

Tales of Phantasia FAQ/Walkthrough

by sonicfreak77

Updated to vFinal on Jun 9, 2014

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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# Tales of Phantasia (GBA) FAQ/Walkthrough #
# Jim Chapuran--sonicfreak77 #
# Version Final #
# July 7, 2007 #
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TABLE OF CONTENTS

1. Introduction
2. Legal Disclaimer
3. Contact Info
4. Version History
5. TOPC5__ Characters
6. TOPC6__ Controls
7. TOPM7__ Menu
8. TOPW8__ Walkthrough

- TOPW8A__The Beginning: Disaster
- TOPW8B__Mint, Morrison, Dhaos
- TOPW8C__The Past???
- TOPW8D__The First Pact: Sylph
- TOPW8E__Enter Demitel
- TOPW8F__The Ship and the Prince
- TOPW8G__The Earth Spirit and Cleaning Up
- TOPW8H__Efreet and Undine
- TOPW8I__Morlia WTF
- TOPW8J__The Elves and Luna
- TOPW8K__Valhalla and Dhaos
- TOPW8L__The Unicorn and the Ancient City
- TOPW8M__The Future???
- TOPW8N__Freedom and Exploration
- TOPW8O__The Two Blades
- TOPW8P__The Path to Dhaos
- TOPW8Q__Wrapping Up
- TOPW8R__The Final Confrontation

9. TOPS9__Sidequests

- TOPS9A__Elwin and Nancy
- TOPS9B__Chester's Bow
- TOPS9C__Piano Lessons
- TOPS9D__Collectibles
- TOPS9E__Suzu, the Ninja Girl
- TOPS9F__Ifreed's Great Treasure
- TOPS9G__Lower Morlia/Dwarven Ruins
- TOPS9H__The Coliseum

10. TOPR10__Recipe List

11. TOPT11__Title List

12. TOPS12__Skill List

13. TOPS13__Shop List

- TOPS13A__Present
- TOPS13B__Past
- TOPS13C__Future

14. TOPI14__Item List

- TOPI14A__Weapons
- TOPI14B__Armor
- TOPI14C__Accessories
- TOPI14D__Food
- TOPI14E__Key Items
- TOPI14F__Everything Else

15. TOPP15__Pact Ring Chart

16. TOPR16__Rune Bottle FAQ

17. TOPB17__Best Equipment

18. TOPF18__FAQ

1. INTRODUCTION

This is my very first FAQ of any kind. At this time, the guide is complete and I will no longer be making updates. I will leave out as many spoilers as possible, but always read at your own risk.

I picked up Tales of Phantasia a couple days after it came out, and I have yet to regret it. It's a very good game that has a few minor flaws, but even the slow battle system cannot harm the game. This is, of course, coming from someone who never played the original SNES version, the dejap version, or the PS1 version. As a result, this is my first encounter with this game so I'm by no means an expert on any other version but the GBA.

My way of dealing with this walkthrough is pretty simple. I have my first file which was my original game. I played through that to discover things and beat the game on my own terms. The second file was my "walkthrough" playthrough, where I mapped out the dungeons and scoured every inch of the game and wrote down everything I came across, in order to make this guide the most thorough it can be. This is the most effective way that I can think of to reach that end. Hopefully worked well. That's it I guess; enjoy!

2. Legal Disclaimer

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3. Contact Info

Please email me with any questions at jchapuran1@gmail.com. Please don't hesitate to contact me with feedback and questions, if it's not answered in the guide. One more thing: If you decide to e-mail me, please include "ToP," "Phantasia," "your guide/walkthrough/FAQ," or something else that shows me it's about this game/guide. Anything else and it's deleted.

NOTE: At this time I am no longer making updates to this FAQ; for all intents and purposes, it is 100% complete. To be blunt, I no longer care if I missed a chest or if anyone has a better strategy for a boss.

4. Version History

---FINAL---November 27, 2008---

Funny how I didn't find time to finish this until Thanksgiving day. Oh well. I finished off the last few major sidequests and the final dungeon, adding in the boss info for Dhaos at the end. The guide is finished at this point, and I will no longer be adding or fixing it. Sorry it took so long to get to this point!

---1.90---August 13, 2008---

Wow, it's embarrassing how long I let this go. Sorry guys...Well anyway, I got through to the beginning of "Wrapping Up". Fixed a lot of typos, added in many contributions, cleaned some stuff up, and put in more boss info. I decided to scrap my ?items guide, as I clearly don't have the time to make one. If someone wants to contribute their own version, I'd be more than willing to credit them for it. Otherwise, there are other guides around gamefaqs. Sorry. Almost done!

---1.85---July 7, 2007---

Still missing one item for my list which will be obtained for the next update along with one more title for Claus and one for Cress. This time around I finished the Tower of Flames and the Ice Caves, fixed up some formatting issues and typos (see: Ifreed). ?items still on the way also.

---1.75---March 16, 2007---

Item lists, almost done! I finished the Check Items, added in Everything Else and finally did my Rune Bottle FAQ. Added in the Monster Hunter title (3 more are on the way) and an item I missed in Morlia (future). Got up to the Tower of Flames in the walkthrough.

---1.60---December 28, 2006---

Slow progress continues and looks to get worse. Dhaos's castle problems have been fixed, and I just arrived at the future. Unfortunately I missed the EXP/Gald count for Dhaos present, so if someone has that I'd like to add it.

A few more check items are done, and some fixing here and there in the walkthrough. No major stuff yet though, but I've gotten over that damn Valhalla hurdle and it feels great.

---1.50---Forgot to put the date :/---

I know I haven't updated in a while, so I apologize. I've had a busy summer, and I kinda lost interest in the game for a while. Anyway, I'm back now and can regularly work on the guide again.

I got up again through the Tower of the Zodiac. On that note I completely revamped the guide in that section because it previously sucked the big one. Now you can see which exact room each item is in, and it's all correct (unlike

before). Everything up to that point should be correct and in no more need of repair.

I added a couple new questions to the FAQ and added in a few more check items. I finished the last 4 shop lists (FINALLY!) The biggest KB-waster in the guide is now finished. I also put Ctrl+F searches to each of the main sections of the guide, so you can easily get to the Title or Skill list (for example).

And so I stop getting emails about it, I fixed the problem in the White Birch Forest in the past....yeah I know you can get Arche back, stop emailing me about it!

Finally, I added in a Pact Ring chart. I've been confusing myself and others with the matching of spirits and their rings. It's now sorted out and just check over there if you need to know where to find which rings, etc.

---1.40---July 4, 2006---

Fixed glaring typos in a bunch of areas of Ifreed, they're fixed now; all directions should make sense.

More importantly, I finished the weapons and armor lists, and all the past shops (save for Midgards, the Elven Colony, and the 2 liners), and added a couple more questions to the FAQ. Overall changed around wording in some areas of the walkthrough, revamped a bunch of boss strategies (the originals were pretty bad) and added boss stats up through Undine. Next comes Morlia and beyond.

On a minor note, I also added "Skill Shortcut Setting" to the controls section.

Overall I'm winding down to finishing the extras section, but I still have a long ways to go. Bear with me a little longer and it will all be finished, and maybe I can actually add in a simple monster list or NPC section. We'll see where it goes.

---1.20---June 12, 2006---

Took me a while to pick up ToP again, I was getting a bit sick of it. Back in business now though. Started a 2nd playthrough, and got back to the past. I added in the shop section for the present, and started the Check Item list.

Added in a little 10 gald reward in Toltus at the beginning that I hadn't seen before, learning something new every day!

Added in an FAQ section so I stop getting the same emails. Sorry for the long wait, the next update should be relatively soon (that is, as soon as finals are over)

---1.00---May 22, 2006---

Hah, I did so much in the past month. First and foremost, I finished the main guide (finally). It is now complete, from beginning to end.

I finished the Coliseum sidequest, which now has them all completed.

I started a shop list and an item list. The shop list is complete for the future, but I need to do the present and past still. The item list is complete for food and accessories, but I still need to get on the rest of it.

I also added guarding and commands to the battle controls section.

Plans now include a second run-through, putting in boss stats, as well as getting those last few titles for the 100% game. And finishing the item and shop lists, as well as putting in a Monster List. Then it will be considered "final."

---0.90---May 4, 2006---

I did all of Ifreed's Treasure and Lower Morlia/Dwarven Ruins. THEY'RE DONE, the damned sidequests. Oh and Suzu's rite of passage is completed as well. The Collectibles sidequest is done also.

Two more main quest things to do: the Coliseum and then the final dungeon and boss. Look for them in the coming weeks, because I'm almost done d(o.o)b

---0.75---April 23, 2006---

Got those damn swords and through Origin, and revealed Dhaos's Castle. All that's left now is a couple huge sidequests and beating the final dungeon.

Fixed a glaring typo as well---Chester has 2 training sequences, NOT 3. My bad.

Also updated and completed the "Chester's Bow" sidequest with step 3.

---0.65---April 16, 2006---

I fixed an error in the Elwin and Nancy sidequest--somehow I left out a step in it. Note that there are 8 steps, not 7, and Step 5 actually is in Alvanista rather than Venezia. Thanks to Jhoon Jeon for pointing this out to me. I also fixed the Tower of Zodiac; apparently my table was off by one floor. Thanks to cosine83 for pointing that out to me, it's correct now.

I added in a separate sidequest section as well. Now that there are more than one to keep track of, I thought it might be helpful. In the walkthrough I finished all of the sidequests possible and did all the preparations before getting the two swords.

---0.50---April 1, 2006---

Added some more contributions and got to the future in the walkthrough. I decided to go for it, and therefore added recipe/title/skill lists at the end...big project there.

---0.30---March 24, 2006---

I added in some more stuff that I missed and updated the contribution section. I got through the Tower of Zodiac in the main playthrough and added item/recipe/title/skill/sidequest lists to each area (mainly dungeons). I also added "running" to the controls section.

---0.15---March 20, 2006---

Added some more information to a few parts of the guide that I missed earlier, and got through the Cavern of Spirits in the walkthrough.

---0.1---March 19, 2006---

Converted all of my existing guide to GameFAQs, which accepted it.

5. TOPC5__Characters

+++++
Cress Albane
+++++

Cress is a swordsman from the village of Toltus. He is the son of the master of a local sword-fighting school and Cress has grew up learning to use one. He is kind and gentle, making him popular with the girls. He fights fearlessly and with valor, and is a dependable friend.

Cress uses a variety of weapons: swords, axes, spears, and halberds, and is usually the front-man of your party. As the main character, he is very powerful and has a large variety of deadly skills. He can get a lot of secret skills as well, that are very powerful.

+++++
Mint Adnade
+++++

Mint is a healer that was kidnapped by knights from the Order of Black Armor and imprisoned. She supports her friends with divine healing powers. She is modest and reserved, with an unbending will and stout heart.

Mint usually stays in the back and is vital to your party. She should always be there to heal and buff your offense. Her downfall is the sheer amount of TP she has; she's pretty dumb and doesn't tend to heal unless you tell her to or your health is really low. Her healing skills are a good alternative to apple gels outside of battle, though, because she'll regain her TP very fast in battle (she barely uses any).

+++++

Claus F. Lester

+++++

Claus studies the art of summoning in Euclid. He is not an elf and envies their natural ability to use magic.

Claus is important because he can make pacts with the various summon spirits. He can be quite useless at first, but the more skills he learns, the more powerful he becomes.

+++++

Arche Klein

+++++

Arche is a half-elven magic user from Hamel and can fly around on her broom. She sometimes says harsh things, but she does have a kind heart; cheerful and impossible to hate.

Arche is a beast once she learns a few spells. I tend to equip her with an Emerald Ring (reduces TP consumption by 1/3) and a mystic symbol (reduces casting time by 1/2) and she becomes insanely powerful. I could rant about how amazing Arche is all day (it now takes 3 seconds to cast spells!!!) but I'll stop.

NOTE: Use a Rune Bottle on the Emerald Ring to make it a Fairy Ring, which reduces TP consumption by 50%---hot damn!

+++++

Chester Burklight

+++++

Chester and Cress grew up together and are best friends. He lives with his younger sister as an orphan. He is a bowman and a tireless worker, sometimes being a bit sarcastic.

Chester stays in the back and shoots his faithful arrows while you're up there risking your life. He is a big TP waster, though, but his attacks can be very powerful with the right bow (cough ELVEN BOW cough).

+++++

Suzu Fujibayashi

+++++

A ninja that lives in Ninja Village. She has difficulty expressing her emotions, and had a harsh upbringing---which conflicts with her innocent nature.

She's relatively fast and can do a lot of damage. She's a bit slow on recovery, but her Jiraiya is second to none.

First paragraph of each character is credited to the manual included in the game package.

6. TOPC6__Controls

+++++

Field/Normal Map Screen

+++++

D Pad: Move

A Button: Take off or accelerate (techbird)///Talk, investigate, move items

B Button: Land (techbird)///Hold to run

L Button: Nothing

R Button: Fine movement control (techbird)///Sorcerer's Ring (when equipped)

Start: Pull up or put away mini-map

Select: Open the menu screen

+++++

Battle Screen

+++++

D Pad: Move left/right

A Button: Attack*

B Button: Deadly skill**

L Button: skill shortcut (with A or B)

R Button: allows for command functions

---hold down on D-Pad BEFORE pressing R to guard

---press left/right on the D-Pad while holding R to switch targets

---press down on the D-Pad while holding R to turn Stay on/off

---press up on the D-Pad while holding R to send your characters left/right

Start: Switch control mode (semi-auto to auto, press twice to switch)

Select: Display battle menu

*ATTACK CONTROLS:

A neutral: slash attack

A down: thrust attack

A up: flying attack

You can do a combo of two attacks by pressing A in a certain direction and then hitting it again, or if you press them in rapid succession (and are far from the enemy) you will do a jumping attack.

**DEADLY SKILLS CONTROLS:

Depending on what you set up in the Skills menu, hitting the B Button while pressing a certain direction on the D-Pad will allow you to execute different deadly skills. Here is an example of a skill setup for Cress:

B neutral: Demon Fang

B up: Swallow Dance

B down: Sword Rain

B left/right: Tiger Blade

***SKILL SHORTCUT SETTING: In the Deadly Skills menu, you can set a shortcut from any skill in any party member's possession. Press Select in the menu to bring up the shortcut, and select 1 or 2. Then choose a skill of anyone.

In battle, you can hold L and press A (for shortcut 1) or B (for shortcut 2) to automatically have that skill set up. For example, you can set Mint's Resurrection to shortcut 1, and Chester's Dragon Slayer to 2. During a battle, hold L and then hit A to have Mint revive a dead combatant, and then hit B to have Chester take out an enemy with Dragon Slayer.

***GUARDING: Hold down on the D-Pad and then press R. It's very important to do it in this order...otherwise you'll issue the STAY command. D-Pad first!

***RUNNING: To run from a battle, walk towards one end of the screen (doesn't matter which) and hold that direction on the D-Pad. A red meter will appear over your head and will begin to fill up. When it's full, you will successfully escape from battle.

***COMMANDS: When you press R in battle, you can press up or down on the D-Pad to issue commands. Down will initiate STAY, where the characters drop all actions and do nothing...this leaves you completely on your own. Pressing up on the D-Pad will make an arrow appear...this shows the direction you want your party to run in. This can be used to send your party to either side of the screen so as to get in or out of the attacks of enemies. Press it either once or twice depending on which direction you want.

7. TOPM7__Menu

There are a bunch of different menu options to work with. Remember that pressing the Start button gives you a description of every item, weapon, recipe, etc. and on the main menu it gives you your gold amount, play time, and encounter amount. Here is a short run-down of the sub-menus:

+++++
Skills ***
+++++

For the player controlled character, here you can choose which deadly skills to assign to the different B combinations. Hitting Select will allow you to shortcut skills from any other character with you in battle. During a fight, use those with L and then either A or B, depending on what you assigned for shortcuts 1 and 2.

For the other characters in your party, you can decide which skills you want them to use in battle (or in the case of Mint, you can use First aid, heal, etc. while in the menu not during battle). You can turn off any and all skills with L.

+++++
Equip
+++++

In this menu, you can equip your characters with weapons and armor. You can equip a weapon and armor for the body, shield, head, arm, and up to 2 accessories for each character. You can remove equipment with L.

+++++
Items ***
+++++

Here you can view a list of all of your items. At the top you can sort them in a bunch of different ways to easily find the item you want. You can view descriptions with Start.

+++++
Strat ***

+++++

Here you can set your characters' strategies. Choose from a short list. The options are limited, but choose whatever you think is best for the fighting style of the party.

+++++
Form ***

+++++

Here you can change the formation of your party. I'd recommend putting magic users and healers in the back, while Cress is at the front line. You can also switch out party members to rearrange your party.

+++++
Title

+++++

Here you can set titles to each of your characters. As far as we know (but haven't proved yet), titles do nothing to benefit or harm your characters, but it can be fun to read them!

+++++
Cooking

+++++

Here you can cook any recipe you have found from the chefs around the world, if you have the ingredients required. These dishes can restore HP/TP, or cure poison or other status effects.

+++++
Status

+++++

Here you can see the full status of each character, from their attack and defense to their level and equipment.

+++++
Customize

+++++

You can change various game settings, such as message speed, window color, volume settings, battle rank, and targets.

+++++
Save

+++++

Pretty self-explanatory: if you are on the world map or a blue memory glyph, you can save or put the game in sleep mode. If you are not, then you can still sleep. Remember to save often!

***Indicates which sub-menus can be accessed during battle by pressing SELECT.

Finally! I'll try to divide up these sections so it's easy to find where you want to get to. You can use CTRL+F with the code number before each section to get to that part of the walkthrough fast and easy. Here we go!

=====
TOPW8A__The Beginning: Disaster
=====

Toltus Village

Items: Apple, Stuffed Cress, 10 gald

Titles: Chester-"Kind Brother"

Start up the game and watch the introduction. When you gain control of Cress, you will be in Toltus Village. The idea for now is to do everything you can in this village, because it won't be this beautiful for long. Explore the village as much as you want. Talk to Chester's sister, Ami, for a Stuffed Cress. Make sure to get the apple from the shopkeeper at the Goalie (near the entrance of the village) for Chester's sister. Bring it back to her to get a title for Chester, "Kind Brother". Head to the inn and talk to the woman behind the desk, who wants you to move the bushbaby statue in front of the window. Press A in front of it and pull or push it north through the hallway until you see a window. Put it in front of the window all the way on the left, and talk to the woman again to get 10 gald. Yay, a free Magic Lens. >_>

When you're ready to go hunting, leave the village.

South Forest

New enemies: Giant Bee, Bugbear, Owl

Items: Life Bottle, Knight's Saber (Toltus Village)

In the forest, travel south to see the boar running away. While you're chasing it, follow it east. The first chance you get, take a north passage for a Life Bottle. When you're at the end of the forest, go north to see a cutscene and then fight the boar, your first boss.

***veghesther@aol.com contributes this tip:

since the birds at the Mt Pass Between Euclid and Toltus are a pain Cress should be at LV 5 before beating the boar boss. Once it dies you can no longer use Cress's bed for a free inn.***

~~~~~  
BOSS: Boar, 3 Baby Boars

175 HP/0 TP

10 EXP/60 Gald

My Level---4

Weak Point: Fire

~~~~~  
The boar isn't all that hard. The fight comes with 3 baby boars as well, but they run away before you have a chance to fight them. Concentrate on the boar, and when it runs away from you strike it from behind for an easy combo. Have Chester use an apple gel if needed. Eventually it will go down.
~~~~~

A scene will ensue, and suddenly something is wrong. You need to get back to Toltus fast. Run back to the entrance and get back to the village...it's in ruins. Explore a bit, but you can't do much. Go up to your house for a touching scene. Cress will talk with Chester, who decides to stay behind. You have to get to Euclid to see your Uncle Olson. Surely he will help! When you regain control, don't leave just yet. Return to your house and go upstairs and to the right to get the Knight's Sword---this will help you for a little while. Leave the village.

\*\*\*veghesther@aol.com contributes this tip:

Do NOT pick up the knights sword immediatly. Once Cress gets set to the prison by his uncle any weapons/armors he has a gone permanently this includes the Knights sword if you have it.

Instead get it after you beat the Flying Devil Boss instead.\*\*\*

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Mountain passage

---

New enemies: Boggle, Falcon, Wolf

Items: Life Bottle, Orange Gel

---

Now on the world map, head straight north until you see a little indent. Go there, and you will be in a passage to Euclid. You can buy things from the peddler, and move the statue to the north. Pull or push it with A to get it out of the way. There are actually two ways to go here, left is a straight easy path, north is tougher but has a couple items. If you want another life bottle and an orange gel, choose the northern path. Either way, it is very straightforward. At the end of the northern path, collect the items and leave. Head north a bit to reach Euclid.

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Euclid

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Recipes: Cabbage Rolls

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There isn't much to do in Euclid other than see your uncle. One thing to make sure of: in the Marrion food store, you can talk to the chef to learn the recipe for cabbage rolls. Explore to your content, but DO NOT buy any weapons for Cress. You'll see what I mean soon enough...head to Olson's house when you're ready for a plot advancement. Stay the night and watch the scenes. When you regain control, you will be behind bars!

\*\*Thanks to Dung Le for info on the chef\*\*

=====  
TOPW8B\_\_Mint, Morrison, Dhaos  
=====

You're inside a small cell with not much to do. You can press A near the hole to the north to see that you can't go through it. You can press A near the door to see that it's no use barehanded. Left of the door you will hear a voice. Go to the hole and press A, and you will be given an earring. Suddenly, in a flash of light, the hole becomes a doorway. Step into the cell and look at the horrible site. Press A to take the sword from the dead body, and then equip it. Not much, but it will do (if you haven't noticed already, your knight's sword is gone). Press A near the cell door to pry it open. Sweet! Okay, now stay away from the left half of the dungeon, as you can't go there. So go right and all the way north, to another cell. Open the door with A and you can get some cheese. Go back south to the cell under it and press A near the girl to meet Mint. Finally, we have a healer! All your previous problems have now been solve ! Okay, well not really, but Mint is vital. She's got it pretty rough, too, as you see from the scene. Anyways, go back south and head all the way to the right and up to where Mint tells you is the acqueducts. Press A near the gate to pry it open and head on through.

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#### The Acqueducts

---

New enemies: O. Jelly, Giant Leech

Items: Apple Gel (x2), Lemon Gel, Wooden Shield, Savory, Rapier, 1000 gald

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The acqueducts are obnoxious, but not too difficult. Start out by following the path until it splits in three directions. Head south for an apple gel, and head north for a lemon gel. Return to the fork and head west to a memory glyph, which Mint explains. Save your game, and follow the path north, right, and north again. Go to the left and down at the fork for a wooden shield for Cress. Back at the fork, go right to a new screen. Up the stairs is an apple gel. Now for the tricky part of the dungeon. Head north again to enter another screen.

Head all the way east and then south and west for savory. Go back east, and go all the way north for a rapier for Cress. From here, go south until you can turn left. Traveling all the way west, head north, east, south and then west again to get 1,000 gald. On the way to the money, you shouldv'e noticed the memory glyph. Head back to it, save, and march on east. Turn north at the first chance and head north to fight a boss. "No one shall pass!" Hah.

