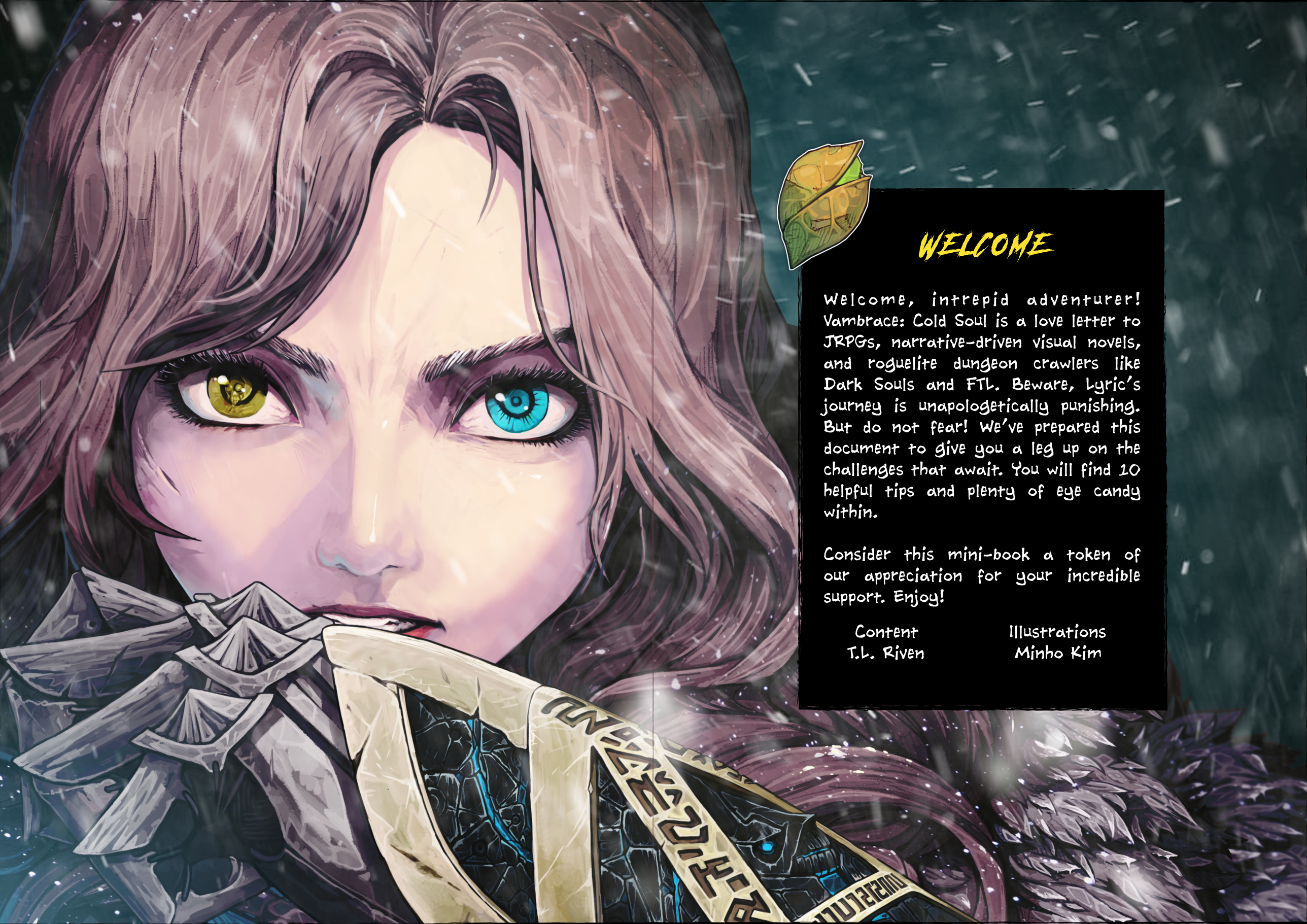
VAMBRACE™

COLD SOUL

GAME GUIDE

DEVESPRESSO GAMES



WELCOME

Welcome, intrepid adventurer! Vambrace: Cold Soul is a love letter to JRPGs, narrative-driven visual novels, and roguelite dungeon crawlers like Dark Souls and FTL. Beware, Lyric's journey is unapologetically punishing. But do not fear! We've prepared this document to give you a leg up on the challenges that await. You will find 10 helpful tips and plenty of eye candy within.

Consider this mini-book a token of our appreciation for your incredible support. Enjoy!

Content
T.L. Riven

Illustrations
Minho Kim

HERO PROFILE

MEET THE HEROINE

You are Evelia Lyric, an adventuress hailing from the human realm of Edena. You are called home to attend your father's funeral. You're beckoned to the city of Icenaire to uncover the mysterious circumstances of his death after inheriting his codex and an ancient relic.

The city has been cursed by an eldritch spell. Its survivors have taken refuge deep underground. You are now their last and best hope against the entity who controls this curse, The King of Shades - but you're woefully outmatched and survival is not guaranteed.

AETHERBRACE

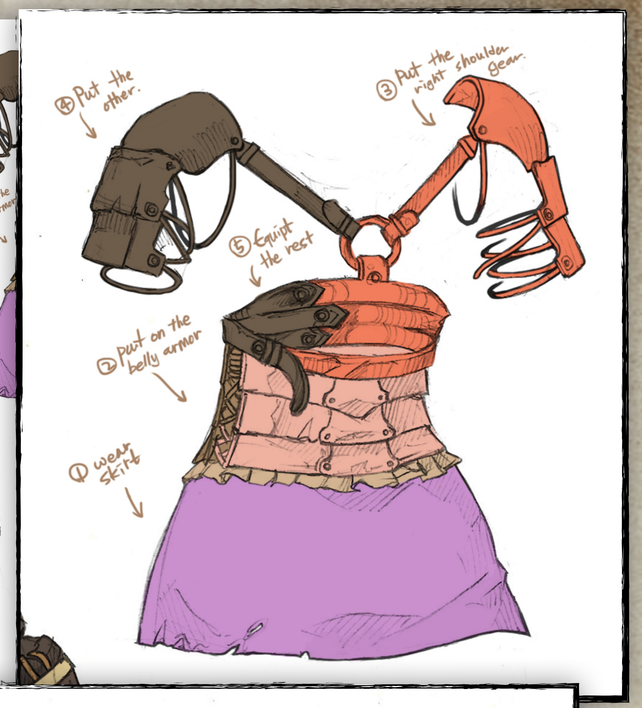
You bear the Aetherbrace, an enchanted vambrace of unknown origin. Its strange powers allow you to bypass the Frostfell surrounding Icenaire and dispel the Green Flame's eldritch magic with ease. You are the only one in Icenaire with these powers.

