

2007

Jade Empire Unofficial Strategy
Guide - Preview



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WALKTHROUGH

This guide contains a walkthrough only for the Open Palm (i.e. "good") path. See:

<http://www.papagamer.com/content/view/68/1/>

for a further explanation.

Chapter 1

*Wherein a Masters foretells of doom,
A rival challenges for station,
And the past haunts the present.*

Your training nears its completion in the idyllic setting of Two Rivers. Master Li promises that soon you will know more about how you came here and where your future will lead. All the while, strange tales begin to spread of ghosts that will not rest and shadowy assassins who heed no law.

A Master's Teachings

- A Master's Teachings
- The Lions of Two Rivers
- An Unfortunate Debt
- Kia Min
- Iron Palm
- Legacy of Master Li (undocumented)
- Villager's Silver (undocumented)



(A) Sparring Ring
(B) Master Li's House
(C) Tomb of the Old Master
(D) Smiling Mountain

(E) Spirit Font
(F) Focus Shrine
(G) To Two Rivers

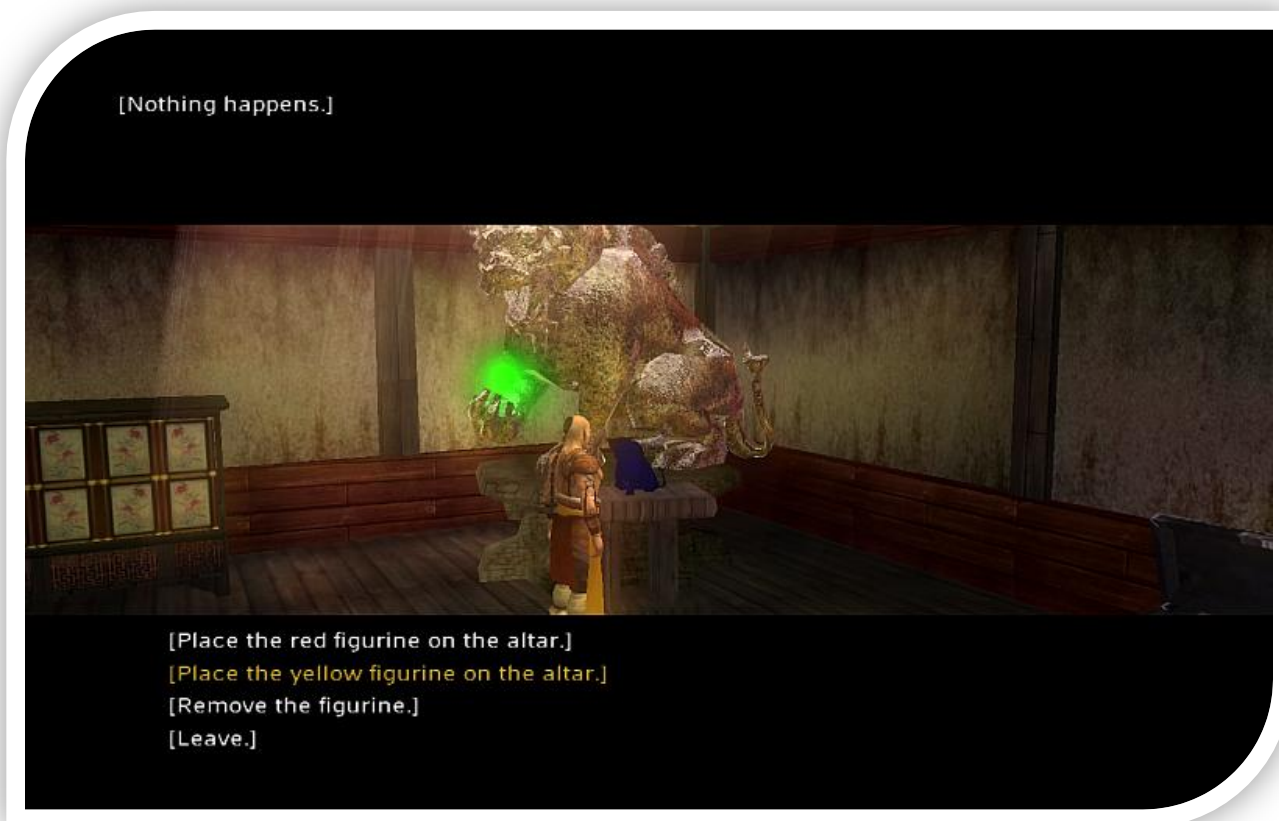
Your adventure begins with—what else?—a tutorial! You have a sparring match with Jing Woo. Follow the on-screen instructions carefully; you cannot progress in the match unless you perform specific actions. First, hit Jing Woo a few times with quick attacks. Second, hold Block and let Jing hit you a few times. Third, after Jing Woo hits you with a power attack, hold down the Chi Heal key until you are healed. Fourth, hit Jing with a power attack. Fifth, use Evade (double-tap Move or Block + Move) a couple of times to avoid Jing's attacks.

