

Tales of Phantasia FAQ/Walkthrough

by Shotgunnova

Updated on Sep 7, 2009

This walkthrough was originally written for Tales of Phantasia on the GBA, but the walkthrough is still applicable to the PSX version of the game.

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| Spoiler-free FAQ/Walkthrough (GBA) |
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I. CONTROLS [CNTR]

Button configs can be changed in the 'Custom' main menu tab.

BUTTON	NORMAL FUNCTION	BATTLE FUNCTION
D-Pad	Controls field movement	Controls lateral movement
Start	Toggles world map overlay	Toggle auto/semi-auto controls
Select	Bring up main menu	Bring up battle menu
A-Button	"Confirm/Inspect" button	"Confirm" button for attacking
B-Button	"Cancel" button	Use special skills (w/ d-pad)

L-Button	-----	Use L Shortcut (with A-button)
R-Button	Yaw laterally (when flying)	Use R Shortcut (with A-button)

II. TH' BASICS

[THBS]

CHARACTERS

[CHRC]

There are six characters in the game, five mandatory, and they get a bevy of different skills. The default-controlled character is Cress, although by going into the "Form" tab of the main menu and putting someone else in the "1" slot, the player can control them. [Just be sure to set their skills in the appropriate menu!]

CRESS ALBANE

A.I. --: At Once, Moderation, Counter, Do Not Use, Guard
 Default: Long Sword, Leather Armor

Cress (or Cless in the SNES version) is one of the main characters of the game. He starts off as a fledgling swordsman but eventually gets the skill to combine his abilities, creating hard-hitting twofers. He is one of three allies who have missable (non-level-based) skills. Note that Cress' sword techniques main gain the element of his current weapon, so keep that in mind if he's healing the foe.

SKILL	LV	TP	TRGT	EFFECT
Demon Fang	02	02	Sing	Phys damage
Swallow Dance	04	04	Mult	Phys damage (3-hit)
Lightning Tiger Blade	09	08	Mult	Phys damage (2-hit)
Sword Rain	12	08	Mult	Phys damage (?-hit)
Tiger Blade	15	05	Mult	Phys damage (2-hit)
Focus	20	04	Self	Temporarily increase accuracy
Rising Phoenix	23	05	Sngl	Phys damage
Aegis Strike	27	10	Area	Prevents enemies' advancement
Omega Tempest	31	06	Mult	Phys damage
Inspiration	34	05	Self	Recover HP
Beast	37	06	Mult	Phys damage (4-hit)
Coil	41	08	Self	Raises ATK
Light Spear	45	05	Sngl	Physical damage
Hell Pyre	50	05	Mult	Fire damage
Chaos Blade	--	28	Mult	Phys damage (?-hit)
Lunge	--	30	Sngl	Phys damage (3-hit)
Distortion Blade	--	36	Mult	Phys damage (3-hit)
Tiger Combo Blast	--	40	Mult	Phys damage (8-hit)
<hr/>				
Demonic Swallow Kick	--	10	Mult	Demon Fang + Swallow Dance
Demonic Tiger Blade	--	16	Mult	Demon Fang + L. Tiger Blade
Demonic Sword Rain	--	18	Mult	Demon Fang + Sword Rain
Demon Spear	--	16	Mult	Demon Fang + Light Spear
Beast Swallow Kick	--	16	Mult	Beast + Swallow Dance
Beast Blade	--	20	Mult	Beast + Tiger Blade
Beast Sword Rain	--	28	Mult	Beast + Sword Rain
Beast Spear	--	20	Mult	Beast + Light Spear
Lightning Swallow Kick	--	16	Mult	L. Tiger Blade + Swallow Dance

Lightning Tiger Blast	--	18	Mult	L. Tiger Blade + Tiger Blade
Lightning Tiger Thrust	--	22	Mult	L. Tiger Blade + Sword Rain
Lightning Tiger Spear	--	20	Mult	L. Tiger Blade + Light Spear
Phoenix Dance	--	14	Mult	Rising Phoenix + Swallow Dance
Phoenix Blade	--	18	Mult	Rising Phoenix + Tiger Blade
Phoenix Sword Rain	--	22	Mult	Rising Phoenix + Sword Rain
Phoenix Spear	--	18	Mult	Rising Phoenix + Light Spear
Chaos Distortion Blade	--	50	Mult	Distortion Blade + Chaos Blade
Chaos Lunge	--	40	Mult	Lunge + Chaos Blade
_____	____	____	_____	_____

MINT ADENADE

A.I. --: Heal, Support, Moderate, Guard, No Magic
 Default: Rod, Cloak

Mint is the token healer of the game, encountered early on. Her skills run the gamut from medicinal/curative to buffers and a few offensive. Since her health is crucial to keeping everyone else alive as well, her AI should be set on "Heal" or "Support," rather than attacking.

SKILL	LV	TP	TRGT	EFFECT
First Aid	--	05	Sngl	Heals HP (small)
Pow Hammer	05	04	Sngl	Phys damage + %Paralysis
Charge	08	10	Sngl	Restores some TP
Dark Mist	11	03	Sngl	Lowers accuracy
Heal	14	10	Sngl	Heals HP (medium)
Acid Rain	17	12	Sngl	Lowers target's DEF
Antidote	20	08	Sngl	Cures poison
Silence	23	06	Sngl	Inflicts Silence
Nurse	26	20	All	Heals allies' HP (medium)
Sharpness	29	12	Sngl	Raise ally's ATK
Recover	32	18	Sngl	Cure Poison, Petrify, and Paralysis
Dispel	35	14	All	Removes status changes on all allies
Cure	38	22	Sngl	Heals HP (large)
Pow Pow Hammer	41	10	Sngl	Phys damage + %Paralysis
Barrier	44	15	Sngl	Raises DEF
Resurrection	47	26	Sngl	Revives from KO
Revitalize	50	32	All	Fully heals all allies' HP
Time Stop	53	50	All	Temporarily freezes time for enemies
_____	____	____	_____	_____

CHESTER BURKLIGHT

A.I. --: At Once, Moderation, Counter, Do Not Use, Guard
 Default: Short Bow, Leather Armor

Chester is a longbowman and a good one at that, despite having a bunch of single-target skills. He can equip a few "heavy" items like gauntlets and platemail but that's it. Since he's a physical fighter, his A.I. is exactly the same as Cress' -- and, since his skills don't cost that much once he's given a Fairy Ring, keeping him on "At Once" while disabling some of the weaker skills is a good idea. Use-n'-abuse Sonic Bash, yo!

SKILL	LV	TP	TRGT	EFFECT
Hell Pyre	03	04	Sngl	Fire damage
Ice Fang	08	05	Sngl	Ice damage
Thunder Blitz	16	08	Sngl	Thunder damage

Sonic Bash	22	12	Mult	Physical damage	
Wild Rain	28	12	Mult	Physical damage	
Eagle Shot	34	12	Sngl	Physical damage (3-hit)	
Gale Shot	40	14	Mult	Physical damage (5-hit)	
Giga Fang	46	20	Sngl	Physical damage	
Dragon Slayer	52	46	Mult	Physical damage (3-hit)	
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CLAUS F. LESTER

A.I. --: Full Magic, Save Magic, Long Range, No Magic, Guard
 Default: Necronomicon, Cloak

Claus is a Euclidian summoner and gets his abilities by finding special rings and making pacts with spirits, often by defeating them in battle. For the locations of his abilities, see the [SSKL] section. By the end of the game, despite having heavy-hitting abilities, he can usually be replaced by someone more physical-oriented (Chester) if needed; or, he can replace Arche as the team's go-to magician. His A.I. should generally be set on Long Range, which targets the enemies farthest away -- a good tactic for interrupting enemy magicians who keep away if possible.

SKILL	LV	TP	TRGT	EFFECT	PACT RING...?
Sylph	--	08	Sngl	Wind damage	Opal
Undine	--	12	Scrn	Water damage	Aquamarine
Gnome	--	16	Scrn	Earth damage	Ruby
Efreet	--	20	Mult	Fire damage	Garnet
Maxwell	--	20	Mult	Non-elemental damage	Turquoise
Luna	--	24	Scrn	Non-elemental damage	Moonstone
Shadow	--	30	Scrn	Dark damage	Amethyst
Aska	--	30	Scrn	Light damage	Topaz
Volt	--	26	Scrn	Thunder damage	Sardonyx
Origin	--	36	Scrn	Non-elemental damage	Diamond
Gremlin Lair	--	42	Scrn	Non-elemental damage	Sapphire
Chameleon	--	50	Scrn	Non-elemental damage	Emerald
Pluto	--	60	Scrn	Non-elemental damage	Lapis
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ARCHE KLEIN

A.I. --: Full Magic, Save Magic, Long Range, No Magic, Guard
 Default: Broom, Blue Ribbon, Cloak

Arche is the team's main wizard and gets a crapload of elemental spells. As she gets great TP growth and floats in the air (which allows her to avoid most lower physical skills), she should be a party mainstay. Like Claus, her A.I. should be set at "Long Range" to interrupt far-off spellcasters. Also, her accessory slots should always be Mystic Symbol + Fairy Ring, which allows her to shoot magic from the hip at a halved MP cost (except where there's a need to change the slots, such as at Tower of Flames). Some of Arche's magic is missable so see the skill section for details. Asterisked items denote spells that are found or bought.

SKILL	LV	TP	TRGT	EFFECT
Fire Ball	--	03	Sngl	Fire damage
Ice Arrows	--	03	Sngl	Ice damage
* Stone Blast	--	03	Mult	Earth damage
* Ice Tornado	--	10	Mult	Ice damage

* Cyclone	--	10	Mult	Wind damage	
* Lightning	--	05	Sngl	Lightning damage	
* Debris Fall	--	17	Mult	Earth damage	
* Tractor Beam	--	12	Scrn	Non-elem damage	
* Thunder Blade	--	16	Mult	Lightning damage	
* Glaive	--	10	Mult	Earth damage	
* Eruption	--	10	Scrn	Fire damage	
* Indignation	--	30	Scrn	Non-elemental damage	
* Ray	--	18	Scrn	Light damage	
* Fire Storm	--	20	Scrn	Fire damage	
* Distortion	--	16	Sngl	Seals enemy in distorted space (i.e. KO)	
* Judgment	--	32	Scrn	Wind damage	
* Maelstrom	--	22	Scrn	Water damage	
* Earthquake	--	28	Scrn	Earth damage	
* Tempest	--	24	Scrn	Wind damage	
* Explode	--	32	Scrn	Fire damage	
* Tidal Wave	--	34	Scrn	Water damage	
* Black Hole	--	42	Scrn	Dark damage	
* Extension	--	75	All	Non-elemental damage	
* Meteor Storm	--	50	Scrn	Non-elemental damage	

SUZU FUJIBAYASHI

A.I. --: At Once, Moderation, Counter, Do Not Use, Guard
 Default: Botan, Kisaragi

The game's only "hidden" character, Suzu is a ninja who joins in the last stretch of the game, and only after a multi-step sidequest. Although she'll join weaker than the others, and doesn't get as many equipment options, she makes up for it with some great skills (Hell Rush, Summon: Jiraiya). She's also the only person who can steal items so if you're wondering how to flesh that part of the Monster Book out, wonder no more. Since she's a physical fighter like Cress/Chester, if you're going to use her A.I., stick to "At Once" and disable some of the weaker skills.

SKILL	LV	TP	TRGT	EFFECT	
Mirror Image	--	10	Sngl	Physical damage	
Secret Thief	--	07	Sngl	Steal item from enemy	
Crow Blade	--	08	Sngl	Physical damage	
Shadow Storm	--	12	Sngl	Flees battle	
* Flare Blitz	--	10	Mult	Fire damage (3-hit)	
* Merciless Thunder	--	12	Sngl	Lightning damage	
* Omega Storm	--	15	Mult	Physical damage	
* Hell Rush	--	30	Sngl	Physical damage (7-hit)	
* Summon: Jiraiya	--	45	Mult	Fire damage (8-hit)	

STAT OVERVIEW

[STTO]

Stats play a big part in the game and can be viewed in the 'Status' screen. Note that Luck will randomize after a team sleeps at an inn or healing at a similar area (such as Ninja Village's hot springs).

HP : Health Points - The character's health points

STR: Strength - As it grows, physical-type damage increases

SZE: Size - relates to defense (the higher, the better)

AGI: Agility - How fast the person is when moving around in-battle

LCK: Luck - Affects critical hits

SLA: Slash - [Cress Only] Relates to slash-type damage with weapons
THR: Thrust - [Cress Only] Relates to thrust-type damage with weapons
ATT: Attack - [Non-Cress characters] Relates to physical damage output
DEF: Defense - The higher it is, the less physical damage incurred
ACC: Accuracy - The higher it is, the more physical strikes will land
EVA: Evasion - The higher it is, the most often character evades phys damage

BATTLING/SKILLS [BTTL]

ToP's battle system is actually more akin to a fighting game than a normal console RPG, so it may take some getting used to. Of course, practicing is essential in the early going -- learning the ins and outs, and all that. But it helps to know just how to get around.

First, A-button (in conjunction with d-pad) will do normal attacks. Using Cress as an example, he will leap to hit higher enemies with an A + Up combo, slash laterally using A + Left/Right, and fights while holding his ground with A + Down. The battle action will change slightly depending on who the player is controlling (Suzu, for instance, can get in 3 hits to Cress' two).

Using the B-button (in conjunction with d-pad) will execute set abilities (4 max). Unlike normal attacks, putting a skill at B + Up won't aim it upwards -- all TP-consuming techniques have a set course of action. Skills can be set by using the "Skill" tab in the main menu.

As for skills, most are learned by leveling-up but others -- Cress, Arche, and Suzu -- are obtained by purchasing skills or finding them in chests. [I leave Claus out of this equation since none of his abilities are permanently missable, unlike Cress/Arche.] Cress is also the only person who gets combos, being two abilities combined into one. While he can learn these without any trouble, he can't use them unless the two base skills are mastered. To see if a skill is mastered (100% completion), go into the Skill menu and press Start while selecting one -- if it says 'mastered,' then it's the best it can be. If not, well, y'need to practice with it more to get those points up.

For hard info on these abilities and where to find 'em, refer to the section right above and the [SSKL] one.

TIPS N' TRICKS [TPST]

Here's the tip emporium! If a reader has any good ones, send 'em my way and they may just be put in here.

- TOSS A MAGIC LENS! These cheapo items reveal the stats and weaknesses of any monster, be it a lowly slug or powerful boss. These lenses also serve another purpose: when used, all information is transcribed into the Monster Book, the in-game bestiary. If you don't use a lens, only generic info will be displayed! Always carry a heavy supply of these and use them liberally, since some monsters/bosses are missable! We all know how annoying it is to strive for perfection and miss out on one measly baddie...
- DISABLER! What's worse than going to the dentist? Answer: having a mage cast a ridiculously stupid spell when s/he should be pulling out the big guns. Luckily, the creators had some foresight and allow the puny spells to be disabled, by going into the skill menu and tapping L-Button. This works for all AI-controlled allies, so if you want to control someone who isn't Cress, this can apply to him too.
- FATEFUL ENCOUNTER! As you'll soon find out while stumbling around dungeon

after dungeon, the encounter rate for this game can be a little annoying. There are a couple ways to improve the situation: (1) Holy Bottles will temporarily halve the rate at which the team is attacked (2) giving someone a Magic Orb/Magic Mist will improve the escape speed by 50%.

- SMART SHOPPING: Some of the bigger cities boast an impressive array of equipment, items, food, etc. so it's only good business sense to make sure the items you're buying are improving the characters' stats. When in a shop menu and the cursor points at an item, press R-button to see how the target affects the allies: an up arrow is good, a down arrow is bad, and no arrow means so-and-so can't equip 'it'. Also, when the cursor has an item, press 'start' to see the description and while that same box is up, hit select to see the hard stats for the thing (if applicable).

NOTE: You can also save money by not buying weapons for Claus and Mint. If an enemy gets close enough, they can attack for interruption purposes; they'll never do damage comparable to Cress/Chester on that front. [They get free weapons every so often anyway.]

/ III. WALKTHROUGH [WLKT] | _

01) Village of Toltus

[WK01]

ITEMS	ENEMIES
• Apple Gel • Apple • Stuffed Cress	There ain't any!

After some scenes with their respective families, Cress and Chester will be on their way to go hunting. Talk to Ami in Chester's house to receive the 'Stuffed Cress' -- it's supposed to be a stuffed doll, but doesn't show up in the inventory. Cress starts with 100G but that's not enough to purchase anything useful. Before leaving, stop by the grocery and get a free [Apple] for Chester's sister Ami. Delivering it to her gives Chester the 'Kind Brother' title, and Cress should also get a [Stuffed Cress] item from here, too. Note the title and item are missable, and that the item only appears in the Collector's Book (obtained later), not the normal inventory.

When ready, head for the forest south of Toltus.

02) South Forest

[WK02]

Items: Life Bottle

Enemy: Owl, Giant Bee, Bugbear

Just inside, the party will find a wild boar as their quarry. Time for the chase! The forest theme is sort of like the Edvard Grieg's "Morning," no? To start, it's a good idea to train for awhile here and return to Toltus if you need to heal (sleep in Cress' bed). At LV 2, Cress learns 'Demon Fang' and at LV3, Chester gets Hell Pyre. If you want to train a bit, remember you can rest in the swordsmanship school's F2 room free of charge. It helps to get the basics of battle down early...

This "dungeon" is fairly easy to navigate. Head south and take the first east path to a [Life Bottle]. Backtrack south to the riverside and give chase east when the boar flees that way. At the clearing, Chester splits up to find the beast, and after a strange scene, it's boss time!

BOSS: Boar + Baby Boar x3

HP : 175, 30
Exp : 10
Gald: 60

The boars are weak against fire, so command Chester to use Hell Pyre which will do about 20+ damage per hit. In the meantime, have Cress use Demon Fang when the mother boar charges to stop it in its tracks, letting you get in a couple of hits. Simply bash it with your normal attack when it runs in the opposite direction and it'll be over soon. There's the added chance that the baby boars will escape, so there'll be less things to deal with. Make sure to use an Apple Gel if Cress' HP (or whoever's at the front) drops below 30!

Defeat the boar when the village's panic bell sounds. Rush back there, quick! Return to Toltus and check out the front of the swordsman school. Maria will want Cress to flee to his uncle's joint in Euclid, a town in the north. This excursion, Chester will stay behind. If you want, you can pick up a [Knight's Saber] in the school's second floor, but you'll soon lose it forever. Getting it now will secure its place in the Collector's Book but since there's only one in the game, you can pick it up later for permanent safe keeping. Up to you!

Euclid is the next destination, in the north.

03) Mountain Passage [WK03]

ITEMS: Life Bottle, Orange Gel
ENEMY: Bugbear, Giant Bee, Owl

The first screen has a bifurcation, going west or north -- the latter is the longer of the two, and has the only two items to find.

04) Euclid [WK04]

Recipe: Cabbage Rolls

Cress remarks that his uncle's house is in the northwest part of town. Before going there, stop by the grocery and find the chef who teaches the Cabbage Rolls recipe. Since this recipe is the only way to cure poison at this time, make sure to buy some of its simple components (Rice & Seaweed) for the road ahead. If you have anything left over for Life Bottles, use it for that. Do not buy any weapons here as they'll soon be confiscated. If you want to see why, visit Uncle Olson's house in NE Euclid and stay the night there. Cress will then be at...

05) Aqueducts ### ONE-TIME-ONLY DUNGEON! ### [WK05]

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| 03 | Apple Gel |
| 04 | Lemon Gel |
| 05 | Wooden Shield |
| 06 | Apple Gel |
| 07 | Savory |
| 08 | Rapier |
| 09 | 1000 Gald |
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Now imprisoned, Cress'll have to escape. Inspect the northern hole, then the locked door, then the hole again for a scene. Agree to stick your hand in the hole and obtain a rare item [Earring] -- which doesn't appear in the items -- which opens the way north to a [Long Sword]. Now that Cress can walk around, get the NE [Cheese] and unlock Mint from her cell. She'll now join the party. Inspect the SE sewer grate to get access to the aqueducts area.

Enemies in this area can inflict poison, so the long-distance hit-n'-retreat works well for evading their poison projectiles (which are thrown in little arcs). There's no poison antidote items available yet and Mint doesn't learn her spell until Lv20, so if you can't make Rice Balls, this place can be a lot more annoying than need be.

Luckily, this first dungeon is really just a baby step to acclimate players, and provides little complexity. Items #3-6 are all along the natural flow of the path, while items #7-9 are in a few dead-ends near the boss' location. As this place is accessible only once, make sure to loot it for everything it's worth. Approach the boss to start the knock-down, drag-out fight.

BOSS: Spined Devil + x2 Giant Slug

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HP : 220
Exp : 41
Gald: 566

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This battle can be rather annoying if y'come into it poisoned, but also because the boss can avoid low attacks if it takes flight. The slug cohorts are semi-quick and can also inflict poison, so for best effect, spamming Swallow Dance when all enemies are nearby can usually catch 1-3 in the fury. Mint should have her tactics set to 'Heal' and have enough TP to support that; otherwise, she ends up as deadweight. Make sure Mint's protected or the battle can go south very quickly. [Also, Spined Devil only appears this one time, so make sure to use a Magic Lens on it. The same goes for the Giant Leeches, which only appear in this dungeon.]

Afterwards, exit into the forest for a scene, which segues into...

06) Morrison's House [WK06]

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Items : Monster List
Recipe: Quiche

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The Quiche recipe is learned automatically here, and the [Monster List] is obtained in the same method. Said list will store enemy information viewed with a Magic Lens (buyable item), or generic information if you don't. If you're playing on a New Game Plus, the Monster List will already be fattened with the previous playthrough's finds.

Try to leave the mansion and Chester will rejoin the team! The next dungeon will be the first "real" one, so bring plenty of Orange/Apple Gels for good

measure. If you plan on getting the best equipment for everyone at this point, you'll probably end up around Lv 7-8 which is a good figure. [Free resting at Morrison's house, of course.]

NOTE: If you left/forgot the [Knight's Saber] back in Euclid, it can be obtained without the fear of, uh, reappropriation. It'll also be good enough to OHKO most of the normal enemies up to this point.

07) Catacombs

[WK07]

```

      _____
     |         | 2 | 3 | A | 4 | 5 | 6 | ENEMIES: Bugbear, Ghoul,
     | 1_ |   |   |   |   |   |   |   | Skeleton, Falcon, Zombie,
     | | | | | | | | | | | | | | | | | | Giant Slug
     ( * |_____ |
     \ \ \ |_____ |
      )_-Start
           |_____ |
           | END |   |   |   |   |   | | | | | | | | | |
           |_____ | 10 |
     |_____ |   |   |   |   |   |   |
     | ! | Savepoint |   |   |   |   |   | 17 |
     | + | Switch    | | + | 17 | 18 | |   |   |   |   |
     | * | Tristan   | | | |_____ | | |   |   |   |
     | 01 | Melange Gel | |_____ | | !! |   |   |   |
     | 02 | Protect Ring |   | A | |   |   |   | 13 | 14 |
     | 03 | Magic Lens | | 16 | | |   |   |   | 9 | | 12 | 11 | | 15 |
     | 04 | Hourglass  | |_____ | | |   |   |   |   |
     | 05 | Chain Mail | | | | | | | |   | 8 | _____ |
     | 06 | Rune Bottle | | 20 | | |   |   |   |
     | 07 | Saber      | | 19 |
     | 08 | Apple Gel  |
     | 09 | Cheese     | Inside, Tristan teaches "Demonic Swallow Kick" to our
     | 10 | Chain Mail | fave swordsman, which combines Demon Fang and Swallow
     | 11 | Fresh Milk | Kick into its own combination. The caveat is both of
     | 12 | Raise Ruby | the component skills must be 100% learned already. So
     | 13 | Cheese     | how does one know if they're mastered? Go into the
     | 14 | Orange Gel | Skill screen and inspect each skill's percentage.
     | 15 | Panacea Bottle |
     | 16 | Reverse Doll | NOTE: Since there are pincer attacks in this dungeon,
     | 17 | Rabbit's Foot | including a boss battle of this sort, placing Mint at
     | 18 | Fresh Milk  | the middle of the formation is very wise. This allows
     | 19 | Lavender    | both of the men to be the "meat shields" and protects
     | 20 | Raise Ruby (2) | her from (most) of the enemy's attacks. It's, like,
     |_____ | chivalrous, dude.

```

Some enemies can poison the team, so make sure you can prepare a feast of Rice Balls just in case (you did get the recipe in Euclid, right?). Anyway, after getting Tristan's skill, head inside the catacombs proper. Items #2-6 are in separate rooms down the hall, obtained by opening a sarcophagus and killing the Zombie inside. At the corridor's end, continue south a while 'til the path splits south and east. Take the former for Items #8 & 9, then go the remaining, to items #7 and #10. Make sure to equip the Chain Mail if you've nothing better on. The south path near that area leads to a savepoint, Item #11, and a boss (inspect behind it to initiate battle).

BOSS: Golem HP: 400 EXP: 201 GAL: 410 DROP: Holy Bottle

Although it's technically a boss, it's not that hard to defeat, so long as

y'remember one thing: interrupting its attacks! It's got a long reach and may stun Cress, so make sure the others' AI is set properly.

Afterwards, the Golem's carcass can be moved. Push it south and west to the floor switch, opening a door to Item #12, the [Raise Ruby]. This item will be used to unlock the door upstairs, in-between all the sarcophagi chambers. Get Items #13-15 in the dead-end room nearby first, though, then backtrack to said door, which leads to the "A" warp -- the lava room.

The second area of this dungeon is smaller, luckily. Moving platforms in the lava will allow Cress to ride to Item #16 in the west, and use the northern platform to move northwesterly. Hit the switch (marked on map as "+") there to create a landing near the starting point, then get Items #17 and 18 on the north-central lift. Return to the warp point and ride the lift east, at which time Cress accidentally drops the Raise Ruby! Go south to find it on a ledge...but it drops further below. To retrieve it, Cress must return to the starting point and go downstairs (south) to the electrified grid -- which damages all allies each time the screen flashes. Item #19 is down there too. So what's the trick? Upstairs, by the eastern side, is a glyph that makes Cress float. While under its effect, go downstairs to most of the extraneous damage.

To proceed, return to the float glyph and go north; the Raise Ruby unlocks the door. Save if needed and continue along, to a boss battle with two Golems this time. It's the same as before, except there's a pincer attack on the allies -- tag-team one before doing the other. If you haven't used a Magic Lens on one, now's a good time, since these regular golems are in limited supply.

Before heading to the final room, unequip Chester of any worthwhile valuables; you'll see why after the northern scenes. Mint and Cress will now be alone in the hinterlands, while Chester is nowhere to be found...

08) Belladem Village [WK10]

Items : Orange Gel, Panacea Bottle, World Map
Recipe: Cheese Burger
Skill : Demonic Tiger Blade

Head north to hear some story scenes and sleep until morning, when Mint gets the World Map from the head honcho. The chief's wife will give the Cheese Burger recipe if Cress says he's hungry, so snap that up as well. Finally, a Panacea Bottle and Orange Gel are around the tool shop's west side.

Cress can also learn another combo here, Demonic Tiger Blade. The technique book is given by the weapon shop boy, if you go around the counter and talk to him (via a secret passage in east wall). If you don't get this now, you can later on in the game, so no worries.

NOTE: A little northeast of Belladem is a vacant ship dock. Make sure to stop by and get the items: Beef, Life Bottle, Mystic Symbol, Elixir, Magic Lens. The Mystic Symbol halves spellcasting speed and normally retails for 600000G+, so you should pick up this freebee immediately.

09) Forest of Spirits [OPTIONAL] [WK11]

Enemy: Bugbear, Giant Bee, Falcon
Items: Apple Gel, Hourglass, Reverse Doll

This is the forest south of Belladem, a.k.a. South Forest of the present day.

There's nothing interesting here besides a few items, and you can come back later, too.

10) Mountain Passage [WK12]

Enemy: Bugbear, Boggle, Killer Wolf

Like before, the west path is the cut-across to Euclid and the north path is the meandering one. This time, getting a pincer attack with a bunch of Killer Wolves can be deadly, so there's reason to avoid the north path now, not to mention there's no items on it -- d'oh.