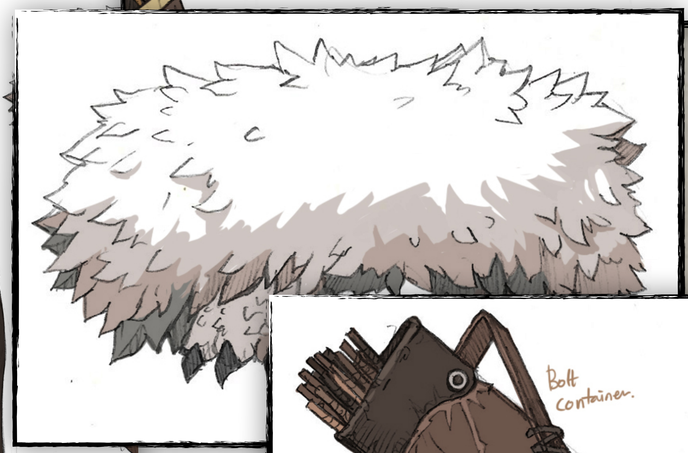
VAMBRACE: COLD SOUL

EVELIA LYRIC

CONCEPT ART

DESIGNED BY MINHO "ZAQUARD" KIM





EDENI GARB

Your mountaineering gear reinforces back and arm support for the rigors of long expeditions. Its light Mithrum steel provides added protection for close quarters combat. The Edeni weave yields superior resistance against the elements.

You can see her gauntlet's detail here.

There are some cosmatic symbols on her vambrace.

only works when Lyric raises her hand up.

The golden part is also shinning when it is activating.

Mana Stone
ows and reacts
around currupted Shades.

Since equipping the Aether brace, been unable ove it. ave secured form of ritch magic!

Because of her previous journey, the robe condition is not great.

glows and reacts
around currupted Shades.

Mountain-Axe
Mode.
<Right Side>

[The Alpenbow]
This unique device, of Nicolau Lyric's design, serves as a practical mountaineering tool, close quarters combat weapon, and ranged crossbow. -Tliven

The breechblock & trigger moves in opposit directions.

Lyric is right handed

The drawstring is made from a flexible, but unbreakable Mithrim cord. -Tliven.

Crossbow
Mode.
<Left Side>

This is not a gunfire hole!

THE ALPENBOW

The Alpenbow is a unique device of your father's design. It was often employed by him on long expeditions. Its modular design allows you to use it as a mountain axe/melee weapon and crossbow - the perfect versatility for any engagement.

TIP #1

Return to Dalearch to complete sub-quests.

EXPLORE THE WASTES IN STYLE

When you revisit Dalearch, you will find a variety of sub-quests. They are only available for a limited time - usually for the duration of that particular chapter.

If you're having a tough time with a chapter's expedition, catch a breather and explore Dalearch for these hidden quests. Completing them will yield big rewards!

Try to collect all the game's costumes. There are 26 in total!

DALEARCH CITY

Dalearch is a terminal located deep below Icenaire. In untold centuries past, it was a rendezvous point for Augurs conducting their missions throughout Dokkheim. It now serves as a safe haven for the city's survivors and is your primary base of operations. Explore it to discover sub-quests and unlockable skins.

Eldritch Library

The Guardian Barracks

The Prison

Sylvani Apothecary

Argrim Manor (Crown Loyalists)

Eastern Ascending Room

Volsung's Workshop

The Lost Lady Inn

Western Ascending Room (Broken)

Naziri Camp

North Venture Company Market

Southern Ascending Room (Hidden)

The Shanties (Crimson Rain)

TIP #2

Rest, store loot,
and equip skins at the Lost Lady Inn.

THE LOST LADY INN

The Lost Lady Inn was established by Helga, a former Dwarven shieldmaiden. It soon became the gathering place of choice within for scavengers, merchants, and warriors returning from difficult surface runs.

Rabid Rabbit Stew

Helga,
Dwarven Shieldmaiden
& Innkeeper

As you progress through the game, your room at the Lost Lady will upgrade. Helga will also deliver any packages you receive to your room. Check back periodically and be sure to use rest up and heal your wounds. You can offload any loot you've collected in your chest to use for crafting later.

TIP #3

Stock up on supplies before departing on your expedition.

THE NORTH VENTURE COMPANY MARKET

The Market trades in various wares with a paper currency called Hellion. The viability of your mission absolutely depends on being well supplied. Purchase useful relics and diversify your items to handle any difficulties that present themselves.

Gerard
Wraith Merchant

Yaesol, Foxier
Merchant
of the NVC

Boost your Merchantry stat to benefit from better prices and a wider item selection before talking to Merchants. Supplying yourself in Dalearch is usually cheaper, while items on the surface will command higher prices.

TIP #4

Meet your companions.

DRAGOON

An experienced fighter, hardened by dangerous expeditions throughout the realm.

Great at tanking & porting.

Health 26

Vigor 26

Capacity 50

BIO

Faction: The Guardians

Class Type: Tank

Weapon: Bastard Sword & Kite Shield

Flourish:
Taunt - Deal 1 True Damage to 3 long-ranged targets, and attract them to the caster. That target receives Combat -1 for 1 turn.

3 1 2 1 2

FENCER

A saboteur who excels at reconnaissance missions behind enemy lines.

Great at looting & scouting.

Health 24

Vigor 18

Capacity 30

BIO

Faction: The Guardians

Class Type: Rogue

Weapon: Flying Daggers and Flash Bangs

Flourish:
Flash Bang - Deal 2 True Damage to 1 long-ranged target. That target receives Stun status.

3 2 3 4 2

BLOOD MAGE

A sorceress capable of unleashing powerful magick to devastate enemy ranks.

