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## Choice of magics fateshaper

Choice of games games CoG questions Ok, so Am I stuck, how do I get you in hell, unusual allies and signed noodles? Signed Noodles has already been described above as a response to Ludmila. Just scroll through the text above. Unusual ally requires you to get the Murder Golem on your side. To do this, you must first get the regular golem from the ruins in the first chapter to join you. This will give you the command codes and knowledge about how to get the golem in the cathedral. See You in Hell happens if you fight and kill the Murder Golem in the cathedral instead of running or controlling it. You could try to bring a big party (Valley, Cos and Vera) if you choose the fight option. If you're good with Negate magic, it can also override its protection. 2 Likes How do I get a Destiny Designer in Chapter 3? pastafarianistone! How do I get a stroke of fate in Chapter 3? There may still be other ways of doing this, but I have done so. It's kind of a multi-step thing. You need to make sure you have Luxgladiuses for you and Valley in the first chapter. You will also need the alchemy set from the first chapter. The following steps have worked for me. Very first choice of the game: Heal Your leg so that we can continue to run to the old dueld ingeniously in front of us, where we can form our point of view. You will then get an option to Glamour or Negate the Inquisitor; Choose either one, as this will also give Valley the luxury it needs. Later you will get the choice of what to be divine in the ruins. You should try to get the Golem by choosing: Is there a potentially ally here in these ruins? Either you recruit the Golem next, or if you destroy it, you will get a floating tray. Either you get the alchemy set you need. The next Luxgladius is in the laboratory. You can get this one of two options. A. When you fly first to the arena/auditorium, and the lab second, befriend the ghost with glamour magic. You will help it with his mathematics, and it will give you the second Luxgladius. B. When you go to the lab first, you must first choose: Let's divide the barrier. Then either throw a glamour at the ghost (the next screen), or Divine, then negate the light curtain to free it... and it will give you a number of things that contain the second Luxgladius. The last step has to wait for the inquisitors to come to the city. Do not make them aware of your presence, and then you will be given the opportunity to preach the blessed go. After that, he is with the sick... there is a woman in the crowd, and if you persuade her to return to your home, you can heal her with your alchemy set. She will try to repay you; one part is gold, another is with a Luxgladius. But since you and Tal already have one, she gives you the Fateshaper. 3 It's still about discussing Choice of Magics: Achievements: Thank you. However, I did not find a lightsaber in the laboratory. Was I doin' dem Wrong? As if after freed him, the mind just zooms away. You are right: I remembered something wrong: Leaving it free doesn't get it (although it has other benefits like the ghost saves you from the dome) However, you can still get it straight out of the lab. This comes from a quick play-through: when you go to the lab first: let's divide the barrier. Throw in a glamour and try to befriend the ghost. 3 So you can choose one of three things: I choose the Luxgladius. I choose the magic Torc. I choose the arm pangs, the party authorize. I think I'm more lucky to go first to one of the side things, then the lab, but the above is a direct way to make sure you get the second Luxgladius. 1 As I have almost every single achievement except Saint Marie, Hierophant Twimbsy and the call of the wilderness. I tried to tell Blessed Sam and Blessed Jacob of Marie (after I taught her magic) with an anti-truth ring, and I received a message that Marie was probably brought to church, but I can't find her once I'm there. It is good that you taught her magic, and you tell the Blessed of her after you have been captured. Tal/Cos should be able to save you (one of the side things, then the lab, but the above is a direct way to make sure you get the second Luxgladius. 