Finally, you are allowed to simply battle Jing Woo straight up. Once he is defeated (or he defeats you...makes no difference), he sends you on your way with a message to meet with your sensei, Master Li.

If you pre-ordered Jade Empire SE and got the bonus disc (or used the hack listed under The Way of the Modder), you get the Rhino Demon Transformation style at the end of the Jing Woo fight. It's pretty useless right now, since you don't have enough Chi to use it; but, at least it looks cool. Right?

Go on to Li's house on the east side of the school and chat with your teacher. You'll be interrupted by a student who informs Master Li that Kia Min has been injured and bandits are raiding the town of Two Rivers. Time to spring into action!

Or not. Before traipsing off to fight bad guys, take a few minutes to explore the school. Start with the large lion statue in the north wing of Master Li's house. Next to the statue is a chest; inside are four lion figurines: red, blue and yellow. (Veterans of Bioware games know **exactly** what's coming next.)



Colors for kindergartners

Go to the lion statue and Use it to open a conversation. Choose to approach the altar. The sphere in the lion's paw glows blue. Place the blue figurine on the altar; then the red; then the yellow. The statue gives you a word of advice and dispenses a silver coin.

What can you do with a single silver coin? Well, complete this little side quest, that's what. Leave Master Li's house and go around the back. You'll find two students sparring. For a little multi-opponent combat practice, agree to spar with them. When you're through with them, find the tomb along the outside wall of the school and deposit your coin into the bowl. You'll get a lion head token.

Return to the statue in Master Li's house. Use the statue again and place the token into the lion's mouth. The sphere glows green. Place both the blue and yellow lion figurines on the altar. The sphere glows orange. Remove the blue lion and place the red one. The sphere glows purple; replace the yellow lion

with the blue. You get 75XP and the Gaze of the Lion Technique, which provides Health +2 and Focus +2.

Nice.

(NOTE: You can do this quest later, after you have earned some money. That way, you can get the lion head token in advance and skip the initial blue-red-yellow sequence.)

Wander around the school, talking to the students. The big man near the gate is Smiling Mountain. He can arrange some sparring matches for you if you need more combat practice. He also sells things; but, you have no money...yet. Make sure you read all the books and scrollstands in the main schoolyard—there are four: two on the porch of Master Li's house and two on the porch of the house opposite Li's. The most important one is the bookstand at the house opposite Master Li's ("Auspicious Portents"). This is part of a book set that gives you an additional reward.

Head southeast, away from the school and over a bridge. You'll meet Dawn Star on the other side, and you gain your first follower. There are both a Spirit Font and a Focus Shrine nearby if you need to restore any of your abilities. Spirit Fonts restore your Health and Chi; Focus Shrines restore your Focus. There's a scrollstand on the same wood porch as the Spirit Font. Be sure to read it, as it is part of the book set you're trying to complete.



- (A) To Two Rivers School
- (B) Bandit/Merc fights, villager's chest
- (C) Merchant Fen Do
- (D) Gujin's house

- (E) Focus Shrine
- (F) Spirit Font
- (G) To Swamps
- (H) Beach (bandit/ghost fight)

Leave by the gate to enter Two Rivers. After a few steps, you have your first fight with two bandits. After they are defeated, go north, up a flight of stairs to Gujin's place. After chatting with you a bit, he offers one of two weapons: a long sword (Fortune's Favor) or a staff (Gold Star). (If you are playing the Limited Edition on Xbox, the staff is called Tien's Justice and has a different appearance.) You do not have to stick with your first choice; for a little while, Gujin will happily allow you to switch weapons until you find one you like.

After you are interrupted with news of more bandits, find the scrollstand in Gujin's house and read it. You should receive the Legacy of Master Li Technique (Focus +7). If you don't learn the Technique, you missed one or both of the other two books in the set. Make sure you find them all before embarking on the next main quest.

Go back toward the stairs, where you get a chance to try out your weapon. More bandits wait at the bottom of the stairs, intent on attacking a villager. Attack the bandits around the villager to save the villager's life. This will earn you more OP points later.

Before heading east to the beach, go south, through an opening in the wall to find a courtyard with some more bandits. Defeat them; then, open the Villager's Chest and collect 200 silver pieces. Don't run off and spend them, you can use them later to get Open Palm points.