Great at combat & a motivated explorer.

Health
16

Vigor
20

Capacity
24

BIO

Faction: Naziri

Class Type: Mage

Weapon: Blood Magick

Flourish:
Soul Burst - 2 target allies receive Bloodlust status for Combat +3 for 1 turn. Those allies lose 3 Health.

4 2 1 2 1

SHADOWMANCER

A seasoned assassin skilled in the arts of reconnaissance and the use of deadly toxins.

Great at avoiding traps & stacking damage.

Health
22

Vigor
16

Capacity
27

BIO

Faction: Naziri

Class Type: Rogue

Weapon: Twin Sickles, Short Daggers, Poison Bombs

Flourish Skills:
Poison Bomb - All enemies receive Blighted status. Targets suffer -1 Health per turn for 4 turns.

2 1 1 3 4

ARCASTER

A master of the bow and arrow with a penchant for smooth talking.

Great at haggling & spread damage.

Health
17

Vigor
16

Capacity
24

BIO

Faction: North Venture Company

Class Type: Ranger

Weapon: Bow and Arrow

Flourish:
Spread Shot - Deal 2 True Damage to all targets.

2 4 4 2 2

SCOUNDREL

An excellent thief with an uncanny ability to get out of tight situations.

Great at looting & buffing combatants.

Health
20

Vigor
17

Capacity
30

BIO

Faction: North Venture Company

Class Type: Rogue

Weapon: Silver Claws

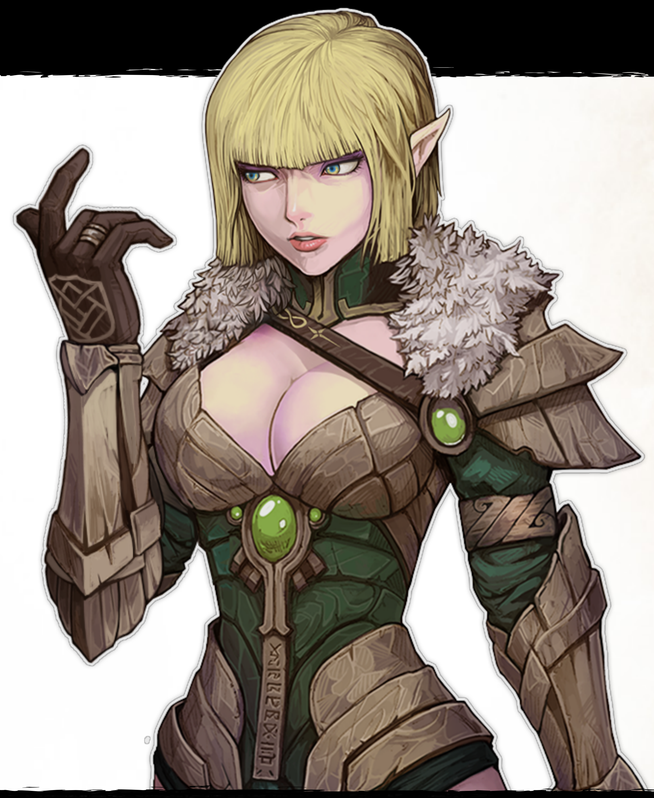
Flourish:
Predatory Roar - Heals self +2 Health and receives Bloodlusted status for Combat +2 for 2 turns.

2 2 1 4 3

HEDGE MAGE

A master of nature arcana with the power to heal her allies in times of need.

Great at healing allies during combat.



Health 16

Vigor 19

Capacity 30

BIO

Faction: Hedge Hospitaller

Class Type: Mage

Weapon: Hedge Wand

Flourish:
Healing Light - Heal 1 ally +3 Health. That ally gains +1 Health per turn for 2 turns.

1 3 4 1 1

CELESTINE

A A hedge warrior that uses the power of light to blaze a trail through the darkness.

Great at casting protective spells.

Health 23

Vigor 18

Capacity 24

BIO

Faction: Hedge Hospitaller

Class Type: Supporter

Weapon Sylvani Sword & Shield

Flourish:
Protective Light - 2 target allies receive Barrier status. Any damage received is reduced by 3 for 2 turns.

2 4 3 1 3

FUSILIER

A marksman with a devastatingly powerful weapon few have ever seen.

Great at avoiding traps. Powerful flourish.

Health
18

Vigor
15

Capacity
27

BIO

Faction: Crown Loyalists

Class Type: Ranger

Weapon: Rifle

Flourish:
Mighty Blast - Deal 6 True Damage to 1 mid-ranged target.

3 2 2 2 4

BERSERKER

A raging brawler that thrives best in the chaos of the battlefield.

Great at dealing damage & porting.

Health
22

Vigor
15

Capacity
50

BIO

Faction: Crown Loyalists

Class Type: Tank

Weapon: Battle Axes

Flourish:
Rage - Gain +10 Health. Combat +1 per turn for 3 turns. Health -2 per turn for 3 turns.

4 1 2 2 1

TIP #5

Assemble & organize your team well.

GIVE EM HELL!

Make sure that every party member is equipped with Relics that either buff weaknesses or maximize strengths. Position characters based on their range and health. Choose class combos that complement what you plan to do on the expedition.

If your comrades die, they're gone for good along with any items they have equipped. Make sure you anticipate these situations and cycle weakened allies into safer positions toward the rear.

As you progress, the pool of recruits you can choose from will increase. Try these combinations...

THE ALL AROUNDERS

Arcaster - Lyric - Fencer - Dragoon

This balanced team can take on just about anything, with plenty of short and long-ranged attacks. It has great options for scouting and maximizing overwatch while camping. Also fantastic at scrounging loot.

