

11/23/04 - Version 1.0: FAQ created.

11/25/04 - Version 1.1: Added the location of several Logs.

11/26/04 - Version 1.2: Added the locations of all remaining logs.

Added missing Lore "Saving Aether."

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LUMINOTH LORE

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There are several different types of Luminoth Lore. Each section gives some type of information that is important to the game.

- The History portion of the lore tells of the Luminoth's peaceful past on Aether.
- The Conflict section is a written account of the war between the Luminoth and the Ing. This section also gives some clues as to how to use the Light and Dark Beams.
- A-Kul's Clues are all located in the same room - the room. By scanning each of the Statue Heads, you will gain a clue as to where the body of that warrior is located. It should be noted that once you return the key that corresponds to the correct Luminoth warrior, you will no longer be able to scan their statue for their clue. Make sure you do this before inserting any Sky Temple Keys.
- Keybearer Lore is the most helpful Lore in the game. When you scan a Keybearer's body, you will acquire their last testament. Within these testaments, there will be a red word. This word corresponds to the name of the room the Keybearer was located in and thusly a room containing one of the Sky Temple Keys.

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+                    History                    +
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Golden Age
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ORIGINS:

It is told that the Luminoth were not born of Aether, but of the stars. In the early days, we roamed the greatness of the void, bathing in the glorious light of a thousand stars. We met a vast number of enlightened minds... the N'kren, the VIIa, and the Chozo among them. Each of them, we found, had claimed a homeworld and formed a deep bond with it. In time, we decided to do the same.

Symbol: Violet Text

Location: Main Energy Controller, Temple Grounds: Light World

OUR HERITAGE:

Our search for a home took us through the cosmos. For many a great cycle we roamed, yet a place to call our own eluded us. In time, we began to despair, feeling the search was in vain. We considered remaining among the stars until

a scout returned with news of a world unlike any other. When we beheld Aether for the first time, so great was their beauty that we forsook the stars forever to live upon her surface. From the day forth, the Luminoth were of Aether, our blessed paradise.

Symbol: Violet Text

Location: Transport to Agon Wastes, Temple Grounds: Light World

PARADISE:

Aether was a fertile, aged world with bountiful fields and oceans. The native creatures were gentle compared to other worlds we had encountered. We settled in a mountain region at first, in cliffside dwellings. In time, we established settlements in the green forest of Torvus and the fertile plains of Agon. A Great Temple was built between our three domains, a place of peace and a monument to our accomplishments. It was a time of harmony for our people.

Symbol: Amber Text

Location: Mining Plaza, Agon Wastes: Light World

SAVING AETHER:

Aether's planetary energy supply reached a critical stage. If left unchecked, the energy would expire, bringing an end to the world. Our greatest minds devised a way to preserve and regulate the remaining planetary energy - the Energy Controllers.

Symbol: Amber Text

Location: Agon Energy Controller, Agon Wastes: Light World

LIGHT OF AETHER:

The main Energy Controller was built in the Great Temple: three sub-controllers were built in the temples of Torvus, Agon, and Sanctuary. They collected the energy of Aether, then radiated it over the world to all who needed it. In time we came to call this precious energy the "Light of Aether." It brought an age of peace and prosperity to the Luminoth.

Symbol: Amber Text

Location: Portal Terminal, Agon Wastes: Light World

THE STELLAR OBJECT:

By the time we detected the stellar object as it streaked toward our world, it was too late to stop it. We fired numerous weapons at it in a vain attempt to alter its trajectory. Nothing worked. Our efforts placed a great strain on the Energy Controllers, and weakened Aether. All we could do as the object drew closer was take shelter and wait. We gathered stores of food and water, reinforced the shielding on our dwellings, and spent the last hours in peace.

Symbol: Amber Text

Location: Mining Station B, Agon Wastes: Light World

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Dark Age
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CATAclysm:

The starborne terror burnt through the heavens and struck Aether with an untold might. We all expected the world to shatter... but Aether held. There was great devastation, however. The green plains of Agon were scorched forever, and the forest of Torvus was engulfed and wracked by the sea. The skies burned for days, casting darkness over the land.