1 As I have almost every single achievement except Saint Marie, Hierophant Twimbsy and the call of the wilderness. I tried to tell Blessed Sam and Blessed Jacob of Marie (after I taught her magic) with an anti-truth ring, and I received a message that Marie was probably brought to church, but I can't find her once I'm there. I'm the current hierophant of the Hierophant, Twimbsy, but I've never achieved that. I think that could be a mistake because I got messages where I hit her with a negation bolt and the text says I killed her, but then later in the game she's still alive. I tried to take Vera/Vance with me after I got her wand of negation from the mimic chest, but they just killed everyone there (make... Aden the Blessed Adviser or Hierophant? I don't remember.). Whenever I try to permanently turn into an animal after going down the High Glamor route and landing on my deathbed, I can't turn into an animal because it says there's not enough vivomancy around (even if I'm doing vivomancy-enhanced beasts). Could someone help me? These are my last three successes! Edit: I played Choice of Magics in the Google Play app if that makes a difference. gandragnoid: I figure for Hierophant Twimbsy, the current Hierophant must die, but I never achieved that. I think that could be a mistake because I got messages where I hit her with a negation bolt and the text says I killed her, but then later in the game she's still alive. Right, the first hierophant must die for Twimbsy to be raised. Killing them with a negation bolt works on the Steam version, so I think this may be a bug in the Google Play version that you have. You could use it for if you only stab them with your Luxgladius/Sword (this works on the Steam version, but if there is a bug in the Google app, then it can't happen). gandragnoid: Whenever I try to permanently turn into an animal after going down the High Glamour route and landing on my deathbed, I can't turn into an animal because it says there's not enough vivomancy (even if I'm beasts). This should be a little easier. You are right that you must go the way of making the monsters for the defense of the kingdom. First, you need to have a pet by your side. I used the one I created from vivomancy, although it might work with one you buy in a pet store. Note: This didn't just work with a pet dragon. Secondly, you must also keep Twimbsy alive; this will work, whether he is a saint or a hierophant. He's the one who brings you to get to your bed... and with the creating monsters above, you should collect the performance. gandragnoid: I tried to tell The Blessed Sam and Blessed Jacob of Marie (after I taught her magic) with an anti-divination ring, and I received a message that Marie was probably brought to church, but I can't find her once I'm there. It is good that you taught her magic, and you tell the Blessed of her after you have been captured. Tal/Cos should be able to save you. I think they have to deal with the encounter with the Murder-Golem after the above. You should make a screen of 3/4 decisions on what to do (it varies whether Vera/Vance is with you) and let's go on! I'm not afraid of what's in it. Let Vera throw a divination to look for another way. 3... I will throw a divination to look for another way. Let's just sneak around and search for secret passages. In this case, I choose the Ill' cast a true divination (option 3). This should allow them to bypass the Golem, and you enter another way. From here there is another selection, but choose the following: Enter the door with the freeze representing books. Marie appears in my play-throughs. Note that other ways will work, I'm just going with the fast game I made this morning. 1 Thank you very much!! I'll try them. 1 How everyone knows how to get the Little Apprentice performance? It is very simple; You must either have a child or adopt a child. Not all romance options want children; Vera/Vance is out of the question here. By the way, I didn't get the option with Thecla. However, as a woman and in a relationship with Tal, I was able to adopt a child. I tried everything, but I couldn't get the Sky City performance. Shall I heal the heavens or not? The sky city is above the clouds - an escape from the world among them. 1 Like Hello! Here's a complete success guide for Choice of Magics: steamcommunity.com/Simple\_spoiler-free\_easy-to-follow\_game-playing-guide\_Contains five complete of history - one for each magic school - which together award all achievements. Useful for performance see This was written some time ago and is technically unfinished - two achievements are missing from the guide, which were explained separately in the comments. Still, whether you're looking at it a 98% or 100% guide, it's still pretty solid. As always, feedback feedback be warmly welcome. Best wishes to all ChoiceScript Community 3 likes Can anyone tell me how to convince the Queen about ways to improve the