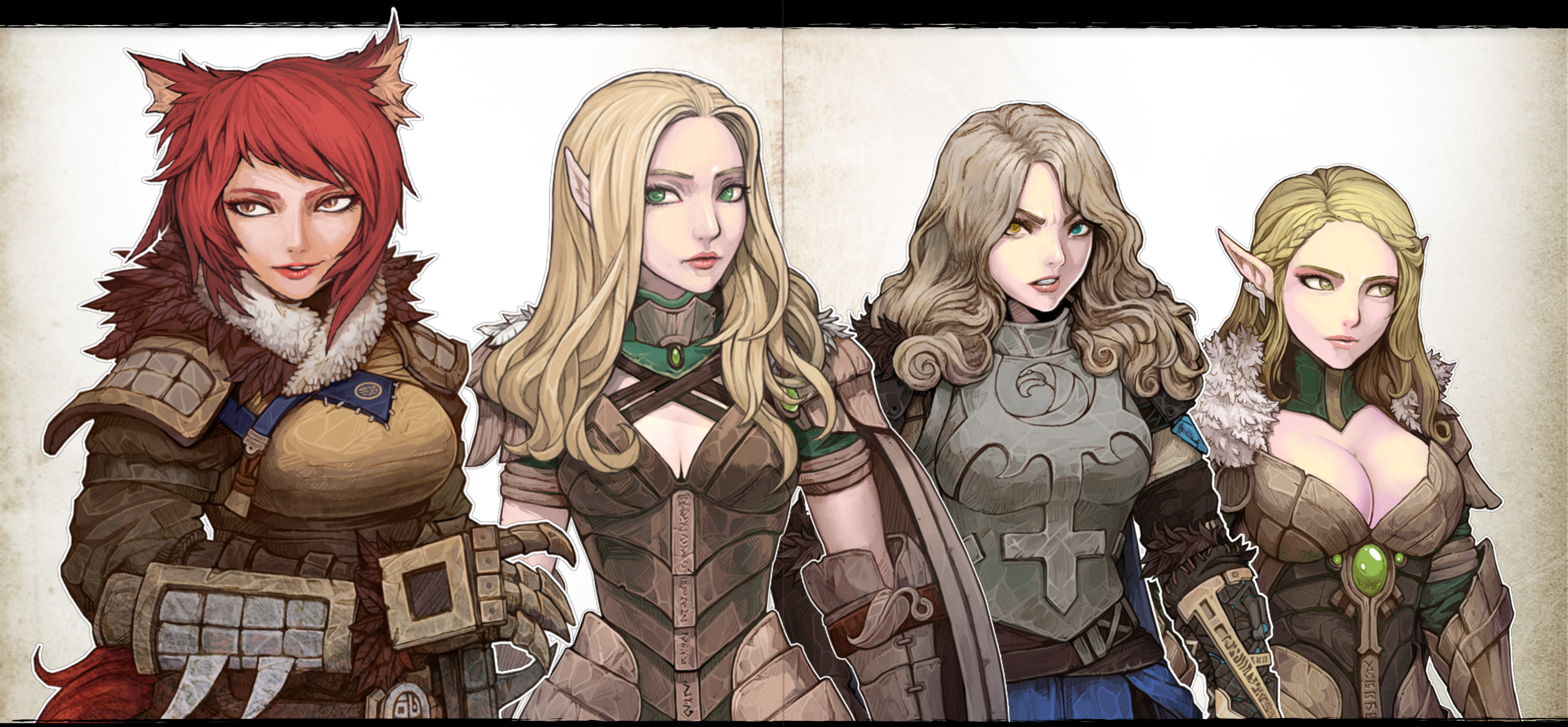
The team may suffer in combat encounters with multi-ranged enemy teams though, since it will heavily depend on the Arcaster's reach.

THE SURVIVORS

Hedge Mage - Lyric - Celestine - Scoundrel

If long-term survival is your goal, this is the combination for you. The Hedge Mage uses her unique ability to heal in combat ro offset any damage that accrues throughout the journey. The Celestine's protective spells further shields your teammates from harm.

Unfortunately, they are not very strong fighters and combat may take much longer.



THE KILLERS

Blood Mage - Lyric - Berserker - Dragoon

This team can dish out the punishment. The blood mage's buffs and ability to strike enemies from any range make her a strong threat, while the Berserker deals wreaks havoc with melee damage.

This combination's success depends on finishing fights quickly though as it is low on overall health.

THE STACKERS

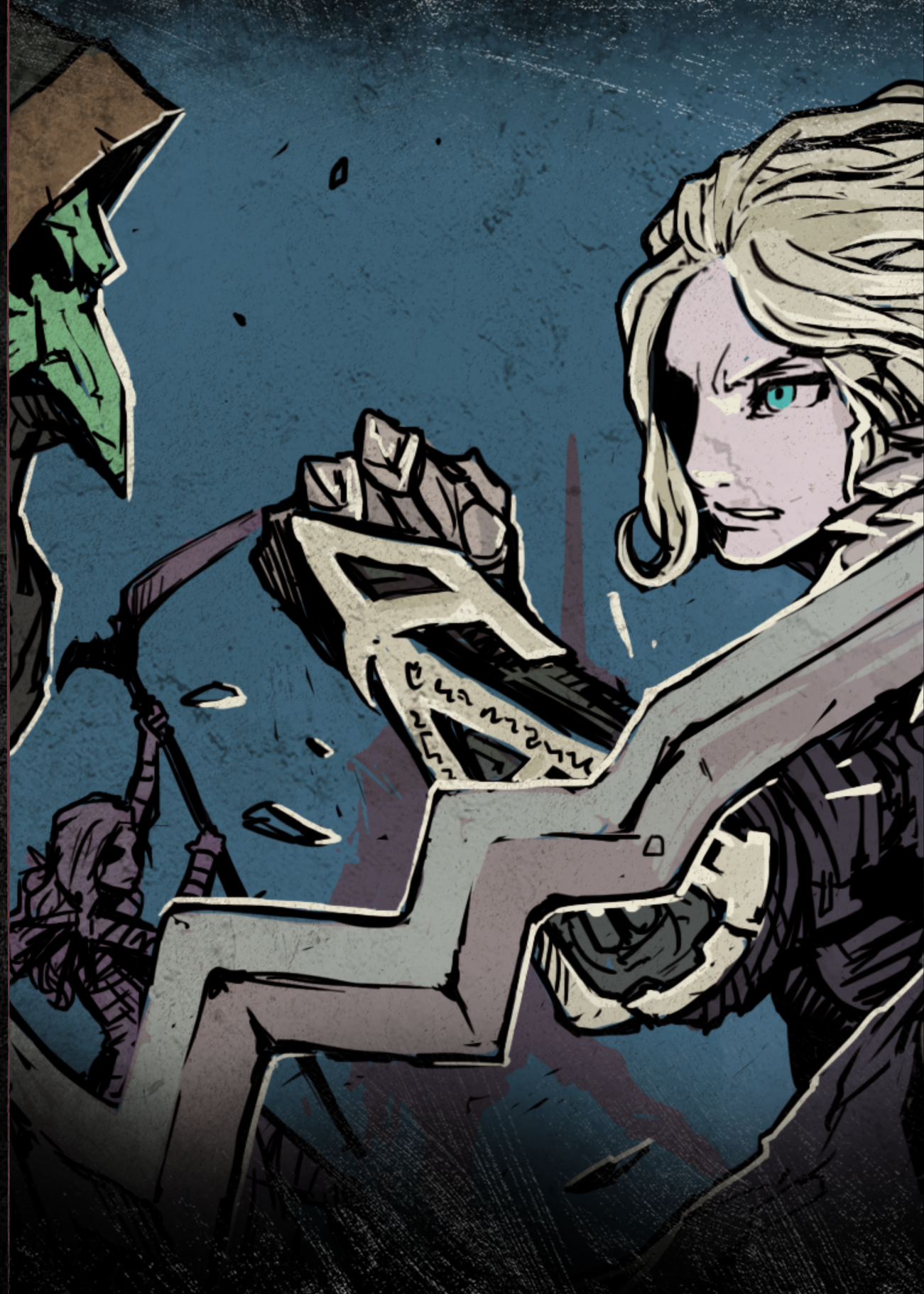
Shadowmancer - Shadowmancer - Lyric - Dragoon