Symbol: Amber Text

Location: Mining Station A, Agon Wastes: Light World

AGE OF ANXIETY:

In time, the roar of a wounded planet subsided. The air, though fouled, was breathable. Light made its way through the dark veil over our world. Slowly, we ventured out from the shelters of our homes to see what remained of our paradise. What little comfort we gained by surviving was soon shattered, for when we looked outward, all we saw was devastation. Half of the planet's energy had vanished from the Energy Controllers. Aether became violently unstable as a result. Of the stellar object which struck our home, there was no sign.

Symbol: Violet Text

Location: Meeting Grounds, Temple Grounds: Light World

THE WORLD WARPED:

Amidst this turmoil, we discovered many disturbing anomalies. Spatial disturbances appeared across the land. Objects went into a state of dimensional flux, their atoms divided between Aether and... somewhere else. There was little time to ponder these strange happenings, for we had to deal with the devastation of our lands.

Symbol: Violet Text

Location: Path of Eyes, Temple Grounds: Light World

THE ING ATTACK:

The Day came when space was torn asunder, revealing dimensional rifts to a dark place. Horrible dark swarms streaked forth from these rifts, engulfing nearby creatures and transforming them into what we would come to call darklings. The dark creatures became our enemies, and peace came to an end on

Aether.

Symbol: Emerald Text

Location: Path of Roots, Torvus Bog: Light World

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First Phase  
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DARK AETHER:

In time, we created machines to open rifts to our enemy's world. Volunteer scouts went through the rifts and found a twisted world, harsh and poisonous... a Dark Aether. they discovered that this world held the missing half of our planet's energy. They also saw the true face of the enemy, a race we came to call "Ing," meaning terror. Our scouts could not survive long on the surface of Dark Aether, so venomous was its air. Still, we vowed to return. We prepared for war.

Symbol: Emerald Text

Location: Torvus Energy Controller, Torvus Bog: Light World

OUR WAR BEGINS:

We developed Crystals that brought the Light of Aether to the dark world. Using these Crystals allowed our warriors to explore the enemy lands, to bring war to the Ing. Sadly, the Crystals were not enough. We needed stronger weapons, better armor. We withdrew from Dark Aether while our greatest minds devised new engines of war.

Symbol: Emerald Text

Location: Underground Tunnel, Torvus Bog: Light World

THE NEW TERROR:

In time, the Ing began to possess Luminoth as well as creatures. Friends and family members became the enemy, spilling Luminoth blood across the land. Desperate, we devised shielding to prevent Ing possession. It was effective, but not perfect. Should the shielding fail, all Luminoth were prepared to self-terminate rather than become a weapon for the Ing.

Symbol: Emerald Text

Location: Catacombs, Torvus Bog: Light World

NEW WEAPONS:

Our studies of the Ing revealed the source of their attacks as dark energy. We built weapons to use this energy, thinking it could overload enemy targets and eliminate them. We soon learned our error, as the Dark Beam was not of great effect on the Ing. We then began to develop a weapon that used light energy. This weapon would dispatch the Ing with terrible efficiency.

Symbol: Emerald Text

Location: Gathering Hall, Torvus Bog: Light World

RECOVERING ENERGY:

We were not prepared to fight a long war. The forces of the enemy outnumbered ours vastly. We sought a way to end the war quickly, without extended combat. We decided to build a device to recover our lost planetary energy from Dark Aether. Without this energy, the dark world would cease to be, and our world would be restored to stability.

Symbol: Emerald Text

Location: Training Chamber, Torvus Bog: Light World

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Second Phase
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THE SKY TEMPLE:

We learned that the ruler of the Ing dwelled in a place dubbed the "Sky Temple" by our forces. This place held the planetary energy of Dark Aether as well. It as heavily guarded, and entry was barred by a great gate requiring ten keys to unlock. These keys were hidden throughout Dark Aether by the Ing. A mission was planned, one that would find the hidden keys and recover our missing energy from the Sky Temple.