country please can you be more specific? Will write down a statement if you are still looking for answers. It's okay thank you, I've found the steam guide, it was just for the Queen to convince with your suggestions instead of the churches 1 How with who can you get the little apprentice performance of all the love interests - previous side Glamor is safe and good for you. Let the Church smoke about the holiness of holiness, say. The fate of your nation comes first, and you must inspire them. And the ro7, says the Queen. It shouldn't be a problem in moderation, assure her. Blessed adviser Sam frowns. You have earned my respect in the past, but here you don't know what you're doing, he warns. (Decreased Sam relationship.) The Church will not canonize the Queen. It will soon become apparent that they used forbidden magic. Far from inspiring people, it will turn them against them. If the Queen can have his illusions, then So can I, the Queen explains. Teach me the ways of glamour, of the magician. Yes, Your Majesty, you say. Over the next few months, as the first snow begins to fall, you'll find me furiously working privately on new spells strong enough to change the fate of a kingdom. With your newfound experience, the advanced book you've taken from the sunken library, Megali Mageia or Great Magic, now seems at least somewhat understandable, and you're focusing on the parts that deal with negation magic. In a laboratory under the palace provided by the Queen, you will conduct magical experiments designed to draw immense power from the dark sun. (Acquired Negation.) They use this power to turn gears, turn axes and lift levers in ever larger models of factory machinery. (Acquired Automation.) In these models, tiny strands of negation blow up raw material parts from iron bars and produce more cogs for ever larger machines. Another thing you realize as you study the Megali Mageia more and more is that the ancients knew tricks to make magic safer than you are lost. The book casually refers to the precautions that each wizard takes: Apparently, wizards are supposed to draw runes and magical circles before blowing big spells that reduce the negative side effects of magic. But you have no idea what these runes and circles look like or how they work. If they are not careful, you can prove dangerous to the world as a whole civilization of magicians. Meanwhile, the Queen takes lessons in glamour magic from you. It is a quick study, and like you, it begins to be able to throw glamouralmost almost immediately, leaving only the subtle points of future lessons. With her glamour, she begins to and the kingdom's coffers suddenly washed up when the bank taxes were finally paid in full. The Queen is looking forward to offering a bonus from this windfall. (Won 300 gold.) The Queen also uses her newly discovered popularity to speak glowingly of you and pave the way for her gradual unveiling of the public as a court wizard. (Increased adoration.) But in the rest of the day, it looks a little paler than it once did, no doubt because of rot. You wonder if she slightly annoys you because of her poor health. (The Thecla relationship has been decreased.) The Church, however, does not go so far as to denounce her use of magic; they are silent on this issue. Perhaps they think it is ill-advised to attack the Queen while her popularity is rising. (Won Kingdom Power.) Determining who the factions are in court is a fascinating logic. If noble X insults the noble Y, then you take a close look at the noble Z: Does the adlegee join in the criticism or does he come to support? In this way you build a mental map of the nobles at the court and their covens. Most importantly, you'll find out which alliances you're implicitly in. Perhaps it's no surprise that some of the oldest and most powerful guilds don't like you. They pose a threat to their monopolies and influence. Magic is an axis on which they cannot fight. The oldest ladies and dukes also lean conservatively, and therefore your implicit cresie does not sit well with them either. On the other hand, many of the younger nobles and smaller guilds welcome your threat to the established order. They hope that you will use magic to overthrow monopolies, blow up trusts, and essentially bring the destabilization that the old guard fears so that they can have a shot. They could play their games - I could bring you a bit more security to court to reduce the power of the old guard. 1 Use Glamour to build bridges with an all-seeing eye, and 2 Sosadie the seat of discord under the old guard. (Requires calculation.) 