

KWO manual



KrabbitSoft
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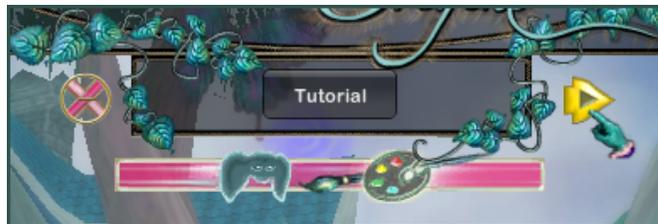
Getting Started

Once you install and launch the game, select your language, then enter your username and password to begin registration. Enter your password again. Enter your email address then your serial number and click yes to complete registration.

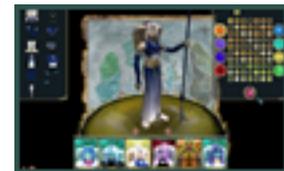
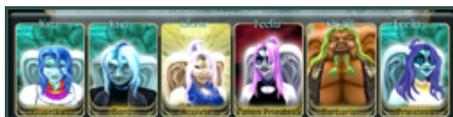


The Start Screen

You may begin the game in one of three ways:



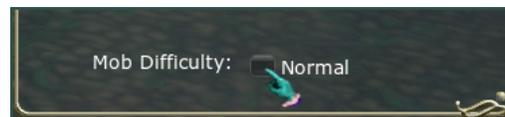
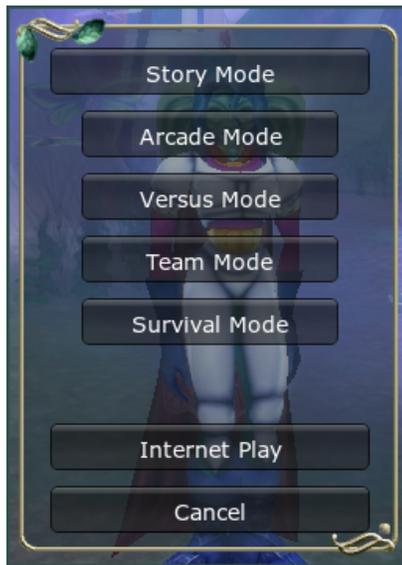
- First is to click the Tutorial button and enter the game as a Krabbit child and learn the basic movements, interface, combat, the maps and quest system of the game. (Recommended)
- Second is to click the paint palette to select a new Krabbit, enter the customization screen and colour and save your Krabbit as desired before completing a series of quests that help to build a strong magical character. After saving your Krabbit you can then name him or her.



- Third is to play KrabbitWorld Origins fighter-style by selecting one of the Battle Modes. You may choose to play any Mode at any time whether it be story based or battle based. Your Krabbit will gain XP no matter how you play. However, completing the Realm Krystal Quests gives the magic characters a definite combat advantage.

Game Modes & Menu

You may press the 'escape' key at any time to bring up the options screen and customize your settings. Enemies are set at 'easy' by default. Change to 'normal' for more challenging combat.



Basic Movement:

- Press **alt**(windows) or **option**(mac) and move the mouse to rotate around your Krabbit.
- Spin the scroll button on your mouse to zoom in and out.
- Press **W** to move forward, **A** to move left, **S** to move backward and **D** to move right.
- Press **Q** to turn left and **E** to turn right.
- Press the Right mouse button to rotate.
- Press the **spacebar** to jump and hold it down to jump higher.



Combat:

- Press **F** to equip weapon, if not already equipped.
- Click the Roman Numeral icons in your icon bar or press corresponding **F# key** to attack with your weapon.
- Click on spell icon in icon bar or press corresponding **F# key** to cast magic.
- Hold down **shift** key to Block.
- Hold down **shift** key and press any movement key to Dodge. (**W, A, S, D**)

Using the Combo Hud for increased damage:



- Click attack button to strike when combo hud area is highlighted.
- Click when red area is highlighted for fair attack damage.
- Click when purple area is highlighted for good attack damage.
- Click when green area is highlighted for excellent attack damage.
- Click when yellow area is highlighted for critical attack damage.
- Left circle shows attack strike used, right circle shows consecutive combo count achieved.
- Damage increases as combo count increases.

The Staging World:

You begin the game in the Staging World which is open to all players. It consists of all non-combat zones in the Land of the Living.

Staging World zones:

The Cove, The Cove Inn, The Beach, The Cathedral Area, Turbo & Varmint's Area (TnV's), The Adobe (outside) and Lord Kindarel's Area.