Symbol: Violet Text

Location: Fortress Transport Access, Temple Grounds: Light World

THE FINAL CRUSADE:

While our forces on Dark Aether fought desperate battles against superior numbers, our best minds completed their work. The Energy Transfer Module, a device designed to recover our lost planetary energy, was ready at last. A force of our greatest warriors was assembled, each equipped with the best armor and weaponry available. We sent this brave cadre of fighters to invade the Sky Temple and seize the missing energy lying within.

Symbol: Cobalt Text

Location: Hall of Combat Mastery, Sanctuary Fortress: Light World

SHATTERED HOPE:

None of the warriors sent to the Sky Temple returned. Our forces searched

Dark Aether for them, in vain. Of the Energy Transfer Module, there was no sign. Though saddened, we set out to prepare another mission, to build another module, to try once more to save our dying world.

Symbol: Cobalt Text

Location: Main Gyro Chamber, Sanctuary Fortress: Light World

AGON FALLS:

A massive Ing attack came to the land of Agon. Soon, the Temple of Agon was surrounded by the Horde, with no hope of salvation. Our gallant warriors there were slain, and Agon fell to the enemy. Our blood chilled when we learned that the energy within that temple was drained. The Ing had found the Energy Transfer Module, and were using it as a weapon against us.

Symbol: Cobalt Text

Location: Sanctuary Energy Controller, Sanctuary Fortress: Light World

TORVUS FALLS:

The Ing turned their forces on the Torvus Bog next, sending a vast force to lay siege to the temple there. Thousands upon thousands of Ing were destroyed by our warriors, yet they kept coming until there was no Luminoth alive to offer resistance in Torvus. On that day, the energy of Torvus was taken to Dark Aether, and our hopes for survival grew dim.

Symbol: Cobalt Text

Location: Main Research, Sanctuary Fortress: Light World

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Final Phase
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SANCTUARY FALLS:

Our battered forces gathered in the Sanctuary Fortress to prepare for the inevitable siege there. They didn't wait long. Wave after wave of Ing assaulted the greatest of our fortresses, with one goal in mind: to seize the energy there. The Ing turned the machines of Sanctuary against our warriors, and soon all was lost. The energy of Sanctuary was taken by the Ing. Only one Energy Controller remained on Aether.

Symbol: Cobalt Text

Location: Watch Station, Sanctuary Fortress: Light World

TWILIGHT:

What few remained gathered in the Great Temple. There, all but U-Mos, the last sentinel of Aether, entered into life-preserving stasis. There they would remain, to be released once the Ing were destroyed... or to sleep forever. His people safe, U-Mos prepared for the last, terrible assault. In the silence of the Great Temple, he prayed for salvation, for deliverance from the terror of the Ing.

Symbol: Cobalt Text

Location: Sanctuary Entrance, Sanctuary Fortress: Light World

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+                A-Kul's Clues                +
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Cadre 1 Clues
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B-STL'S KEY

Gallant B-Stl.

She lies deep in a fortress of dry land

Symbol: Luminoth Statue Head

Location: Sky Temple Gateway, Sky Temple Grounds: Dark World

G-SCH'S KEY

Gentle G-Sch.

With a Bearerpod he sleeps in a flooded temple.

Symbol: Luminoth Statue Head

Location: Sky Temple Gateway, Sky Temple Grounds: Dark World

J-STL'S KEY

Noble J-Stl.

Lost his soul before a fortress in a scorched land.

Symbol: Luminoth Statue Head

Location: Sky Temple Gateway, Sky Temple Grounds: Dark World

S-DYL'S KEY

Brave S-Dyl.

Beside the marsh of a raining land she laid her body forever.

Symbol: Luminoth Statue Head

Location: Sky Temple Gateway, Sky Temple Grounds: Dark World

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Cadre 2 Clues
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C-RCH'S KEY

Judicious C-Rch.