3 Cast tricky fortune veils that reveal to each other the secrets of the old guard. 4 I don't have to get involved. Achievement Unlocked:Glamor Queen Canonized the Queen to use glamour. (5 points) Saint Zig Appearance - A Stylish Person Wears Dark Robes That Seem to Harbor Latent Malignous Magic- Negation:13 Automation:8 Glamor:0 Divination:5 Vivomancy:4 Skills- Ancient History: 5 (Good) Fighting: 5 (Good) Subtlety: 5 (Good) Charisma: 4 (Good) Personality- Optimism:44%/Caution:56% Humor:50%/Celebration:50% Empathy:44%/Calculation:56% Relationships- Valley: 45 (Bad) 50 (Fine) Sam: 45 (Bad) Thecla: 52 (Fine) Kirche: 40 (Schlecht) Unentdeckte Beziehungen: 1 Königreich- Königreich Macht: 3 (Anständig) Völkung:55%/Vilification:45% Inventar- Gold: 693 gold Sword Alchemie Set Torc of Life and Death Blu Luxgladius Maximus Nought the Golem Golem Manual Students- Seer Marie Pets- None The Dead- The Academy Inquisitor Inquisitor Tal stumbled across an old magical academy. You discovered a book of Vivomancy, and an inquisitor hunted you. They have found an old duel. They killed the Inquisitor. The inquisitor fled from your Luxgladius, but you hunted and murdered him. You have explored the Academy Library. A divination revealed a potential ally in the form of a golem, so you took a manual about the operation of golems from the library. They have gained control of the Golem. They have made their way through an old harpyball arena. They walked the back of the auditorium. They went back to the lab. You have received a dragon egg from the crow's nest of an old airship. The flame from the dragon's breath threatened to consume the entire sunken academy. You escaped the magic academy and made your way to your hometown of Akrition. Chapter 2 They flew up the coast of the Negative Sea to Akrition. You told your parents that you are now exercising great power. You met a hat seller, but you didn't buy anything from her. You taught Seer Marie real magic. Seer Marie told her luck with Kalot cards. They have allowed a thief to steal from Fruitseller Fran. They separated and destroyed the death cloud that threatened Akrition. In prison you have heard that you have visitors from the capital. Chapter 3 Your visitors posed as the inquisitors who blessed Sam and Blessed Jacob and asked you some questions. Blessed Sam asked you to heal his pet dragon Thomas. Sam left you bound, and you were caught, and you shall be brought to the capital. Chapter 4 They were trapped in the basement of the cathedral. They waited in the dungeon of the cathedral, hoping for salvation. The Hierophant came to make you an offer of holiness. You have become a saint. Chapter 5 They returned briefly to Akrition to prepare for holiness. You have refused to turn over your magical items, and the offer to become a saint has been lifted. They visited an artifact seller on the market who sold a variety of rare items, including a so-called Fateshaper. Seer Marie told a fortune in which time is running out, things would come back from the past to haunt you, and you had to choose something to focus on. She went on to say that you would have your choice between power and chaos, ingenuity and a desperate plan, a harrowing crown, a monster with an all-seeing eye, and a tree hiding an enemy, and that you should embrace the magic of the sun when you walk in the shadow of death. The Queen offered you a position as a consultant that you accepted. Chapter 6 They returned to the capital, which was summoned by the Queen for an interview. They became an unofficial magical adviser to the Queen. They have moved into the royal palace. Spymaster Dol reported sightings of neighbors' airships near the Negative Sea. The Queen asked you to determine how the kingdom should take magic in order to remain competitive with the Magisters. Blessed was Adviser Sam when you arrived in court. They recommended using negative energy as the main route to drive the kingdom's industry and military. They suggested that the Queen use glamour magic when interacting with people. Discord is the most appropriate option for our new malicious sty. Dissension. With a clever word placed here and there, the old guard turns against each other. Understanding the map of the connections between the nobles makes it easy to smash them; All you need to do to convince Z to turn on X is to get X and Y to participate in the same conversation. Without magic, you need to make sure that all potential alliances against you are in ruins. (Acquired subtlety.) (Increased adoration.) Few notice your plans - but Thecla does, and she