

The Quest



Arioto is found in the opening chapter seated in meditation contemplating her next move against the evil Witch of Kiragana. After being led to the land of Robo by the divine falcon Ponche, Arioto and Kinjo are in relentless pursuit against the witch who has cast a powerful spell on the Kingdom of Oshida. Every 13th day, on the 13th hour time is lost and those that were killed trying to defeat the witch are forgotten. The whole Kingdom of Oshida forgets everything that has transpired and it is only a matter of time before they have forgotten all about the kingdom itself and are left with nothing but the nightmares that the witch has in store for them. Arioto, the only keeper of memory in all of Oshida, must once again learn how to rely on others if she hopes to stop the witch once and for all. And Kinjo, the brave archer, must learn to trust himself as he struggles with self-reliance and following his intuition. Teamed together with a group of unlikely heroes, they must face horrific monsters, unsurmountable cliff sides, and impossible odds to defeat the Witch of Kiragana and restore Oshida before it is too late.