Non-Staging World zones:

The Shade Forest, The Graveyard, The Academy, Kreation and The Krystal Kaverns and The Land of the Dead.

Staging World zones



Non-Staging World zones



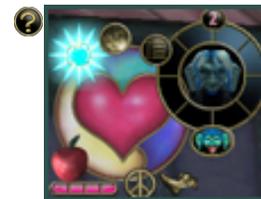
The Adobe



The Land of The Dead



When you login to the game world for the first time you will arrive inside your Adobe. The Adobe is your own instanced home. It houses the Closet of Holding, Share Bin and Cloning Items (colours) Bin. You may store an unlimited number of items in your Closet of Holding. The Adobe is always a safe zone. Click the tiny question mark by your health hud for info.



In Story Mode you will continue the game by completing the quests. Toggle the follow path mode on and off by clicking the foot icon on your avatar hud. Talk to the NPCs with an exclamation mark rotating above their heads to receive quests. The quest icon on your avatar hud will light up when you have a new quest.

Maps & Quest Updates:

Press **M** at any time or click on the world icon on your navigational map to bring up the world map of Kindarel. Areas you have not yet been to will appear grayed out. Areas you are instructed to go to will appear brightly coloured. Your quest update information will appear in the text box on the world map.



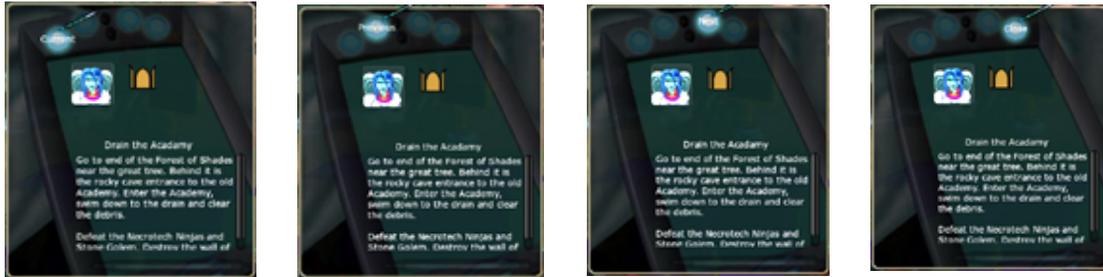
Click on any map area you have previously visited to instantly warp there.

When you have a quest to complete a gold **X** will flash green on your navigational map. Press **N** to toggle your navigational map on and off. Your compass indicates the direction you are facing.



Your PDA Quest Log:

When you click on the quest button on your avatar hud your PDA window will come up. Your PDA keeps a record of your Current quest, Previous quests and Next quest. Click on the krajules with your stylus cursor to access them or to close the PDA window.



After leaving your Adobe you will travel to The Cove. The Cove is home to the Bulletin Board where you can select your preferred gameplay Mode. A second Bulletin Board is located in The Cathedral Area. You may use the World Map to warp to the The Cathedral Area once you have completed a sequence of quests in Story Mode.

Break-ables:

Break-ables are the barrels and boxes you will find throughout the maps. They contain krajules, scribes, food and beverages and sometimes equip-able items. Click on the Peace Icon on your avatar hud in the upper left corner or Press **F** to equip your weapon. Click the Roman Numeral icons in your icon bar to smash boxes and barrels with and click on the loot to pick it up.

Inventory & Paper Doll:

Press **I** to bring up your inventory window and **P** to bring up your paper doll window. Items can be equipped by dragging them from your inventory to your paper doll window.



Buying & Selling:

Krabbits must eat and Story Mode is only place to find food. You can buy food, armour and scribes in the Cove Inn and food, scribes, ear cuffs and bracers at Aya's Gifts & Giggles. You can pick apples from the trees in the Shade Forest. Click on the shopping bag above the vendor's head to enter their store. Click on any item in the store to purchase it. You will be prompted with how many krajules it will cost. Click yes to buy or no to cancel.



Mouse over items and look at the info window at the top of the screen to see how many there are. A popup will happen if the item has special properties. To sell an item drag it into the sell bin and let go. A green number will appear showing you how many krajules you received from the sale. If you change your mind just click on the item to pick it back up.



Game Modes

When you arrive in The Cove and click on The Bulletin Board a screen will come up presenting you with 6 Game Modes to choose from.