11) Euclid Village [WK13]

Recipe: Sandwich (grocery chef)

Title : Snob (Mint)

Quest : Elwin & Nancy [Part 1]

Items : Miracle Gel, Rune Bottle, Melange Gel, ? Rod, 2000 Gald, 1000 Gald, Collector's Bk, Charm Bottle

Euclid's grown...in a backward sense. There are a few treasure chests hidden around town: a crappy "? Rod" in the west and three behind the inn, which can only be gotten by going counterclockwise from the SE corner. The "? Rod" can be identified with a Rune Bottle, but only changes into a dumb ol' normal Rod so don't bother. There's a 2000 Gald chest in plain sight on top of the hill, which always comes in handy, 'specially if y'haven't bought a new weapon for Cress. A 1000 Gald chest is on the west side of the weapon shop, too.

There's also a little sidequest to do here...well, the first step anyway. To start, talk to the lovesick girl by the lower entrance a few times until she reveals she loves Elwin, at the weapon shop. Find the guy at the weapon shop and he'll want to know his would-be lover's name -- get it from the girl, Nancy, and return to see his reply. Finally, talk to Nancy again (d'aww) and find the kid at the armory who says Erwin's left for Venezia. That's all one can do at this point...

#####

To continue, enter the town's NE building to meet Claus and he'll join the party, if only to have everyone tag along to Lone Valley, which is across the eastern bridge nearby. Milard will give a [Collector's Bk] for him, which catalogues all (395!) items in the game. Speaking of items, the final chest -- a Charm Bottle -- can be gotten by going counterclockwise around Claus' house, leading onto the cliff.

PS: Don't bother paying the minstrels a dime.

12) Hamel [WK12]

Recipe: French Toast [missable]

Quest : Elwin & Nancy [Part 2]

Before going to Lone Valley, go north to the town of Hamel. A chef in the middle of town will teach the French Toast recipe, and if you did the first step of the lovebirds' sidequest in Euclid Village, Nancy will be at the inn. Talking with her constitutes the "2nd step" of this miniquest. For mandatory stuff, buy a Pickaxe & Rope for the upcoming dungeon. [It wouldn't hurt to buy a Walloon Sword either.] NOW, hit up the valley...

Back inside (via "E" again), go east a little and north up a stairway to find the dreaded Daemonium miasma at work. Nearby will be a bubbling pit of goo, the source of the foul air. Go east to a pickaxe wall and drag the boulder behind it into the pit, which should stop the miasma from forming upstairs. Since the party will be damaged every now and then, make sure to plug it up quickly! After, go the east route to another rope-and-pit combo ("F"), which leads down to Daemonium's portion.

This evil-tinged place has TWO pits to plug up, which shouldn't be hard in and of itself -- it's that Hell Masters appear in this location (only) and're the hardest ones fought so far. They're so powerful, in fact, that you should immediately run when you see 'em (Magic Lens 'em first though as they're a different kind than those that appear later). The nearest boulder seen goes to the western pit while the eastern boulder goes to the northern pit -- not too hard. Make sure to get Item #08, the [Emerald Ring], since it cuts SP consumption by one-third (or by half if you use a Rune Bottle on it to make a Fairy Ring, which you should do). Exit when the demons are gone.

With the miasma gone, all sylphs have returned to normal and quit guarding their treasure chests -- get Items #9 & #10 at this time. The outdoor path, going northeast from the cave entrances, leads to the rope bridge area where Sylph will make a pact with Claus -- he's finally useful now! Additionally, the key item [Elemental Orb] is obtained in order to talk to the Yggdrasil tree in the Forest of Spirits, plus Claus gets the 'Tamer' title. Schwing!

That's all there is to do at the mountain. Return south to Belladem Village and then to the forest south of there.

NOTE: A little northeast of Belladem is a vacant ship dock. Make sure to stop by and get the items: Beef, Life Bottle, Mystic Symbol, Elixir, Magic Lens. The Mystic Symbol halves spellcasting speed and normally retails for 600000G+, so you should pick up this freebee immediately, if you didn't already.

14) Forest of Spirits [WK14]

Items: Apple Gel, Hourglass, Reverse Doll

You may have already robbed the forest of its treasures earlier, but if not, do that now. The Yggdrasil Tree is the one in the NE corner of the forest, so it ain't hard to locate. After the scene, it'll be decided that it's time to go to Venezia, which is north of Hamel's location. [The team will meet up with NPC Rhea Scarlet en route through Hamel.]

15) Venezia [WK15]

Skill : Lightning Tiger Thrust

Items : Protect Ring

Recipe: Sushi

Quest : Elwin & Nancy [Part 3]

Surprisingly, this seaside town doesn't have too much going on. Town can be explored on foot, but some places require a ferryman's help (50g/per trip), particularly to get to the armor & weapon shops. The [Protect Ring] is on a 2F balcony of the northwest publishing house, for reference. At the grocer, a chef will teach the team the Sushi recipe, playing off the local cuisine. It requires Rice and any kind of fish, meaning it's very easy to dish up. Get the normal foodstuffs to make your recipes as well! The only other thing to do is buy Cress' skill (3000g) at the armor shop. If you need extra cash, see

if you have any Fur items in the inventory -- they sell for 4000g+.

For the sidequest, talk with Nancy at the town inn (agree to help) and then Elwin at the publishing house, to the north. Relay the message to Nancy that her beloved will meet her at the town fountain. There, talk to Nancy again.
#####

The boat that will take everyone to Demitel's Island is in the NE section of the harbor, accessible by going east from where the ferryman normally sits. However, he won't take anyone to the island if you haven't found out about it first! The NPC that namedrops it is in the mayor's estate, the first enterable building (to the east) from the town entrance. With that knowledge in hand, pay the captain his fee (1600g) and go to the isolated western island...

16) Demitel's Island [AKA Isolated Island of the West] [WK16]

!	Savepoint	ENEMIES: Harpy, Bone Knight
*	Key Location	
01	Melange Gel	Items #14, 15, and 16 cannot be obtained this time!
02	Glossy Magazine*	
03	Magic Lens	
04	Elixir	
05	430 Gald	! 4567
06	Apple Gel	89
07	Savory	
08	Verbena	10* A 14 15
09	Apple Gel	A 16
10	Savory	3
11	Reverse Doll	(11 12
12	Ranseur	13
13	Armet Helm	EXIT
14	Lavor Ionis*	
15	Halberd	
16	Cabbage	SHIP!
		1 2

As the captain says when everyone disembarks, free healing is belowdecks in the sleeping quarters. That's the only such opportunity on the island, so be sure to use it if needed. One of the dock treasure chests is a "? Book," and turns into a Glossy Magazine if you use a Rune Bottle on it. A small quest later on needs one of these, so don't throw it away or anything (although it is possible to get more later). Go north to Demitel's Mansion and...

...it's empty and has no monster encounters. The main hall has some prisms in it and west/east passages. The west route leads to Demitel's study, where a [Savory] blocks a bookcase containing a door key. Using this, go the east route to where Items #4-9 are stored, and use the new key to unlock the north door in the garden. This is the only upstairs room where monsters are found, so train here if needed. Inspect the tree blocking the window a few times to start the boss fight.

BOSS: Orcrot [2] HP: 2050 EXP: 134 GAL: 1240 DROPS: Apple

If you're around Lv10 for this, it shouldn't be too hard. Orcrots lack any long-range abilities so it's easy to roll with the punches. Claus should be

spamming Sylph while Mint stays back for healing. Cress will get interrupted a lot if he's not using airborne skills (such as Swallow Dance) to evade the subterranean root attacks.

Afterwards, the window behind the tree will have a beam of light shining into the room. Return to the foyer and open the middle curtain to let the light enter the room, striking the prism. The "puzzle" here is to rotate the prisms so the light strikes only the pillars with the orbs on top. Doing this right will open up a secret passage in the room's SW corner, leading down to the basement. Enemies will appear here, now, but not so many that getting Items #11-13 are hard (equip the Ranseur!). I recommend being Lv12 for the upcoming boss, since the new skill Sword Rain will really play off the Ranseur's great thrusting ATK power. [Give Claus the Mystic Symbol as well.]

BOSS: Demitel HP: 2700 EXP: 655 GAL: 6200 DROP: ? Book/Melange Gel/Holy B

The key to winning this battle is interrupting Demitel before he can summon his monster to do damage. Set Claus' strategy to Long Range, which will make him target the boss almost exclusively, while Mint focuses on healing and Cress deals with the annoying Golem and Lilite cohorts (take out the latter first as its Debris Fall skill will most likely kill anyone it hits). Once the minor foes have bitten the dust, chain-attack Demitel to interrupt his skills, such as with the great Sword Rain skill, which excels with spear-type weapons.

When Demitel's killed, everyone automatically returns to Lone Valley and the missing daughter Arche joins the party, and the Aquamarine & Ruby Pact Rings are obtained. [NOTE: You can return to Demitel's Island and get items 14-16, which were left behind earlier. The Labor Ionis is a good book for Claus.]

OPTIONAL: Arche's Spell Collecting

Arche learns her abilities by finding books or buying spells, some of which can should be done now 'fore y'leave the continent.

- STONE BLAST: Euclid Village (Claus' house)
- ICE TORNADO: Euclid Village (Claus' house)
- CYCLONE ---: Belladem Village (Lenios)

Lenios only gives the spellbook over if the team talked to Venezia's mayor, his twin brother.

17) Venezia [II] [WK17]

Title : Negotiator (Arche)
Spell : Debris Fall, Lightning
Recipe: Sushi
Quest : Elwin & Nancy [Part 4]

If you didn't get the Sushi recipe here, do it now. Arche can also learn two new skills here, Lightning and Debris Fall (200g & 4000g, respectively), from a half-elf who lives near the publishing company. Saving your cash to outfit Arche in Alvanista is a good decision, although if you've given her the Fairy Ring and Mystic Symbol, she'll have her accessory slots set for quite a long time. The ship across the sea is in the larger part of the harbor, and when speaking to the right captain, Arche will gain the "Negotiator" title and the right to sail across the sea (800g).

18) Ship to Alvanista [WK18]

Title: Delicate Flower (Arche)

After a scene, go belowdecks to have a feast. When everyone hits the hay, and Cress is the only one able to walk around when disaster strikes, make sure to talk with Arche to get her easily missable title "Delicate Flower". Topside, there'll be a boss battle with Cress as the only star...

BOSS: Meia HP: 2400 EXP: 450 GAL: 4000 DROPS: Fame Face*

Meia is quick to interrupt slower techs, so stick with things like Swallow Dance to get the better of him. If you have any Flare Bottles, make sure to use one of them to increase damage output. Both fighters may be able to land a stunning blow, so keep HP at a decent level if y'want to get out alive. Speaking of which, losing doesn't give a game over -- that extra cash'll be good spending money, though. [Make sure to use a Magic Lens on this one-time opponent.]

Afterwards, everyone docks safely in Alvanista. Whew!

19) Alvanista & Region [WK19]

Items : Lavender, Gungnir, Serano Fragment, Garnet Pact Ring, Pass

Recipe: Spaghetti

Skill : Demonic Sword Rain, Phoenix Sword Rain

Quest : Elwin & Nancy [Part 5] / Mach Race 1

Spell : Tractor Beam, Thunder Blade

Title : Mach Lad (Cress), Ishitori Master (Cress)

Claus suggests meeting up at the inn to discuss future plans, so that's the next main stop. The Lavender is at the harbor and pretty easy to find, but that's it for easy-peasy chests. Cress can buy his skill at the adventurer's guild (6000g), which is downstairs of the west side's Poison Lily item shop. This place also has a password-offering piano player, which will be used for the next dungeon (password: kikurin). The Spaghetti chef is at the town grocery, which is slowly becoming the normal hangout for his guild.

To continue the Elwin/Nancy sidequest, visit the eastern tool shop. Talk to them and Elwin says not to tell his father. That's all for now!
#####

If y'want to explore the region abit, you'll find the Alvanista continent has a few mansions, the entrance to Ymir Forest, and a SW camp where two vagabonds are staying. One of said bums will teach Cress the Phoenix Sword Rain skill for free, so that'll be useful later on. Overall, getting a few levels before the next storyline segment will help.

To start said segment, stay the night at Alvanista's inn and the team will hatch a plan to infiltrate the castle. If put off, the option comes at the next inn visit (lots of moonless nights, looks like). This segment can be done at lower levels, but I like to be around Lv15 average, so Cress knows Tiger Blade, a great comboing skill.

Anyway, once inside the castle, the objective is to sneak past the guards to find the prince's room -- the easternmost room on the starting floor. There's two guards to sneak past, so wait until they're far away and/or out of sight, lest they force a redo. Once inside, there's a parroting scene, and then...

BOSS: Jahmir HP: 3400 EXP: 2400 GAL: 9528 DROPS: Black Onyx

Two Ares appear in front of Jahmir here, so let Cress deal with them while the offensive magic casters deal with the boss (set their strategies to Long Range). Mint should save her SP for healing, unless you need the extra help in subduing Jahmir -- which shouldn't be necessary. This strategy back-row bombardment strategy is so effective, Jahmir may die before the assistants! [Also, Jahmir absorbs darkness and is weak to light, but this matters not. Also received as battle spoils: Lavender, Verbena]

Afterwards, the king thanks the team by giving some presents: the Gungnir lance for Cress, Serano Fragment weapon for Claus, and the Garnet Pact Ring for later on. Additionally, after a day of rest at the inn, the Pass for Morlia Mineshaft can be obtained.

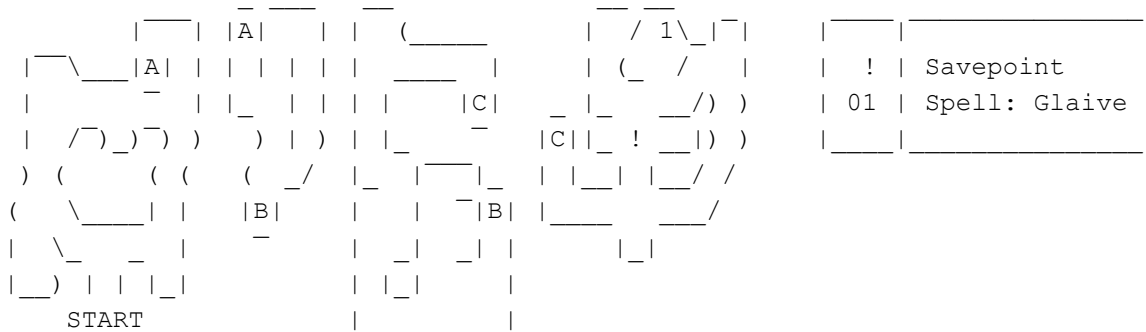
Before going to the mineshaft however, one will have to enlist the aid of some other summons, which explains why we can't go there yet. Talking with everyone in the castle's magic research facility will give clues as to where the other spirits rest: (1) Efreet in Freyland's Cave of Burning Sand (2) Undine at the Limestone Cave (3) Gnome at the Cavern of Spirits. The guide'll do this in order of least resistance, so Gnome > Efreet > Undine.

NOTE: Before leaving Alvanista, there are two things to do: (1) get Cress' Ishitori Master title by playing the castle's resident Ishitori master on the 2F -- see appropriate section for details (2) buy Arche the Tractor Beam & Thunder Blade spells, for 4000 and 12000G, respectively.

20) Cavern of Spirits

[WK20]

ENEMIES: Wolf, Bugbear, Giant Bee, Clay Idol



As stated in Alvanista Castle's lab, Gnome is found at the Cavern of Spirits east of Belladem Village. To get there, take a boat from the harbor on a one-way journey back to that area and proceed inside. There are no treasures inside, so don't bother exploring -- use the ASCII maps above to help get through. In the NE corner of the ground floor, a locked door asks for a password: the answer's kikirin (revealed by the Adventurer's Guild's piano player).

On B1, locate the lost li'l guy and agree to help him find his way back -- it's mandatory to proceed, of course. On B3, you'll find more of the li'l guys, except these ones are bloodthirsty and ready to tear your hearts out! They can be avoided by running past (they don't follow) but this is the only time in the game to find them, so make sure to use a Magic Lens on some and escape (they can be killed with Tractor Beam but offer no spoils worth mentioning).

In the NW part of B2, the little guy will be reunited and the bridge to B3 will be cleared. Locate the savepoint and go east a bit, to where a switch

is. This sounds the alarm, drawing the northern clay idols from their posts, so it's possible to slip into Gnome's room (middle).

BOSS: Gnome HP: 3400 EXP: 9200 GAL: 13003 DROPS: ? Book

This battle can be complicated by one annoying thing: at close-range, the boss will split into pinballing particles that can't be damaged! Thus, one can only lash out when it's in its "whole" state. The trick is to stay at long-range and have the magic users rip it to shreds, while Cress unleashes Demon Fang, which is really his only long-range attack. The battle should be over before y'know it, with the wind-elemental spells leading the way.

[The boss is a one-timer so use a Magic Lens!]

After, Claus can summon Gnome at his leisure -- his first screen-wide spell! Arche can also find the Glaive spell in the dungeon's only treasure chest, so pick that up as well.

The objective is now to reach Olive Village, the town nearest Efreet's place. To get to Freyland, go north to Venezia, hop the pond to Alvanista, then go SE from there to another port, which takes everyone to the desert continent. Olive Village is right nearby.

NOTE: Along the way to Venezia, there should be a scene in Hamel where Arche gets the 'True Friend' title (mandatory).

NOTE: If you're doing the Elwin & Nancy sidequest, when y'get to Venezia, be sure to talk with Elwin's father and bely their whereabouts to him.

21) Olive Village & Vicinity [WK21]

Items : 2600 Gald, Melange Gel (in town)
: Rune Bottle, Flare Cape (SE Oasis)
: Syrup Bottle (E Oasis)
: Life Bottle, Spirit Ring (NE Oasis)
Recipe: Tenderloin (in town), Fresh Juice (E Oasis)

There's not much to do in town, hidden by the NW building and down by the pond. The Olive grocery also has the Tenderloin recipe to find, so make sure to pocket that sucker for later. Most of the items in this section are found at the Freyland Desert oases, which stretches all the way east and some ways north, towards the Midgar's region. Luckily, they're quite easy to spot and are worth exploring. The Fresh Juice recipe is quite easy to make and heals SP only, making it quite a good find for long dungeon trips. One thing to beware of is the rare Basilisk monster, one of the few baddies capable of petrifying the team. If y'see one, quickly use a Syrup Bottle and (1) defeat it/interrupt it, so it can't kill everyone (2) run away. Basilisks can drop the rare Basilisk Scale item or Stone Charms, which prevent petrification. [The Spirit Ring at the NE oasis is in a blue chest hidden by trees.]

22) Cave of Burning Sand

[WK22]

TIP: Set spellcasters' attacks to back row to hit the mage-type Azas!

ENEMIES: Aza, Ogre

	* Starting Point	
	! Savepoint	
	01 Charm Bottle	

	02 Magic Lens	
12	03 Sorceror's Ring	
_	04 Resist Ring	
_	05 Talisman	
678	06 Savory	
11	07 Strike Ax*	
1	08 Warrior Symbol	
2	09 1000 Gald	
3	10 Melange Gel	
11	11 Lava Key	
45	12 Spell: Eruption	

Said cave is located right near Olive Village's outskirts, a little ways east. Inside, collect the first and second items before going to the SE corner of the floor, where a stairway goes down. Items #3-5 can be gotten here, although the way west is blocked by a one-way door. The Sorceror's Ring is an important accessory -- and continues to be throughout the game -- that someone will have to equip for the upcoming events. When on someone, press L-Button to fire a stream of fire...pretty cool.

Upstairs again, go to the west side and find the locked door. By standing on the floating pillar, use the Sorceror's Ring effect to shoot the wall button and proceed onward. Items #6-8 are in this area, although unless y'know what skills use what types of attacks (slash/thrust), you should avoid using the Strike Axe. To the downstairs! Get Items #9-11 here and trek east, back to a previous staircase. Now on the ground floor again, trigger the wall switch by where Item #1, unlocking the east door.

If y'need to heal, do that in Olive; then, go north of the savepoint. Use the Lava Key to unlock the door. Here, shoot the weird part of the pillars to make them topple, creating a way to get to other pillars, and so on. This'll eventually lead to the place's boss, so be prepared.

BOSS: Efreet HP: 5500 EXP: 1000 GAL: 8000 DROPS: Flare Cape

Efreet can be rather tough with his Eruption spell (screen: fire damage) so the key to winning is, like usual, comboing his face as to interrupt his casting. As long as Cress uses low-TP, quick skills, like Tiger Blade, this should be rather simple to do (especially since there's no cohorts to help). Being a fire monster, Efreet absorbs fire, is deathly weak to water, and can also absorb wind for some reason -- so disable fire/wind spells. [This is also the only chance to use a Magic Lens on the boss.]

Afterwards, Claus can summon Efreet -- the best summon yet -- and Arche can claim the Eruption spell, which has already been on display by both the boss and the Aza monsters around these parts.

Afterwards: Venezia

Items: Bridal Gloves
 Title: Cupid (Mint)
 Quest: Elwin & Nancy [Ending]

The Limestone Cave is accessible from Venezia, by taking the ship that ferried everyone to Demitel's Island. However, it won't be accessible unless the team has heard about the water spirit (Undine) and her whereabouts. Someone in the Alvanista royal laboratory speaks of the location, for instance. Slug foes in the cave can poison so make sure have recipe components on hand to cure it.

NOTE: If you've done all the steps to Elwin & Nancy's sidequest, and they've patched things up with dad, talk to Elwin at the publishing house and agree to attend the wedding. After, Mint gets the Bridal Gloves and a new title -- said gloves can only be equipped by her, too!

23) Limestone Cave [A.K.A. Isolated Island of the North Sea] [WK23]

