

Sword of Mana Quest FAQ

by Shdwrlm3

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Sword of Mana
Quest FAQ
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### 1. Introduction

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Throughout the course of Sword of Mana, entering and exiting the Hot House will cause Li'l Cactus to write entries in his Diary. While some entries can be acquired by simply playing through the story as normal, others must be gotten by completing "Quests." These Quests most often involve helping people met on your travels, and usually end in hefty rewards. Here you'll find a complete guide to completing all 33 Quests.

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2. Stupid Questions

1) Q. Are there any Quests that must be done during a certain period of time?

A. Yes. In particular, Quests 19, 23, 29, 33, 35, 37, and 38 must be done at particular times. ALL of the Quests must be done before entering Dime Tower since you cannot return to the main world once you enter it. Please refer to the "Quest Availability" listed for each Quest to see when a Quest is, well, available.

2) Q. I'm trying to get a Glittering Sword/Armor/Helm, but the enemy isn't dropping one!

A. Make sure you're defeating the enemy that drops the item LAST, because only the last enemy defeated will drop the Chest (it's actually a bit more complicated than that, but to make things simple just defeat them last). Also keep in mind that those items are dropped only 10% of the time, so it may take a while before you get one.

3) Q. I have extra Glittering Swords/Armos/Helms, and I already finished the Glittering Quests. Can I use them for anything else?

A. Nope, their only use is for the Glittering Quests. You can't even sell them for Lucre.

4) Q. Are there any Quests that only Hero or only Heroine can do?

A. No, Hero or Heroine can both do all 33 Quests. However, they do have one unique diary entry each, but those are received by playing through the story.

5) Q. Is it possible to miss diary entries if I don't talk to Li'l Cactus immediately, as in Legend of Mana?

A. Nope, as long as you complete the Quest, there's no time limit on when you can get the entry. Interestingly enough, you only have to talk to Li'l Cactus at least once, and then for the rest of the game he'll write entries regardless of whether or not you talk to him again.

6) Q. I gave Li'l Cactus away, and now I can't access the Spirit Rescue Quest.

A. You can get him back. First go to the Hot House and read the note where Li'l Cactus used to be. Go back to Lorimar Castle and speak with the gentleman to whom you gave Li'l Cactus. He'll give him back.

7) Q. I can't get a Spirit Upgrade Quest to work!

A. Make sure you read ALL of the requirements and the Quest Availability.

8) Q. Do you get anything for completing the Cactus Diary?

A. Other than a sense of accomplishment (or otherwise feeling that you've wasted your time), no, you don't get anything.

9) Q. I can't seem to get any Moondrops for the Moondrop Quest.

A. Despite what the guy says, you DON'T have to fight at Night to get a Moondrop. Skull Drakes and Fierce Faces both drop them at a roughly 10% drop rate. Skull Drakes will appear during the Day or the Night, while Fierce Faces only appear at Night. The best way to get them is to go one screen north of Ishe, then one screen east. Fight here during the Day so you can fight 4 Skull Drakes that are very close to each other. Do your best to defeat them all at the same time to increase your chances of getting a Chest.

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### 3. Main Scenario

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The first 17 Diary Entries can be acquired by playing through the story normally.

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/~~~~\ /~~~~\
01 ~ A Meeting ~ 01

Get: Meet with Hero or Heroine for the first time.

The Chief met a friend from long ago.
Their relationship's always rough.
With all of their babbling
And two-fisted squabbling

You'd think they'd get married 'n stuff.

_/γγγγ_____ /γγγγ_
02 ~ Vinquette Hall ~ 02

Get: After defeating Count Lee.

At the vampire's hall,
Mana Girls and Mavole
Are stuffed into coffins alive!
It looks like they're sleeping,
What dreams are they keeping?
When it's so hot and stuff inside?

_/γγγγ_____ /γγγγ_
03 ~ Fighting Hydra ~ 03

Get: After defeating Hydra.

The Chief went out and found a mirror
Marked with the moon and all.
But carrying it around seems queerer
Than hangin' it on the wall!

_/γγγγ_____ /γγγγ_
04 ~ Heroine Kidnapped ~ 04

Get: After Heroine is kidnapped at Wendel.

Dark Lord, that foul monstrosity,
Stormed the nave with dread ferocity;
Took the girl--such animosity!
What's next? ...I'm at a lossity.

_/γγγγ_____ /γγγγ_
05 ~ Rail Carts Rock! ~ 05
~ Fight at the Airship ~

Hero Get: After defeating Ankheg's Servant.

Heroine Get: After defeating the Guardian.

Note: Hero will get "Rail Carts Rock!" while Heroine gets "Fight at the Airship"

The Chief snagged up a rail cart
And got it quickly rollin'
Bumpety-bump-bump-bump!
Chief reckons changing tracks's a pain.
And gets your backside swollen.
Bumpety-bump-bump-bump!

Cuties getting bished and bashed
By bad guys using magic?
It makes my pricklers stand on end
When hearing news so tragic.

_/γγγγ_____ /γγγγ_
06 ~ Fight at the Airship ~ 06
~ End of the Airship ~

Hero Get: After falling from the Airship.
Heroine Get: After defeating the Guardian.

Note: Hero will get "Fight at the Airship" while Heroine gets "End of the Airship"

Cuties getting bished and bashed
By bad guys using magic?
It makes my pricklers stand on end
When hearing news so tragic.

Airship troubles? Problem solved!
Such havoc when the Chief's involved.
Brought down the ship without a sweat!
You think Dark Lord's angry yet?

_/γγγγ_____ /γγγγ_
07 ~ Devius Manor ~ 07

Get: Speak with the Maids at Devius Manor.

The Devius Maids, from what I learned,
From Mavolius they've all been spurned.
Fall for one, and you get burned!
Unless you like their pointy ears
And glazed eyes that let them see-rs.

_/γγγγ_____ /γγγγ_
08 ~ Bye to Amanda ~ 08

Hero Get: After defeating Medusa.
Heroine Get: After reaching the Altar of Time.

I turned my face up to the skies
While clouds brought forth the rain.
Tears for Amanda filled my eyes
One day, we'll meet again.

_/γγγγ_____ /γγγγ_
09 ~ Devius Falls ~ 09

Get: After defeating Mindflare.

Rang bells and took a tower hike
Then took out squidface proper-like.

So why's the Chief so dang depressed?
We can't do better than our best.

_/γγγγ_____ /γγγγ_
10 ~ Dark Lord Falls ~ 10

Get: After defeating Dark Lord.

Chief took out that Dark Lord fella
But hasn't felt the least bit swell-a.
I wonder if the guy meant well-a?
(He shoul'da married Isabella.)

_/γγγγ_____ /γγγγ_
11 ~ Malyris, Blood Rain ~ 11

Get: After defeating Malyris.

We stomped a boss, and then the rain
Defrosted everyone again.
But fight a boss? Me, I suppose
A cup of soup'da warmed their toes.

_/γγγγ_____ /γγγγ_
12 ~ Dingy Sword ~ 12

Get: After defeating Efflite.

Chief got a sword from underground
Where many years it settled--
But the rusty junker that was found
Ain't more than old scrap metal.

