flare, game

Flare

- https://flarerpg.org/2012/12/17/20121217/
- https://flarerpg.org/faq/#empyrean-animal-figs
- https://retromaggedon.com/index.php/flare-empyrean-campaign-pc-strategy-guide/

- Trader:
  - Undead Trader:
    - Hyperspace → Nazia Underground → Southern Ridge → Mog Caverns
    - Hyperspace → Dilapidated Sewers → Black Oak Farm → Southern Ridge → Mog Caverns
  - Martigan:
    - Oasis
  - Abasi Travelling Merchant:
    - Hyperspace → Underworld Stronghold Barracks → Halls Of Infinity

Where are the four wooden animal figurines?

- Bear: Given as a reward for completing the "Brother?" quest in Grot Lagoon / Lake Kuuma.
- Owl: Found on in a chest after traveling through the Nazia Mines.
- Cat: On the altar at the end of Fort Nasu.
- Turtle: Given as a reward for completing the "Fallen Comrades" quest in Oasis.
  - Hyperspace → Underworld Catacombs → Underworld Mines → Oasis

- https://www.reddit.com/r/flare/comments/94idbu/looking_for_help_withinfo_about_uniqueset_items/

Each boss/miniboss has their own unique item that they can drop. The only exception is the bosses in the final area, which each drop 3 items of a larger set. Here's a list:

- Tier 1
  - Krolan - Krolan's Hammer
  - Goblin Chief - Goblin Branch
  - Ardwen - Ardwen's Gloves
  - Geno - Blood Tunic
  - Cid - Dark Steppers
  - Seagate - Seagate's Tri-pants
- Tier 2
  - Gruzza - Amir Blade
  - Prioss - Huntsman Bow
  - Antlion Queen - Greed Cowl
  - Zola - Battle Leathers
  - Kylana - Escape Boots
  - Mez - Mez's Wraps
- Tier 3
  - Xonun - Lost Totem
  - Mog - Mog's Axe
  - Buchi - Guardsman's Cuirass
  - Nishi - Inferno Pendant
  - Cyl - Alchemist's Skirt
  - Metzger - Metzger's Battlemace
- Tier 4
  - Arzoz - Soulband
  - Vohn - Fleshband
  - Ogel - Underworld Cloak, Underworld Platemail, Underworld Boots
  - Rakk - Underworld Armguards, Underworld Greaves, Underworld Tome
  - Lezaith - Underworld Blade, Underworld Bow, Underworld Sceptre

All these items have a 1% drop rate. That is, for each piece of loot that gets dropped when they die, there will be a 1% chance it will be a unique item. I actually don't think item find bonuses have enough of an effect on this. The bonus is applied as a percentage of a percent. So 100% bonus (so 200% total) item find would be required to give the uniques a 2% drop rate. It's more effective for the magic/rare items that have higher base drop rates.

The most active community is the forums on OpenGameArt. I too wish the community was more active on the subreddit, as it has a nicer posting UI and threaded discussions.

There are descriptions of all the stats if you mouse over them in the Character menu. Poise is the chance for you to avoid "stumbling" when taking a hit. This means that you won't enter the "hit" animation and thus won't have your attack interrupted.

- https://opengameart.org/forumtopic/underworld-armament-set#comment-94964

Look in the items folder and find "sets.txt" and dig through a bit more to find "level_16_unique.txt"

From "sets.txt":

```
"[set]
id=4
name=Underworld Armament
color=255,64,255
items=421,422,423,424,425,426,427,428,429
bonus=3,currency_find,25
bonus=4,speed,125
bonus=5,xp_gain,15
bonus=6,absorb_min,20
bonus=6,absorb_max,20
bonus=7,fire_resist,40
bonus=7,ice_resist,40
bonus=7,lightning_resist,40
bonus=7,dark_resist,40"
```