~~~~~  
BOSS: Spiny Devil, 2 Giant Slugs

220 HP/0 TP

41 EXP/566 Gald

My Level---5

Weak Point: Earth

~~~~~

The Spiny Devil comes with two giant slugs. The slugs can get in the way while you're attempting to take down the devil, so just attack whatever is closest to you and keep them away from Mint. Guard and counter often, and go all out

with your skills (all 2 of them?). They will fall in due time, and you will watch some scenes. You will meet Morrison. You'll also receive a monster list from Mint and learn the recipe for Quiche.

---

### Morrison's House

---

Items: Monster List

Recipes: Quiche

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When you regain control, you need to go outside. Explore Morrison's house if you like, but there's nothing to do. Outside head left, and an arrow will stop you. It's Chester!

After some long scenes, Master Tristan will allow you to head after Morrison in the Catacombs. After the scenes, stock up from the peddler and leave the resort. Don't buy any chain mails or weapons for Cress, instead focus on a lot of apple and orange gels. They will be invaluable in the catacombs, as it is long and annoying.

From the resort head east and south, to a cave entrance. Go in when you're ready.

---

### The Catacombs

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New enemies: Zombie, Skeleton, Falcon, Ghoul

Items: Melange Gel, Protect Ring, Magic Lens, Hourglass, Chain Mail, Rune Bottle, Cheese (x2), Apple Gel, Saber, Savory, Chain Mail, Raise Ruby, Fresh Milk (x2), Orange Gel, Panacea Bottle, Rabbit's Foot

Skills: Cress---Demonic Swallow Kick

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I'll make this clear from the start. I hate the catacombs with a passion. It's long and difficult. It's important that you have a bunch of apple gels and a few orange gels. From the start (you're not even in the actual dungeon yet) head to the east to see a grim reaper-like monster. This is an optional "boss" that you can fight for the chest behind him. Fight it; it's no harder than any of the enemies in the rest of the dungeon and will give you a feel for what you're in for. If you have a lot of trouble defeating this set of a skeleton and a ghoul, you will have a rough time getting through this dungeon. Defeat the pair and take the chest for a melange gel. Now head east the rest of the way to talk to Master Tristan. He will teach you your first secret skill, Demonic Swallow Kick (combines Demon fang and Swallow Dance). You must master each of the two skills before you can use it, though. When you're done talking to him, head north to enter the dungeon. Ugh.

From the start, go up and make the U-turn, going through a few sets of rooms. Soon you'll be in a very long room going east. There are 6 doors to the north; 5 small ones and one large one in the middle. Enter each of the small rooms, removing the sarcophagus lid inside and fighting the zombie. In each room you'll get a nice spoil for defeating the enemy: a protect ring, a magic lens, an hourglass, chain mail, and a rune bottle, respectively. Before entering the large room, head south. This is a bit confusing. Keep going south until you are in a room with a fork. Take the south passage for two more directions. Go north for cheese, and south for an apple gel. Back in the first fork room, take the eastern path and then go north. Here you can go north again for a saber for Cress, and then east for yet another fork. Go north first. After a set of rooms going east you will reach another chain mail. The long room before this chain mail, however, has an extra couple of items. The room has a bunch of statues. Press A in front of the one second from the right, and the screen should shake. Now head south and you'll see two new chests: a sage and a melange gel. Go back all the way to the most recent fork, and go south this time.

WTF another fork!! Head south to yet another fork, and go east all the way until you hit a wall, and go north for some items: an orange gel, a panacea bottle, and cheese. Now return to the long hallway you just came out of. Now go back to where I said "WTF another fork," and you'll see a path going east. Take that passage now for a fresh milk and a boss. Press A in front of the statue to fight the Golem.

\*\*Thanks to Dung Le for info on a couple chests I missed\*\*

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~~~~~  
BOSS: Golem 316 HP/0 TP
 7 EXP/410 Gald
My level---6 Weak Point: Wind
~~~~~
```

The Golem can be a bit of a pain. Thrust attacks are your friend here, because they push him away and out of attack range. Keep pounding on him, but try to take as little damage as you can. Evasion and guarding are key. He is slow, so sometimes you can get out of his way, but when you can't, just guard. He will fall soon enough.

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~~~~~
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Now the Golem is a real statue. Use A to pull it down to the southern hallway. Once there, pull it towards the left to see a pressure plate. Move it on there and a door will open. Take it to get a Raise Ruby. This is the treasure of the dungeon that you need later on. Now, return all the way back to the beginning of the dungeon, where I first mentioned the 6 doors. The middle large door is now open to you. Take it to reach a warp spot. Go onto it and you will be transported to another area. Weird.

Here's where things get risky and interesting. You are on a platform that has a stairwell to the south. Don't go there yet---down there each step reduces health, making it a waste of apple gels. Instead, look to the east side of the platform to see two moving blocks. The one to the south you cannot get onto yet. Take the north one first. On the next platform, press A next to the lever to pull it. Then get on the next block that will take you to a third platform with a rabbit's foot and fresh milk. Return to the first platform, and get on the moving block to the south. This takes you to a platform with a hexagon pattern. Along the way Cress will drop the Raise Ruby. Oops! As Cress steps off the block, there is a hexagon pattern on the floor. Don't get on it yet; head south to the Ruby, where Cress drops it yet again. WTF??? Go back to



the hexagon and step on it. YOU'RE FLYING! Get on the block back to the first platform and head downstairs. Run---er, fly south and east to another item. Along the way you should press A next to the ruby to get it again. That was dumb. Oh well. Return to the platform with the hexagon pattern. Don't get on it, instead travel through the north door and save the game. Hopefully you're at full health and have a bunch of healing items. Head north to fight a tough boss.

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~~~~~  
BOSS: 2 Golems                                     316 HP/0 TP (ea.)  
                                                134 EXP/820 Gald  
My level---7                                     Weak Point: Wind  
~~~~~
```

You're surrounded! This can be a very tough fight because while you are taking one out, the other is pounding on Mint and Chester. Focus on one at a time; use the same strategy as before but use every skill in your arsenal now. Take out the one in front of you ASAP so you can protect Mint and Chester behind you. Mint's Pow Hammer works well to stun them. If you have Lightning Tiger Blade, USE IT. It does a lot of damage to each Golem. Just don't stop attacking, and use orange gels when you need to. Once the first one is down, the second should be easier. They will fall eventually.

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~~~~~  
***veghesther@aol.com contributes this tip:
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Remove Chesters equipment after the 2x Golem Battle but before you enter the next room where Dhaos is.\*\*\*

Head north to start many scenes. You will be sent back to the past. When you finally regain control, head over to the village next to you. Looks familiar, right?

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TOPW8C\_\_The Past???

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Belladem Village

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Items: World Map, Orange Gel, Panacea Bottle

Recipes: Cheeseburger

Skills: Cress---Demonic Tiger Blade

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Not much to do here other than watch even more long scenes. Head north to meet the village chief, Lenios. You learn that you are 100 years in the past, to the time before Dhaos was imprisoned! You also learn that you need magic to defeat Dhaos, and Lenios recommends going to Euclid to find Claus. After the long scenes, you will be given a world map and can now move about again. Talk to Lenios's wife to learn the recipe for a Cheeseburger. West of the building at the front entrance is an Orange Gel and a Panacea Bottle---head up and around left of the building to find them. sw057792@aim.com contirbutes this secret:

"Inside the weapon shop, there's a hidden corridor at the right wall. It'll lead to a back room in the shop, that also have a door leading to behind the counter. Speak with the attendant there, and you'll score the book. Free of charge, too."

Otherwise you'd have to wait until you get to Miguel in the future to get it.

Leave the town and head for Euclid.

Euclid, if you recall from the present, is north of where you are now. Head directly north and go into the passage. This time, head through the left path---the monsters to the north are a bit tougher this time around and there are no chests at the end. once out of the passage, head on north to Euclid.

\*\*Thanks to Riz Wang for the Cheeseburger recipe info\*\*

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Euclid

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Items: ?Rod, Elixer, Melange Gel, Miracle Gel, Rune Bottle, 2000 gald, Collector's Book, Charm Bottle, 1000 gald

Recipes: Sandwich

Titles: Mint---"Snob"

Sidequests: "Elwin and Nancy" step 1---START

---

Euclid is the best town so far in the game because of all the things to do. It really is alive! Anyway, from the southern entrance, go directly west for a chest with a ?Rod. Behind the tree is an Elixer. Turn 180 degrees and run all the way east. When you get to the end, head north for a Melange Gel, a Miracle Gel, and a Rune Bottle. Back at the entrance now, talk to the girl straight ahead. After talking to her, walk to the left and Mint will tell you she's lovesick. Talk to her again. A funny scene will occur and you'll find out she's in love with Elwin in the weapons shop. Get ready for an annoying little sidequest that's quite interesting. Drop everything else for now and head to the north end of the village. The left building is the weapon shop. Find the dude with the blueish hair and talk to him. He wants to know the woman's name. Of course! Run back and talk to her to find her name---Nancy. Now run back to Elwin and he will say he cannot go see her. Oh no! Run back to Nancy and talk to her...she'll say she's fine (but she's not). Now, you're almost done. Run back to Elwin to find he's gone. Talk to the kid near him and he'll tell you Elwin went back to Venezia. Go back to Nancy to find she's gone as well. Conspiracy? I think so!

\*\*Thanks to Matt Barbeau for the Rune Bottle location and teurmug for the location of the Elixer.\*\*

Now that that's over (for now), resume your exploration of the town. In Veggito's food shop, a chef will teach you the recipe for sandwiches. Continuing up the two slopes in the middle of the town, you'll see a red chest---2000 gald! In the middle square of the town is a band that, to be blunt, sucks. You can donate money to them, but don't bother. If you donate the most amount he will tell you something about a white creature that roams around. O RLY?

When you get to the northern sector of Euclid, enter the right building. A scene will occur where you meet Claus. In the end he will join you. Milard will give you the Collector's Book and Mint gains the title, "Snob." While you're here, you can press A in front of each bookshelf to read some info about the spirits Claus is studying. East of Claus's residence is a path going north. Take it and move around to continue on. When you can, move to the left maneuvering around the obstructions in the path. On the other end is a chest containing a Charm Bottle. Finally, left of the entrance to the weapon shop, there is an ally going north that ends in a chest with 1000 gald. Now that you're done here, leave the town and head east across the bridge to Lone Valley.

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TOPW8D\_\_The First Pact: Sylph  
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Lone Valley

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Items: Opal Pact Ring, Thief's Cape

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You're now in Lone Valley, where the first spirit, Sylph, dwells. Claus wants to speak with the man in the house. Enter it to meet Bart, who's looking for his daughter Arche. He gives you the Opal Pact Ring---this will allow Claus to make a pact with Sylph. After the scene, you can talk to Bart again to learn about the pickaxe and rope, which, apparently, you need to make it to Sylph. You can rest in one of his beds as well. Outside of his house, go to the right of the building and take the path north to a Thief's Cape. Leave Lone Valley for now---you need to go buy some stuff at Hamel.

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Hamel

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Recipes: French Toast

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Sidequests: "Elwin and Nancy" step 2

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On the world map, travel north and east across a new bridge to the town of Hamel. Enjoy the scenery while it lasts...straight ahead of the entrance is the RAM (the tools shop). Buy a pickaxe and a rope there. Travel north on the path to see another Chef. He'll teach you french toast. Inside the inn you should see a familiar face...it's Nancy! Talk to her to learn that she's heading towards Venezia after Elwin with another swordsman. That's the spirit! When you've stocked up on equipment, head back to Lone Valley.

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Lone Valley (2)

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New enemies: Harpy, Ghast

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Items: L. Blue Ribbon, Apple Gel, Magic Lens, Amber Cloak, Kite Shield, Emerald Ring, Rune Bottle, Charm Bottle

Skills: Claus---Sylph

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From the entrance to the Valley, head north until you get to a stone wall. Press A and the pickaxe will go to work, and soon you'll have a clear path. You'll soon see a large open area. Go to the right and south to find a L. Blue Ribbon (this is good for Arche, who you'll get a little later on. Straight ahead is a wind current, which, if you step into, you'll get blown to the left. Remember for later that you can't pass through these currents. To the right you'll see a quadruplet of monsters. Go near it and you'll start a mini-boss fight. If you have strong weapons, this fight shouldn't be too bad. On the other hand, if you're still using a saber, prepare for hell.

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~~~~~  
BOSS: Sylph (2), Sylph 2 (2) 100 HP/20 TP, 150 HP/6,000 TP
 67 EXP/608 Gald
My Level---9 Weak Point: Fire
~~~~~
```

That's right; there's 4 Sylph creatures at once. Beware of the fact that the two rear-end Sylphs cast quite a bit. Make sure everyone is high health, especially Mint and Claus. Have Mint use Pow Hammer on the Sylph in the back while you tear through the first three with Lightning Tiger Blade (learn at LV 9) or Swallow Dance, and you should have no problem.

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The current is now gone, and you can pass through. In the next screen, you will be introduced to the miasma cyclones. Try your best not to pass through them, as they deal damage on contact. If you walk forward, you'll see that there's another group of Sylphs and another current. You can't fight these guys yet---actually you don't fight them at all. Instead head to the right and north to see a cave entrance. First continue right and south to find an apple gel. Now go back to that first cave entrance you saw. In here you will see yet another group that you can't deal with yet. Enter the current to get pushed right. Now you should see a large pit of darkness to the north with a little pole thingy sticking up at the far end. Go to that and press A near the pole thingy. The rope will extend down and you can descend.

Once in the lower level, follow the simple path until you have two paths to take. The rightmost path holds a magic lens. The leftmost path leads to another stone wall. Take it down. Now at the fork go left (the right leads to nothing) and at the very end take the new rope up. You'll appear back in the cave's main floor. Be careful not to get caught in the current here; go around the little rock and make your way to the group of Sylphs. Another mini-boss, although this one is even easier. Take down the three Sylphs to stop this current. Now you have access to most of the rest of the cave. First, however, go south down the stairs to the left of the Sylphs you just fought. Outside you can take the chests for an Amber Cloak and a Kite Shield. Both very useful at this point, so equip them. Go back inside the cave and head east to the pit you went down earlier. Now that the current is gone, you can head north to a set of stairs.

Here's where you need to work fast and diligently. To the left of the entrance you'll see a weird spot. Maybe something fits into it? Hmm...well make your way through the clouds (they do damage to you, by the way) to a stone wall. Bring it down to see a boulder. Pull it with A to the weird spot you saw earlier. It will disarm the clouds and you now have a clear path. Go past the stone wall room to another southern path. At the bottom you'll see another pit next to the grouping of Sylphs. Use the rope to get down there to the basement floor.

Once down there, you will learn about the demons that dwell. Always run away from them (they're called Hell Masters). If you don't believe me, try using a magic lens on one. 4700 health? Mint wasn't kidding! anyway, follow the path to a memory glyph. Past there is a weird maze. Here, start by going to the right to find a boulder. Pull it south all the way and then all the way west. Now take it up to a weird spot. But for some reason, this does not disarm the clouds. Maybe there's another one farther up? Run back to where you just found the first boulder, and take the north path. Follow it around and you'll see another spot. South is a stone wall. Break it and pull the boulder up to the spot. Ah, that's better. Now there are no clouds down here. If you're still at the spot, take the east path to get an emerald ring. This is the most useful accessory for now, so equip it to Cress. Once Claus gets some skills, you'll want to give it to him, but for now he's utterly useless in battle (if you haven't noticed).

Head back up the rope and you'll see that the Sylphs are gone and so is the current. You'll also see a free chest---it's a Rune Bottle. Now before leaving the cave, go all the way back west to the leftmost exit. You'll see here that this group of Sylphs are gone as well. Take the chest there, a charm bottle, and you're ready to see Sylph. Head all the way to the east of this section of the Valley, and head up north. In the next screen, follow the path across the rope bridge and to where Sylph is. Watch the cutscene and see Claus become useful---he can now summon Sylph (the most powerful attack at this point in the game). Claus also gains the title "Tamer" and you will receive the Elemental Orb. Unfortunately, there was no sign of Arche. Head back to the entrance to Lone Valley for a scene with Bart. Now, according to Sylph, is the time to visit the tree in the Forest of Spirits---the tree known as Yggdrassil.

Head down south past Euclid and through the passage to Belladem. Remember the forest you went hunting with Chester a while ago (err...in 100 years)? That is called the Forest of Spirits.

\*\*\*NOTE: Try not to sell your pickaxe or rope, you'll need them later on. If you do sell them, you can buy more in Venezia or Alvanista (as an alternative to Hamel).\*\*\*

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Forest of Spirits

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Items: Apple Gel, Hourglass, Reverse Doll

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Follow the same path as you did before, making sure to take the first path north for an hourglass. On the way through that path is a hidden chest with an Apple Gel inside. Head to the tree for a scene with Martel and the scene will end with many unanswered questions. It seems like time to go to Venezia to the north. Travel back north to Hamel.

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Hamel

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Enter the village to see that it is in ruins. Who could've done this? Head to the northern end to see a girl with pink hair. Talk to her to learn about Demitel. The girl, Rhea, wants revenge and damn it, Cress is going to help her. Looks like a diversion is afoot. However, you need to get a boat to get

to Demitel's mansion, so Venezia will still be your destination. Phew!

Leave the town through the north exit and head north until you see a city; that's Venezia.

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Venezia

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Items: Protect Ring

Recipes: Sushi

Skills: Cress---Lightning Tiger Thrust

Sidequests: "Elwin and Nancy" step 3

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Venezia is a nice city, although there isn't all that much to do. That is, unless you have done all of that Nancy and Elwin stuff. I smell a reunion brewing...Anyway, putting aside the couple for a moment, to set up the quest to Demitel you need to do a couple more things. From the entrance to the city, travel right across the bridge to the Mayor's Estate. Talk to the mayor to find he's related to Lenios, the mayor of Belladem! Explore the first floor and talk to everyone in the room on the right. One particular couple talks about Demitel; the woman will tell you quite a bit of information and you will realize you need to go to the harbor. Before going there, explore the rest of the village. Entering the harbor, go south all the way right off the bat. Then go back west to a new screen. Enter the building, the Waterfront, to talk to a chef---he'll teach you the recipe for sushi.

Up at the north end of the city is a boatman. Talk to him and pay him money to visit the armor/weapons shop. At the armor shop, talk to one swordsman to buy a secret skill book for 3,000 gald. This teaches Cress Lightning Tiger Thrust.

Now it's time to unite Nancy and Elwin. Head to the inn on the left side of the city. In the room on the left talk to the girl to see Nancy. She came here from Hamel while you were talking Martel, it seems. Well, it's time to go talk to Elwin. Head to the northwestern side of Venezia to enter the Lariott Trading company. On the first floor to the left you can see Elwin. Talk to him and he'll agree to meet Nancy at the central fountain. Run back to Nancy and talk to her, and she'll leave for the fountain. After she is gone, head up there and talk to her for the meeting. Elwin will come over and you'll leave them alone to do their business >\_>

Now you're ready to head to the Isolated Island of the West. From the central fountain, head north and then east in a little path to a ship in the harbor. Talk to the cabin, and he'll agree to take you there. Pay the 1,600 gald and you'll be off.

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TOPW8E\_\_Enter Demitel  
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Isolated Island of the West

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New enemies: Bone Knight

Items: Melange Gel, ?book, Magic Lens, Savory (x2), Key, Apple gel (x2),  
Verbena, 430 gald, Elixer, Reverse Doll, Ranseur, Armet Helm, Aquamarine  
Pact Ring, Ruby Pact Ring

---

Okay, once you have landed at the dock on Demitel's nice little island, you can leave the ship. You can save and rest in the sleeping quarters if you like. Leave the dock to a foggy little area. To the left you can leave the mansion for the world map, but there isn't much to do there. Head east to the harbor and south in two different paths to find a Melange Gel and a ?book. (thanks to Kristychan for this info) Up the path and to the left is a magic lens. Enter up ahead into the mansion.

You will see 3 prisms in the middle room, and a passage left and right. Looks like you need some light on those prisms, eh? First head to the north end of the room and press A in front of the curtains to open them. Now head to the left. The first room you see has a memory glyph in it. If you go south down the hall, you will come to 2 doors. The one on the left is locked---it's just a bathroom. The one on the right leads to Demitel's study. Go in there and all the way back to the shelves. All the way to the left is a chest with Savory. Now move onto where the savory was and turn to the north. Press A, and you will get a Key! Return to the main room and take the right path this time. Go straight across to get a bunch of chests with several items: Verbena, Savory, 430 gald, an Elixer, and 2 Apple Gels. Heading north through the corrdior leads to the outside, where a tree blocks the light. Press A next to the tree 4 times to activate a boss fight.

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~~~~~  
BOSS: Orcrot (2)                                2,050 HP/0 TP (ea.)  
                                                134 EXP/1,240 Gald  
My LV---11                                Weak Point: Fire, Wind  
~~~~~
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Trees! Yay! Wait, no, these trees are trying to kill us. Just like everything else. Well, these guys can take a while but if Claus is casting Sylph constantly, it will go much faster. Just keep pounding at the target, and block after your assault. As long as you keep the trees far enough away from Claus and Mint, you shouldn't have too much trouble with these guys.

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Now light shines through to the main room! Return there to deal with the prisms. See those two green balls in the room? Basically you need the light to hit those balls and only those balls. Go to the middle prism and press A next to it until the light shines left and right (in both directions). Now press A next to the left prism until it shines the light only south to the ball. Make the right prism shoot the light north to that ball, and a set of stairs left of the entrance will appear. Head down into an easy area. Here you will encounter only one type of enemy---bone knights. They can be challenging if you don't have the right equipment to deal with them. I came in this dungeon with a saber on my first playthrough, and I had an insane amount of trouble at first. Then I found Cress's new weapon in this dungeon and it was suddenly easy.

Start by going south and then west, and up to a chest containing a reverse doll. Go back right and take the southern path all the way around to an Armet Helm and a Ranseur---both for Cress. When you feel like you're strong enough, head

to the northeastern path to a memory glyph. Save, and head up to a boss fight.

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~~~~~
BOSS: Demitel, Golem, Lilite 2,700 HP/1,175 TP; 316 HP/0 TP; 600 HP/20 TP
 1,963 EXP/6,020 Gald
My LV---13 Weak Point: None; Wind; Wind
~~~~~

```

Demitel can be a challenge, as you also have to fight a golem and a ghost. The ghost is also behind you, and both it and Demitel cast rough spells. Take out the golem right away, it should only take a few hits. Claus's Sylph should be distracting Demitel so you can attack the ghost and protect Mint. Use Sword Rain from the getgo and Tiger Blade if you have it. Someone will die most likely unless you're at a high level (not mine), but do your best to revive them ASAP, and as long as Mint is free she will be able to heal you enough.

If you're still dying very fast, just level another 1 or 2 levels. I got very lazy and didn't go higher than 13, so if you're having trouble at that level it's not necessarily because you suck, but probably more because you're not strong enough (it could be a combination of both though :D)

\*\*\*veghesther@aol.com contributes this tip:

Demitel, if you're at LV 15 Tiger Blade/Demonic Tiger Blade or Sword Rain the minor monsters then the boss to death while Claus only uses Sylph on him.\*\*\*

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Watch the scene, and you will be in Lone Valley. Arche will have given you the Aquamarine and Ruby Pact Rings. Head up to Venezia again.

\*\*\*NOTE: There are some treasures in Demitel's room you may have noticed. Although you will have a chance to come back later in the game (and the stuff is mentioned at that point) to get it, if you want it now you can go back to Demitel's room and pick up the Halberd and some food. The Halberd may be better than what you already have.\*\*\*

\*\*\*NOTE: Soon after the rough fight with Jahmir, you'll be getting a bunch of spells for Arche all at once. They can be gotten at any point in the past, meaning you can go back to Belladem and Euclid and get those if you want. They may help against Jahmir...if you want to know what to do, scroll down a ways to the "Earth Spirit and Cleaning Up" section, and follow those instructions.

The only setback is that you can't yet get Arche's "True Friend" title. If you want that, then you'll still have to take the long way back to Alvanista after beating Gnome, which is why I put all those spells in the same section. If you don't mind the extra trek, go for it. Otherwise you can do it later in one sweep.\*\*\*

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Venezia

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Skills: Arche---Lightning, Debris Fall

Titles: Arche---"Negotiator"



Now you have a couple things to do before heading to Alvanista. First off, head over to the Master's house. If you don't know where that is, it's the house to the right of the Lariott Trading Company building in the northwest of Venezia. She will offer you two spells: lightning for 200 and Debris Fall for 4,000. Buy them both if you can afford them. If you've been wondering what became of Elwin and Nancy, go into the Lariott building to the second floor. You will see a scene between Elwin and his father. Nancy will run out and so will Elwin. Uh oh...head to the central fountain to see Nancy in the front. She doesn't look so good. Turn to the north and walk a little ways to find Elwin. Talk to him and encourage him by choosing YES. Claus will suggest eloping. Elwin and Nancy will disappear. Don't worry; you'll see them again real soon.

When you're ready to set sail for Alvanista, head to the port and board the right ship. Talk to the captain, and Arche will persuade him to take you there. Arche will gain the title, "Negotiator." Good stuff. You'll set sail immediately after paying half of what you payed the other captain.

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TOPW8F\_\_The Ship and the Prince  
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Titles: Arche---"Delicate Flower"

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While on the ship, you will watch some scenes and meet Meia, who is a traveler going to the Morlia Mines. What a coincidence; that's where you're going too! When you regain control of Cress, head inside the ship. After seeing Meia again, a long scene will ensue. After the long scene, you will have control of Cress and only Cress. You now have to chase Meia, who is running rampant around the ship. Before you leave the sleeping quarters, however, talk to Mint and Arche. Arche will gain the title, "Delicate Flower." Head outside and up to where Meia is and talk to him to start a boss fight.

~~~~~  
BOSS: Meia 2,400 HP/0 TP  
450 EXP/4,000 Gald  
My LV---14 Weak Point: None  
~~~~~

Meia can be a tough fight because he does a lot of damage and you have no one to back you up. Apple gels are you best friend here, and at some points you can't get a full combo in. You may have to just use your deadly skills. Guard often and counter as fast as possible, or he will get another cheap hit on you. Eventually he will go down, and you will be victorious. From what I hear, the story will continue even if you lose, but go all out for the experience anyway.

~~~~~  
At the close of the fight, you will receive a ?sword.

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Alvanista

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Items: Coral/Fur/?sword (x2), Garnet Pact Ring, Gungnir, Serano Fragment,  
Morlia Mineshaft Pass, Miracle Gel, Spirit Ring, Lavender

Recipes: Spaghetti

Titles: Cress---"Ishitori Master", "Mach Lad"

Skills: Arche---Tractor Beam, Thunder Blade; Cress---Demonic Sword Rain

Sidequests: "Elwin and Nancy" Step 5

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You will land at Alvanista shortly thereafter, and you can explore the gigantic city. Make sure to talk to the chef in the cooking shop to learn spaghetti. In one of the middle plazas, you can race around the city. If you can beat the kid, you win a few spoils. You get a choice of coral, fur, or one of 2 ?swords. You have to pick only one, but you can beat him twice more (meaning you can get up to 3 of these 4 items). One of the ?swords is a Fame Face, the other is a Long Sword. Cress also gets the title "Mach Lad" for winning. Here's the easiest way to beat it, through a glitch posted by AresInvincible, a GameFAQs user:

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\*\*\*When the race starts, let the boy run while you leisurely walk to and stand on the staircases near the starting point;

Let the boy run, and when he's coming up the stairs to finish his first round, stand so that he is blocked by you on your left side on the stairs;

Bring up the menu, then exit it;

He is frozen. Don't talk to anyone and finish the race at your own pace.\*\*\*

\*\*Thanks to jksoccer90 and Allan Gibbons for prize info\*\*  
-----

If you want to fight and level up a bit, you can leave the city and explore. The farther away from the city you go, the more likely you are to not get bugbears and boggles, and instead to get hill giants and raptor kings. When you are ready to do your business, head to Alvanista's inn. After a scene you will decide whether or not to infiltrate the castle tonight. \*\*\*\*\*MAKE SURE YOU SAVE BEFORE YOU ACCEPT\*\*\*\*\*If you're ready, choose yes.

You will appear on a ledge outside the castle. Head in, and wait for the sentry to get off the screen. Run to the right, and be careful of this sentry. Do the same to get all the way to the right to the Prince's room. Enter and prepare to fight.

\*\*\*veghesther@aol.com contributes this tip (also given by cosine83):

For Jahmir, sleep at the inn but don't chose to enter the castle yet. Instead head SE on the map and take the boat to Freyland (where Ifreeds Cave is) then walk all the way to midgard and buy the Mecha Spear and Armor. With 2x charm bottles around 30,000 gauld but its worth it.\*\*\*

^^^If you have the money and the will power, go for it.

~~~~~  
BOSS: Jahmir, Ares (2) 3,400 HP/1,500 TP; 2,000 HP/0 TP  
825 EXP/10,528 Gald

~~~~~

Jahmir is a tough fight because of the two Ares in front of her. At the beginning, HOLD YOUR POSITION. In fact, walk backwards slightly so they miss you. It's important not to let one of them get behind you. They will start out by jumping towards you. Wait for them, and then attack. Tiger Blade and Sword Rain work well here. Have your casters on Long Range for Strat so they stop Jahmir's casting. She will go down after some time, and you will watch a cutscene and get some awesome rewards.

~~~~~

At the close of the battle with Jahmir, you will receive a Garnet Pact Ring, Gungnir, and Serano Fragment. The latter two are weapons for Cress and Claus. You are now free to move about the castle. There is quite a lot left to do here. First go to the magic lab south of Prince Laird's room.

Talk to everyone here to learn about the locations of the spirits. If you don't talk to certain people, you won't get access to certain areas you need to go. In the left room, the girl with the black hood will sell you two powerful spells for Arche:Tractor Beam for 4,000 gald and Thunder Blade for 12,000. I'll say it again:

TALK TO EVERYONE IN THE MAGIC LAB.

Downstairs you can play a man in ishitori, a stone game. For beating him once, you get a Miracle Gel. Twice gets you a Spirit Ring and a title for Cress: "Ishitori Master." On the same floor to the west is an intellectual who will teach you about the different kinds of books. South of her is the library, where you can read up on ancient languages and culture. When you're done exploring the castle, head out to the city again.

\*\*\*Note: This next bit is taken directly from the Codes section of ToP. Thanks to Matrixzero of GameFAQs for pointing this out to me, and thanks to Lunares\_Aeran for contributing it on the site.\*\*\*

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#### Ishitori Sequence

Whenever you play Ishitori with the Ishitori Master in Alvanista Castle, go first. Then Always bring down the amount of stones to whatever number is closest in this sequence  
1-5-9-13-17-21-25-29-33-37-41-45-49-53-57...etc.  
You will win every time.

-----

As soon as you leave the castle, head to the SE part of town to a building on the second story---a shop called Calendar. You will see Elwin and Nancy there, so talk to them for the next step of the sidequest.

\*\*Thanks to Jhoon Jeon for informing me of an error that has been fixed with this sidequest\*\*

If you recall, the king told you to swing by the Adventurer's guild. Go to the west side of town and enter the Poison Lily---downstairs is the guild. At the bottom of the stairs to the right is a sentry looking shady. Talk to him to buy a secret skill for Cress: Demonic Sword Rain for for 6,000 gald. Talk to

the man behind the counter for the pass to Morlia Mineshaft. Supposedly you can't get past the dead end there yet, so you're advised to explore another area first. Sakuraba over by the counter will sell you a secret password for 1,000 gald. It's actually a password you need for the Cavern of Spirits, but don't buy it (you'll get it from me for FREE). You now have freedom to search for the 3 remaining spirits in order to proceed to the mines. When you are ready to depart, head to the harbor in Alvanista.

**\*\*Thanks to JuggaloMistress for the correct price of Demonic Sword Rain\*\***

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TOPW8G\_\_The Earth Spirit and Cleaning Up  
=====

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Items: Magic Lens, Life Bottle, Beef, Mystic Symbol, Elixer

---

There is a lot to do in the towns you've already been to, now that you have Arche in your party. But before you get started on that, you should deal with the Cavern of Spirits and Gnome. Once you're at the harbor in Alvanista, board the ship on the right and pay the captain 400 gald to get to Belladem Village. You'll land at a port a little ways east of the village, where the Cavern is. Leave the ship, and reap the rewards of the port. Left and south of the ship is a magic lens. The right side of the ship has a life bottle and beef. Two southern paths on this dock each lead to an item: a mystic symbol on the left and an elixer on the right. Now leave the port.

From the port, head south across the bridge and then east to the cavern. Save and enter...

NOTE: If you want an even easier fight against Gnome, you can head to Belladem before entering the Cavern of Spirits. Basically skip this section and head onto where it says Belladem Village, and follow those instructions to get the Cyclone spell for Arche. **\*\*Thanks to Tan Shi Zhuang for this suggestion\*\***

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Cavern of Spirits

---

New enemies: Clay Idol

Items: ?book

Skills: Claus---Gnome; Arche---Glaive

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The Cavern of Spirits can be very confusing if you get lost, but it's actually very simple and easy. From the start, pick left or right and follow the path NE to a wall with an eye. It asks for a password. Normally you'd be freaking out here, as you have no idea what it is. That's where I come in! Pick 3124 to get access to the rest of the dungeon. You may have noticed the difficulty of the enemies...well guess what? The rest of the dungeon has NO enemies at all---except for the Clay Idols which are only hurt by Tractor Beam. You're not supposed to fight them, though. Fair enough, no fighting for you!

Anyway, down the stairs, follow either path to get to the right of the screen

where a little stone dude is. Talk to him and agree to take him to his friends. It's important not to get way ahead of him here. Wait for him to catch up with you, and then proceed. Anyway, go south into a new screen. Going into the next room, you'll see another little stone guy like the one you're escorting. If you get too close, this gnomelet will come towards you and you'll get into a fight. These are the clay idols I was talking about before...don't bother waiting for Arche to use Tractor Beam several times. Basically, to get past them, you need to wait for an opening. It may take a few tries, but if you get into a fight just run and try again. After dodging this enemy keep going west (ignore the north passage, it leads to nothing). The second enemy avoided, move north. After a third, follow the path to a set of 4 gnomelets. The lost one will rejoin them and they will split, opening your passage.

Go to the end of the tunnel to the next screen. Go south and then right to a three way passage. Take the north one into a new screen. This is the final screen before Gnome! North is a memory glyph and 4 directions to go. The middle north passage is where Gnome is. If you go up, you'll see gnomelets guarding the door. Go back to the glyph and take the right path. At the end you'll see a lever. Pull it and the gnomelets will leave their posts. Save and enter the middle north room to fight Gnome.

```
~~~~~  
BOSS: Gnome                                     3,400 HP/0 TP  
                                                9,200 EXP/13,003 Gald  
My LV---17                                     Weak Point: Wind  
~~~~~
```

Gnome is the easiest boss you've faced so far, but he can give you loads of problems if you don't pay attention to what I say. First of all, DO NOT GET ANYWHERE NEAR GNOME. None of your characters should move closer to him if you stay put. When you get close to Gnome, he turns into several missiles and your attacks and spells do nothing. Meanwhile you get attacked. The only way to get out of his attack range is to back up and have your whole party way away from him. If this happens, back up and use the command Stay so that Arche and Claus don't waste TP. From a distance, have Claus and Arche continually spam their stronger magic. The higher level your party is, the faster he'll go down. He won't even attack if you stay away from him. Demon Fang is actually useful here.

NOTE: If you followed the tip before entering the Cavern of Spirits and got Arche's Cyclone spell already from Lenios, have Arche spam that and the battle will be over in a few hits. This isn't necessary at all, but it's convenient and makes the battle much faster. \*\*Thanks to Tan Shi Zhuang for this info\*\*

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For winning Claus will gain the ability to summon Gnome, and you'll get a ?book. The chest behind Gnome has Glaive, a strong spell for Arche. Sounds good! Leave the dungeon, and head to Belladem.

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Belladem Village

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Skills: Arche---Cyclone

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Before heading back to Alvanista, you should go back to each village you've

been to already to get some spells for Arche and a title. In Belladem visit the mayor, Lenios. If you talked to the mayor of Venezia, Lenios will thank you. He'll also give you a powerful spell, Cyclone, for Arche.

**\*\*Thanks to Gustavo Mariano for the skill info\*\***

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Euclid

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Skills: Arche---Ice Tornado, Stone Blast

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Head to Claus's residence and walk to the right and the south hallway. At the far right end, there is a set of bookshelves. The right one has a spell book for Arche that teaches her Ice Tornado. In the room on the right there is another bookshelf holding another spellbook---Stone Blast. Take that and head to Hamel.

**\*\*Thanks to Riz Wang for info on Stone Blast\*\***

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Hamel

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Titles: Arche---"True Friend"

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Head to the north exit to view a scene with Arche...she'll gain the title "True Friend." Exit and go to Venezia.

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Venezia

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Items: Halberd, ?book, Cabbage (Demitel's Island)

Sidequests: "Elwin and Nancy" step 6

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Good ole' Venezia. It's almost time to head back to Alvanista, but you need to do a couple more things here. First, head to the Lariott Trading Company and talk to the president, Douglas. Answer YES to tell him where Elwin and Nancy are. Woops. Oh well, it'll work out in the end, I'm sure. While you're here, go back to the left ship and pay the captain to go back to Demitel's island. When you're there, go to the boss room. Two chests to the left and right give you a halberd and a ?book, respectively. A sack at the far end of the room holds cabbage. Now head back to Venezia and set sail for Alvanista.

