

Urukai

Urukai Walkthrough Guide

Urukai is a peaceful planet characterized by its purple grasslands and bio-luminescent cities. It is the home of the Uruk species (like Katari) and plays a key role in the "Find the Praharma of Urukai" questline.

1. Arrival: The Whispering Plains

When you first land on Urukai, you arrive at the **Whispering Plains**. Superstition says the power of their god, Urukang, travels through the tips of the purple grass blades here.

- **First Visit Event:**
 - You will step out into the vast fields.
 - **Katari's Return:** If Katari is in your crew, a heartfelt scene triggers where he falls to his knees, pressing his palms to the ground in awe of his ancestral soil. He thanks you for bringing him home and leaves to explore the nearby city of **Aethergald**.
 - **Arthur's Research:** If Arthur is free (not anchored in the lab), he will immediately depart for the **Ofanna Wildlife Reserve** (7km northeast) to study the comprehensive collection of indigenous flora and fauna.
- **The "Hiccup" (Main Quest Progression):**
 - **Requirement:** You must have defeated Arihama/The Warlord to trigger the "Praharmas" search questline.
 - **Event:** While in the plains, you will sense a sudden, jarring absence of the planet's peaceful aura—a cold, hollow "hiccup." Chip's scanners won't detect anything, confirming this is a psychic/spiritual disturbance. This officially starts the search for the Praharma.

2. The Stone Loom Mountains

After sensing the disturbance in the plains, head to the mountains.

- **Unlock:** This location appears on the main Urukai menu after the initial discovery scene.
- **The Shockwave:** Upon your first approach, the subtle "hiccups" turn into a full-blown sensory seizure. You are hit by a wave of pure, undiluted agony.
- **Meeting Bror:** You encounter **Bror**, an Uruk foreman. Unlike most Uruk, Bror only has two arms (which marks him as a lower-caste laborer/outcast). He warns you that the "Heart of the Stone" has woken up in agony and is thrashing, threatening to collapse the tunnels.

3. The Stone Loom Mines

Enter the mines from the Loom Mountains menu to find the source of the disturbance. The mines are a serene "cathedral of crystal," coated in pulsing cyan light.

- **Exploration & Gathering:** You can "Wander around" to trigger various events:
 - **Mining:** If you have the **Thauselite Pickaxe** (crafted by Alastor), you can harvest chunks of raw **Aether-Lattice Crystals** from pure veins in the walls.
 - **Atmosphere:** You may trigger minor events noting the old handcrafted minecart tracks or the eerie silence.
- **The Heart Chamber (Boss Encounter):**
 - Keep wandering until you trigger the event. You will find a massive stone emitting a deafening roar.
 - **The Reveal:** The stone cracks open like a geological flower, revealing a mass of pulsing crimson flesh and a chaotic nest of writhing, muscular tentacles.
 - **Combat:** You must fight this biological-mineral hybrid (The Heart of the Stone / Shard Crawler).
 - *Note:* If you defeat the creature using **Lust Attacks** instead of physical combat, it creates a unique and humorous narrative flag later.
 - This event is repeatable if you leave and return, as the creature will continuously become angry again until you solve the planet's "Wind" problem.

4. Aethergald

After dealing with the events in the mines, head to the bio-luminescent city of **Aethergald**. The city runs entirely on geothermal energy and living plant-architecture.

- **The Argument (Quest Progression):**
 - **Requirement:** You must have felt the "Hiccup" in the plains.
 - **Event:** You witness two Uruk artisans arguing harshly over a concentric weave pattern. A sudden warm breeze (the "Wind") sweeps through, immediately draining

their tension. They awake as if from a dream and apologize to one another.

- **City Exploration & Lore:** Wandering the city provides deep lore about the Uruk caste system through various events:
 - **The Shaman Line:** You find a massive line of Uruk waiting outside a colossal tree. Speaking to a citizen weaving a basket reveals they wait in this line for *days or weeks* as a form of meditation to seek counsel from the Shaman.
 - **The Caste System:** You learn that Uruk biology determines their societal role.
 - **Four Arms:** The builders, growers, and heart of society (the norm).
 - **Six Arms:** Those closest to the Wind; the spiritual guides and Shamans.
 - **Two Arms:** Those who struggle to find balance. They walk a "different path" and are often relegated to solitary, harder labor (like Bror in the mines).
- **Meeting Katari:**
 - **Requirement:** Katari must be in your crew.
 - **Event:** You find Katari completely fascinated by a living, plant-based street lamp. He makes a terrible pun ("watt's the point?") that physically pains Chip. He shares a heartfelt moment about how the Uruk solve problems by listening and being quiet, unlike the violence of Akra.
- **The Invitation:**
 - **Requirement:** You must have confronted the Heart of the Stone in the mines.
 - **Event:** Wander in Aethergald until a spotless, four-armed acolyte named **Lyren** approaches you. They inform you that a runner from the mines brought news of your interaction with the mountain. Because of your actions, you are invited to bypass the week-long line and immediately see the Shaman.

5. The Shaman (Q'Lan)

Once you have the invitation from Lyren, a new option appears in the Aethergald menu.

- **Meeting Q'Lan:**
 - Select "**Shaman**" from the menu.
 - You enter the heart of the colossal tree to meet **Q'Lan**, a six-armed Shaman floating in a lotus position with glowing blue eyes and a crown of dark horns.
 - **The Runner's Report:** Q'Lan thanks you for taming the mountain. *If you defeated the Heart of the Stone using Lust attacks*, Q'Lan will be highly embarrassed, awkwardly coughing and stating he "doesn't want to say out loud" exactly *how* you calmed the creature down.
 - **Reward:** Q'Lan formally grants you his guidance, unlocking the ability to ask him crucial questions about the Praharna and the spiritual "Wind" flowing through Urukai.

6. Katari's Date (Romance)

There is a specific romantic event available on Urukai for Katari, returning him to his roots.

- **Requirements:**

- Katari must be in a romantic/sexual mood.
- You must have visited Urukai at least 3 times.
- You must not have done this event before.

- **Event:** This triggers automatically upon arriving at the main Urukai screen if the conditions are met.
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