Multiplayer



Single player



#1) Story Mode

As a magic caster you will want to complete the quests to obtain your Realm Krystals by level 10 or your spells will weaken. You will place the Realm Krystals in your Spellforge where you can charge and maintain them for ultimate power.



This is the only mode where you can shop at Ivy's Armour Emporium, Talehma's Magic Shoppe or visit the (character customization) Dye Vendor at Aya's Gifts & Giggles. Talehma sells scribes and potions, Ivy sells armour. Aya sells a variety of food beverages and scribes.



This is the only mode where you can go to your Adobe, store extra items in your Closet of Holding or use your Clone Item Colours' and (all character's account) 'Share' bins.

Press **K** to bring up your Spellforge. Click on any Realm button to bring that Realm Krystal forward. The spells governed by that Realm can be charged by adding the power of krajules to them.

Play Sandbox Style:

You can also play sandbox style in Story Mode. Farm to increase your inventory, krajules, armour and gain XP by battling the Necrotechs in the map level of your choice. Discover save points and Tomes of Lore. Find special 'Return to Adobe' slippers. You can smash barrels and crates, discover chests and stock up on food and scribes(buffs) before entering Battle Modes. It is recommended to complete story mode in order to be a strong competitor in the Battle Modes.

Character Building:

You can build your Krabbit in any game mode however you can only customize them at the dye vendor when in Story Mode. Press **C** to bring up your character sheet. Your character sheet displays your statistics and also indicates when they are enhanced by item attributes. A **+** sign will indicate that you have points to spend on your stats. Click the **+** sign to build and the **-** sign to take away. A disc icon will appear when your points have been spent. Press the disc icon to save your choices. To learn the stats definitions click on the tiny question mark at the bottom of the window.



A flashing green arrow will appear on your avatar hud when it is time to level up your character.

All character stats are build-able

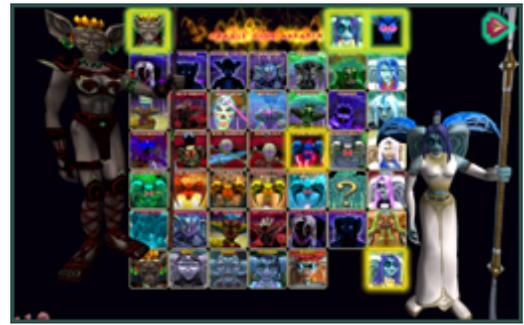
Damage, Attack Rating, Health, Stamina, Constitution, Mana, Strength, Dexterity, Intelligence, Wisdom, Constitution & Luck

Loot:

You may discover loot when you open a chest or loot may drop when you kill an enemy. Armour and clothing will be specific to a character's class. A Krabbit can only equip an item that is named with his or her class. For example, Teella class cannot equip a Teella Live item. Some items will have attributes such as +10 to heavenly strike. This attribute buff will only work for Kria as the Kria class is the only Krabbit to have the heavenly strike spell.

Battle Modes

At the beginning of each battle mode you will be prompted to choose your comrade. Click on any coloured characters then click on their head in the upper left corner to lock in your choice.



Depending on game mode you may then choose your opponent and their comrade. (Opponents are chosen for you in Arcade Mode) As you choose each one click on their head in the upper right corner to lock in your choice. If you're not sure who to pick, choose Random.

Once all selections have been made, click the play button in the far right corner to start the fight. Or click the back button in the lower left hand corner to return to the selection screen. The play button will not appear until all selections have been locked in.

Battle Zones

You can flee a battle zone simply by running and jumping to the edge of the battle theatre or by going through a portal. If you flee, you forfeit any uncompleted rounds which count as fails. After completing the final round you may exit by the portal that appears or by running to the edge of the battle theatre without penalty. Be sure to pick up your loot before leaving or else it will be lost.

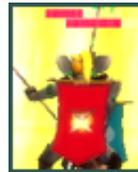


#2) Arcade Mode

This is the most potentially profitable mode for gaining high level armour.

- 8 fights consisting of three 2 minute rounds
- choose comrade at start or between each fight
- opponents are chosen for you (up to 24 opponents in groups of 5 depending on your level)
- time remaining in Victory rounds is added to your XP
- to win a round you or your comrade must survive
- at end of 3rd round player gets random loot drop
- at end of 8th fight player gets special random loot drop

- in between each fight player is returned to the choose comrade/opponent screen (this is a good time for a break as next fight will begin only after pressing play)
- after completing all 8 fights you will be returned to the characters selection screen



You and your comrades wear the blue flag and your opponents wear the red flag.