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Alvanista

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Sidequests: "Elwin and Nancy" step 7

---

Remember Nancy and Elwin? You need to talk to them again, and you're almost done with this sidequest! Exciting! Anyway, head over to the northeastern area of Alvanista to see a random house. Enter it for a scene with Elwin, Nancy, and Douglas. Touching, isn't it? Help them out, and Douglas will head back to Venezia. One more step and this sidequest is over!

Anyways, it's time to go get Efreet and Undine, and then you can enter Morlia Mineshaft. Leave the city when you're ready.

---

New enemies: Raptor King, Hill Giant, Giant Toad

Skills: Cress---Phoenix Sword Rain, Beast Swallow Kick

---

On the world map, head south to a bridge going west. From the bridge, head west and slightly southwest. You should see a lake and a little resort just north of it, but don't go in there yet (there's nothing to do). Instead continue on to a dead end, where you can enter another area. Here are two vagabounds. Talk to them; one will give Cress a secret skill book that teaches him Phoenix Sword Rain. Great! Now go back to Alvanista and head east across the bridge and south to a fork in the path. Now head south to a fork, and travel east. Keep going south a ways and then southeast to another camp like the previous one. An old man resides here. Talk to him twice to buy Beast Swallow Kick, a secret skill for Cress, for 12,000 gald. Once you've acquired both of these, head back past Morlia and south to the port. Enter it and pay the captain to set sail for Freyland.

=====  
TOPW8H\_\_Efreet and Undine  
=====

Once in control, you are now in Freyland---A nice little desert continent. Leave the port, as there are no items here.

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New enemies: Agumi, Desert Fly, Basilisk, Deela

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The enemies on Freyland are a giant step up from around Alvanista, and should give good experience. Spend some time leveling up if you have trouble with them, as the Cave of Burning Sand will rip you apart if you can't handle these monsters. Head directly east from the port and around some stones to a village next to an oasis.

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Olive

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Items: Melange Gel, 2600 gald, Rune Bottle (S Oasis), Flare Cape (S Oasis), Syrup Bottle (C Oasis), Life Bottle (N Oasis), Spirit Ring (S Oasis)

Recipes: Tenderloin, Fresh Juice (C Oasis)

---

Olive is a small village but it can prove to be quite useful. Near the southern

entrance to the east is a melange gel. At the northern end, there are three buildings. The two left-most have a small path wedged in between. Take this to find a sack with 2600 gald. The food shop, Sirloins, has a chef against the entrance wall who will teach you the recipe for Tenderloin. Be careful not to miss him; it's crowded and he's right near the entrance.

Leave the village and head east even more. It's possible and likely that you will encounter basilisks in Freyland; fight them to the end as they give you 500+ experience and each one drops a Basilisk scale---fully heals HP and TP of party member. Good stuff. Make sure you have panacea bottles, though, as basilisks shoot beams that petrify characters (and if all characters are petrified, its a GAME OVER). Anyway, head east to find an oasis, one of three. One is northern, one is central, and one is southern. In the southern oasis you can find a rune bottle and a flare cape, which will prove useful in the Cave you'll be going into soon. In the central one you can find a syrup bottle and a chef who will teach you the recipe for Fresh Juice. The northern one, a ways above the central oasis, you can find a Life Bottle and a Spirit Ring.

When you feel strong enough, head east of Olive and you should eventually see a cave. Enter it...

\*\*Thanks to The Dan for the Spirit Ring location\*\*

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#### Cave of Burning Sand

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New enemies: Ogre, Aza

Items: Magic Lens, Resist Ring, Talisman, Sorcerer's Ring, Warrior Symbol, ?ax, Savory, Melange Gel, 1000 gald, Lava Key, Charm Bottle

Skills: Claus---Efreet; Arche---Eruption

---

From the entrance head east and when you hit a wall fork, go north to a Magic Lens. Now go south down the stairs to a Resist Ring and a Talisman. Head west down here until you can move north. In this little alcove you will find the Sorcerer's Ring---the staple of this dungeon. To work it, equip it on someone (yeah it takes up a whole accessory spot and doesn't do anything really beneficial grrr). Once equipped you can press R in the dungeon to shoot a firey spark. Anyway, equip it and go back upstairs the way you came. At the entrance you should see, to the north, a patch of lava. To the left side, there is a log that you can walk on and a little notch in the wall to the north. Walk to the right edge of the log and face north, pressing A. The spark will hit the nook and cause a door to open. Get off the log and head west and north through the newly opened door. Follow the path to pick up a Warrior Symbol, a ?ax, and a Savory. Go south through the one-way door into a new room. Go south two more frames. Follow the path again into the alcove with a Melange Gel, 1000 gald, and a Lava Key---the other staple of the dungeon. Go south through the next one-way door and you'll be in the basement where you got the Sorcerer's Ring.

Head back upstairs back to the entrance. To the north of the entrance is a door which you should go through. On the other side is a memory glyph and a door you can't get through yet. Travel left into a new room and shoot the nook to open that door. Before going through, grab the Charm Bottle here. Now save and enter the second north door to see a third door. Press A in front of it to use the lava key and you'll be in the final room. Here there is a patch of lava that



you need to cross using the stone walkways. There are also a bunch of pillars. Line yourself up with the first one and hit R to take it down. In this fashion, use the Sorcerer's Ring to carve the path to Efreet on the 4 other pillars. At the other end you will see Efreet...be prepared for a good fight.

~~~~~  
BOSS: Efreet

5,500 HP/2,000 TP

1,000 EXP/8,000 Gald

My LV---19

Weak Point: Water