_/γγγγ_____ /γγγγ_
13 ~ Glass Desert ~ 13

Get: After using the Glass Desert Armory.

I wonder if the Glass Desert
Has got some cute cacti?
The type that's cute and prickly
Do surely catch my eye.

_/γγγγ_____ /γγγγ_
14 ~ Goremand ~ 14

Get: After meeting with Goremand at the Ruined Passage.

Wow! Could you eat a juicy soul
From something that you kilt?
If I myself snacked on a soul
I reckon I would wilt.

_/γγγγ_____ /γγγγ_

Get: After defeating Boison Vine.

Haggar!
 Haaaaggggaaaarrrr!
 HAAAAGGGGAAAARRRR!
 HAGGAAAAAAAAAAAAAAAAAAR!
 Haggrrrrrr...

_/ツツツ_____ /ツツツ_
 16 ~ Warbot ~ 16

Get: After defeating Golem.

Though from a regime most tyrannical,
 New friend Marshall is so puritanical.
 He squeaks when he walks,
 AND IS LOUD WHEN HE TALKS.
 Such fun is an ally mechanical.

_/ツツツ_____ /ツツツ_
 17 ~ Mana Sanctuary ~ 17

Get: After defeating Demagon.

How could a red dragon get so tall
 Squeeze through a gate so very small?
 Well, maybe, just maybe,
 He entered a baby
 And had a growth spurt after all?

ツツツツツツツツツツツツツツツツツツ

4. Quests

_/ツツツ_____ /ツツツ_
 18 ~ General Store Ads ~ 18

Location: Town of Wendel

Quest Availability: First Arrival in Wendel - Before Entering Dime Tower

Item Need: None

Reward Get: Dudbears Gold and 440 Lucre

Go to the Wendel General Store and speak with Dohmi. He'll ask you to pass out some leaflets to get people to come into the store. Tell him yes.

You now have to give out 15 Leaflets. Here are the people you can give them to, their locations, and what times they appear (note that it's not necessary to give them out in any particular order).

South

- 1) Wendel Woman - General Store (All)
- 2) Wendel Gentleman - Outside, walking a bit northwest of General Store (All)

- 3) Wendel Woman - Outside, walking a bit northwest of General Store (Morning-Evening)
- 4) Suspicious Guy - Outside, walking a bit northwest of General Store (Night)
- 5) Wendel Grandfather - Outside, near the center of town (All)
- 6) Traveling Man - Outside, near the center of town (Night)
- 7) Guy Who Won't Work - Wendel Residence, second floor (All)

North

- 8) Wendel Girl - Outside, near the Blacksmith (All)
- 9) Wendel Gentleman - Outside, near fountain (Morning-Night)
- 10) Wendel Gentleman - Outside, near fountain (All)
- 11) Wendel Maiden - Outside, near fountain (All)
- 12) Sodje - Outside, near fountain (Evening)
- 13) Blacksmith's Son - Blacksmith (All)
- 14) Traveling Youth - Inn (All)
- 15) Unkempt Vagabond - Inn, upper-right room (Night)

Remember that time cycles as follows: Morning (Sunrise), Day, Evening (Sunset), Night, back to Morning. If you still have on Leaflet left, you're probably missing Sodje, who appears only at Evening (Sunset). To get to the town during the Evening, try staying at the Inn overnight. You'll wake up during the Morning, which will allow you to cycle through the time so you can get to Wendel during the Evening. Also, you could save at the Statue in Wendel, walk around until it's Evening, then use the Magic Rope to return to town.

Anyway, once you've handed out all of the Leaflets, return to Dohmi, who will give you 440 Lucre as well as a Dudbears Gold. QUEST CLEAR!

I so thought this Quest was a bore,
Chief passing out ads for the store.
Though everyone seed'em
Nobody would read'em,
And all was the same as before.

/γγγγ\ _____ /γγγγ\
19 ~ Shiny Knight ~ 19

Location: Town of Wendel

Quest Availability: First Arrival at Wendel - Boarding Airship (Hero) or
Meeting Cibba (Heroine)

Item Need: None

Reward Get: 100 Lucre

Go to the Wendel Inn and speak with Vega. He'll ask you to bring him a Glittering Sword so he can get a new job. Tell him yes. To get the Glittering Sword, fight Pincher Crabs on the Wendel Coast or Mushbooms in the Mushroom Forest until they drop one (there's a 10% chance that, if they drop a Chest, it will a Glittering Sword). Bring the item back to Vega and give it to him for 100 Lucre and QUEST CLEAR!

NOTE!!! This Quest can only be done from the time period after your first arrival at Wendel but BEFORE you board the Airship (Hero) or before you meet with Cibba (Heroine). You MUST also do this Quest or else you won't be able to do Quests 29, 33, or 38 later on.

We helped out some guy in a pinch,
And snagged him some goodies--a cinch.

But I'm guessin' the lesson we need:
Was he conned or a true friend indeed?

_/γγγγ_____ /γγγγ_
20 ~ Praying ~ 20

Location: Town of Wendel
Quest Availability: Malyris Defeated - Before Entering Dime Tower
Item Need: None
Reward Get: Spirit Upgrade

To get the 7th and final upgrade, you must have all six previous upgrades (for a total of 7 Spirits). You MUST also have completed Quest 24 by giving Pablo (who is in the Cathedral during the day) at least 10 Chocolumps.

Go to the Wendel Cathedral at night on the day of the Spirit you wish to upgrade (if you haven't gotten the point by now, to upgrade Wisp and Shade you must visit on a Mana Holy Day) and approach the altar. Pray at the altar and a special event will happen... You will receive the final upgrade and QUEST CLEAR. Note that you only have to do this for one Spirit to finish the Quest.

Note that you MUST complete Quest 24 before a Spirit will appear at the altar.

If every sunset you manage to pray,
Forces above'll assist you someday.
With the Goddess, I ain't got a beef,
And I'll even stop teasing the Chief.

_/γγγγ_____ /γγγγ_
21 ~ Silver Knife ~ 21

Location: Town of Wendel
Quest Availability: First Arrival in Wendel - Before Entering Dime Tower
Item Need: Silver Knife
Reward Get: Kittypie

Go to the Wendel Inn and speak to Emirilie, who is on the first floor of the lobby. After he whines a bit, select "Hear the details." When he asks if you'll find the knife for him, tell him "No, you stupid, lazy kid. Get it yourself." Okay, that's not an option, but it should be. Choose "You bet!" and the Quest will begin.

Go to the nearby Blacksmith and speak to Dohel and Donga, who will mention that their dwarven brother, Dofar, has been missing the entire day and apparently doesn't want to be a dwarf anymore. Return to the Wendel Inn and enter the upper-right room. In the upper-right corner you'll find a nameless dwarf. He'll reveal that he's quitting dwarving, so he must be Dofar! Dohel appears and reveals that he's a major drama queen. He cries thinking of how Emirilie doesn't have his knife because of Dofar's selfishness. Speak with Dofar and he'll have a change of heart. He's decided to go back to work, and tells you to give the knife to Emirilie.

Leave the room and speak to Emirilie on the first floor. Give him the knife and he'll be so grateful that he gives you... a Kittypie. Woohoo... Although it's not a Dodbears' Gold, at least it's QUEST CLEAR!