#3) **Versus Mode**

This is potentially the best mode for testing different comrades and practicing against various opponents.

- 1 fight consisting of three 2 minute rounds
- choose comrade at start
- choose opponent and opponent's comrade
- time remaining in Victory rounds is added to your XP
- to win a round you or your comrade must survive
- at end of 3rd round player gets random loot drop
- after each fight player is returned to the choose comrade/opponent screen

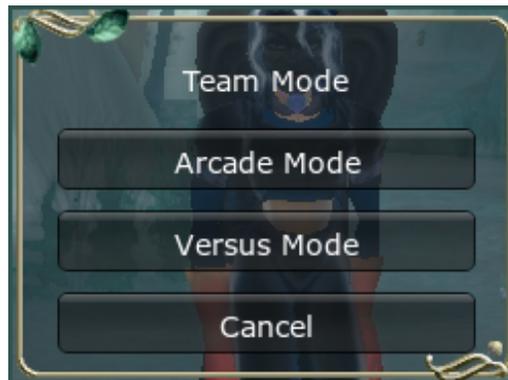
#4) **Survival Mode**

This is potentially the best mode for testing your skills. You must survive an onslaught of 60 opponents. This mode is good for gaining a lot of XP. You can gain more loot than Versus plus you get special loot.

- 1 fight consisting of one 10 minute round
- time remaining in Victory rounds is added to your XP
- to win a round you or your comrade must survive
- at the end of the fight you will get random loot and special loot

#5) Team Mode

- You can choose Arcade or Versus. This is potentially the most frantic mode.
- your team will be randomly chosen for you at the beginning of each fight
 - team members will have the same flag as you (blue flag)
 - opponent's team will have the red flag
 - your team will consist of one main player and one comrade
 - you have no control over your team mates
 - to win a round you or your comrade must survive



Henchmen for Hire

Henchmen are secondary characters. They can be hired to fight alongside you in Open World and Story Mode and can be selected as Comrades or Opponents in any Battle Mode. Henchmen can be found both downstairs and upstairs in The Cove Inn, and on The Beach. They can be identified by the rotating crossed swords above their heads.

Some Shoppe Keepers are also henchmen. After you have clicked on the shopping bag rotating above their head, the bag will be replaced by two crossed swords. This indicates they are for hire.



Click on the henchman to bring up the 'hire henchman' window. Then click yes to spend the krajules and commit to the purchase.

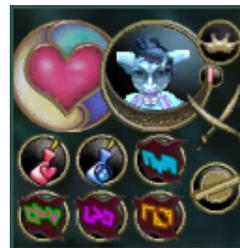


The henchmen's avatar hud displays available potions and scribes. Click on them to activate as needed.

Click the boots icon to pick up the 'set destination flag'. Click on the desired location on the ground to drop the flag and instruct your henchman where to go. Or press the **Z** key to auto drop the flag at your immediate location. Click the circle with the line button to have them return to your side.



You can command your henchman by clicking buttons on their avatar hud.(crown, peace, boots) You can toggle them in and out of combat mode by clicking on their peace icon.



You can toggle your control of the primary character to the henchman at any time by clicking on the crown icon or by pressing the 'delete' key on mac or the 'backspace' key on windows in the henchman avatar hud. During combat, while in switched mode, the primary character is shielded and ignored by enemies.

Henchmen Behaviour

Your action bar contains easily accessible spells, potions, food and scribes. Click the tiny question mark on the lower right of your action bar for info.



Unlike the main Krabbits, the henchman's action bar has only four (strike) slots. Their scribes and potions are in their avatar hud as previously noted.



Once in combat mode, if the henchman is a magic caster, he or she will still cast their magic when you click on their strike icon in their action bar. Magic based henchmen are equipped with mana potions and scribes and melee based henchmen are equipped with stamina potions and damage scribes.

Primary characters with shield and heal spells may protect their henchman with their spells. A henchman will follow you from zone to zone and will stay with you until you log out. They can be rehired upon logging back in. A henchman cannot be customized, build stats or save experience like a primary character. (Any XP a henchman earns is transferred to the primary character.)

Mobs as Comrades or Opponents

Mobs as Comrades or Opponents are secondary characters. They can be selected in any Battle Mode. Mobs can be controlled the same ways as Henchmen and have the same potions and scribes equipped. Mobs cannot be hired in Story Mode or in Open World as they are the enemy.

