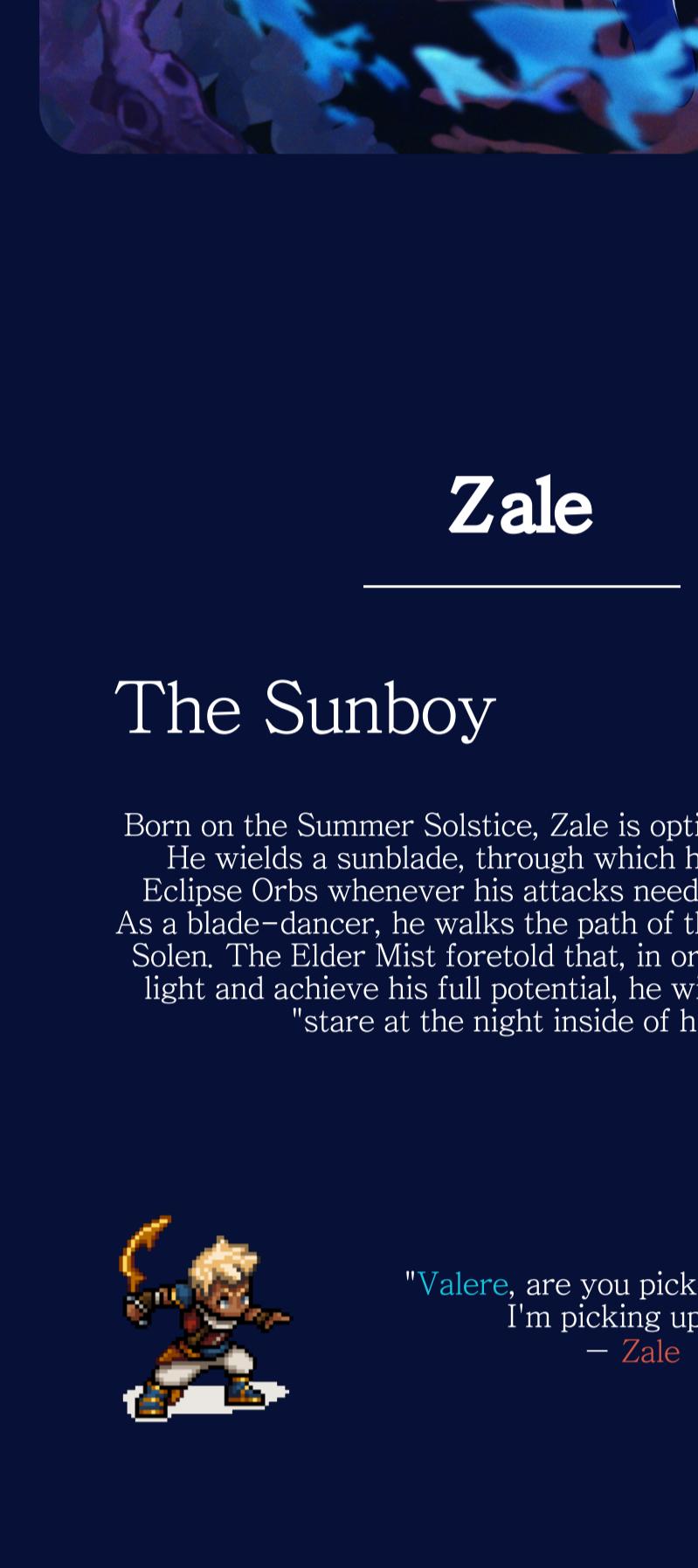


SEA of STARS

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Valere

The Moongirl

Born on the Winter Solstice, Valere shows curiosity and balance. Gifted with Lunar Magic, she can absorb Eclipse Orbs in her moonstaff to dish out massive damage. Trained in the martial ways of the monk, she walks the path of the Guardian Goddess Liana. The Elder Mist sees great potential in her, believing she might one day be the one to "create paths on water".



"I still can't believe it, all divine spirits were thought to be extinct..."
— Valere