This team is perfect for bypassing tras, thus nullifying the accruing damage you take over the course of the expedition. The Shadowmancers abilities allow you to spread damage that stacks throughout your enemies' ranks.

Due to their skill set, damage output begins on the slow side. You may also have difficulty negotiating with merchants.

TIP #6

Make tactical retreats.



THERES NO SHAME IN RUNNING

In fact, it's the only way you're gonna survive. Combat only serves two purposes: 1.) To clear the immediate path forward and 2.) To yield loot. You do not level up from winning fights.
When you encounter enemies, check the map to see if there's an alternative path around them. Running away and taking another route may be better in the long-run. If you're ambushed from behind, running could lead you closer to an exit. Sometimes, however, fighting is the only way out.

The general retreat option can be accessed from the pause/escape menu

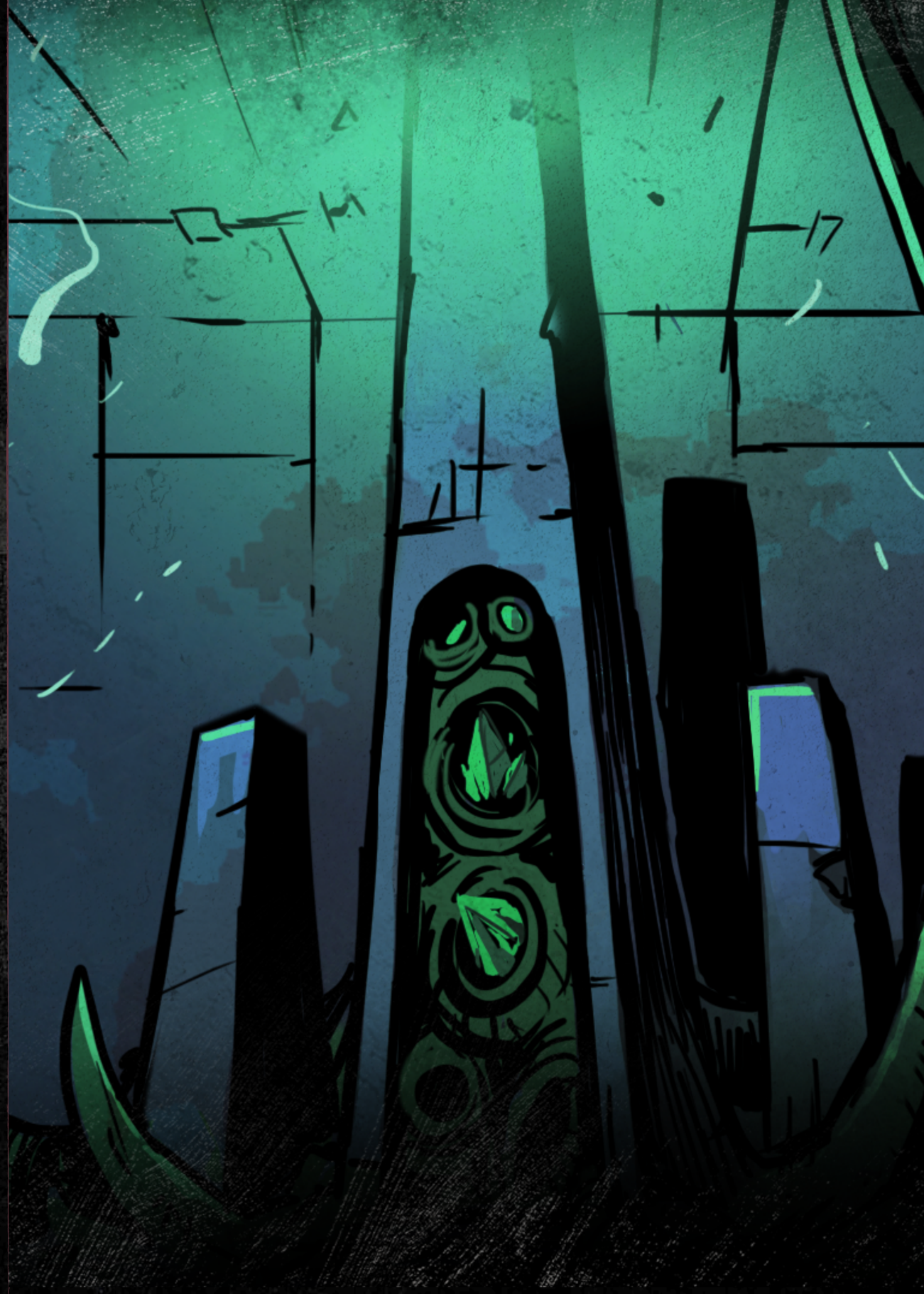
CALLING IT A DAY

When the going gets tough, you may have to make a tactical retreat back to Dalearch. By choosing this option, your allies will survive to fight another day and you will keep all the loot you've gathered. Returning to Dalearch means that you will lose all the progress you made on the expedition though.