#6) Frag Fest

Multiplay only. Every player for themselves.

Addendum

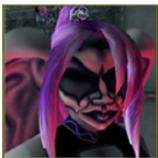
Character Selection:

You can choose from 6 playable characters, magic or melee based. All characters can be built however you like. You can make them all magic, all melee or any combination of both. A specialized character is usually the strongest. All characters have a special unique symbiotic weapon and unique ultimate magic power.



Kria The Guardian

Strong melee with magic
Female, heroic, kind, humble
Reluctant hero, Paladin
[Kria's page](#)



Teella Living Dead Archnemesis

Strong magic caster
Female, vain, cruel, malevolent
Souless Fallen, Cleric
[Teella's page](#)



Teella Live - High Priestess

Strong magic caster
Female, humble, kind, sweet
High Priestess, Cleric
[Teella Live's page](#)



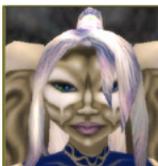
OGRE da OGRE

Strong melee with magic
Male, crude, jovial, kool
B F & I, Barbarian
[OGRE's page](#)



Krei The Travelling Minstrel

Sonic magic and melee
Male, heroic, charming, loner
Traveling minstrel, Bard
[Krei's page](#)



Cleria Acolyte

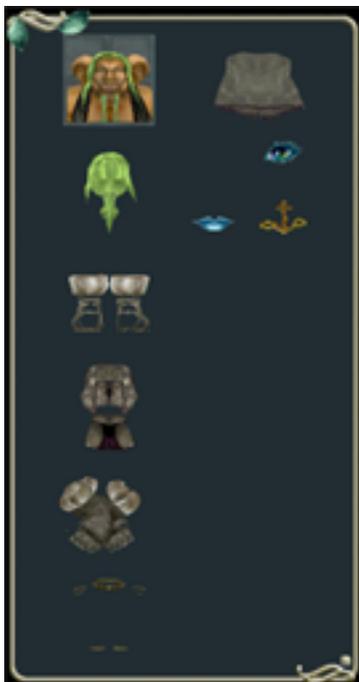
Strong magic caster
Female, humble, kind, heroic
Acolyte, Priestess
[Cleria's page](#)

Character Customization

Krabbits can be whatever colour you desire. Below on the left is shown the default Beast Realm Palette coloured OGRE. On the right he has been colour customized to a more intimidating deep red skinned OGRE in black clothing with white trim, hair and eyes; a more fiery demonic style of OGRE who's colours come from The Land of The Dead Realm Palette.



Click on the body part in the top left window to select it for dyeing. Select the Realm Palette from the window or the right for the hues you like by clicking one of the larger coloured circles. Then click on the little hexagon button at the top of the Realm Palette . Finally click on the colour hexagon button you want within Realm Palette.



Some body parts or armour with special details and trim can have up to three colours.

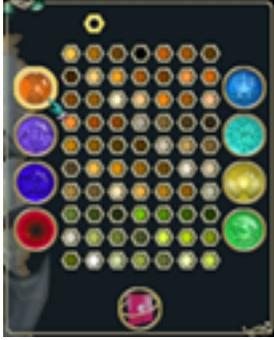


You can rotate your Krabbit by clicking on the rotate buttons by his feet and admire your work.

Click body part to custom colour.

Realm Palettes

Every Krabbit has a Realm of influence. Each Realm is dominated by it's own colour palette.

<p>The Beast Realm</p>	<p>The Realm of Contrivance</p>	<p>The Realm of Eternal Darkness</p>	<p>The Land of The Dead</p>
			
<p>The Realm of Dreams</p>	<p>KrabbitWorld</p>	<p>The Realm of Eternal Light</p>	<p>The Solar Realm</p>
			

Currently there are no restrictions on colour choices. You may select any Realm Palette to customize any part of your Krabbit by clicking on the appropriate colour disc.

*Remember to click the 'save' disc icon at the bottom center of the Realm Palette window when your Krabbit's colour customization is complete. Your Krabbits will be available to you any time you re-enter the game until you choose to delete them.

Inventory & Paper Doll (part 2)

Whenever you pick something up, it goes into your inventory. Here you can equip items, drop them or delete them. Press **I** to bring up the inventory window. To equip a scribe, potion or food item, drag it to your action bar. If a page in your inventory is full, you can drag an item onto the arrow at the bottom and it will appear on the next page. To delete an item drag it to the trash at the bottom of the inventory window. To drop an item drag it to the ground and let go.



