

# Page 18 - Increasing Your Power

The screenshot shows a game interface with a yellow banner at the top that reads "If you seek to increase your power..." in English and Korean. Below the banner is a table with 5 rows and 4 columns. The first column contains icons and labels: a hand for "ATT", a flower for "DEF", a flower for "HP", a flower for "Potion", and a leaf for "???", followed by a black cloud icon for "???". The next three columns are numbered 1, 2, and 3. To the right of the table is a scroll with Korean text, a 3D model of a character, and a "TAB" button. Below the "TAB" button is a "P4" button. The bottom right corner shows the page number "18".

	1	2	3
ATT	100	150	200
DEF	100	150	200
HP	200	250	300
Potion	100	300	1000
???	300	???	???
???	???	???	???

## Translation

### Top Box

If you seek to increase your power...  
Risk an offering to The Heir.

### Left

[coin bit] The price goes up each time...

### **Middle-Right Box**

As The Shore bleeds one of falsehoods and memories, The Heir hungers for reminders of the corporeal world. Offer these mementos and share a delusion of power.

### **Lower-Right Box**

Warning! Pilgrims to The Shore are stripped of this false power. (p.41→)

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## Elaboration

This page contains a minor error, labeling the first price for the Feather offering as "300" when it is "200" in reality. It also lists "???" for the third price, but on a normal playthrough, there are only 2 Feathers available, making it slightly misleading (though the player can see the future third price for a theoretical New Game+ playthrough).

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