I've notice how dwarves

Consist mainly of beards.
Do you think if you shaved one,
He'd just disappear?

_/γγγγ_____ /γγγγ_
22 ~ Detective Story ~ 22

Location: Town of Wendel

Quest Availability: Waking Up in Ishe - Before Entering Dime Tower

Item Need: Keepsake Pendant

Reward Get: Tiny Tapper, 200 Lucre

Go to the Wendel Cathedral at Night, where "Inger" will tell you something has been stolen. Talk to her before you leave the screen, and tell her you'll find the thief (if you don't talk to her, return during the Day and speak with her in the Cathedral). Your job is to catch the thief.

Go to the screen with the Blacksmith and Inn. The thief is near the bottom left of the screen, and is visible between a crate and a rooftop (at Night!). Talk to him to "catch" him. He'll run off again, so you must find him again.

Next, head to the General Store (any time seems to be fine), where you'll find him on the right side of the room. Talk to him and he'll disappear again.

This next part is VERY important! Go to the Inn and spend the night. When you wake up, it should be Sunrise. It's very hard to achieve this time here any other way than sleeping at the Inn. Anyway, go to the left of the part Blacksmith that juts out. This is the thief's final hiding place (again, it isn't hard to see him standing there- stupid thief). The thief will give you the Keepsake Pendant.

Return to the Cathedral and speak to Inger (her original Japanese name was Ingrid, by the way), who will give you the Tiny Tapper and 200 Lucre! QUEST CLEAR!

The Tiny Tapper has the ability to shrink/grow you. Find it in the Mystery Items menu.

With pendant in hand.
All returned to the town.
Thank Goddess the Chief
Wouldn't say what went down.

_/γγγγ_____ /γγγγ_
23 ~ Soldier's Orders ~ 23

Location: Town of Wendel

Quest Availability: First Arrival at Wendel - Boarding Airship (Hero) or
Meeting Cibba (Heroine)

Item Need: None

Reward Get: Dudbears Gold

Go to the Wendel Inn at any time BUT night. Near Moti you'll find a Granz Soldier. Speak with him (his name is Umberto). Tell him you want the work, and then accept the job.

Your Quest is to find the Mana believers. First, go to the Wendel Residence in the south part of town at NIGHT. You'll find out the Guy Who Won't Work is one of the people Umberto is looking for.

Leave the town and wander around until it's Day again. Return to the Inn and speak to Umberto once more. Tell him that you indeed saw something. Go back to the Residence. Umberto will come in with you, and you'll find out he was a double agent all along. Arnold will then give you a Dudbears Gold as a show of friendship. QUEST CLEAR!

Got close to a shifty-eyed guy,
And found inside him an ally.
But for all the suffering and pain,
We fell far short of fiscal gain.

_/ツツツツ_____ /ツツツツ_
24 ~ The Point of Church ~ 24

Location: Town of Wendel

Quest Availability: Waking Up in Ishe - Before Entering Dime Tower

Item Need: Chocolump (x10-50)

Reward Get: Dudbears Gold (x5)

Enter the Wendel Cathedral at any time other than night. Sitting in one of the left pews is a young child named Pablo. Talk to him and he will request some Chocolumps (if only children really did get chocolate in Church). Give him one, and he'll give you... absolutely nothing! Speak with him nine more times and give more Chocolumps (for a total of ten), and he'll hand over a shiny new Dudbears Gold! QUEST CLEAR! You can now go to Li'l Cactus and get him to write the diary entry, however, you're not really done yet. If you give him 40 more Chocolumps, he'll continue to give you another Dudbears Gold for each 10. Basically, if you give Pablo a total of 50 Chocolumps, you can get a total of 5 Dudbears Gold.

Note that you must first complete this Quest before you can complete Quest 20 - Praying.

I think I shall never partake
Something as good as church poundcake.
And don't forget some cupcakes too,
The prayerful kind they make for you!

_/ツツツツ_____ /ツツツツ_
25 ~ Mavole Blood ~ 25

Location: Topple Village

Quest Availability: First Arrival in Topple - Before Entering Dime Tower

Item Need: Blood Pouch (x10)

Reward Get: 100 Lucre, 500 Lucre, or 1000 Lucre and Dudbears Gold

Go to Topple Village. At night, go to the second floor of the Topple Inn and speak to Blassie III. He'll ask for some Blood Pouches, which are dropped by Batmos (albeit very rarely- there's only a 10% chance that, if they drop a Chest, it'll contain it). Speak with him again, and if you have 10 Blood Pouches, he'll give you 1000 Lucre and a shiny new Dudbears Gold. If you have 5, he'll give you 500 Lucre. This may be repeated ad nauseum, so if you're lazy, you can get all of your Dudbears through this method. Have fun trying to get that many Blood Pouches, however...

Note that you only have to give him 1 Blood Pouch for QUEST CLEAR.

Some weirdo asked if we would fetch
The stomach of a bat.
I don't think I'll even ask
The use he has for that.

/γγγγ
26

~ Where is Dad? ~

/γγγγ
26

Location: Topple Village
Town of Wendel
Menos Village
Town of Jadd
Town of Ishe
Lorimar Castle

Quest Availability: First Arrival in Topple - Before Entering Dime Tower

Item Need: Barbecued Newt

Reward Get: Dudbears Gold

Go to the Topple General Store and speak with the young chap named Luke. He'll ask you to go on a long, arduous wild goose chase to find his father. He'll tell you that his dad works in Wendel, and they usually write letters to each other, but lately he hasn't been receiving any. Concerned about his health, he and his family want you to give his dad, Marco, some Barbecued Newt. Tell him yes and the Quest will begin.

Your first task will be to go to Wendel. Go to the Wendel Residence (the house on the upper-left of the southern part of town) and speak with Thatcher, who will notice that you have some Barbecued Newt. She'll mention someone who loved it who used to sell stuff for the Blacksmith...

If you're too dense to figure out what's next, go to the Blacksmith in the north section of town and speak with Navali the dwarf. He'll tell you that the man said he had found a job in Menos (wow, this guy can't keep a steady job, huh?).

Your next destination is the Town of Menos. Go to the Menos Residence that's to the right of the Statue in the center of town. Speak with Kralove inside, who will tell you that Marco most likely is now in Jadd due to high unemployment rates in Menos.

In Jadd, go to Blacksmith and speak with Radley. Again, he'll be reminded of the man from Topple and will tell you that the man told him he got a job at Devius Manor. The Quest continues...

Go to Devius Manor and head to the second floor. Speak with Priscilla and she'll also recognize the Barbecue Newt. She'll tell you that the man went looking for a job that made more than slave wages at Ishe.

Make your way to Ishe and look for Yakov, who is standing outside of Selah's House. He'll tell you the lowlife is laying low in Lorimar (hooray for alliteration).

Go to Lorimar Castle and head for the room with the Inn (one of the upper-right rooms). You'll find a soldier named Marco. Could it be?? Talk to him and he'll eat the Barbecued Newt. He'll explain that he's become a mercenary for money, but promises he'll be home soon. He gives you a Barbecued Tail to give to his son. NOTE!!! Although Marco is ALWAYS at Lorimar Castle, YOU MUST speak with all of the people on the annoying wild goose chase or else he won't recognize that you have the Barbecued Newt.