Press **P** to bring up the paper doll window as shown in the first part of the manual. Items can be equipped by dragging them from the inventory window onto the paper doll window.



Drag an item from the inventory window onto the paper doll window to equip it. **To unequip clothing and armour items in most cases**, simply replace the item with another item from your inventory.

*To unequip a bracer or ear cuff simply click on it and it will appear back in your inventory.



Bracers and ear cuffs are special accessories.



Leg bracers



Arm bracers and ear cuffs

Bracers

Leg bracers and arm bracers can be worn over your clothing and armour and often have attributes that add to your stats. Besides that, they make you look really kool. They come in several different colours.



Earcuffs

There are three sizes of ear cuffs; large for upper ear, medium for mid ear and small for lower ear. They often have attributes that add to your stats, come in different colours and make you look kool.

Accessories are a little different than regular clothing and armour in how you acquire, equip and remove them. They can only be found in Aya's Gift's & Giggles in the magic chests and you never really know what you'll get. You may also get them from defeating Ka at the end of the game, Scene 1 (Story Mode), or by Completing Arcade Mode.



Click on a rotating chest in Aya's Shoppe and you will be prompted on the amount of krajules the item will cost. Click yes to accept and no to cancel.

Sometimes there will be nothing, sometimes an ear cuff or a bracer. Sometimes a whole chest full. It's random. You take your chances but it can be worth it.



KRABBITWORLD ORIGINS MANUAL

Click on the item to pick it up and add it to your inventory. Sometimes the bracers and ear cuffs will be in the chest and other times they will spray out all over the floor!



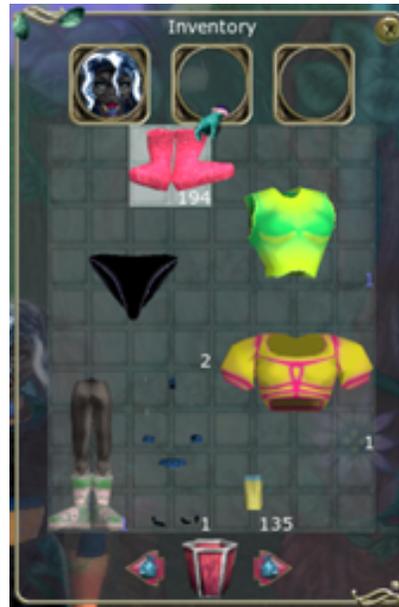
Notice how ear cuffs and bracers highlight when you mouseover them in you paper doll window. You may have to rotate your Krabbit to 'click to remove' them.

Return to Adobe Slippers

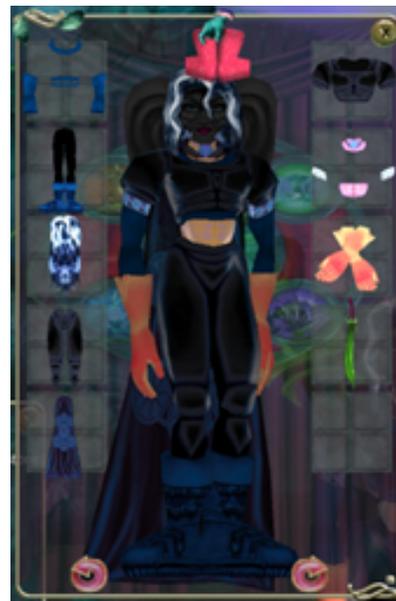
Ever want to just go home? Throughout the game wherever you find loot as well as in the shoppes you will may come across 'return to adobe' slippers.



Once you have found or purchased them simply drag them from your inventory window onto your paper doll window or onto your avatar head in your inventory window. You will be instantly transported back to your Adobe.



Drag your ruby slippers of 'return to adobe' onto your avatar head in your inventory window or onto your paper doll window to activate.



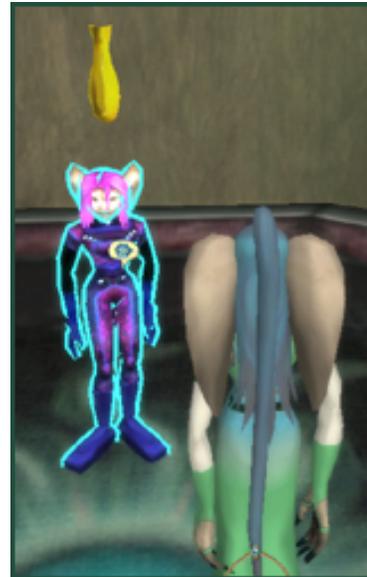
*Return to adobe slippers do not work in Arcade Mode!