A good leader can discern when the wind just isn't at his or her back.

TIP #7

Keep your eye on the Geistometer.



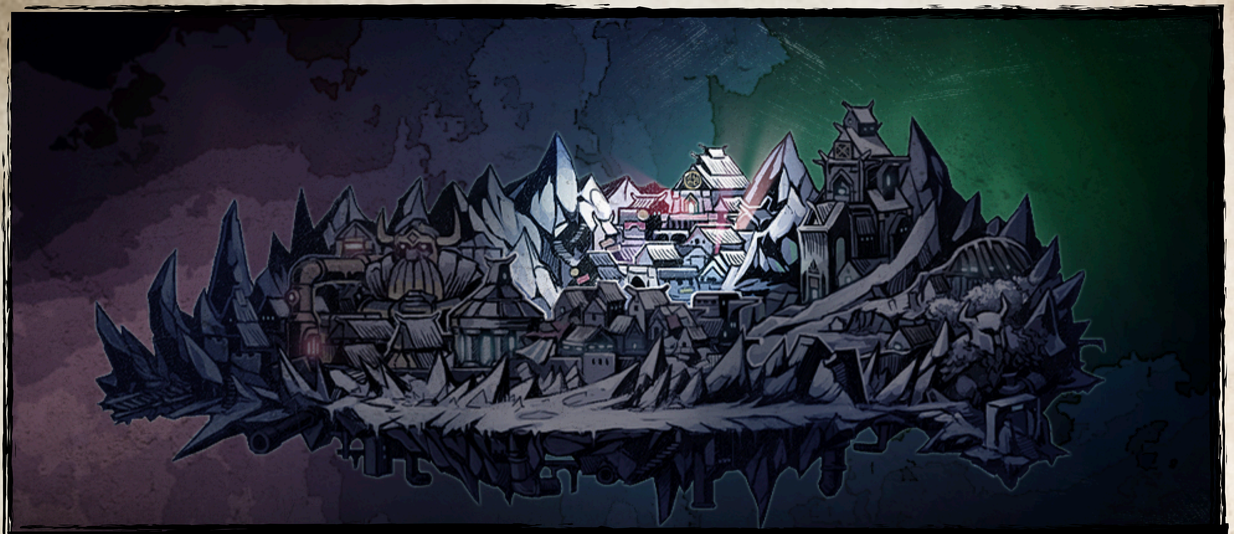
BEWARE THE GHOST FOG

The Geistometer measures the Ghost Fog in the air. When you move from street to street, this meter rises. When it crosses the red threshold, every path will become hostile and filled with Shades - powerful wraiths hellbent on killing your party.

Resting at camps and scouting with ravens will also raise the Ghost Fog. Explore with caution!