Return to the main drag through town and go through the east gate to the beach. You'll have to fight through two waves of bandits. There's plenty of room to maneuver, so keep moving and don't let the bandits gang up on you. Use area attacks if you need to break them apart.

When the second set of bandits is defeated, the captain of the bandit ship raises three ghosts. Ghosts are a bit tougher than the common bandits you've faced thus far. For starters, they are immune to weapon and support forms, so stash your sword or staff and use your fists. They also have the Ice Shard style and will use it to try and freeze you—not to mention pelting you with ice pellets. When you see a ghost readying a Power Attack, start dodging.



Master Li packs a punch

Afterward, the master of the ship comes down. You're probably thinking you can't take this guy, what with having fought off a dozen minions and being low on Health, Chi and Focus. And, you would be right. You can't take this guy; but, Master Li can and he shows up just in time to lay some smack down on your behalf and then lecture you some more.

After everything's said and done, scan the beach. There's an old man fussing around a statue; ignore him for now. You should see Nih Joh, a young man whose father you (should have) earlier. Reassure him that his father is safe to earn OP points. There's also a lady who wants to talk to Dawn Star. You have nothing to do with this conversation; but, it leads to more information about Dawn Star.

You may also find a nameless villager; though, it is possible he won't show up until later. You'll be back here on another side quest, so if the villager's not around now, don't sweat it. When you do find the villager, talk to him about his debt to Gao the Greater. You'll have to use one of your Conversation skills (whichever is highest) to convince him to let you pay off his debt (OP points). This one conversation both begins and ends An Unfortunate Debt side quest.

From the beach, find the tunnel to the left of the main path back to town. This shortcut contains two casks full of silver. Return to the school and find Master Li. You'll have a three-way conversation with Li and Gao the Lesser. This ends with Gao challenging you to a fight in the ring. You do not have to accept the fight immediately; take the opportunity to heal yourself at the Spirit Font and Focus Shrine near the gate to town, if you need it. Then tell Li you're ready to fight Gao.

Gao can be a fairly tough fight. Your best bet is to hold Block and wait for him to begin charging a power attack; then quickly hit him with standard attacks or jump over him (Block + Forward or double-tap Forward). Use your sword or staff for a longer reach. When he's defeated, he attempts to hit you with a fireball; but, Li stops it, expels Gao and tells you to come talk to him in his house.

Before going to Li again, find Kia Min among the students outside the ring. Talk to her about her injury and she'll recommend you ask Old Ming about homeopathic medicine. Old Ming is the guy hanging around the statue down at the beach, so return there and talk to him.

Ming recommends two herbs: red silk grass and bearded tongue grass. Red silk grass will cost you 50 silver pieces and will accelerate the healing of Kia Min's injury. Bearded tongue grass costs only 25 silver and will deaden the pain of Kia Min's injury, but not heal it. Guess which is the OP path and which is the CF path?

Leave the beach and find merchant Fen Do right inside the gate as you re-enter the town. Buy some red silk grass off him and go back to the school. Give the poultice to Kia Min. For additional OP points, lie about the cost of the grass, saying it was only 25 silver (not 50). For even more OP points, refuse repayment altogether. Talk to Smiling Mountain to arrange a five-on-one sparring match.

After winning the match, Smiling Mountain awards you the Alloyed Body Technique, which is worth Health +5 and Focus +5. Check your journal to make sure you've cleaned out all the side quests, then go chat with Master Li. You get some more plot exposition, and find yourself inside a Spirit Cave under the school.

This is a small, two-room area. In the first room you'll pick up your Dragon Amulet and immediately fight three ghosts. Loot the room and check your Dragon Amulet page in the game menu. You should already have one gem to place in the amulet. (Just select it and click it or press Quick Attack.)



Take it, it's yours!

Go through the north gate (use the Amulet to interpret the writing) and you'll have to fight three more ghosts—one of which is a mini-boss and uses Ice Shard. Use the rock column in the center of the room to avoid the mini-boss while you take out the minions; then, deal with the old guy.

After the fight, you'll have a vision of a beautiful blue lady. She offers you a magic style: Dire Flame or Ice Shard. Ice Shard is a little more useful for pulling off Harmonic Combos. Dire Flame gives you some small bonuses against a few types of enemies. Neither is particularly superior to the other, so take whichever suits your fancy.

After the vision, make sure you loot the room. One of the chests contains your first Iron Palm scroll ("The Anvil"). Enter the glowing portal and return to Master Li's house. He's surprised to see you; but, soon, he is distracted by news Dawn Star appears to have been kidnapped...

The Search for Dawn Star

- The Search for Dawn Star
- The Flower of the Fields
- Viper

You, of course, offer to run straight out and rescue Ms. Star. Enter Two Rivers and start fighting Gao's hired help. There are some down in the cul-de-sac where you earlier found a Villager's Chest. Merchant Fen Do has a few Essence Gems in his inventory, if you're interested; but, there's no compelling reason to buy anything right now.