ENEMIES: Red Slug, Squid, Nereid

```

    |xx|_ |          |   |   |   |   |   |   |   |   |   |
BOSS-| |! |          |  x | Water Switch | This dungeon can be fairly annoying
    |__| |          |  * | Starting Pt. | due to having to raise water levels
    |__| |          | 01 | Orange Gel  | to continue.
    |__| |          | 02 | Magic Lens  | Just inside, the first room has a
|_ |_ | |6| |      | 03 | Rune Bottle | pool; ignore it and follow the east
| |v| |5| |v| )    | 04 | Aqua Cape  | path, until it comes to a bridge
|_ |_ |_ |_ |     | 05 | Tuna       | room -- the lever ('x' on map) here
| | | | |x|      | 06 | Tuna       | will lower the water by the starting
| | | | |x|      |   |   |   |   |   |   |   |   |
| | | | |x|      |   |   |   |   |   |   |   |   |
| x|4 | |        |   |   |   |   |   |   |   |   |
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Get Item #1-3, and use the dead-end's switch to open a door, this one north of the bridge's chamber (although y've have to deactivate the 1st switch, reflooding the first room in the process). Pick up Item #4 and go north again.

Here, get Item #5 and go down the stairs next to it, hitting a switch. Back upstairs, go north again to the final room -- the nearest switch floods the current room but the back switch drains the eastern pool of the PREVIOUS room. Go back there, get Item #6 and flip the switch downstairs -- a giant hole will now be in the northernmost room. At long last, return there and flip the nearest switch (after healing up of course) which will summon Undine from the watery depths of the dungeon...

BOSS: Undine HP: 6850 EXP: 2538 GAL: 8800 DROPS: ? Book

Undine is the hardest out of the normal spirits, having a huge amount of HP, one Squid cohort, and some great attacks up her sleeve. Naturally, water abilities heal her while she has a fire/lightning weakness -- right up Arche's alley (Thunder Blade is great for this fight so disable the chaff). Interrupting Undine is the key to winning so quickly get rid of the squid between everyone and combo the living crap out of her, while using Acid Rain to increase the damage output. If y'wanna know how hard Undine can be if one doesn't play strategically, just turn off everyone's spells and sit back for a bloodbath. [Use a Magic Lens; it's the only time she's fought.]

Undine will now be summonable by her pact with Claus, although there's no new spell for Arche, unfortunately. Leave the same way y'came in, but reverse the order of the room-flooding switches.

24) Morlia Mineshaft (F1-B10) [WK24]

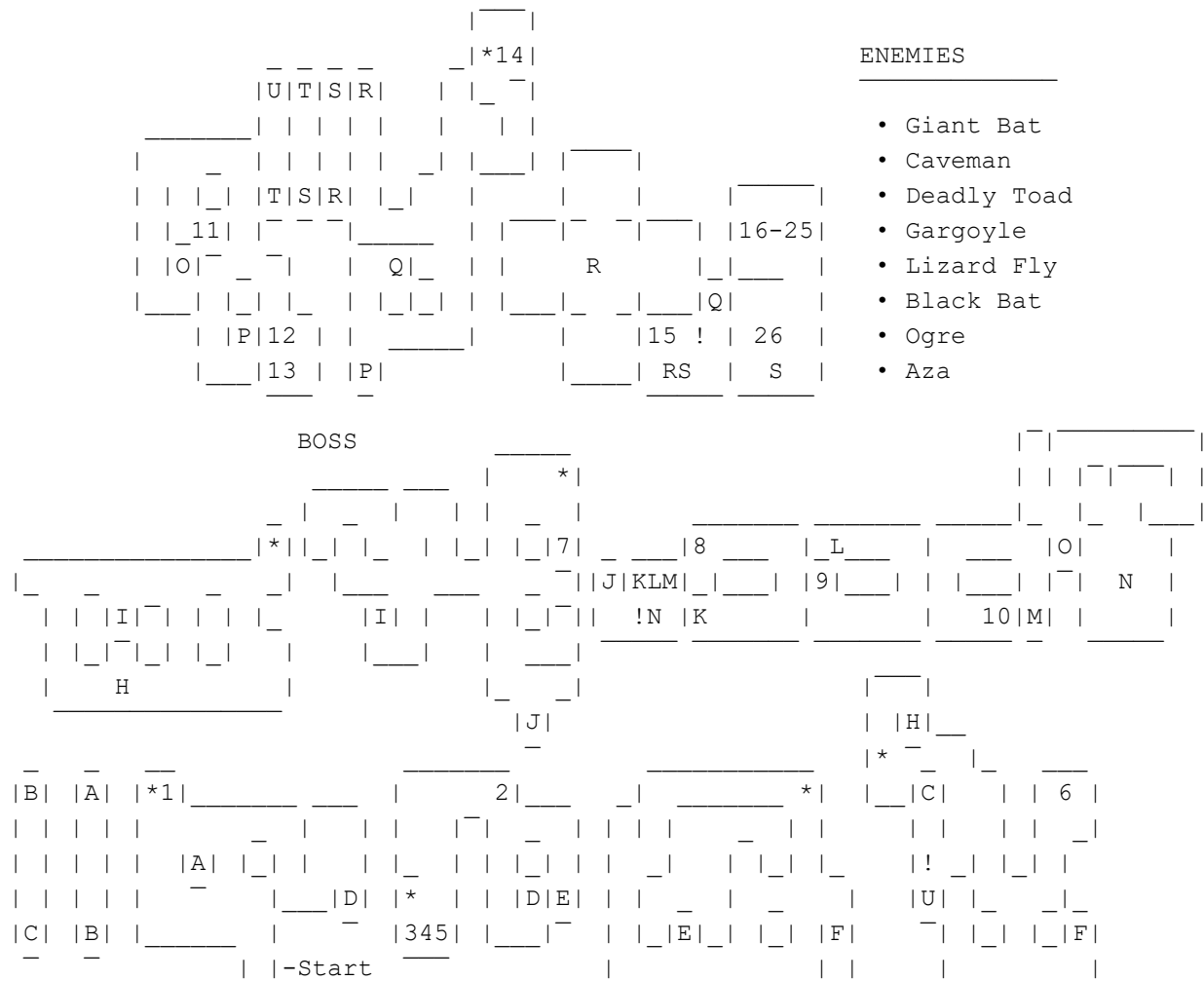
Didja get all four summons yet? Good. The next dungeon is where one separates

the men from the boys, and is a whopping 10 floors of pain and generally lame progression. Naturally stock up on gel items and recipe food, 'cause this is the long haul. As for level recommendations, everyone's probably around Lv20 by this time, although it wouldn't hurt to get around Lv25, just to be a have a little convenience.

To reach the mineshaft, head SE of Alvanista to the docks, but instead of entering, go north up the coast. The guard won't let anyone in unless they've got a Pass from the kingdom's adventurer's guild, so make sure that's already obtained!

NOTE: Black Bats are one of the rarest enemies in the game, and only appear around the middle floors of the dungeon (L4-B7ish). Try to Magic Lens one before leaving, since it's very easy to miss.

NOTE: You need a Pickaxe to get through L7 (or B6) so make sure y'have one.



		This section will be organized by strata/levels and are announced each time the team visits one.
*	Exit Switch	
!	Savepoint	
01	Orange Gel	L1: The starting room with the guard. Item #1 is in NW corner by a switch -- press it. Ignore the nearby stairway ("A") which leads down to the currently inaccessible B4 area. Instead, go east to the "D" stairway.
02	Lavender	
03	Protect Ring	
04	Beef	
05	2000 Gald	
06	Rune Bottle	
07	Lemon Gel	L2: Stepping on the "!" buttons opens doors and such effects. Use this method to go north, pick up Item #2 behind a sign, and hit the western sector. Moving a statue onto a floor switch here allows one to get Items #3-5. Hit the wall lever
08	Lemon Gel	
09	Agalloch Incense	
10	Mystic Broom	
11	Agalloch Incense	

12 Rune Bottle		to open the "E" stairway's access, all the way
13 Apple Gel		in the east.
14 Combo Counter		
15 Turquoise		L3: Go a little ways east and take the first north
16 Rune Staff*		all the way to a levitation pad, where the team
17 Rune Bottle		will temporarily float above all switches. Use
18 6000 Gald		this technique to go to the western door where
19 Hourglass		switches keep the door closed if anyone steps
20 Elixir		on 'em.
21 Mythril Mesh*		
22 Mythril Mesh*		From there, use an "off pad" and open the next
23 Verbena		door, going east. When encountering a statue,
24 Black Onyx		push it OFF the button it rests on -- this will
25 Broken Ring		unlock the exit when Cress heads south and SE
26 Gungnir 2		to the stairway.

L4: This area is a dead end with a secret: inspecting the unlit torch a few times reveals that it's a switch, opening a wall section leading to two rooms. Go into the right-hand chamber and stand on a switch, waiting for the NPC adventurer to step on the other -- this will create a chest with Item #6 inside (clever!). After, go the left-hand route to find the "A" stairway from before and the way to L5, temporarily locked. Inspect the sign nearby for a clue: Up Up Down Down Left Right Left Right. This exact pattern has to be done on the western switch configuration. A 'click' plays when a switch is stepped on, and a heavier 'click' plays when it's done right -- the southern stairway area is now open! Hit the switch to make the "ABC" staircase accessible for backtracking, then the floor switch to make the northern "H" stairway open (push statue onto switch).

L5: This floor's completely dark except for a small candlelight around Cress. The objective is to make it to the NE corner of the level to hit the exit switch (with Sorceror's Ring), then locate the "I" stairway, which is quite easy to miss since it looks like part of the wall. However, you've got a map at your disposal, so...

L6: I'd love to say "darkness, begone!" but vision returns to near darkness again once y'enter the adjacent room. The only difference is, this one has spikes that harm the entire party when walked on (how...Lufia-ish). Ignore the first room and go to the SE corner to find the adjacent area. Here, go north to find three statues, the rightmost blocking a switch. Hit it, go south to Item #7, place the statue on the floor button, then go back around and south to the exit. [That weird floor glyph by Item #7 is a warp so don't touch it.]

L7: This room is a little weird but still pretty easy to go through. After coming down the "J" stairway, save if needed and use the Sorceror's Ring to light the flameless torch -- this creates a warp. Now, stepping on the warp leads Cress to a dark room with a treasure chest and an invisible wall that teleports him back to the starting room (on the L7 tier, natch). Cress will need to get each Items #8-10 when each appears, then hit the invisible wall. In doing so, the warp will teleport him to a different room to repeat the treasure-finding technique. The basic rule of thumb: take the long way around to the items. [If you can't take the treasure item, use up something in the inventory to get it.] After a few times, Cress gets on the "N" warp and is taken to a room with unlit candlesticks. Set 'em alight with the Sorceror's Ring to go north, through a blind maze, to the final room: break down the wall with a pickaxe, light the candles, go downstairs ("O").

L8: Finally, a well-lit room. The candle here is booby-trapped and Cress will be hit with arrows if he tries to light it; however, inspecting the thing reveals it's actually a door switch! Go north to a (ugh!) dark room and hit the switch, then return south to find the candle's changed into a levitation pad. Use this to get over the spiked floor and get Item #11, then find the "off pad" in the SE corner. The adjacent dark chamber has a room with Items #12 & 13, while the other leads to the 2nd half of the floor.

L9: Ignore everything around here and go the northern route, going through the first door. Go west to find the "RSTU" staircase, which can now be used as the shortcut to the first floor. Ignore this for now and go the NE route, leading to Item #14 and the exit switch. Backtrack at this point to the start of this "P" section and find that flames not impede the road. Run through to the exit stairway ("Q") to reach the bottom.

Finally at L10! Save, pick up Item #15, and hit both switches to make two warps appear. Get on the right one and inspect the monolith to get Arche's "True Scholar" title. Backtrack to the left warp to find the spot where Claus must summon elemental spirits in order to open the door behind the monolith.

North: Efreet
West : Undine
South: Gnome
East : Sylph

That should suffice. If for some reason you don't have all four summons at this time, the signs here will tell their locations. Oddly enough, these are not in primal elven lore... Anyway, save and return to the monolith for a fight!

BOSS: Maxwell HP: 7500 EXP: 3000 GAL: 25005 DROPS: Gravity Stone

Maxwell is the hardest of all summons, since he floats and moves around a lot (in a protective bubble thing), so this fight will probably be drawn out a bit. Cress' job is to be the interruptor, stopping the summon from casting any spells while Arche and Claus do the heavy lifting, so to speak. [Use a Magic Lens as this is your only chance to do so! Oddly enough, the boss is stated as nullifying all elements and absorbing Darkness, but this doesn't prove to be truthful...]

Claus can now summon Maxwell, provided he picked up the Turquoise ring that was sitting one room away, and gets the new title "Subduer" for a feat of excellence. Additionally, the Gungnir weapon will gain some new power and get a name change to "Gungnir 2." Go north to the treasure room to get the key item [Broken Ring] automatically, although this only appears in the Collector's Book. The rest of the treasury's items are decent, though, the "? Armor" Mythril Mesh pieces in particular.

To leave, return up one floor to the shortcut, then back to the castle.

Alvanista & Finding Edward

Items: Lundgrom's Letter, Crest

Find Lundgrom at the castle's royal magic lab and he'll suggest seeking out Edward, an expert on rings. In a southwesterly direction from Alvanista, find Edward's manner and talk to his wife -- apparently he's off in Freyland. Drop by Olive Village to learn Edward may have visited the SE oasis. An NPC says he went to the N oasis; there, Edward visited the NE oasis; then, Edward's

the same fashion

NOTE: Refusing to go to Arche's house immediately (in above manner) prevents quick travel, forcing the player to walk all the way there and back, too.

NOTE: The team is thrown into the next event after visiting the castle, so if y'wanna make a duplicate save/level-up a bit, do that now. Having levels in the mid-twenties is a reasonable goal.

Approach the castle for a scene, which starts the Valhalla Plain campaign preparations. It'll take five days for Midgard's forces to reach the NE bridge to Dhaos' island, and also five days for Dhaos' baddies to reach the same bridge. When the briefing's done, leave to rest at the town inn and return the next day, where Claus rejoins everyone and the battles start...

30) Valhalla Plain

[WK30]

Spell: Indignation
Skill: Lightning Tiger Spear
Enemy: Chimera, Ancient Oak, Agumi

NOTE: Being able to heal petrification is important, so have items on hand with recipes as backup (hopefully in that order).

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At the start, Reisen says that the best fighter will get a good reward from the king. The reward, which is 10000g, is obtained if the team gets to the boss' area within "x" amount of time, being three days. Running out of time (taking five days) results in a game over.

Now, the enemies here're present on the field, meaning proceeding is very annoying. Running from battles will be a big help in preserving resources, so if there are any accessories that improve battle speed or fleeing, like the Elven Boots and Mist Orb, respectively, equip those on someone.

Additionally, the starting point has a savepoint, a medic, and free healing. Healing in the tent takes eight hours though, so it's best to not bother with leveling-up here (note the time, hour-wise, is not marked anywhere so pay attention to the battle screens which give some hint).

Now, the fastest route to the boss is marked on the map, and is recommended since there's no items to find. The 'x' on the map denotes where a swordsman with skillbook is, but this is only AFTER the campaign is done. Since enemies respawn in screens and killing the hordes does nothing for the end reward, it's best to get through this nonsense as quickly as possible (17-18 screens). Save before the boss, maybe in a separate save if y'got one.

BOSS: Ishrantu HP: 5000 EXP: 5400 GAL: 15402 DROPS: Poison Charm

The boss starts behind two Drake cohorts, so while Cress deals with them and works his way right, have Arche/Klarth's AI target long-range enemies primarily. Ishrantu will murder the part with Thunder Blade spells unless Cress gets to him fast for interruption purposes, so if needed, use Rising Phoenix to get over the Drakes (then have Arche target the Drakes before they annoy the other allies). [If you don't get a chance to Magic Lens the boss now, a chance comes up very soon.]

Immediately following, the team returns to South Midgard to regroup.

NOTE: You may want to have an updated save/healing items for the next part.

Visit the castle and collect the 10000g reward promised to the best fighter, provided y'got to the end in a reasonable amount of days. Exit the castle for a scene in which Pegasus is "borrowed" for the upcoming aerial blitzkrieg. Only Cress and Arche are available for the segment, naturally.

FIGHT 1: Werevulture x2

FIGHT 2: Charon x3

FIGHT 3: Charon x1, Clay Demon x1, Werevulture x1

FIGHT 4: Charon x1, Clay Demon x2

Cress' movements are restricted while on horseback so he can't do his normal combos; he'll have to rely on Arche's power. Basically, run around and do your best to interrupt enemies while letting Arche bombard with her best spells (Ray) and healing when needed. In fact, try to come into the fourth and final fight well-prepared.

BOSS: Ishrantu HP: 5000 EXP: 8515 GAL: 16400 DROPS: Poison Charm

This fight is basically a repeat of the previous one, except Cress can't use his great skills or half his friends, plus the boss has upgraded his cohorts. Again, Arche has the world on a string and does the lion's share of the damage (target back row w/ AI), so Cress' job is to take care of the Clay Demon and Charon, the former particularly since it will try to get to Arche and eviscerate her. With any luck, Arche will hit multiple foes each time and this won't take too long. Of course, if y'came in with bad health or someone dead, enjoy your funeral service...

That effectively ends the Valhalla Plains conflict once and for all. Pegasus and the Gungnir 2 are now lost for good, so make sure to buy Cress a suitable replacement (Mech Halberd) at the local distributor. Arche earns the awesome spell "Indignation" at this point, too, which will turn her into a murdering machine, especially if she has the Mystic Symbol/Fairy Ring combo going.

When ready to go to Dhaos's Castle, stock up on items and equipment, then go back to Valhalla Plains. The exit near where Ishrantu was leads back to the world map and to the castle, although make sure to buy Cress' spellbook (50000g) that teaches Lightning Tiger Spear.

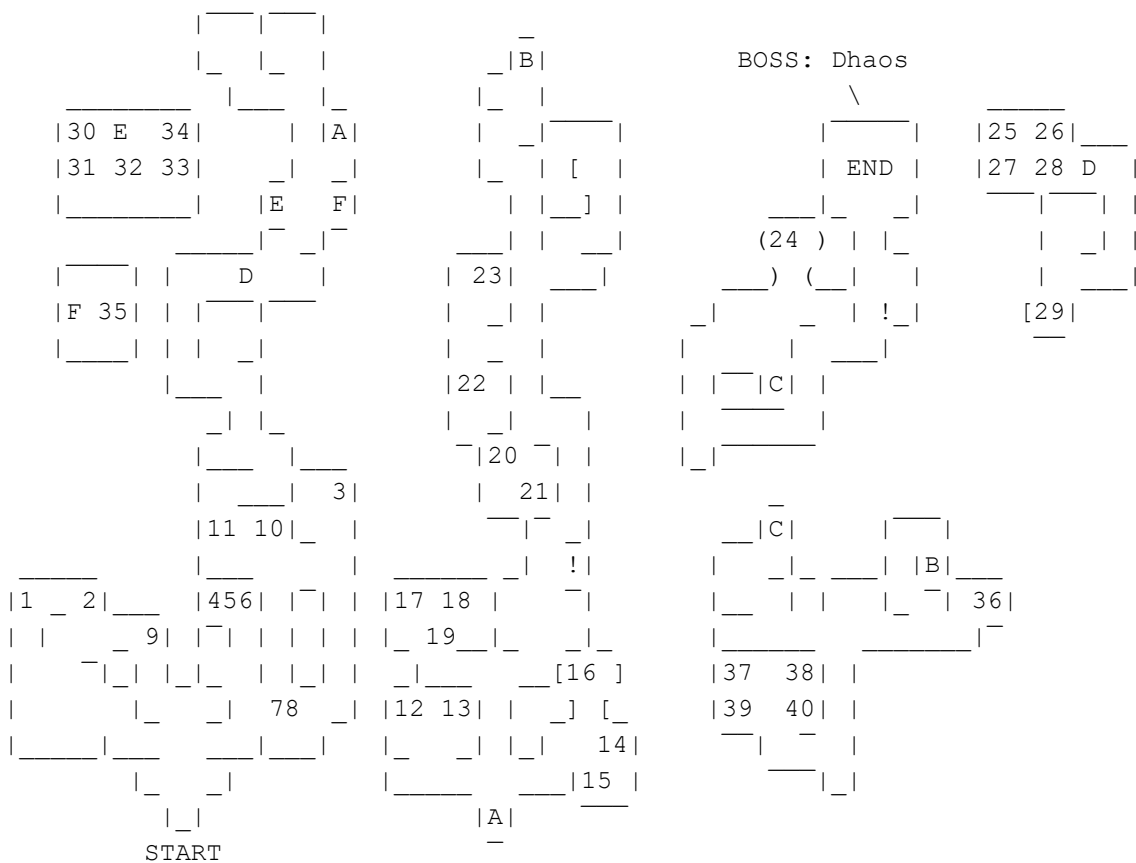
31) Dhaos's Castle

[WK31]

Spell: Fire Storm, Distortion

Enemy: Dragoknight, Adept, Iron Golem, Red Roper, Dullahan, Druid, Evil Lord

!	Savepoint	21	Rune Bottle
01	Flare Cape	22	Beef
02	Aqua Cape	23	Warrior Symbol
03	Spell: Fire Storm	24	Mysterious Hand Mirror
04	Slayer Sword*	25	Rune Bottle
05	Mech Halberd	26	Stun Bracelet
06	Halberd	27	Magic Broom
07	Sage	28	Spirit Ring
08	Savory	29	Golden Key
09	Mystic Symbol	30	Hourglass
10	Halberd	31	10000 Gald
11	Mech Halberd	32	Lavender
12	Orange Gel	33	Elixir
13	Life Bottle	34	Mist Orb
14	Rune Staff	35	Spell: Distortion
15	Apple Gel	36	Charm Bottle
16	Apple Gel	37	Prune
17	Orange Gel	38	Melon
18	Life Bottle	39	Mangosteen
19	Apple Gel	40	Silver Cape
20	Protect Ring		



This is a rather long and arduous dungeon, so I'll split it into sections. Protip: Dragoknights are very annoying since they rush at Cress at the beginning and slide past him, getting to the mages beyond. To counter this annoying trend, have a skill ready to interrupt them -- Demon Fang should be fast enough, and really, Arche should murder them afterwards anyway.

FIRST FLOOR

Once inside the castle, it's possible to get items #1, 2, and 9 on the west side of the area (#9 is obtained by inspecting the gargoyle statue). This should be the second Mystic Symbol obtained and Claus can probably use it

more than Mint, since he's rather slow to get his abilities off. Back in the foyer, there's a northern route with Items #4-6 found in weapon racks -- if y'didn't get a Mech Halberd before, here's one free.

On the east side of the foyer, get items #7 & 8 (inspect flowerpot) and go north toward #3's room, stepping on a floor button in the meantime. Get the Fire Storm spell and loot the racks (#10, #11) in the larger room w/ mirrors. There NW side of said room has a locked door -- the only way to get through to the stairway is to go south to the flowerpot room and backtrack around again, which should deactivate the floor button.

SECOND FLOOR

Up the stairs a ways, there's two rooms. Go into the rightmost and there's a buttons and a plaque (Up, Down, Right, Left, Down, Up). Depress the buttons in that order to open the leftmost room, which eventually leads to a corridor with three mirrors and another stairway. Remember this spot; we'll be coming back in a long while.

THIRD FLOOR

More mirrors and a stairway nearby. The other rooms around the base have nothing important in 'em. Despite that, we'll be coming back here later...

FOURTH FLOOR

Three rooms are nearby. Using the leftmost and rightmost, get items #12-16 without much fuss. The middle door leads to another bifurcation, with the left route having items #17-19. The remaining door leads to a dining room with four buttons inside. Read the northern plaque to learn that both pairs of buttons have to be hit at the same time in order for the door to open. There are two options: (1) do it with Arche correctly, despite the erratic way of pressing them she has (2) fail ten times and Claus/Mint do it instead. A little embarrassing but it's Arche's fault! Stairway's beyond.

FIFTH FLOOR

The hallway goes by a few rooms, with Items #20-23 inside. North, there's a door-opening button that doesn't have anything to keep it depressed. Go up the side stair (technically to F6) and push the statue there into the abyss, making it land right near the button -- situate it correctly and go north. There's a similar situations here, and after trying the button & door, Cress realizes someone will have to stay behind. Claus volunteers and he's actually the best candidate at this time, so do so! [Use a Holy Bottle from now on if you're not already.]

SIXTH & SEVENTH FLOORS

Look at the ASCII maps above. Floor six is "B" on the smaller map, and the destination is Item #24 on 7F, obtained by going almost due west and north a little. Nothing else can be gotten now so ignore exploring tendencies and to Item #24's room, after healing up first (and maybe saving in the room one over to the east, if needed).

Approach the chest to fight a mini-boss of two Dragoknights and an Evil Lord. The Evil Lord has 10000+ HP so it can be quite an annoyance, so make sure Arche is constantly targeting it, hopefully getting some Dragoknights in the meantime. Once the cohorts are gone, combo it into oblivion -- just don't let it summon its demonic creature or things go south real fast-like. Afterwards, pick up Item #24, the Mysterious Hand Mirror. This is the key to proceeding,

so we'll have to backtrack a bit, to floors #3 & 4. Pick up Claus on the way back, naturally.

FOURTH FLOOR [REVISITED]

This is the second (encountered) floor with mirrors. Using the newly-found mysterious mirror, inspect either of the mirrors in the main corridor to do a repeat mini-boss battle with the Evil Lord and Dragoknights (heal up before doing this, naturally). Once the monsters are killed, the mirrors act as a teleportation device, allowing the team to get Items #30-35. If you haven't gotten a Mist Orb (improves escape speed) before, use a Rune Bottle to turn it into Magic Mist, which is great for the player-controlled character. Be sure not to miss collecting Arche's Distortion spell either!

THIRD FLOOR [REVISITED]

Back down the stair, inspect the nearest mirror ("D") for a fourth mini-boss battle. Through the looking glass (oh ho ho!) get items #25-28, with one of the items obtained by pressing both hidden buttons in the gargyle statues. Down the hall, the final room has four buttons and a plaque saying "Reverse." This means to reverse the order of doing a similar puzzle on 2F. Thus, the order is: Up, Down, Left, Right, Down, Up. Doing it right makes Item #29, the Golden Key, spawn outside. Collect it and return to floor five

FIFTH FLOOR [REVISITED]

When one has to leave a character on the door switch, choose Arche this time.

SIXTH & SEVENTH FLOORS [REVISITED]

As soon as y'get to the 6F hallway, unlock the eastern door to Item #36. As it would happen, the abyss is right above where Arche is, and she can fly up to rejoin the party. Going westward, make sure to unlock the treasury with items #37-40 inside, too.

On 7F, go east to the savepoint room and inspect the door, which requires four allies to stand in the corners to unlock (a safeguard against leaving behind any characters, I guess). Beyond is a 5th and final mini-boss battle which should already be easily planned out (hint: Indignation the dragoknight by the Evil Lord and the other will run right into target range). Heal up and go north to the titular castle's boss!

BOSS: Dhaos HP: 30000 EXP: 6250 GAL: 25000 DROPS: Emerald Ring

If you're wondering why Indignation's a mandatory spell, here's the reason. Accompanied by two Evil Lords and having the most HP of anyone yet, this can certainly be a hard battle if y'don't plan ahead! First, make sure the mages are targeting the back row, which should target Dhaos and end up hitting most of the minions as well (have Cress pin them down with Sword Rain to help). Second, Mint has a reason to use her Dark Mist, Acid Rain, and Sharpness abilities -- having Nurse (learned at Lv26) on standby is wise as well. Arche should cast only Indignation, so disable the other spells and be sure to keep her SP in good health. Note that if Dhaos gets off any of his spells, it can be quite a bump road to victory, so keep everyone alive and in "interruption mode". Once Dhaos can be comboed at close-range, that pretty much seals it.

AFTERMATH

Recipe: Sashimi (Lilith)

You win the game! ...just kidding. Everyone automatically returns to Alvanista castle's magic lab, then Morrison's house. Everyone learns that the ancient city of Thor, which may have time-travel abilities, sank to the bottom of the ocean 100 kilometers from Venezia. Make sure to get the Sashimi recipe from Morrison's wife here.

Rest in Alvanista's inn for a flashback to Mint's youth, learning that the symbol of a healer is a unicorn. Instead of searching the world for tiny scraps of info, you may've already heard someone in the town's Poison Lily shop talk about where a unicorn can be found: NW of Valhalla Plain, in a forest. [Even if y'think this hint is a little weak in the context of the story, Mint will have a scene on the Freyland-bound ship confirming all her intentions on this part.]

So...begin the longtastical journey back to Valhalla Plain, this time exiting via the NW part of the map. This leads to...

32) White Birch Forest

[WK32]

Enemy: None
Title: Maiden (Mint)
Items: Unicorn Horn

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There's really nothing special about this place as no monsters appear here. However, Oriental Herbs grow in this place and can be picked. They're meant to be sold for a crapload of cash at some of the more out-of-the-way towns, like the Elven Colony and Ninja Village (later on).

Anyway, explore the forest at one's leisure and make it to the "!" on the map to find the unicorn. After a little dialogue, the POV switches to Cress' team. Pick up Arche on the way to Mint and fend off three Evil Lords, obtaining a Unicorn Horn and a

new title in the meantime. Everyone automatically returns to the Forest of Spirits, thankfully, for the reviving process.

As Claus suggests, the time in the Past era is coming to a close, so making sure everything's in order is a good idea. This applies not to just having items and equipment, but magic, skills, recipes, and monster book entries. Although this doesn't apply to all specially-learned abilities, some ARE missable. After the next dungeon, it's impossible to return to the past, so make sure to get all of Cress and Arche's skills bought. If you've been dutiful in Magic Lens-ing enemies, hopefully y'didn't miss any important ones...

To reach Thor, go to Venezia, taking the boat that usually goes to Demitel's Island/Limestone Cave. A third option is available, and after a bit of work, the team will be at the bottom of the ocean thanks to Undine's help.

NOTE: Once you go to Thor, you cannot leave to the past world map again!

33) Thor [WK33]

Enemy: 4400R, 3000R
Items: Card, Common Room Key, Diamond

Spell: Judgment