~~~~~  
Efreet is a pushover, but he can be tough if you let him continually cast. DO NOT, BY ANY MEANS, let him cast! Have Arche and Claus go full out with their spells (remember not to use Sylph---heals Efreet). Arche should be using a combination of Ice Tornado, Lightning Blade, and Debris Fall; and any. At the beginning push him back to the edge and continually use Sword Rain or Tiger Blade and he won't last long.

~~~~~  
After you've beaten Efreet, Claus will gain the ability to summon him (FINALLY! Efreet is an effing TANK!) and before you leave, make sure to grab the chest behind him so Arche can learn Eruption. Now leave the dungeon, and go back to the port and leave Freyland for Alvanista.

Once in Alvanista, head to the port and sail all the way back to Venezia.

Venezia

Items: Bridal Gloves

Titles: Mint---"Cupid"

Sidequests: "Elwin and Nancy" step 8---STOP

Elwin and Nancy now have approval from Douglas, and they are planning their wedding! Time to go see them. Head over to the Lariott Trading Company and you can find Nancy in the room to the right of the main entrance, and Elwin in his usual spot. Talk to Elwin and choose YES to begin some cutscenes of the wedding. At the end, Mint will gain bridal gloves to equip, and the title "Cupid." All's well that ends well, eh? It's time to set sail to find Undine, your last spirit before Morlia.

Head to the port and board the left ship (the same one you took to Demitel's Island) and speak to the captain. He now gives you the option of going to the Isolated Island of the North Sea. That's where Undine is, so pay the money and take the ship there. When you arrive, leave the port and enter Limestone Cave.

NOTE: If you didn't talk to the right person in the Magic Lab, he won't take you there. If he shoots you down, go back and talk to everyone in the Lab again.

Limestone Cave

New enemies: Squid, Red Slug, Mermaid

Items: Orange Gel, Magic Lens, Rune Bottle, Aqua Cape, Tuna (x2), ?book

Skills: Claus---Undine

Haha, another pushover dungeon---not hard but can be a pain if you have no clue what you're doing. Normally this dungeon is a sequence of trial and error puzzles, but because I wrote this guide, that's only the case for ME! Anyway, just pay attention so as not to hit the wrong switch and then have to go back to the previous one and start it over again.

From the start head east a screen and follow the path as it takes a big U-Turn. Follow it until you hit a west wall. Go south into an alcove with a switch. Press A to hit it, and it will drain some water.

Go north now around another U-turn, ignoring the door to the north and going south down the stairs (this area was flooded originally). Grab the Orange Gel and the Magic Lens. The door to the south leads to another little alcove that wraps around. Hit the switch here, and grab the Rune Bottle. Head back up the stairs, and travel back to the first alcove. Once here, pull the switch again. Now head back to where you passed that first door to the north. Take it now and follow the path around to a spot with an aqua cape. In the next room, you see two sets of stairs that you can't reach here, but north more there are stairs going down. The right one should be flooded; the left clear. Go down the left set to a chest containing Tuna, and head downstairs to an alcove with a switch. Hit it and go back up to see the that nothing immediately has changed. Well, head north through the next door to be proved wrong.

Thanks to Da_Great_SoFaRo for pointing out that you do in fact need to hit the switch by the Rune Bottle in between hitting the switch on the right

In this final room in the dungeon, there is a memory glyph. Down the stairs there should be no water (there was before) and so head north up the stairs to two switches. Hit the one on the right first, which will unflood something farther back. Now head back south a room to see that the right set of stairs leads to dry land! Head down them to another tuna, and head down the next stairs to another alcove. Hit the switch here and the screen will shake. Hmmm....return to the northern room with the glyph in it. Now there is a hole in the small area. Save and hit the left switch to trigger a fight with Undine.

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~~~~~  
BOSS: Undine, Squid                               6,850 HP/3,000 TP; 2,500 HP/0 TP  
                                                2,538 EXP/8,800 Gald  
My LV---21                                       Weak Point: Fire, Thunder (both)  
~~~~~
```

Undine comes with a squid to protect her. Focus your attacks on the squid while Claus summons only Efreet, and Arche casts only Eruption and Thunder Blade. If they are on long range magic (strategy), they will stop Undine from casting too often. As you fight the squid, they will take down Undine relatively fast. Undine can heal, but she will mostly heal the squid. In fact, in my experience, she focused on healing the squid so often that Arche and Claus took Undine herself out before I could destroy the squid. It is an easy battle to say the least. Just make sure Arche and Claus are set to Long Range and one of them has a Mystic Symbol on.

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~~~~~  
Undine drops a ?book. At the close of the battle you'll gain the ability to  
summon Undine (another beast, the one-two punch...it doesn't get better than
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Undine and Efreet! Okay, well it will soon, so never mind). Anyway, press the left switch again to unflood the water and leave the dungeon, hitting the first switch again along the way. Head back to Venezia and then to Alvanista. It's time to go to Morlia Mineshaft.

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TOPW8I__Morlia WTF
=====

When you're fully healed and have plenty healing items, head into the cave north of the port to Freyland.

NOTE: If you sold your pickaxe, go buy another one in Alvanista or Venezia. You don't want to be stuck on Floor 7 without one.

Morlia Mineshaft

New enemies: Giant Bat, Caveman, Gargoyle, Lizard Fly, Deadly Toad, Black Bat

Items: Orange Gel, Lavender, Protect Ring, Beef, 2000 gald, Lemon Gel (x2), Agalloch Incense (x2), Mystic Broom, Rune Bottle (x2), Apple Gel, Combo Counter, Turquoise, Gravity Stone, ?clothing (x2), Verbena, Black Onyx, Hourglass, 6000 gald, Elixer, ?rod

Titles: Arche---"True Scholar"; Claus---"Subduer"

Note: The Black Bat can only be found on floors 4-6, and it is the rarest enemy in the entire game. A little patience and a lot of dark bottles and running away will allow you to find it, so try not to leave without that. If you do forget it then don't sweat; you can come back in the future.

Morlia is gigantic and there are 10 floors to go through. It takes a long time and can be a real pain. Luckily you have me so you won't miss anything (or too much, at least). At the entrance the sentry will stop you. He will allow you to pass if you have the pass from the King.

<-----Floor 1----->

After passing the guard, head straight north. When you come to a wall, go left to find a switch on the north wall and an orange gel. Press it and then run right, ignoring the stairs you may see going south. In the screen to the right follow path, going through the door you just opened and down the stairs.

<-----Floor 2----->

Coming down the stairs go around to see a door and two switches. Basically, you step on one switch to open the door, and the other to close it. Step on the right switch to open the door and head on through. A sign to the north says "Stairs to Level 3." Behind it is a chest containing Lavender. Travel west to see a statue that you can move. Pull it south to a switch that you should move it onto. The south door will open, so go through it. Down here you'll see a switch on the wall; press it. Before leaving the room, grab the Protect Ring, the beef, and the 2000 gald. Now return all the way north and east to where you saw the sign on this floor. Now go east to find a door going south that is now open. Go down the stairs to level 3.

<-----Floor 3----->

There are two ways to go here. First go to the right and north immediately to find a hexagon pattern on the floor. Step on it to fly! Now fly south and west past the stairs, making sure not to go on the OFF hexagon. Continue west and north to see an open door with two step switches that would normally close it. Without flying, you are forced to step on them and close the door. While flying, however, you can go right on through. Keep going north to get to an OFF hexagon, then walk back south and take the first right. You will see two more step switches, so step on the left one to open this door. Go through and east to see another statue. Pull it any direction to see a switch it was pressing down. A door just opened! Go south through a one-way door. Now go right and then south through this newly opened door to level 4.

<-----Floor 4----->

Down the stairs here, you will see a set of torches on the wall, and there is a middle one that isn't lit. Press A in front of it twice to see that it's a lever. Upon pulling it, a path will emerge right next to it. Travel north through it to see two switches and two doors. The right door should be open already, so take that without stepping on a switch. In here there is a girl walking around. Wait on one step switch for her to step on the other one, and a chest will appear with a Rune Bottle. Now head back to the previous room and step on the white switch to open the left door. Take it and travel west all the way to see a statue and 4 step switches. If you read the sign on the way here, it said "Up, Up, Down, Down, Left, Right, Left, Right." Hmm...step on each switch according to that pattern to hear a door open. Run back right and take the first southern path. Travel through a now opened door to see a memory glyph and a step switch and a switch on the wall. Hit both to open two doors. Ignore the two sets of stairs right next to you, and run back to the statue to the west of this floor. Pull the statue north through the newly opened door to a step switch. Now move right and south through the door downstairs.

<-----Floor 5----->

You should have noticed the increasing difficulty of the floors by now. It doesn't get any easier, I can tell you that. Anyway, floor 5 has very limited vision. Down the stairs travel west all the way until you hit a wall. Now travel all the way north to a wall and turn right. In the next screen, step on the left switch to open the door and go through to see a switch on the wall just out of reach. Whip out the Sorcerer's Ring and hit R to press that switch. Something happened, but what? Go back out of the door and travel directly west without taking any paths. Eventually you will see a set of stairs going south (if you can't find them, try walking against the southern wall of this path, and you'll find it soon). Take the stairs to level 6.

<-----Floor 6----->

Part of level 6 is also under limited vision. From the beginning go south and then around the U-turn through the door. Here, be careful not to stray from the path I describe, as you will step on spikes that do a lot of damage. Travel north on the clear path until you hit a wall. Now go to the right and *gasp* into the spikes. Now go south and you will be out of them quickly. Keep going south until you get to a wall, then head east through a door. VISION! Anyway, go to the right and take the first north passage to see 3 statues. Don't touch the left two; instead pull the one on the right south a bit. Now you see a switch on the wall, so press it. Before going ANYWHERE, move the statue back onto the switch. Still in this room, go east and down to a Lemon Gel. After getting it, DO NOT GO SOUTH. You'll hit an invisible warp that will send you back a ways. Instead, go around back to the statue room and all the way south

to see an opened door. Take the stairs.

<-----Floor 7----->

Floor 7 is weird, so listen carefully. Down the stairs you'll see some torches to the north, but one is not lit. This is not a switch like the last one; instead hit R to light it with the Ring, and a warp will appear. There's also a memory glyph here. Step on the warp and listen carefully:

The first place the warp takes you to you'll see a chest just north. The basic rule of the following areas is not to go the easy way---if you do you'll step on an invisible warp and go back to the beginning. Instead here travel east and all the way around to pick up the Lemon Gel. Now step down to the warp, and you'll be back in the first room. Step on the warp again; this time you'll be in another area. Use the same pattern to get to the chest here: go east and then south and west to the Agalloch Incense. Step north to go back to the first room. Back on the warp again, you'll be in a third area. Travel north and all the way around to a Mystic Broom for Arche. Step east to the invisible warp, and you'll be back in the first room again. Step on the warp one last time to be transported to a new room.

Here there are a bunch of Y-shaped mechanisms. You have to light both prongs of each one with the Sorcerer's Ring. Once all 10 torches are lit, a northern door will open. Head on through and take the right path. Go up, right, down, right, up, and left all the way. You will come to a big boulder that you can bring down with your pickaxe (hopefully you didn't sell it >_<). Follow the path around, noting the closed door. Here you will see another Y-mechanism. Light both prongs and the door you passed will open. Head downstairs.

<-----Floor 8----->

Down the stairs and around you'll see another Y mechanism. DO NOT TRY TO LIGHT IT! An arrow will come out and hit you, causing damage. Instead, press A in front of it (it's actually a switch). Head through the door. You'll see a bunch of spikes and there is no way to fly. Step on the switch, and head back to the Y-mechanism to see the platform that makes you float. Now return to the spikes and travel over them. Head north and east across the spikes until you see a south passage breaking away. Take it to be off the spikes down to an Agalloch Incense. Head back up to the spikes and keep going east and then south until you're off the spikes. Heal accordingly and travel south all the way, down the stairs. Here you'll see a Rune Bottle and an Apple Gel. Back up these stairs, go west to find another set going down. Take them and go east and north to another set that goes to the next floor.

Thanks to cosine83, Hozz, and Jhoon Jeon for informing me of the random OFF switch on this floor

<-----Floor 9----->

You're almost there. Go up to see a 4-way. Your destination is north, but a door is closed there. Instead go right to see flames and a switch. Hit that switch to put out the flames for a few seconds. Run across and then go north to see a step switch. Step on it and go through the door. Here go straight until you see spikes...don't step there; instead go right and south around the U-turn. Follow the path north, west, and north again to find a chest with the Combo Counter. After taking it, a step switch will be revealed. Step on it and head all the way back to the 4-way. Here, go north past the door and around the bend downstairs. Yay!

<-----Floor 10----->

The final floor! Your fight with Maxwell approaches. Anyway, down the stairs is a chest containing Turquoise (this ring is needed for the pact with Maxwell). There is a memory glyph here and two switches on the north wall. Hit them both to make two warps appear. Step on the right warp first to a room with an odd stone. Go to it to watch a scene---Arche will gain the title "True Scholar." This gives you hints on where you need to summon the 4 spirits, and makes little sense. But of course, I FIGURED IT OUT FOR YOU. No need to thank me :D. Go back to the warp to go back a room. Here take the left warp this time to watch another scene. Now you have control of Claus and you can go 4 ways. Basically you approach each podium to summon a spirit in each direction. Here is a convinient list for you:

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

When all 4 are summoned, you'll hear a voice. It tells you to go back to the stone. Head back through the warp and SAVE here. Now, through the right warp again, head north to a scene where you'll meet and fight Maxwell.

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~~~~~  
BOSS: Maxwell                                7,500 HP/400 TP  
                                           12,000 EXP/25,005 Gald  
My LV---23                                Weak Point: None  
~~~~~
```

Maxwell is a tricky fight, as he is all over the place. He flies around and it can be hard to get good hits on him. Basically, as Cress, your job is to not let Maxwell cast and to stop him from attacking the rest of the party. Your attacks do little damage; Claus and Arche are the big hitters here. As long as they can continually cast, you shouldn't have too much trouble beating Maxwell. He is annoying, but a pushover and not all that strong. One thing to remember: Arhce and Claus have spells of all different elements, but Maxwell is not oriented in any element---meaning there aren't any specific spells that will really destroy or heal him. Just use your strongest skills and he'll go down.

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Maxwell will drop a Gravity Stone. He will open the door behind him and offer to pact with Claus. Claus will gain the ability to summon Maxwell (forget what I said about Efreet and Undine...this guy is better than both of them combined) and the title "Subduer." Before you regain control, Maxwell will also release some of Gungnir's power, making your weapon even stronger. Now head north through the door to a room full of treasure! The group will open some and find two rings that will break. New problems arise, but we should go back to Alvanista first. Anyway, take the rest of these chests for the following: ?clothing (x2), Verbena, Black Onyx, Rune Bottle, Hourglass, 6000 gald, Elixer, ?rod. Awesome! It's time to get out of here. Head back through the warp and save. Now head up to level 9 again. You'll be at the 4-way again; hit the switch to extinguish the flames and run east and north through the door. Rather than going north to the spikes, go left at the first chance. Hit the switch on the wall to open this door. Go through it and travel up all the way to level 1. Leave the dungeon and head back to Alvanista.

Alvanista

Items: Lundgrom's Introduction letter

Head straight to the castle and to the magic lab to speak with Lundgrom. After a scene you will get a letter of introduction to Edward, who should be at a small manor to the southwest of Alvanista. Leave the town.

Head south to the bridge, cross it, and continue southwest. You will see a small lake and a manor above it. Enter and walk up to the door, pressing A in front of it. You will meet Edward's wife, Lilith, who will tell you he left for Freyland. Yay, a hunt!

Head back to the port to Freyland, and pay the captain to set sail. Once in Freyland, go to Olive.

Olive

In Olive, you will see a short scene and you will be told that Edward went to the Oasis southeast of here. Remember the 3 oases from before? Get ready to go to each one from the south to the north.

First go to the South Oasis, and talk to the man there. Now head to the Central Oasis to talk to the old man---now head to the North Oasis and the woman will tell you he left for Olive! WTF!

You'll automatically go back to Olive and the villager will tell you he went to the inn. Hopefully you've been fighting your basilisks. Inside talk to the proprietor, who will say that Edward is looking for basilisk scales. He'll notice that you have some. If you have 5 scales, he'll ask you to wait the night and it will progress the story. If not, he'll say you don't have enough. If this is the case, go back out and search east of the village. The farther east you go, the more likely you are to find a basilisk. Keep fighting them until you get 5, then head back.

You'll stay the night for free and wake up to some scenes with Edward D. Morrison (O RLY?). Pretty touching...anyway he'll leave and you need to head back to Alvanista to get permission to get to Ymir.

=====
TOPW8J__The Elves and Luna
=====

Alvanista

Head into the castle and speak with Lundgrom again. Go to the inn and sleep, and go talk to him again; he'll give you the Royal Crest of Alvanista---permission to enter Ymir Forest and the Elf Colony. Arche will stay behind in the inn (she's a half elf) but she's definitely up to something.

From Alvanista, head across the east bridge and south to the fork. Head west here to find a moat around a forest. That's Ymir---enter from the south.

Ymir, Forest of Mirror Water

New enemies: Orcrot, Treant, Water Lily, Lizardman

Items: Melange Gel, Sage, Lavender (x3)

Ymir is basically a maze of crap; there are few items and many enemies (no boss though). From the entrance talk to the guard to receive permission to pass. Ymir has two sections: the first is harder and has no items anywhere, so I'll give you a direct route. From the start take the first right and then the first northern path. Follow it around until you're moving west. At the first fork head north and then take the next left. Follow it into a new screen where a memory glyph lies.

You now have two paths to choose: left and right. Take the right path first, following the path. On the next screen to the right, follow the path to a Melange Gel. Then go back and take the southern path you just ignored, and it will lead you all the way to a sage. Now head back to the memory glyph in the previous screen, and this time take the left path. Follow it, ignoring the path to the tree (there's nothing there, as far as I can tell). At the 4-way, take the lavender and then take the southern path to a lavender. Then go back and take the left path all the way around to a third lavender. Back at the 4-way again, take the northern path to enter the Elf Colony.

Elf Colony

There is pretty much nothing to do here, but explore as you wish. When you're ready, go to the northeastern part of the town to see a scene with Brambert, who you've met by now. He will take you to the forest Heimdall. First, however, you have to make it through Treantwood.

Treantwood

New enemies: Drake

Items: Magic Lens (x2), Carrot, Charm Bottle, Life Bottle (x2), Black Onyx, Holy Symbol, Verbena, Savory, Stun Bracelet, Melange Gel, Syrup Bottle, Resist Ring (x2), Chicken, Thief's Cape, Rune Bottle, Dark Bottle, Stone Charm, Protect Ring, Moonstone, Topaz Pact Ring, Elven Boots

It's possible that I hate Treantwood even more than the catacombs---at least the catacombs were not excruciatingly repetitive and didn't have such a high encounter rate. I got so sick of fighting these monsters that I ended up going through almost all of my holy bottles just to get out after beating the section.

I had trouble on this myself, and ran into a few mapping problems. Because of this, some of my information on the paths might end up ever so slightly incorrect. Therefore, what I think is best is to just give you a direct route to the end, with some straying where I feel confident I mapped correctly. I'll also give you a fast route back out, as it's almost as confusing the second

time >_>

It has come to my attention that there is indeed a map of Treantwood in the SNES version's FAQ page. This guide is 100% better than my crappy explanation; it may do you much good to head over to the SNES In-Depth FAQs, and check the Treantwood Forest Map. Thanks to Jeff Myer for the recommendation.

Another map has been pointed out to me, this one being in the GBA version's FAQ page. This one is more colorful and may work better for you. Thanks to Dalen Mays for the recommendation.

Again, I'm really really sorry if I messed up on any part of this area. One more thing: for God's sake, PAY ATTENTION or you WILL get lost.

From the start you have a direct path going north. Save and head into the next screen. Here, go left for a magic lens and return to the main path. Head north again to another fork. Left holds a carrot, and straight ahead is where you want to go. Now for the fun...you will be in the first of many areas that all look exactly alike but have different items and go to different (but similar looking) areas. From here go to the right and south at the first chance for a Charm Bottle. Back north, continue to the right, taking the life bottle. Before exiting the screen, head north to take a Black Onyx and a Holy Symbol. Now go back and take the right exit out of this area. In the next screen go south, staying on the main path and then leaving via the south exit. Take the Verbena and then go back north a screen. Exit to the right. Here go around the middle and take the right path. In the new screen take the savory and walk south. You should notice a little path strayer to the left; take it for a stun bracelet and then return to the main path (this little path strayer is in the same screen). Keep going south around the middle ring, and take the southern exit to a new screen. To the right is a Magic Lens and a Melange Gel. Go all the way around south to take the southern exit to a Life Bottle. Back north a screen take the bottom right path for a Syrup Bottle and a Resist Ring. Return to the previous screen to take the top-right path for a Chicken, a Thief's Cape, and a Rune Bottle. Once again, in the previous room, go around to the northern exit. In this screen (you've been here before), complete your round robin by going to the right and north. Take the Dark Bottle along the way. Take the northern path here to be in a new screen. Keep heading north into another screen where you have a fork: go to the right.

In this new room, head south around the middle and take the first southern exit. IN the next room, head east around the middle for a Stone Charm and head through the top-right exit. Keep going right into another room. In here take the Protect Ring and return 2 screens back. Coming out of the top-right exit, head south and east again into the bottom-right exit. Again, travel through the next screen into a room with a Memory Glyph. Finally! Save, take the Resist Ring, and head north for a scene with Brambert and Origin. I believe this part of Treantwood is called Heimdall, by the way...doesn't make too much sense as the entire thing is called Treantwood by the game. Oh well. Brambert will give you a Moonstone Pact Ring (for Luna) and the Topaz Pact Ring (for Aska). Check behind the stone for a chest containing Elven Boots.

Now you have to get back to the Elf Colony, but you're in the deepest parts of Treantwood. Fun! Anyway, here go back to the left through two screens. Here take the second north exit through two screens, and walk left and north---taking the northwestern exit. Now head left to the fork...take the south path through two rooms (continue south). Now go left through two rooms, and then

follow the path NW (taking the west exit). Here walk around south all the way west to take the SW path down to the beginning. Follow south through a couple more rooms in a straight path, and you'll be back at the beginning. Woot!

Thanks to Gustavo Mariano for finding an extra chest in Heimdall

Elf Colony

Sidequest: "Chester's Bow" step 1---START

Walk south for a scene. Arche! Uh oh, her mom did what? Drama! You will be escorted out and dumped in Ymir Forest. Before leaving in sadness, try to enter the village again. the guards will stop you but Brambert will escort you to the weapon shop so you can talk to the keeper about Chester's bow. Talk to him to learn about Arsia, who dwells near Ymir. Talk to Brambert afterwards to leave. You'll be dumped again in Ymir. Head south back to the entrance.

Outside of the Forest, head directly east to see a small manor---Arsia is there, supposedly.

Arsia's Manor

Sidequest: "Chester's Bow" step 2

Head to the door after the scene and press A to start a bunch of scenes. By the time you have control again, Arche will be a stone statue and you have to get Brambert or you're screwed. Run back to Ymir and get to the Elf Colony. If you've forgotten the fastest path through Ymir, here is a quick direct route:

1st Screen:

- First right
- First north
- North at next fork
- Left at next fork

2nd Screen:

- Left at main fork

3rd Screen:

- Second north into Elf Colony
- -----

Hopefully that was helpful.

At the Elf Colony, head up to where you first met with Brambert near the entrance to Treantwood and he'll agree to come with you. Now run back

(hopefully you can figure that out) all the way to Arsia's manor and head inside for some scenes. What a sacrifice! Anyway, now you've got Arche back and there's nothing more to do (at least in the past)...head outside and travel back to Alvanista. Rest; stock up on items; do your normal prepping for a long journey. It's time to go to Freyland and Midgards. When you're ready, go to the Freyland port (south of Morlia, remember that one?) and set sail.

Once in Freyland, head east past Olive until you reach one of the Oases. Rather than entering, however, from there, travel north. Once you've passed the North Oasis, it's a bit west but mostly north. A good way to keep track of where you are at this point is to follow close to the rocks near the Cave of Burning Sand around to the north. Keep going NW and you will pass by 2 bridges. Eventually you will see a tower slightly east...that's the Tower of Zodiac. Keep a note of where it is if you see it on the way; you'll be back there real soon. Anyways, keep heading north and you will see a couple more bridges. Take the north one and head NE until you see a huge circular city: Midgards!
Enter...

Midgards

Skills: Cress---Lightning Swallow Kick

Midgards is divided into two sectors: North Midgards and South Midgards. There isn't much to do here, but go to the center of North Midgards and you should see a path going south. At the end of the path there is a man (there are 3 of these alleys, the left goes nowhere and the right goes to another dude who wants to sell you drugs for 80,000 gald) who will sell you Lightning Swallow Kick for 18,000 gald. You can't even stay at the inn here yet. Anyways, buy some weapons and armor (use a Charm Bottle to get a huge discount!) and head to South Midgards to the center where the castle lies. A little bug will pop out and steal your Royal Crest. Now you can't enter the Castle. What's that about the Tower of Zodiac? We're supposed to go there to get it back? Hmmm... isn't that where Luna resides? Sweet!

Leave the city and head back west and south, then east slightly to the Tower and enter it when you're ready.

Tower of the Zodiac

New enemies: Corpse, Clay Golem, Dark Mage, Brigand

Items: Aqua Dingen, Magic Lens, Basilisk Scale (x2), Sage (x2), Apple Gel, Orange Gel (x2), Bread, Holy Symbol, Panacea Bottle, Protect Ring, Beef, Charm Bottle, Silver Cape, Warrior Symbol, Rabbit's Foot (x2), Cape, Resist Ring, Black Onyx, Rune Bottle

Skills: Arche---Ray; Claus---Luna

The Tower of the Zodiac is 6 floors...5 of them being the same exact layout. Rather than guide you through each place, I'm going to make a little map and mark each room, then refer to that in a chart telling you where everything is.

Hopefully this is pretty self-explanatory. At the end of the 6th floor you will see the bug again, now named Artemis. He will give Arche a spell book and she'll learn Ray. Go up to the 7th floor to meet Luna, who will give you back the Royal Crest of Alvanista. She'll make a pact with Claus for free. That's right: no boss! Claus can now summon Luna as well. And Luna has a sign, so she automatically wins the game.

When you regain control, head down all the way to the outside of the tower and head back to Midgard. As a heads-up level-wise, I was around 27 at this point. Once you enter the city it'll be a bit inconvenient and later impossible to level up before Valhalla, and it's important to be a ripe level at that point. Save before you enter the city.

thanks to several people for finding mistakes with the rooms I have down

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TOPW8K__Valhalla and Dhaos
=====

Midgard

Head to the castle in South Midgard for some scenes. When you have control, you'll be waiting for Morrison, so walk around and talk to Mint, Claus, and Arche. Soon you'll watch some more scenes and now you need to go to the throne room. Head out of the room and head to the right and up at the first fork. Another short scene with Reisen, and it's off to the throne room. When you get freedom again, you can explore the castle. Not much to do here though. Leave the castle for some scenes with Arche. Choose the first option to quick jump to Arche's house (if you take your time you have to walk!) You'll watch some more scenes with Bart, and then choose to go back right away. Back in Midgard, watch the scenes to leave Claus in the conference room.

Leave the castle, rest up, stock up on items, etc. etc. and go back to the castle when you're ready. Now for some scenes; the next time you regain control you'll be on the plains of Valhalla with a specific mission.

Valhalla Plains

New enemies: Ancient Oak, Chimera

Items: Poison Charm, 10,000 gald

On the plains, you will receive your mission. You have a few days to make it to the leader of the force, Ishrantu. You have to eradicate enemies in your way that appear on the screen. If you've played Tales of Symphonia, you will be familiar with how this works. Basically on the plains, if you come in contact with any floating creature, you'll fight a set of enemies. Luckily for

you, the plains are jam-packed with enemies to slow your progress! Fun!

You start at the camp, where you can rest (takes 8 hours off your time though) and stock up. If you haven't already, make sure you have 15 Panacea Bottles, as the Chimeras petrify you quite often. There is also a memory glyph here, so make sure to save.

There are a few ways I can explain this. I'm going to give you a direct path to Dhaos...keep in mind there are other ways to go and 2 other things to do. One exit goes to nowhere, while one goes to the White Birch Forest (you'll go there later). There's also a soldier in the middle who will sell you a secret skill, but you can get that later on. In addition to my directions, I'll mention that there is a map for Valhalla on the FAQ page for this...that map helped me out a lot. Use that if my directions confuse you or if you'd rather look at where you're going.

For my directions, I'll give you the correct path to take at each screen. There are 18 screens you will go through, and I will point out which direction to take at each screen. Here we go.

- 1 (entrance, rest, shop, memory glyph): North
- 2: North
- 3: North
- 4: East
- 5: North
- 6: South (around the U-turn)
- 7: North (another U-turn)
- 8: North
- 9: North
- 10: East
- 11: North
- 12: North
- 13: South (U-turn)
- 14: East
- 15: East
- 16: North
- 17 (memory glyph): East
- 18: BOSS

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BOSS: Ishrantu, Drake (2)                    5000 HP/500 TP; 1500 HP/TP ea.
                                           16200 EXP/15402 Gald
My LV---28                                Weak Point: Fire; Lightning
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You haven't had a boss in a while, but this one isn't too bad. Ishrantu can cast, while the drakes will slow you down. Keep the drakes in front of you (this means DON'T MOVE AT THE BEGINNING) and hit them with Sword Rain a couple times to knock them out. Meanwhile, Arche and Claus (set on Long Range in Strat) can use their strongest skills (this means turn everything but Luna off for Claus) on Ishrantu. Once the drakes are dead, focus your attacks on Ishrantu. Rising Phoenix works well, as does Lightning/Tiger Blade. Take him down.

You'll get a Poison Charm for victory, and you'll head back to Midgard's automatically. In the scenes there, the king will grant you 10,000 gald (assuming you beat it fast enough). If you ran out of time, you'll fail the entire mission. After the scenes, you'll have control again. Stock up on items

New enemies: Dragoknight, Dullahan, Druid, Charon, Iron Golem, Adept, Red Roper

Items: Flare Cape, Aqua Cape, Mystic Symbol, Halberd (x2), Mech Halberd (x2), ?sword, Orange Gel (x2), Life Bottle (x2), Apple Gel (x3), Rune Bottle (x5), Protect Ring, Warrior Symbol, Mysterious Hand Mirror, Lavender, 10,000 gald, Hourglass, Elixer, Mist Orb, Stun Bracelet, Magic Broom, Spirit Ring, Golden Key, Charm Bottle, Prune, Mangosteen, Melon, Silver Cape, Emerald Ring

Skills: Arche---Firestorm, Distortion

Dhaos's castle can be a real pain, as there is a lot of backtracking. It can get pretty confusing, so I'll do my best to keep things simple. Enter the castle when you're ready...

At the entrance you are in a large room. Start by heading directly through the left passage, into another room with two doors. Take the door on the left that goes north to a Flare Cape, and then east to an Aqua Cape. Then follow out to another room. In this hallway, go east up the stairs and follow the path to a large gargoyle statue. Press A in front of it to get a Mystic Symbol. Now head south through the door to be back in the main room. Walk down the stairs and head to the right side. Before taking the right path, head north (still in the main room) to find a door. Inside are three weapon racks. Off them you'll get a Halberd, a Mech Halberd, and a ?sword. Equip the Mech Halberd, it's most likely the strongest weapon you have now. Now return to the main room and take the path on the right into a new room. In here, you see that flower pot? Press A in front of it to get a Sage and a Savory. Go through the door to the right and follow the path east and north. You should step on a switch that will open a door directly north of you. Head into the door and take the chest for Fire Storm, a strong spell for Arche. Leave the small room and head west until you hit a fork. Here, take the south path. You've moved in a square, basically. Before returning to the main room, take the right path again and go around, hitting the switch to close the north door. After passing the switch, head back left to the fork you were at before. Instead of going south, this time head north to a new area of the room. Against the northern wall are 2 weapon racks, take the Halberd and a Mech Halberd off of them. Take the door on that wall near the left side and head upstairs.

At the top of the stairs, there should be two doors. Take the right one first to a room with 4 switches and a sign. Read the sign to figure out the pattern to hit the switches: up, down, right, left, down, up. Now leave the room and take the left door. Follow it north and then east to pass by 3 mirrors---at the third you'll see a ghost reflection thing. Make note of this area; you'll be returning here soon. Head upstairs.

Up here, you'll notice a pillar in the center and a mirror on the left and right. Make note of this room as well. For now, head north and take the first right path to some more stairs.

Upstairs, there are 3 rooms. Take the left room for an Orange Gel and a Life Bottle. The right room contains an Apple Gel, a Rune Staff, and another Apple Gel to the north. Now take the middle room. When you get to the fork, enter the room on the left for an Orange Gel, an Apple Gel, and a Life Bottle. Leave this room and take the path to the right, up to a long room with switches on it. Read the sign at the back, and you and Arche will have to hit the switches simultaneously. Don't worry if you can't do it (I couldn't), because after 10 failures Mint and Claus will do it for you. :D After that, the door will open, so head upstairs.

You're now on the fifth floor. Head north, save if necessary, and follow the path left. Take the room to the south here to get a Rune Bottle and a Protect Ring. Leave the room and head north again, taking the first left. Here go south for a Beef, and north for a Warrior Symbol. Back on the main path, head north until you hit another fork. Head right to go upstairs. Up here head around south to find a statue. Pull it to the hole in the floor and it will drop to the floor below. Head back down to find it, and pull it up to put on the switch to the north. This opens the door, so head on through. Another switch is here. Step on it and off, then on it again and Claus will volunteer to stay behind. Leave him and head through the door. Head upstairs.

Go around the U-turn at the top of the stairs. Note the door on the right, which you need a key to open. Now head to the left and down the stairs into a room with a table. Keep heading left all the way to more stairs. Head on up.

Here head right and north at the first chance. Prepare for a fight; in this room you have a mini-boss. It consists of an Evil Lord and two Dragoknights. Take out the knights ASAP while Arche casts on the Evil Lord. It's a bit risky, but if you're good enough and can stop the knights from getting to Mint, you can have her cast Silence (have a Mystic Symbol equipped) on the Evil Lord, and have Arche focus on the knights so they die faster. Anyway, when they're dead, you can take the chest for the Mysterious Hand Mirror. Time to backtrack a little.

Head all the way back to Claus---south and down the stairs, then east a ways and up some stairs and through the north door; then around the U-turn and downstairs. Talk to Claus and get him off the switch, then continue south on this floor. Continue south all the way and then east and south again, and back through the long room with the table in the middle. Back south again and down the stairs, you'll be in the room with the pillar in the middle. Go to the left to the mirror and you will see another reflection in it. Press A in front of the mirror to star another mini-boss---it's the same as the first one---. After it's dead, press A in front of the mirror again to transport to a room with a Lavendar, 10,000 gald, an Hourglass, an Elixer, and a Mist Orb. Examine the mirror again to transport back. Now go to the mirror on the right, and do the same thing. Fight the mini-boss and enter the mirror to pick up a spell for Arche---Distortion. At this point, if you have acquired all 15 spells for Arche, she will get the title "Sorceress."

Back in the room with the pillar, head south down the stairs to the previous floor. Remember the three mirrors here? Follow the same procedure for the mirror closest to the stairs you just came down. This will transport you to another room after you defeat the enemies. In this new room, head to the left to grab some chests with a Rune Bottle, a Stun Bracelet, and a Magic Broom for Arche. Press A in front of each statue and activate both switches to make a chest appear in the middle---open it for a Spirit Ring. Now head to the right past the mirror, and south through a couple rooms. Here you will see a door going north. Take it to see another room with 4 switches (like earlier) and a sign that says "Reverse." Press the switches in this order: up, down, left, right, down, up. This will make a chest appear in the previous room; leave this room to see a chest. Take it for the Golden Key. Now head back north to the mirror, and transport back. Now, head all the way north back to the switch you had Claus on earlier.

Instead of leaving Claus, LEAVE ARCHE THE SECOND TIME. Head upstairs and around the U-turn. Now head to the right, and use your Golden Key to enter the room. At the north end is a Charm Bottle, but before that you will get Arche back---she'll fly up through the hole in the floor. All right, now head out of this room and go to the left down the stairs once more. Before continuing west, in the room with the table there's a path heading south that leads to a locked

door. With the Golden Key in hand, it'll open to give you 4 chests containing Prune, Mangosteen, Melon, and a Silver Cape. Going back to the room with the table, head all the way to the left, and then upstairs. Up here, go to the right and, rather than taking the north passage, head all the way to the right and then south. At the fork, go east to see a new room. Enter it to see a memory glyph. Save and head to the northern door. Now that there are 4 of you, it will open. Head on through to face Dhaos---wait a minute---no, it's another mini-boss combination of an Evil Lord and two Dragoknights. Defeat them quickly and return to save if you wish. Open the door again and head on through past this little corridor into the boss room. Head north to see a scene with Dhaos.

Thanks to Captainhook and MercenaryNym for info on a couple chests I missed

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BOSS: Dhaos, Evil Lord (x2)                30,000 HP/5000 TP; 10,500 HP/250 TP  
                                           6250 EXP, 25000 Gald  
My Level---35                               Weak Point: None; None  
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Dhaos can be a real pain. The best way you can do this is to spam Sword Rain on the Evil Lords until they die. Meanwhile, Arche should have a Mystic Symbol equipped so she can continually cast Indidgnation on Dhaos. Set her on Long Range as well as Claus, and if the two of them can attack fast enough, Dhaos won't be able to get a spell in at all. If you are good enough, you can have Mint cast Silence on Dhaos. Just take out the Evil Lords as fast as possible, and do not stop attacking. Once they are down, Dhaos is pretty easy. Tiger Blade works well on him. Claus should be casting Luna and only Luna; Arche should be casting Indignation and maybe Firestorm. Mint should use Nurse when needed, and once the Evil Lords are dead the fight is a piece of cake.

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For beating Dhaos, you will receive an Emerald Ring and 2 Rune Bottles. You will automatically return to Alvanista to see Lundgrom, and he will take you to Morrison's house. After some scenes where Cress has a "Lloyd Moment" (makes sense if you've played ToS), you will be left there. You need to first find a way to restore Yggdrassil, and then head for Thor. There are several things you can do at this point, but none of them really help you at all. You can talk to Lenios at Belladem, Millard at Euclid, or Bart at Lone Valley, but they won't help much.

Instead of wasting your time there, go to Alvanista and sleep at the inn for a flashback to when Mint was young. Now head to the ports and take the ship to Belladem. Once there visit the Yggdrassil tree and Mint will try to heal it, and fail. Now walk all the way to Venezia, and take a ship back to Alvanista. Along the way you'll see a scene in which Mint decides to look for the unicorn. Back in Alvanista, if you like, there's a woman in the Poison Lily shop who will tell you exactly where to find the unicorn...the hunt is over. Sail to Freyland, walk to Midgards and enter the Valhalla Plains. It's time to go to the White Birch Forest.

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TOPW8L__The Unicorn and the Ancient City

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Valhalla Plains

Skills: Cress-Lightning Tiger Spear

I'll give you a direct path from the entrance to the Forest, but there will be a stop on the way in order to get a secret skill for Cress.

NOTE: Once again, you may find the Valhalla guide in the FAQ section more of a help than my directions.

At the entrance:

Screen 1: (entrance) North

2: North

3: North

4: East

5: North

6: South (U-turn)

7: North (U-turn)

8: North

9: North

10: East

11: South

12: North (U-turn)

13: South (U-turn)

14: South

15: West

16: West

17: Buy Lightning Tiger Spear from man for 50,000 gald, South

18: West

19: South

20: North (U-turn)

21: West

22: West

23: North

24: East

25: North

26: South (U-turn)

27: North (U-turn)

28: North

20: North

30: North

31: North

32: West

33: North

34: South (U-turn)

35: North (U-turn)

36: North

You'll come out in a little patch where you can enter the Forest.

White Birch Forest

Items: Oriental Herb (x6)

Titles: Mint---"Maiden"

Head out of the Forest and rest at Belladem. It's time to say good-bye to the past.

If you don't have the Sashimi recipe (there's a bit of confusion as to when it becomes available), you can get it now by going to see Lilith by Alvanista.

Before heading to Thor (you can't come back), you should make sure you have everything that is exclusive to the past. Here is a list of everything you might want to have before you head back to defeat Dhaos in your own time:

NOTE: This does not include anything that you automatically get or anything that you get by leveling up

NOTE: If you are missing any of these, check the corresponding section at the end of the guide for more information

Skills

++++++

Cress

++++++

Demonic Sword Rain
Lightning Swallow Kick
Lightning Tiger Thrust
Lightning Tiger Spear
Phoenix Sword Rain

++++++

Arche

++++++

Stone Blast
Lightning
Distortion
Glaive
Ice Tornado
Eruption
Tractor Beam
Thunder Blade
Cyclone
Ray
Fire Storm
Debris Fall
Indignation

Recipes

Sushi
Cheese Burger
French Toast
Sandwich
Spaghetti

Tenderloin
Fresh Juice
Sashimi

Titles

++++++
Cress
++++++

Ishitori Master
Mach Lad

+++++
Mint
+++++

Cupid

++++++
Arche
++++++

Witch
Mage
Sorceress
True Friend
Delicate Flower (if you missed this, you missed your only chance)

Sidequests

Elwin and Nancy---Step 1 (START) through Step 7 (STOP)

Chester's Bow---Step 1 (START)

Once you're sure you have everything you want from the past, head to Venezia.

At Venezia, head to the left boat (the one that took you to Limestone Cave and Demitel's Island). You can choose to go to Thor. Remember that once you do, YOU CANNOT COME BACK. Choose Thor when you're ready. You'll be dropped off underwater in a sunken city. Welcome to Thor.

Thor

New enemies: 3000R, 4400R, Blue Roper

Skills: Arche---Judgement

Upon arrival in Thor, there are 3 buildings you can enter, two of which are important. First, enter the building directly north of where you entered the city. In here on the table in the northwest section, you'll see a sparkling thing. Press A next to it and take the card. Now leave and head west, south,

and east to find a memory glyph and two buildings. The one on the right is not important; the one on the left is. Press A in front of the door to find out that you can't open it. Directly left of the door is a little keypad-type thing. Press A in front of that, and Cress will use the card he found to open the door. Save and enter the building, walking around the U-turn into a large area.

The area is set up as four rows of 8 chambers. The second row from the top has a Blue Roper in each that you have to fight to get past. The southernmost set of chambers each has a chest. 7 of the 8 chests are empty, while one holds the Common Room Key. There are 8 rooms at the very north end. 1 of them is the way back to the entrance. 1 of them is a small room that holds Judgement, a spell for Arche. The one you ultimately want is the Mother Computer Room, complete with a memory glyph. It's completely random, so check each chest until you find the key, then try one of the rooms. Keep opening rooms until you find Judgement, then do the same until you get to the Mother Computer Room. When you do, save and move ahead to get into a boss fight.

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~~~~~  
BOSS: 4400R (x3), 2SH (x2)                4400 HP/0 TP; 18600 HP/0 TP  
                                           4000 EXP/0 Gald  
My LV---37                                Weakness: Water, Lightn.  
~~~~~
```

Have Arche repeatedly use Judgement on the set of enemies behind you---two or so will kill that 4400R and a bunch more will kill the 2SH. Claus, meanwhile, should be casting Luna on the set in front of you as Cress takes out the 2SH in front. They aren't much of a threat. Use your skills endlessly and don't waste any TP restoring items, as you'll be healed right afterwards. They'll fall relatively quickly.

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You'll get the Diamond Pact Ring when you win. I suggest equipping this to Claus at the moment, because it raises all of his stats. Anyway, save again before heading north. Then go forward to get a scene with Cust. First choose the second option, Medical Treatment. Now you're fully healed. Then choose Time Warp and Cust will raise Thor to sea level. Afterwards, talk to him again and choose Time Warp again to be transported back to your time. You'll see the scenes with Dhaos, Morrison and Chester, and you'll be flung into a battle with Dhaos again.  
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~~~~~  
BOSS: Dhaos                                65,000 HP/5,000 TP  
My LV---37                                Weakness: None  
~~~~~
```

You know at this point how Dhaos fights, and this time, he's got more health but no Evil Lords. At the start use Beast to corner him. Have Arche cast Indignation and Claus Luna, while you spam your skills on him. Don't bother using full combos, as it just gives him a chance to attack. If you do not let up, he won't even get a chance to attack. A good chain move to use is Lightning Tiger Thrust--->Beast--->Lightning Tiger Thrust. It will take a while, but he will fall eventually.

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Everyone will escape the Catacombs and begin to say their goodbyes. But wait! Harrison is here to bring you to the future! What? After some scenes, Cust will transport you to Miguel (Toltus reborn) 50 years in the future. When you regain control, you'll be in a lively town.  
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Miguel

Items: Black Card

Recipes: Potato Stew

Titles: Cress---"Acting Master", "Master of Secrets"; Chester---"Hard Worker"

Skills: Cress---Demonic Tiger Blade (if you didn't get it in Belladem), Phoenix Dance

Sidequests: "Collectibles" Step 1---START

There is quite a lot to do in Miguel before heading to Venezia. A lot is different here. First of all, start by sleeping at the Inn. This triggers a scene with Chester. This is the first of his 2 training sequences. This one has him and Cress talking as Chester trains. At the end Chester will gain massive experience and gain like 10+ levels. He'll also get the title "Hard Worker." After sleeping, make sure to talk to the Chef in the inn to learn Potato Stew. Now leave the inn and explore the town. In the southwest area of town, there is a black-hooded man that will teach you about Collectibles. Listen to what he has to say, and he'll give you a Black Card. This is the first step of another sidequest. There are a bunch of different-colored cards to collect (Full list: black, brown, green, blue, yellow, red) as well as 5 statues (friendship, dreams, love, bravery, justice). This is your first Collectible. Anyway, head to Chester's old house (south of Cress's old house) and talk to the old man in the bed. He'll tell you to take what's in the dresser in that room. If you haven't gotten Demonic Tiger Blade already (in Belladem in the past) then press A in front of the dresser to get it for free. Sweet. Now, make sure you are stocked up with Apple and Orange gels, and head to Cress's old house. It's now a school for swordfighting. Talk to the Master to the left inside, and take the challenge. You are flung into 5 battles with swordfighters in the school. They get progressively harder. These are the battles:

1. Trainee
2. Swordsman
3. Veteran
4. Sargeant
5. Master

The basic strategy is to use Beast and other strong skills to tear through them. I recommend repeated use of Beast because it pushes them back very far on a direct hit, giving you the time needed to use an Apple or an Orange Gel. Then you can resume the beating. It can be hard to pull off a normal combo because their attacks break it and they attack faster than you do. When you get into this bind just attack with Tiger Blade or Beast, etc. Melange Gels and Flare Bottles are your best friends for the last couple. I trashed the Master with a chain of Lightning Tiger BLade-->Sword Rain-->Lightning Tiger Blade and it pwned his arse in minutes (LV 38). Once they're all defeated, the Master will give you the title "Acting Master." If you lost, go level up a bit and try again. Keep trying until you beat them.

***Jonathan Seah, via email, gives an alternative method to facing these guys:

A faster way to kill them is to use Beast to push them into a corner and then follow with Aegis strike while they're recovering. The sword deploys just when they recover and they get hit. Normally Aegis strike drives enemies back but this time they're against the side and they continually get hit for tons of damage. After Aegis strike ends, you get hit once then use Beast and repeat. The Master died in about a minute.***

Talk to the Master again. When he asks if you'd like to train more, decline. He'll ask if you want to buy a Secret Skill Book. Pay him 20,000 gald for Phoenix Dance.

Now before leaving Miguel, sleep at the Inn a second time. This will trigger a scene with Cress as a young boy and Miguel showing him some skills. After the flashback Cress will receive the title "Master of Secrets." This scene, as well as the title Cress just got, are important if you want to use Dark Blade for yourself. It's a secret move. This is what you have to do to use it:

- Enter a battle with near full health (Cress), and get your health down to a red number (dangerously low) in the same battle.
- Now press the combo addressed by the title (A+B+L+R)+down on the D-Pad to initiate the attack.

It's hard to pull off, doesn't look cool, and isn't very good or worth the struggle to execute, but it's nice to have it as a last resort.

When you're done in Miguel, leave the town and head north to the Mountain Passage.

There is a title that you can get at any time in the game that you should attempt to get now. It's called Beserker, and in order to get it you have to fight 255 battles on Hard or Mania Mode (LV 2 or 3). It is obviously going to take a long time to reach this, so it is better to start early. Of course you could've started this in the past or even present, but I waited until now to give you, the player, the most fighting skills I can so that you're prepared to step up to this challenge. If you haven't beaten the game before, I suggest using LV 2, but if you want a real challenge, Mania is always fun.

Go to the Custom menu and change the battle rank to 2 or 3, and while you're at it go back to the main menu screen. Press Start to see how many encounters you have. Write this down and store it in a safe place. Now you can look back at how many encounters you need and how close you are to the title. It's going to make the next few dungeons quite a bit tougher, but it's definitely worth it. Just be more careful as you make your way through them, and fight with your all. Also, if you're having trouble in a dungeon, put it back to LV 1 before you fight the boss. That's all, go to it to get that title!

Credit for the correct number of battles to get the Beserker title goes to Molitheus

Mountain Passage

New enemies: Grey Ooze, Gnoll, Dragon Fly, Giant Fly, AC Roper

Items: Reverse Doll

Titles: Chester---"Fervent Man"

In the mountain passage, make sure to take the north direction this time. At the north end, you will see a scene atop the mountain. Chester will gain the title, "Fervent Man." There is also a chest there with a Reverse Doll. Head north to Euclid after you're out of the passage.

Euclid

Items: Brown Card, 80,000 gald

Recipes: Steak

Titles: Claus---"Happy Fellow"

There isn't quite so much to do at Euclid at the moment, but at the entrance you'll see a scene with Claus. Head over to the Inn and sleep there. A scene will occur with Claus, who'll get the title "Happy Fellow." After sleeping, explore the city.

There's a family with triplets in the house directly west of the entrance--- talk to the mom to find out that the dad is missing. Leave the house and go back to the inn. You'll find the dad in the alley left of there. Talk to him to learn why he's hiding. Go back and talk to the mom. Tell her where he is, and you can go back and see her yelling at him. As far as I know, this doesn't do anything but it's funny anyway.

Notice the lost girl named May. DO NOT HELP HER AT THIS TIME. Instead, wait for Suzu to join your team, and afterwards help out May. This gives her a title.

One last thing: At the castle there is a Battle Tournament you can enter later, but I suggest waiting a while so it's not so hard. Keep it in mind, though, for later. On the top floor of the castle is a class looking out the window. Talk to one of the girls and trade your Black Card for her Brown Card. In the room on the right, there is a chef who will teach you Steak. On the main floor, head north to the throne room to meet the King. Accept his donation of 80,000 gald.

For now you need to get to Venezia, so leave Euclid and travel past Lone Valley. I know the urge is strong to visit Bart's house, but don't bother yet. You'll be back there real soon, I promise.

Head on past where Hamel used to be (yes, it's not there anymore) and north to Venezia.

Venezia

Items: Statue of Dreams, Sardonyx Pact Ring

Titles: Mint---"Piano Teacher"

Sidequests: "Piano Lessons" Step 1---START through Step 6---STOP

You'll notice Venezia is a bit brighter in the future. Not a lot has changed, though. First thing's first, get the sidequest over with. Head directly east to the Mayor's house, and walk to the right inside to trigger a scene with the Mayor's daughter, Chelsea. To be blunt, she sucks at the piano. Mint will help her out a little, and she'll get magically better. This starts the sidequest. Basically, each step is her improving a bit more, and to trigger the next step all you have to do is leave and reenter Venezia. I suggest getting it all done now, so you don't forget about it later on. Leave and reenter a few times, talking to Chelsea to improve her skills. After 5 improvements, she'll be ready for a recital. Talk to the woman watching her to start the recital. Her song is very long and it doesn't sound like a piano (there are drums in the background!) but when it's over, she'll give you the Statue of Dreams and Mint will get the title "Piano Teacher."

Head to the Laiott Trading Company. If you completed the "Elwin and Nancy" sidequest, you can see their descendants---Stephen (looks like Elwin) is in the break room and the President's Personal Secretary (looks like Nancy) is in the President's room. If you talk to some of the workers, you'll find out how Elwin was the president a couple generations back. Interesting stuff.

When you've explored enough, head to the boat on the right to see Harrison talking to the captain. Talk to him to find out you can't sail. Harrison takes you back to Euclid where you meet Stanley. Your next task is to make a pact with Volt, who lives where the Catacombs once were. Time to go make a pact!

Morrison's Manor

Items: Curio's Mirror

Recipes: Pescatore

Leave Euclid and travel south to Morrison's manor. Stop there briefly. In his house you can talk to a bunch of people. On the main floor, in the room on the left, the Chef will teach you Pescatore. Just north of that small room is a peddler. The room to the right has a few kids in it, one of them named Curio. If you have a Glossy Magazine on you, you can give it to him to get Curio's Mirror. If you don't have a Glossy Magazine but want the Mirror for completion's sake, head to the Morlia Mineshaft and fight some Grimlocks outside the dungeon. Their drops are the easiest way to get a Glossy Magazine in the future (thanks to Robert Price for this info). Some of the monsters around Euclid drop them too. On the second floor, the room on the right has a bed you can rest in and the room on the left contains Harold D. Morrison, who you can talk to. When you're done here, head over to Volt's Cave.

Volt's Cave

New enemies: Dragontooth, Phantasmist, Bone Arch

Items: Holy Bottle, Shield Ring, Life Bottle, Lavender (x2), Garr Fragment, Orange Gel, Apple, Bread, Sylph's Broom, Emerald Ring, ?clothing

At the start, head north, temporarily ignoring the path to the right. Head all the way north and west, taking the Holy Bottle on the way and the Shield Ring and the Life Bottle at the dead end. You'll notice two doors to the north. Take the right door for 2 Lavenders. Now go back to where you saw the path to the right, and take it. Outside you'll see a scene with a mysterious girl and a couple Ninjas. After the scene the girl will run off. When you regain control, head north. Inside you'll see another scene and Cress will be pushed forward to help the girl. After the funny scenes, you'll notice the locked door. See that rectangle-ish generator thingy in the middle of the circuitry? You need to hit that with the Sorcerer's Ring to open the door, then run through it before it closes. You'll have to do this quite a bit. Do that for now and head through the door. NOTE: When I say RUN, I mean hold B when you walk. You won't make it very far without the B button in this dungeon.

Take the Garr Fragment on the other side of the door and head down the stairs. Here you'll see a wall on the right but a weird circle pattern on the other side. Head to the right and you'll go right through the wall...huzzah! Step on the circle. Now go back through the wall and head north. When you see the door to the north, ignore it and head east a screen where you'll be outside. Cress will be pushed into a mini-boss fight by himself against 2 Ninja Lords. Don't worry about defeating them; I lost miserably but it's not a mandatory win. After the fight (either won or lost) the girl---Suzu---will run off again.

Now you have 2 ways to go. First head right and up the stairs to get an Orange Gel, but DON'T GO THROUGH THE DOOR. It will bring you back near the entrance. Instead, head back to the fork where you helped Suzu. Head south and down the stairs. Here is another generator, but it's not working. Head south some more to find an alcove (remember that circle switch? It opened this door). Pull the lever here and return to the generator. This is a little tricky, but if you look at the small grey stubs, you'll see a line of 3 on the right side of the generator. Find the middle one and stand to the right of it, facing the generator. Shoot the ring at it, and the door will open. Run through it and head around the U-turn and down the stairs. Collect the Apple and the Bread, and head north here.

In the new room, you'll see a lot of doors that are closed. From the entrance take the right path and pass through the wall (another secret path). DO NOT STEP ON THE WARP. It will send you back to the entrance, as the sign suggests. Familiarize yourself with this section. Return to the generator and stand in a way that you can run to the right and then north through the door in time. It may take a few tries, but through trial and error it's easy to find a spot to stand so that you can make it. Anyway, once you've found that spot, use the ring on the generator and run through the door.

Head north and attempt to go left. You'll be stopped by an invisible wall. Instead head north through the door. In here, head into the north room and pull the lever. Now head to the right and north, grabbing the Sylph's Broom for Arche. Head south now through a one-way door into the room with the

Emergency Exit. Return to the main fork to see that you can now go west. Head west and north up the stairs to find another generator and lever. Pull the lever and hit the generator. This will take longer to reset, so run back south, east, and north at the main fork to get past the door. In here, you can attempt to go east (you'll be stopped by the same invisible wall as before). Instead go north through the door to reach the final room.

In this room, you'll see an emergency exit in the NE corner of the room. There's a memory glyph near the north door, so save first. Then go to the SE corner to see 3 generators. Basically you have to hit all 3 from right to left before they go out, then run through the door. Stand in between the middle and the right generators. Shoot the right one, then immediately shoot the middle. Now run to the left one and shoot it (this may take a few tries, but don't give up!). Head on through the northern door to be outside. Head north to face Volt.

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BOSS: Volt, Alraine (x2)                    56000 HP/3750 TP; 4400 HP/0 TP  
                                           5500 EXP/40000 Gald  
My LV---41                                Weakness: Water; Fire, Wind  
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A good bit of advice that follows for any boss: Don't fight them on LV 2 or higher unless you're overleveled or confident/really good at the game. Volt will be much much harder on a higher battle difficulty.

Volt can be a pain if only for the Alraines stalling you so that Volt can cast. Plow through the Alraines while Arche and Claus cast against Volt. Make sure, for God's sake, that Arche is not casting Indignation. Have her use only Judgement (3,000 damage) and Claus only Undine (1,000). Claus shouldn't cast Luna, because she only does about 500 damage to Volt. Anyway, once the Alraines are done, just try to stay between Volt and the rest of your party. Volt can do a lot of damage, so make sure Mint is healing a lot. Beast is a great skill to spam, but Volt will rip you apart if he gets a string of hits, so have those Apple Gels handy.

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Volt drops an Emerald Ring and a ?sword (Holy Sword, probably the best weapon available to Cress so far). Head back south to the last room. Along the way Arche will pick up a couple chests---another Emerald Ring and a ?clothing. NOTE: Make sure to use a Rune Bottle on the Emerald Rings to make them Fairy Rings, so that whoever does not yet have one equipped will---Fairy Rings are the most valuable accessories in this game. Anyway, in the big room, save if you wish and use the Emergency Exit to get to the entrance. Outside, rest at Morrison's if you wish and head back to Euclid through the Mountain Passage. The world is about to open up to you.

Euclid

Items: Wing Pack

First sleep at the inn. Chester will have his second training sequence and gain a bunch of levels. Head to the Science Academy, and enter the basement for a scene with Harrisson and Stanley. You'll receive a Wing Pack and you now have access to the Techbirds. He'll explain the controls. Use them to get to Alvanista.

*thanks to Beemo31 for pointing out the second training sequence. Seems I took

it out in error and no one noticed for years!*

Alvanista

Recipes: Seafood Stew

Not much to do in Alvanista this time around compared to last. Most of it is the same. At Pig-Out, the food shop, the Chef will teach you Seafood Stew. In the Adventurer's Guild you can talk to the guy behind the counter to have Sakuraba III play some piano (it doesn't do anything though). Head to the Castle for some scenes. After you've regained control, explore the castle and talk to everyone in the magic lab. I'll say it again:

TALK TO EVERYONE IN THE MAGIC LAB.

After you're done here, leave the city. It's time to explore the world that's opened up. Your next tasks involve going to Friezkiel to the Fenrir Temple and to the Burning Tower of Odin (near Olive) to get the 3 weapons (although you already have 1), but first you'll want to complete a bunch of sidequests to get some more skills, titles, recipes and items.

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Forest of Spirits

New enemies: Boar

Items: Apple Gel

Take the first path that goes north, but don't follow it all the way. Instead, you'll see a gold chest along the way. Take it for an Apple Gel. Head to Yggdrassil to see a scene with Martel and Dhaos.

Lone Valley

New enemies: Wight

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

Recipes: Gratin

Head into Bart's house and find the Chef---he'll teach you Gratin. Now enter the Valley and head into the rightmost cave entrance. Take the rope down to Daemonium. In here take the path south to a Reverse Doll. At the fork take either the bottom or the top right path to find a Mist Orb and Iron Boots.

Back at the fork, take the left path west and north to Amethyst (needed to form a pact with Shadow).

Limestone Cave

New enemies: Charona

Items: Dash Ring, Sapphire

Recipes: Meat Stew

Titles: Arche---"Terrible Cook"; Mint---"Perfect Lady"

Skills: Arche---Maelstrom

If you've forgotten how to get to Limestone Cave, it's directly north of Venezia. At the entrance you'll have the option of having a picnic. Choose yes and watch the scenes. Arche will get the title "Terrible Cook." Afterwards, leave the cave entrance and re-enter for another picnic. During these scenes Mint will gain the title "Perfect Lady."

Before entering the cave, head south to the port to find a Chef who will teach you Meat Stew.

After all that fun, head into the Cave. In the second big room, head to the right and south to a lever. Pull it and return to the previous room, and head north. Once you're in the room with the two sets of stairs going south, take the stairs to the left to get a Dash Ring. Return upstairs and head into Undine's room. Take the chest for Maelstrom, a spell for Arche, and pull the lever on the right. Return to the previous room and this time take the stairs to the right for Sapphire (needed to form a pact with Gremlin Lair). Now head back south, pulling the first lever again and leaving the cave.

thanks to Jellica Pogoy for finding an error in one of the rooms

Arsia's Manor

Items: Elven Bow

Sidequests: "Chester's Bow" Step 2

After the scenes at the entrance, head inside. You'll meet Brambert, and he'll give you the Elven Bow. Keep in mind this sidequest is not over yet; you have one more step to go (although it's much later on).

Morrison's House

Items: Statue of Friendship

Head west to Morrison's HOUSE, not Manor...this is where you first met Lilith in your search for Edward 150 years ago. Head upstairs and you'll find a bed. Enter it as if you were going to rest, and you'll be blocked by something. Press A to find it's a chest containing the Statue of Friendship.

Friezkiel

Items: Blue Card

Recipes: Beef Stew

Skills: Beast Spear

Check the worldmap to find the city; it's surrounded by a huge patch of white on the map. It shouldn't be too hard to find.

In the shop Freezer, upstairs you will find a Chef who will teach you Beef Stew. In the left room in the Inn, a swordsman will sell you Beast Spear for 33,000 gald. In the shop Ice Coffee, you can buy a Blue Card from the man for 50,000 gald. Leave the city for now.

Arlee

Items: Derris Emblem, Yellow Card

Recipes: Hashed Beef

Skills: Phoenix Spear

Arlee is the dark continent that's NW of Friezkiel, and shouldn't be too hard to find either.

In the shop Sleepyhead you'll find a woman who will sell you Phoenix Spear for 50,000 gald. The Chef behind the counter will teach you Hashed Beef. A soldier farther into the room will give you the Derris Emblem. In the shop 3AM, a man will ask you some questions. He'll give you a Yellow Card if you answer 2, 3, 4. Leave for now.

Cave of Darkness

Skills: Claus---Shadow

Head SE of Arlee to find a cave. Inside, as long as you have the Amethyst from Lone Valley, you'll meet Shadow, the spirit of Darkness. He'll make a pact with Claus, and you can summon him now.

Ymir Forest and the Elf Colony

New enemies: Branch, Mandrake

Items: Star Broom, Mom's Gloves, Melon

Recipes: Fruit Sundaes, Salad

Find Ymir Forest and make your way to the Elf Colony. A lot has changed... humans are allowed here now (not half-elves though). In the food shop, A to Z, you'll find a Chef who will teach you Fruit Sundaes. Talk to him a second time to learn Salad as well. Buy some melon if you don't already have some; this you can bring back to Venezia to get the Green Card. Go to the Inn and talk to the Proprietress---Arche's mother. She'll give you a Star Broom and Mom's Gloves, both for Arche. When you're done here, head back to Venezia.

Venezia

Items: Green Card

Back so soon? Hopefully you bought that Melon. Head to the food shop and find the collector in there. Give him some Melon and Kelp (you can buy Kelp in that shop) for his Green Card.

Cavern of Spirits

Items: Emerald

New enemies: Frogmoth, Fiend, Death Gaze, Stirge

Make your way to the room before Gnome's lair. The room to the left, which was empty 150 years ago, now has Emerald in it (needed for Chameleon).

To give a heads up, the Stirge that is only found here in the future is one of the rarest enemies in the game (2nd in my experience, behind the Black Bat). I'd spend some time with a Dark Bottle trying to find this gem if you plan on completing your Monster List. The enemy sets here tend to give around 2,000 EXP per battle, so it's not a bad place to level while you're searching for Stirge.

Demitel's Island

New enemies: Specter, Phantasm

Skills: Arche---Tempest

If you can't remember where the Island is, it's NW a little ways from Euclid.
Enter Demitel's room to find a spell for Arche, Tempest.

Olive

Items: White Card (N Oasis)

Recipes: Curry

Skills: Phoenix Blade (S Oasis)

Not much to do in Olive other than get the recipe. Get to the food shop and talk to the Wandering Gourmet outside to learn Curry.

Head to the Northern Oasis to find a woman who will trade you her White Card for your Brown Card.

Head to the Southern Oasis to find a swordsman. Buy Phoenix Blade for 40,000 gald.

Miguel--->Euclid--->Miguel

Items: Black Card--->Brown Card--->Black Card

Sorry about the quick stops, but you need to get another Black Card from the Robed Man.

Head back to Euclid and find the girl in top floor of the castle. Trade your Black Card for her Brown Card.

Back at Miguel, talk to the Robed Man again to get yet another Black Card. Now you have one of each card, save for the Red Card (you need to beat the Battle Arena first, which is later on).

Gheeth's Shop

Items: Combo Command, Statue of Love

Titles: Cress---"Combo Master"

Almost directly south of Olive, Gheeth's Shop has some insanely expensive equipment. If you have the money, buy some stuff, but if not, then don't bother. Use a Miracle Charm (Rune Bottle + Charm Bottle) to reduce the prices, and talk to Ten (the right guy) to buy the Combo Command for 200,000 (400,000 without the Charm). For buying it, Ten will give you the Statue of Love (thats 2 of 5), and Cress will receive the title "Combo Master." Talk to the man on the left counter, who is looking for ivory. Remember to come back here when you get some from the Bigfoots in lower Morlia, because he'll make you a very rare item

(a Magic Tablet) for every 3 ivory you bring him.

Morlia

Items: ?bow

Head down the shortcut stairs to floor 9, then follow the path down to floor 10. Down here, head over to where Maxwell's tablet is, and go right behind it. There is a chest hidden here, and it contains a ?bow.

Also, if you missed the Black Bat in the past, go to floor 4, 5, or 6 and you should be able to find it. It's the rarest enemy in the game and may take a while, but if you get it along with all the other enemies Claus will get the "Monster Hunter" title.

Once you're done here, you can leave.

Thor

New enemies: 3SH, 1000R

Recipes: Fruit Cocktail

Skills: Claus---Aska

NOTE: If you didn't talk to the girl near the southern entrance of Alvanista then you can't get Aska. Make sure to talk to her. Thanks to Martin Tamsil for this info

If you don't know where Thor is, it's NE of Venezia (I think). If you look at your World Map, you'll see a small unidentified island (big enough that it stands out, though). Head there and enter the city.

Enter the building to the north for some scenes. Afterwards, head to the right to see a holographic TV. Make sure to watch the 4th channel for some interesting data on the three ancient kingdoms. Leave the building and head south to the pair of buildings you saw in the past.

First use the door on the right. Inside to the left of the counter you'll find a Chefbot, who will teach you the recipe for Fruit Cocktail.

Enter the dungeon area like last time, and make your way to Cust. Same rules as before; check the past Thor section if you've forgotten how it works.

Once inside, talk to Cust. You'll find that he can't perform time travel, but you can still heal. Choose the third option and he'll make Aska appear. Claus will make a pact with Aska, and now he can summon it. Leave Thor.

You've done all you can in Aselia for now (save for Suzu; you'll see her soon enough so don't worry). The next thing you need to do is find the Ice Blade and the Fire Blade, and meet Origin to bring them together with the Pact Ring. Then you'll be flung to Arlee and to Dhaos's Castle, at which point you can

leave and complete all of the sidequests. For now, don't worry about anything other than getting the two swords.

=====
TOPW80__The Two Blades
=====

The next section consists of two dungeons, the Tower of Flames and the Ice Cave. You can do either one first. I like to get the Tower out of the way first because I despise it. I think it's a little harder---the enemies are a pain to say the least. Oh well.

As a point of reference, I was level 50 entering the Tower of Flames. I would suggest a level close to that, because the enemies here are challenging (keep in mind I fought on battle LV 2). The best place to level to 50 or so is around Arlee (use a Dark Bottle) or in Ymir Forest. Make sure you're well equipped as well, if you're having trouble defeating enemies quickly, try to buy a Laser Blade or other strong sword (don't buy anything with a fire or ice affinity, though).

Fly to Olive and make sure, before entering the tower, that you have a few Rune Bottles. You'll need 5 at this point (unless you already have Suzu; in that case you'll need 6). Fly to where Efreet's Cave is, and a little NE to see a tower surrounded by lava. Land and enter.

Tower of Flames

New enemies: Yokoi, Doom Knight, Djinn, Hell Hound, Cleric, Geraldin

Items: Basilisk Scale, ?armor, ?book, Moon Crystal, Omega Shield, Flare Cape, Verbena, Melange Gel (x2), ?helmet, Shield Ring (x2), Life Bottle, Shrimp (x2), Holy Bottle, Reverse Doll, Spirit Ring, ?clothing, ?cap, Pretty Mittens, Flamberge

Titles: Arche---"Wizard"

Skills: Arche---Explode; Cress---Chaos Blade

NOTE: The enemies here are very tough, specifically the Geraldins. Proceed with caution and if you're having an extremely tough time with them, either level up or go do the Cave of Ice (easier enemies).

Upon entering the tower, head to the left. All the way to the left there's a door to the north. Enter it to take a Basilisk Scale and ?armor. Back in the main entrance, there's another path south of the room you were just in. A warp in that room leads to where you met Valkyrie in the past (Pegasus for the win!). Nothing here now, though. To the right of the room with the treasure is a path leading to a lever. Pull it. On the right side of the main entrance, there is another path heading north with another lever to pull. South leads to a ?book and a Moon Crystal. Ignore the north door for now, and return to the middle of the room. Take the newly opened door upstairs.

Head up another flight to a fork, left and right. For now, none of these other

rooms can be entered without enduring huge chunks of pain. The floors are covered with lava. Everyone, even those not in the party, needs to be equipped with an Ice Charm. You may have noticed that the Geraldins drop Flare Charms. Acquire 5 Flare Charms (that means fight 5-10 Geraldins; if you can't find any keep trying, they will come to you). When you have 5, use a Rune Bottle on each of them to make 5 Ice Charms. Equip everyone with one, and you can move about safely.

At the fork, head left and north to a room with an Omega Shield and a Flare Cape. Head south for a Verbena. Back at the fork, take the right path and go south to find two Melange Gels. Take the stairs to the north to reach another fork. First go north until you hit a wall, then head all the way west. You'll find a ?helmet. Now go south all the way, heading west when possible. You'll find yourself in a small room in the SW area that contains a Shield Ring and a Life Bottle. Now head north and east until you hit a wall, then go back down to where you came up the stairs. Now take the path to the left.

Go up the stairs to a new floor. Here you can go up again, or to the right. Head to the right to find 2 Shrimps and a Holy Bottle. Return to the stairs and take them up to another floor. Here, ignore the path to the right and take the stairs. Follow the same procedure one more time to be in a small room with a chest. Open it to find Explode, a strong spell for Arche. If you already did the Ice Caves, Arche will get the "Wizard" title (if you've gotten 20 spells). If you didn't get it, you will when you do that dungeon. Turn Explode off for now.

Head back down all the flights of stairs back to the main entrance you were at so long ago (yeah, there's a very high encounter rate in this damn dungeon). Now head to the right all the way to see a door heading north. Take it and go upstairs.

In the larger room at the top of the stairs, take the Reverse Doll and head left. Head all the way around to another set of stairs. Take them and head north until you get to a locked door. There is a fork here. Head to the left and south, taking the path that juts out to the left. Pull the lever in the north of the room, and follow the path south for a Spirit Ring. Head back to the fork and take the right path. Follow the same procedure, this time taking the ?clothing. Now the door should be unlocked, so head back to it and go through.

Head north to see a bunch of statues. A northern door to the left contains a ?cap. Next to that room is a locked door. Pull the statue off that floor area and the door will open. Inside is a Shield Ring. On the eastern side do the same thing to find a Pretty Mittens. Now head south from here, following the path around and back to a center room. In here, pull each statue south to see two switches on the floor. Pull each statue on each switch to unlock the door in between the statues. Take the stairs to a new floor.

Thanks to Cornelius Moody and several other contributors for notifying me of the trick to opening the doors with the statues.

To unlock the stairs leading to the top of the tower, you'll need to defeat four guardians. Each consists of a Geraldin, a Djinn, and a Cleric who ends up behind your party. There are 3 doors in this area to the north, and if you take the south path you'll find a fourth. Take out each of these groups to unlock the stairs. To beat them quickly, have Arche and Chester (yeah, I have been using Chester rather than Claus lately) focus on the Cleric, while you keep the Geraldin and the Djinn away from the party. Once the Cleric is down, Arche and Chester will focus on the pair in front, helping you to tear through them faster.

The stairs will be left of the left-most guardian room. At the top you'll see a memory glyph. Save and get ready for a fun boss. Head north.