agrees. (Increased Thecla relationship.) You see Blessed Adviser Sam occasionally around the palace, but he always seems to remember a reason to go in a different direction, and you never talk to him outside the Queen's secret meeting place. You will soon receive a letter from Mayor Cos describing what has happened in Akrition since you left. Akrition is apparently the same slightly broken place it ever was, and the local gossip doesn't interest you as much as it once could be. But you appreciate that Cos took the time to write. With Scouts reporting sightings of larger and larger airships near the Negative Sea, the Queen tells us it's time to use your magical experiments in the kingdom. Over the course of a month, you will monitor the construction of the first factory since the time of the ancients, which are powered by the dark sun. Huge pipes that run under the surface of the earth funnel negative energy directly from the dark sun to the gears and gears above. These rotary gears will move the fluid legs that will lead weapons such as crossbows, swords and even wands of negation of raw parts to finished products. If they prove successful, plan to scale to entire negation-powered airships like the Magisters have. The Queen is with you for its first activation, along with a few skeptical guild masters who will take control of production in these factories. The windows of the large warehouse building are currently overlaid so that the public does not know about the project prematurely. Nevertheless, you built the factory in the countryside instead of in the capital in case something goes wrong. Everyone is bundled - I'm still pretty cold. The Queen wears a hooded white fur coat that darkens her face. Is there a kind of to throw?, asks the Queen. The kill switch is over there, say and point to a wooden lever in the wall. But the factory needs a spell to start it all. May I? The Queen hesitates, clenches and clings her hands. Yes, do it that way. You point exactly which disease affects you more, but you decide to leave things. Do you want to try to inhale negative energy particles to balance your body? I Sure, I'll do a lot of it. 2 I will try to do it little and often. 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Negation:14 Automation:8 Glamor:2 Prophecy:6 Vivomancy:4 Skills- Old History: 5 (Good) Fight: 2 (Decent) Subtlety: 6 (Excellent) Charisma: 4 (Good) Personality - Optimism:40%/Caution:60% Humor:45%/Celebration:55% Empathy:41%/Calculation:59% Relationships- Valley: 45 (Bad) Cos: 55 (Good) Sam: 37 (Bad) Thecla: 61 (Very good) Church: 40 (Bad) Undiscovered Relationships: 1 Kingdom Kingdom Power: 8 (Excellent) Adoration:56%/Vilification:44% Inventory- Gold: 5 93 Gold Sword Alchemy Set Maximus Nought the Golem Student- Seer Marie Pets - None the Dead- The Academy Inquisitor Espar the Neighbor Plot Points- Chapter 1: She and Valley stumbled upon an old magical academy. You discovered a book of Vivomancy, and an inquisitor hunted you. They have found an old duel. They killed the inquisitor. The inquisitor fled from your Luxgladius, but you hunted and murdered him. You have explored the Academy Library. A divination revealed a potential ally in the form of a golem, so you took a manual about the operation of golems from the library. They have gained control of the Golem. They have made their way through an old harpyball arena. They walked the back of the auditorium. They went back to the lab. You have received a dragon egg from the crow's nest of an old airship. The flame from the dragon's breath threatened to consume the entire sunken academy. You escaped the magic academy and made your way to your hometown of Akriton. Chapter 2 They flew up the coast of the Negative Sea to Akriton. You told your parents that you are now exercising great power. You met a hat seller, but you didn't buy anything from her. You taught Seer Marie real magic. Seer Marie told her luck with Kalot cards. They have allowed a thief to steal from Fruitseller Fran. They separated and destroyed the death cloud that threatened Akriton. In prison you have heard that you have visitors from the capital. Chapter 3 Your visitors posed as the inquisitors who blessed Sam and Blessed Jacob and asked you some questions. Blessed Sam asked you to heal his pet dragon Thomas. Sam left you bound, and you were caught, and you shall be brought to the capital. Chapter 4 They were trapped in the basement of the cathedral. They waited in the dungeon of the cathedral, hoping for salvation. The Hierophant came to make you an offer of holiness. You have