Check one of the NW building to find a sparkling countertop, which is really a Card -- take it with when prompted. By the southern building with a memory glyph at its base, inspect the door's reader and use the card to gain access. Inside, there's a crappy maze with lots of Blue Ropers. Kill one and head straight south to a row of treasure chests -- one contains the Common Room Key. One of the northern doors contains the exit (back to city), a room with Arche's Judgment spell inside, and the motherbrain's (boss) room. Note that if y'get the Judgment spell, the rooms may change around and the key must be reobtained for some reason...

BOSS: 2SH [x2] HP: 18600 EXP: 4000 GAL: ---- DROPS: ----

This battle isn't that hard, even with a few 4400R cohorts. Arche should be shooting from the hip with Indignation or Judgment, while the others do their best to get some attacks off. Since the bosses float at mid-level and fire quick missiles, they can often interrupt the slower people (the pincer attack doesn't help). Pick one off, then the other. [This is the only time to Magic Lens a 2SH so do it now.]

Afterwards, a rare Diamond pact ring is recovered from the robots' rubble. North, find the sophisticated machine (Cust) which offers medical treatment and a time-warp option. Pick the former then the latter, agreeing to restore the city's functions (this makes it surface again, although y'can't go off the island). Save before warping, because as soon as everyone gets back to the present time...

BOSS: Dhaos HP: 65000 EXP: 6250 GAL: 25000 DROPS: ----

This battle is remarkably similar to the one in the past, although Dhaos is a lot more active, has more HP, and no cohorts. Arche should be in her Indignation/Judgment mode, Claus summoning his best (Maxwell/Luna), and Mint supporting with Acid Rain, Sharpness, and Nurse-ing when needed. Let Cress pin Dhaos in a corner with Sword Rain, being careful not to let him get to the weaker mages (which is possible by using Rising Phoenix or some other blunder). As long as the interruptions continue, the battle shouldn't go awry...just keep everyone's HP up to be sure (Dhaos may stun Cress with his punch combos so be ready to remedy it).

The short-lived excursion to the present now ends up being a long stay into the future. This time, Chester will be along. Hi-ho Silver, away!

34) Town of Miguel

Items : Black Card
Recipe: Potato Stew (inn chef)
Skill : Phoenix Dance
Title : Hard Worker (Chester); Acting Master, Master of Secrets (Cress)
Quest : Playing Cards [Pt. 1]

The destination is Venezia, but at the moment, everyone's in Miguel, built on Toltus' ruins. Sleep at the inn once to see Chester train, the game's way of having him play catch-up with the high-level allies -- he also gets a new title for his effort. Cress can get two titles here: (1) defeat all trainees at the Albane Style school to be the Acting Master (2) sleep in the inn for a memory jog, getting the Master of Secrets title.

NOTE: Buying a Sdin Grave poleaxe for the trainee-slaughtering part works well with Sword Rain. Using a Flare Bottle for the harder ones helps,

too, since they have combos that can pretty much inflict instant death (or at least it seems to). Once Cress becomes the Acting Master, talk to the ex-master and say "no" to training with him; he then offers to sell a skillbook for 20,000G (Phoenix Dance).

NOTE: To get the Master of Secrets title, apparently y'must first get the Acting Master title.

Other than that, talk with the Robed Man in the southwest part of town to hear about collectables (the Playing Cards sidequest) and earn a Black Card for free. The inn chef has the Potato Stew recipe, too.

NOTE: From Miguel, go visit Future Morrison's house and find Curio, a painter without a muse. If y'have a Glossy Magazine, give it to him in exchange for Curio's Mirror. This "quest" seems to have a small window of chance to do it, so get it out of the way ASAP. The Pescatore (#15) recipe is also obtainable at that dwelling.

35) Mountain Passage [WK35]

Enemy: Gnoll, Dragon Fly, Grey Ooze
Items: Reverse Doll
Title: Fervent Man (Chester)

Nothing much to do here. Take the northern route to get Chester a title, and snag the Reverse Doll on the way out.

36) Euclid & Vicinity [WK36]

Items : 80000 Gald, Brown Card
Title : Happy Fellow (Claus); Stout of Heart (Suzu)
Recipe: Steak (Euclid), Gratin (Lone Valley)

Stay at the inn to get Claus' new title, first of all. The "Stout of Heart" title is obtained by guiding the lost little girl (near inn) back to her mom near the northern castle steps. However, if the final character hasn't been recruited yet, she misses it permanently -- don't reunite the family yet! [The reward the mother gives depends on how many times the team got too far ahead of May. The rewards, from best to worst: Spirit Ring, Tea Cup, Elixir, Tea Cup, Apple Gel.] Other than that, check out the shops if y'need supplies.

At the castle, talk with the king to get an 80000G donation. The castle's got a few other things as well: (1) on 3F, a pigtailed girl will trade a Brown Card for a Black Card (2) on 3F, a chef teaches the Steak recipe (3) on 1F, the team can do the battle tournament. However, at this time, Cress will be creamed in the tourney so don't even bother.

NOTE: Stop at Lone Valley and get the Gratin recipe from a chef there. No need to go up the mountain yet, though.

37) Venezia / Euclid [WK37]

Items: Sardonyx, Statue of Dreams
Title: Piano Teacher (Mint)
Quest: Mint's Piano Lessons [Full]

Mint has a sidequest here, fully doable even at this time. Go to the mayor's house and see the daughter banging on those 88 keys like they're bongos -- a horrible racket! Mint ends up having to teach her piano, slowly improving her skills. Re-enter town and talk with her multiple times (about five), and she

will eventually put on a recital, giving Mint her title and the Statue of Dreams collectible. Bingo bango, that's a quest in the bag.

Harrisson is waiting at the larger harbor, and gives grim tidings: no vessel is going to sail to Alvanista anytime soon. Everyone then automatically relocates to Euclid's hidden magitech lab, where the Sardonyx ring is found. In order to power up the peculiar flying devices, the team needs more power, power that only the spirit Volt can provide.

His cave is found right by Morrison's House (southern part of continent).

38) Volt's Cave

[WK38]

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ENEMIES: Dragontooth, Bone Archer, Phantasmist
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                |  x | Emergency Exit |
                |  * | Secret Switch |
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                |  | -BOSS  _ |
                10-| | ___ | 9|
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A rather short mini-dungeon, although it can be confusing at times. Collect Items #1-5, around the initial corridor and its west-bend rooms. The Shield Ring is a "shield" item for everyone but Cress, so equip it pronto. The way south to Item #7 is blocked by a one-way door, accessible only from the other side -- oh well. In the first screen, go west to encounter a ninja girl slaying her assailants. There's a 2nd scene with her in the cave north of there, too. When she leaves, use the Sorceror's Ring on the lamp-like object to power up the grid, temporarily opening the door. Snag Item #6 and go downstairs.

Before going in the door nearby, go east through the wall to a secret switch, which opens a door by the circuitboard one room over. Heal up before going to the northern outdoors, as Cress will have to fight off off the ninja girl's foes (x2 Ninja Lord) by himself. Their shurikens can poison our protagonist but winning isn't mandatory...although they drop a decent chunk of EXP/GAL, and maybe even Iron Claws... The girl (Suzu) flees afterwards. Ignore the way she went unless y'want Item #7; be careful not to go north of there, though, or you'll end up back where you came.

South of where the Suzu was, there's another circuitboard. A small southern room should be open now -- if it's not, you need to hit the "secret switch" marked on the map above. Said room contains a lever that powers up the grid somewhat, so when the team shoots the Sorceror's Ring on the east-middle prong, it powers up long enough to reach the "B" stairway, with Items #7 & 8 at the bottom.

The next room is a little trickier. There's a circuitboard nearby but all

the other doors are locked. It's possible to go through the eastern wall, notice? Hit the circuitboard from as far away as possible and rush through the eastern wall, then north while the door's still open. It's a bit hard to do but with a little practice it can be done. The way west is blocked by an invisible wall, so go north: hit a switch, pocket Item #9, go back south. Return to the circuitboard room and go west, through a new section in the wall...a 2nd circuitboard is here. Hit the switch behind it to give it a little juice, then hit it with the Sorcerer's Ring -- this opens the door the last remaining unexplored door here, so make a mad U-shaped dash while it's still open.

The penultimate room has three switchboards. In order to open the remaining door, they must all be powered-up. To do so, position oneself between the easternmost and middlemost. Hit the eastern with the Sorcerer's Ring, then the middle immediately after to keep the charge going; then, rush to the leftmost and hit that too, opening the final door. On the cliffside, go a little north to...

BOSS: Volt HP: 28000 EXP: 5500 GAL: 40000 DROPS: Emerald Ring

Not that hard of a battle, really, with rehashed tactics: spam Indignation or Judgment while Cress tries to interrupt the foes; Mint should heal or buff up Cress while Claus does whatever with Long Range AI. If you're using Chester, he'll end up helping out Cress. Volt will spam Thunder Blade if he gets the chance so make sure someone's constantly interrupting him for good measure. [Both the Volt and two Alraine cohorts are one-time fights, so Magic Lens 'em.]

Afterwards, Claus can summon Volt, and as the team tries to leave, Arche'll snag a Star Cloak and extra Emerald Ring. Use a Rune Bottle on the newfound rings so everyone has a Fairy Ring -- perfect! Now backtrack out using the nearest emergency exit. Return to Euclid's lab and everyone will obtain the techbirds (flying machines) as well as the Wing Pack to tote them around with.

39) Alvanista [WK39]

Title : Mach Man (Chester)

Recipe: Seafood Stew

The town recipe-giver is at the grocery, so pick that up first. Secondly, our fervent pal Chester can get a new title here, by racing and defeating the reigning racer in the eastern section. It's basically the same thing as when Cress did it in the past, except the opponent gets a speed boost in the west alley. [See sidequest section for won-item details.]

Approach the castle for some scenes, suggesting that a special sword be forged to stop Dhaos from time-travelling out of sticky situations. Visit the magic lab to hear some interesting tidbits, like how Fenrir's kingdom is around Friezkiel and Odin's around Freyland. [Plus, a Diamond pact ring is necessary for Origin to forge the items.]

Before doing the quest, there's a lot of miscellaneous stuff to do.

40) Miscellaneous Events [OPTIONAL] [WK40]

A.K.A. Backtrack City. Yes, revisiting a lot of those old places will prove

fruitful item-wise. Most of these are optional but I've marked the mandatory ones as such. They'll be in the general order of exploration.

Forest of Spirits

Items: Apple Gel

Near the entrance there's an item. Nothing else to do here except visit the Yggdrasil Tree for an odd scene.

Cavern of Spirits [Mandatory]

Enemy: Charona, Death Gaze, Stirge, Frogmoth, Fiend

Items: Emerald

At the bottom floor, in the room just left of where Gnome was fought in the past, is a chest with an Emerald ring in it. This will be used for future pacts. [Watch out for the powerful petrifying Death Gaze monster here.]

Morrison's House

Items : Curio's Mirror (?)

Recipe: Pescatore

The kitchen chef has the recipe here. [NOTE: I'm not sure about the window of opportunity to get Curio's Mirror, so it may not be obtainable now. Worth checking though.]

Lone Valley [Mandatory]

Enemy : Wight, Water Lily, Orcrot, Hill Giant, Basilisk, Wervulture

Items : Reverse Doll, Amethyst, Iron Boots, Mist Orb

Recipe: Gratin

If y'didn't get the Gratin recipe at Bart's old house, do so now. Remember the part of the mountain cave that led to Daemonium (the last part with the moving rocks)? Go there again to find some treasure chests laying around, with the Amethyst pact ring being the main draw. This'll come into play at a later date.

Demitel's Island

Enemy: Specter, Phantasm, Fiend

Spell: Tempest

This island might be a little hard to find since it's actually not listed on the map, a fact lost on the player back when boatrides were the rage. It's northwest of Euclid, generally. Return to the basement and collect Arche's Tempest spell. Additionally, if y'didn't get the items from the Past, then they'll still be here as well.

Limestone Cave

Enemy : Charona, Kraaken, Giant Squid

Items : Sapphire, Dash Ring

Spell : Maelstrom

Recipe: Meat Stew

Title : Terrible Cook (Arche), Perfect Lady (Mint)

This is north of Venezia, remember, by the strait. As soon as the team finds

the approach, there'll can be a picnic scene, and Arche gets the dishonorable title "Terrible Cook." Before going into the actual dungeon portion, exit & re-enter to see another picnic scene, where redemption is at hand -- Mint'll get her title here, too. The Meat Stew recipe's learned here, too, by talking to the chef (!?) standing at the dock. Inside the cave, travel to the deepest room to find Arche's Maelstrom spell.

Alvanista & Region

Skill: Demonic Sword Rain, Lightning Swallow Kick, Beast Swallow Kick

Didja miss this in the past? It can be obtained from a swordsman in the Adventurer's Guild, just like back then. Same price, too (6000g). Similarly, Lightning Swallow Kick can be bought for its original price (18000g) at the local castle's 2F. Finally, the southeastern coastal campsite has a traveler who sells the Beast Swallow Kick skill for 12000g, provided he's talked to twice. This price is a 1000% increase from its original, but with cashflow not much of a problem at this point, who cares?

Morrison's House

Items: Statue of Friendship

This is the mansion by Alvanista, not Miguel. Here, inspect the 2F bed to find the rare collectible (the only one found by this method in the game!).

Arsia's Mansion

Items: Elven Bow

Quest: Chester's Bow [Part 4]

If the team did the first three steps to the quest in the past, visit the bowyer's house again for some startling scenes. After, the Elven Bow's found.

Morlia Mineshaft (F1-B10)

Items: Crescent Bow*

This is hidden behind Maxwell's tablet on the lowest floor...or rather, what used to be the lowest explorable floor. In the future, there's an extra 11 subbasements to explore. This'll be covered later on in the guide, so hold your horses...

Ymir, Forest of Mirror Water / Elf Colony

Enemy : Mandrake, Savage Bug, Lizardman, Drake

Items : Star Broom, Mom's Gloves

Recipe: Fruit Sundae, Salad

Talk to the innkeeper to obtain the Star broom and Mom's Gloves for Arche. The Fruit Sundae recipe is at the town grocery, and oddly enough, talking to him again learns the Salad recipe (again, a lone exception to the one-per rule). The Elf Colony is also the only place in the entire game one can buy Melons at, so get at least one for an upcoming sidequest.

Treantwood / Ninja Village

Enemy : Savage Bug, Branch, Shaft, Priest

Spell : Earthquake

Recipe: Miso Stew

Items : Muramasa, Ukiyoe, Doom Blade*, Copy Patch, Mask, Seven Suns*, Ebony Wood, Crystal Rod

Title : Bad Boy (Chester), Thin Girl (Arche), Glamour Queen (Mint), Samurai (Cress)

Before one can go to the Ninja Village, one must first have learned about its existence from one of the world's NPCs. The most common NPC is in Alvanista's eastern half, standing on a roof with a green-haired woman. [If you don't do this step first, then when you do the next, nothing happens.]

Observe the map in section [WK27] and make way to the dead end marked as the Ninja Village's entrance. If the team heard about the village, Suzu will be there and whisk everyone (including Arche) away to said place. Immediately, everyone meets the chief and has a dip in the hot springs, where some funny titles are doled out. Afterward, the team learns about Suzu's parents' whereabouts (Euclid) and Cless gets the Muramasa sword and Samurai title.

After the scenes, explore town at your leisure. The Treantwood borders the place on all sides (south is exit) and houses hidden items, the best of which are the Doom Blade for Cress (his penultimate weapon) and the Earthquake spell for Arche. Earthquake is straight east, while the Doom Blade is in the NE part of the forest (as a ? Sword). The other items aren't that good but the Mask is for Suzu later on. Also, as you've noticed, enemies around Treantwood are heavy with cash, often in the tens of thousands, so it's a good place to get craploads of \$\$\$.

Speaking of which, the Miso Stew recipe -- taught in the town's store's back room -- requires Miso, which costs 80000g and the team can only carry one at a time. This is the only place to get the item, but on the plus side, making the stew once gives the person a five-star mastery of it.

Venezia

Items: Green Card

If you bought a Melon in the Elf Colony, and some Kelp locally, give it to the dreadfully hungry guy in the grocery to obtain a Green Card. Now you don't have to worry about getting into America! No, that's not it... [This trade can be repeated indefinitely.]

Olive Village & Vicinity

Items : White Card (N Oasis)

Recipe: Curry

Skill : Phoenix Blade (SE Oasis)

Title : Sweet Tooth (Suzu)

The Curry chef is near the town grocery, and if for some reason Suzu is with already (you did the Euclidian tournament, then got her at the Ninja Village) she will get the Sweet Tooth title. But generally that comes later. Exploring the oases again will find someone who'll teach the Phoenix Dance ability for 40000g, and someone who'll trade a White Card for a Brown Card. [This trade can be done indefinitely.]

Thor

Summon: Aska

Recipe: Fruit Cocktail

Enemy : 3SH, Kraaken, 4400R

Thor is northeast of Venezia, remember. Long ago, the skyscrapers were all rusted shut but now some extra ones are open. In the southeast building, a robot will teach the Fruit Cocktail recipe, which should be the final recipe one needs to obtain.

Before it's possible to get the optional summon, one must first have learned its whereabouts. The NPC is located, of all places, Alvanista! The girl by the entrance dressed like Mrs. Claus (!?) talks about it without provocation, and that's all that's needed. Return to Thor's time machine room and instruct the computer to release Aska. The Topaz ring is needed for the pact, and will have already been obtained mandatorily.

NOTE: This area also has some new enemies, and the 3SHs are of particular note. They may drop the super-pricey Laser Blade weapon for Cress: it sells for 100K/per. Considering how equipment costs an arm and a leg nowadays, getting a bunch of these for pricy stuff (like Suzu's skills) is a good idea.

Arlee, Town of Eternal Darkness / Cave of Darkness

Skill : Phoenix Spear
Items : Yellow Card, Derris Emblem
Recipe: Hashed Beef

This place isn't hard to find, since it's (1) unexplored so far (2) shrouded in darkness. It's in the northern reaches or thereabouts. At the restaurant, find a soldier who'll give a free Derris Emblem, which is extremely important for the last dungeon. In that same eatery, a swordswoman sells a skillbook at a steep 50K price. The Hashed Beef recipe is also at that place... To get the Yellow Card, go to the armory and answer the geezer's quiz: 2, 3, 4.

If Claus picked up the Amethyst Ring in Lone Valley's cave, he can make a pact with the optional spirit Shadow, in the one-screen cavern southeast of town. Shadow's pretty good and there's no fight required -- a nice twofer.

Friezkiel

Items : Blue Card
Recipe: Beef Stew
Skill : Beast Spear

Friezkiel is the other yet-unexplored place, a snowy island SE of Arlee's location. In the weapon shop, a guy will sell Blue Cards for 50,000g/per (and this too can be done indefinitely). The Beef Stew chef's on the item shop's second floor, while an inn swordsman sells a skillbook for 33,000g. That's all there is to do here, although there's a miniquest relating to a kid at the inn who wants to see some collectibles -- this'll be done later.

Gheeth's Shop

Items: Statue of Love
Title: Combo Master (Cress)

Y'may have heard about Gheeth, a master craftsman who vanished. He's holed up on an island south of the Freyland desert and has a peerless shop set up. The equipment will generally be outclassed by free items later so don't feel like y'have to buy it all now. Additionally, one guy wants some Ivory (dropped by Bigfoots in Morlia Mineshaft's depths) and makes Magic Tablets from them. The tablets are the only way to kill Land Urchin enemies so they do come in handy.

NOTE: Instead of paying 400K for the Combo Counter, use a Miracle Charm (by combining a Charm & Rune Bottle) to halve the price. It's a lot easier on the pocketbook. Buying the pricy item earns a new title for Cress and the rare collectible, Statue of Love.

Euclid

Title: Stout of Heart (Suzu)

If you've been doing the Suzu sidequest and learned about her parents in Ninja Village events, go to Alvanista's arena and prepare to go through to do the next step. It's best to give Cress a Fairy Ring, plus either a Stone Charm (if you don't want to use a Syrup Bottle) or Stun Bracelet, which can be another annoyance. Of course, you'll want the Doom Blade from Ninja Village as well, since it's Cress' second-best weapon. Most monsters are easy, but the Steel Golem (#7) can stun and the Gazer King (#8) can petrify, so that's why the prepping was needed. After making past the first eight, usually the ninth monster is optional --

BOSS: Dozo HP: 28500

BOSS: Okiyo HP: 15500

It really doesn't matter if y'win or not. Just try to get through if at all possible, although generally they'll just cream Cress with a pincer attack. If y'wanna try to make a standoff, even with the lack of awesome inventory items, Rising Phoenix over one of 'em and try to pin them in a corner.

Afterwards, Suzu invites everyone to come back to her village later. Sadly, the results of the current contest are nullified, so if Cress wants to get his Champion/Beast Blade prizes, he'll have to go through again, but fight a rather difficult Wyvern boss in the ninjas' place. He'll probably beat the crap out of Cress too, so this can be put off for later on.

For the "Stout of Heart" title, once Suzu is obtained in Ninja Village, come back and reunite the little girl, lost by the inn, with her mom, near the castle stairway.

Ninja Village

Skill: Beast Sword Rain

Title: Muscle Man (Chester), Future Chief (Suzu)

After Euclid arena events, go to the Ninja Village's chief's house and Suzu will join the party, and Cress gets a free skillbook. In the 2nd and final hot spring scene, Chester gets a new title. To get "Future Chief" for Suzu, talk to the girl near the town's savepoint. Finally, our newest member can only equip certain ninja items, so shop at the town for a few upgrades.

NOTE: With Suzu in the party, certain ninja-in-training have appeared around the world and will sell skill scrolls to her.

Another perk of getting Suzu is that the team can automatically warp to Ninja Village, and by that method, also get to the Elf Colony faster as well.

Olive Village

Title: Sweet Tooth (Suzu)

Talk with the outdoor chef to get Suzu's title.

Items #10-15 in two separate rooms, plus Item #23, the Explode spellbook for Arche. Although it's not portrayed correctly on the ASCII map above, to get the spellbook, keep going upstairs in the NW section (x3) until the treasure is found. It seems like the room is repeating but that's not the case; I know I've missed the spell in the past because of that.

Backtrack down to 1F again and go up the "C" stairway, in the northeast. From here on, the levels will almost be entirely subject to the intense heat, so be prepared! Collect Item #16 en route to the floor above, which requires the team to flip two switches (again, situated opposite each other) in order to open the stairway ("F") to the next level. Items #17 & 18 are around here, too.

On the penultimate floor, read the sign that talks about sentry statues. As long as they're in sight of the doors they're by, the doors remain locked... so relocate them south of there (etc.) in order to get around. This allows one to claim Items #19-21. In #19's room is a ninja-in-training (if you got Suzu that is) who will teach her Flare Blitz for 510,000g. Is that sum very ridiculous? Definitely! The spell can actually be learned for free if one backtracks to Efreet's chamber in the Cave of Burning Sand, so don't bother with this malarky. Take the "G" stairway up when ready, by moving the statues onto the lower switches.

On this final floor, there are four guardians to fight in four different rooms -- not special minibosses but lame Geraldin/Djinn fights. You've fought a million on the way up so the creators decided to pack in some more pain. When all four are defeated, a secret staircase is revealed in the west, which leads up to the tower's boss.

BOSS: Flamberge HP: 45700 EXP: 7500 GAL: 19800 DROPS: ----

Flamberge absorbs Fire and is good versus light-elemental attacks, so avoid those like poison ivy. Besides that, the battle takes a rather generic turn, with Cress pinning the boss (Sword Rain, as per usual) and the others just tossing magic bombs (Indignation, Judgment, Volt, etc.) when they get the chance. The boss is surprisingly quick and has a piercing sword stroke that can cut through the ranks, so try to keep Cress out in front as he can take a few punches without topplin' over. Use Mint to buff, although it may not be necessary. [This is the only chance to Magic Lens this boss.]