~~~~~  
BOSS: Flamberge

45,700 HP/1,000 TP

7,500 EXP/19,800 Gald

My LV---51

Weak Point: Water  
~~~~~

Flamberge can be very difficult without the right skills. He/she (it looks like a girl but later Cress calls refers to it as a "he"...we'll leave it at "it" for now) jumps around a lot. Make sure you use your commands to get the party, especially Mint, running in the opposite direction. Hopefully you have Light Spear and Beast mastered by now, as Beast Spear works really well on Flamberge. If you have the Vorpall Sword and Tidal Wave, use those because they will help to rip the boss apart. Just keep pounding it with your skills, and don't let up, and it will have a very hard time even getting one hit in. As long as it's not pounding on your support, it shouldn't be a difficult boss at all; I had a lot of fun with it.

Here's an alternate method, contributed by Jadenguy:

Have cless and chester alternate using Sonic Bash and Demonic Tiger Blade. Both attacks keep the foe off the ground and unable to counter-attack. It also has the advantage of ramping up the combo hits super high. The trick is definitely to push the enemy as far to the right as possible.

~~~~~  
Flamberge will give you the Flamberge for beating it. Through some weird scenes, Cress will learn another skill---Chaos Blade. This is another skill to be mastered, so hopefully you've mastered all the others first (you'll be getting 2 more very soon).

Head back downstairs all the way to the main entrance, and leave this horrible dungeon. Finally, fresh air! Remove the Ice Charms and re-equip your accessories, and head to Friezkiel. If you've beaten the Ice Caves already, skip down to the end of that section because it's time for Origin (almost)!

---

### Friezkiel and the Temple of Fenrir

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Head to Friezkiel on the giant icy continent. Inside the town, head north to a new section and talk to the guys around the fire. Head north to the Temple entrance, and Arche will knock the door down. Step inside and head north for a scene with the glass and a massive beast that warns you to leave. Approach the altar, which turns out to be a secret passage. Go through to appear in a cave of ice...

---

### Cave of Ice

---

New enemies: Sendam, Toxic Ninja, Ekim, Karticar

Items: ?helmet, ?clothing, Stun Bracelet, Charm Bottle, Black Onyx, Silver Cape, Aqua Cape, ?book, Silver Plate, Shield Ring, Omega Shield, ?cap,

Titles: Arche---"Wizard"

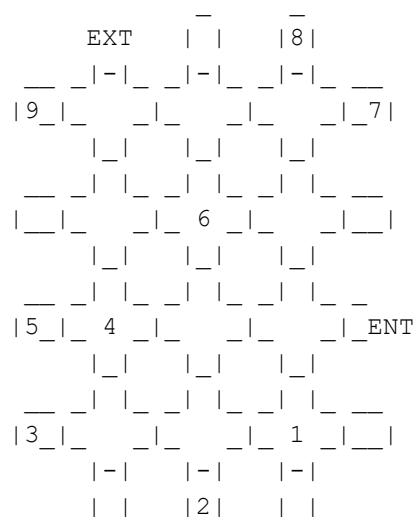
Skills: Arche---Tidal Wave; Cress---Distortion Blade

\*\*\*NOTE: The monsters here are much weaker and easier to beat than in the Tower of Flames, with one exception--the Ekims. When they come in groups of 2, my suggestion is to run away because one will be ripping apart your party while the other casting. Put Cress near the back of the party in the formation screen so you can successfully escape. You can die very quickly against these foes.\*\*\*

Save at the memory glyph and head downstairs. Head to the left and then north, attempting to pull the lever. It's too frozen. Equip the Sorcerer's Ring and hit the lever with it. Then examine the lever again and Cress will burn himself. Press A on it a third time to pull it. Take the ?helmet from the chest. Now head back to the fork and head right. Follow the path downstairs to see a bunch of Y-mechanisms in a path. You know the drill. Light each prong with the Ring heading south and west, then back up to the fork and head right for the last one. There are 6 in all. After they're all lit, the door will open south of the right-most mechanism. Take the chest inside for a ?clothing and head downstairs.

Follow the path to find a frozen statue. Hit it with your Ring and then push it north until you see a weird indent in the wall. Push it in as far in that crevice that you can. Now head east, lighting the Y-mechanism along the way, and take the stairs down.

Follow the path again to the west. Eventually you'll be in a 4-way section. This area is a bit confusing, so I've drawn a grid here to help you. Keep in mind there's also a map drawn in the FAQ section of this game done by barbarianbob.



- ENT=Entrance
- EXT=Exit
- 1=Stun Bracelet
- 2=Charm Bottle
- 3=Tidal Wave
- 4=Black Onyx
- 5=Silver Cape
- 6=Aqua Cape

- 7=?Book
- 8=Silver Plate
- 9=Shield Ring

Make absolutely sure not to miss Tidal Wave, a powerful spell for Arche. When you get it, if you've acquired all 20 spells so far, you'll get the title "Wizard." If you don't get it, check the guide at the bottom to see which ones you've missed (hopefully not a past one). If you didn't do the Tower of Flames yet, you'll get Explode as your 20th in that dungeon. Get to the exit and head down to another floor. Here's where the dungeon gets annoying.

Downstairs, there are 4 doors. First head to the western-most door. You'll find an Omega Shield here. Now take the door to the right of it (still on the left side of the stairs). Something is in your way. Press A to pick up a ?cap. Follow the path to see that it connects to the left door in the east, but also has a second path going east. Take it to be in a new room. It's kinda hard to make out, but there are two paths here: a north and a south passage. Take the southern path for now, and follow it as it winds around to a lever. Pull it. Now head back the way you came, and this time take the northern path downstairs all the way. Here, follow the path through a door to see another door and a lever. Pull the lever, but ignore the door. Head NE to see another door and a path west. Take that door for a Pretty Mittens and a ?bow. Then leave the room and take the western path to another area. If you keep walking west, you'll find two doors to the north. Take the one to the left to find a floor pad. Step on it and leave the room.

Head SW a little to see ice where there are some stairs. Cross the ice and take the stairs up. Follow them to leave the room---you're back where you were before, in the room with 4 doors.

Head through the second from the right (the one that branches to the east) and take the east path. When you get to the spot with the north and south passages, head south to the lever you pulled before. Pull it again. Now head around the windy path to the fork and take the northern passage. Down the stairs here, you'll find ice and that you can't head down the stairs. Venture onto the ice and make your way east and then north to new land. Head north to be in another 4-way room. Save at the glyph and head north all the way to a boss fight.

```
~~~~~  
BOSS: Fen Beast 60,000 HP/0 TP
 3,000 EXP/9,000 Gald
MY LV---54 Weak Point: Fire, Earth
~~~~~
```

If you followed what I did and took the rough beating in the Tower of Flames, you may have found the enemies here to be extremely weak. Fen Beast is not too much different in difficulty. He's a pushover. He does deal a lot of damage, though, so you have to be careful not to let him get too close to your party.

Everything is extremely close range, so it's important to stop his attacks. Basically do not work on combos or anything, just continually deal out damage with techs. If you've beaten Flamberge already then use Chaos Blade repeatedly because it stuns him for the full attack, and does huge damage at the close range you're at. Meanwhile Arche should be casting Explode (again, if you have beaten Flamberge) and Chester Hell Pyre if he has it (or Claus Shadow, Aska, and Volt). Fen Beast looks extremely intimidating from the start but he dies very fast if you don't try to conserve TP. In fact, he falls so fast that doing constant techs with full TP at the start, I didn't use half of it before the fight was over.



~~~~~  
For winning you'll get the Vorpall Sword and Cress will learn another skill,
Distortion Blade.

Once you've obtained both the Flamberge and the Vorpall Sword, it's time to meet
Origin to form the Eternal Sword---don't waste any time, head for the Elf
Colony and Treantwood!

=====
TOPW8P__The Path to Dhaos
=====

Treantwood

New enemies: Priest, Shaft

It's time to find Origin---okay, not yet. First we have to do the first part of
a sidequest, involving the girl you met earlier, Suzu.

***NOTE:Before doing this, you need to make sure you have talked to the girl in
Sleepyhead in Arlee (behind the plant), or Suzu will not be there waiting for
you. Thanks to Martin Tamsil for this info.

You also need to talk to a certain guy in Alvanista who tells you about the
Ninja Village. He rests on top of the building just east of the main southern
entrance to Alvanista. Thanks to grimdayz222 for this info.***

At the entrance to Treantwood, head north, ignoring the first two paths to the
left. In the first big room, head to the left, and then left another screen.
In this large room, head around to the left, taking the left exit. In the next
screen, head north and then keep going north until you see a girl---starting a
scene. Suzu will take you (now with Arche as well) to Japoni, the village of
the Ninja.

Japoni

Items: Muramasa, Copy Patch, ?sword, Mask, ?book, Ebony Wood, Crystal Rod

Recipes: Miso Stew

Titles: Chester---"Bad Boy"; Mint---"Glamour Queen"; Arche---"Thin Girl";
Cress---"Samurai"

Skills: Arche---Earthquake

Sidequests: "Suzu, the Ninja Girl" Step 1---START

Suzu will take you to the Chief's house, and you'll meet Ranzo. You'll take a
dip in the Hot Springs (this is the first Hot Spring scene of two). Chester

will gain the title "Bad Boy," Mint "Glamour Queen," and Arche "Thin Girl." Afterwards, Ranzo will give Cress a new sword, Muramasa, and Cress will get the title "Samurai."

Explore the village. Do not leave through any exit yet. The Hot Springs, by the way, fully heal your party; and there is a memory glyph outside the Chief's house. Enter Marron and walk around the U-turn to find a woman who teaches you Miso Stew. Outside to the very western part of the village you will find a Copy Patch in the garden. You'll also meet a woman in the SE section who is looking for a Champion. Make a note of her, because you'll be back after beating the Coliseum to get the Red Card from her.

There are 6 exits in Japoni. The southern one takes you out of Japoni...ignore it for now. Three are to the north and go to the same section of Treantwood, which connects to the western exit as well. The east exit also goes to another section of Treantwood, but that's separate from everything else. This is the basic layout of Japoni and the Treantwood surrounding it.

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```

E=Japoni Exit

1=?sword

2=Mask

3=?book

4=Ebony Wood

5=Earthquake (spell for Arche)

6=Crystal Rod

When you're done in Japoni and have gotten all of these great items, leave via the southern entrance and tell Suzu to bring you to the Elf Colony (number 2). Time to get to Origin.

Treantwood

Items: Eternal Sword

Titles: Cress---"Eternal Swordsman"; Claus---"Dominator", "Warlock"

Skills: Cress---Lunge, Chaos Distortion Blade, Chaos Lunge; Claus---Origin

Me trying to write a guide for Treantwood is not useful, as you may have noticed in my first one. This is my instruction:

1. Find the Quicksearch option in GameFAQs.
2. Search "Phantasia"
3. Choose the SNES version.
4. Look under "In-Depth FAQs" for the Treant Forest Guide.
5. Use that map.

Again, thanks Gogeta75 for making that enormously helpful guide.

Another map has been pointed out to me, this one being in the GBA version's FAQ page. This one is more colorful and may work better for you. Thanks to Dalen Mays for the recommendation.

Make your way to where Origin is (you've been there before). Arche will come and Origin will fight you.

```
~~~~~  
BOSS: Origin, Seraph                45,000 HP/3,000 TP; 12,700 HP/3,000 TP  
                                       12,450 EXP/13,280 Gald  
My LV --- 57                          Weak Point: None; None  
~~~~~
```

The Seraph blocks Origin, which can be a pain if you're underleveled. Tear through it with your strongest skills to get to Origin. Once Seraph is dead, pin Origin and keep attacking. Beware that some skills heal him. However, he's slow enough that you may be able to just keep him from attacking by using regular attacks. Skills may not be needed. Meanwhile have Claus casting Shadow, Aska, and Luna. He's not too tough.