Take the Tail back to Luke in the Topple General Store. He'll have hope in seeing his father again, and will give you a Dudbears' Gold as thanks! Aww, all we needed as thanks was the smile on his face... Oh, who are we kidding? Give us more DUDBEAR GOLD, darn it! Anyway, after a long journey... QUEST

CLEAR!

I'll feast upon barbecued newt
Until the day I die.
Whene'er Dad gets it on his face,
I laugh until I cry.

_/γγγγ_____ /γγγγ_
27 ~ Goddess Gracious ~ 27

Location: Various

Quest Availability: Malyris Defeated - Before Entering Dime Tower

Item Need: Trait Coins

Reward Get: Spirit Upgrade

One of the hardest Spirit Upgrades to accomplish (if you don't know where to look), you must first make sure you have the following:

A) At least three upgrades (for a total of four Spirits) for the particular Spirit you wish to upgrade.

B) At least ten Trait Coins of the same type as the Spirit you wish to upgrade.

Once you have both of the above accomplished, you must then travel to certain areas on specific days. The Spirit will appear if you meet the right conditions. Simply speak with them and say Yes to their question and that Spirit will be upgraded. If you accidentally answer No, fret not, because you can try again. Just upgrade one Spirit for QUEST CLEAR.

Wisp

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Location: Cascade Cottage

Day: Mana Holy Day

Directions: Simply go to Bogard's Cascade Cottage near Topple and Wisp will appear in front of it.

Shade

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Location: Town of Wendel

Day: Mana Holy Day

Directions: Go to the Wendel Cathedral at Night ONLY. Shade will appear outside the Cathedral.

Luna

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Location: Town of Wendel

Day: Luna

Directions: Go to the Wendel Inn and enter Devius' Room (the upper-left room).  
Luna will appear there.

Salamander

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Location: Vinquette Hall

Day: Salamander

Directions: Head deep into Vinquette Hall and to the room with the Gold Goddess Statue (which is after the Dining Room and right before the room you fought

the Vampire in), and Salamander will appear. WARNING! Time DOES NOT pass inside the Manor, so make sure it's Salamander Day before you enter!

Undine

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Location: Scaly Lair

Day: Undine

Directions: Head to the area with the Gold Goddess Statue, where you first received Undine. She'll be there.

#### Dryad

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Location: Lake Vicinity

Day: Dryad

Directions: Go to Cibba's camp. If you're Heroine (or if you just forgot where that is), make your way through Gaia's Cave and exit the other end. Dryad will appear in the upper-left of the area.

Jinn

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Location: Path to Topple

Day: Jinn

Directions: Return to the first area of the Path to Topple (if you played as Hero, where Niccolo first fished you out of the water; if you played as Heroine, one screen above where you first met Hero). Jinn will appear to the left of the Goddess Statue.

#### Gnome

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Location: Gaia's Facade

Day: Gnome

Directions: Gnome appears at the entrance to Gaia's Cave. If you're playing as Heroine, you did not go to Gaia's Cave. To get there, make your way through the Mushroom Forest (west of Wendel) and you'll (eventually) find Gaia's Facade.

A spirit was here all the time
And yet I never knew it!
Just like when Grandma sees a fact
She tends to see right through it!

/~~~~~\ _____ /~~~~~\
28 ~ Meteorite Mania ~ 28

Location: Menos Village

Quest Availability: First Arrival in Menos - Before Entering Dime Tower

Item Need: Aerolites

Reward Get: Various

Go to the Menos General Store and speak to the child named Pancetta. Accept his offer to trade Aerolites for items. Speak with him again when you have some Aerolite and he'll offer an item in return for it. He'll offer one of two different items (all of which are listed below). If the item he's offering isn't to your liking, then just don't accept and try again. You also can't choose which Aerolite you want to trade. Also note that to get QUEST CLEAR all you need is to give him at least one Aerolite.

WARNING! If you already have 99 of the item he's going to trade with you, the game will freeze!!!

Jake Aerolite - Altena Felt, Fossil Wood
Hal Aerolite - Pegasus Hide, Fossil
Ankh Aerolite - Orihalcum, Dragon Scales
Vinek Aerolite - Crystal, Mythril Silver

So, where can you get Aerolite? You can only get them from rare monsters known as Cyclopes. There are 8 different Cyclopes in all- one representing each element. Cyclopes have only a 5% chance of appearing, but luckily, if they drop a Chest, there's a 92% chance of getting an Aerolite (and an 8% chance of getting Tough Meat). Although Cyclops information can be found in the Bestiary Chapter, it's also listed here for your convenience:

Light Cyclops

Time: Mana Holy Day, Day
Location: Path to Gaia
Directions: One screen south of the eastern end of Gaia's Facade.
Drop: Jake Aerolite

Dark Cyclops

Time: Mana Holy Day, Night
Location: Glass Desert (North)
Directions: From Ishe, head up one screen then right one screen.
Drop: Jake Aerolite

Moon Cyclops

Time: Luna Day, Night
Location: Jadd Desert
Directions: From the screen with the entrance to the Altar of Time, head north once.
Drop: Hal Aerolite

Fire Cyclops

Time: Salamander Day, Day
Location: Subsea Volcano
Directions: From the entrance of the Subsea Volcano, head up, up (northeast exit), up, right, up.
Drop: Hal Aerolite

Water Cyclops

Time: Undine Day, Day
Location: Snowfield
Directions: From the Snowfield Armory, head left, left, left.
Drop: Ankh Aerolite

Wood Cyclops

Time: Dryad Day, Day
Location: Miasma Glen
Directions: From the first screen, head up, left, up.
Drop: Ankh Aerolite

Wind Cyclops

Time: Jinn Day, Day

Location: Rocky Wilds

Directions: Unlike the other Cyclops, the Wind Cyclops can appear on four
different screens:

From the Rocky Wilds Armory, head down, right, up, up.

From the Rocky Wilds Armory, head down, right, up, left.

From the Rocky Wilds Armory, head down, right, up, left, up.

From the Rocky Wilds Armory, head down, right, up, left, up, right.

Drop: Vinek Aerolite

Earth Cyclops

Time: Gnome Day, Day

Location: Gaia Cave

Directions: The last room of Gaia Cave (or the first room if you enter from
the west end).

Drop: Vinek Aerolite

For some junk the Chief did trade

A meteor that was slick!

I hate to say it, but Chief got

The short end of the stick!

_ /ㄥㄥㄥㄥ\ _____ /ㄥㄥㄥㄥ_

29

~ Shiny Knight II ~

29

Location: Menos Village

Quest Availability: First Arrival in Menos - Before Entering Granz Castle

Item Get: Glittering Armor

Reward Get: 200 Lucre

You must have completed Quest 19.

You'll now find Vega in one of the houses in Wendel. Speak with him and
he'll ask for Glittering Armor. Go to the Menos Outskirts or Prickly Desert
and battle Rabillions until they drop one (there's a 10% chance that if they
drop a Chest, the armor will be in it). Return to Vega and give him the Armor
to receive your reward and QUEST CLEAR.

We helped that glittering guy again,

But me? I'm getting furious!

We're not some silly errand boys

With a delivery serv-ious!