In a small corridor within the depths of a high fortress, he lies silently.

Symbol: Luminoth Statue Head

Location: Sky Temple Gateway, Sky Temple Grounds: Dark World

D-ISL'S KEY

Steadfast D-Isl.

Who shall disturb you among the trees of holy ground?

Symbol: Luminoth Statue Head

Location: Sky Temple Gateway, Sky Temple Grounds: Dark World

J-FME'S KEY

Mightly J-Fme.

In the last, what did you see? Was it one of our gates closing, sealing the scorched land from our holy ground?

Symbol: Luminoth Statue Head

Location: Sky Temple Gateway, Sky Temple Grounds: Dark World

M-DHE'S KEY

Fearless M-Dhe.

The one who shall move the pillar of holy ground will see your soulless body.

Symbol: Luminoth Statue Head

Location: Sky Temple Gateway, Sky Temple Grounds: Dark World

S-JRS'S KEY

Loyal S-Jrs.

He no longer breathes, looking down at the great bridge of a holy fortress.

Symbol: Luminoth Statue Head

Location: Sky Temple Gateway, Sky Temple Grounds: Dark World

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Cadre 1
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A-KUL'S TESTAMENT:

Soon I shall pass to final rest. My key is in place. Through my spiritual link to the others, I know where their bodies lie. I shall leave this knowledge, that their last location in the dark world can be known. May this knowledge lead our warriors to the Sky Temple Keys.

The time draws near. Hear the words of A-Kul, she they call Champion of Aether. Know that my warriors fought and died with uncommon valor. Do not look unkindly upon their failure, for they died to save us all.

Symbol: Violet Text

Location: Sky Temple Gateway, Sky Temple Grounds: Dark World

B-STL'S TESTAMENT:

I can go no further. Her in this reactor, I go to join my fallen mate, J-Stl, in final rest. Though I die with honor, a shame falls on my house until the key I seek reaches its destination. May my brothers find my burden, that the way to the Sky Temple will be opened at last.

Symbol: Amber Text

Location: Main Reactor, Agon Wastes: Light World

G-SCH'S TESTAMENT:

What craven savages are the Ing! Trapped in the catacombs with no chance of rescue, I fought them to the last. I watched them feed upon their dead. I heard them pressing the lesser of their number into the front ranks, that my blasts would take them. At least their leader stood against me in battle. He was a foe worthy of a Luminoth warrior.

Symbol: Emerald Text

Location: Catacombs, Torvus Bog: Light World

J-STL'S TESTAMENT:

My journey comes to an end. The thrice-cursed Ing prepared an ambush of singular cunning in the mining station. They caught me in it like a neophyte fresh from the training halls. I have sent five score of their number to whatever foul pit they call afterlife, but in vain. My life is extinguished.

Symbol: Amber Text

Location: Central Mining Station, Agon Wastes: Light World

S-DYL'S TESTAMENT:

They came to the lagoon in the night, delivering true deathblows before I could detect them. As my life faded, I sent a call to the cadre to warn of this surprise attack. May they find my key, and dispatch the Ing who killed me. Only then will my final rest be peaceful.

Symbol: Emerald Text

Location: Torvus Lagoon, Torvus Bog: Light World

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Cadre 2

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C-RCH'S TESTAMENT:

Let this be the final testament of warrior C-Rch. I have no more shells for my weapons. For the enemy, I have naught but the blade and fist. Let them come. They wait in the works, hissing and slithering like beasts. Let them. When my war cry comes, there will be a dread, final reckoning. Come forth, hated enemy. Let there be an end!

Symbol: Cobalt Text

Location: Dynamo Works, Sanctuary Fortress: Light World

D-ISL'S TESTAMENT:

It is inside me. I feel it spreading, clawing at my will, tearing at my thoughts. It moves me against my will, to this cavern. Here it will end. I do not wish this, do not want my body to become a weapon for the Ing within me. It hates. It demands obedience. I will fight to the end. I shall self-terminate before I will be a pawn of a filthy Ing.