From "level_16_unique.txt":

```
"# Stronghold #1
[item]
id=421
name=Underworld Cloak
INCLUDE items/base/armor/mage_alt2/head.txt
level=16
quality=unique
price=960
abs=6,7
requires_stat=defense,27
requires_stat=mental,16
bonus=mp,54

[item]
id=422
name=Underworld Platemail
INCLUDE items/base/armor/plate/chest.txt
level=16
quality=unique
price=2400
abs=8,9
requires_stat=defense,28
requires_stat=physical,14
bonus=hp,600

[item]
id=423
name=Underworld Boots
INCLUDE items/base/armor/plate/feet.txt
level=16
quality=unique
price=960
abs=7
requires_stat=defense,27
requires_stat=offense,15
bonus=avoidance,48

[item]
id=424
name=Underworld Armguards
INCLUDE items/base/armor/plate/hands.txt
level=16
quality=unique
price=800
abs=7
```

```
requires_stat=defense,27
requires_stat=offense,15
bonus=accuracy,48

[item]
id=425
name=Underworld Greaves
INCLUDE items/base/armor/plate/legs.txt
level=16
quality=unique
price=1600
abs=8
requires_stat=defense,28
requires_stat=physical,14
bonus=poise,48

[item]
id=426
name=Underworld Tome
INCLUDE items/base/misc/spellbook.txt
level=16
quality=unique
price=1600
requires_stat=defense,26
requires_stat=mental,16
bonus=mp_regen,48

[item]
id=427
name=Underworld Blade
INCLUDE items/base/weapons/melee/greatsword.txt
level=16
quality=unique
price=3200
dmg=melee,85,90
requires_stat=physical,30
bonus=dmg_melee_min,30
bonus=dmg_melee_max,30

[item]
id=428
name=Underworld Bow
INCLUDE items/base/weapons/ranged/greatbow.txt
level=16
quality=unique
price=3200
dmg=ranged,85,90
requires_stat=offense,30
bonus=dmg_ranged_min,30
bonus=dmg_ranged_max,30

[item]
id=429
name=Underworld Sceptre
INCLUDE items/base/weapons/magic/greatstaff.txt
level=16
quality=unique
price=3200
dmg=ment,85,90
requires_stat=mental,30
bonus=dmg_ment_min,30
bonus=dmg_ment_max,30"
```

It looks good?

- https://opengameart.org/forumtopic/boss-drops-in-flare-empyrean-campaign
- https://opengameart.org/forumtopic/is-there-any-way-to-reset-character-points-eg-physical-mental-etc
  - https://github.com/flareteam/flare-engine/wiki/Developer-Console
  - You can do this with the Developer Console. Open it and enter: exec respec=stats
  - Note: You can also use "powers" and "xp" in place of "stats" with respec.

- You don't need 30 in each stat to equip a full set. The only thing you can't do is use all three weapons. Here's a breakdown:
    - The player can have a total of 104 stat points (5 per level * 20 levels, plus 1 point for each stat)
    - The most Defense required is 28, which leaves 76 points
    - The armor requires Physical/Mental/Offense of 14/15/16 respectivly, so subtract 45. That leaves 31 points.
    - Each weapon requires 30 points in one of Physical/Mental/Offense, but the player is only intended to use one of these based on their build.
    - On top of the armor requirements, the most points needed here would be 16 (30-14), so we subtract that. This leaves 15 points (3 levels) of wiggle room.

- https://github.com/clintbellanger/flare-game/blob/master/mods/empyrean_campaign/items/sets.txt
- https://github.com/clintbellanger/flare-game/blob/master/mods/empyrean_campaign/items/items.txt

```
# developer items
[item]
id=2000
name=DEV Boots
INCLUDE items/base/armor/magic_boots.txt
quality=unique
bonus=stealth,100
power=500
power_desc=Use: Teleport to target position.

[item]
id=2001
name=DEV Invisibility Boots
INCLUDE items/base/armor/magic_boots.txt
quality=unique
bonus=stealth,100
power=501
power_desc=Use: Turn Invisible
```

- https://github.com/clintbellanger/flare-game/blob/master/mods/empyrean_campaign/items/categories/level_8_unique.txt
- https://github.com/clintbellanger/flare-game/tree/master/mods/empyrean_campaign/items/categories

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