```
~~~~~  
After the battle you'll get a bundle of stuff. Origin will forge the Eternal  
Sword, a very powerful and non-elemental sword for Cress. Cress will learn  
Lunge, Chaos Distortion Blade, and Chaos Lunge (the latter 2 are secret skills)  
and he'll gain the title "Eternal Swordsman." Claus will make the pact and he  
can now summon Origin. He'll get the title "Dominator." You'll automatically be  
returned to Alvanista, where Lundgrom will mention the town in Darkness, Arlee.  
After the scenes, Claus will get "Warlock." Leave the castle and fly to Arlee.  
~~~~~
```

Arlee

Items: Healer's Mark Earring

Titles: Claus---"Hopeless Romantic"

Cress will complain about the cold upon entrance to Arlee, the town in the dark continent (where you got the Derris Emblem among other things earlier). Head to the Inn and pay to stay. You'll see some long, romantic scenes. Afterwords, head north for some more scenes. After both of these, Claus will have the title "Hopeless Romantic" and Mint will get the Healer's Mark Earring.

Afterwords, head outside and head directly west from Arlee to see a cave. Enter and talk to the guard. Head upstairs and around for some more scenes. Using the Eternal Sword, you'll be transported to Dhaos's Castle. It's almost time for the final siege, but you've got plenty of stuff left to do before this monstrosity. After the scenes, head south to get the option of leaving. Choose yes and leave the cave.

Now you'll want to head to several areas to complete some sidequests.

=====
TOPW8Q__Wrapping Up
=====

Arsia's Manor

Items: Elven Bow II

Head inside to see Brambert. Talk to him for some long scenes. After the scenes, head downstairs for some more scenes, where Chester will get the Elven Bow II. This sidequest is now complete!

There are 3 more things to do before taking on Dhaos. The first is a sidequest for the Treasure of Ifreed the Pirate. Rather than putting it up twice, go to the sidequests section and scroll down to find the section "Ifreed's Great Treasure." It's best to do this before all else, because a lot of the stuff here is really powerful. After beating this sidequest, check back here for the next information.

Once doing Ifreed's quest (or skipping it), head for Euclid.

Euclid

Items: Shamisen, Ukiyoe

Sidequests: "Suzu, the Ninja Girl" Step 2

I suggest being around Level 60 or higher before taking on these fights... they're very tough. The reason I waited so long to get Suzu is so that you could be at a high enough level to have minimal difficulty with this task. If you're not high enough or have tried and failed, I suggest leveling up around either Arlee or in Dhaos's Castle (you'll have to fight the Roaming Eye to do that though).

Head to the castle and head to the left. Before talking to the dude to register for the tournament, make sure you have Cress's strongest equipment on...that means equipping some new stuff that you got while searching for Ifreed's Treasure. For accessories, equip on Cress a Fairy Ring and a Stone Charm. You'll thank me later. Register and accept the challenge from the sentry guarding the door on the left.

You'll be flung into 8 battles straight, with only 3 Apple Gels and 1 Orange Gel. If you can make it, you'll find Suzu's parents to advance this sidequest. This is the order of the fights:

1. Bugbear
2. Kraaken
3. Mandrake
4. AC Roper
5. Dragoknight
6. Orcrot
7. Steel Golem
8. Gazer King

Just hit the Bugbear to kill it. For the Kraaken, try to use Distortion Blade from a bit of a distance. Lunge the Mandrake to death. Get in close to the AC Roper, and use Chaos Blade before it can attack you. For the Dragoknight, guard and let it go past you. Turn around when it's behind you and hit it twice, knocking it back. Hit it again a couple times to kill it easily. Hit the Orcrot a couple times. For the Steel Golem, try to pin him against the far wall and use Chaos Blade or Lunge to get a lot of hits on him. Tiger Blade ---> Chaos Blade is a good combo also. For the Gazer King, just use whatever you have that will do damage. Try not to get hit with his chomping moves, they do a ton of damage.

After beating the 8 enemies, Suzu's parents will appear and you'll be forced to fight them.

```
~~~~~  
BOSS: Dozo, Okiyo                28,500 HP/0 TP; 15,500 HP/0 TP  
                                  15,000 EXP/10,000 Gald  
My LV---62                        Weak Point: Earth; Earth  
~~~~~
```

This is a very hard fight, especially if you've used your Gels already. They attack in front and behind, and often poison you. However, there is an easy strategy if you have enough health left. At the start, attack the one in front while the other closes in on you. Soon you'll be stuck in between. Now Lunge! It'll do loads of damage, and you'll probably not get in a full combo. The next possible chance you get, Lunge them again. It's not a surefire method, as they run around all over the damn place, but if you get them both on the same side I find it easy to tear through them (and pin them) with Beast Spear, at which point Lunge again becomes extremely effective.

It's okay if you don't win, either way the sidequest continues. You just don't get the experience if you lose.

```
~~~~~  
They'll drop a Shamisen and a Ukiyoe. After some scenes, you'll be told to go back to Japoni to see Ranzo.
```

Japoni

Titles: Chester---"Muscle Man"; Suzu default titles, "Future Chief"

Skills: Cress---Beast Sword Rain, Suzu default skills

Sidequests: "Suzu, the Ninja Girl" Step 3

Fly to Ymir, take the route to the Elf Colony and enter Treantwood. Make your way to Japoni, and Suzu will greet you. In the village, head to Ranzo's hut. Talk to Ranzo to begin some cutscenes. Cress will get the Secret Skill Beast

Sword Rain. Then you'll see the Second Hot Springs scene, in which Chester will get the title "Muscle Man." (thanks to Lisa Ramos for pointing out that I didn't add this to the Titles list)

After the scenes, Suzu will be in your party at LV 30 or so. She'll have a few titles and skills. Leave Ranzo's place and find the memory glyph. Talk to the woman next to it, Oshizu, to get Suzu a title, "Future Chief."

Leave Japoni, and have Suzu get you to the entrance to Ymir. Leave. There are a few things to do for Suzu---3 skills and a title to get.

Olive

Titles: Suzu---"Sweet Tooth"

Find the Wandering Gourmet outside the food shop, and talk to him. Suzu will get the title "Sweet Tooth" afterwards.

Lone Valley

Skills: Suzu---Omega Storm

Make your way to where you met Sylph to find a Ninja in training. Buy the skill from her, Omega Storm, for 53,000 gald.

The last two skills present a choice for the player. The first skill is Merciless Thunder. You can find this for free at the top of the Tower of Zodiac, or you can buy it in Volt's Cave for 520,000 gald. Why pay? If you pay for it, then you can find a Blessed Blade in the Tower of Zodiac instead...a one-shot item. Is it worth the money? IMO, not at all...the Blade is not very strong (the big deal is that it fills up the Collector's Book). Choose for yourself though.

The second skill is Flare Blitz. You can find it free in the Cave of Burning Sand (Efreet's room) or you can pay 510,000 gald for it in the Tower of Flames. If you pay, then you'll find a Flare Baselard (same deal) in the Cave. Again, choose at your own discretion.

NOTE: You'll find Flare Blitz in the Tower of Flames in the room with the ?cap (check that section for a bigger description) on the way to the boss, NOT IN THE BOSS ROOM.

If you want to know where Suzu stands in terms of all her skills and titles, she has 2 more skills (both in Morlia, where we're going next). She has a few leveling titles left, and two more non-leveling. One requires all her skills (we'll get that in Lower Morlia), the other we'll get in the final step of Suzu's sidequest just before tackling Dhaos's castle (Suzu is too weak currently)

This is a great point to finish up your battles for Cress's Beserker title. Pick somewhere with easy fighting and just keep fighting on LV 2 or LV 3. If you've already been working towards this you should be almost there. At this point I was maybe 30 battles away from it, because I had taken LV 2 off for part of Volt's Cave as well as the Tower of Flames and the Ice Caves. After 255 battles you will get the title.

Now there are a few more things to get that I missed before, that I've recently stumbled upon. Rather than put them in their corresponding sections, I'll just add them here so you know that I missed these originally.

Miguel

Titles: Chester---"Selfless Man"

First head to the bridge in the center of the town. A scene should ensue between Cress and Chester. Afterwards Chester will get the title "Selfless Man."

Midgard's

Skills: Cress---Demon Spear

Now head to Midgard's and fly directly SW a little ways to find a small camp. Enter it to find a swordsman who will give you another Secret Skill, Demon Spear, for free. Sweet!

Alvanista

Titles: Chester---"Mach Man"

It's time to take down that Mach Lad in Alvanista. Head there and talk to the Master of Ceremonies, and Chester will run. If Chester wins this, he gets the title "Mach Man." Here's the easiest way to beat it, through a glitch posted by AresInvincible, a GameFAQs user:

***When the race starts, let the boy run while you leisurely walk to and stand on the staircases near the starting point;

Let the boy run, and when he's coming up the stairs to finish his first round, stand so that he is blocked by you on your left side on the stairs;

Bring up the menu, then exit it;

He is frozen. Don't talk to anyone and finish the race at your own pace.***

Hey, not everyone is a cheater. But I am ^_^

For winning you can pick between a Special Flag, a Silver Mattock, or one of two ?bows. Chester will get the title "Mach Man."

Now that you have these, it's time to tackle Morlia. If you're not planning on doing Lower Morlia, just keep reading on here. If you are, hit CTRL+F and search: TOPS9G__Lower Morlia/Dwarven Ruins---or find it in the Sidequest section. Follow that guide to get through Morlia.

Once you've done the Morlia sidequest, you should have a few more important items. Note that in a few cases, the Collectibles sidequest may not be complete if you didn't go to Lower Morlia.

Fly to Alvanista and head to the shop Calendar. Buy a pair of Iron Boots. Now head over to the shop Poison Lily and stock up on Rune Bottles. At this point, I suggest identifying every ?item you have (save for the ones in huge numbers; Long Bows and Long Swords are no use). Identify everything, including a ?armor and a ?sword. You should find that you'll have a Golden Armor and an Excalibur. Equip them on Cress. Now use a Rune Bottle on the Iron Boots to make Jet Boots. Do not sell these. Equip everyone with the strongest equipment you have, then talk to the shopkeeper again and sell all the equipment (not accessories) that are now too weak. Make sure not to sell the Red Shield, the Blue Candle, the Red Lantern, the Green Torch, or the Jet Boots. The Excalibur, Golden Armor, Golden Helm, Hyper Gauntlets, and Blue Shield should be equipped on Cress; don't sell those either. Once you've made sure you have all of these items I've mentioned, head to Friezkiel.

Friezkiel

Items: Statue of Bravery

Titles: Cress---"Gilgamesh"

Head directly to the Inn and talk to the boy in the room closest to the entrance. He'll give you the Statue of Bravery and the title "Gilgamesh" if you have all of the following:

1. Excalibur
2. Golden Armor
3. Golden Helm
4. Blue Shield
5. Red Shield
6. Hyper Gauntlets

7. Jet Boots

8. Blue Candle
9. Red Lantern
10. Green Torch

If you're missing one, check the "Collectibles" section under Gilgamesh Items.

You'll notice that you're only missing one collectible now...that's the Red Card. Head to Euclid.

Euclid

Titles: Cress---"Champion"; Suzu---"Stout of Heart"

Skills: Cress---Beast Blade

Fight in the Battle Tournament here again....after beating all 8 monsters you'll have the option of fighting the tough monster. Choose Yes twice to be replenished in health and to fight the Wyvern.

~~~~~  
BOSS: Wyvern  
~~~~~

This is the same exact fight you fought in Lower Morlia, but now you're on your own. Hopefully you're a high level and have lots of recovery items left.

The Wyvern does huge damage, so you have to use a specific strategy that won't let him hit you. Because he doesn't move, he's practically already pinned down. Run up and use Swallow Dance, linking it to Beast Swallow Kick. Then, use Swallow Dance again.

Swallow Dance--->Beast Swallow Kick--->Swallow Dance

Rinse and repeat; he won't get one chance to attack if you do it fast enough and he'll fall pretty fast.

~~~~~  
For winning, you'll be given the title "Champion." The Queen will also give Cress a secret skill, Beast Blade. Leave now.

Remember that random girl in the town, May, who you could've helped earlier? I gave you a warning to wait until you had Suzu. Do that now.

Outside of the inn is the little girl named May who is lost. Agree to help her and walk with her very slowly to the northern-middle end of Euclid. Her mom is there, and if you bring May to her she'll give you an item, depending on how many times you messed up.

\*\*\*Yousef AbdulSalam, via email, sends me this thought:

I think the item given depends on how many time you stray too far away from the girl. Once I strayed about 6-7 times and had to talk to the girl again to have her follow me, I got an APPLE GEL (probably the worst possible item), another time she never strayed away and I recieved a SPIRIT RING, (probably the best possible item) .. Just thought I'd inform you.\*\*\*

Makes sense to me. d(o.o)b

Head to Ymir and at the entrance, Suzu will ask to quick-jump to Japoni. Thank god!

---

Japoni

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Items: Red Card, Kuroyuri

Titles: Suzu---"Sneaker"

Sidequests: "Suzu, the Ninja Girl" Step 4---STOP

---

Set Cress's title to "Champion." Talk to the woman in the SE area of Japoni, and she'll recognize Cress as a champion, and give you the Red Card. You've completed another sidequest!

While you're here, you might as well finish Suzu's sidequest. Hopefully you did get her before doing Morlia so she could gain all those levels. The lowest level I did this at was 58, and had virtually no trouble with this section.

Anyway, buy a bunch of Melange Gels and Hourglasses, and use Rune Bottles on them to make them Miracle Gels and Chronoglasses if you want. This way you can heal effectively during battle if need be (although at such a high level there shouldn't be a need). Equip Suzu with her best equipment, which is as follows:

Ninja Sword, Kannazuki, Shield Ring, Mask, and Iron Claws.

The sword and the robe are in Lower Morlia, the Shield Ring is quite common, the Mask is around Japoni, and Iron Claws are dropped by Ninja Masters in Dhaos's Castle. For accessories, give her a Poison Charm and a Fairy Ring.

When you're ready to fight 5 Ninjas in a row, talk to Ranzo in Japoni. He'll ask if you're ready to complete the rite of passage. You'll be dropped in the training grounds. The way this works is you have to head south to find each Ninja, and they'll ask you a Yes or No question. You answer then fight, and if you win all 5 you get a nice prize. Here's the basic information on each battle.

1. Anger--->YES--->Kosuke
2. Sorrow--->YES--->Jinbachi
3. Joy--->YES--->Juzo
4. Pity--->NO--->Saizo
5. Laughter--->YES--->Sasuke

The fights get progressively harder. I suggest using only two skills: Flare Blitz and Summon:Jiraiya. Spam Flare Blitz from a distance, and if they close in while still on the ground use Jiraiya. You can replenish your TP and HP if you need to in between battles, so there's not really a risk in going all out with your techs.

For winning, Ranzo will give you the Kuroyuri, Suzu's second strongest weapon (behind the Ninja Sword, which you already have). Yeah, I know it's not the best prize, considering what you have is much better. But Suzu also gains the

title "Sneaker" and some EXP. After it's over, head back north to regroup and leave the training grounds.

There is very little left to do before taking on Dhaos. Pretty much the only big thing left to do (other than hunting down some random monsters or items for the Collector's Book) is the Coliseum. Head to Euclid.

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Euclid

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New enemies: Jennifer, Dragoman, Gnoll King, Wood Killer, Speedster, Reaver, Flamelord, Camazotz

Items: Tea Cup, Tapestry, Marble, Poison Charm, Paralysis Charm, Stone Charm, Pork, Beef, Chicken, Lavender, Verbena, Savory, Sage, Charm Bottle, Rune Bottle, Dark Bottle, Holy Bottle, Syrup Bottle, Flare Bottle, Life Bottle, Panacea Bottle, Magical Ribbon, Magical Broom, Magic Lipstick, Star Cap, Star Cloak, Star Broom, Star Mace, Star Gloves, Star Helm, Star Shield, Miracle Gel, Pineapple Gel, Lemon Gel, Melange Gel, Orange Gel, Apple Gel

---

Here's what you can do here: you already fought the 8 fights and the Wyvern, and you already won the tournament. Although it isn't obvious; you can continue fighting in the tournament as much as you like, and each time it will be different. There are 9 full sets of enemies where you win different sets of items. The one you did earlier was the first set, and after the 9th you can keep going. However, the 10th set and every one afterword will have no specific order of enemies (it's random among the Coliseum monsters) and you will win the same items each time.

It should be known that certain items that are needed to fill the Collector's Book are only won in the tournament, so if you're trying to complete it you absolutely need to beat all 9 sets.

If you want to do the coliseum, check that section in the guide under the Sidequests section....it's the last subsection there. Hit CTRL + F and type in TOPS9H\_\_The Coliseum to find it fast.

Once you've done everything you can in this game at this point, it's time to take on Dhaos. Before you head to the Castle again, take a look down the title, skill, and recipe lists. Do you have everything on there? Track down whatever you don't have, complete any sidequests you haven't, and head to the cave west of Arlee to enter Dhaos's Castle.

=====  
TOPW8R\_\_The Final Confrontation  
=====

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Dhaos's Castle

---

New enemies: Cardinal, Destelar, Dark Eye

Items: Holy Bottle, Sage (x5), Star Shield, ?clothing, Rune Bottle (x2),  
?armor, Elixer (x2), Derris Emblem (x5), ?cap, ?book, ?rod, Star Gloves,  
?sword, Charm Bottle, Magic Lens, ?helmet, Holy Bottle (x4), Melange  
Gel, Savory (x2), Apple Gel, Life Bottle, Emerald Ring, ?armor, Reverse  
Doll, Spice, Resist Ring, Lavender (x2), Hourglass, Magic Pouch, Elven  
Boots

Titles: Arche---"Spell Master"

Skills: Arche---Meteor Storm

---

Head inside after saving.

<---Floor 1--->

Head north to fight a mini-boss, the Roaming Eye. He's easy and not worth a separate section to discuss. Just keep him cornered and link techs, specifically Chaos Blade with either itself or other techs.

After the fight, you'll see two paths going north. Take the path on the left into a room with Sage and a Holy Bottle. Now return to the fork and take the right path. Head all the way north, making note of a path to the right. In the northernmost room, pull the lever and head back south. This time take the right path, into a room with a Star Shield. Now return to the room where you fought the Roaming Eye. Take the right path to find a door that has opened because of the lever. Head up to the second floor.

<---Floor 2--->

At the start you'll see a NE door, so go through it and follow the path NE to find another door to the north. Enter to find Meteor Storm, Arche's last spell. If you've been to Morlia and have all 25 of her spells, she'll get the title "Spell Master." Now head south, along the way you'll find a ?clothing and a Rune Bottle. East and then north will take you back to the entrance of the floor. Here head west until you hit a wall, and then south all the way. At the very southern room, you'll find an Elixer and a ?armor. Back a little north and east (break off the straight path) to find another door with a lever in it. Pull it and return to the entrance where the stairs are. Head west until you hit that wall again, and hug the wall heading north on the right side of the stairs you can see. At some point there is a hidden entrance to the stairs here; keep trying to head left into the wall and soon you'll gain passage. Take the stairs up another floor.

<---Floor 3--->

This is where it gets ugly. Before moving ahead, make sure to equip that Derris Emblem on Cress. If you have any more, equip them on Chester or Arche, or Suzu. Besides the first one, you can find the Emblems in the basement by fighting Dark Eyes. However, on this floor you will find a whole bunch of them, so it's no big deal if you only have 1 or 2.

Head north (make sure you have the emblem equipped) and everyone will disappear except for those equipped with the Emblem. With it on, you can pass through

this floor pattern. Anyway, you'll soon get to find your teammates again, just as soon as you get some more Emblems.

From the pattern, go north a room to the chest, and fight one of the Hanzos that is guarding the chest. He's not too hard, especially if you have Chester or Arche to back you up. Just chain your techs to keep him from attacking and treat him like any other ninja enemy.

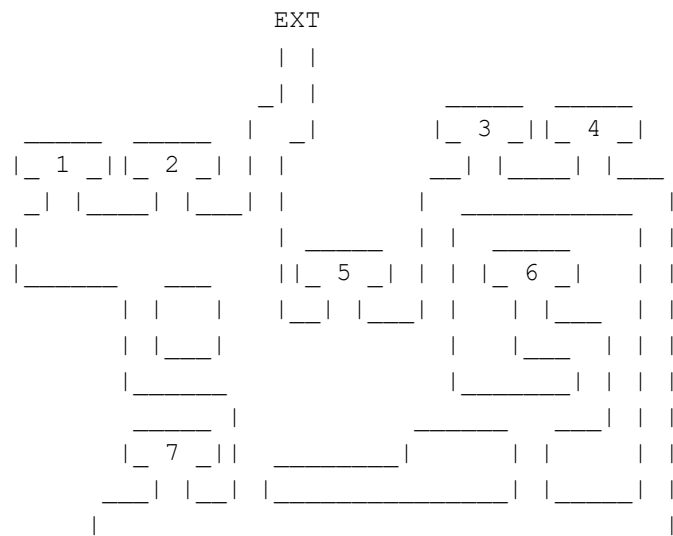
After beating Hanzo, open the chest behind him for a Derris Emblem. There are 4 more on this floor. Go back to the floor pattern, and this time take a right. In the next room, head into the door on the right and follow the same drill, defeating the Hanzo for another Derris Emblem.

Exit the room, and head south all the way to another room with a ?cap and a ?book. Now head back north one screen, and head to the right and into the door to fight a third Hanzo. Get the Derris Emblem, and leave the room. In this room, travel north all the way, through 2 rooms into another northern room with a ?rod and a Star Gloves in it. Now head down 2 screens and return west to the floor pattern room.

Head left this time; the next room has a door on the left side. Enter it to fight the fourth Hanzo. Take the Emblem and exit the small room. Now before leaving, head west again to a corner with a chest containing another Derris Emblem. You should now have at least 6 Emblems in total. Unequip Emblems from any members in your party and step on the floor pattern again. You'll be transported to the basement.

<---Basement--->

The basement is basically a limited vision area, with 7 locked cells. Press A in front of the door to open the cell, and enter it to find a different party member. 6 of the cells have a character, and one has nothing. I'll try to ASCII it, but keep in mind there is a map on the Phantasia FAQ page that does it much better than I have.



- EXT= Exit to Floor 1
- 1= Nothing
- 2= Cress
- 3= Mint

4= Arche  
5= Chester  
6= Suzu  
7= Claus

Just head to the cells to find the party members. Once you've gotten all of them, head to the exit back to Floor 1.

At Floor 1, head directly east all the way and then north to the stairs.

At Floor 2, head NW and find the hidden passage in the left wall to get to the stairs.

At Floor 3 now, equip everyone with a Derris Emblem, and at the 4-way with the pattern head west. Keep heading west, veering slightly south when you have to, until you get to a door to press A against. It will open, so head north into a room with several treasure chests. Open them all to get the following: Charm Bottle, ?helmet, Holy Bottle, Magic Lens, ?sword, Sage. Head up the stairs to Floor 4.

<---Floor 4--->

Getting there...You can now unequip the Derris Emblems for whatever else you had on before. Save at the memory glyph. North a ways you'll be at a 3-way. First take the right path through the one-way door. Follow the path, entering the door to the north to find an Apple Gel and a Sage. Along the path, head north and then west down some stairs (note the shut door here). At the bottom, leave through the southern door to be in a long room with 2 other doors going north. Enter both to get a Melange Gel, a Savory, and a Rune Bottle. After getting those, enter the door to the south, which is one-way and takes you back to the original 3-way.

Now take the left path, and head south at the fork. Head south until you reach another fork. Here turn right and enter the next room. 3 more doors to the north...enter them all to find a Holy Bottle, a Sage, an Emerald Ring and a Life Bottle. Now head back west to the previous fork, and take the left path this time. You'll be in a large, pretty room. Head north to get into another boss fight, this time with a pair of Seal Eyes. Again, they aren't hard at all, similar in fact to the Roaming Eye from earlier (except there's 2). Just knock them back and chain combos.

After the fight you'll see a lever. Pull it and now head back to the previous fork. Head north all the way until you get into a small room with a Holy Bottle in it. Now return south one screen and head right, through another one-way door to a room from before. Here, enter the room far to the right, to be in the area with stairs. Head up to see that the door from before is open...enter to head upstairs to the next floor.

<---Floor 5--->

Finally, a relatively simple floor. The sign near the entrance says "Start from the end." Well, there are 6 floor switches you need to hit in the right order. For now you'll have to ignore them, until you get to the last one. From the sign, head north to another screen. Head west and then south, making a U-turn. In the next screen, head west to be in another large room. Head all the way to the west, entering the room there to find the first switch. Step on it.

Now return to the previous room, where there are 3 more smaller rooms. Enter

the NW room first to find a ?armor. Enter the southern room to find a Reverse Doll and Spice. Finally, take the NE door to find the second switch.

Back in the large room, head east back the way you came, and you'll see another switch. This is number 3. Now head back north to where you completed the U-turn and enter the NW room to find switch number 4. The NE room to the right of it has switch number 5.

Finally, back south in the first room, head east, saving at the memory glyph. Even farther east is the final switch. Step on it to make the door open directly north of the switch. Take it to reach the stairs to Floor 6.

<---Floor 6--->

From the entrance, head north into a room with a mirror. Press A in front of it to be transported to another room. Here head south and west at the first chance. Head west, taking the north path in the next room to find a Holy Bottle. West one more screen, and north again to find a Resist Ring. Now head all the way south, and when you can't move farther south, take the left path to another large pretty room. Head north to find yet another boss, another pair of Seal Eyes. Beat them and leave the room. Now head east all the way, and then north all the way to make it back to the mirror room. Use the mirror again, and return to the entrance where the stairs are. Here you'll notice a pattern on the floor, with 2 lines almost making a path. Stand in between and move right, to enter the wall. You'll be in a dark area now.

Head east in the darkness a bit, but don't go all the way---head north first, to a small room with a Lavender in it. Now return to the main path, and head east more. You'll make it to another room...continue east to enter darkness again. Go until you can't anymore, and head north to see yet another room.

Don't go up the stairs yet, or you'll miss important items. Go west to enter even more darkness, and you'll appear in a room with 6 items! Pick up the following: Hourglass, Savory, Lavender, Sage, Elixer, Magic Pouch. The last one is rare, only found here. Use a Rune Bottle on it to make a Mystic Pouch, which you may have gotten in the Coliseum.

Anyway, return east to the previous room and head on up the stairs to the final floor.

<---Floor 7--->

We're close now...You'll be at a fork. Ignore the room on the right for now, and take the left path north all the way. At the fork, take the right one-way door and move east. You'll pass by 2 northern doors, ignore the first but enter the second to find Elven Boots. Keep going east to find a room with a mirror in it. Use that to return to the room on the right at the very beginning of this floor. Exit and take the left path again, and heading west at the next fork.

In a large room, go south and take the right room to find Fresh Milk. Then take the left room. Ignore the path to the right, and keep moving south through the door. You'll emerge surrounded by stairs. From here on out, it's a linear path to the final boss. Up the stairs and through the north door is another memory glyph. Save and proceed.

Follow the stairs and paths for many floors, and you'll eventually make it to the final memory glyph.

To prepare for the final fight, use all your Rune Bottles on any ?items you haven't already used them on, and the rest should be used on Sage/Savory/Verbena/Lavendar, specifically the TP and HP raising herbs. Then use all your remaining herbs and heal. When you think you're ready to take down Dhaos once and for all, head through the northern door and press on (after saving).

You'll meet Dhaos again and some cutscenes will ensue. Are you really doing the right thing? Anyway, a fight is brewing...

```
~~~~~  
BOSS: Dhaos 56,000 HP/1,000 TP
 12,500 Exp/32,000 Gald
MY LV---100 Weak Point: None
~~~~~
```

Treat this fight the same as each previous fight with Dhaos...he's very easy. Corner him and use Swallow Dance--->Beast Swallow Kick, chain Chaos Blade, Tiger Blade or Sword Rain him, whatever. Just use the same strategy, he's very easy. Try not to waste too much HP or TP on him though, or you'll regret it.

```
~~~~~  
After some scenes, you'll be thrust into another fight, this one is much much harder than before.
```

```
~~~~~  
BOSS: Dhaos' Face, Dhaos' Arm                 130,000 HP/10,000 TP; 130,000 HP/10,000 TP  
                                           5,000 EXP/70,000 Gald  
MY LV---100                                     Weak Point: None  
~~~~~
```

He's very intimidating and does a lot of damage, especially when casting Meteor Storm. Have Arche, Claus, Chester, or Suzu go full out (set the strat). As for yourself, try to use Tiger Blade repeatedly. It will get him to attack less, and you'll hit both the face and the arm at the same time, in the same attack. The Arm will probably give out before the face, at which point it's convenient to stand underneath the Face and spam Lunge. You'll take a lot of damage, but keep unloading your TP on him and have Mint stay back and heal and use Flare Bottles on Cress.

```
~~~~~  
One more form to go, this one won't be as hard as the second form.
```

```
~~~~~  
BOSS: Plume Dhaos 160,000 HP/10,000 TP
 0 EXP/0 Gald
MY LV---100 Weak Point: None
~~~~~
```

Not anywhere near as hard as the previous fight, but slightly harder than the first. He's got a lot more health, but corner him and use one of your chains to keep him there, unloading your TP. If you have as much TP as I did at this point, you'll never need an Orange Gel...I had somewhere in the 800s (I was also LV 100 and had used plenty of Sages, Verbenas, Savorys and Lavenders). He fights basically the same as the original Dhaos, so you shouldn't have all that much trouble.



~~~~~  
Once Dhaos is finally defeated, you'll watch the ending cutscenes. Finally, a plot twist! Came kinda late, but it's an interesting end that's definitely up for debate. I won't spoil anything, of course. Congratulations!

~~~~~  
FIN  
~~~~~

A New Game+ will now take place. Basically for beating the game, you'll unlock the following:

1. Mania Mode (hardest difficulty, highest battle rank)
2. "Let's Go Arche" minigame

If you start a new game, your Collector's Book and your Monster List will carry over. Starting a new game will do nothing else, but this is cool anyway.