*Use portals in the Krystal Kaverns instead of ruby slippers of return to adobe.

Dye Vendor

In KrabbitWorld you can always change the colour of an item of clothing or armour to match the rest of your attire if you wish. You can see here that Teella Live's sleeves do not match her outfit.

To access the dye vendor go see Aya at Aya's Gifts & Giggles on the Beach. Click on her to enter her shoppe.



Once inside Aya's you will see the Dye Vendor straight ahead. When you mouse over it, it will highlight.

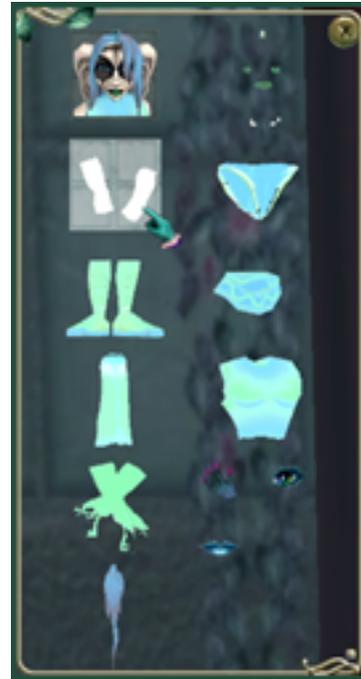
Go up to it and click on it to enter.

Doppleganger

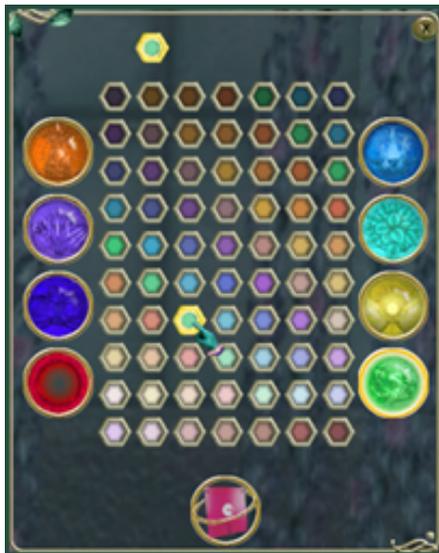
Once inside the Dye Vendor you will face a 3D mirror image of yourself; a Doppleganger.



Select the part you wish to dye.



Then click on the colour hexagon you wish to use to dye the selected part.



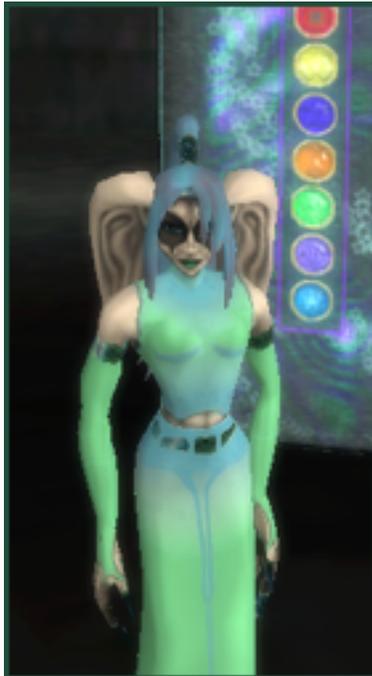
Observe that your Doppleganger's part has been dyed the chosen colour as you have wished. But your own Krabbit remains the same. You must save the process by clicking the save disc.

Save & Exit



After clicking the save icon, you will be transported from the Dye Vendor room back to Aya's Shoppe.

All Done!



Now that your colours have been saved and you are back in Aya's Shoppe you can see the final result on your Krabbit.

If you press **P** to open your paper doll window while still in Aya's Shoppe, your Krabbit may still appear to be wearing the same colours as when he or she went in. (in the paper doll window only)

Your paper doll window Krabbit colours will not update until you leave the zone.

You can use the Dye Vendor any time you like. There is currently no charge to use the Dye Vendor.

The Closet of Holding

Inside your Adobe tucked back in around the corner on the main floor is your Closet of Holding. Since there is so much loot to find you need a place to store great items for your other Krabbits on your account.