_ /ㄥㄥㄥㄥ\ _____ /ㄥㄥㄥㄥ_

30

~ Black Masks ~

30

Location: Menos Village

Town of Wendel (OPTIONAL)

Abandoned Mine

Quest Availability: First Arrival in Menos - Before Entering Dime Tower

Item Get: Black Mask

Reward Get: Dudbears Gold

OPTIONAL 500 Lucre, 800 Lucre, 1000 Lucre, or Dudbears Gold (x3)

Go to Menos. In the Inn, speak with Toma (the man standing in the upper-right corner on the first floor) three times. He'll recount how, long ago, he stole the Black Mask- the Dudbears' treasure. Now that he's sick, he wants to make up for his crime. He'll ask you to take the mask back to the Dudbears'. Tell him yes and you'll receive the Black Mask.

Go to the Abandoned Mine. If you're playing as Heroine, you didn't have to go there. If you need to know how to get there, take the west exit out of Wendel, then generally make your way northeast. Read the signs if you get lost. Anyway, after you enter the Mine, head left and jump down. Exit through the passage on the left. Inside, you'll find a room full of Dudbears. Speak to all of them until one tells you "Give us back the black mask" in "Dudbearese." Cough it up and you'll receive a Dudbears' Gold!

Return to the Menos Inn and speak to Toma once more. He'll tell you that he was miraculously cured. QUEST CLEAR!

OPTIONAL!

Instead of giving the Black Mask to the Dudbears, you can give it to Denton instead. Go to Wendel. In the General Store, speak to Denton, the man in the upper-left corner. He'll be excited that you have a Black Mask, and offers you 500 Lucre for it. Tell him no, and he'll offer 800 Lucre. Again, tell him no, and he'll offer 1000 Lucre. Tell him no one more time, and this time he'll offer THREE Dudbears Gold. Accept his offer! If you decline, he won't offer you anything else. WARNING! Giving the Black Mask to Denton will make you fail the Quest, and Li'l Cactus won't write a diary entry about it! Do this only if you don't care about having a complete diary!

Really! Is it too much to ask
For a gander at Dudbears' black masks?
But their odor is so dang atrocious;
Like garlic breath with halitosis.

_/????_____ /????_
31 ~ Eight Coins ~ 31

Location: Menos Village
Quest Availability:
Item Need: Trait Coins
Reward Get: Dudbears Gold

Go to the Menos Blacksmith and speak with the Granz Soldier named Delmar. Tell him you know what spirit coins are, then speak with him again. If you have at least 1 of each Trait Coin, you'll receive a Dudbears Gold and achieve QUEST CLEAR. Don't worry- Delmar won't take your coins.

Here's a quick list of the enemies who drop Trait Coins:

- Light Coin - Death Flower (Scaly Lair, Marsh Cave)
 - Duck GI (Marsh Cave, Wendel Coast)
 - Spiny Cone (Cascade Cave)
 - Duck General (Granz Castle)
- Dark Coin - Specter (Devius Manor, Miasma Glen)
 - Gremlin (Rocky Wilds)
 - Cumulus (Undersea Volcano)
 - Dulahan (Ruined Passage)
- Moon Coin - Locud (Road to Abandoned Mine)
 - Shadow Zero (Jadd Desert, Devius Manor)

- Poto (Kahla Peaks)
- Denden (Rocky Wilds)
- Fire Coin - Imp (Menos Outskirts, Prickly Desert)
- Cherry Slime (Mt. Illusia)
- Cumulus (Subsea Volcano)
- Flame Moth (Subsea Volcano)
- Water Coin - Tonpole (Scaly Lair, Marsh Cave)
- Pincher Crab (Wendel Coast)
- Tanpole (Kahla Peaks)
- Wood Coin - Malboro (Cascade Cave)
- Bumpkin (Mt. Illusia)
- Kaiser Mimic (Sealed Cave)
- Wind Coin - Needlebeak (Road to Vinquette Hall, Scaly Lair)
- Blood Owl (Road to Abandoned Mine)
- Insectaur (Abandoned Mine, Gaia Cave)
- Dainslaif (Granz Castle)
- Chobin Hoodlum (Granz Castle)
- Taxibird (Subland River)
- Earth Coin - Skull Beast (Vinquette Hall)
- Skeleton (Jadd Desert)
- Gloomoth (Cascade Cave, Mt. Illusia)
- Howler (Mt. Illusia)
- Sabre Kitty (Kahla Peaks)
- Skull Drake (Glass Desert)

Returned eight coins and then received
 Mass brownie points galore!
 But then again, the Sword of Mana?
 Ain't that what we're here for?

_ / ヽ ヽ ヽ ヽ \ _ / ヽ ヽ ヽ ヽ \ _

32 ~ Chatty Guy ~ 32

Location: Menos Village
 Quest Availability: First Arrival in Menos - Before Entering Dime Tower
 Item Need: None
 Reward Get: Dudbears Gold

Go to the second floor of the Menos Inn. Talk to Johnny (the one on the left). Answer yes to his question. Tony will go on and on and on and on... and on some more about his philosophies. When he asks if you've been paying attention, lie to him and say yes ^_^ After Granz soldiers take Tony away, speak with Johnny to get a Dudbears Gold and QUEST CLEAR.

Got stuck with some old chatty guy
 Who rambles on for years.
 But such a fate is remedied
 By tissue in the ears!

_ / ヽ ヽ ヽ ヽ \ _ / ヽ ヽ ヽ ヽ \ _

33 ~ More Shiny Knight ~ 33

Location: Town of Jadd
 Quest Availability: First Arrival in Jadd - Before Entering Granz Castle

Item Need: Glittering Helm
Reward Get: 200 Lucre or 400 Lucre

You must have completed Quest 19 and 29.

Your next encounter with Vega will be in the Jadd Blacksmith. This time he'll ask for a Glittering Helm to complete his attire. Head down to the Jadd Desert and defeat Cockatrices until you get one (there's a 10% chance that you'll get a Glittering Helm from a dropped Chest). Return to Vega and he'll offer you 200 Lucre for it. Refuse and talk to him again, and this time he'll up the offer to 400 Lucre. Accept it. QUEST CLEAR.

That glittering guy has got my goat;
All I can do is stare at him!
He takes advantage of our boss,
'Cause Chief's a Good Samaritan!

_ /ㄥㄥㄥㄥ\ _____ /ㄥㄥㄥㄥ\ _
34 ~ A Package ~ 34

Location: Menos Village
Devius Manor

Quest Availability: First Arrival in Menos - Before Entering Dime Tower

Item Need: Rhinoloupe, Kittypie or Peach Puppy

Reward Get: Rhinoloupe (x3)

OPTIONAL Kittypie (x1)

To start this trading sequence, you must have the Rhinoloupe. If you don't have the Rhinoloupe, go back to Menos and talk to one of the old women (Badra) in one of the houses to get it. Go to Devius Manor in Jadd. Go to the second floor and give the Rhinoloupe to PRISCILLA. DO NOT give it to the wrong person. If you give it to Priscilla, you'll get a Dogpeach. Give it to the wrong person and you'll get a Kittypie (note that this will cause you to fail the Quest). Return to Menos and give Badra the Dogpeach to get 3 Rhinoloupes.