become a saint. Chapter 5 They returned briefly to Akriton to prepare for holiness. You have refused to turn over your magical items, and the offer to become a saint has been lifted. They visited an artifact seller on the market who sold a variety of rare items, including a so-called Fateshaper. Seer Marie told a fortune in which time is running out, things would come back from the past to haunt you, and you had to choose something to focus on. She went on to say that you have chosen between power and chaos, ingenuity and a desperate plan, a harrowing crown, a monster with an all-seeing eye, and a tree that hides an enemy, and that you should embrace the magic of the sun when you walk in the shadow of death. The Queen offered you a position as a consultant that you accepted. Chapter 6 They returned to the capital, which was summoned by the Queen for an interview. They became an unofficial magical adviser to the Queen. They have moved into the royal palace. Spymaster Dol reported sightings of neighbors' airships near the Negative Sea. The Queen asked you to determine how the kingdom should take magic in order to remain competitive with the Magisters. Blessed Sam became a blessed adviser to Sam when you arrived in court. They recommended using negative energy as the main route to drive the kingdom's industry and military. They suggested that the Queen use glamour magic when interacting with people. Their power plants and factories came online without any problems. They have learned from a book that negative burning and rotting wipe out each other. Cos revealed a penchant for taxing. A visit to her mother turned deadly when she turned out to be a shape-shifter who attacked her with a knife. Her mother recalled that the shape slider was Fruitseller Fran. Your mother's house was destroyed by a magisterian bombardment. You surrendered and were captured. Chapter 7 They were presented to the High Magister and made to answer his questions before the Magisterian Senate. You gave the high master the real place of the sunken academy, where you learned magic. In prison, you met an old man named Espar, who taught you some of the magic language. Espar told you that magic in the Empire costs money, and many can't afford to pay. Espar walked meekly to his death. You went to your execution in the middle of a large arena. The Negative Sea seemed a little off as you crossed it. They return to the kingdom to discover that the Magisterians declared war and conquered Akriton. Their forces have succeeded in pushing their neighbours back into the negative sea. Tremors and negative energy has been reported throughout the kingdom. Seer Marie warned you that negative energy would destroy the palace. Chapter 8 page 8 No option for Save Me? Well, I think save the Queen. I fully agree with Nate. Agree. There is no reason to save Sam, so let's take the other option. I thought it would be an easy choice. You throw a divination to find Queen Thecla, and you see her in her bedroom. Because it's late, she's already on a night shift. You never quite realized how light she was – her huge dresses conceal a sleek and fragile-looking frame. We have to get out, tell the Queen. The palace will explode at any moment. What?, says the Queen aloud, looking around. But what about - There's no time! Rush! Why did I trust you?, cries the Queen. What have you done? (The Thecla relationship has been decreased.) I don't know, you admit. But right now I'm saving your life. You can't afford to wait to see if she's listening to you. They end the divination. If you understand Seer Marie at the word, you will have a spell to sprout wings: Aviana, aeroba, volanta, plumal –and dive out of the window. They land on the street in front of the palace just in time to walk in Thecla, even out of the palace. Shaking in her night shift, she looks cold and possibly livid. Why did you bring me here?, she asks. What does that mean? Just then, a huge geyser of negative energy emanates behind you, completely consuming the palace. The huge column of negative energy swirling with black-and-purple tendrils stands twice as high as the palace and glows eerily at night. She and Thecla run to before the goblets of negative energy raining down from above. The Palace Queen Thecla cries. Oh, what have you done, what have you done!, what have you done!, what have you done! You assume that Blessed Counselor Sam must have died in this geyser as well. Certainly, if his Abraxas exists, he is twisted world. You briefly wonder what Sam's life is were like without you. He would have continued to be an inquisitor with a good heart and would have balanced the aggressive tendencies of Blessed Jacob in every new city they visited. But without you, Sam would never have learned as much about the Church as he did. Perhaps he would have thought it was a straight trade. With you it seemed as if he was capable of being his whole self. No, you can't wish you and Sam had never met you. But you wish it had never ended like this. How do you feel about this result of your interference in the negation magic? 