machina are almost completely wiped out, but some, like Miqol, Egil or Vanea, survive. Mechonis manages to deeply wound the Bionis.
	The Ancient High Entia, taking advantage of Zanza's weakened state, lock his body within the confines of Prison Island, and imprison his soul and the Monado in Ose Tower. The history of the Great War will be handed down from generation to generation among the High Entia and engraved on many steles.	
		The few Machina who survived take refuge on the Fallen Arm and Mechonis field. Entrusting the Machina to watch Zanza from afar, Meyneth plunges into a deep sleep.
Many thousands of years ago?	Chronicles of Bionis	Chronicles of Mechonis
	The High Entia ancestors study the factor that transforms them into Telethia. They establish a theory of crossing with Homs. They build the tomb to preserve their memories and various systems to estimate the percentage of integration with the Homs.	Egil proclaims himself leader of Mechonis and decides to invade Bionis. He eliminates the Machina who oppose him.
		Egil commences the mass production of Mechon.
	The High Entia build a defence system to protect Alcamoth from a Mechonis attack, as their prophecy foretells.	
	The Bionite Order is gaining momentum in Alcamoth. Their inquisitors become more and more powerful.	The Mechon begin their assault on Bionis. These attacks will succeed over the next several hundred years.
	The 47th ruler of the High Entia, Emperor Lumian, disbands the Bionite Order, but its members continue their activities in secret. A new race, the Homs, grows in number and begins founding colonies on the Bionis.	
The time of Dunban and Shulk	Chronicles of Bionis	Chronicles of Mechonis
	Lorithia becomes leader of the Ministry of Research, and Alvis the imperial family's Seer. Both start to observe High Entia.	
	151 years ago Sorean and First Consort Yumea have a son, named Kallian.	
	88 years ago Sorean and a concubine give birth to Melia. Melia's mother disappears.	
	40 years ago Birth of Riki.	
	30 years ago Birth of Dunban and Mumkhar.	
	21-29 years ago Sorean becomes the emperor of the High Entia.	

	Chronicles of Bionis	Chronicles of Mechonis
The Time of Dunban and Shulk	**21 years ago** Birth of Sharla.	
	19-20 years ago? The Monado research group goes in search for the "Monado" sword that will allow them to resist the Mechon, and Shulk's parents join the team.	
	18 years ago Birth of Shulk, Reyn and Fiora.	
	15-17 years ago? Dunban and Fiora's father is killed by the Mechon.	
	14 years ago The Monado expedition team finds the Monado at Valak Mountain. This wakes Zanza for a moment and the team members, drained of all their ether energy, are killed. Shulk, aged 4, also dies, but he is resurrected by Zanza, who makes him his vessel. Dickson takes the Monado and Shulk (who has become Zanza's host) to Colony 9.	
	1-3 years ago? Reyn enters the Defence Force. The attacking Mechon destroy all colonies except colonies 6 and 9.	
		Construction of Galahad Fortress. A device that can transfer ether from the Bionis to the Mechonis is installed in Sword Valley.
	1 year ago The Battle of Sword Valley begins. Dunban is considered the most suitable candidate to handle the Monado. The other candidates are assigned to the Defence Force. Dunban repels the Mechon, but loses the use of his right arm. Mumkhar is abducted by the Mechon.	The beginning of the invasion of Sword Valley.
	Present • Riki is chosen as the Heropon of Frontier Village. • Shulk begins to study the Monado based on Dickson's papers. • Colony 6 is invaded by the Mechon. The inhabitants are either devoured or kidnapped. Sharla, Juju and a few villagers manage to escape and find refuge on the Bionis' Leg. • Colony 9 is attacked by the Mechon. Fiora and a number of others are killed by the attacking Face Unit. • Armed with the Monado, Shulk and Reyn leave Colony 9. • Shulk and his companions defeat the Mysterious Face and rout the Mechon who attacked Colony 6. • Colony 6 begins its reconstruction under Juju's oversight. • Melia and her escorts leave Alcamoth to hunt an unusually powerful Telethia. • Melia manages to defeat the Telethia with the help of Shulk and his companions. • In order to become Crown Princess, Melia goes to the High Entia Tomb. • Melia is attacked by Tyrea. • After passing the Trial of the Tomb, Melia is inaugurated in Alcamoth. Her older brother, Kallian, becomes regent. • Sorean releases the seals on Prison Island and encounters the imprisoned Zanza. Borrowing the Giant's power, Sorean puts a stop to the Mechon attack. • Zanza removes the security constraints that bound the Monado. Struck by a spear made by Egil, Zanza's body disintegrates; only his spirit remains. • Metal Face kills Sorean. • Shulk and his companions meet Face Nemesis at Valak Mountain. They are attacked by Metal Face and Gold Face. • Shulk and his companions fight Metal Face in Sword Valley. • At Galahad Fortress, Shulk fights Gold Face and Face Nemesis, which is being controlled by Egil. • Shulk and his companions find Fiora. • In the Hidden Machina Village, Shulk and his companions meet Miqol, who asks them to kill Egil. • Shulk and his companions fight Jade Face. • The Homs, the Nopon, and the High Entia form an Allied Force, led by Kallian, and begin the invasion of Galahad Fortress. • Zanza, formerly at rest in the body of Shulk, is resurrected. He destroys Meyneth and acquires the Mechonis' Monado. • When Prison Island is returned to the centre of the Bionis, a large amount of ether is released. All pure blooded High Entia are transformed into Telethia.	• Egil begins creation of a new generation of Mechon, all of which use integrated Homs organs to counteract the Monado. • The mechanised Homs, all of whom are immune to the Monado, are complete. They become the central units of a new breed of Mechon, dubbed 'Faces'. • The Mysterious Face leads the Mechon attack that destroys Colony 6. • Metal Face leads an attack that ravages Colony 9. • Face Nemesis is completed, with Fiora as the central unit. Vanea implants Meyneth's soul within Fiora. • Meyneth goes into action using Fiora's body. • Egil conducts a second campaign against the Bionis. • Metal Face and Face Nemesis lead a squadron of Mechon to attack Eryth Sea. • Metal Face, Face Nemesis and the Gold Face, piloted by Egil, leave for Valak Mountain. • Metal Face is defeated. • Gold Face activates an anti-Monado field which renders Shulk's weapon powerless. • The energy Meyneth deploys through Fiora destroys the fortress. • Jade Face is completed, with mechanised Gadolt as its pilot. • Thanks to all of the ether sucked from Bionis, Egil manages to awaken Mechonis. When Mechonis starts moving, Agniratha is destroyed. • Meyneth fully awakens for the first time since the battle of the two titans.
The descruction of the Old World	Manipulating the Mechonis, Egil confronts Zanza.	
	The Bionis uses the Monado to destroy the Mechonis.	
	Lorithia and Dickson, two disciples of Zanza, are defeated by Shulk's team, despite them lacking the Monado.	
	Shulk and his companions put an end to Zanza's plan, which was to repeatedly use Telethia to devour all forms of ether-based life, and to use the power gained from this to create a new world. Shulk uses the Monado which came from him to fell the god.	
The genesis of the New World	The world is set free from the chains of fate, and each and every person can now choose their own future. The future that was planned by Zanza has been destroyed. This is the birth of a new world with infinite possibilities.	

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Xenoblade ENDING THEME SONG]
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