The team obtains the fiery sword Flamberge afterwards, bringing them one step closer to the upcoming forging process. Cress also learns the Chaos Blade skill automatically, which is a plus. Next up is the elemental opposite, in the frozen town of Friezkiel (which should already have been visited above).

42) Temple of Fenrir/Cave of Ice

[WK42]

BOSS- _ -16	ENEMIES: Toxic Ninja, Ekim, Cleric, Sendam, Karticar
_ _ _ _	
!	_____
_ _ _ _	! Savepoint
_ _ _ _	01 Duel Helm*
_ _ _ _	02 Star Cloak*
13 12_ _ _ D _ _ 14	03 Stun Bracelet
_ _ B _ _ C _ _	04 Aqua Cape
_ _ _ C _ _	05 Black Onyx

11	9	START		06	Silver Cape
				07	Spell: Tidal Wave
				08	Charm Bottle
				09	Silver Plate
				10	Requiem*
				11	Shield Ring
				12	Star Cap*
				13	Omega Shield
6	5			14	Gale Sprite
				15	Pretty Mittens
7	3	A	A	16	Vorpal Sword
	8				

In case y'didn't visit Friezkiel, it's on an icy, isolated island northwest of where Midgard's used to be. This dungeon is actually found intown, so get to the Temple of Fenrir in the northern section and inspect the door...only to have it crumble. Creepy! Inside the cathedral, approach the altar to find a hidden passage to the Cave of Ice. [NOTE: If for some reason you can't get inside the cathedral, you may need to talk to the researchers in Alvanista's lab to learn about the location.]

As y'can see from the map, Items #1 & 2 are in a rather twisty passage en route to the "A" stairway. The switch by #1 is frozen, so hit it with the Sorceror's Ring to thaw it out. The old ring will get some use again a little ways down the path, when it's required to light a bunch of candlesticks. Get Item #2 on the way downstairs, where one final candlestick is -- move the pushable statue in front of the NW vent to ensure it's not snuffed out, then head further in.

This maze of...uh, mazelike proportions is pretty easy to navigate once y'got a map for hand-holding purposes, so collect Items #3-11 before bolting for the "B" stairway. This one's a little more straightforward -- get Items #12/13 before moving toward the "D" stairway (ignore "C" for now since it leads nowhere in particular). There's a switch in-between that drains water to reach said staircase, so don't miss it.

Once "D" is taken, the party will be on the lowest tier of the cave. Upon reaching a wall switch, press it -- this opens a door near the western area. Get items #14 & 15 in their own little room and hit up the west pond-side cave, for a magic switch that freezes all water in the dungeon (and allows one to use the "C" stairway to get upwards).

After taking the "C" stairway, start heading for the "D" stairway like just a while back. Remember the water-draining switch en route? Hit that so the water refloods and flash-freezes, allowing one to reach a new area in the NE. Save/heal if needed and go north to the dungeon boss.

BOSS: Fen Beast HP: 30000 EXP: 3000 GAL: 9000 DROPS: ----

This wolfdog is weak to fire and light, strong against dark and earth, and is healed by water -- disable/enable magic skills accordingly. While the boss has rather crappy health, he hits surprisingly hard, capable of doing 700+ with hits hits. Should Cress fall and Fen gets his teeth into the weaker mages (which is easily possible since he's tall and can bat Arche around like a frisbee), things can take a turn for the worst. Keep Cress in good condition and use Mint to debuff the boss. One of Fen's cool attacks is a snow flurry, where each snowflake damages/interrupts the people it hits...try not to see it too often. [This is the only chance to Magic Lens the boss.]

Following, the Vorpall Sword is received and Cress learns Distortion Blade, which, frankly, is way better than Chaos Blade. D-Blade is also pretty good for rocking casbahs in Euclid's arena, and my personal choice for walloping Wyvern (although there are "infinite combos" one can do besides...oh well).

43) Treantwood [WK43]

Items: Eternal Sword

Skill: Lunge, Chaos Distortion Blade, Chaos Lunge

Title: Eternal Swordsman (Cress); Dominator, Warlock (Claus)

Okay, so both swords are obtained. Now it's time to forge the Eternal Sword! Return to Treantwood by way of the Elf Colony and return to Heimdal's stone marker, deep in the forest. Don't remember where it is? Look at the map in section [WK27]. A boss fight will play out here.

BOSS: Origin HP: 45000 EXP: 12450 GAL: 13280 DROPS: Merciless Bow*

Origin comes with a Seraph cohort, but that shouldn't be much to overcome. The boss has no weakpoints; in fact, she nulls all elements except earth and light, which are absorbed. Origin knows the Indignation spell, so it's good to have someone start interrupting as soon as possible (which is a bit harder since Arche can't participate in this fight, due to arriving late). Once Cress can start comboing the boss, though, spells should be a worry of the past...although watch out for the short-range zapper attack, which can do 2000+ damage and send everyone airborne! [This is the only time to Magic Lens Origin.]

Claus will get his final mandatory summon after the fight, and the Eternal Sword is obtained. Additionally, Cress learns a bunch of new abilities from the weapon: Lunge, Chaos Distortion Blade, and Chaos Lunge. Funny thing is, though, this weapon isn't even close to being the most powerful in Cress' arsenal. At least the Eternal Swordsman/Dominator titles are free... [Claus also gets the Warlock summon if he made covenants with Aska and Shadow also.]

Immediately after, everyone gets a tip that Dhaos may be in the Arlee region.

44) Arlee, Town of Eternal Darkness [WK44]

Items : Derris Emblem, Yellow Card, Earring (Healer's Mark)

Title : Hopeless Romantic (Claus)

Skill : Phoenix Spear

Recipe: Hashed Beef

Visit the town and make a beeline for the inn. During the scenes, Claus will get a new title (d'aww) and Mint will get an Earring accessory that nullifies non-elemental damage. Items obtainable earlier can still be obtained as well: (1) the Derris Emblem from the restaurant soldier (2) the Phoenix Spear skill sold by the restaurant swordswoman for 50K (3) the Yellow Card at the armory, by answering the fogey's quiz: 2, 3, 4. Of course, the Hashed Beef recipe at the restaurant is still on the table, too.

This is the last mandatory stop before the final dungeon, although there's a few other things to do before this (sidequests can be found in the sidequest section):

- 1) Explore Morlia Mineshaft/Dwarven Temple completely
- 2) Find Ifreet's greatest treasure (sidequest)
- 3) Finish Chester's Bow sidequest (sidequest)

Note that to do some of these sidequests, you must first go to the cave NW of Arlee and use the Sword of Time (in a short scene) to reveal Dhaos' Castle. After being warped there, just leave back to the world map and get to the extraneous stuff.

46) Morlia Mineshaft (L10-L21)

[OPTIONAL] [WK46]

ENEMIES: Isis, Beast Lord, Lesser Boar, Bigfoot, Manticore, Ice Witch, Uinal, Land Urchin, Wolfman, Coldgale, Banshee, Shade Flower

NOTE: Make sure to have gotten the pact rings from the latter-day Limestone Cave and Cavern of Spirits, since there are forbidden summons down here. Backtracking to get them when you've missed a ring is no fun at all.

!	Savepoint				
+	Ninja-in-training			A	Leather Armor*
#	Emergency Exit			B	Miracle Gel
x	Chameleon Summon			C	Ukiyoe
*	Gremlin Lair Sum.			D	Stone Charm
01	Apple Gel		START	E	Poison Charm
02	Dark Bottle			F	Stone Charm
03	Cabbage		!	G	Long Sword*
04	Agalloch Incense			H	Lemon Gel
05	Dash Ring			I	Fresh Milk
06	Magic Lens			J	Fresh Milk
07	Life Bottle			K	Stone Charm
08	Flare Bottle			L	Kikyo
09	Dark Bottle			M	Kannazuki
10	Cheese			N	Resist Ring
11	Sage			O	Leather Armor*
12	Spell: Black Hole		6	P	Fresh Milk
13	Bread	1 2 5 8 7		Q	Poison Charm
14	Iron Gloves	3 4 _ _		R	Golden Armor*
15	Apple Gel			S	Long Sword*
16	Silver Cape			T	Pineapple Gel
17	Leather Armor*			U	Red Savory
18	Long Sword*			V	Resist Ring
19	Bahamut's Tear*			W	Leather Helm*
20	Poison Charm			X	Protect Ring
21	Miracle Charm			Y	Rune Bottle
22	Pineapple Gel				
23	Emerald Ring				
24	Rune Bottle		#		
25	Protect Ring	10 9 _ _		13 14	
26	Reverse Doll	x _ _		15 _	
27	Ice Coffin*	11) _ _ / _ _ (
28	Emerald Ring		/ (
29	Elixir		/ /) _ (\ _ _)		
30	Apple Gel		(\ _ ') _ _ _		
31	Fame Face*		\ _ \ _ \ _ / / _ _ _ _		
32	Emerald Ring		_ _)) _ _ _ / _ / _		
33	Orange Gel		_ _) _ _		
34	Mythril Mesh*		12 \ _ / _ _)		
35	Star Cap*		_ _ _) _ _ _) (

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| 36 | Leather Helm* | | ( ) ( )
| 37 | Melange Gel | | | |
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| K | G | Before starting this section, prepare yourself
| I | F | by obtaining a bunch of healing, medicinal,
| J | H | E | and food items (such as those that heal TP) --
| C | this ain't no joyride.

| N | O | D | The first ten floors of this place will be
| Q | P | A | the same as in the past, and hopefully that
| R | S | means the player can take the shorcort stairs
| B | normally leading to Maxwell's area, go NE to
| X | an Alvanistan encampment where one can heal
| Y | W | and buy supplies. The player-controlled ally
| V | T U | should have a Magic Mist (Flee Speed x1.5) and
| Jet Boots (Battle movement speed x1.5), since
| escaping will be very helpful coming up. In
| fact, it should allow the team to escape from

almost every monster formation save for the Uinal/Hell Master combo -- in
this case, you may trying to run may just get everyone killed, due to the
magical potshots. Kill the Uinals first or don't chance it.

As for a good party average to start at, Lv50-60 should allow the team to
fight with enough prowess and without becoming too bogged down by resource
issues (hopefully). Level up around the encampment zone if needed. [If you
plan on fighting your way down, make sure everyone's got a Fairy Ring.]

My team: Cress, Mint, Arche, Chester

L10: All the team's Holy Bottles will break when they try to go west from
the savepoint, so make sure you use one to get a small leg-up on the

journey ahead. The path is very straightforward so continue to...

L13: Here, get items #1-8, in a rather easy west-east progression. There's nothing interesting until...

L17: South of the stairway is a Daemonium-like miasma. Go south to inspect a large hole in the ground and Claus will be able to claim the forbidden summon Chameleon summon, provided he has an Emerald ring (which is found in the Cavern of Spirits). Get Items #9-11 before going eastward. Note the emergency exit warp, which you'll want to use should the going get too tough ahead.

To open the way ahead, Cress must turn all the floor buttons brown, which is easy: step on the westmost and keep going until all are white except the eastmost; then, step on the 2nd-from-left to complete the puzzle. This is repeated south of there, just in reverse order.

L18: This is the start of the "dark floors," and it doesn't help that they're very labyrinthine. I suggest using the map above to find Items #12-15. While #12 is out-of-the-way, it's the only method of getting Arche's Black Hole spell, so seek it out first to avoid backtracking.

L19: Another dark level, and another maze that would make a Minotaur weep out of sheer ingenuity. Refer to the above map to get Items #16-22, none of which are that important, save the Bahamut's Tear, and only then for the Collector's Book entry. It's worth mentioning that, around this level, Sand Urchins start appearing. They'll kill everyone on foot just by bumping into 'em and they can't be killed through normal methods, so either run away and save some lives or make sure Arche is along, since that ensures that no game over comes (urchin has no attacks to reach). Ghosts can run away, too!

L19: THE DARK MAZE: This maze has its own section apart from the normal map, because it's a little more complicated than the other places. Annoyingly, the lights will pulsate around here, letting the team see the way around for a split second before darkness plunges back down. This ensures one's often confused and, if you're here long enough, headache-y. However, one saving grace can help: the "light" items from the Ifreed Treasure quest. This is the only room in Morlia where one can turn them on, and once all are shining, the team can always see the way forward to a degree. Luckily, once y'know the way around, you can skip the chaff and get the useful stuff: Golden Armor, Kikyo, Kannazuki, Red Savory. Said armor's the best for Cress so don't forget it.

L20: The next-lowest floor is a fun change-up from the usual drudgery, and is well-lit to boot! The statues here will blow Cress away in the direction they're facing, so that's how one proceeds. The order is: (1) go counterclockwise, avoiding statues, until you find one facing north adjacent to one facing east. (2) Let the eastern-facing statue bump Cress that direction, avoiding another statue in the process (3) Let the nearest east-facing statue do the same thing, avoiding a statue. (4) Get the Emerald Ring chest by going around the just-avoided statue, and exit.

L21: Well-lit again, but only for a moment. Get Items #24-26 before trekking east, into another cavern which mimicks "The Dark Maze". Items #27-37're found in this place, although it's not as tricky as other floors (the best items are the Emerald Ring and Star Cap). The southern room near the bridge leads to another Daemonium chamber, where Claus can claim the Gremlin Lair summon...provided he picked up the Sapphire pact ring from

latter-day Limestone Cave. Across the bridge is a chamber containing a ninja-in-training (if you invited Suzu), and she'll teach the Hell Rush ability for 470,000g. Unlike other abilities, this is the only way to learn the skill, so buy it if possible -- if not, try killing Sokurams with the Sephira accessory equipped (30000g/per).

That about does it for the Morlia Mineshaft's treasure expedition. Northeast of the ninja-in-training's position is a corridor that leads to a savepoint and the depths' boss, who guards the way to the other optional dungeon. Heal (and save, preferably on another slot) before fighting.

BOSS: Wyvern HP: 41000 EXP: 12500 GAL: 5000 DROPS: ---

The boss nullifies all elements except wind (heals) and earth (weak). Also, the boss can't be knocked down like some other bosses and floats at a nice, constant mid-range height. However, with four allies, this battle shouldn't be as difficult as a solo in the Euclidian tournament, where it also shows its mug. Have Cress do his best to pester Wyvern, interrupting him a smidge, while the others either cast magic, debuff, or in Chester's case, spam the living daylights out of Sonic Bash, which is a good multi-hit interruptor. Cress' Tiger Blade and Dimension Blade skills work well for his role.

With that, the way to the adjacent temple is open. Note that there's no warp back to the upper levels just laying around -- y'either have to proceed back up to the emergency exit or stick with this nightcap of a dungeon.

46) Dwarven Temple

[OPTIONAL]

[WK46]

ENEMIES: Wolfman, Bigfoot, Sokuram

		x			
	B	A	#1-16	x	Return to Start
26 27		_	A	01	Analysis Orb
_		_		02	Excalibur*
G			START	03	Ninja Sword
_				04	Skill: L.T. Blast
/				05	Hourglass
BOSS:		B		06	Life Bottle
Brute		_		07	Miracle Gel
				08	Miracle Gel
		_		09	Melange Gel
		_		10	Persian Boots
	18 19	C		11	Elixir
	_	17	_	12	Life Bottle
	_	_	20	13	Miracle Gel
D E				14	Miracle Gel
				15	Melange Gel
F	_	_	_	16	Nightmare Boots
_		_		17	Summon: Jiraiya
_	_	_	C	18	Life Bottle
_		_		19	Melange Gel
_				20	Lapis
_ F		_		21	Spell: Extension
_	_	_	_	22	Lemon Gel
_	21	_		23	Fresh Milk
_	_	_		24	Elixir
_		_		25	Statue of Justice

25	_ _ _	26	Gungnir 3	
G	22 23 D E	27	Skill: T.G. Blast	
_	24 _ _	_ _	_____	

Collect the first sixteen items in the foyer, which contains Cress and Suzu's best weapons, plus the awesome Analysis Orb which is essentially a continuous Holy/Dark bottle (whichever the player chooses). When all's said and done, inspect the blue orb to create a large warp ("A") near the entrance. There, keep going south, ignoring the stairway along the way, and reaching a room with a statue. Use the Sorceror's Ring on it to make it face east, then let it blow Cress across the gap. Part of the wall here houses a secret passage, letting the team pass through to an adjacent corridor.

Get Item #17, a skill for Suzu, then #18 & 19, if you have room left. Ignore the "C" stairway and go south, to another ledge-n'-statue puzzle. Once knocked to the middle passage, inspect the east/west walls to see they both have a secret passage (the weird-colored section gives it away). Go east first to obtain the Lapis pact ring, for the summon at the far bottom; then, go west (via statue) to reach L4.

Here, in a large chamber, a plaque says something about finding light, and by trying to go south, an invisible force prevents such an action. Stretching east/west are two corridors that connect to two rooms, and each room has a switch that must be turned on (four in all). However, a Beast Lord/Lesser Boar battle plays when one tries to hit 'em. Funny enough, the team can just flee without affecting the switch. Try going NW, SW, NE, SE, which can avoid most of the needless encounters. The invisible force is lifted and the team can reach the L5.

Items #21-24 are here and should be gotten first. Then, go down the "E" path and follow it to a chamber with two switches. Two characters must be left behind here in order to open the door, being the 1st room at the bottom of the "F" path. Leave behind Arche/Suzu then reach the aforementioned room, which has a plaque only Arche can read (it alludes how to do get past the invisible force but I skipped that part to avoid extraneous backtracking). When the team tries to continue forward, Arche/Suzu rejoin. [NOTE: The inviz force is now back, so if you step past it, the entire sequence must be done again.] Get Item #25 before going downstairs.

BOSS: Brute HP: 45000 EXP: 2475 GAL: 7750 DROPS: ? Sword (Doom Blade)

Brute is rooted to the ground and immobile. Like the strategy versus Gnome, staying away and using physical skills works well, since the boss nullifies all elements except Light (weak). Spamming Demon Fang from long range will ensure the boss is constantly interrupted. Why not attack up-close? The fireballs floating around him will generally interrupt Cless before he can even get a stroke off. Have Arche just spam Extension, else this will be a very slow battle.

Claus can then make a pact with Pluto summon, which should be the final spirit he needs to get the Master Summoner ability. Get the remaining items in the treasury behind the platform, including 8-hit Tiger Combo Blast skill before leaving. Unfortunately, the team will have to backtrack all the way out of the temple, back to Morlia Mineshaft, and then L17 where the emergency exit is. Why are the creators so cruel? Because they hate happiness. Enjoy the long road out. =/

_____	_ _____	43 Lavender	
_ _ _____	_ _ !!	44 Magic Pouch	
_____	B _	45 Lavender	
	-	46 Elven Boots	
	START	47 Fresh Milk	

As y'may know, to enter Dhaos's Castle, go to the cave NW of Arlee and find the clifftop overlook -- the Eternal Sword will transport everyone to the dwelling. As soon as the team enters...

BOSS: Roaming Eye HP: 56600 EXP: 6000 GP: 4900 DROPS: Stone Charm

The boss nullifies all elements except light (weak) and darkness (heals), so change the AI-controlled allies' skills accordingly. Luckily, despite its special sprite, this floating eyeball really ain't that much to crow about, so long as Cress interrupts it with his preferred combos. Arche's Extension spell will disintegrate this cretin with general ease.

Afterwards, the castle is the team's to explore.

F1: Get Items #1-3 here. The "B" stairway nearby leads to the basement jail, which has nothing to claim; the "A" stairway is the correct way to go. However, a northern switch must be flipped first before access is granted.

F2: Here, get Items #4-8, with Arche's Meteor Storm spell being the center attraction. She should get the "Spell Master" title at this time, for obtaining all magic! The exit stairway ("C") seems to be enclosed, but there's actually a false east wall the team can walk through. The other crap, such as a clue to the staircase's secret, can be summarily ignored.

F3: North of the stairway is a warp blocking an intersection, and this will teleport everyone into the basement jail cells if they aren't equipped with a Derris Emblem. This leaves two options: (1) let the one person with said emblem fight solo on F2, collect the other five emblems, then rescue the friends (2) fight Dark Eye enemies in the basement and try to get five emblem drops that way. Either way works but the first way will definitely be faster. Just make sure to have Holy Bottles or the Analysis Orb with a low encounter effect while doing so. Cress will have to fight a "Hanzo" enemy before claiming each emblem, though. They're lightweight but can poison Cress if he's at mid-range (lame!). Overall Items #9-23 are on this floor.

When all five emblems are obtained, return to the basement, free all of the comrades imprisoned, then return to F3 and get everyone past the warp. There's only one warp like this in the place so switch out the emblems for something useful. The exit is in the west, where a five-point seal must be broken.

F4: This floor has a lot of passages and a few one-way doors, so the easiest way to proceed is to go clockwise from the entrance, getting items #24-29 in the meantime. The passage to "E" is locked until the SW boss is beaten, so that's the next target. Get Items #30-34 before this, though.

The boss (Seal Eye x2) is basically the same as the first-floor boss, except they've got a little more HP and there's two of 'em (duh). They got 62600 HP, the same elemental immunities as the Roaming Eye, and can be pushed into a corner since they float just above the ground. Also, they drop 5000 EXP and 20000 GAL. Just watch out so they don't use their spinny attack, which is annoying if they happen to sandwich an ally (by

Arche's magic exploding them up and over).

When the bosses are smoldering piles of oil, flip the switch nearby to open the "E" stairway in the NE. That's the next stop.

F5: The plaque near the entrance says "start from the end". This refers to the order some floor switches must be depressed; basically, go all the way west to a dead-end and work east, hitting all the switches (including those in rooms) in the order of proximity. Switches glow yellow when they are activated, for reference. The final switch is in the starting room, in front of the door that's to open. [Get Items #34-36, too, of course.]

F6: Go north to the "G" warp (mirror) and get items #37 & 38 in the new maze. The SW corner has another boss encounter with two Seal Eyes, but this should be old hat by now. A plaque there talks about a hidden passage in the room with the stairs leading down. So, return through the mirror to the first chamber in the floor and search the east wall for a secret way, which leads to the "I" stairway. Of course, don't forget to get the first Lavender (#46 on map) and then go back west once near the "I" stairway, through a 2nd passage for items #39-44.

F7: Go north to a bifurcation; take a walk east. Item #46 is in this area, but to get back through the one-way door entered a moment prior, hit the other antechamber's switch -- this creates a mirror in the easternmost dead end, and'll warp the team back to the floor's starting point. Now, take a west turn at the bifurcation. Item #47 is in a room on the way south. On the ASCII map above, this is the area marked 'To Dhaos'.

This essentially ends the main walkthrough for the dungeon. The rest of the ascending corridors are straightforward and climb up a few floors, so it's really just a final stroll before the battle. Save atop the stairs if you're ready (a separate file, if you can spare one) and get ready to kick Dhaos in the rear. [If you have any Rune Bottles and stat-boosting items, power 'em up and eat 'em now.]

BOSS: Dhaos HP: 56000 EXP: 12500 GAL: 16000 DROPS: ----

As before, Dhaos has no weaknesses, which actually works in the allies' favor -- they can fling any elemental attack at him without abandon. Arche should spam Extension while Cress interrupts Dhaos' spellcasting. Mint's role is to debuff Dhaos and boost Cress' attack, which should help everyone get through this first stretch without too much of a fight.

Of course, all bosses can't have just ONE form! Immediately following...

BOSS: Dhaos' Face HP: 130000 EXP: 5000 GAL: 70000
BOSS: Dhaos' Arm HP: 130000 EXP: ---- GAL: -----

No, that's not a typo -- the two targets really have 130K health, so this middle stretch will be the hardest. In fact, it's quite possible to have the battle go south very quickly, so repeat the same roles as the last battle, except have Cress use skills that will interrupt both targets. Given their height, it's pretty hard to do this, so it's advised to park underneath (or as eastern as possible) and use Tiger Blade, which sweeps up to hit the face, then down to hit the arm. Spam this repeatedly (or a skill that hits comparably) and have Arche spam Extension. There's only one immediate downside to this battle and it's that all HP/TP values from the previous one carry over, so if you find yourself failing this step, make sure to heal up towards the end of the 1st. [Also helpful is Chester's Sonic Bash skill, which is good if you need help interrupting the bosses.]

NOTE: It's actually a good thing that both enemies have the same health as it allows them to be weakened in tandem. If the arm were to die first, then it would be a lot harder to hit the face with Tiger Blade and recover, as the next try would probably miss -- and that's all the boss needs to fire its annoying stun-inducing pellet spray attack.

And the final waltz is with...

BOSS: Plume Dhaos HP: 160000 EXP: ---- GAL: -----