I could go into detail about the minigame, but there's an in-depth FAQ about it so I'm not going to bother with it. It's pretty cool though. Definitely check out M-giddo's awesome guide.

Other than that, this walkthrough is now complete, from beginning to end. I'm pretty much not going to update it anymore, as I've accomplished everything I set out to do. If you're looking for more resources to this game, check out the ToP game board on gamefaqs.

9. TOPS9__Sidequests

I've properly organized each sidequest here, so if you get lost in one of them you can just check here for each step.

=====
TOPS9A__Elwin and Nancy
=====

(PAST)

NOTE: This sidequest gives you a lot of YES or NO questions. Always choose YES; always help the couple.

Step 1---START

Location: Euclid (first visit)

Approach the girl near the entrance to learn she's lovesick. Talk to her to learn more.

Head to the Weapon shop to find the blue-haired man named Elwin and talk to him.

Run back to the girl to learn her name---Nancy.

Run back to Elwin to learn it won't work out.

Run back to Nancy and she'll accept her fate.

Run back to Elwin to see he's gone. Talk to the boy to learn he went back to Venezia.

Run back to Nancy to see that she's gone.

Step 2

Location: Hamel (first visit)

Find Nancy in the Inn and talk to her to learn she's headed to Venezia.

Step 3

Location: Venezia (first visit)

Find Nancy in the Inn and talk to her.

Head to the Laiott Trading Company (NW) to find Elwin, and talk to him.

Run back to the Inn and talk to Nancy. She'll leave for the Central Fountain.

Run to the Central Fountain to see their meeting.

Step 4

Location: Venezia (after Demitel)

Head into the second floor of the Laiott Building to see Elwin and Nancy arguing with Douglas, Elwin's father. They'll run out of the room.

Head to the Central Fountain to see Nancy. Talk to her. Then head north a bit to see Elwin. Talk to him, and he'll decide to elope.

Step 5

Location: Alvanista (first visit)

Find Elwin and Nancy in the shop Calendar (second floor). Talk to them there.

Step 6

Location: Venezia

Talk to Douglas in his office in the Laiott Trading Company building and tell him where Elwin and Nancy are.

Step 7

Location: Alvanista

Find the house in the NE section of the city, and enter it to see a scene with Elwin, Nancy and Douglas.

Step 8---STOP

Location: Venezia

Head to the Laiott building and find Elwin. Watch the wedding. Mint will get the title "Cupid" and you'll get the Bridal Gloves.

=====
TOPS9B__Chester's Bow
=====

Step 1---START

Location: Elf Colony (PAST)

After getting out of Treantwood, you'll be dumped in Ymir. Head back north for some scenes, and Brambert will take you to the bowsmith. Talk to him to learn about Arsia. Leave.

Outside of Ymir, head directly east to find Arsia's manor. Head inside for some scenes. Upon regaining control, run back through Ymir and find Brambert in his normal spot. Now run back with him to Arsia's manor and watch the scenes. Leave for now.

Step 2

Location: Arsia's Manor (FUTURE)

Head inside to find Brambert. Watch the scenes to get the Elven Bow for Chester.

Step 3---STOP

Location: Arsia's Manor (AFTER REVEALING DHAOS'S CASLTE (FUTURE))

Head inside to find Brambert looking out the window. Talk to him. After the scenes, head downstairs for more. You'll get Chester's Elven Bow II, his strongest weapon.

=====

TOPS9C__Piano Lessons

=====

(FUTURE)

Steps 1---START through 6---STOP

Location: Venezia

Head east to the Mayor's Estate, and in the room on the right you'll meet Chelesea. Mint will teach her a little and her skills will improve.

Leave and re-enter Venezia after talking to Chelsea, and talk to her again to make her skills improve even more.

Leave and re-enter again several more times, and soon there will be a crowd to watch her recital. Talk to the woman watching her to start it, and listen to the song. Mint will receive the title "Piano Teacher" and you'll get the Statue of Dreams.

=====

TOPS9D__Collectibles

=====

There are a bunch of collectibles to be acquired in the future. Note that there is no reward for collecting them, other than filling your Collector's Book. I'll give you the locations for the 6 cards, 5 statues, and 12 Gilgamesh items.

CARDS

#####

Black Card

#####

Talk to the Robed Man in Miguel and listen to his speech.

#####

Brown Card
#####

Trade your Black Card for it with a girl on the top floor of Euclid Castle.

Go back and get another Black Card from the man in Miguel.

White Card
#####

Trade your Brown Card for it with a woman in the northern Oasis.

Go back and trade your Black Card for a Brown Card in Euclid.

Go back to Miguel to get another Black Card. Now you have all 3 cards.

Green Card
#####

Buy a Melon in the Elf Colony.

Talk to the man in Waterfront, Venezia and give him Kelp and Melon for it.

Blue Card
#####

Buy it for 50,000 gald in Ice Coffee, Friezkiel.

Yellow Card
#####

Talk to the old man in 3AM, Arlee, and answer 2-3-4; he'll give this to you.

Red Card
#####

Beat the Euclid Arena once, beating the Wyvern as well to receive Cress's "Champion" title...head to Japoni and find the woman in the SE area who's looking for a Champion. Talk to her with Cress's title set to "Champion."

Statues

Statue of Dreams
#####

Complete the "Piano Lessons" sidequest, and Chelsea will give it to you.

Statue of Friendship
#####

Head to Morrison's House (where you first met Lilith). Walk into one of the beds on the second floor as if you were going to rest, and you'll be blocked by a chest containing this.

Statue of Love
#####

Head to Gheeth's Shop, south of Olive, and buy the Combo Command from Ten.

Statue of Justice
#####

Find to the right of the stairs to Floor 9 in the Dwarven Ruins.

Statue of Bravery
#####

After getting all 10 Gilgamesh Items (via the Ifreed's Treasure and the Lower Morlia sidequests), show all 10 to the boy in the Friezkiel Inn to get this and Cress's title "Gilgamesh."

Gilgamesh Items

Excalibur
#####

You'll find it in the first floor of the Dwarven Temple, on Floor 21 of Lower Morlia...it's disguised as a ?sword in the Treasure Room. It's Cress's strongest weapon in the game.

Golden Armor
#####

You'll find this on Floor 19 in Lower Morlia in the grid-maze...disguised as a ?armor. It's Cress's strongest armor in the game.

Golden Helm

#####

Cress's strongest headgear; found in the sidequest "Ifreed's Great Treasure"

#####

Blue Shield

#####

Cress's strongest shield; found in the sidequest "Ifreed's Great Treasure"

#####

Red Shield

#####

Cress's second strongest shield; found in the sidequest "Ifreed's Great Treasure"

#####

Hyper Gauntlets

#####

Cress's strongest gauntlets; found in the sidequest "Ifreed's Great Treasure"

#####

Jet Boots

#####

Get some Iron Boots (can be sold just about anywhere) and use a Rune Bottle to make these from them

#####

Red Lantern

#####

Useful in Lower Morlia; found in the sidequest "Ifreed's Great Treasure"

#####

Blue Candle

#####

Useful in Lower Morlia; found in the sidequest "Ifreed's Great Treasure"

#####

Green Torch

#####

Useful in Lower Morlia; found in the sidequest "Ifreed's Great Treasure"

#####

Crystal Rod

#####

Mint's strongest weapon (in terms of attack, not in defense). Find it in the forest around Japoni, in a chest

```
#####  
Silver Mattock  
#####
```

A defense item found in the sidequest "Ifreed's Great Treasure"

Thanks to Dakota Johnson for confirming the correct number of Gilgamesh items

```
=====  
TOPS9E__Suzu, the Ninja Girl  
=====
```

(FUTURE)

```
*****  
Step 1---START  
*****
```

Location: Japoni (after Volt's Cave)

```
*****  
First, make sure you have talked to 2 people: the girl in Arlee's Sleepyhead behind the plant in the southern section, and the guy near on top of the building just east of the southern entrance of Alvanista.
```

From the entrance to Treantwood, make your way all the way west, and then north to find Suzu, the girl you saved at Volt's Cave. She'll take you to the hidden Ninja Village, Japoni. Ranzo, the Chief, asks you to find her parents--- they should be around Euclid.

```
*****  
Step 2  
*****
```

Location: Euclid

```
*****  
I suggest being level 60 or higher for this, as it is hard. Enter the Battle Tournament and beat the 8 main enemies to fight Suzu's parents, Dozo and Okiyo. Check the "Wrapping Up" section of the guide for strategies and more detailed information.
```

```
*****  
Step 3  
*****
```

Location: Japoni

```
*****  
After seeing the scenes with Suzu's parents, head to Japoni and talk to Ranzo. Afterwards, Suzu will be on your team.
```

```
*****  
Step 4---STOP  
*****
```

Location: Japoni (after revealing Dhaos's Castle)

Talk to Ranzo to start Suzu's rite of passage. She'll have to fight 5 Ninjas in a row, and if she wins she'll get the Kuroyuri, her second strongest weapon, and the title "Sneaker" as well as some EXP. I consider this part of Suzu's sidequest because it's completely optional and involves her, and why not just group the two together to save space?

=====
TOPS9F__Ifreed's Great Treasure
=====

(FUTURE, AFTER REVEALING DHAOS'S CASTLE)

Ifreed's son Graham is after Ifreed's most precious treasure. Talk to him in Friezkiel's food shop, Freezer, to learn about it. If you read his scrolls (talk to him a second time), he'll give you this information:

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.

That makes for a total of 22 locations, each with anywhere from 1-9 items. I'll dub each of these hideouts with a letter. I'll be as specific as I can as to where the location is and what items can be found there. I'm sorry if this makes no sense; this is not an easy challenge to explain.

A--A beach island directly north of Euclid attached to a small rocky spot.

-Fur, Moon Crystal

B--Fly above the bridge to where Hamel was. Fly directly north to see a small beach area attached to the main land but blocked by rocks.

-Fur, Reverse Doll

C--A beach area NE of Lone Valley (connected to mainland)

-Silver Cape

D--Head west of Miguel just off the coast to an island...directly south of that island is another.

-Fur, Black Onyx, Stun Bracelet, Blue Shield, Green Torch, Elixer

E--Head south of Miguel and follow the south coast east to find a small, isolated island.

-Reverse Doll

F--Walk across the bridge East of Alvanista, and when on the other side fly directly south to a long island.

-Silver Mattock

G--Fly south of Arsia's to see some rocks attached to several beaches. Land on the beach most West.

-Protect Ring

H--Head directly west of Arlee to a large field
-Fur, Resist Ring

I--From the cave NW of Arlee (where Dhaos's Castle has been revealed), head directly north following the rocks that eventually give way to a long field.
-Blue Candle, Sephira (behind the NE tree)

J--Head SW of Friezkiel to a large beach island attached to the continent
-Fur, Spirit Ring, Hyper Gauntlets

K--Head across the east bridge of Alvanista and head NE as far as you can.
You'll see a large mass of land just out of reach with a nice forest on it.
Fly there to see a forest like Treantwood. Hug the left side of the forest and take the small little side-path to find hidden treasure.
-?polearm

L--Back at the east bridge of Alvanista, cross it and walk all the way north on the peninsula. Once at the end, fly north a bit to a tiny island.
-Princess Cape, Fur, Resist Ring

M--Get to the White Birch Forest, and head north to a beach area attached to the mainland.
-Elixer, Golden Helm, Marble

N--Head North of Midgards to a rather large big white area, land on the east half.
-N.G., ?sword, Elven Boots, Emerald Ring

O--Head to where Dhaos's Castle used to be in the past, and reach the very tip of that continent. Head directly east to a small beach.
-Fur (x3)

P--Get onto the left part of the bridge SW of Dhaos's old Castle, and fly South to a small beach connected to rocks.
-Red Lantern, Elven Boots, Coral, Red Shield, ?sword, Elixer

Q--Head directly west of Euclid a ways to find a peninsula that makes a sort of U-turn (prong facing south). At that prong, head directly south to see a rock separating 2 small land masses. The southern beach is where you want to go.
-Tapestry (x9)

R--Head directly east of the Northern Oasis near Olive to see a large beach cut in half by a rock. Enter the SE section of it.
-Nagazuki, Elixer (x2), Shield Ring

S--Head north of Olive to a beach broken in half by a rock. Enter in the south.
-Ebony Wood, Emerald Ring, Earthenware Pot

T--Head NW of Alvanista to find a large mass that is separated into 3 sections. The southernmost section is first.
-Spirit Ring, Elixer, Dark Seal (behind the main tree in the middle)

U--Refer to "T" for the location. Head to the beach on the right for the last one.
-Fur, Protect Ring

V--Ifreed's most valuable treasure, and the only one Graham cares about. Head to the port to Freyland (continent where Alvanista is) and go SW to find a

tiny beach island surrounded by a ring of water and then a ring of land swirling almost completely around it. Easy to find.

-Rosania's Dress (not for you!)

For the final step of this pain that we've been through, head back to Friezkiel's Freezer and talk to Graham. For Rosania's Dress, he'll give you the Technical Ring and Claus will get the title "Treasure Hunter."

Keep in mind you don't need treasures A-U to get the Dress, but most of those items are useful so I recommend spending the time to find them. Hopefully I was descriptive enough. Here's a breakdown of all the items you received and what to do with them:

Elven Boots (x2)---accessory
Dark Seal---accessory
Moon Crystal---accessory
Reverse Doll (x2)---accessory
Silver Cape---accessory
Black Onyx---accessory
Stun Bracelet---accessory
Princess Cape---accessory
Silver Mattock---accessory
Protect Ring (x2)---accessory
Resist Ring (x2)---accessory
Spirit Ring---accessory
Sephira---accessory
Technical Ring---accessory

Elixir (x5)---item for use

Blue Candle---needed for Lower Morlia in a bit
Red Lantern---needed for Lower Morlia in a bit
Green Torch---needed for Lower Morlia in a bit

Hyper Gauntlets---Cress's strongest gauntlets in the game
Blue Shield---Cress's strongest Shield in the game
Golden Helm---Cress's strongest Headgear in the game
Red Shield---Cress's second strongest shield in the game
N.G.---Claus's strongest weapon in the game (stands for Namco Gamer)

Nagazuki---Body item for Suzu
Shield Ring---Shield item for Mint, Claus, Arche and Chester

?polearm---Use a Rune Bottle to make it a weapon
?sword (x2)---Use a Rune Bottle to make it a weapon
Emerald Ring (x2)---Use a Rune Bottle to make them Fairy Rings and EQUIP them

Coral---sell for money
Tapestry (x9)---sell for money
Ebony Wood---sell for money
Earthenware Pot---sell for money
Marble---sell for money
Fur (x10)---sell for money

Thanks to Gustavo Mariano and Aaron Plumley for finding typos here

(FUTURE)

Remember when I said Morlia Mineshaft was a beast, with 10 whopping levels and relatively easy enemies? Hah! Now you're going down to floor 21 with the toughest enemies in the game.

Why go to Lower Morlia? Not only can you complete the Collectibles sidequest, but you can get Cress's strongest weapons, and every character (save Mint and Chester) have at least one skill to find down there...some titles go along with acquiring those skills. The better question for Morlia is why not to do it? Well, for one, it's huge and repetitive and makes you want to scream. Large price to pay for the results, so don't give up because I hate it.

Some tips: If you're a low level, fight an enemy or two on the first real floor and then rest/save. Rinse and repeat until you get to level 65 or so. At that point, it's safer to venture farther down. Keep in mind there's a memory glyph on floor 11 and not again until the final floor...and a boss fight in between. Also, don't bother stocking up on Holy Bottles; they break when you enter Lower Morlia. Remember that you can stock up on items (for more than full price) at the top and rest for free, and there is an emergency exit about halfway down. You're not alone in this, so take a deep breath and enter Morlia.

One more thing to keep in mind; until you're well over Level 70, avoid the Sokurams, the Land Urchins, and the Magus/A.Kocra enemies, as they are very tough and can wipe out your entire party in a matter of seconds. Have Arche cast a spell to stop them from doing so, while you concentrate on running away. The Land Urchins can only be destroyed using Magic Tablets, and one touch of them kills your character.

When entering Morlia, head down to Floor 9 via the shortcut. Follow the path to find a various people, adventurers and soldiers. Talk to them to learn a bit about where you are. At the rest area, stock up on items (don't worry about money; you'll soon see that Gald is something Morlia has PLENTY of) and rest for free. Head down to Floor 10 and save at the glyph. Make sure you have time on your hands to either level or venture down...the next savepoint is very far away and the monsters tough. Remember to sleep if you run out of time in the real world and are nowhere near a savepoint; it will save battery d(o.o)b

Some extra tips just for you:

- Chart Mint's Revitalize to Shortcut 1 (L + A) and some elemental attack from Arche, Claus, or Chester (Thunder Blitz) to Shortcut 2 (L+ B). Remember that Hell Masters only take damage from elemental attacks, so having one of them to use whenever you want is very handy. And Mint will get you out of trouble in a bind, especially if she has a Holy Symbol equipped.
-Position Cress near the back of the party instead of at the front, so when you run into enemies such as Land Urchins and Sokurams, you can easily run away while your party distracts them. You can also avoid other enemies that are just annoying.

The Morlia Extension

New enemies: Lesser Boar, Beast Lord, Ice Witch, Hell Master, Uinal, Sokuram,

Bigfoot, Manticore, Isis, Wolfman, Banshee, Shade Flower,
Coldgale, A.Kocra, Magus, Land Urchin

Items: Apple Gel (x3), Dark Bottle, Cabbage, Agalloch Incense, Dash Ring, Magic Lens, Life Bottle, Flare Bottle, Sage, Cheese, Bread, Iron Gloves, Silver Cape, Poison Charm (x2), ?armor, Miracle Charm, Pineapple Gel, ?sword, ?ax, Miracle Gel, ?armor, Ukiyoe, Stone Charm (x3), ?sword, Lemon Gel, Fresh Milk (x3), Kikyo, Kannazuki, ?helmet, Rune Bottle, Protect Ring (x2), Resist Ring, ?armor (GOLDEN ARMOR ALERT!), ?armor, Poison Charm, Resist Ring, ?sword, Red Savory, Pineapple Gel, Emerald Ring (x3), Rune Bottle, Reverse Doll, ?sword, Elixer, ?sword, Orange Gel, ?armor, ?cap, ?clothing, ?helmet, Melange Gel

Skills: Claus---Chameleon, Gremlin's Lair; Arche---Black Hole; Suzu---Hell Rush

<---Floor 10--->

Head through the exit left of the memory glyph and head across the bridge to the left, and through the next exit. Now go south to the next floor.

<---Floor 11--->

Follow the same procedure here, going the opposite direction. Just follow the path to the next floor.

<---Floor 12--->

Head across left and when in the new screen, head south. Ignore the right path for now and take the southern stairs to find a room with an Apple Gel, a Dark Bottle, Cabbage, and Agalloch Incense. Now head north again and take the right path.

<---Floor 13--->

So far so good, right? Easy? Yeah. Follow the path right, taking the Dash Ring in between the two bridges. In the large room, head east all the way, taking the Magic Lens along the way. Once at the other end, head south hugging the wall to find a Life Bottle. From that chest, head directly west all the way to find a Flare Bottle. Now take the stairs to the south.

<---Floor 14--->

An easy floor, just follow the path south, west and south again.

<---Floor 15--->

Again, follow the path east and then south. You can talk to an adventurer here too.

<---Floor 16--->

Finally, a fun floor. Follow the path when it goes south, and keep heading south (ignore the right passage again). You'll enter a room that looks like Daemonium from Lone Valley. Head directly south from the entrance to initiate a cutscene with Chameleon. Claus will gain the ability to summon him, as long as you have the Emerald Ring. From here head west to find Sage, and then north to find Cheese. Leave the room and take the right passage.

NOTE: Be careful, as Land Urchins lurk here. One touch and they'll kill you...as far as I know Arche cannot be harmed because she flies. If everyone dies but Arche, move towards the opposite end of the field and have her use a Life bottle on Cress, and escape immediately. Revive everyone else outside of the battle.

<---Floor 17--->

Things are finally getting interesting. Head to the right and talk to the soldier if you like. You're getting there...In the next screen, you'll see a sign that says "Push them all." You'll notice 4 switches on the ground, 1 white and three brown. The goal is to step on them in the right order so that they all are brown and the southern door opens. To open the southern door, step on them in this order (1-2-3-4 from left to right): 1, 2, 3, 4, 2. This will open the door.

Before heading down, take note of the Emergency Exit here. It will take you back to Floor 10's memory glyph. If you are having trouble dealing with the enemies down here, you may want to go back and save what you have done, and possibly level up a bit more before trying again. Things are about to get very intense.

<---Floor 18--->

This floor is a nice big maze with very limited vision, so I'll do my best to guide you effectively.

Down the stairs at the entrance, head west and once you hit the wall, head south hugging it. Keep heading south until you head down some more stairs and have a fork. Hug the south wall here and head west to another wall. Now head north a bit to see an exit to the west. Take it to find a spell book for Arche---Black Hole! Woot! Now return to the previous room, head south to the wall and head east to find the stairs you recently came down. Head north, hugging the west wall again until you get all the way back north. Now head east, hugging the south wall until you can head south. Keep heading south until you see some stairs. Do not go down them, instead head east as far as you can go. When you hit another wall, head north around it and take the path north as it U-turns. As the room opens up, head east directly as far as you can, until you hit a wall. Head north here, to a room containing Bread, an Apple Gel, and some Iron Gloves. Now head south as far as you can, and head back west into the big room. Head south and west until you see some stairs...take them and follow the path SE into another room. In here there are many ways to go...head east around the big obstruction in the middle, and take the path slightly SE of it, exiting to the right. In here you'll find a Broom, a Melange Gel, and an Iron Helm. Return to the other room and head directly west to take the SW exit. Follow the path, ignoring a set of stairs going south and then north. You'll eventually hit a larger pair of stairs leading to the next floor.

<---Floor 19--->

Okay, you've made it through the disaster of Floor 18...now you've got an even bigger problem. Floor 19 is twice as big and twice as annoying.

The first big area is a maze like the previous floor (with limited vision) but much tougher and bigger. Coming down the stairs, head all the way west until you hit a wall, then head south all the way and then east. From here it's a windy path south, so just head all the way south to find a Poison Charm. Now head back as far north as you can, back to the stairs to this floor. From the stairs, take the first south path on the right. Along the way, you'll find a Silver Cape and at the end, a ?armor. Now head back to the stairs again. Take the southern path to the left of the stairs this time, and head west at the first opportunity as far as you can. Follow the path SE now, heading down some stairs. At the bottom, take the right path south to enter a room with a Miracle Charm and a Pineapple Gel. Now back at the bottom of the most recent staircase, take the middle path south all the way to a ?sword. Now head north again until you can head west...as soon as you can take that path and head south and follow it as it winds north eventually and then west into a new room.

This new room is a bit more familiar, so follow the path---take the ?axe one the way (use a Rune Bottle on it to make it the Bahamut's Tear---a very powerful axe).

In the next room, you'll be met with an extremely large grid-maze that has an obnoxious flashing of light effect. Open up your item menu, and find the Blue Candle, the Red Lantern, and the Green Torch (assuming you did the Ifreed quest). Press A on each of them to turn them on...all 3 on will reduce the flashing greatly. Rather than explain the damn maze, here's my crappy ASCII grid.

```

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|  J      |E      | | | | | | | | | |
|         |      |
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| L|#|  |#|  |#|  |#| G|#| C|
|         |      |
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|  |#|__|#|__|#|  |#| F|#|  |
|  |         |      Q|##|  |__
|  |S         |##|B  _ENT
|  |#|  |#|  |#|  |#|U|#|  |
|  |#|  |#|_R|#|__|#|  |#|  |
__|  |         |      A  |
|N_  |         |      | | | | | | | | |
|M_|#|  |#|  |#|  |#|  |#|__|
|/T|#|  |#|  |#|__|#|  |#|  |
|         |##|         V|
|_____|##|_____W__|
      | |
      EXT
```

ENT=Entrance
EXT=Exit
#=non-traversable

A=Miracle Gel
B=?armor
C=Ukiyoe
D=Stone Charm
E=?sword
F=Stone Charm
G=Poisson Charm
H=Lemon Gel
I=Fresh Milk
J=Stone Charm
K=Kikyo, Kannazuki
L=Fresh Milk
M=?helmet
N=Rune Bottle, Protect Ring
O=Resist Ring
P=?armor
Q=Fresh Milk
R=?armor (GOLDEN ARMOR ALERT!)
S=Poisson Charm
T=Resist Ring
U=?sword
V=Red Savory
W=Pineapple Gel

<---Floor 20--->

This floor is quite amusing, and fully visible. It can get frustrating though, if you can't figure out what to do. Now, I got extremely lazy in mapping out the course because of all the statues, so my description WILL suck for this part.

The idea here is that unless you're far enough away from the statue, it will hit you and knock you back if you pass it while it's facing you. This means if it's facing north, you can't walk east right in front of it without it knocking you back to where you started. There are two cases where you need to employ this to get eastern, so that you don't get knocked north by a different one.

Anyway, head west and then south, avoiding the statues until you can go east again. Very soon you'll see a statue facing east, so walk in front of it and it will knock you east (if it didn't do that, then you're using the wrong one and you have to try again). Keep moving east and use that trick again on another statue facing east. Soon you'll be able to make another U-turn and head back west to the southern stairs. Take the Emerald Ring at the top and venture down to the final floor.

<---Floor 21--->

You've made it! Well, not yet. There's still quite a ways to go. Let me explain the frustration I experienced upon entering this floor. "GET TO THE END NOW OR SOMEONE IS GOING TO GET HURT" was my basic thought. Therefore, I got very few items my first time through. My second time I revamped the map a lot and now I think I have everything, so you win.

The first room on this floor is a simple little grid-maze. Down the stairs,

head directly east to the wall to find a Rune Bottle. Now head south to find stairs. Down the stairs, head all the way west to find a Reverse Doll, then make your way east, and in between some of the obstructions you'll find a Protect Ring. Take the exit to the east to be in a familiar room. Follow the path to the next room.

From the entrance head north and east. You'll notice two sets of stairs going south...take the one on the left first. Follow it all the way down to pick up a ?sword, an Emerald Ring, an Elixer and an Apple Gel. Go back all the way north and take the stairs on the right south to a ?sword. Back north, continue on east, and you will see a third set of stairs going south. Head north first, all the way up into a separate room that holds an Emerald Ring and an Orange Gel. Go back to the big room again, and head directly east instead of going to the south stairs. In the east, you can go east again to find an area with a ?armor, or you can go south down some more stairs to an Hourglass. Do both. Now backtrack a bit to that third set of stairs, remember those? Go down them and the path kinda opens left and right (but still south). Take the right south path first to find a dead end and a ?cap. Then take the left south path to find a ?clothing. Continue as the path winds its way to the east, grabbing the ?helmet on the way.

Moving east you'll see more stairs going south, like to another level. Take them to find yourself in another daemonium-like area. South will find you a new summon, Gremlin Lair. Back in the main room, continue east over the bridge. Just beyond the bridge, the southern area has a Melange Gel. You see that exit to the east? Take it to be in a small room...if you have Suzu there'll be a Ninja in training here. She'll sell you Hell Rush for 470,000 gald. Buy it, and return to the previous room. Now head north from here all the way up some stairs to find another exit to the east. Take it and follow the path east and north...along the way there will be a short path to the left that leads to a memory glyph. Save 20 billion times. Then head back to the main path and head north to a new room with a lot of stairs. Head north up the stairs to meet the Wyvern and start a boss. Glad you saved, huh?

```
~~~~~  
BOSS: Wyvern                                     41,000 HP/0 TP  
                                                12,500 EXP/10,000 Gald  
MY LVL---71                                     Weak Point: Earth  
~~~~~
```

The Wyvern takes no damage from most elements...he's only weak to Earth-based attacks. Have Arche spam Earthquake and Chester use Sonic Bash while you Lightning Tiger Blade him to death. He can do a lot of damage at once, but as long as he doesn't have the opportunity to attack all too often, Mint will have no trouble healing you. This combo is great too:

Swallow Dance--->Beast Swallow Kick--->Swallow Dance

At this point he can't be too hard, as you've already faced countless legions of tough monsters.

```
~~~~~
```

Afterwards, go back to the glyph and SAVE again. Then head back to where you fought the Wyvern and take the path north up more stairs to the Dwarven Temple.

```
*****  
The Dwarven Temple  
*****
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Items: Hourglass, Life Bottle (x3), Miracle Gel (x4), Melange Gel (x3), Persian Boots, Elixer (x2), Nightmare Boots, Analysis Orb, Ninja Sword, ?sword (EXCALIBUR ALERT!), Lapis, Lemon Gel, Fresh Milk, Statue of Justice, Gungnir 3

Titles: Cress---"Advanced Fencer"; Claus---"Master Summoner";
Suzu---"Ninja Master"

Skills: Cress---Lightning Tiger Blast, Tiger Combo Blast;
Suzu---Summon: Jiraiya; Arche---Extension

Just when you thought it was all over, BAM! You've got 9 more floors of crap! This, my friend, is why I hate this sidequest more than any other part of the game. Anyway, the first area is nice. It's a treasure room! Finally, some decent rewards for your hard work. Pick up the chests in the middle of the room and along the sides: Hourglass, 2 Life Bottles, 4 Miracle Gels, 2 Melange Gels, Persian Boots, Elixer, Nightmare Boots, Analysis Orb, Ninja Sword, Lightning Tiger Blast, and a ?sword (EXCALIBUR ALERT!). You'll notice a blue circle thingy on the back wall...press A in front of it to reveal a warp near the entrance. Step on it to be transported to the last part of this sidequest.

<---Floor 1--->

Now, before doing anything, you're probably wondering what some of those items do. Lightning Tiger Blast is a skill for Cress, the ?sword is Excalibur (Cress's strongest weapon and a Gilgamesh Item). The Nightmare Boots is an accessory and the Ninja Sword is Suzu's strongest weapon. Finally, the Analysis Orb works like a Dark Bottle and a Holy Bottle put together. Open up the items menu and select it with A...it will ask the encounter rate. I highly suggest you set it to Rare (makes the Holy Bottle-white aura come around you) so you fight the minimum amount of enemies. It's been a long journey, less battles is a good thing. Also, you'll never need another Holy/Dark Bottle again. Handy!

Anyway, head south from where you've been transported to get to the next floor.

