



Ode to the Forest: Guide

Second Echo

Ability Descriptions

Throughout the game, you can acquire 'abilities', items that are either **upgrades** (boost player stats), **downgrades** (decrease player stats) or **change gameplay**. These can either be bought from the **Trader** in the forest, or some may be grown as **seeds** in the Home room.

All abilities and their descriptions can be found in the almanac in the Home room and will slowly unlock as they are discovered. You can use the **"unlock all abilities" cheat** to view all abilities immediately but note that this will **break the progression of the game** somewhat.

For your reference, all abilities and corresponding descriptions are included here, grouped by function (please refer to the following pages).

Cheats

The cheat menu is available from within the **pause menu (esc key)**

The cheat menu is hidden by default but can be **opened with ` (Backtick)**. All cheats are implemented as buttons / dropdowns that can be selected and employ error handling. **Invincibility** can be toggled, and you can cheat **seeds** and **abilities**.

Please note that cheats break the natural progression of the game and may also result in unexpected bugs.



Upgrades



Vital-up

Grants an extra life to Ode.



Clear Skies

There will be no more clouds in the forest.



Discount

Everything available for purchase costs one less essence.



Magnet

Attracts essence from further away.



Sharp Edge

Increases damage dealt by bullets.



Sunburst

Increases the radius of sunlight in a room.



Boss Sense

Reveals the location of TERRADRAIN on the minimap.



Clover

Grants Ode more luck in finding seeds.



Quickshot

Allows Ode to shoot faster.



Vital-renew

Heals Ode fully.



Swifthaste

Allows Ode to run faster.

Downgrades



Eclipse

Ode can only shoot in the darkness and will be damaged by the sun.



Slowshot

Forces Ode to shoot slower.



Sell Your Soul

Everything that would cost essence now costs life.



Sunveil

Shadows loom over the forest. Decreases the radius of sunlight in a room.



Dull Edge

Decreases damage dealt by bullets.



Vital-down

Removes a life from Ode.



Swiftbane

Forces Ode to run slower.

Other Abilities



FreezePea

Makes bullets icy cold, which slows enemies down on impact.



Minimap

A map of the forest.



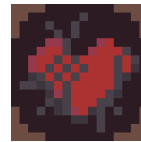
ShredPea

Allows bullets to break obstacles.



Vase

Allows Ode to grow one extra seed, but this seed must be revived periodically to take effect.



Glass Cannon

Makes Ode all powerful, but all fragile.



Scattershot

Splits Ode's bullets into 3, with decreased damage and range.



Ranger

Makes Ode shoot slower, with increased damage and range.

Oracle



Clairvoyance

Reveals all of the forest on the minimap.



Fortune Cookie

The message inside reads: "Your time in the forest will be filled with only good fortune."



Marker

Reveals the location of all shrines and allies on the minimap.

Tips For Gameplay

Many of these (& more) are mentioned as tips / NPC dialogue throughout the game, but for ease of reference:

- **Common** seeds = **brown**, **Rare** seeds = **blue**, **Legendary** seeds = **yellow**.
- The dungeon is **semi-linear**, meaning **easier** rooms are generally closer to the start of the dungeon, and the closer towards the boss you get, the **harder** the rooms become.
- **Harder** rooms, and the **Boss**, are not meant to be defeated without growing seeds in the home room (and buying abilities from the Trader / Oracle also helps)
- After you have discovered an **ability** for the first time (via **Shrine of Risk** and **Trader**), if the Trader ever sells it again, the **question mark will become the ability's icon**. This helps you avoid buying downgrades from him (**note: the "unlock all abilities" cheat immediately reveals everything**).
- The **dungeon becomes more difficult** after you plant and grow your first **rare or legendary** seed. The **Portal** will spawn further from the start when this happens.
- You can discover the **Vase (extra seed plot in the garden)** after planting **3 seeds** and having at least one of those seeds be a **rare** or **legendary** – you will then be able to buy it from the **Trader** on your next venture into the forest.
- The **Oracle** will appear in the home room after you have unlocked the **Vase** and have at least **40 essence** at home. Only then may you access her abilities (these are not visible in the almanac for this reason).
- The **Shrine of Youth** will require you to tribute 40 essence total to it. This can be done over multiple ventures into the forest – **it will persist**.