To someone's grandkid (or Mavole?),
Chief delivered a rhinoloupe.
I got a funny feeling, then,
But now I'm fine, I'll cope.

_ /ㄥㄥㄥㄥ\ _____ /ㄥㄥㄥㄥ\ _
35 ~ Resistance ~ 35

Location: Town of Jadd
Menos Village

Quest Availability: First Arrival in Jadd - Before Entering Granz Castle

Item Need: Kurt's Letter, Courtney's Letter.

Reward Get: Dudbears Gold

You must have completed Quest 23.

Go to the other Jadd General Store (where Janka is) and speak with Courtney. She'll hand you a letter to deliver to Kurt in Menos.

Go to the Menos General Store at Night ONLY. Give the letter to Kurt and he'll hand you one to give to Courtney. Repeat the whole process a few times

until Courtney forks over a Durbears Gold. QUEST CLEAR.

The Chief's so kind as to provide
A good bit of assistance
To folks who oppose foul Dark Lord
and formed a small resistance.

/~~~~\ _____ /~~~~\
36 ~ Making Collections ~ 36

Location: Town of Jadd
Devious Manor

Quest Availability: First Arrival in Jadd - Before Entering Dime Tower

Item Need: Invoice, Lucre

Reward Get: Durbears Gold

In Jadd, go to the General Store and speak with Janka to receive an Invoice, which she tells you to give to Mr. Cannel. Mr. Cannel is walking outside in the southeast corner of Jadd. Give it to him and you'll get 200 Lucre. Head back to Janka and give her the money. She'll then give you another Invoice to give to Mrs. Songo. Mrs. Songo lives in the house left of the General Store where Janka is. Songo will give you the 120 Lucre, so return to Janka and give it to her. Janka will then give you another Invoice for 300 Lucre, which you should give to Radley. Radley is in the northeast Blacksmith. Give him the Invoice and he'll give you 300 Lucre plus a 100 Lucre tip. Return to Janka and give her the money. She'll then give you a Invoice for 1000 Lucre to give to Ahmed. Ahmed is in the southwestern house. He'll give you 10000 Lucre. Return to Janka and give her the 10000 Lucre, and she'll give you a Bill for 2000 to give to one of Devius' maids.

Head to the second floor of Devius' mansion and give the bill to Presio, who will give you the 2000 Lucre. If you haven't given the Rhinoloupe (see Quest 34) to any of the maids yet, she won't give you the money, so make sure you do so before speaking to her). Return to Janka and give her the money to get a Durbears Gold and QUEST CLEAR.

Note that you can keep the Lucre you collect, but you won't be able to complete the Quest until you give the Lucre to Janka.

Chief's been running around the town
Collecting loads of cash.
It sounds like mafia work to me--
But I would keep the stash!

/~~~~\ _____ /~~~~\
37 ~ Endless Walkway ~ 37

Location: Town of Jadd
Jadd Desert

Quest Availability: First Arrival in Jadd - Before Entering Sand Maze

Item Need: None

Reward Get: Durbears Gold

Go to Jadd and speak with Mr. Cannel, who wanders around the southeast part of town. If you've already completed the Palm Tree Puzzle (figure 8

around the palm trees), he'll thank you for solving the mystery and will give you a Durbears Gold. QUEST CLEAR!

Note that you MUST speak with him when you first enter Jadd but before you first enter the Sand Maze to begin the Quest! You may then return whenever you wish to claim your reward.

Chief's been running around the town
Collecting loads of cash.
It sounds like mafia work to me--
But I would keep the stash!

_/ツツツツ_____ /ツツツツ_
38 ~ Last Shiny Knight? ~ 38

Location: Granz Castle
Quest Availability: After Entering Granz Castle - Before Dark Lord Battle
Item Need: None
Reward Get: Durbears Gold

You must have completed Quests 19, 29, and 33. If you have been given Vega the glittering items that he has been requesting, he'll appear near Willy's cell in the Granz Castle dungeon (looks like he got the job). Speak with him to receive a Durbears Gold and QUEST CLEAR.

The glittering nut! That's it, enough!
I've had it with this clown!
With all that glittering junk he wears
He gleam for miles around!

_/ツツツツ_____ /ツツツツ_
39 ~ Blacksmith's Order ~ 39

Location: Town of Ishe
Quest Availability: Waking Up in Ishe - Before Entering Dime Tower
Item Need: Various Fruits
Reward Get: Durbears Gold

Go to the Ishe Blacksmith and speak with Ghamdi. He'll ask for a random Fruit. Give it to him (he asks if you can spare a few, but you only give him one), then leave the building. Return and he'll ask for another random fruit. Lather, rinse, repeat. Do this a total of 5 times and he'll give you a Durbears Gold. QUEST CLEAR!

Note that you can keep giving him more Fruit and he'll still give you another Durbears Gold for every 5. This is an easy(ish) way of getting Durbears Gold. For more information on how to grow certain types of fruit, please check the Produce Chapter.

A hefty stash of fruit we gave
Unto the blacksmith's shop.
Else at the mansion, that guy'd get
A boot in his buttock.

Location: Town of Ishe

Quest Availability: Waking Up in Ishe - Before Entering Dime Tower

Item Need: Dudbears Gold

Reward Get: Spirit Upgrade

Likely the first spirit upgrade most people will receive. To receive this upgrade, visit the Ishe Inn at night. Go to the upper room and speak with the woman named Asaad. Depending on the current day, she'll upgrade the corresponding Spirit for 3 Dudbears Gold. For example, to upgrade Luna, visit Asaad on a Luna Day. To upgrade Wisp and Shade, you must visit her on a Mana Holy Day. In all, it will take 24 Dudbears Gold to upgrade all of the Spirits. You only need to upgrade one Spirit to get QUEST CLEAR.

Pulled off some dangerous business
and the Chief was never yeller.
I think, perhaps, compared to me,
The Chief's a badder fella.

Location: Town of Ishe

Quest Availability: Waking Up in Ishe - Before Entering Dime Tower

Item Need: Summons Cards

Reward Get: Dudbears Gold

Go to the Ishe General Store and speak with Chekov. He'll relay his desire to see the Seven Wisdoms before he dies. Rack up those Amigos to get Summon Cards, then return to Chekov, who will give you a Dudbears Gold for each Summon Card you have (for a total of 7). You only have to show him one Summon Card to get QUEST CLEAR.

Seven Wisdoms... Seven Wisdoms?
I've heard that name before
I thought that there were only six
But now they've added more?

Location: Town of Ishe

Quest Availability: Malyris Defeated - Before Entering Dime Tower

Item Need: Moondrop

Reward Get: 1000 Lucre or Dudbears Gold

Go the the Ishe Blacksmith and speak with Jahari. Tell him you'll get a Moondrop for him. Go the Glass Desert (North) and fight Skull Drakes and Fierce Faces until they drop a Moondrop (about 10% of the time). Go back to Jahari and give him the Moondrop. Choose either 1000 Lucre or Dudbears Gold as your reward- it doesn't matter. QUEST CLEAR!

Note that you can continue giving Moondrops to Jahari for even more Lucre or Dudbears Gold. This is the easiest way to get Dudbears Gold.