This version of Dhaos is essentially like his first, except he's got a crapton of HP, can fly around, and is a lot quicker -- particularly when it comes to interrupting Cress' attacks. Like before, have Cress pin the guy (in a corner if possible) while Mint debuffs/heals and Arche slings Extension, or her best ability. The 4th man isn't quite necessary for the chain but hey, extra damage is always good. Dhaos' main attacks are a quick combo that knocks everyone back (and pierces), plus homing forceballs that are good for interrupting. If y'need a good combo, I just do Beast + Distortion Blade repeatedly -- easy to chain and great for ensuring Dhaos gets off very few attacks.

And with that, the struggles are done and the weapons can be laid to rest.

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After the credits, it's possible to make a 'clear save'. What this does is, by overwriting the current save (so you CANNOT load it again to continue), if a new game is started, when the team gets the Monster/Collector's Book later on, any previously-obtained entries will be retained. Also, beating the game unlocks the "Let's Go Arche!" minigame and Lv3 Maniac difficulty (which can be changed in the 'Custom' option.)

/ IV. APPENDICES [APND] | _

SECRET SKILLS/MAGIC LOCATIONS

[SSKL]

Most characters learn their abilities by leveling up, but Cress, Arche, and Suzu have to find (or pay) for some of theirs. Most of the abilities found in the past are missable, although some aren't -- dual locations are listed. If a skill isn't listed below, it's learned through leveling.

All abilities are listed in the order they're naturally obtained.

CRESS' SKILLS	M	PRICE	LOCATED
Demonic Tiger Blade	N	-----	Belladem Village armory (P)
		-----	Miguel (SW house dresser) (F)
Demonic Swallow Kick	N	-----	Catacombs (P)
Lightning Tiger Thrust	N	3000	Venezia (armor shop) (P/F)
Demonic Sword Rain	N	6000	Alvanista Adventurers' Guild (P/F)
Phoenix Sword Rain	N	-----	Campsite SW of Ymir Forest (P/F)
Beast Swallow Kick	N	1200	Alvanista Continent (SE Camp) (P)

		N	12000	Alvanista Continent (SE Camp) (F)	
	Demon Spear	N	-----	Midgard's Continent (SW Camp) (P/F)	
	Lightning Swallow Kick	N	18000	Midgard's (P)	
		N	18000	Alvanista Castle (F)	
	Lightning Tiger Spear	Y	50000	Valhalla Plain (see map) (P)	
	Phoenix Blade	N	40000	Freyland Desert (SE Oasis) (F)	
	Chaos Blade	N	-----	Tower of Flames (F)	
	Distortion Blade	N	-----	Cave of Ice (F)	
	Lunge	N	-----	Treantwood (F)	
	Chaos Distortion Blade	N	-----	Treantwood (F)	
	Chaos Lunge	N	-----	Treantwood (F)	
	Tiger Combo Blast	N	-----	Dwarven Temple (F)	
	Phoenix Dance	N	20000	Town of Miguel (F)	
	Beast Blade	N	-----	Euclid Castle (F)	
	Beast Sword Rain	N	-----	Ninja Village (F)	
	Beast Spear	N	33000	Friezkiel (F)	
	Lightning Tiger Blast	N	-----	Dwarven Temple (F)	
	Phoenix Spear	N	50000	Arlee (F)	

Arche has the most missable skills of the three allies, and they're either found in the past or future -- no overlap.

ARCHE'S MAGIC	M	PRICE	LOCATED		
	Stone Blast	Y	-----	Euclid Village - Claus' House (P)	
	Ice Tornado	Y	-----	Euclid Village - Claus' House (P)	
	Cyclone	Y	-----	Belladem (P) (talk with Venezia mayor first)	
	Lightning	Y	200	Venezia (P)	
	Debris Fall	Y	4000	Venezia (P)	
	Tractor Beam	Y	4000	Alvanista Castle's laboratory (P)	
	Thunder Blade	Y	12000	Alvanista Castle's laboratory (P)	
	Glaive	N	-----	Cavern of Spirits (P)	
	Eruption	N	-----	Cave of Burning Sand (P)	
	Ray	N	-----	Tower of the Zodiac (P)	
	Indignation	N	-----	Midgard's (P) (post-Valhalla Plain events)	
	Fire Storm	Y	-----	Dhaos's Castle (P)	
	Distortion	Y	-----	Dhaos's Castle (P)	
	Judgment	N	-----	Thor (P)	
	Tempest	N	-----	Demitel's Island (F)	
	Maelstrom	N	-----	Limestone Cave (F)	
	Earthquake	N	-----	Ninja Village (Treantwood Outskirts) (F)	
	Explode	N	-----	Tower of Flames (F)	
	Tidal Wave	N	-----	Cave of Ice (F)	
	Black Hole	N	-----	Morlia Mineshaft L18 (F)	
	Extension	N	-----	Dwarven Temple (F)	
	Meteor Storm	N	-----	Dhaos's Castle (F)	

Since Suzu appears in the future, all her abilities can only be found here, too. However, a few may appear twice: it can either be purchased or found for free. Is there any reason to pay half a million gald instead of claiming a free ability? Yes...and no. Buying the skill makes the treasure chest that holds the free scroll change into another item (for Flare Blitz, a Flame Baselard; for Merciless Thunder, a Blessed Blade). None of these swords are one-of-a-kind or comparable to Cress' best stuff, so it's really not worth doing unless y'really need the Collector's Book entry.

For reference, the ninja-in-training at Volt's Cave is the cliff where the

titular boss was fought before. For the Tower of Flames, the ninja is located on the penultimate floor, in the north-central lava room. The free scrolls are located at the deepest part of the cave, usually the boss room.

SUZU'S SCROLLS	M	COSTS?	LOCATED...
Flare Blitz	N	----- 510000	Cave of Burning Sand (F) Tower of Flames (F)
Merciless Thunder	N	----- 530000	Tower of the Zodiac (F) Volt's Cave (F)
Omega Storm	N	53000	Lone Valley (F)
Hell Rush	N	470000	Morlia Mineshaft L21 (F)
Summon: Jiraiya	N	-----	Dwarven Temple

SHOP LIST

[SHPL]

01) Toltus	SH01
02) Mountain Passage	SH02
03) Euclid	SH03
04) Morrison's House	SH04
05) Belladem Village	SH05
06) Euclid Village	SH06
07) Hamel	SH07
08) Venezia	SH08
09) Ship Store	SH09
10) Alvanista	SH10
11) Olive Village	SH11
12) Elf Colony	SH12
13) Midgards	SH13
14) Town of Miguel	SH14
15) Morrison's House [II]	SH15
16) Euclid [II]	SH16
17) Venezia [II]	SH17
18) Alvanista [II]	SH18
19) Elf Colony [II]	SH19
20) Ninja Village	SH20
21) Olive Village [II]	SH21
22) Gheeth's Shop	SH22
23) Arlee, Town of Eternal Darkness	SH23
24) Friezkiel	SH24
25) Morlia Mineshaft Supply Unit (B9)	SH25

01) TOLTUS

[SH01]

Long Sword	140	Apple Gel	60	Pork	56
Rapier	180	Magic Lens	10	Bread	20
Short Bow	50	Chicken	40	Rice	32
Longbow	200	Beef	64	Seaweed	16

02) MOUNTAIN PASSAGE

[SH02]

Apple Gel	60	Orange Gel	200	Panacea Bottle	350
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03) Euclid

[SH03]

Apple Gel	60	Rapier	180	Chicken	40
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Orange Gel	200	Short Bow	150	Pork	56
Panacea Bottle	350	Longbow	200	Cabbage	40
Life Bottle	300	Long Sword	140	Apple	40
Leather Armor	120	Rod	10	Egg	20
Chain Mail	900	Leather Armor	120	Bread	20
Wooden Shield	50	Cloak	12	Beef	64
Round Shield	300	Beret	300	Bread	20
Leather Helm	600	Magic Lens	10	Rice	32
Leather Gloves	150	Apple Gel	60	Seaweed	16
Saber	200	Orange Gel	200		

04) Morrison's House

[SH04]

Saber	200	Leather Gloves	150	Chicken	40
Rapier	180	Beret	300	Pork	56
Longbow	200	Cape	20	Egg	20
Rod	10	Magic Lens	10	Bread	20
Chain Mail	900	Apple Gel	60	Rice	32
Ring Mail	1200	Orange Gel	200	Seaweed	16
Cloak	12	Melange Gel	1000	Cabbage	40
Round Shield	300	Panacea Bottle	350	Apple	40
Leather Helm	600	Life Bottle	300		

05) Belladem Village

[SH05]

Apple Gel	60	Magic Lens	10	Ring Mail	1200
Orange Gel	200	Saber	200	Cloak	12
Melange Gel	1000	Rapier	180	Amber Cloak	620
Panacea Bottle	350	Verdun	700	Wooden Shield	50
Life Bottle	300	Colichemarde	1400	Round Shield	300
Flare Bottle	150	Battle Ax	700	Leather Helm	600
Syrup Bottle	60	Rod	10	Iron Helm	840
Elven Boots	4000	Gem Rod	600	Beret	300
Cape	20	Leather Armor	120	Leather Gloves	150
Leather Cape	100	Chain Mail	900		

06) Euclid Village

[SH06]

Carrot	150	Fine Saber	700	Kitchen Mittens ...	300
Cabbage	40	Battle Ax	700	Apple Gel	60
Cucumber	90	Rod	10	Orange Gel	200
Potato	250	Gem Rod	600	Melange Gel	1000
Tomato	190	Chain Mail	900	Panacea Bottle	350
Onion	210	Ring Mail	1200	Life Bottle	300
Apple	40	Cloak	12	Flare Bottle	150
Strawberry	220	Amber Cloak	620	Syrup Bottle	60
Banana	190	Round Shield	300	Elven Boots	4000
Fresh Milk	30	Kite Shield	600	Cape	20
Cheese	40	Leather Helm	600	Leather Cape	100
Rapier	180	Iron Helm	840	Magic Lens	10
Verdun	700	Beret	300	Talisman	2000
Colichemarde	1400	Leather Gloves	150	Rabbit's Foot	200

07) Hamel

[SH07]

Chain Mail	900	Verdun	700	Life Bottle	300
Ring Mail	1200	Colichemarde	1400	Flare Bottle	150
Cloak	12	Fine Saber	700	Syrup Bottle	60
Amber Cloak	620	Walloon Sword	1600	Holy Bottle	80
Round Shield	300	Battle Ax	700	Dark Bottle	20

Kite Shield	600	Crescent Ax	1800	Cape	20
Leather Helm	600	Rod	10	Leather Cape	100
Iron Helm	840	Gem Rod	600	Magic Lens	10
Beret	300	Apple Gel	60	Pickaxe	150
Cleric's Hat	800	Orange Gel	200	Rope	100
Leather Gloves	150	Melange Gel	1000	Talisman	2000
Kitchen Mittens ...	300	Panacea Bottle	350	Rabbit's Foot	200

08) Venezia

[SH08]

Verdun	700	Cleric's Hat	800	Rope	100
Colichemarde	1400	Leather Gloves	150	Talisman	2000
Fine Saber	700	Iron Gloves	600	Rabbit's Foot	200
Walloon Sword	1600	Kitchen Mittens ...	300	Mist Orb	5000
Battle Ax	700	Apple Gel	60	Tuna	240
Crescent Ax	1800	Orange Gel	200	Mackerel	140
Ranseur	2400	Melange Gel	1000	Sardine	100
Rod	10	Panacea Bottle	350	Squid	50
Gem Rod	600	Life Bottle	300	Octopus	60
Ring Mail	1200	Flare Bottle	150	Shrimp	160
Splint Mail	1900	Syrup Bottle	60	Chicken	40
Cloak	12	Holy Bottle	80	Beef	64
Amber Cloak	620	Dark Bottle	20	Pork	56
Kite Shield	600	Iron Boots	1040	Egg	20
Light Shield	1150	Cape	20	Bread	20
Iron Helm	840	Leather Cape	100	Rice	32
Armet Helm	1320	Magic Lens	10	Seaweed	16
Beret	300	Pickaxe	150		

09) Ship Store

[SH09]

Apple Gel	60	Panacea Bottle	350	Rice	32
Orange Gel	200	Life Bottle	300	Seaweed	16
Melange Gel	1000	Bread	20		

10) Alvanista

[SH10]

Apple Gel	60	Mackerel	140	Walloon Sword	1600
Orange Gel	200	Sardine	100	Crescent Ax	1800
Melange Gel	1000	Bread	20	Bardiche	2980
Panacea Bottle	350	Seaweed	16	Ranseur	2400
Life Bottle	300	Iron Boots	1040	Halberd	4000
Flare Bottle	150	Leather Cape	100	Gem Rod	600
Syrup Bottle	60	Thief's Cape	2000	Ruby Wand	1240
Holy Bottle	80	Pickaxe	150	Splint Mail	1900
Dark Bottle	20	Rope	100	Breastplate	3600
Rune Bottle	3600	Talisman	2000	Amber Cloak	620
Magic Lens	10	Paralysis Charm .	27200	Silver Cloak	2500
Chicken	40	Poison Charm	6200	Kite Shield	600
Beef	64	Rabbit's Foot ...	200	Light Shield	1150
Pork	56	Mist Orb	5000	Iron Helm	840
Carrot	150	Warrior Symbol ..	7200	Armet Helm	1320
Cabbage	40	Holy Symbol	100000	Cleric's Hat	800
Potato	250	Mystic Symbol ...	674100	Straw Hat	1420
Apple	40	Silver Cape	3030	L. Blue Ribbon	840
Strawberry	220	Verdun	700	Iron Gloves	600
Banana	190	Colichemarde	1400	Gauntlets	1200
Tuna	240	Fine Saber	700	Kitchen Mittens ...	300

11) Olive Village

[SH11]

Iron Boots	1040	Magic Lens	10	Ranseur	2400
Leather Cape	100	Pineapple	430	Halberd	4000
Thief's Cape	2000	Chicken	40	Gem Rod	600
Talisman	2000	Beef	64	Ruby Wand	1240
Paralysis Charm .	27200	Pork	56	Splint Mail	1900
Poison Charm	6200	Egg	20	Breastplate	3600
Rabbit's Foot ...	200	Bread	20	Amber Cloak	620
Mist Orb	5000	Rice	32	Silver Cloak	2500
Warrior Symbol ..	7200	Spice	240	Kite Shield	600
Attack Symbol ...	10000	Pasta	60	Light Shield	1150
Holy Symbol	100000	Fresh Milk	30	Iron Helm	840
Mystic Symbol ...	674100	Cheese	40	Armet Helm	1320
Silver Cape	3030	Carrot	150	Cleric's Hat	800
Apple Gel	60	Potato	250	Straw Hat	1420
Orange Gel	200	Onion	210	L. Blue Ribbon	840
Melange Gel	1000	Apple	40	Iron Gloves	600
Panacea Bottle ..	350	Verdun	700	Gauntlets	1200
Life Bottle	300	Colichemarde	1400	Kitchen Mittens ...	300
Flare Bottle	150	Fine Saber	700	Deck Brush	600
Syrup Bottle	60	Walloon Sword	1600	Dark Bottle	20
Holy Bottle	80	Crescent Ax	1800	Bardiche	2980

12) Elf Colony

[SH12]

Iron Boots	1040	Silver Cape	3030	Lemon	160
Leather Cape	100	Apple Gel	60	Strawberry	220
Thief's Cape	2000	Orange Gel	200	Banana	190
Talisman	2000	Melange Gel	1000	Pineapple	430
Paralysis Charm .	27200	Panacea Bottle	350	Melon	3000
Poison Charm	6200	Life Bottle	300	Grapes	250
Rabbit's Foot ...	200	Flare Bottle	150	Carrot	150
Mist Orb	5000	Syrup Bottle	60	Cabbage	40
Warrior Symbol ..	7200	Holy Bottle	80	Cucumber	90
Attack Symbol ...	10000	Rune Bottle	3500	Tomato	190
Holy Symbol	100000	Magic Lens	10	Fresh Milk	30
Mystic Symbol ...	674100	Apple	40	Cheese	40

13) Midgard's

[SH13]

Apple Gel	60	Striped Ribbon ...	4000	Tuna	240
Orange Gel	200	Iron Gloves	600	Mackerel	140
Melange Gel	1000	Gauntlets	1200	Sardine	100
Panacea Bottle ...	350	Kitchen Mittens ..	300	Carrot	150
Life Bottle	300	Verdun	700	Cabbage	40
Flare Bottle	150	Colichemarde	1400	Apple	40
Syrup Bottle	60	Fine Saber	700	Strawberry	220
Holy Bottle	80	Walloon Sword	1600	Banana	190
Dark Bottle	20	Crescent Ax	1800	Iron Boots	1040
Rune Bottle	3500	Bardiche	2980	Leather Cape	100
Magic Lens	10	Ranseur	2400	Thief's Cape	2000
Breastplate	3600	Halberd	4000	Talisman	2000
Plate Mail	24500	Mech Halberd	22000	Paralysis Charm .	27200
Amber Cloak	620	Gem Rod	600	Poison Charm	6200
Silver Cloak	2500	Ruby Wand	1240	Rabbit's Foot ...	200
Light Shield	1150	Chicken	40	Mist Orb	5000
Fine Shield	15800	Beef	64	Warrior Symbol ..	7200
Iron Helm	840	Pork	56	Attack Symbol ...	10000
Armet Helm	1320	Bread	20	Holy Symbol	100000
Straw Hat	1420	Rice	32	Mystic Symbol ...	674100

Pointed Hat 3600 Seaweed 16 Silver Cape 3030

14) Town of Miguel [SH14]

Apple Gel 60	Poison Charm 6200	Composite Bow 3000
Orange Gel 200	Rabbit's Foot ... 200	Ruby Wand 1240
Melange Gel 1000	Mist Orb 5000	Breastplate 3600
Panacea Bottle ... 350	Warrior Symbol .. 7200	Plate Mail 24500
Life Bottle 300	Attack Symbol ... 10000	Holy Cloth 56000
Flare Bottle 150	Holy Symbol 100000	Mythril Mesh 30000
Syrup Bottle 60	Mystic Symbol ... 674100	Light Shield 1150
Holy Bottle 80	Silver Cape 3030	Fine Shield 15800
Dark Bottle 20	Colichemarde 1400	Armet Helm 1320
Rune Bottle 3500	Walloon Sword ... 1600	Cross Helm 5000
Magic Lens 10	Damascus Sword .. 34800	Straw Hat 1420
Iron Boots 1040	Crescent Ax 1800	Pointed Hat 3600
Leather Cape 100	Bardiche 2980	Striped Ribbon ... 4000
Thief's Cape 2000	Sdin Grave 50560	Gauntlets 1200
Talisman 2000	Halberd 4000	Kitchen Mittens .. 300
Paralysis Charm .. 27200	Mech Halberd 22000	

15) Morrison's House [SH15]

Apple Gel 60	Life Bottle 300	Dark Bottle 20
Orange Gel 200	Flare Bottle 150	Rune Bottle 3500
Melange Gel 1000	Syrup Bottle 60	Magic Lens 10
Panacea Bottle 350	Holy Bottle 80	

16) Euclid [SH16]

Apple Gel 60	Breastplate 3600	Ruby Wand 1240
Orange Gel 200	Plate Mail 24500	Carrot 150
Melange Gel 1000	Holy Cloak 56000	Cabbage 40
Panacea Bottle .. 350	Mythril Mesh 30000	Lettuce 110
Life Bottle 300	Light Shield 1150	Radish 1600
Flare Bottle 150	Fine Shield 15800	Potato 250
Syrup Bottle 60	Armet Helm 1320	Tomato 190
Holy Bottle 80	Cross Helm 5000	Onion 210
Dark Bottle 20	Straw Hat 1420	Apple 40
Rune Bottle 3500	Pointed Hat 3600	Lemon 160
Magic Lens 10	Striped Ribbon ... 4000	Strawberry 220
Leather Cape 100	Gauntlets 1200	Banana 190
Thief's Cape 2000	Kitchen Mittens .. 300	Chicken 40
Paralysis Charm . 27200	Colichemarde 1400	Beef 64
Poison Charm 6200	Walloon Sword 1600	Pork 56
Stone Charm 46200	Damascus Sword ... 34800	Cheese 40
Talisman 2000	Crescent Ax 1800	Egg 20
Mist Orb 5000	Bardiche 2980	Bread 20
Holy Symbol 100000	Sdin Grave 50560	Rice 32
Mystic Symbol ... 674100	Halberd 4000	Seaweed 16
Iron Boots 1040	Mech Halberd 22000	
Silver Cape 3030	Composite Bow 3000	

17) Venezia [II] [SH17]

Tuna 240	Sinclair 49800	Mythril Gloves .. 10000
Mackerel 140	Bardiche 2980	Kitchen Mittens . 300
Sardine 100	Hard Greever 65530	Apple Gel 60
Squid 50	Sdin Grave 50560	Orange Gel 200
Octopus 60	Halberd 4000	Melange Gel 1000

Shrimp	160	Mech Halberd	22000	Panacea Bottle ..	350
Kelp	180	Composite Bow	3000	Life Bottle	300
Egg	20	Ruby Wand	1240	Iron Boots	1040
Bread	20	Plate Mail	24500	Leather Cape	100
Rice	32	Mythril Plate	50000	Thief's Cape	2000
Seaweed	16	Holy Cloak	56000	Stone Charm	46200
Chicken	40	Mythril Mesh	30000	Paralysis Charm .	27200
Beef	64	Light Shield	1150	Poison Charm	6200
Pork	56	Fine Shield	15800	Mist Orb	5000
Carrot	150	Armet Helm	1320	Warrior Symbol ..	7200
Cabbage	40	Cross Helm	5000	Attack Symbol ...	10000
Apple	40	Straw Hat	1420	Holy Symbol	100000
Strawberry	220	Pointed Hat	3600	Mystic Symbol ...	674100
Walloon Sword	1600	Pretty Ribbon	7500	Silver Cape	3030
Damascus Sword ...	34800	Gauntlets	1200		

18) Alvanista [II]

[SH18]

Apple Gel	60	Banana	190	Hard Greever	65530
Orange Gel	200	Tuna	240	Sdin Grave	50560
Melange Gel	1000	Mackerel	140	Mech Halberd	22000
Panacea Bottle	350	Sardine	100	Pole Axe	65140
Life Bottle	300	Konjac	300	Composite Bow ...	3000
Flare Bottle	150	Plate Mail	24500	Klein Quin	7000
Syrup Bottle	60	Mythril Plate	50000	Ruby Wand	1240
Holy Bottle	80	Holy Cloak	56000	Holy Staff	6000
Dark Bottle	20	Mythril Mesh	30000	Deck Brush	600
Rune Bottle	3500	Light Shield	1150	Iron Boots	1040
Magic Lens	10	Fine Shield	15800	Leather Cape	100
Chicken	40	Armet Helm	1320	Thief's Cape	2000
Beef	64	Cross Helm	5000	Stone Charm	46200
Pork	56	Straw Hat	1420	Talisman	2000
Cheese	40	Pointed Hat	3600	Paralysis Charm .	27200
Egg	20	Pretty Ribbon	7500	Poison Charm	6200
Bread	20	Gauntlets	1200	Mist Orb	5000
Rice	32	Mythril Gloves ...	10000	Warrior Symbol ..	7200
Seaweed	16	Kitchen Mittens ..	300	Attack Symbol ...	10000
Carrot	150	Damascus Sword ...	34800	Holy Symbol	100000
Cabbage	40	Sinclair	49800	Mystic Symbol ...	674100
Cucumber	90	Destroyer	80000	Silver Cape	3030
Apple	40	Holy Sword	88800		
Strawberry	220	Bardiche	2980		

19) Elf Colony [II]

[SH19]

Apple Gel	60	Pineapple	430	Thief's Cape	2000
Orange Gel	200	Melon	3000	Elven Cape	9560
Melange Gel	1000	Grapes	250	Stone Charm	46200
Panacea Bottle	350	Mangosteen	640	Talisman	2000
Life Bottle	300	Prune	500	Paralysis Charm ..	27200
Flare Bottle	150	Carrot	150	Poison Charm	6200
Syrup Bottle	60	Cabbage	40	Mist Orb	5000
Holy Bottle	80	Lettuce	110	Warrior Symbol	7200
Dark Bottle	20	Cucumber	90	Attack Symbol	10000
Rune Bottle	3500	Potato	250	Holy Symbol	100000
Magic Lens	10	Tomato	190	Mystic Symbol ...	674100
Apple	40	Onion	210	Silver Cape	3030
Lemon	160	Fresh Milk	30	Wonder Broom	12000
Strawberry	220	Cheese	40	Black Gown	100000
Banana	190	Elven Boots	4000		

20) Ninja Village [SH20]

Naginata Blade ..	180000	Orange Gel	200	Rune Bottle	3500
Ayame	100000	Melange Gel	1000	Rope	100
Kisaragi	22500	Panacea Bottle ..	350	Carrot	150
Yayoi	125000	Life Bottle	350	Cucumber	90
Hood	2400	Flare Bottle	150	Apple	40
Manji Seal	124000	Syrup Bottle	60	Grapes	250
Water Spider	8000	Holy Bottle	80	Rice	32
Apple Gel	60	Dark Bottle	20	Seaweed	16

21) Olive Village [II] [SH21]

Apple Gel	60	Apple	40	Fine Shield	15800
Orange Gel	200	Pineapple	430	Armet Helm	1320
Melange Gel	1000	Mangosteen	640	Cross Helm	5000
Panacea Bottle	350	Prune	500	Straw Hat	1420
Life Bottle	300	Sinclair	49800	Pointed Hat	3600
Flare Bottle	150	Destroyer	80000	Pretty Ribbon ...	7500
Syrup Bottle	60	Holy Sword	88800	Gauntlets	1200
Holy Bottle	80	Flare Baselard ..	140000	Mythril Gloves ..	10000
Dark Bottle	20	Bardiche	2980	Kitchen Mittens .	300
Rune Bottle	3500	Hard Greever	65530	Iron Boots	1040
Magic Lens	10	Sdin Grave	50560	Leather Cape	100
Chicken	40	Mech Halberd	22000	Thief's Cape	2000
Beef	64	Pole Axe	65140	Stone Charm	46200
Pork	56	Composite Bow ...	3000	Talisman	2000
Cheese	40	Klein Quin	7000	Paralysis Charm .	27200
Bread	20	Ruby Wand	1240	Poison Charm	6200
Rice	32	Holy Staff	6000	Mist Orb	5000
Spice	240	Plate Mail	24500	Warrior Symbol ..	7200
Pasta	60	Mythril Plate ...	50000	Attack Symbol ...	10000
Carrot	150	Holy Cloak	56000	Holy Symbol	100000
Potato	250	Mythril Mesh	30000	Mystic Symbol ...	674100
Onion	210	Light Shield	1150	Silver Cape	3030

22) Gheeth's Shop [SH22]

Combo Command ...	400000	Rare Shield	31000	Crescent Bow	148000
Rare Plate	82000	Rare Gauntlet	59400		

23) Arlee, Town of Eternal Darkness [SH23]

Chicken	40	Panacea Bottle ..	350	Mythril Mesh	30000
Beef	64	Life Bottle	300	Fine Shield	15800
Pork	56	Flare Bottle	150	Cross Helm	5000
Fresh Milk	30	Syrup Bottle	60	Pointed Hat	3600
Cheese	40	Holy Bottle	80	Pretty Ribbon ...	7500
Egg	20	Dark Bottle	20	Mythril Gloves ..	10000
Bread	20	Rune Bottle	3500	Kitchen Mittens .	300
Rice	32	Magic Lens	10	Iron Boots	1040
Seaweed	16	Sinclair	49800	Leather Cape	100
Pasta	60	Destroyer	80000	Thief's Cape	2000
Carrot	150	Ice Coffin	140000	Stone Charm	46200
Cabbage	40	Laser Blade	200000	Talisman	2000
Lettuce	110	Hard Greever	65530	Paralysis Charm .	27200
Apple	40	Sdin Grave	50560	Poison Charm	6200
Lemon	160	Mech Halberd	22000	Mist Orb	5000
Strawberry	220	Pole Axe	65140	Warrior Symbol ..	7200

Squid	50	Aqua Sprite	140000	Attack Symbol ...	10000
Octopus	60	Crescent Bow	148000	Holy Symbol	100000
Shrimp	160	Holy Staff	6000	Mystic Symbol ...	674100
Apple Gel	60	Plate Mail	24500	Silver Cape	3030
Orange Gel	200	Mythril Plate ...	50000		
Melange Gel	1000	Holy Cloak	56000		

24) Friezkiel

[SH24]

Apple Gel	60	Lemon	160	Fine Shield	15800
Orange Gel	200	Banana	190	Armet Helm	1320
Melange Gel	1000	Squid	50	Cross Helm	5000
Panacea Bottle	350	Octopus	60	Straw Hat	1420
Life Bottle	300	Shrimp	160	Pointed Hat	3600
Flare Bottle	150	Damascus Sword ...	34800	Pretty Ribbon	7500
Syrup Bottle	60	Sinclair	49800	Gauntlets	1200
Holy Bottle	80	Destroyer	80000	Mythril Gloves ...	10000
Dark Bottle	20	Laser Blade	200000	Kitchen Mittens ...	300
Rune Bottle	3500	Bardiche	2980	Iron Boots	1040
Magic Lens	10	Hard Greever	65530	Leather Cape	100
Chicken	40	Sdin Grave	50560	Thief's Cape	2000
Beef	64	Mech Halberd	22000	Stone Charm	46200
Pork	56	Pole Axe	65140	Talisman	2000
Cheese	40	Klein Quin	7000	Paralysis Charm ..	27200
Egg	20	Crescent Bow	148000	Poison Charm	6200
Bread	20	Ruby Wand	1240	Mist Orb	5000
Rice	32	Holy Staff	6000	Warrior Symbol ...	7200
Seaweed	16	Plate Mail	24500	Attack Symbol	10000
Carrot	150	Mythril Plate ...	50000	Holy Symbol	100000
Potato	250	Holy Cloak	56000	Mystic Symbol ...	674100
Onion	210	Mythril Mesh	30000	Silver Cape	3030
Apple	40	Light Shield	1150		

25) Morlia Mineshaft Supply Unit (B9)

[WK25]

Apple Gel	60	Holy Bottle	80	Bread	20
Orange Gel	200	Dark Bottle	20	Rice	32
Melange Gel	1000	Rune Bottle	3500	Seaweed	16
Panacea Bottle	350	Magic Lens	10	Carrot	150
Life Bottle	300	Chicken	40	Cabbage	40
Flare Bottle	150	Beef	64	Potato	250
Syrup Bottle	60	Pork	56		

EQUIPMENT LIST

[EQPT]

What's equipment? It's stuff that's equipped, noodlehead! Okay, I apologize. Everyone can equip various items to augment their power, from stat-boosters like swords and armor to random effects, like accessories. Two things:

- The "Use By" column uses the first initials of each characters name to tell who can equip what. The order is CCMCAS, or: Cress, Chester, Mint, Claus, Arche, Suzu -- i.e. the natural order they're encountered.
- For the Attribute (Atrbt) column, all elements are listed: Light, Dark, Earth, Fire, Thunder, Wind, Water, Non-Elemental. The first letter of these are used for the abbreviations, except in the case of Wind/Water. For this, Wind is abbreviated in lowercase (w) and Water in uppercase (W).

SWORD/AXE TYPES	USE BY	SLAS	THRS	LCK	ACC	ATRBT	SPECIAL LOCATIONS
Long Sword	C-----	05	05	---	---	-----	-----
Rapier	C-----	02	09	---	20	-----	-----
Verdun	C-----	04	28	---	22	-----	-----
Saber	C-----	08	05	---	---	-----	-----
Colichemarde	C-----	08	35	---	---	-----	-----
Knight's Saber	C-----	15	08	---	---	Fire	Toltus (Unbuyable!)
Fine Saber	C-----	25	18	---	---	-----	-----
Battle Ax	C-----	35	02	---	10	-----	-----
Walloon Sword	C-----	50	50	---	---	-----	-----
Ranseur	C-----	50	106	---	---	-----	-----
Gungnir	C-----	96	122	---	05	-----	Alvanista Castle (P)
Halberd	C-----	105	105	---	05	-----	-----
Fame Face	C-----	108	60	---	---	Water	Multiple Places (P/F)
Bardiche	C-----	130	15	---	10	-----	-----
Strike Ax	C-----	140	20	---	10	Thndr	Cave of B. Sand (P)
Dragon Tooth	C-----	140	280	---	30	Earth	Drop: Dragontooth (F)
Gungnir 2	C-----	180	295	---	05	-----	M. Mineshaft B10 (P)
Slayer Sword	C-----	200	200	---	30	Earth	Dhaos's Castle (P)
Mech Halberd	C-----	200	210	---	05	-----	-----
Sdin Grave	C-----	210	424	---	---	-----	-----
Moon Falx	C-----	260	210	---	10	Light	Drop: Dragonknight (F)
Saint Rapier	C-----	300	1600	---	---	Light	Drop: Banshee (F)
Damascus Sword	C-----	350	315	---	---	-----	-----
Sinclair	C-----	424	220	---	---	-----	-----
Holy Sword	C-----	480	480	10	30	Light	-----
Hard Greever	C-----	500	100	---	10	-----	-----
Naginata Blade	C-----	512	634	---	60	-----	-----
Flame Baselard	C-----	580	595	---	20	Fire	-----
Ice Coffin	C-----	595	580	---	10	Water	-----
Destroyer	C-----	630	290	---	10	-----	-----
Wasier Rapier	C-----	700	1200	---	10	-----	Dhaos's Castle (F)
Muramasa	C-----	750	400	---	100	-----	Ninja Village (F)
Duel Sword	C-----	800	780	---	10	Earth	Ifreed T. Quest (F)
Blessed Blade	C-----	800	800	80	80	-----	-----
Gungnir 3	C-----	800	1640	---	---	-----	Dwarven Temple (F)
Saint Halberd	C-----	840	640	20	10	Water	Ifreed T. Quest (F)
Pole Axe	C-----	850	150	---	---	-----	-----
Laser Blade	C-----	850	650	---	60	Light	-----
Arc Wind	C-----	860	720	---	50	Wind	Drop: Ekim (F)
Flamberge	C-----	900	900	---	10	Fire	Tower of Flames (F)
Vorpall Sword	C-----	900	900	---	10	Water	Cave of Ice (F)
Eternal Sword	C-----	1050	1140	---	10	-----	Treantwood (F)
Bahamut's Tear	C-----	1290	250	---	10	-----	M. Mineshaft B19 (F)
Doom Blade	C-----	1300	1100	---	10	Dark	Ninja Village (F)
Excalibur	C-----	1390	1390	---	50	-----	M. Mineshaft B21 (F)

BOWS	USE BY	ATK	ACC	EVA	LCK	ATRBT	SPECIAL LOCATIONS
Short Bow	-C-----	08	10	---	---	-----	-----
Longbow	-C-----	20	10	---	---	-----	-----
Composite Bow	-C-----	400	20	---	---	-----	-----
Klein Quin	-C-----	545	35	---	---	-----	-----
Aqua Sprite	-C-----	680	50	---	---	Water	-----
Earth Sprite	-C-----	680	50	---	---	Earth	Drop: Banshee (F)
Gale Sprite	-C-----	680	50	---	---	Wind	Cave of Ice (F)

Crescent Bow	-C----	750	65	---	---	Light	-----
Elven Bow	-C----	808	200	---	---		Arsia Sidequest (F)
Merciless Bow	-C----	999	80	---	---		Drop: Beast Master (F)
Berserker Bow	-C----	1042	100	---	---		Drop: Sokuram (F)
Elven Bow 2	-C----	1180	200	---	---		Arsia Sidequest (F)

RODS/STAVES	USE BY	ATK	ACC	EVA	LCK	ATRBT	SPECIAL LOCATIONS
Rod	--M---	02	10	---	---		-----
Gem Rod	--M---	15	20	---	---		-----
Ruby Wand	--M---	30	10	---	---		-----
Rune Staff	--M---	85	10	---	---		Dhaos's Castle (P)
Unicorn Horn	--M---	135	10	---	20	Light	White Birch Forest (P)
Holy Staff	--M---	180	10	---	---	Light	-----
Star Mace	--M---	330	10	---	---		Dhaos's Castle (F)
Crystal Rod	--M---	420	10	---	---		Ninja Village (F)