When you go up the stairs toward Gujin's place, you'll meet a villager who tells you he owns the 200 silver you collected from that chest earlier. Return the money to him. He'll offer to split it with you as a reward. Accept his generosity for OP point; or, refuse to keep any of his money for maximum OP points.

Continue toward the town gate to the north. You'll be accosted by two of Gao's mercenaries. If you want to avoid a 6-on-1 fight, use a Conversation Skill (Intimidate) to scare them off. If they won't scare, you'll have to take out six mercs in a very small space.

Good luck.

If it comes to a fight, stay near the gate. Don't allow yourself to be trapped in the narrow "alley" in front of Gujin's place. Use area attacks to keep them separated and jump back-and-forth among them to keep them off guard. Dodging is preferable to blocking as you can get hit from behind even while blocking.

After the fight (or the mercs run away) talk to the gate guard. Once you're sure you've cleaned out Two Rivers and finished all the quests, leave by the north gate and enter the swamps.



(A) To Two Rivers
(B) Merchant Hing
(C) Sagacious Zu

(D) Fen, the Flower of the Fields
(E) Mercenary camp
(F) To Swamp Cave

You will shortly come upon three bandits beating on a merchant. Kill the bandits and talk to Merchant Hing. He wants you to find his "flower", who has been kidnapped by bandits. Continue on your way to the next large clearing where you meet Sagacious Zu. After initially telling you he has no interest in your problems, he changes his mind when you mention Dawn Star has been kidnapped.

At this point, he offers to join up. Take him along as you continue clearing out the swamp. There are two north-bound exits from this clearing. The one to the right (northeast) will take you to the merchant's wife—and his "flower". Enjoy the humor and collect your reward; then, continue on to the main merc camp.

After beating all the bad guys into submission, one of them lets on that Gao took Dawn Star and ran into the nearby cave. Let the guy go for OP points and follow Gao into the cave.

After watching a little cut scene, you're in a fight against a couple of ogres. If you chose Dire Flame earlier (in the Spirit Cave), whip it out here as ogres are vulnerable to fire. Follow the only path that's open to you and you'll encounter an ogre and a toad demon locked in battle. Destroy them both and gain the Toad Demon Transformation style. Transformation is not much use to you right now as you really don't have the Chi to keep it going for any length of time; but, you can always play around with it a bit.

Next up is your fight against Gao. You can choose to fight him solo, or with Dawn Star or Zu. Pick your favorite companion or engage Gao mano-a-mano. You should have the hang of combat now and Gao is nothing special. If you're having trouble beating him, dial down the difficulty or switch to your ranged attack (Dire Flame or Ice Shard) and put Dawn Star into Support mode or switch to your weapon and put Zu into Support mode.

After the fight with Gao, make sure you tell your companions that you want to clean out the cave. There are no monsters left to fight, but there is plenty of treasure. One of the chests in Gao's little hideaway contains the first scroll of the Viper style ("Eye of the Viper"). You'll need two more such scrolls to gain the Viper Martial style. Another chest contains the Viper's Wit Technique (Focus +2, Charm +1).

Leave the cave and discuss the possibility of using the nearby flyer to return to Two Rivers. Eventually you'll go back to town, initiating your first (and only required) Marvelous Dragonfly mission. (Though, at this point, you're in a generic flyer, not the Dragonfly.) This mission is pretty easy, which is a good thing since you can't avoid it.

Move your flyer around on the screen with the movement controls. Press Quick Attack to fire your weapon. You have no Upgrades at this time, so that's all there is to it. Try to collect the red health orbs that are dropped. The yellow orbs that drop give you a temporary upgrade, such as multiple bullets and other nice things.

The Burning Town

[] The Burning Town

When the mission is complete, you land on the beach and find Two Rivers and the school in flames. Fight your way through the burning town to the school. As you enter the school grounds, you'll see Kia Min. Depending on how you completed the earlier Kia Min quest, you'll either see

her defeat a couple of mercs or be defeated and you'll get additional OP or CF points.

In the main school area, you have to fight two waves of Lotus Assassins; the second wave features a mini-boss level fighter with the Storm Dragon style. Beware of his Power Attack, since it can shock you. Use liberal Area Attacks to keep the other fighters honest and jump around a lot (double-tap Move or Block + Move).

After all the Assassins are dead, you will depart for Tien's Landing. You can choose to Attack and play another flyer mini-game; or Evade and just get on with the story without going through the waves of enemy flyers. Either way, you end up crash-landing on the outskirts of Tien's Landing...

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