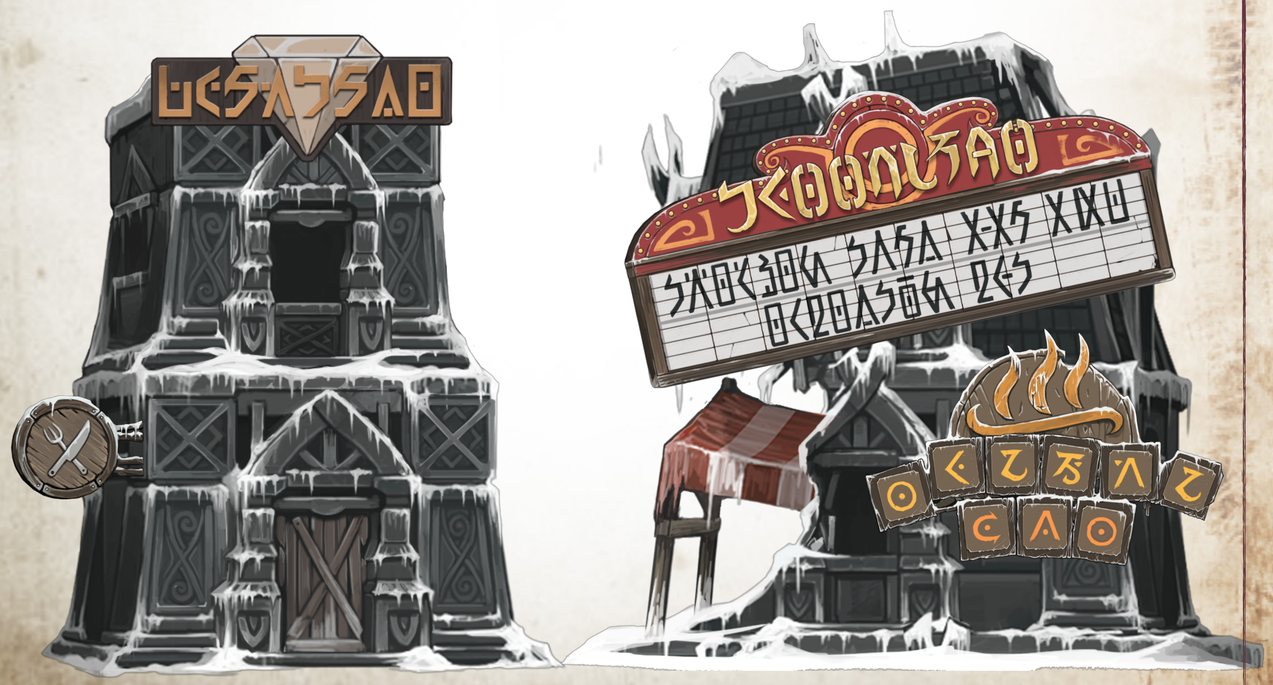
TIP #8

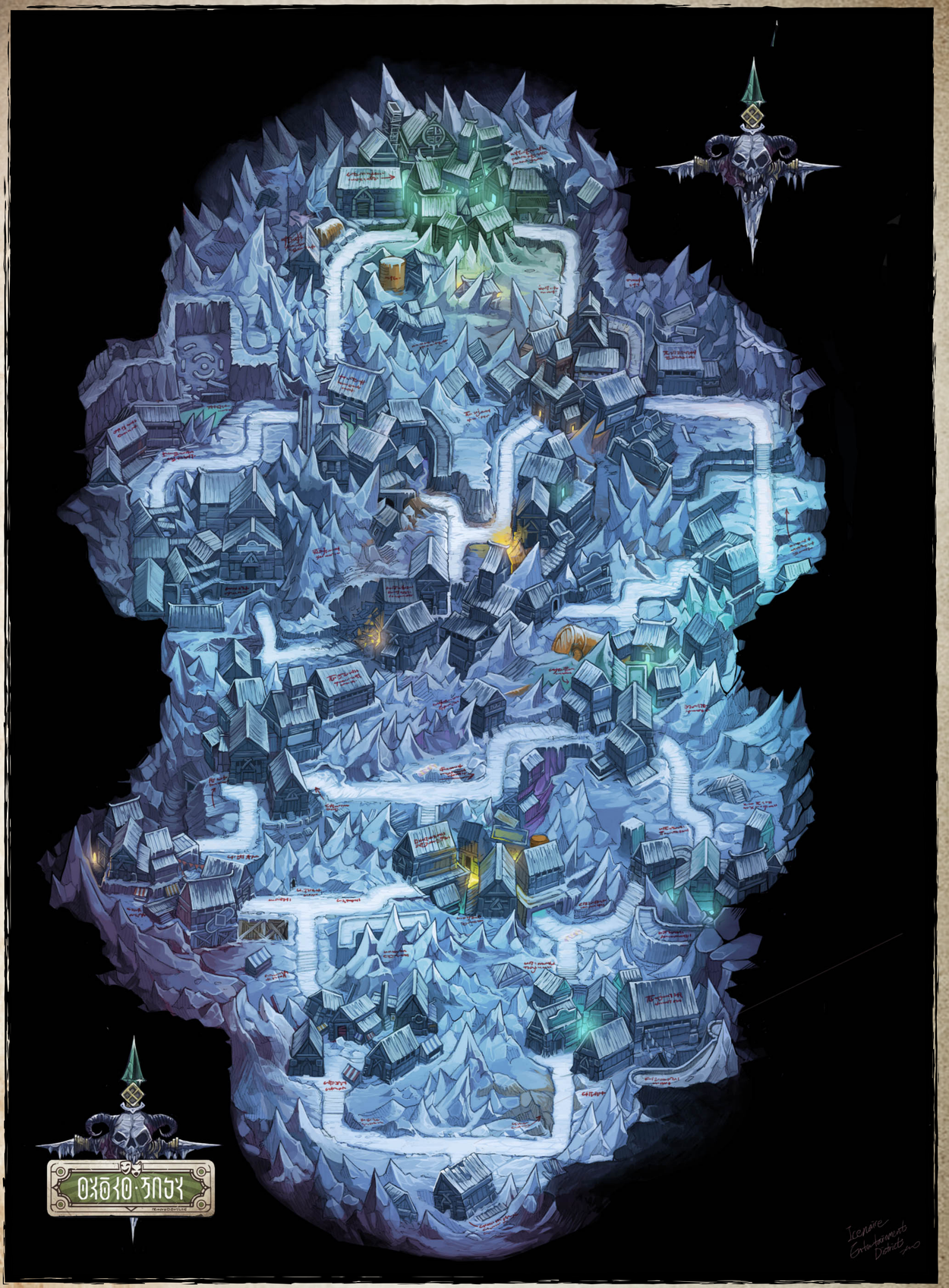
Learn the city & neighborhood maps.



THE ENTERTAINMENT DISTRICT

The Entertainment District is located in the northern quarter of Icenaire. Unlike most Dwarven cities, which are stiflingly rigid and homogenous, Icenaire prospered greatly from its laissez-faire policies and open nature. As the years passed, this burgeoning quarter served to satisfy all manner of vices for the city's diverse populace. Although it is now in complete ruin, not all is lost; the Ghost Bazaar, a vibrant trading hub is open for business. The Spooks there are even willing to deal with the living who bring hell money to the table.





District map depicting the neighborhoods of the entertainment quarter.

THE RESIDENTIAL DISTRICT

The Residential District is located in the southern quarter of Icenaire. The ward once boasted thriving estates and commercial services catering to the needs of its local residents. Slums developed in certain areas of this district as a result of an influx of economic migrants. Dwarves, many of whom were significantly more affluent than their migrant counterparts, tended to live in other quarters of the city. This area was the site of the bloodiest fighting during the Incident and its ruins are a haunting reminder of the carnage that took place.

Bodies and dilapidated barricades are stark reminders of the fierce fighting that took place here before the city's fall.

District map depicting the neighborhoods of the residential quarter.

THE INDUSTRIAL DISTRICT

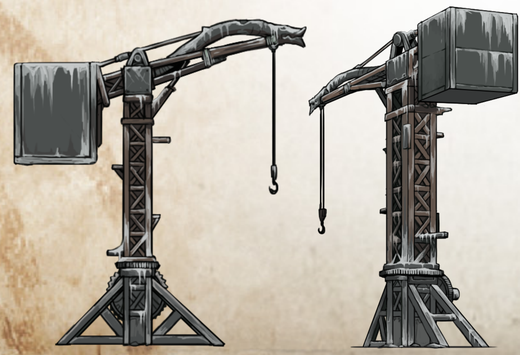
The Industrial District is located in the western quarter of Icenaire. The city was once a technological marvel, far outclassing its contemporaries. The innovations and practical work needed to maintain such advancements took place here. Cutting-edge factories loom large and maintenance golems go about their daily routines unimpeded. Access to most of this area was off limits to average citizens to prevent accidents and safeguard sensitive information. The city's "heart", the great Nibelung Furnace, continues to pump steam throughout Icenaire.