BOOKS	USE BY	ATK	ACC	EVA	LCK	ATRBT	SPECIAL LOCATIONS
Glossy Magazine	---K--	5	20	---	---		Many places (P/F)
Necronomicon	---K--	20	10	---	---	Dark	Claus' default (UNIQUE)
Amber Kings	---K--	60	20	---	---		Drop: Gnome (P)
Serano Fragment	---K--	70	30	---	---		Drop: Jahmir (P)
Lavor Ionis	---K--	80	10	---	---	Dark	Demitel's Island (P)
Aqua Dinguen	---K--	120	10	---	---	Water	Tower of the Zodiac (P)
Garr Fragment	---K--	350	10	---	---		Volt's Cave (F)
Seven Suns	---K--	500	10	---	---		Tower of F/Ninja V. (F)
Requiem	---K--	500	60	---	---		Cave of Ice (F)
True Magic	---K--	700	50	---	---	Light	Dhaos's Castle (F)
N.G.	---K--	765	---	---	---		Ifreed T. Quest (F)

BROOMS	USE BY	ATK	ACC	EVA	LCK	ATRBT	SPECIAL LOCATIONS
Broom	----A-	20	10	---	---		-----
Deck Brush	----A-	30	---	---	---		-----
Mystic Broom	----A-	100	10	---	---		M. Mineshaft B7 (P)
Magic Broom	----A-	200	10	---	---		Dhaos's Castle (P)
Sylph's Broom	----A-	380	10	---	---	Wind	Volt's Cave (F)
Wonder Broom	----A-	500	30	---	---		-----
Star Broom	----A-	640	10	---	---		Dhaos's Castle (F)

KNIVES	USE BY	ATK	ACC	EVA	LCK	ATRBT	SPECIAL LOCATIONS
Botan	-----S	255	10	---	---	Fire	Suzu Default (UNIQUE)
Ayame	-----S	420	20	---	---	Water	-----
Kikyo	-----S	550	30	---	---	Earth	M. Mineshaft B19 (F)
Kuroyuri	-----S	750	40	---	---	Dark	Ninja Village (F)
Ninja Sword	-----S	999	50	---	---	Dark	M. Mineshaft B21 (F)

ARMOR	USE BY	DEF	AGI	EVA	ATRBT	SPECIAL LOCATIONS
-------	--------	-----	-----	-----	-------	-------------------

Leather Armor	CC----	02	---	---	----		
Cloak	--MCA-	03	---	---	----		
Chain Mail	CC----	04	---	---	----		
Amber Cloak	--MCA-	06	---	05	----		
Ring Mail	CC----	07	---	---	----		
Splint Mail	CC----	09	---	---	----		
Silver Cloak	--MCA-	12	---	10	----		
Breastplate	CC----	13	---	---	----		
Plate Mail	CC----	18	---	---	----		
Mythril Mesh	CCMCA-	18	---	---	Light		
Holy Cloak	--MC--	25	---	---	Thndr		
Kisaragi	-----S	25	---	05	----	Ninja Village (F)	
Mythril Plate	CC----	28	---	---	Light		
Reflect	CC----	35	---	---	WwTL	Tower of Flames (F)	
Yayoi	-----S	35	---	05	----	Ninja Village (F)	
Silver Plate	CC----	37	---	---	----	Cave of Ice (F)	
Rare Plate	CC-C--	38	---	---	----	Gheeth's Shop (F)	
Nagazuki	-----S	45	---	05	----	Ifreed Treasure Quest (F)	
Black Gown	----A-	50	---	15	----	Elf Colony (F)	
Star Cloak	--MCA-	55	---	---	Wa/Da	Multiple Areas (F)	
Mumbane	CC----	60	---	---	----	Dhaos's Castle (F)	
Kannazuki	-----S	60	---	10	Wind	M. Mineshaft B19 (F)	
Golden Armor	C-----	65	---	---	DFwB	M. Mineshaft B19 (F)	

* - Kannazuki absorbs wind-type damage

HEADGEAR	USE BY	DEF	ACC	AGI	EVA	ATRBT	SPECIAL LOCATIONS
Leather Helm	C-----	01	---	---	---	----	
Beret	-CMC--	01	---	---	---	----	
Blue Ribbon	----A-	02	---	---	---	----	Arche Default (UNIQUE)
Hood	-----S	02	---	---	02	----	
Iron Helm	C-----	03	---	---	---	----	
Cleric's Hat	-CMC--	03	---	---	---	----	
Armet Helm	C-----	05	---	---	---	----	
Straw Hat	-CMC--	05	---	---	---	----	
L. Blue Ribbon	----A-	05	---	---	---	----	
Mask	-----S	05	---	---	05	----	Ninja Village (F)
Striped Ribbon	----A-	09	---	---	05	----	
Cross Helm	C-----	10	---	---	---	----	
Pointed Hat	-CMC--	12	---	---	---	----	
Star Cap	-CMC--	16	---	---	---	----	Multiple Areas (F)
Pretty Ribbon	----A-	18	---	---	---	----	
Duel Helm	C-----	19	---	---	---	----	T of Flames/C of Ice (F)
Rare Helm	C-----	20	---	---	---	Thndr	Gheeth's Shop (F)
Magical Ribbon	----A-	25	---	---	---	----	Euclid Arena (F)
Star Helm	C-----	26	---	---	---	----	Dhaos's Castle (F)
Golden Helm	C-----	28	---	---	05	----	Morlia Mineshaft B19 (F)

SHIELDS	USE BY	DEF	ACC	AGI	EVA	ATR	SPECIAL LOCATIONS
Wooden Shield	C-----	01	---	---	02	---	
Round Shield	C-----	02	---	---	05	---	
Kite Shield	C-----	04	---	---	07	---	
Light Shield	C-----	06	---	---	10	---	
Fine Shield	C-----	08	---	---	12	---	
Omega Shield	C-----	10	---	---	15	---	Cave of Ice (F)

Rare Shield	C-----	15	---	---	20	Wat	Gheeth's Shop (F)
Red Shield	C-----	15	---	---	30	---	Ifreed Treasure Quest (F)
Shield Ring	-CMCAS	20	---	---	25	---	Multiple places (F)
Star Shield	C-----	23	---	---	25	---	Dhaos's Castle (F)
Blue Shield	C-----	25	---	---	30	---	Ifreed Treasure Quest (F)

GLOVES	USE BY	ATK	DEF	EVA	LCK	ATR	SPECIAL LOCATIONS
Leather Gloves	CC----	---	01	---	---	---	-----
Iron Gloves	CC----	---	02	---	---	---	-----
Gauntlets	CC----	---	04	---	---	WFL	-----
Kitchen Mittens	--M-AS	---	05	---	---	Fir	-----
Mother's Mittens	----A-	---	08	---	---	All	Elf Colony (F)
Bridal Gloves	--M---	---	10	---	50	---	Elwin/Nancy Miniquest (P)
Iron Claws	-----S	100	10	---	---	---	Drop by Ninja Master (F)
Mythril Gloves	CC----	---	10	---	---	---	-----
Pretty Mittens	--M-AS	---	15	---	---	Fir	Cave of Ice (F)
Rare Gauntlet	CC----	---	15	---	---	Ert	Gheeth's Shop (F)
Hyper Gauntlets	C-----	---	26	20	---	---	Ifreed Treasure Quest (F)

ACCESSORIES	DEF	ACC	AGI	EVA	LCK	ATRBT	EFFECT
Amethyst	---	---	---	---	---	Dark	Halves dark DMG (Claus-only)
Aquamarine	---	---	---	---	---	Water	Halve water DMG (Claus-only)
Aqua Cape	08	---	---	---	---	Wa/Wi	Null Wa/Wi DMG 30% of Time
Black Onyx	---	---	---	---	---	-----	HP x1.3
Blue Talisman	---	---	---	---	---	-----	DEF x1.1
Cape	01	---	---	---	---	-----	-----
Combo Command	---	---	---	---	---	-----	Enable skills' combo inputs
Copy Patch	---	---	---	---	---	-----	??? (Random ATK/EVA boost?)
Dark Seal	---	---	---	---	---	-----	EXP x1.5 but DEF is halved
Dash Ring	---	---	---	---	---	-----	Battle: Wearer always dashes
Demon's Seal	---	---	---	---	---	-----	Doubles EXP but DEF's zero
Derris Emblem	---	---	---	---	---	-----	Evade warp in Dhaos's Castle
Diamond	05	05	05	05	05	-----	ATK +5 (Klaus-Only)
Earring	20	---	---	---	20	Wind	Null NonElem DMG (Mint-only)
Elven Boots	---	---	---	---	---	-----	Movement Speed x1.2
Elven Cape	12	---	---	10	20	-----	-----
Emerald	---	---	---	---	---	All*	Resist Elmt DMG (Klaus-only)
Emerald Ring	---	---	---	---	---	-----	Reduce SP costs by one-third
Fairy Ring	---	---	---	---	---	-----	Halves SP costs
Flare Cape	08	---	---	---	---	Fi/Er	Null Fi/Er DMG 30% of Time
Flare Charm	---	---	---	---	---	Water	Reduces Water DMG by 30%
Force Ring	---	---	---	---	---	-----	Null P-DMG 20% of Time
Garnet	---	---	---	---	---	Fire	Halves fire DMG (Claus-only)
Gravity Stone	---	---	---	---	---	-----	Immune: Tractor Beam
Holy Symbol	---	---	---	---	---	-----	Regen 5% HP at set intervals
Ice Charm	---	---	---	---	---	Fire	Reduces Fire DMG by 30%
Jet Boots	---	---	---	---	---	-----	Battle SPD x1.5 (Males-only)
Lapis	---	---	---	---	---	All	Lower Elem DMG (Claus-only)
Magic Mist	---	---	---	---	---	-----	Escape Speed x1.5
Magic Pouch	---	---	---	---	---	-----	Get random items in dungeons
Manji Seal	---	50	---	---	---	-----	-----
Mist Orb	---	---	---	---	---	-----	Escape Speed x1.3
Moonstone	---	---	---	---	---	-----	HP x1.3
Moon Crystal	---	---	---	---	---	-----	TP x1.3

Mystic Pouch	--- --- --- --- ---	Get random items in dungeons	
Mystic Symbol	--- --- --- --- ---	Halves spellcasting speed	
Nightmare Boots	--- --- --- --- ---	Movmnt Speed x1.5 (Fem-Only)	
Opal	--- --- --- --- --- Wind	Halves wind DMG (Claus-only)	
Paralysis Charm	--- --- --- --- ---	Immune: Paralysis	
Persian Boots	--- --- --- --- --- All	Reduces all damage by 30%	
Poison Charm	--- --- --- --- ---	Immune: Poison	
Princess Cape	15 --- --- --- --- Fire	Null Fire DMG 50% of Time	
Protect Ring	--- --- --- --- ---	Null P-DMG 10% of Time	
Rabbit's Foot	--- --- --- --- ---	LCK x1.10	
Resist Ring	--- --- --- --- --- All	Null Elemntl DMG 10% of Time	
Reverse Doll	--- --- --- --- ---	Auto-revive when defeated	
Ruby	--- --- --- --- --- Earth	Halve earth DMG (Claus-only)	
Sapphire	20 --- --- --- ---	Claus-only	
Sardonyx	--- --- --- --- --- Thndr	Halve thndr DMG (Claus-only)	
Sephira	--- --- --- --- ---	Won battle gald x1.5	
Sephira +1	--- --- --- --- ---	Doubles won battle gald	
Silver Cape	10 --- --- --- --- Fire	Null Fire DMG 30% of Time	
Silver Mattock	--- --- --- --- --- Earth	Null Earth DMG 50% of Time	
Sorceror's Ring	--- --- --- --- ---	Shoot sparks w/ R-Button	
Spirit Ring	--- --- --- --- ---	Battle: Regen 1TP/'x' secnds	
Stone Charm	--- --- --- --- ---	Immune: Petrification	
Stun Bracelet	--- --- --- --- ---	Halves Stun duration	
Talisman	--- --- --- --- ---	DEF x1.05	
Technical Ring	--- --- --- --- ---	For use with Combo Command	
Thief's Cape	04 --- --- 05 ---	-----	
Topaz	--- --- --- --- --- Light	Halve light DMG (Claus-only)	
Turquoise	--- --- --- --- ---	TP x1.3	
Warrior Symbol	--- --- --- --- ---	ATK (or Slash/Thrust) x1.1	
Water Spider	--- --- --- --- --- Water	Null Water DMG 50% of time	

All* = All but Light

RECIPE LIST

[RCPE]

Who says y'can't have good eats while on the prairie? Recipes are a down-home way of refreshing HP, TP, and statuses, using up base components (bought at groceries or dropped by some monsters) in the meanwhile. Each recipe will restore a set amount of HP and/or TP, although sometimes the recipe fails and a random effect goes off. Around the world are chefs -- some in towns, some in out-of-the-way places -- who teach these delicacies, so always make sure to seek them out and have some food components on-hand!

NOTE: Some recipes have leeway with what their components. For instance, the Sushi recipe is: Rice + Tuna/Mackerel/Sardine/Squid/Octopus/Shrimp. This means the Rice is a required item but only one of the fish types is needed to create the dish.

01: Hamburger

LEARN: Default
 MAKE : Bread + Chicken/Beef/Pork
 EFFECT: 10% HP

02: Rice Ball

LEARN: Default
MAKE : Rice, Seaweed
EFFCT: 10% HP + Cures Poison

03: Cabbage Roll

LEARN: Euclid (grocery chef)
MAKE : Cabbage, Pork
EFFCT: 12% HP

04: Quiche

LEARN: Morrison's House (mandatory)
MAKE : Chicken, Egg
EFFCT: 12% HP + Cures Poison

05: Sushi

LEARN: Venezia (grocery chef)
MAKE : Rice + Tuna/Mackerel/Sardine/Squid/Octopus/Shrimp
EFFCT: 15% HP + Cures Petrification & Paralysis

06: Cheese Burger

LEARN: Belledem Village (chief's wife, day after)
MAKE : Bread, Cheese + Chicken/Beef/Pork
EFFCT: 20% HP + Cures Poison

07: French Toast

LEARN: Hamel (outside chef)
MAKE : Fresh Milk, Egg, Bread
EFFCT: 20% HP + Cures Poison

08: Sandwich

LEARN: Euclid Village (Grocery chef)
MAKE : Bread + x2: Tomato/Lettuce/Potato/Egg
EFFCT: 20% HP + Cures Poison

09: Spaghetti

LEARN: Alvanista (Grocery chef)
MAKE : Tomato, Pork, Pasta
EFFCT: 20% HP + Cures Petrification

10: Tenderloin

LEARN: Olive Village (Grocery chef)
MAKE : Beef, Cheese, Bread
EFFCT: 25% HP + Cures Petrification

11: Fresh Juice

LEARN: Olive Village desert (East oasis)
MAKE : Apple, Strawberry, Banana
EFFCT: 07% TP

12: Sashimi

LEARN: Lilith (Morrison's Residence; post-Dhaos' Castle)
MAKE : Tuna, Mackerel, Sardine
EFFCT: 25% HP + Cures Poison

13: Potato Stew

LEARN: Town of Miguel (Inn chef)
MAKE : Carrot, Potato, Onion, Pork
EFFCT: 30% HP

14: Steak

LEARN: Euclid Castle 3F (Chef)
MAKE : Carrot, Potato, Spice + Chicken/Beef/Pork
EFFCT: 35% HP

15: Pescatore

LEARN: Morrison's House (Kitchen chef)
MAKE : Tomato, Shrimp, Squid, Pasta
EFFCT: 15% HP + Cures Poison & Paralysis

16: Gratin

LEARN: Lone Valley (Chef in Bart's house)
MAKE : Fresh Milk, Cheese, Pasta + Chicken/Shrimp
EFFCT: 25% HP + 01% TP

17: Meat Stew (a.k.a. Beef Stew)

LEARN: Limestone Cave port (Chef)
MAKE : Carrot, Cabbage, Onion + Chicken/Beef/Pork
EFFCT: 40% HP

18: Seafood Stew

LEARN: Alvanista (Grocery chef)
MAKE : Cabbage, Kelp + x2: Tuna/Mackerel/Sardine/Squid/Octopus/Shrimp
EFFCT: 20% HP + 05% TP

19: Beef Stew

LEARN: Friezkiel (Chef @ Grocery 2F)
MAKE : Carrot, Potato, Onion, Beef
EFFCT: 40% HP

20: Fruit Sundae

LEARN: Elf Colony (Grocery chef)
EFFCT: 15% TP
MAKE : Fresh Milk + x3: Apple, Lemon, Strawberry, Banana, Pineapple, Melon,
Grapes, Mangosteen, Prune

21: Curry

LEARN: Olive Village (Chef by grocery)
MAKE : Carrot, Potato, Rice, Spice + Chicken/Beef/Pork
EFFCT: 35% HP + Cures Poison & Paralysis

22: Fruit Cocktail

LEARN: Thor (Chefbot, SE skyscraper)
EFFECT: 25% TP
MAKE : x5: Apple, Lemon, Strawberry, Banana, Melon, Grapes, Mangosteen, Prune,
Pineapple

23: Salad

LEARN: Elf Colony (Grocery chef)
MAKE : Carrot, Cabbage, Lettuce, Cucumber, Tomato
EFFECT: 20% HP + 10% TP

24: Hashed Beef

LEARN: Arlee (Restaurant chef)
MAKE : Tomato, Onion, Beef, Rice + Carrot/Potato
EFFECT: 50% HP

25: Miso Stew

LEARN: Ninja Village (Ofuyu at town store)
MAKE : Radish, Potato, Konjac, Kelp, Egg, Miso
EFFECT: 100% HP/TP + Cures K.O.

SIDEQUESTS [SDQS]

- 01) Elwin & Nancy SD01
- 02) Mach Race 1 SD02
- 03) Ishitori SD03
- 04) Chester's Bow SD04
- 05) Mint's Piano Lessons SD05
- 06) Mach Race 2 SD06
- 07) Suzu, the Final Character SD07
- 08) Euclidian Arena SD08
- 09) Card Collectors SD09
- 10) Legend of Gilgamesh SD10
- 11) Suzu's Trial SD11

ELWIN & NANCY

Occurs -: The Past
Reward -: Bridal Gloves, Title: Cupid (Mint)
Missable: Yes

This is part of a matchmaking sidequest, involving Euclid's Nancy and Elwin, a strapping young lad from Venezia. The steps are as follows.

01) EUCLID: Nancy is the girl standing near the southern town entrance, by a tree. Talk to her a few times until she reveals she loves Elwin, the man at the town weapon shop. Talk to Elwin, then Nancy, then Elwin, then Nancy again -- unrequited love hurts!

02) HAMEL: Nancy is staying at the inn; talk to her

- 03) VENEZIA: At the inn, agree to help Nancy. Relay her whereabouts to Elwin at the northwest publishing house, then return to Nancy -- she'll run off to the town fountain. Talk to her there to see the two meet up.
- 04) VENEZIA: After finishing Demitel's Island, return to the publishing house and visit the 2F office for a scene with Elwin's hopping-mad father. When the lovebirds flee, find Elwin near the fountain plaza pillars and choose to "encourage him".
- 05) ALVANISTA: Visit the eastern tool shop and talk to Elwin, who asks that the party not tell his father their whereabouts.
- 06) VENEZIA: Once the team knows Elwin & Nancy's relocated, return to the hometown and find the father, still at the publishing house. Although it seems like the wrong thing to do, tell him where his son is.
- 07) ALVANISTA: Visit the NE house in town to find Elwin/Nancy talking with daddy-o. Agree to help them
- 08) VENEZIA: After advancing the plot a little (I beat Cave of Burning Sand) the elopers should have relocated back to Venezia and are found at the publishing house. Talk to Elwin and agree to come to their wedding, which is mandatorily attended afterward.

Mint will get the Bridal Gloves and new title after all's said and done. <3

MACH RACE 1

Occurs -: Past Alvanista

Reward -: Fame Face, Long Sword, Fur, or Coral / Title: Mach Boy (Cress)

Missable: Yes

When one first gets to Alvanista, the racing boy is found in the eastern half of the city. Make sure to learn the route the boy takes and PRACTICE, because as a computer-controlled person, the boy never makes many mistakes. The only hope of winning is (1) knowing the course (2) getting in front of the boy, who runs on a set path and stops if blocked. In fact, it's worth mentioning that you can exploit the set path routine by learning where he goes and inching along (then having to get back in front at the start of each lap).

The rewards are: (1) Fur (2) Coral (3) ? Sword (4) ? Sword. The Fur can be sold for 4000G+ so it makes a good wallet-stuffer, while the Coral sells for pocket change but helps flesh out the Collector's Book. The third reward is an ordinary Long Sword, while the fourth is the semi-rare Fame Face weapon. He can be fought twice more after the first win, so at least 75% of the items can be obtained.

ISHITORI

Occurs -: Past Alvanista Castle

Reward -: Miracle Gels, Spirit Rings / Ishitori Master title (Cress)

Missable: Yes

At the castle's 2F, there's a person who will play ishitori with Cress. The rules:

- 1) Whoever takes the last stone from the pot loses
- 2) The pot contains various stones, often around 26-68 stones
- 3) Each player can take 1-3 stones from the pot per turn
- 4) Turns can't be skipped
- 5) If your turn runs out, the # of stones the other player took is used

If you play the game enough, you'll notice that the opponent will often counteract the figure Cress puts in to reach a certain number. These special numbers come up over and over again, because they allow the master to win easier. [The miracle of save-stating reveals this quite easily!]

1 < 5 < 9 < 13 < 17 < 21 < 25 < 29 < 33 < 37 < 41 < 45 < 49 < 53 < 57 < 61...

The above sequence is a recurring flow of the game. To win, you want Cress to go first and make it so one of the pot holds one of the above numbers for the opponent's turn. As the game continues, keep hitting each number in the sequence. The sequence is derived from not wanting to take the last stone, so it's a division of four from one -- it's the fast ticket to winning, if you know this! [Obviously, if the game starts on one of these key numbers, you'll want to let the opponent go first.]

Cress can win a Miracle Gel for beating the master once, and a Spirit Ring + new title for the second time. [He can only be played twice.]

CHESTER'S BOW

Occurs -: The Past & Future

Reward -: Elven Bow, Elven Bow 2

Missable: Yes

This sidequest is very easy to miss, and missing out on the 1st step ensures that it can't be done. After being sent to the Past, the team obtains the [Broken Bow] key item and Cress wants to fix it for his good buddy.

- 01) ELF COLONY: After completing Treantwood and being expelled from the town due to Arche's antics, try to get back into town and a scene will allow Cress to visit the local bowyer. He mentions that Arsia the Woodcarver, who lives east of Ymir Forest on the map, could probably fix it.
- 02) ARSIA'S MANSION: Try the door for a scene with the woman herself, who says she'll fix the bow on two conditions: (1) they bring Brambert to her (2) someone remains behind as collateral, and will be turned into a statue until the bargain's complete. Arche ends up being the "statuesque" person for the job.
- 03) ELF COLONY: Brambert is by the entrance to Treantwood, and agrees to tag along back to Arsia's mansion. Once there, Arche returns to normal while a replacement is found... That's all that can be done in the past.
- 04) ARSIA'S MANSION: Once in the future, pay Arsia another visit for some scenes, in which Chester obtains the [Elven Bow].
- 05) ARSIA'S MANSION: After using the Sword of Time to reveal Dhaos' Castle, return here and talk to Brambert, who should be downstairs rather than at

Arsia's side. When the long scenes end, Chester's bow upgrades to the Elven Bow 2, his ultimate tool of destruction.

MINT'S PIANO LESSONS

Occurs -: Future Venezia

Reward -: Statue of Dreams, Title: Piano Teacher (Mint)

Missable: No

At the mayor's house, his daughter is banging on the keys like a chimpanzee, making quite a cacophonous racket. For some reason, Mint knows piano and can help her gradually improve. To do this, talk with the girl, exit and re-enter town, then do it again. Eventually, the girl will get so good, a recital will come -- listen and get the reward afterwards. The entire quest can be done as soon as the team gets to Venezia so why not get it out of the way? [NOTE: sometimes you can't talk to Chelsea from the left side of the dais, so do so from the south.]

MACH RACE 2

Occurs -: Future Alvanista

Reward -: Special Flag/Silver Mattock/Flare Sprite/Longbow / Title: Mach Man

Missable: No

Like 128 years prior, the mach racer is in the eastern section of town. The course is the same, too -- the only difference is that Chester will be the one who challenges the champ. Like before, knowing and practicing the course is the key to victory. The opponent runs on a set (flawless) path the entire time, but because of this, if Chester can get in front of him, he stops -- if one knows the path well enough, he can inch along and secure a victory. One anomaly is that, at the westernmost part of the track, the opponent gets a huge burst of speed, either closing the gap or pulling ahead. This happens each round, so be ready for it!

Rewards are: (1) Special Flag, an item that can only be obtained by doing the race (2) Silver Mattock, a rare item that halves earth damage (3) a Flare Sprite bow (4) a lame Longbow. Items #1 and #3 are probably the most useful in the long run.

SUZU, THE FINAL CHARACTER

Occurs -: The Future

Reward -: You get Suzu, duh

Missable: No

Suzu Fujibayashi is the sixth character who has a special quest all her own, which can start fairly early into the game.

01) VOLT'S CAVE: She'll be around the cave a few times, requiring help. Do so while completing the dungeon.

02) ALVANISTA: In the eastern section, find a male NPC standing near a green-

-haired woman on a roof. He mentions the existence of the Ninja Village hidden in the Treantwood, which is a crucial step. [If you don't learn of it's existance, Step #3 doesn't happen.]

- 03) TREANTWOOD: Using the map in section [WK27], go to the forest's northwest dead-end corner. If one learned of the village's existence, then Suzu'll be standing there and can whisk everyone away to its location. Arche'll come along, too, of course.
- 04) NINJA VILLAGE: While a lot of things are possible here the first time, the only pertinent fact is that Suzu's missing parents were sighted in the Euclid area.
- 05) EUCLID TOURNAMENT: Progress to the final round and, instead of fighting the mighty Wyvern, Cress is ambushed by Suzu's parents. Although whether Cress wins is irrelevant, this is the only time to Magic Lens the two ninja so do that!
- 06) NINJA VILLAGE: With the parents ordeal in the history books, return to Suzu's hometown and she'll join everyone.

EUCLIDIAN ARENA

Occurs -: Future Alvanista Castle

Reward -: Multiple / Title: Champion (Cress) / Skill: Beast Blade

Missable: No

The Arena is accessible from the first time the team goes there, and is used in the sidequest regarding the final character, Suzu. Cress is the only one who can fight in here. Each round has a set order of enemies and a prize based off of it, ten of each in all. Some monsters and items can only be found in the arena, not to mention the skill and title (the latter impacts the card-collecting sidequest). A special item pack temporarily replaces the normal inventory for these fights, which consist of 8 monster battles in a row (with an opt-out after #8) plus one final enemy, usually the Wyvern boss who also appears at the bottom of Morlia Mineshaft.

As far as equipment concerns, the Fairy Ring is a no-brainer. A Stone Charm is nice but one can use a Syrup Bottle for petrification immunity, which'll just make the Gazer King battles take a little longer than normal. Cress gets a healing move (Inspiration) at Lv34 so that can help as well.

NOTE: You do not have to defeat the Wyvern to get the round's prizes! Just opt not to fight him. However, you cannot get the Champion title w/o single-handedly beating him.

For the rewards listed below, there is a certain 'set' of items given if Cress defeats all enemies (including Wyvern) and an opt-out prize if he only does the first eight. The opt-out prize will be parenthesized below. [NOTE: There is no opt-out prize for the first round; the best rewards are given then.]

Round 01	Reward
01) Bugbear	• Skill: Beast Blade
02) Kraaken	• Title: Champion
03) Mandrake	

- 04) AC Roper
- 05) Dragoknight
- 06) Orcrot
- 07) Steel Golem
- 08) Gazer King
- 09) Dozo/Okiyoe [if far enough in Suzu's sidequest]

Round 02 Reward

- 01) Bugbear • Marble
- 02) Jennifer • Tapestry
- 03) Kraaken • Teacup
- 04) Steel Golem • (30,000g)
- 05) Gazer King
- 06) Dragoman
- 07) Mandrake
- 08) Gnoll King
- 09) Wyvern

Round 03 Reward

- 01) Wood Killer • Paralysis Charm
- 02) AC Roper • Poison Charm
- 03) Kraaken • Stone Charm
- 04) Gazer King • (30,000g)
- 05) Steel Golem
- 06) Dragoman
- 07) Mandrake
- 08) Bigfoot
- 09) Wyvern

Round 04 Reward

- 01) Dragoknight • Beef
- 02) Jennifer • Chicken
- 03) Kraaken • Pork
- 04) Gnoll King • (30,000g)
- 05) Steel Golem
- 06) Dragoman
- 07) Bugbear
- 08) Speedster
- 09) Wyvern

Round 05 Reward

- 01) Orcrot • Lavender
- 02) Reaver • Sage
- 03) Kraaken • Savory
- 04) Gazer King • Verbena
- 05) Steel Golem • (30,000g)
- 06) Dragoman
- 07) AC Roper
- 08) Flamelord
- 09) Wyvern

Round 06 Reward

- 01) Dragoknight • Charm Bottle
- 02) Wood Killer • Dark Bottle
- 03) Kraaken • Flare Bottle

- | | |
|-----------------|------------------|
| 04) Gazer King | • Holy Bottle |
| 05) Steel Golem | • Life Bottle |
| 06) Dragoman | • Panacea Bottle |
| 07) Orcrot | • Rune Bottle |
| 08) Camazotz | • Syrup Bottle |
| 09) Wyvern | • (30,000g) |

Round 07	Reward
----------	--------

- | | |
|----------------|------------------|
| 01) Speedster | • Magic Lipstick |
| 02) Reaver | • Magical Broom |
| 03) Flamelord | • Magical Ribbon |
| 04) Bigfoot | • Mystic Pouch |
| 05) Dragoman | • (30,000g) |
| 06) Gnoll King | |
| 07) Gazer King | |
| 08) Magus | |
| 09) Wyvern | |

Round 08	Reward
----------	--------

- | | |
|-----------------|--------------|
| 01) Camazotz | • Star Broom |
| 02) Dragoman | • Star Cap |
| 03) Gnoll King | • Star Cloak |
| 04) Wood Killer | • Star Mace |
| 05) Steel Golem | • (30,000g) |
| 06) Jennifer | |
| 07) Bigfoot | |
| 08) Magus | |
| 09) Wyvern | |

Round 09	Reward
----------	--------

- | | |
|------------|---------------|
| 01) R | • Star Gloves |
| 02) A | • Star Helm |
| 03) N | • Star Shield |
| 04) D | • (30,000g) |
| 05) O | |
| 06) M | |
| 07) ! | |
| 08) ! | |
| 09) Wyvern | |

Round 10	Reward
----------	--------

- | | |
|------------|-----------------|
| 01) R | • Apple Gel |
| 02) A | • Lemon Gel |
| 03) N | • Melange Gel |
| 04) D | • Miracle Gel |
| 05) O | • Orange Gel |
| 06) M | • Pineapple Gel |
| 07) ! | • (30,000g) |
| 08) ! | |
| 09) Wyvern | |

The tenth round is the template for future battles: randomized enemies, gels for prizes.

IFREED'S TREASURE

Occurs -: The Future (Friezkiel)

Reward -: Ancient Text, Technical Ring, Title: Treasure Hunter (Claus)

Missable: No