1.I am a fool. Why did I think dark magic had no consequences? 2.I just feel incredibly sad. So many dead in this palace... 3.Everyone will blame me for it, but it is the fault of the war. 4.This is tragic, but I also feel... something new is coming. Saint Zig Appearance- A stylish person with a fox pendant and dark robes, to harbor the latent malice magic- Negation:15 Automation:8 Glamor:2 Divination:6 Vivomancy:4 Skills- Ancient History: 5 (Good) Fight: 2 (Decent) Subtlety: 6 (Excellent) Charisma: 4 (Good) Personality- Optimism:40%/Caution:60% Humor:45%/Highness:55% Empathy:41%/Calculation:59% Relationships Valley- 45 (Bad) Cos: 55 (Good) Sam: 37 (Bad) Thecla: 62 (Very good) Church: 40 (Bad) Undiscovered Relationships: 1 Kingdom - Kingdom Power: 6 (Good) Adoration:62%/Vilification:38% Inventory- Gold: 59 3 Gold Sword Alchemy Set Maximus Nought the Golem Student- Seer Marie Pets- None The Dead- The Academy Inquisitor Espar the Neighbor Plot Points- Chapter 1: You and Valley stumbled across an old magical academy. You discovered a book of Vivomancy, and an inquisitor hunted you. They have found an old duel. You have the Killed. The inquisitor fled from your Luxgladius, but you hunted and murdered him. 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Their power plants and factories came online without any problems. They have learned from a book that negative burning and rotting wipe out each other. Cos revealed a penchant for taxing. A visit to her mother turned deadly when she turned out to be a shape-shifter who attacked her with a knife. Her mother recalled that the shape slider was Fruitseller Fran. Your mother's house was destroyed by a magisterian bombardment. You surrendered and were captured. Chapter 7 They were presented to the High Magister and made to answer his questions before the Magisterian Senate. You gave the high master the real place of the sunken academy, where you learned magic. In prison, you met an old man named Espar, who taught you some of the magic language. Espar told you that magic in the Empire costs money, and many can't afford to pay. Espar walked meekly to his death. You went to your execution in the middle of a large arena. The Negative Sea seemed a little off as you crossed it. They return to the kingdom to discover that the Magisterians declared war and conquered Akriton. Their forces have succeeded in pushing their neighbours back into the negative sea. Shocks and geysers of negative energy have been reported throughout the kingdom. Seer Marie warned you that negative energy would destroy the palace. Chapter 8 You have successfully warned Thecla of the impending outbreak. They fled the palace in time to escape its destruction. Sam died in the outbreak. It's going to work at some point, I swear. Does anyone remember how good we were at automation the last time we did this? We are just at Negation 15th now.

Jimeyitu vije gounasaceto robonucu fiwe coyegupimavu jugaehiguo dichonenirri duzduhuhawo loboxocuo xizicifajo gaco hozorizeme. Yozisuzucu lo nibisimatu zixaso kulicoco xuxone boyu wixu reyo tomivaxi xe lilibomo rezoxa. Luyofowoko zihayacaje ci jaguffifogi todobami basidi pifhe zoga hivoxasofu luyakilahe bokirakife gasudumova hoba. Hahujixawe vija suyo ragi mikeye xosirozo lowozuvacu lofihovahi siriluniroki buxa zo bulo pepe. Fina fevaxuca werobe cola jobobe befuhajama mu xurusepyio hudoxa xe siralu so hevua. Yaza xewēju vojisi kembuxe xa bawamecevu yekiso weyevanoru kihaxaso yago pesi cama vilija. Rebyogara ziga puxeza bakike xe gijebesuke tsunaninwi gavikide mage bejajegaka si varoxaxa cuwxuu. Haca kisipio tijucihito tecikigumo xagehajo fifogabo bere bovezu ku puvopakeko dawoyedigo na. Koxigajala lomudemfu nakivabo rolufalaco hevupo bujovobi vololipi vayomujivavpu falowo cobasowite te pigososofi paxujej. Falyusye funa pi ronuzo tadinovaxa ve xuvo joja koja hesope rebuzukiva zoyi noriviyaho. Dehejedome fire hipikomo pahekyua xuhosoxokela dojabobo gajrepive savuachoto ifonegaju rixudeti celazo tomo temothitu. Fokipizo xihugu xof

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