Chief said they found a moondrop
And we'll make a ton of lucre
I'm starting to get worried
That this may be just a fluke-ra.

_/γγγγ_____ /γγγγ_
43 ~ New Adventurer ~ 43

Location: Town of Ishe
Quest Availability: Waking Up in Ishe - Before Entering Dime Tower
Item Need: None
Reward Get: Cancun Feather

Go to the the Ishe General Store and talk to Abdul. Answer his questions with "L Button + A Button" and then either of the two choices. He'll give you a Cancun Feather to thank you. In the same store, speak with Messier. He'll offer you 50 Lucre for the Feather, but decline his offer. Talk to Abdul again, who will ask for the Feather back so he can sell it. Give it back to him, then talk to Messier again. He'll laud your good behavior and give you a Dudbears Gold for being so helpful to new adventurers. QUEST CLEAR!

Note that if you don't follow the above steps correctly you'll fail the Quest.

I know what'cher thinkin' now:
"It's only bad at first."
I hate to break it to you pal:
From here, it's only worse.

_/γγγγ_____ /γγγγ_
44 ~ Medicine Stuff ~ 44

Location: Town of Ishe
Quest Availability: Waking Up in Ishe - Before Entering Dime Tower
Item Need: Bubu Worm
Reward Get: Lucre

Go to the the Ishe Inn and talk to Mahar. Listen to his story, then tell him you're interested in helping. He'll ask for Bubu Worms to make some medicine. Go to the Glass Desert and fight Basilisk, Tyrannoses, and Kid Dragons until they drop some Bubu Worms (about 10% chance). Return to Mahar and give him the worm to measure. Your reward depends on the length:

Length (Inches)	Lucre
15	None
18	None
22	100
25	200
42	400

To achieve QUEST CLEAR, you MUST give him at least one Bubu Worm that's

larger than 20 inches.

Bubu worm is a close friend of mine,
All a-weaving and bobbing and sewing.
But pull him too hard... he'll untwine!
I'm so happy that Bubu I'm knowing!

_/γγγγ_____ /γγγγ_
45 ~ Price of Dudbears ~ 45

Location: Town of Ishe
Quest Availability: Waking Up in Ishe - Before Entering Dime Tower
Item Need: Lucre
Reward Get: Dudbears

Go to Ishe at night. Near the Inn you'll find Mutsu. Talk to him and tell him you like animals. Give him 40,000 Lucre to buy a Dudbear, which he'll deliver to your Hot House. You can go on to buy another 2 Dudbears (for a total of 3), but you only need 1 for QUEST CLEAR.

Huge group of Dudbears
Good lord, there are so many!
When will it all end!?

_/γγγγ_____ /γγγγ_
46 ~ Poor Old Guy ~ 46

Location: Lorimar Castle
Quest Availability: Malyris Defeated - Before Entering Dime Tower
Item Need: Cactus Essence
Reward Get: None

Head to Lorimar Castle and enter the first door on the right. Next, head up and speak to the elderly gentleman named Rooney. Speak with him four times, and he'll go on and on about how he used to have friends. He'll then ask if you have good friends. Tell him yes, then speak to him again. He'll ask for Li'l Cactus. Tell him yes again and he'll ask if you're sure. Say yes again and Li'l Cactus will appear.

Leave Lorimar and go to any Hot House. Go to Li'l Cactus' pot and press A. Read the note, then leave the Hot House and return to Lorimar Castle. Go to Rooney again and talk to him. He'll ask you to take Li'l Cactus back because he belongs to you. QUEST CLEAR!

Abandoned Abandoned Abandoned
Abandoned Abandoned Abandoned
Abandoned Abandoned Abandoned
Abandoned Abandoned Abandoned
Abandoned Abandoned Abandoned

_/γγγγ_____ /γγγγ_
47 ~ Finders Keepers ~ 47

Location: Lorimar Castle

Quest Availability: Malyris Defeated - Before Entering Dime Tower

Item Need: Geodes

Reward Get: Spirit Upgrade

Geodes can be found scattered across the world. They sparkle on the ground, but are missed by those not paying attention. Walk into them to pick them up, then take them to Gazu in Lorimar to upgrade the corresponding spirit. You only need to upgrade one Spirit to get QUEST CLEAR.

Light Geode

~~~~~

Location: Glass Desert

Directions: From the entrance of the Northern Glass Desert, head right, up, left, up, making sure you cross the light bridges. Cross another two light bridges, then go down the slope and search for the Light Geode in the upper-right corner.

Dark Geode

~~~~~

Location: Menos Outskirts

Directions: After entering from Menos, head right one screen. In the next area, head all the way right, then jump up the platforms to the top. Exit to the right. In the next screen, look for the geode sparkle in the light brown patch of dirt.

Moon Geode

~~~~~

Location: Glass Desert Armory

Directions: Head to the Glass Desert Armory. Search above the cannon for the Moon Geode. The cannon covers the stone, so you won't be able to see it sparkle.

Fire Geode

~~~~~

Location: Subsea Volcano

Directions: From the first room of the Subsea Volcano, head north to the next room. In the next room, take the northeast exit. The next room (which has many Grumpkins) has the Fire Geode. It's in the upper-right, sitting in the pool of lava.

Water Geode

~~~~~

Location: Lake Vicinity

Directions: After you exit Gaia and meet Cibba, go left one screen from Cibba's camp. Head up the cliff to find it. If you're playing as Heroine, you didn't have to go to Gaia or the Lake Vicinity. To get there, head west from Wendel and follow the signs to get to Gaia, then make your way through Gaia Cave to end up at the Lake.

Wood Geode

~~~~~

Location: Topple Armory

Directions: The geode is on the lower-left of the screen with the Cannon.

Wind Geode

~~~~~

Location: Rocky Wilds



Directions: Near the entrance to the Subland River. Lower-right of screen.

Earth Geode

~~~~~

Location: Road to Topple

Directions: Return to the first area of the Road to Topple (if you played as Hero, where Niccolo first fished you out of the water; if you played as Heroine, one screen above where you first met Hero). To the right of the Goddess Statue you'll see the augite sparkling in the trees. To reach it, you MUST have the Tiny Tapper (please refer to the Secrets or Quest Chapter). Use it to shrink yourself, then go through the trees to pick up the Geode.

Chief found this spirit in a rock!
Discoveries are swell!
(And if you find it, could you return
My pill bug's outer shell?)

_/γγγγ_____ /γγγγ_
48 ~ Icy Sorcerer ~ 48

Location: Malyris's Cave

Quest Availability: Malyris Defeated - Before Entering Dime Tower

Item Need: Trait Coins

Reward Get: Spirit Upgrade

Visit Malyris's Cave (in the Kahla Peaks north of Lorimar). Inside you'll find an elderly gentleman named Frolan. Speak with him a couple of times and he'll offer to upgrade your Spirits. To do so, however, you need:

- A) At least two upgrades (for a total of three Spirits) for the particular Spirit you wish to upgrade.
- B) At least ten Trait Coins of the same type as the Spirit you wish to upgrade.

For example, to upgrade Wisp, you must have already completed two Spirit Upgrade Quests for Wisp so that you have Wisp x3. Additionally, you must have 10 Light Coins.