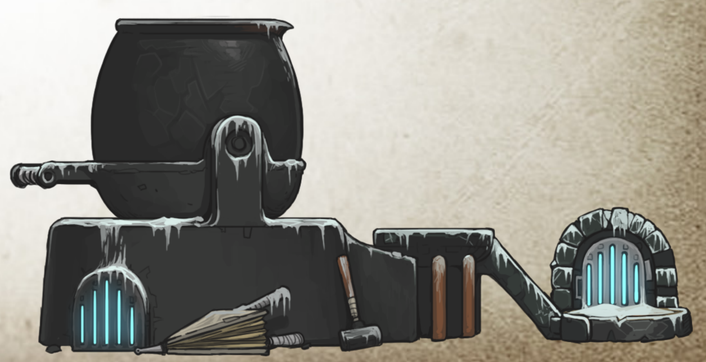
Vol-Tek Gate

Industrial Materials

Runic Batteries

District map depicting the neighborhoods of the industrial quarter.

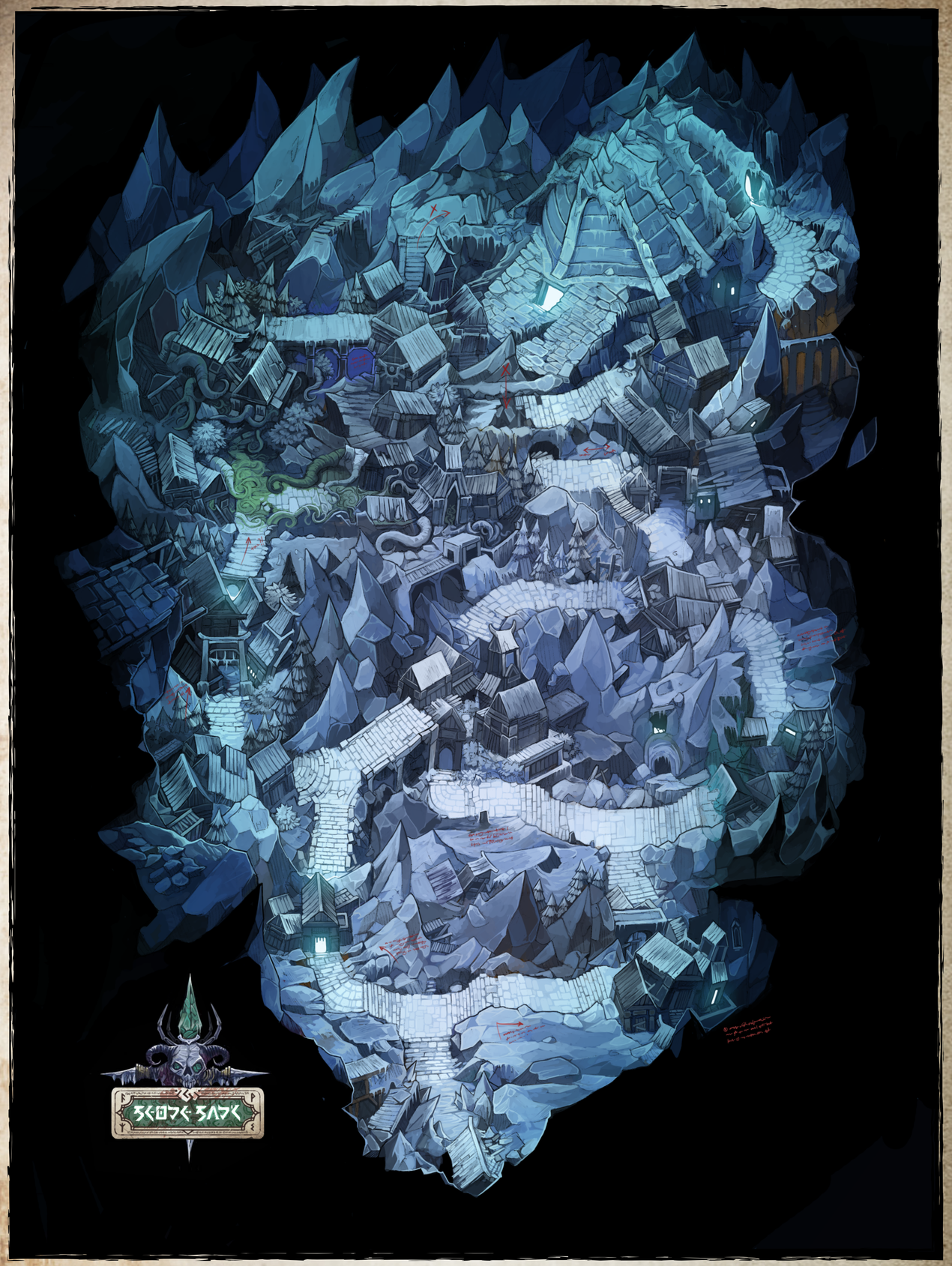




THE TEMPLE DISTRICT

The Temple District caters to the varying religious needs and traditional practices of the city's multi-cultural people. The Dwarves, despite their agnostic background, sought to accommodate the diversifying population's needs by sanctioning religious practice in the district. Their plan succeeded in both satisfying the locals and drawing travelers to their iconic temples. One can now find temples dedicated to the Edeni All-Mother, the Asadali Fox Pantheon, and Sylvani Oversoul here. This district also contains various academic facilities.

Temple idols are a common sight in this district.



District map depicting the neighborhoods of the temple quarter.

TIP #9

Use loot to craft relics and items for your expedition.

VOLSUNGS WORKSHOP

Volsung is a Dwarven engineer who specializes in forging weapons and Golems, living automatons of clockwork engineering. While Golems can respond to commands and perform basic actions, they are incapable of complex thought.

The Adamant Heart

Volsung, Dwarven Engineer

Crafting equipment is essential to your party's success. You will gather loot as you progress on your expeditions. You could sell it for some pocket money OR you could put it to better use by crafting upgraded Relics. Since your allies cannot level-up, you will need to craft better equipment to take on the enemies that await in tougher districts. You can store crafting loot in the workshop or your room.

TIP #10.

Upgrade your skills wisely.

BECOME THE BEST VERSION OF YOURSELF

Evelia is the only character who can upgrade her skills. However, she has a limited number of points to distribute. Once spent, you won't be able to undo it. Consider what type of team combinations you'll be playing with and what role she'll have in their company.

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