This sidequest can only be started after using the Eternal Sword to reveal Dhaos' Castle, then leaving to Friezkiel's restaurant. Talk to the greenhair NPC at the bar and accept his proposal: find and keep his father's treasure, but give the most precious treasure over to him. Graham has a map of generic hiding places to search at, but the clue to the crown jewel of his collection is: "With Odin dead ahead and Fenrir on the left, There are the center of the world lies my most precious treasure." There are twenty-two (22) locations of treasure around the world to find. [NOTE: You can visit these locations before the sidequest starts but there's no treasure there for some reason.] The generic clues are:

"Two in North Euclid and one on Lone Island.

Four in South Euclid, two of which are on islands.

Two on Arlee and one on Fenrir.

Three around Midgards and Ymir and two northeast of Alvanista.

One in East and West Freyland and another far east of Midgards.

And four in North Midgards."

Treasures are typically found in out-of-the-way spots not normally accessible by the normal paths, meaning isolated beaches, mountain plateaus, etc. The treasures are listed in the order of the hints.

EUCLIDIAN CONTINENT

- 01) The long offshore sandbar west of Morrison's House (Euclidian continent)
Items: Fur, Blue Shield, Black Onyx, Green Torch, Elixir, Stun Bracelet
- 02) Isolated beach SSE of Miguel (near vagabond encampment)
Items: Reverse Doll
- 03) Isolated beach, northeast of Lone Valley
Items: Silver Cape
- 04) Island west of Hamel's former location (has black rock on it)
Items: Fur, Moon Crystal
- 05) North of bridge to Hamel's former location, isolated beach (east side)
Items: Fur, Reverse Doll

ALVANISTAN/YMIR CONTINENT

- 06) Go east across Alvanistan bridge, then north to peninsula -- island there
Items: Fur, Princess Cape, Resist Ring
- 07) Isolated forest northeast of Alvanista
Items: Saint Halberd*
- 08) One of the islands in Alvanista's bay
Items: Silver Mattock
- 09) Northwest of Alvanista is an island; land on the long plain
Items: Dark Seal, Elixir, Spirit Ring

10) Northwest of Alvanista is an island; land on a tiny side-beach
Items: Protect Ring, Fur

11) Tiny island near the dock to Freyland
Items: Rosania's Dress

12) South of Arsia's Mansion, on an isolated beach
Items: Protect Ring

FREYLAND CONTINENT

13) Long island (with black rock) north of Olive Village
Items: Emerald Ring, Ebony Wood, Earthenware Pot

14) Island east of northern oasis (east side)
Items: Nagazuki, Elixir (x2), Shield Ring

MIDGARDS CONTINENT

15) North of Valhalla Plain, snowy mountain-enclosed plateau (east side)
Items: N.G., ? Sword (Blessed Blade), Elven Boots, Emerald Ring

16) Tiny isolated beach, south of where Dhaos's Castle used to lie
Items: Red Lantern, Red Shield, Elven Boots, Duel Sword*, Coral, Elixir

17) Near where Dhaos's Castle used to be, island beach northwest of there
Items: Fur (x3)

18) Southeastern tip of Midgarads continent, beach isolated by black rocks
Items: Tapestry (x9)

19) Beach north of White Birch Forest
Items: Elixir, Golden Helm, Marble

ARLEE/FRIEZKIEL/MISCELLANEOUS REGIONS

20) Sandy beach southwest of Friezkiel
Items: Hyper Gauntlets, Spirit Ring, Fur

21) Green plain west of Arlee
Items: Resist Ring, Fur

22) Green plain on NW tip of Arlee's island
Items: Blue Candle, Sephira

The treasure Ifreed's son wants is Rosania's Dress (#11), and once it's been given to its rightful owner, the team gets a Technical Ring and Claus gets the "Treasure Hunter" title.

CARD COLLECTORS

Occurs -: The Future (Various)

Reward -: The colored cards (for the Collector's Book)

Missable: No

In the future, card collecting is all the rage. No, not Pokemon Cards! It's ...uh, generic colored cards. Well, who knows how these guys think. The point

to collecting them is to flesh out some of the Collector's Book entries, and that's all. Here's how to get each item. [NOTE: Most cards can be obtained repeatedly if the prerequisites are fulfilled.]

- 01) BLACK CARD : In Miguel, talk to robed man hanging around the inn's area
- 02) BROWN CARD : At Euclid Castle (F2), girl will trade it for Black Card
- 03) GREEN CARD : Venezia grocery; guy trades it for a Melon and Kelp
- 04) WHITE CARD : Freyland Desert, north oasis; woman trades it for Brown Card
- 05) BLUE CARD : Friezkiel's armory; buy it for 50,000g
- 06) YELLOW CARD: Arlee's armory; answer geezer's quiz 2, 3, 4.
- 07) RED CARD : Ninja Village; talk to woman outside shop w/ Champion title

The above order isn't the natural order they're obtained. For instance, the Green Card guy wants a Melon but it's only available in the Elf Colony.

LEGEND OF GILGAMESH

Occurs -: Friezkiel (Future)
Reward -: Statue of Bravery
Missable: No

In the town's inn, a little kid talks about the legend of Gilgamesh. The hard part about this quest is that there's no clue as how to complete the quest, or what it entails. However, for someone who's played Tales of Phantasia and swam around in its knowledge pool, the way is clear: collect certain items that are "Gilgameshy" and the kid will give over the reward once they're all collected. There are twelve (12) items in all and they are...

##	ITEM	LOCATED...
01	Blue Candle	Ifreed Quest (Arlee Island, NW green plain)
02	Blue Shield	Ifreed Quest (sandbar west of H. Morrison's house)
03	Crystal Rod	Ninja Village (Treantwood outskirts)
04	Excalibur	Dwarven Temple
05	Golden Armor	Morlia Mineshaft L19
06	Golden Helm	Ifreed Quest (Beach north of White Birch Forest)
07	Green Torch	Ifreed Quest (sandbar west of H. Morrison's house)
08	Hyper Gauntlets	Ifreed Quest (beach southwest of Friezkiel)
09	Jet Boots	Use a Rune Bottle on an "Iron Boots"
10	Red Lantern	Ifreed Quest (Beach S of where Dhaos' Castle was)
11	Red Shield	Ifreed Quest (Beach S of where Dhaos' Castle was)
12	Silver Mattock	Ifreed Quest (An island in Alvanista's bay)

A Silver Mattock can also be won from the Mach Race II in Alvanista. Note the items only have to be in one's possession, not necessarily equipped.

SUZU'S TRIAL

Occurs -: Ninja Village
Reward -: Kuroyuri, Title: Sneaker (Suzu)
Missable: No

By returning to Ninja Village late in the game and talking with the chief,

Suzu can undergo her rite of passage in the form of five trials. I'm not sure of the trigger for this event: it may be plot-, skill- or level-related. In either case, it takes awhile to open up -- collect as many skills as possible just to be sure.

Anyway, the skills will be fought by Suzu alone, so she should have the best equipment available. Mine is: Ninja Sword, Kannazuki, Shield Ring, Mask, Iron Claws, Poison Charm, Fairy Ring. There's a little leeway but that's my desired setup anyway -- for instance, if she's underleveled, give her the Persian Boots to reduce all damage intake. To start the trial, talk with the chief and agree to continue.

There are five training ninja to fight and they pose a question beforehand. The preferable "ninja" answers are listed below.

- Q1: Eliminate the spouse? [Y]
- Q2: Betray the friend? [Y]
- Q3: Kill random person? [Y]
- Q4: Reveal secret to world? [N]
- Q5: Finish off own parent? [Y]

ENEMY #1: Kosuke HP: 5000
ENEMY #2: Jinbachi HP: 10000
ENEMY #3: Juzo HP: 20000
ENEMY #4: Saizo HP: 30000
ENEMY #5: Sasuke HP: 50000

Lucky for the player, each of these ninja battles are the same: the foes use swords at close range and throw poison shurikens at mid- and long-range. Suzu can get through these fights with little difficulty by spamming the awesome Hell Rush combo (7-hit) or using Summon: Jiraiya if she needs to heal up (buys some time). If Suzu fails to win, there's no game over -- she just has to do it all over again. [NOTE: All these ninja are one-time fights so use Magic Lens on 'em.] All ninja are weak to light-elemental attacks too, for some reason.

After winning all five battles, Suzu can obtain the reward: a Kuroyuri knife. Unfortunately it's not as good as the Ninja Sword in Morlia Mineshaft, so it may not pay off as much as you'd have hoped... Suzu also gets the Sneaker title and, apparently, a free level-up. Hooray!

TITLES [TTLS]

Titles are special nicknames given to the allies when they do something noteworthy or participate in a certain event. They don't affect any aspect of the game, however, and are just for fun. The "M" column denotes if the title is permanently missable (Y/N answers). Anything with a "Y" in the column has its own window of opportunity to get; anything else has no time limit (although if you never bother to do 'x' event, you still miss it!).

These are listed in the order found in-game, which shouldn't matter too much if you use the walkthrough (says when each special one appears).

CRESS TITLES	M	OBTAIN
Apprentice Swordsman	N	Default
Swordsman	N	Learn 'Demonic Swallow Kick' from Tristan

Battle Master	N	Reach LV30	
Sword Master	N	Reach LV50	
Fencer	N	Reach LV60 + Know majority of Secret Skills	
Advanced Fencer	Y	Reach LV70 + Know all Secret Skills	
Master Fencer	N	Reach LV99 + Know majority of Secret Skills	
Acting Master	N	Defeat all oncomers in Miguel Village's school	
Samurai	N	Obtain the Muramasa in Ninja Village	
Master of Secrets	N	Sleep in Miguel Village for reminiscing scene	
Combo Master	N	Obtain the Combo Counter & Combo Command items	
Berserker	N	Fight 250 battles on Hard/Mania difficulty	
Champion	N	Win the Alvanista Castle battle tournament	
Ishitori Master	Y	Beat Alvanista Castle's Ishitori Master twice	
Mach Lad	Y	Beat Alvanista's Mach Lad in a race	
Eternal Swordsman	N	Obtain the Eternal Sword	
Gilgamesh	N	Show all (10) Gilgamesh Items to Friezkiel boy	

CHESTER TITLES	M	OBTAIN	
Hunter	N	Default	
Ranger	N	Reach LV05	
Archer	N	Reach LV10	
Sniper	N	Reach LV30	
Shooter	N	Reach LV50	
Striker	N	Reach LV80	
Selfless Man	N	Future: See Miguel bridge scene <u>_late_</u> in game	
Kind Brother	Y	In Toltus, give grocer's apple to sister (Ami)	
Hard Worker	Y	Future: view one of Chester's training sessions	
Bad Boy	N	View 1st hot springs scene in Ninja Village	
Muscle Man	N	View 2nd hot springs scene in Ninja Village	
Mach Man	N	Beat Alvanista's Mach Lad in a race	
Fervent Man	N	At Mountain Passage, view scene on north route	

MINT TITLES	M	OBTAIN	
Healer	N	Default	
Cleric	N	Reach LV07	
Priestess	N	Reach LV12	
Bishop	N	Reach LV20	
Archbishop	N	Reach LV40	
Cardinal	N	Reach LV80	
Perfect Lady	N	Future: View 2nd picnic scene at Limestone Cave	
Snob	N	Meet Claus in Euclid Village	
Cupid	Y	Do Elwin/Nancy sidequest and attend the wedding	
Glamour Queen	N	View 1st hot springs scene in Ninja Village	
Maiden	N	Meet the unicorn in White Birch Forest	
Piano Teacher	N	Teach & view Venezia mayor's daughter's recital	

CLAUUS TITLES	M	OBTAIN	
Summoner	N	Default	
Tamer	N	Obtain the Sylph summon	
Subduer	N	Obtain the Maxwell summon	
Dominator	N	Obtain the Origin summon	
Warlock	N	Obtain ten (10) summons	

Master Summoner	N	Obtain all (13) summons	
Happy Fellow	N	Future: sleep at Euclid Village inn for scene	
Monster Hunter	N	Defeat all (180) monsters in the game	
Item Collector	N	Find all (395) items for the Collector's Book	
Treasure Hunter	N	Give Ifreed's greatest treasure to his son	
Lucky Man	N	Meet Claus in Euclid Village	
Hopeless Romantic	N	Complete inn scene at Arlee	

ARCHE TITLES	M	OBTAIN	
Magic User	N	Default	
Witch	N	Learn 05 spells	
Mage	N	Learn 10 spells	
Sorceress	N	Learn 15 spells	
Wizard	N	Learn 20 spells	
Spell Master	Y	Obtain all spells	
True Scholar	N	View ancient tablet at Morlia Mineshaft bottom	
True Friend	N	Return to Hamel (post-Alvanista) for a memorial	
Delicate Flower	Y	Boat to Alvanista: talk to Arche after the meal	
Thin Girl	N	View 1st hot springs scene in Ninja Village	
Negotiator	N	In Venezia, talk to the Alvanista-bound captain	
Terrible Cook	N	Future: View 2nd picnic scene at Limestone Cave	

SUZU TITLES	M	OBTAIN	
Sparrow Ninja	N	Default	
Raven Ninja	N	Reach LV20	
Swallow Ninja	N	Reach LV30	
Falcon Ninja	N	Reach LV40	
Hawk Ninja	N	Reach LV60	
Crane Ninja	N	Reach LV80	
Ninja Master	N	Obtain all of Suzu's abilities	
Cold Heart	N	Default	
Future Chief	N	Ninja Village: talk to girl by the savepoint	
Sweet Tooth	N	Talk with Olive Village chef outside of grocery	
Sneaker	N	Overcome the 5 Trials of Ninja Village	
Smitten Girl	N	Default	
Stout of Heart	Y	Future (Euclid): Reunite May with her mother	

MONSTER LIST

[MNST]

A little ways into the game, Mint gives Cress a Monster List, which is really an in-game bestiary. When a monster is faced in battle, generic information's stored in the item. However, to get more in-depth info, one has to throw a Magic Lens to reveal their weaknesses. This should reveal all information on the enemy EXCEPT their item drops and/or steals. Dropped items have to be obtained first-hand to be entered in the book, and even then, if they require a Rune Bottle (such as a "? Bow"), the resultant item is not listed. Steals have to be done first-hand, too, of course.

Now, the listing order is the same as in-game but there doesn't seem to be much semblance in the way the developers made it, so it's not chronological.

Other things:

- Inherent spoilers beyond
- Some bestiary entries are listed differently than the normal foes. For instance, the "Spiny Devil" boss fought early in the game is "Spined Devil" in the book. The dichotomy probably stems from the in-game names having a set number of spaces; the bestiary doesn't have that problem. These items will be listed at the bottom of the table.
- This is just a rough list on where to find the foes, not a regurgitation of the bestiary! Most people generally need to find where to get the monsters and can take it from there. [Plus, some of the listed stats for the foes're wrong anyway, like Efreet's EXP gains: it's 1000 not 4000.]
- In the location notes, (P) means Past, (F) means future. Present times will just be listed without those notes to differentiate. Example locations are given that prioritize where it's easiest to find them; or, the only place to find them if they're missable/rare/etc. Some show up in a crapload of places so they can't all be detailed, after all.

If you want all the monster info spread out, view this file on GameFAQs:
<http://www.gamefaqs.com/portable/gbadvance/file/582247/42570>

NO.	MONSTER	HP	LOCATION EXAMPLE
001	Arch Knight	9200	Friezkiel Region (F)
002	Iron Golem	3450	Dhaos's Castle (P)
003	Ice Elemental	20000	Morlia Mineshaft Depths (F)
004	Owl	50	South Forest/Euclid Continent
005	Agumi	860	Freyland Continent (P) / Valhalla Plain (P)
006	Aza	1350	Cave of Burning Sand (P/F)
007	Assassin Bug	5580	Ninja Village's Treantwood areas (F)
008	Adept	3600	Dhaos's Castle (P)
009	A.kocra	22150	Morlia Mineshaft Depths (F)
010	Alraine	2200	Volt boss battle (F)
011	Ares	2000	Jahmir boss battle (P)
012	Evil Lord	10500	Dhaos's Castle (P)
013	Isis	20000	Morlia Mineshaft Depths (F)
014	Ishrantu	5000	BOSS: Valhalla Plain & Sky Flight (P)
015	Efreet	5500	Cave of Burning Sand (P/F)
016	Water Lily	820	Ymir Forest/Treantwood/Midgards Region (P)
017	Volt	28000	BOSS: Volt's Cave (F)
018	Wood Killer	32250	Euclid Arena (F)
019	Wolf	110	Euclid Continent (Pr) / Cave of Spirits (P)
020	Undine	6850	BOSS: Limestone Cave (P)
021	Ekim	8000	Friezkiel Region (F) / Cave of Ice (F)
022	Ogre	1480	Cave of Burning Sand (P) / M. Mineshaft (P)
023	O. Jelly	80	Aqueducts (P)
024	Orcrot	2050	Ymir, Forest of Mirror Water (P)
025	Okiyo	15500	Euclid Arena (Suzu Sidequest) (F)
026	Origin	45000	Treantwood (F)
027	Gargoyle	1250	Morlia Mineshaft (P)
028	Ghast	260	Lone Valley (P)
029	Karticar	13150	Cave of Ice (F)
030	Cardinal	4400	Dhaos's Castle (F)
031	Wolfman	50000	Morlia Mineshaft Depths (F)
032	Killer Owl	1800	Euclid Continent (F)
033	Killer Wolf	270	Mountain Pass (F) / Venezia Area (F)

034 Ghoul	165 Catacombs	
035 Female Ninja	3500 Cave of Ice (F)	
036 Kraaken	10500 Limestone Cave (F) / Euclid Arena (F)	
037 Grimlock	2555 Alvanista Region (F)	
038 Clay Idol	1 Cavern of Spirits (P)	
039 Grey Ooze	2820 Euclid Continent (F)	
040 Clay Golem	2270 Tower of the Zodiac (P/F)	
041 Clay Demon	1150 Midgard's Area Sky Battle Series (P)	
042 Cleric	8300 Tower of Flames (F) / Dhaos's Castle (F)	
043 Chimera	2660 Valhalla Plain (P) / Dhaos's Castle Area (P)	
044 Caveman	750 Morlia Mineshaft (P)	
045 Camazotz	21000 Euclid Arena (F)	
046 Swordsman	6800 Town of Miguel's Albane School (F)	
047 Corpse	1720 Tower of the Zodiac (P/F)	
048 Coldgale	13000 Morlia Mineshaft Depths (F)	
049 Golem	400 Catacombs (Pr) / Demitel boss battle (Past)	
050 Kosuke	5000 Ninja Village (Suzu's Rite of Passage) (F)	
051 Coyote	1000 Midgard's Continent	
052 Brigand	1800 Midgard's Continent/Tower of the Zodiac (P)	
053 Saizo	30000 Ninja Village (Suzu's Rite of Passage) (F)	
054 Sasuke	50000 Ninja Village (Suzu's Rite of Passage) (F)	
055 Master	21000 Town of Miguel's Albane School (F)	
056 Acting Master	18000 Town of Miguel's Albane School (F)	
057 Jennifer	19200 Euclid Arena (F)	
058 Shadow Flower	9200 Arlee Area (F) / Morlia Mineshaft Depths (F)	
059 Shaft	5100 Ninja Village's Treantwood areas (F)	
060 Jahmir	3400 BOSS: Alvanista Castle (P)	
061 Juzo	20000 Ninja Village (Suzu's Rite of Passage) (F)	
062 Seasoned Swordsman 12K	Town of Miguel's Albane School (F)	
063 Geraldin	13200 Tower of Flames (F) / Dhaos's Castle (F)	
064 Sylph	100 Lone Valley (P)	
065 Sylph 2	100 Lone Valley (P)	
066 Jinbachi	10000 Ninja Village (Suzu's Rite of Passage) (F)	
067 Squid	2500 Limestone Cave (P/F) / Morlia Mineshaft (P)	
068 Skeleton	100 Catacombs (P)	
069 Stirge	2120 Cavern of Spirits (F)	
070 Speedster	23150 Euclid Arena (F)	
071 Specter	6250 Demitel's Island (F)	
072 Spined Devil	220 Aqueducts	
073 Seraph	12700 Dhaos's Castle (F)	
074 Sendam	8350 Friezkiel Area (F) / Cave of Ice (F)	
075 Sokuram	16400 Morlia Mineshaft Depths (F)	
076 Dark Mage	1100 Tower of the Zodiac (P)	
077 Charon	2000 Dhaos's Castle (P)	
078 Deela	600 Freyland Area (P) / Lone Valley (F)	
079 Desert Fly	900 Freyland Area (P) / Lone Valley (F)	
080 Death Gaze	42500 Cavern of Spirits (F)	
081 Death Charona	3650 Cavern of Spirits (F) / Limestone Cave (F)	
082 Destelar	9950 Dhaos's Castle (F)	
083 Demitel	2700 Demitel's Island (F)	
084 Dullahan	3550 Dhaos's Castle (P)	
085 Doom Knight	12280 Dhaos's Castle (F)	
086 Dozo	28500 Euclid Arena (Suzu Sidequest) (F)	
087 Dragoman	12500 Euclid Arena (F) / Dhaos's Castle (F)	
088 Dragontooth	3780 Volt's Cave (F)	
089 Dragon Knight	2000 Dhaos's Castle (P)	
090 Dragon Fly	950 Midgard's Continent (P), Euclid Continent (F)	
091 Druid	2800 Dhaos's Castle (P)	
092 Drake	1500 Ymir, Forest of Mirror Water/Treantwood (P)	
093 Treant	250 Ymir, Forest of Mirror Water/Treantwood (P)	

094	Nereid	1000	Limestone Cave (P)	
095	Nightstalker	8220	Arlee Area (F)	
096	Nanocloud	2460	Freyland Region (F)	
097	Ninja	2000	Arlee Area (F)	
098	Ninja Master	8500	Dhaos's Castle (F)	
099	Gnome	3400	BOSS: Cavern of Spirits (P)	
100	Gnoll	2150	Euclid Continent (F)	
101	Darkwing	2520	Freyland Region (F)	
102	Harpy	200	Lone Valley (P) / Freyland Region (P)	
103	Bugbear	65	Euclid Continent (P) / Euclid Arena (F)	
104	Bugbear King	24160	Euclid Arena (F)	
105	Basilisk	4850	Freyland Region (P) / Lone Valley (F)	
106	Basilisk King	21850	Euclid Arena (F)	
107	Banshee	20000	Morlia Mineshaft Depths (F)	
108	Hanzo	17500	Dhaos's Castle (F)	
109	Beast Master	20700	Morlia Mineshaft Depths (F)	
110	Picocloud	7550	Freyland Region (F)	
111	Bigfoot	36500	Morlia Mineshaft Depths / Euclid Arena (F)	
112	Hill Giant	1050	Alvanista Area (P) / Midgards Continent (F)	
113	Phantasmist	2420	Volt's Cave (F)	
114	Fiend	5150	Cavern of Spirits (F) / Demitel's Island (F)	
115	Firbolg	5150	Alvanista Area (F)	
116	Falcon	80	Catacombs / Forest of Spirits (P)	
117	Fen Beast	30000	BOSS: Cave of Ice (F)	
118	Hood	3920	Alvanista Area (F)	
119	Hood Master	10005	Alvanista Area (F)	
120	Black Bat	320	Morlia Mineshaft (P)	
121	Flamberge	45700	BOSS: Tower of Flames (F)	
122	Branch	16451	Ymir, Forest of Mirror Water/Treantwood (F)	
123	Priest	7531	Ymir, Forest of Mirror Water/Treantwood (F)	
124	Bleeb	3120	Alvanista Area (F)	
125	Brute	45000	BOSS: Dwarven Temple (F)	
126	Blue Roper	2250	Thor (P)	
127	Djinn	11200	Cave of Burning Sand / Tower of Flames (F)	
128	Flamelord	33900	Alvanista Coliseum (F)	
129	Frogmoth	6520	Cavern of Spirits (F)	
130	Hell Hound	6500	Dhaos's Castle (F)	
131	Hell Master	24700	Morlia Mineshaft Depths (F)	
132	Hell Master	4700	Lone Valley (Daemonium Cave) (P)	
133	Boar	175	South Forest/Forest of Spirits (Pr/F)	
134	Baby Boar	30	South Forest/Forest of Spirits (Pr/F)	
135	Lesser Boar	20150	Morlia Mineshaft Depths (F)	
136	Deadly Toad	820	Morlia Mineshaft Depths (F)	
137	Boggle	160	Euclid/Alvanista Continents (P)	
138	Hornet	120	Euclid/Alvanista Continents (P)	
139	Skeleton Knight	450	Demitel's Island (P)	
140	Ancient Oak	3050	Valhalla Plain (P) / Dhaos's Castle Area (P)	
141	Maxwell	7500	BOSS: Morlia Mineshaft (P)	
142	Manticore	38500	Morlia Mineshaft Depths (F)	
143	Mandrake	10200	Ymir, Forest of Mirror Water (F)	
144	Mythril Golem	20250	Euclid Arena (F)	
145	Meia	2400	Alvanista-Bound Boat (P)	
146	Magus	32300	Morlia Mineshaft Depths (F)	
147	Uinal	14200	Morlia Mineshaft Depths (F)	
148	Yokol	8550	Tower of Flames (F)	
149	Raptor King	620	Alvanista Continent (P)	
150	Land Urchin	765	Morlia Mineshaft Depths (F)	
151	Reaver	33250	Euclid Arena (F)	
152	Lizard Fly	870	Morlia Mineshaft (P)	
153	Lizardman	1270	Ymir, Forest of Mirror Water/Treantwood (P)	

154	Zombie	100	Catacombs	
155	Skeleton Archer	3150	Volt's Cave (F)	
156	Lilite	600	Dhaos's Castle Area (P)	
157	Phantasm	7280	Demitel's Island (F)	
158	Red Roper	1870	Dhaos's Castle (F)	
159	Trainee	4100	Town of Miguel's Albane School (F)	
160	Werevulture	1800	Lone Valley (F)	
161	Wyvern	41000	Euclid Arena/Morlia Mineshaft Depths (F)	
162	Wight	3050	Lone Valley (F)	
163	AC Roper	3250	Euclid Continent (F)	
164	Dark Eye	30000	Dhaos's Castle (F)	
165	Giant Squid	2550	Limestone Cave (F)	
166	Giant Slug	100	Spiny Devil boss battle	
167	Giant Toad	780	Alvanista Region (P) / Midgards Region (F)	
168	Giant Bat	420	Morlia Mineshaft (P)	
169	Giant Bee	50	Euclid Continent (P) / Cavern of Spirits (P)	
170	Giant Fly	2000	Volt's Cave (F)	
171	Giant Leech	55	Aqueducts	
172	Red Slug	650	Limestone Cave (P)	
173	Giant Wasp	884	Forest of Spirits/Mountain Passage (F)	
174	Roaming Eye	56600	Dhaos's Castle (F)	
175	Seal Eye	62600	Dhaos's Castle (F)	
176	10000R	10000	Thor (F)	
177	2SH	18600	Thor (P)	
178	3000R	3000	Thor (P)	
179	3SH	15600	Thor (F)	
180	4400R	4400	Thor (P)	
_____	_____	_____	_____	

As for weird flubs in the bestiary entries...

NO.	LISTED NAME	IN-GAME NAME
[003]	Ice Elemental	---> Ice Witch
[035]	Female Ninja	----> Toxic Ninja
[056]	Acting Master	---> Sargeant
[058]	Shadow Flower	---> Shade Flower
[072]	Spined Devil	----> Spiny Devil
[081]	Death Charona	---> Charona
[095]	Nightstalker	----> Night Shadow
[098]	Ninja Master	----> Ninja Lord
[106]	Basilisk King	---> Gazer King
[109]	Beast Master	----> Beast Lord
[139]	Skeleton Knight	-> Bone Knight
[144]	Mythril Golem	---> Steel Golem
[155]	Skeleton Archer	-> Bone Archer

V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - How do you check equipment stats and elemental attributes?

[A] - In the equip menu, press start over a selected item to see its general description, then hit select to toggle its stats.

[Q] - How do you flee battle?

[A] - Move the currently controlled character to the extreme left/right of the battlefield and a gauge will show up; when it's completely red, all allies run. Note that being damaged will interrupt the gauge some, and

it's harder to run from multiple tougher enemies. Having a Magic Mist or Mist Orb (available later on) increases escape speed.

[Q] - What does the Mystic Pouch/Magic Pouch do?

[A] - When you walk around in dungeons, random items fly out (i.e. you get free items).

[Q] - How do I get through Tower of Flames without being burnt alive?

[A] - This part's thrown many people for a loop. You need to kill Geraldins to receive Flame Charms, then use a Rune Bottle on said charms to make 'Ice Charms'. They reduce fire damage by 30% and have a hidden side effect of protecting everyone from the lava room's intense heat.

[Q] - Sometimes when I rest at inns, Chester practices. Why?

[A] - When you get Chester back, the long absence shows just how weak he is in comparison to the rest of the globe-trotting team. He practices to gain levels and abilities quicker and thus be more helpful. These li'l scenes stop after his level's high enough, of course.

[Q] - How do I get past the warp on F2 of Dhaos's Castle (Future)?

[A] - The warp only lets those with a Derris Emblem equipped past by. While one emblem can be given free by a soldier in Arlee's restaurant, there are two ways to get enough for everyone: (1) on F2, whoever has the soldier's emblem equipped can get five others spread out around the floor (2) in the basement jail area, Dark Eyes may drop 'em. Six are needed to get everyone through, five if the secret character hasn't been invited.

[Q] - How do I kill the Land Urchins in Morlia Mineshaft?

[A] - These pesky damage-nullifying foes can be killed by using Magic Tablet items on 'em. These rare items are created from Ivory (dropped by Bigfoot) and forged by a man at Gheeth's Shop, south of Freyland's area. However, since they give nothing substantial, just run from 'em.

[Q] - I got the Master of Secrets title, but how do I use Dark Blade?

[A] - This situation's understandable since there's no info given on the subject. Dark Blade can only be used when Cress' health is in critical condition (red-colored). The combo is A + B + L + R, although if y'try to use that, it may not work. Commonly, the best way to do it is to clear all shortcuts and assume a defensive posture (Down + R), then add in the A + B + L part. If done right, watch the fireworks!

VI. UPDATES & CONTRIBUTORS

[UPDT]

08-02-09 -----+ Started walkthrough
09-06-09 -----+ Finished walklthrough

THANKS TO...

- Sailor/Ceej, for hosting my junk
- The GF Phantasia board, for some clarifications
- Lazslow and Neo Zeromus X, for talkin' with me about the game

NOTES TO SELF/THINGS I NEED

- Adjust Jahmir battle's EXP/GAL totals for Ares cohorts
- Okiyo/Dozo battle EXP/GAL totals

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