Symbol: Violet Text

Location: Storage Cavern A, Temple Grounds: Light World

J-FME'S TESTAMENT:

Final entry, Warrior J-Fme.

There army swells. Beasts and rogue machines join the ranks of the Horde, all eager to bring death to the Luminoth. The Ing sent these new additions to the industrial site to do battle withme, while they watched from safety. Cowardly mongrels! My only regret in death is that I did not live to see the day of their defeat. May it come soon!

Symbol: Violet Text

Location: Industrial Site, Temple Grounds: Light World

M-DHE'S TESTAMENT:

That last hit breached my armor. The poison spreads. Though I have found the key, it is too late for me. Soon my light will fail. They know I am here. They will come to this site to plunder the key. My last stand shall be at the edge of the temple grounds. I only hope I have the strength to fight when they arrive.

Symbol: Violet Text

Location: Landing Site, Temple Grounds: Light World

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Cycle 5
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LOG 50086:

Log 05.008.6

A spatial anomaly has been found within our base. We believe this rift in space-time leads to a parallel dimension of some type, but have been unable to interact with it thus far. A strange artifact was found near the anomaly as well. It may be a weapon or generator of some kind: perhaps it is the key to accessing the anomaly. High Command is eager for reports on the relic. A new weapon for our arsenal is always welcome.

Symbol: Space Pirate Insignia

Location: Command Center, Agon Wastes: Light World

LOG 54421:

Log 05.442.1

The Rift Portal has been opened. The artifact weapons, dubbed the "Dark Beam" by Science Team, provides the energy needed to open the portal, although for a limited time. We've sent expeditions through the portal, and they have returned with incredible news.

The portal leads to a parallel version of Aether. This "Dark Aether" has suffered a global calamity, turning it into a toxic wasteland. It is the homeworld of the shadowy creatures who have been raiding our base for the last cycle. Most importantly, it is the prime location of Phazon in this sector. Extraction plans are being prepared. We will not be denied!

Symbol: Space Pirate Insignia

Location: Command Center, Agon Wastes: Light World

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Cycle 6
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LOG 62217:

Log 06.221.7

Phazon extraction raids are under way on Dark Aether. The toxicity of the atmosphere has taken a toll on our workforce, as have the hostile natives of that world. Science Team is preparing survival gear to protect our work teams, and we have increased our security presence in extraction areas. Fortunately, High Command is sending more troops and supplies. Our troops and resources are spread dangerously thin, and this mission cannot fail.

Symbol: Space Pirate Insignia

Location: Command Center, Agon Wastes: Light World

LOG 63622:

Log 06.362.2

Samus Aran, the accursed Hunter, has arrived.

The sudden arrival of the Hunter is strange enough, but her actions are stranger still. She does not seek our destruction, but our Phazon. With each raid, she steals Phazon ore, only killing those who attempt to deny her. What she needs it for, we do not know - though Science Team suspects she requires it to power her new armor suit. Dark in color, it is equipped with strange new weapons. The troops now call her the "Dark Hunter." It is a fitting title.

Symbol: Space Pirate Insignia

Location: Biostorage Station, Agon Wastes: Light World

LOG 67135:

Log 06.713.5

The Dark Hunter teleports into the base at will. Our security has proven next to useless against her. Her latest raid was disastrous. Not only did we lose more Phazon to her, but she also crippled the stealth field generator with her strange new weapons. We are exposed.

Until the replacement generator arrives, we will be vulnerable to scans and detection. Our presence here is still minimal: should the Federation find us, we will be unable to defend our position. Fortunately, Aether is on the fringe of Federation space. With luck, we will have a stealth field back in effect before being detected.