The Closet of Holding is where you can stash extra items and stuff you find on your adventures. You can keep as much as you want in your Closet of Holding.

To access the Closet click on it. Up pops a window showing the contents of the closet.

Press **I** for inventory and you can drag and drop items between your inventory and closet.



There is a Closet of Holding in Aya's shoppe as well as in your Adobe .



Share Bin & Dye Bins

Share Bin:

In your adobe, you have a share bin. Anything you drop into this bin, can be seen by any other krabbit you make. If you're playing Ogre and you find a kewl armour for Kria, go to your adobe and drop it in the share bin. When you make a Kria you can come back and pick up this nifty item.



To use the share bin, stand in front of it like the sales bin. Drag and drop the item you wish to share into the bin. The share bin works similarly to the sales bin.

Dye Bins:

In your adobe, just inside the entrance, you have some dye bins. To use the bin, drop an item in the green bin you wish to copy the colours from. Then drop the item to receive the colour into the red bin. The item will automatically colour. Now pick them up and use them. Remember you must face the bin to drop something in.

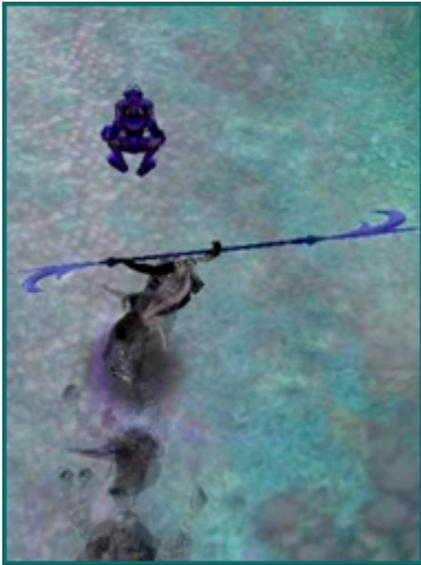


Combat Tips

There are two extra super combat tips that will help to make you an uber leet fighter, one for melee and one for combat magic.

Dash Attack (melee only):

While your weapon is equipped and you are within range of the enemy you may execute any strike and dash immediately towards them.



There are two types of dash attacks; on the ground and in the air. You can strike a flying enemy or jumping enemy.

Simply jump in the air and press one of your melee attack keys. To stay in the air keep attacking.



Combat Magic

Jump and shoot - multi shots:

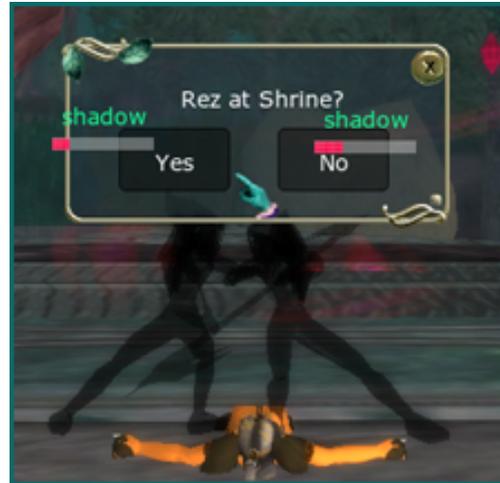
There are two types of magic; Aura Magic and Combat Magic. Combat magic has the advantage of firing while jumping and firing multiple shots one after the other while doing so.

Death & Resurrection

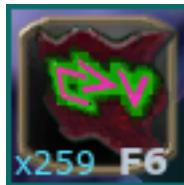
When you are defeated your Krabbit character head in your avatar hud turns into a flashing red skull.



Click it or press the spacebar to bring up the resurrection dialogue box.



Click yes to resurrect at the nearest shrine or no to cancel. You may use a resurrection spell (class specific) or activate a 'health boost' scribe to resurrect on the spot.



Resurrecting at the nearest shrine will mean you will have to redo the level you were on when defeated as the mobs will respawn. (Story Mode)

Magic casters with the resurrection spell may first ensure they have dragged their resurrection spell from their equip-ables window (open by clicking the golden ka-ra on your action bar) onto their action bar. Click the equipped spell to resurrect on the spot.



Resurrecting on the spot allows you to continue where you left off.

Resurrect on the spot:



Resurrect on the spot and continue to fight the mobs you were defeated by.

Resurrect at nearest Resurrection Shrine:



Resurrect at the nearest shrine and start the level over again with all the mobs.