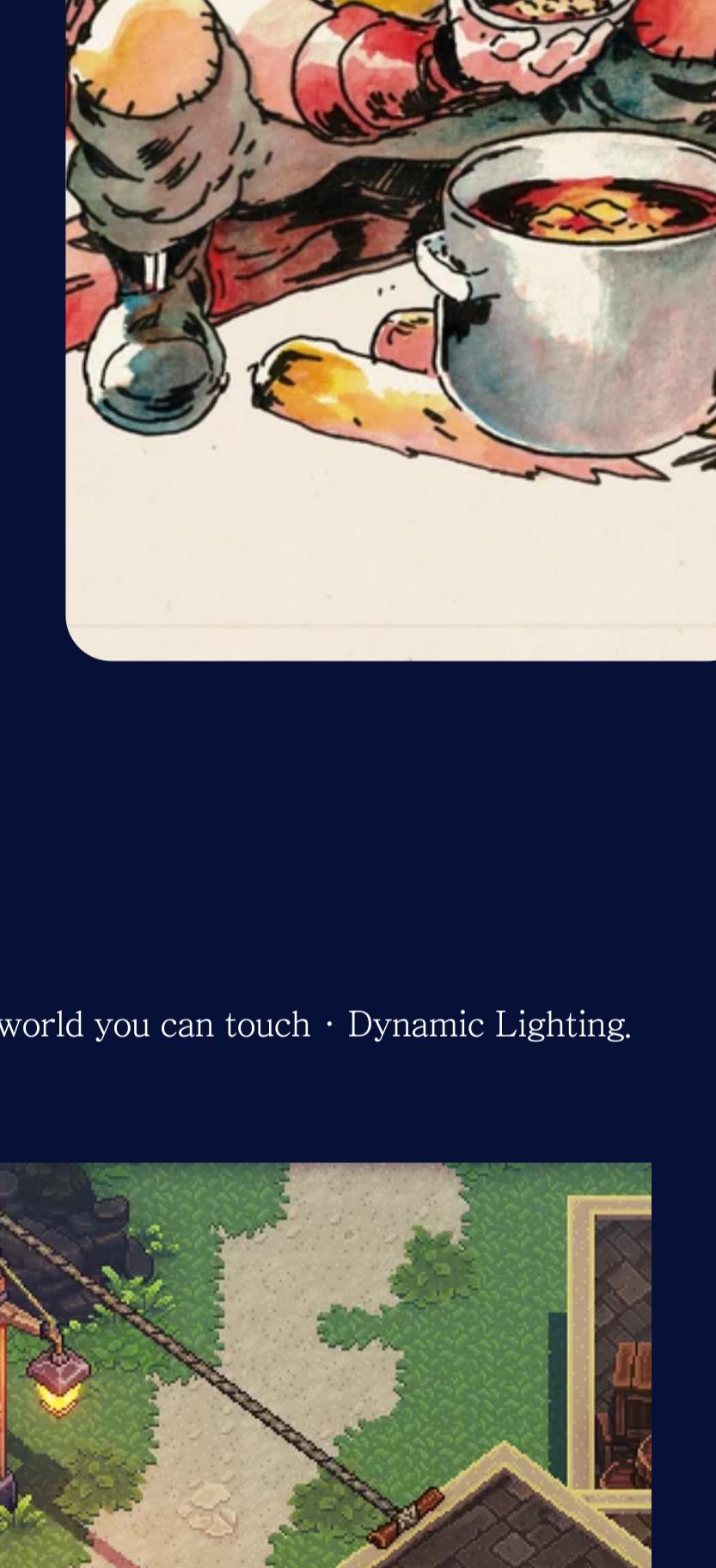
Zale

The Sunboy

Born on the Summer Solstice, Zale is optimistic and bold. He wields a sunblade, through which he can absorb Eclipse Orbs whenever his attacks need an extra kick. As a blade-dancer, he walks the path of the Guardian God Selen. The Elder Mist foretold that, in order to find his light and achieve his full potential, he will first need to "stare at the night inside of him".



"Valere, are you picking up what I'm picking up?"
— Zale



Garl

The Warrior-Cook

Garl was born a regular kid devoid of any special powers. Along with his training as a cook, his innately strong constitution makes him a capable defensive fighter, giving him the tools to support his two best friends in their Solstice Warrior duties. The Elder Mist saw something peculiar in the stars about him, as it seemed his heart just may be warm enough to "soothe a long tormented soul".