Symbol: Space Pirate Insignia

Location: Save Station C, Agon Wastes: Light World

LOG 69898:

Log 06.989.8

The local war has escalated in intensity. The shadowlings from Dark Aether have launched an offensive. The assault seems focused on a central network of buildings atop a mountain: a base, perhaps. Strangely, this attack coincides with a rise in planetary instability. Perhaps these shadow creatures are using a new weapon system.

The shadowlings must believe us to be foes, for they have hit our base numerous times as well. We are holding, but attrition is taking its toll on our troops and resources. Reinforcements are en route. We can only wait and defend what is ours.

Symbol: Space Pirate Insignia

Location: Main Reactor, Agon Wastes: Light World
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LCPL J. BRODE:

Man, I hope that is the only breeding ground for these things. If there's more, we're in big trouble. We had a hard enough time taking that one out of commission: I almost ran out of ammo. I never run out of ammo!

Symbol: Galactic Federation Marine Corps Insignia
Location: GFMC Compound, Temple Grounds: Light World

PFC I. CRANY:

Last night at chow, Angseth starts talking about some bounty hunter and how she blew up a planet full of Space Pirates. I told her I didn't believe in fairy tales like that, and she took it personal. I just find it had to believe that one person took out an entire Space Pirate base, that's all. But if she wants to believe in this Samus, or Bigfoot, or Santa Claus, she can.

Symbol: Galactic Federation Marine Corps Insignia
Location: GFMC Compound, Temple Grounds: Light World

CAPT A. EXETER:

I'm beginning to think it was a real bad idea going down here. Aeefs is right, that hive is just one of many. It's stupid to stir a hornet's nest, especially if you plan on sleeping under it.

Symbol: Galactic Federation Marine Corps Insignia
Location: GFMC Compound, Temple Grounds: Light World

PFC G. HALEY:

I hear.
Them.
Everywhere. They're coming.
Can't sleep. Ever.
They'll eat me.
Eat.

Symbol: Galactic Federation Marine Corps Insignia
Location: GFMC Compound, Temple Grounds: Light World

PFC S. MILLIGAN:

Brouda lost the bet, so he switched watch duty with me. I figure this section is nice and safe and boring, which suits me just fine. Let those other pugs guard the hot zone, I... hold on... hey! ...No! Hel--
(transmission ends)

Symbol: Galactic Federation Marine Corps Insignia
Location: GFMC Compound, Temple Grounds: Light World

SPC F. TRIPLETTE:

The sarge says those "Splinters" remind him of some killer bug he saw on another planet once. All I know is the things are fast and take a lot to drop. Pretty soon we'll have to go to bayonets. Everyone's low on ammo... even Brode, and he's the stingiest grunt I know.

Symbol: Galactic Federation Marine Corps Insignia
Location: GFMC Compound, Temple Grounds: Light World

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Force Two
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SPC M. ANGSETH:

This is ridiculous. I can outshoot half the men here, and I'm stuck on monitor duty. I didn't join up to stare at a holoscreen! This wouldn't happen to Samus Aran... She'd be out there taking care of business, not pushing buttons and sending reports.

Symbol: Galactic Federation Marine Corps Insignia
Location: Trooper Security Station, Temple Grounds: Light World

GSGT C. BENET:

There's something wrong with the lock systems in this section. They've failed twice, locking us out until someone came along to let us in. If it happens again while we're playing "bait" for those things... well, at least we'll go out fighting, instead of hiding in the control area.

Symbol: Galactic Federation Marine Corps Insignia
Location: Command Chamber, Temple Grounds: Light World

PFC L. BROUDA:

We'll be making our stand here. The engineer tells me there's no way we'll get the ship's engines online, and the atmospheric interference is scrambling our distress beacon. If anyone reads this, know that we did our duty and fought well.

Symbol: Galactic Federation Marine Corps Insignia
Location: Communication Area, Temple Grounds: Light World

PFC E. DENYS:

I'm the only one left. Managed to get out of the hive, but when I got to the ship, everyone was gone... dead. I'm heading for that alien building we saw earlier. Maybe someone can help me there... Wait, something's moving down there. Hello...?