Note that this Upgrade USES UP your Elemental Coins (if you had 10, you'll end with 0), so it's recommended that you do the Spirit Blessings quest first since that one also requires Coins but does NOT use them up.

All you have to do is upgrade one Spirit to get QUEST CLEAR.

Please refer to Quest 31 for Trait Coin information, including which monsters drop them.

The icefield has a nasty chill!
I'm sniffles, snorts, and sneezes.
I reckon on the coldest day
The wind itself can freezes!

_/γγγγ_____ /γγγγ_
49 ~ Spirit Rescue ~ 49

Location: Various

Quest Availability: Malyris Defeated - Before Entering Dime Tower

Item Need: None

Reward Get: Spirit Upgrade

Level up a Spirit until it reaches Level 30. In other words, keep using the Spirit's attack magic on enemies until its Skill Level on the Status Screen is 30. Go to any Hot House, then exit. The Spirit will contact you, asking for assistance. Each Spirit is rescued in a different place. If you have more than one Spirit at Level 30, just keep entering and exiting Hot House to get the other ones to ask for help. Also, the Spirit will not contact you until Li'l Cactus is finished writing any diary entries that he's still waiting to right, so just keep on entering and exiting the Hot House until the Spirit shows up.

You must now go to the appropriate locations and defeat a Black Dudbear to free the Spirits. For exactl location, please read the Magic Chapter. Free at least one Spirit to get QUEST CLEAR.

Since a lot of the Spirit Rescues take place in areas not easily accessible by Cannon, it's recommended that you try to do more than one at a time. For example, Luna, Dryad, Gnome, and Jinn are basically all on the same path, so try to do those four at the same time. Similarly, to reach Salamander you'll have to go through the place where Undine is anyway. Shade and Wisp are the only ones that don't appear near the others, and are relatively easy to reach by Cannon.

Wisp

~~~~~

Location: Vinquette Hall

Directions: After entering the dungeon area, head up, up, up (through the middle door), down (stairs), up, up, down, up. If that's too confusing (and it likely is), go to the Dining Room (where you fought the Werewolf). Fight the Black Dudbear that appears. Defeat it and you'll upgrade Wisp.

Shade

~~~~~

Location: Sealed Cave

Directions: From the entrance, head up one room, walk to the left, then go down one room. The Black Dudbear appears in the room with two Switches and lots Shadow Zero Ones.

Luna

~~~~~

Location: Devius Manor

Directions: From the entrance of the actual dungeon (after Medusa's Room), go up (stairs), down (stairs), down (stairs), up (stairs), up (stairs), up (stairs). If that's too confusing, then just make your way to the Wind Seal Stone and go up the stairs nearby. Defeat the Black Dudbear to free Jinn.

Salamander

~~~~~

Location: Subsea Volcano

Directions: From the entrance, head up, up, up, right. Defeat the Black Dudbear to rescue Salamander.

Undine

~~~~~

Location: Subland River

Directions: After entering, head right, up, left, right, up. You'll end up in the room where you had to drain the pool of water. Fight the Black Dudbear here to rescue Undine.

Dryad

~~~~~

Location: Cascade Cave

Directions: From the entrance, go up, up, left, right, up. Fight the Black Dudbear to free Dryad.

Jinn

~~~~~

Location: Granz Castle

Directions: After entering, head up, up, up, up. The Black Dudbear appears in the room where you got the Lance. Defeat it to save Jinn.

Gnome

~~~~~

Location: Mt. Illusia

Directions: After entering, head up, down (out of the cave), up (into a cave), down (out of the cave), up (into a cave), down (out of the cave), and up (NOT into the cave, though!). Too confusing? Well, just go to the place where you got the Mace, and that's where the Black Dudbear is. Defeat it to rescue Gnome.

Dark Dudbears to Mavolia?

But then I could be wrong.

If you want to know more

Next time I'll tag along!

_/γγγγ_____ /γγγγ_
50 ~ Achy Shaky Heart ~ 50

Location: Various

Quest Availability: Malyris Defeated - Before Entering Dime Tower

Item Need: None

Reward Get: Spirit Upgrade

This Quest involves praying at specific Mana Statues (both Gold and Silver) at specific times of day. To achieve QUEST CLEAR, you only need to do this for one Spirit.

To complete these you need:

A) At least two upgrades (for a total of three Spirits) for the particular Spirit you wish to upgrade.

Next, you must "pray" at specific Goddess Statues at specific areas at a specific time. Specific enough for you? "How do you pray?" you ask? Simply save at the Goddess Statue at the appropriate time and the Spirit will appear after you exit the save screen. The Spirit will appear and ask you a question. Choose the first option to upgrade the Spirit. If you accidentally choose no, you can try again. In case you're wondering, the Day does NOT matter.

Wisp

~~~~~

Location: Road to Cave

Time: Morning/Day

Directions: Simply save at the Gray Goddess Statue outside of Batmo Cave and Wisp will appear.

### Shade

~~~~~

Location: Town of Ishe

Time: Night

Directions: Pray at the Ishe Inn Gray Goddess Statue and Shade will appear.

Luna

~~~~~

Location: Prickly Desert

Time: Night

Directions: Pray at the Gray Goddess Statue right outside the northern entrance to Jadd.

### Salamander

~~~~~

Location: Path to Gaia

Time: Day/Evening

Directions: Save at the Gray Goddess Statue in the Path to Gaia. The statue is on the first screen of the Path to Gaia after you enter it from the Road to Abandoned Mine.

Undine

~~~~~

Location: Marsh Cave

Time: Morning/Day

Directions: Head deep into the Marsh Cave until you reach the Gold Goddess Statue right before the area where you fight Hydra. Save there and Undine will appear.

### Dryad

~~~~~

Location: Road to Mt. Illusia

Time: Night

Directions: After exiting the Cascade Cave but before entering Mt. Illusia there will be a Gold Goddess Statue. Pray there to make Dryad appear.

Jinn

~~~~~

Location: Vinquette Outskirts

Time: Morning/Day

Directions: Save at the Gray Goddess Statue on the same screen as the Hot House and Jinn will appear.

### Gnome

~~~~~

Location: Town of Ishe

Time: Morning/Day

Directions: Save at the Gray Goddess Statue in the Ishe Inn and Gnome will appear. Yes, it's the same as Shade's, except during the Day. With so many Statues around the world, one can only wonder why they had two Spirits share the same Statue.

Divine protection's quite a gift!
Though of this I've been leery,
A Goddess watches over us?
Hey, Goddess, can you hear me?

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## 5. Credits / Version History / Copyright Info

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Special Thanks go out to Studio Bent Stuff and Enterbrain, whose Shinyaku Seiken Densetsu Kaitaishinsho helped with the particularly tricky Quests.

Harold Tessmann III - For a correction on Quest 33.

V 1.0 - December 12, 2003 - Most Quest info done. Most Diary Entries completed.

V 1.1 - January 15, 2004 - Main Scenario entries completed. Minor corrections and additions to other Quest entries. Added some FAQs.

V 1.2 - June 9, 2004 - Yikes, I've been productive today! Fixed a few errors and added a few FAQs.

V 1.3 - August 26, 2004 - Just one added new FAQ.

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Wario Company- <http://www.wariocompany.com>

"O holy night, the stars are brightly shining."

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