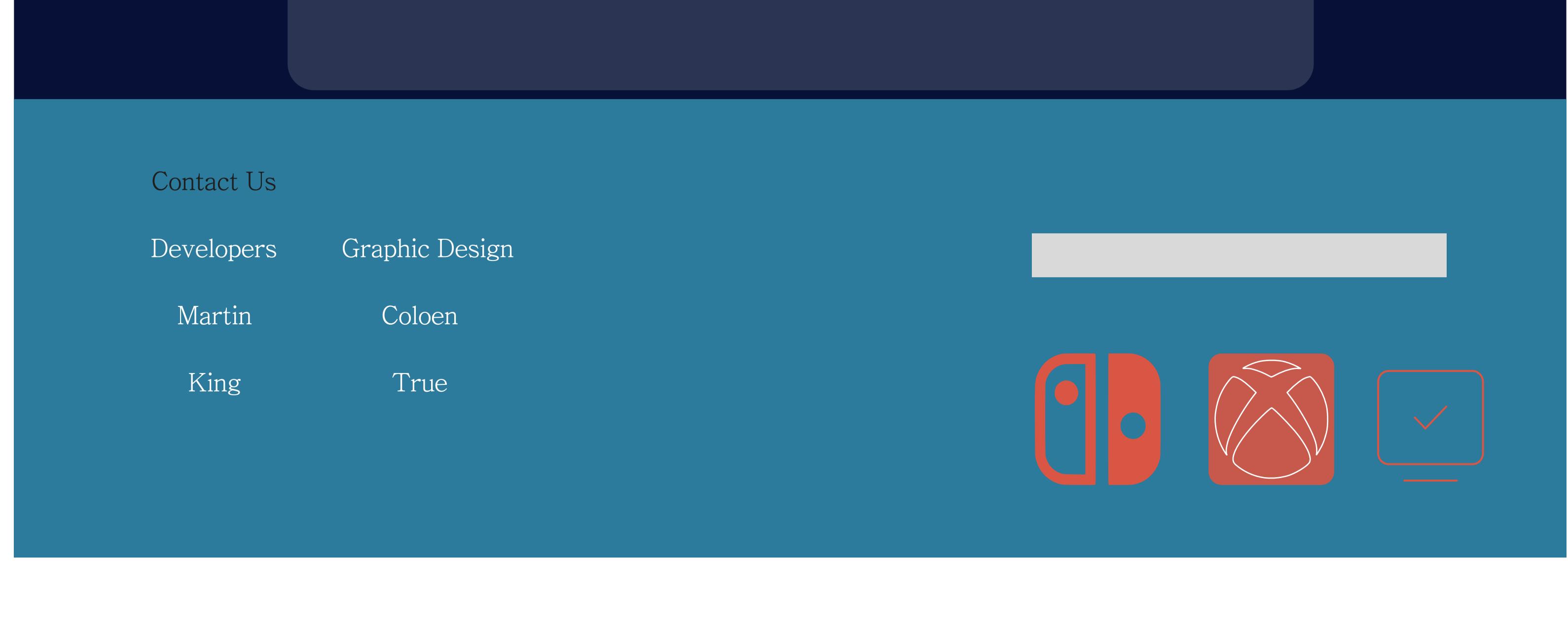
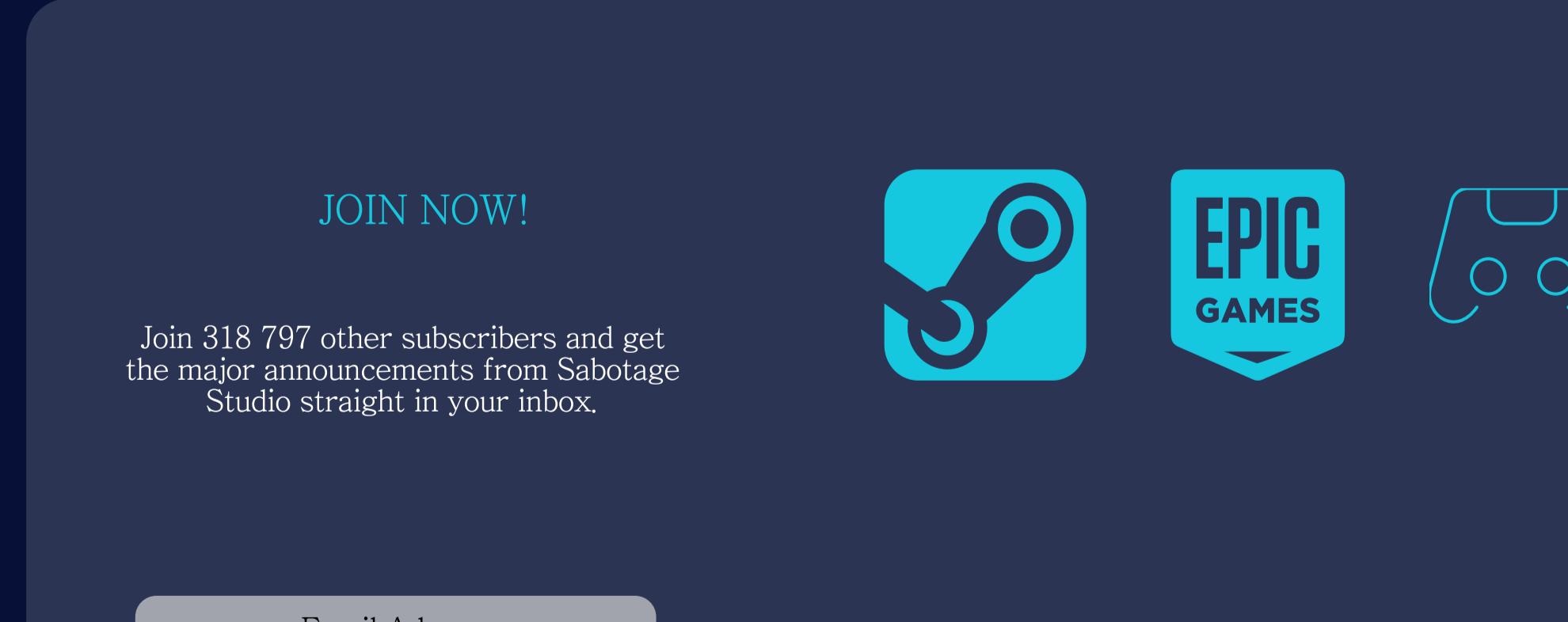


"You just do your Solstice Warrior duties and I'll keep your bellies full!"
— Garl



Game Play

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