<---Floor 2--->

Head south down the stairs. Woot!

<---Floor 3--->

Ignore the stairs going down, and take the path south. You'll see a statue that will blow you across the screen in the direction it's facing. Equip someone not active in your party with the Sorcerer's Ring, and use it on the statue to make it change directions. When it's facing East, stand in front of it and it'll blow you to what seems like a dead end. Now look at the wall...do you see a little discoloured area? Head to that spot and move east into the wall, and you'll go through it.

In the new area, You'll be at a fork. Head north, east, and then south through

a couple screens. Eventually you'll be heading west. In here you'll find a ninja scroll---Summon: Jiraiya. If you've gotten all of Suzu's skills at this point (you will have if you've been following my guide) Suzu will get the title "Ninja Master." Now head back east, north, west, and then south to where you started. This time take the southern path and then west to another section.

Ignore the stairs here and follow the path all the way west. When you hit the wall, head south to find a Melange Gel and a Life Bottle. Now head back north and then east, taking the middle southern path. You'll soon see another statue. Use the Sorcerer's Ring to make it face south. Get in its way to move across the pit. Another one is here...make it face East first. Take it and then head east through the discoloured section of the wall. You'll appear in a black section. Just hold right on the D-Pad and you'll appear in another room with a chest. Take it for the Lapis ring. Now return two screens to the left, and make the statue face west. Stand in front of it to make it to the other side, and take the stairs down.

<---Floor 4--->

Head south into the big room and read the sign. South is a barrier that blocks your way. You need to pull 4 levers. Head to the left into a new screen, and take the path north to another room. Head to the lever and you'll get into a fight with a Lesser Boar and a Beast Master. After beating them, you'll pull the switch. Now head out and then south this time and around into another room, where you can pull a second lever. Return to the main room and follow the same procedure on the right side, pulling the north lever first and then the southern lever. After all 4 have been pushed, return to the main room and head south past the barrier.

<---Floor 5--->

Follow the winding path to get to a 3-way fork. First take the left path south into a new room. Here, follow the path SW to find 2 paths (one N and one S). Take the southern path first to get a Lemon Gel, Fresh Milk, and Elixer. Now return to the previous room and take the northern path all the way to find a spell for Arche---Extension. She's got one more left, in case you were wondering (it's in Dhaos's Castle). Now head back south into the room below, and find the SE path downstairs to the next floor.

<---Floor 6--->

Head down another floor!

<---Floor 7--->

Head south and read the sign to trigger a scene. It seems you need to offer a sacrifice of some sort in order to open the barrier? Head back up to Floor 6, and then Floor 5 (what? backtracking? **** my life!).

On the 5th floor, head back north to the 3-way fork. Take the right-most path this time all the way to another room with another scene. When you can choose who to leave behind, leave Arche and Suzu. Now return to the 3-way, take the left path, then find the SE path down to Floor 6 and 7. You'll go right past the barrier, and then Arche and Suzu will come back to you. Head down to the next floor.

<---Floor 8--->

You're close to the end. Very close. You'll notice another set of stairs going down, but ignore them at first. Head to the right of the stairs to find a chest containing the Statue of Justice---the 4th statue of 5! Woot! Now take the stairs to the final floor.

<---Floor 9--->

Basically you just head north to a boss battle with Brute (Pluto). Before fighting him, make sure everyone is at full TP, and set your B-skill to Demon Fang.

Don't put Suzu in, no matter what.

Having fought this guy, I know that he can't deal damage unless you really suck at repeatedly pressing B. Therefore, there is no need for Mint to be in the party. However, if you're very scared of losing and having to redo the whole Temple, like I was, it's fine to leave Mint in. Otherwise, stock up on casters and have Arche with only Extension and Claus with Aska and Origin, and get ready for a joke---er, fight.

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~~~~~
BOSS: Brute                                     45,000 HP/3,000 TP
                                                2,475 EXP/15,500 Gald
MY LVL---72                                     Weak Point: Earth
~~~~~

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This guy stays far away and has a lot of health. Have Arche and Claus continually cast their spells (as noted earlier). Have Mint use Sharpness on your party (if she's in) and Chester use his non-physical skills (no Wild Rain, for example) (if he's in). Meanwhile, DO NOT run up to him. Stay put and spam Demon Fang. He will not get one hit in...you can't melee him if you were wondering. It's a long battle that wears down your TP, but in the end it's probably the easiest in the entire game (unless you mess up somehow).

Afterwards, Claus can summon Pluto. He'll get the title "Master Summoner" if you've gotten every single one of his summons (you should if you've been following my guide).

Head north into a room with 2 chests. The left has Gungnir 3, and the right has Tiger Combo Blast (Cress's last deadly skill). If you're Level 70 or higher and have gotten all of his deadly skills (you should have the first requirement at least), you'll get the title "Advanced Fencer."

Now that you've beaten this sidequest, I have to tell you a secret. You haven't beaten it yet. If you haven't noticed it, there's no quick-jump back to the top and no memory glyph down here. Yes, you have to manually make the trip back up 9 floors and then up to Floor 17 to find the emergency exit. Oh joy!

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*****
The Long Trip to the Surface
*****

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Getting to the top of the Dwarven Temple shouldn't be too hard...just head north to the stairs in each level. When you get to the sections with the gaps and the statues, just fall down into the floor below and find the stairs.

When entering the Morlia extension again, turn on the Blue Candle, the Green Torch, and the Red Lantern.

Floor 21---Even though you're on your way out, I'd still suggest saving to be safe. In the large ugly room, head directly south to the bridge you crossed earlier and then head NW until you can't anymore...at that point walk SW to find the exit.

Floor 20---Just get in the way of a statue and it should knock you to the northern end.

Floor 19---use the ASCII map to find your way back to the entrance of the grid. Then do your best to head north as far as you can, then west/east to the stairs.

Floor 18---Head up the stairs and then travel NE until the room opens up. Then head NW until the next big opening. From here head West as far as you can until you see the stairs heading north.

Floor 17---Step on the switches in this order: 4, 3, 2, 1, 3. Through the door, take the Emergency Exit to reach Floor 10's memory glyph. Then take the shortcut back to the surface.

Congratulations, you've beaten this disgusting sidequest!

=====
TOPS9H__The Coliseum
=====

(FUTURE)

The Coliseum is based around 9 sets of enemies. Each time you beat the 8 enemies and the Wyvern at the end, you win a set of a few items. Some items are not found anywhere else in the game; this is important for the collectors who want to fill the Collector's Book. Keep in mind that if you've been following my guide and are doing this after everything else, you probably already have beaten the first set so that you could get the Red Card and the title "Champion."

My suggestion for equipping Cress's accessories is a Fairy Ring and a Stone Charm. The Fairy Ring will allow you to unload TP with no worries...deadly skills are the most important thing in the Coliseum. The Stone Charm will let you escape the Gazer King's blasts. The blasts do no damage to you, but the rate of petrification is extremely high, so with a Stone Charm you'll never have to worry and you can safely keep your distance.

Remember that after the 8 enemies you will have to fight the Wyvern (this excludes the first set, which you will go against in step 2 of the "Suzu, the Ninja Girl" sidequest, where you fight Dozo and Okiyoe instead of the Wyvern, and then they stop the tournament and you win nothing. Yes, you have to fight Set 1 again to move on with the different sets). At the end I have a strategy for the Wyvern, so if you're having trouble, just read that.

Set 1

- 1. Bugbear
2. Kraaken

3. Mandrake
4. AC Roper
5. Dragoknight
6. Orcrot
7. Steel Golem
8. Gazer King

WIN: Cress title---"Champion"
Cress Secret Skill---Beast Blade

Set 2 (Specialty Goods)

1. Bugbear
2. Jennifer
3. Kraaken
4. Steel Golem
5. Gazer King
6. Dragoman
7. Mandrake
8. Gnoll King

WIN: Teacup
Tapestry
Marble

Set 3 (Charms)

1. Wood Killer
2. AC Roper
3. Kraaken
4. Gazer King
5. Steel Golem
6. Dragoman
7. Mandrake
8. Bigfoot

WIN: Posion Charm
Paralysis Charm
Stone Charm

Set 4 (Meat)

1. Dragoknight
2. Jennifer
3. Kraaken
4. Gnoll King
5. Steel Golem
6. Dragoman
7. Bugbear
8. Speedster

WIN: Pork
Beef
Chicken

Set 5 (Medicinal Herb)

1. Orcrot
2. Reaver
3. Kraaken
4. Gazer King
5. Steel Golem
6. Dragoman
7. AC Roper
8. Flamelord

WIN: Lavender
Verbena
Savory
Sage

Set 6 (Bottle)

1. Dragoknight
2. Wood Killer
3. Kraaken
4. Gazer King
5. Steel Golem
6. Dragoman
7. Orcrot
8. Camazotz

WIN: Charm Bottle
Dark Bottle
Rune Bottle
Holy Bottle
Syrup Bottle
Flare Bottle
Life Bottle
Panacea Bottle

Set 7 (Magical Item)

1. Speedster
2. Reaver
3. Flamelord
4. Bigfoot
5. Dragoman
6. Gnoll King
7. Gazer King
8. Magus

WIN: Mystic Pouch
Magical Ribbon
Magical Broom
Magic Lipstick

Set 8 (Magic User's Star Item)

1. Camazotz
2. Dragoman
3. Gnoll King
4. Wood Killer
5. Steel Golem
6. Jennifer
7. Bigfoot
8. Magus

WIN: Star Cap
 Star Cloak
 Star Broom
 Star Mace

Set 9 (Warrior's Star Item)

Monsters are randomized (thanks to necromonion for this info)

WIN: Star Gloves
 Star Helm
 Star Shield

Set 10 (and each one after) (Gel)

Monsters are completely randomized. Note the Wyvern boss still follows.

WIN: Miracle Gel
 Pineapple Gel
 Lemon Gel
 Melange Gel
 Orange Gel
 Apple Gel

~~~~~  
Strategies for new monsters  
~~~~~

Jennifer---same as Mandrake
Dragoman---same as Dragoknight
Gnoll King---same as Bugbear
Wood Killer---same as Orcrot
Bigfoot---pin against the wall and chain Chaos Blade, rack up the combos!
Speedster---don't have a great strategy, just use whatever will hit him
Reaver---same as AC Roper
Flamelord---see Bigfoot, use same strategy
Camazotz---keep away, treat like Gnome...use Lunge from a distance
Magus---knock down to Cress's level and Chaos Blade it

LegendaryElf gives me a bunch of good tips for some of these monsters:

For me, a strategy of Tiger Blade-Lightning Tiger Spear works well against pretty much all enemies, and I use Hell Pyre against many of the monsters that are weak against fire. Also, for the Camosotz, i found that just waiting until it becomes whole and whacking it with the Omega Tempest works well, and for the Magus, timing Aegis Strike to hit right when the Magus comes out of his invulnerability sphere works nicely and racks up a bit of a combo. One last thing: I like the setup of a Technical Ring along with a Fairy Ring. The Technical Ring gives you good control, especially useful against the Magus and Wyvern, and the Fairy Ring keeps your TP from totally draining away. Yes, the Gazer Kings could then petrify you, but I solve that problem by using a syrup bottle and then a flare bottle at the very beginning of the battle, then the Gazer King just about always launches his petrifying beam, and after which I start launching attacks. After all, the Gazer King is the only monster that inflicts the petrify condition, so I don't see that as reason enough to equip a Stone Charm.

~~~~~

~~~~~  
BOSS: Wyvern

~~~~~  
The Wyvern does a lot of damage at once, so remember if he pushes you back with his flames, use Inspiration to heal and then run up and attack again. Run up to him and use Swallow Dance to push him back, and link it to Beast Swallow Kick, then going back to Swallow Dance. He'll be pinned soon enough, so you can use this link to not let him get any hits in. Just remember this:

Swallow Dance--->Beast Swallow Kick--->Swallow Dance

Rinse and repeat to win with little trouble. Remember you fight him at the end of each set of the tournament, excluding step 2 of the "Suzu, the Ninja Girl" sidequest.

Another strategy from LegendaryElf:

One thing I've discovered though: If you use Dark Blade against the Wyvern in the Euclid Tournament, you become impervious to all attacks, and can dispatch of the Wyvern freely (Aegis Strike suddenly becomes a useful move in this battle). I don't know if it works with everyone, as I've only tried it with the Wyvern.

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10. TOPR10__Recipe List

1: Hamburger

Required Food: Bread and Chicken/Beef/Pork (from 1 type)

Effect: Restores a small amount of HP

Location: Default

2: Rice Ball

Required Food: Rice, Seaweed

Effect: Restores a small amount of HP and cures Poison

Location: Default

3: Cabbage Roll

Required Food: Cabbage, Pork

Effect: Restores a small amount of HP

Location: Euclid (present)

4: Quiche

Required Food: Chicken, Egg

Effect: Restores a small amount of HP and cures Poison

Location: Morrison's manor (present) (cutscene-automatic)

5: Sushi

Required Food: Rice and Tuna/Mackerel/Sardine/Squid/Octopus/Shrimp (from 1 type)

Effect: Restores a small amount of HP and cures Paralysis/Petrification

Location: Venezia (past)

6: Cheeseburgers

Required Food: Bread, Cheese and Chicken/Beef/Prok (from 1 type)

Effect: Restores a moderate amount of HP and cures Poison

Location: Belladem (past)

7: French Toast

Required Food: Fresh Milk, Egg, Bread

Effect: Restores a small amount of HP and cures Poison

Location: Hamel (past, before attack)

8: Sandwich

Required Food: Bread and Lettuce/Cucumber/Potato/Egg (from 2 types)

Effect: Restores a moderate amount of HP and cures Poison

Location: Euclid (past)

9: Spaghetti

Required Food: Tomato, Pork, Pasta

Effect: Restores a moderate amount of HP and cures Petrification

Location: Alvanista (past)

10: Tenderloin

Required Food: Beef, Cheese, Bread

Effect: Restores a moderate amount of HP

Location: Olive (past)

11: Fresh Juice

Required Food: Apple, Strawberry, Banana

Effect: Restores a small amount of TP

Location: Central Oasis west of Olive (past)

12: Sashimi

Required Food: Tuna, Sardine, Mackerel

Effect: Restores a small amount of HP. Cures Paralysis

Location: Lilith, Morrison's House (past)

13: Potato Stew

Required Food: Carrot, Potato, Onion, Pork

Effect: Restores a moderate amount of HP

Location: Miguel Inn (future)

14: Steak

Required Food: Carrot, Potato, Spice and Chicken/Beef/Pork (from 1 type)

Effect: Restores a large amount of HP

Location: Euclid Castle top floor (future)

15: Pescatore

Required Food: Tomato, Squid, Shrimp, Pasta

Effect: Restores a small amount of HP. Cures Poison/Paralysis

Location: Morrison's Manor (future)

16: Gratin

Required Food: Fresh Milk, Cheese & Pasta and Chicken/Shrimp (from 1 type)

Effect: Restores a moderate amount of HP and a small amount of TP

Location: Bart's house (future)

17: Meat Stew

Required Food: Carrot, Cabbage, Onion and Chicken/Beef/Pork (from 1 type)

Effect: Restores a moderate amount of HP. Cures K.O.

Location: Limestone Cave Port (future)

18: Seafood Stew

Required Food: Cabbag, Kelp and Tuna/Mackerel/Sardine/Squid/Octopus/Shrimp
(from 2 types)

Effect: Restores a moderate amount of HP and a small amount of TP.

Location: Alvanista (future)

19: Beef Stew

Required Food: Carrot, Potato, Onion, Beef

Effect: Restores a large amount of HP.

Location: Friezkiel (future)

20: Fruit Sundae

Required Food: Fresh Milk and Apple/Lemon/Strawberry/Banana/Pineapple/Melon/
Grapes/Mangosteen/Prune (from 3 types)

Effect: Restores a moderate amount of TP.

Location: Elf Colony (future)

21: Curry

Required Food: Carrot, Potato, Rice, Spice and Chicken/Beef/Pork (from 1 type)

Effect: Restores a large amount of HP. Cures Poison/Paralysis.

Location: Olive (future)

22: Fruit Cocktail

Required Food: Apple/Lemon/Strawberry/Banana/Pineapple/Melon/Grapes/Mangosteen/Prune (from 5 types)

Effect: Restores a large amount of TP

Location: Southwest building, Thor (future)

23: Salad

Required Food: Carrot, Cabbage, Lettuce, Cucumber, Tomato

Effect: Restores a moderate amount of HP and a small amount of TP.

Location: Elf Colony (future)

24: Hashed Beef

Required Food: Tomato, Onion, Beef, Rice and Carrot/Potato (from 1 type)

Effect: Restores a large amount of HP.

Location: Arlee (future)

25: Miso Stew

Required Food: Radish, Potato, Konjac, Kelp, Egg, Miso

Effect: Restores all HP/TP. Cures K.O.

Location: Japoni (future)

11. TOPT11__Title List

Cress

Title:Apprentice Swordsman

Description: Follower of the Albane Style of Sword Fighting.

How to get it: Default

Title: Swordsman

Description: One who learns the Albane style Demonic Swallow Kick.

How to get it: Talk to Master Tristan outside the Catacombs

Title: Battle Master

Description: Swordsman who reaches LV 30.

How to get it: Reach LV 30

Title: Sword Master

Description: Swordsman who reaches LV 50.

How to get it: Reach LV 50

Title: Fencer

Description: Swordsman who reaches LV 60 and has learned a number of Secret Skills.

How to get it: Reach LV 60

Title: Advanced Fencer

Description: Swordsman who reaches LV 70 and has learned all the Deadly Skills.

How to get it: Reach LV 70 and find the last Deadly Skill, Tiger Combo Blast, in the Dwarven Ruins

Title: Master Fencer

Description: Swordsman who has mastered many of the Secret Skills and gained a

vast amount of experience.

How to get it: Reach LV 99 and find most (or all, not sure) Secret Skills

Title: Acting Master

Description: A swordsman a step away from the Master and Father of the Albane Style of Sword Fighting.

How to get it: Pass the Albane School of Fighting's Entry test in Miguel (future)

Title: Samurai

Description: Proof that one wields the legendary Samurai Sword.

How to get it: Meet Ranzo and view the first Hot Springs scene in Japoni (future)

Title: Master of Secrets

Description: The ultimate secret of the Albane style (A+B+L+R)

How to get it: Sleep at the Miguel Inn after passing the Entry test (future)

Title: Combo Master

Description: Proof that one has obtained the Combo Counter and Combo Command.

How to get it: Find the Counter in Morlia Mineshaft (past) and buy the Command at Gheeth's Shop (future)

Title: Berserker

Description: One who has been through a considerable number of tough battles.

How to get it: Fight 255 battles on Hard (LV 2) or Mania (LV 3).

Title: Champion

Description: One who wins the Battle Tournament.

How to get it: Beat all 8 enemies and the Wyvern in the Euclid Battle Tournament

Title: Ishitori Master

Description: You indeed are the great master of Ishitori!

How to get it: Beat the Ishitori Master twice

Title: Mach Lad

Description: You have defeated the Mach Lad. This title proves the swiftness of your feet.

How to get it: Beat the Mach Lad in Alvanista (past)

Title: Eternal Swordsman

Description: One who has obtained the Eternal Sword.

How to get it: Defeat Origin and forge the Eternal Sword

Title: Gilgamesh

Description: Proof that one has obtained all the legendary weapons and armor of an ancient hero.

How to get it: Find all 10 Gilgamesh Items and show them to the boy in the Friezkiel Inn

Mint

Title: Healer

Description: A Healer in training.

How to get it: Default

Title: Cleric

Description: A Healer who has reached LV 7.

How to get it: Reach LV 7

Title: Priestess

Description: A Healer who has reached LV 12.

How to get it: Reach LV 12

Title: Bishop

Description: A Healer that has reached LV 20.

How to get it: Reach LV 20.

Title: Archbishop

Description: Title given only to the chosen Healer.

How to get it: Reach level 40

Title: Cardinal

Description: The one deemed to be the greatest Healer.

How to get it: Reach LV 80

Title: Perfect Lady

Description: A woman blessed with both talent and beauty.

How to get it: View the 2nd picnic scene at Limestone Cave (future)

Title: Snob

Description: Title given when one does not give one's name when being introduced. Be careful!

How to get it: Meet Claus

Title: Cupid

Description: Proof that one has caused Nancy and Elwin to fall in love.

How to get it: Complete the Nancy and Elwin sidequest in the past and attend their wedding

Title: Glamour Queen

Description: Said to be surprisingly glamorous.

How to get it: View the first Hot Springs scene in Japoni (future)

Title: Maiden

Description: Proof that one is a pure maiden, as sanctioned by a unicorn.

How to get it: Meet the Unicorn at the White Birch Forest (past) after beating Dhaos

Title: Piano Teacher

Description: A wandering piano teacher. A good student always listens to the teacher.

How to get it: Complete the "Piano Lessons" sidequest in Venezia (future)

Claus

Title: Summoner

Description: A scholar who studies the art of summoning.

How to get it: Default

Title: Tamer

Description: One who was able to forge a pact with a spirit.

How to get it: Form a pact with Sylph in Lone Valley

Title: Subduer

Description: One who received help from Maxwell.

How to get it: Form a pact with Maxwell in Morlia Mineshaft

Title: Dominator

Description: One who received help from Origin.

How to get it: Make a pact with Origin

Title: Warlock

Description: Proof that one has forged a considerable number of summoning pacts.

How to get it: Make a pact with 10 spirits

Title: Happy Fellow

Description: Proof of a privileged life. Don't you realize how lucky you are!?

How to get it: Sleep at the Euclid Inn (future)

Title: Monster Hunter

Description: Proof that all enemies have been encountered.

How to get it: Find and defeat all 180 enemies

Title: Item Collector

Description: Proof that one is a magnificent item collector. Congratulations!

How to get it: Collect each of the 395 items in the game at least once. The item list carries over into new games, so this can take as many playthroughs as necessary to obtain.

Title: Treasure Hunter

Description: Proof that one has found the treasure of Ifreed the Pirate. The greatest treasure is love.

How to get it: Complete the "Ifreed's Great Treasure" sidequest (future)

Title: Lucky Man

Description: A man who is looked after by a caring woman.

How to get it: Meet Claus

Title: Hopeless Romantic

Description: One who is involved in a long-distance romance that transcends time.

How to get it: View the scenes in Arlee just before revealing Dhaos's Caslte (future)

Arche

Title: Magic User

Description: One who can use magic.

How to get it: Default

Title: Witch

Description: A Magic User who has learned 5 spells.

How to get it: Learn 5 spells

Title: Mage

Description: A Magic user who has learned 10 spells.

How to get it: Learn 10 spells

Title: Sorceress

Description: A Magic User who has learned 15 spells.

How to get it: Learn all 15 available spells in the past.

Title: Wizard
Description: A Magic User who has learned 20 spells.
How to get it: Learn 20 spells

Title: Spell Master
Description: A Magic User who has mastered all magic.
How to get it: Learn all 24 spells

Title: True Scholar
Description: Proof that one is well versed in a wide range of academic subjects.
How to get it: Have Arche read Maxwell's stone tablet in Morlia Mineshaft

Title: True Friend
Description: Proof that one is a true friend.
How to get it: See Rhea's burial scenes in Hamel (after saving Prince in Alvanista)

Title: Delicate Flower
Description: A young lady who has an unusually feminine side.
How to get it: Talk to Arche in the boat to Alvanista before facing Meia.

Title: Thin Girl
Description: It seems people are jealous of my thin figure.
How to get it: View the first Hot Springs scene in Japoni (future)

Title: Negotiator
Description: A woman who tries to solve everything through persuasion.
How to get it: View the scenes with the captain of the boat to Alvanista

Title: Terrible Cook
Description: A disgraceful title reserved for failed chefs. Their goal is redemption.
How to get it: View the 1st picnic scene at Limestone Cave (future)

Chester

Title: Hunter
Description: A Bowman in Training.
How to get it: Default title

Title: Ranger
Description: A Bowman who reaches LV 5.
How to get it: Reach LV 5

Title: Archer
Description: A Bowman who reaches LV 10.
How to get it: Reach LV 10

Title: Sniper
Description: A Bowman who reaches LV 30.
How to get it: Reach LV 30

Title: Shooter
Description: A title given only to the chosen Bowman.
How to get it: Reach LV 50

Title: Striker

Description: The one deemed to be the greatest Archer.

How to get it: Reach LV 80

Title: Selfless Man

Description: A brother who has raised his precious kid sister all by himself.

How to get it: See the scene in Miguel with Cress and Chester late in the game

Title: Kind Brother

Description: A brother who is kind to his kid sister.

How to get it: Get an apple from the grocer and give it to Ami in Toltus (present)

Title: Hard Worker

Description: One who has trained more than others.

How to get it: Sleep at the Miguel Inn (future)

Title: Bad Boy

Description: Title given by Arche.

How to get it: View the first Hot Springs scene in Japoni (future)

Title: Muscle Man

Description: Even Cress has admitted this. Oh my, look at those abs...

How to get it: View the first Hot Springs scene in Japoni (future)

Title: Mach Man

Description: You are Mach Man, the fastest in the land!

How to get it: Beat the Mach Lad in Alvanista (future)

Title: Fervent Man

Description: One who has intense feelings. The most honorable of men.

How to get it: View the scenes at the top of the Mountain Passage (future)

Suzu

Title: Sparrow Ninja

Description: A female Ninja in training.

How to get it: Default

Title: Raven Ninja

Description: A female Ninja who has reached LV 20.

How to get it: Reach LV 20 (default)

Title: Swallow Ninja

Description: A female Ninja who has reached LV 30.

How to get it: Reach LV 30 (default)

Title: Falcon Ninja

Description: A female Ninja who has reached LV 40.

How to get it: Reach LV 40

Title: Hawk Ninja

Description: Title given only to the chosen female Ninja.

How to get it: Reach LV 60

Title: Crane Ninja

Description: The title given only to the one deemed to be the greatest female Ninja.

How to get it: Reach LV 80

Title: Ninja Master

Description: The title given only to the one that attains all the ninja skills.

How to get it: Learn all of Suzu's skills

Title: Cold Heart

Description: The burden of this title must be carried along with the law of the Ninja.

How to get it: Default

Title: Future Chief

Description: The one who is expected to be the next Chief of the Ninja Village.

How to get it: Talk to Oshizu, the woman next to the memory glyph in Japoni

Title: Sweet Tooth

Description: One who likes sweets.

How to get it: Talk to the Wandering Gourmet outside the food shop in Olive

Title: Sneaker

Description: One who has overcome the Five Trials.

How to get it: Beat Suzu's rite of passage after revealing Dhaos's castle

Title: Smitten Girl

Description: My body tingled when I first met him. It was electric. Could it be love?

How to get it: Default

Title: Stout of Heart

Description: A ninja must remain aloof, no matter how difficult it is.

How to get it: Walk May back to her mother in Euclid when Suzu is in the party

12. TOPS12__Skill List

Cress

Deadly Skills

Skill: Demon Fang

Description: Attack enemy by firing sword force.

How to get it: Reach LV 2

TP cost: 2

Skill: Swallow Dance

Description: Combo that starts with a double kick and ends with a thrust.

How to get it: Reach LV 5

TP cost: 4

Skill: Lightning Tiger Blade

Description: Strike surrounding enemies with lightning.

How to get it: Reach LV 9

TP cost: 8

Skill: Sword Rain

Description: Cut enemy to pieces with endless thrusts.

How to get it: Reach LV 12

TP cost: 12

Skill: Tiger Blade

Description: Two-stage attack slashes enemy like the fangs of a tiger striking its prey.

How to get it: Reach LV 15

TP cost: 7

Skill: Focus

Description: Temporarily increase Accuracy by focusing the mind.

How to get it: Reach LV 20

TP cost: 6

Skill: Rising Phoenix

Description: Envelop body in a Phoenix aura and shoot into the sky to strike enemy.

How to get it: Reach LV 23

TP cost: 8

Skill: Aegis Strike

Description: Thrust weapon into the ground to create a wall of light that keeps enemies out.

How to get it: Reach LV 28

TP cost: 20

Skill: Omega Tempest

Description: Create a tempest and slash enemies.

How to get it: Reach LV 31

TP cost: 12

Skill: Inspiration

Description: Recover HP by drawing atmospheric power into the body.

How to get it: Reach LV 34

TP cost: 10

Skill: Beast

Description: Blow enemies away by pounding them with attack power.

How to get it: Reach LV 37

TP cost: 12

Skill: Coil

Description: Temporarily increase Attack by focusing the mind.

How to get it: Reach LV 41

TP cost: 16

Skill: Light Spear

Description: Spinning thrust that lifts attack power high into the air.

How to get it: Reach LV 45

TP cost: 10

Skill: Hell Pyre

Description: Incinerate enemy by throwing a weapon enveloped in flaming attack power.

How to get it: Reach LV 50

TP cost: 10

Skill: Chaos Blade

Description: One of the space-time attacks. Cuts enemy to pieces with intense attack power.

How to get it: Beat Flamberge in the Tower of Flames and get the Fire Sword

TP cost: 28

Skill: Lunge

Description: One of the space-time attacks. Instantly move to enemy and unleash a combo.

How to get it: Defeat Origin (future)

TP cost: 30

Skill: Distortion Blade

Description: One of the space-time attacks. Divide and conquer enemies by distorting space-time.

How to get it: Beat Fen Beast in the Cave of Ice and get the Ice Sword

TP cost: 35

Skill: Tiger Combo Blast

Description: An eight-step attack from top to bottom.

How to get it: Find it in a chest in the Dwarven Ruins

TP cost: 40

Secret Skills

Skill: Demonic Swallow Kick

Combines: Demon Fang and Swallow Dance

Where: The Catacombs, Master Tristan (present)

How much: Free

TP cost: 10

Skill: Demonic Tiger Blade

Combines: Demon Fang and Tiger Blade

Where: Dresser in Chester's old house, Miguel (future)

How much: Free

TP cost: 15

Skill: Demonic Sword Rain

Combines: Demon Fang and Sword Rain

Where: Alvanista Adventurer's Guild, sentry (past)

How much: 12,000 gald

TP cost: 18

Skill: Demon Spear

Combines: Demon Fang and Light Spear

Where: Camp SW of Midgards (past or future)

How much: Free

TP cost: 16

Skill: Beast Swallow Kick

Combines: Beast and Swallow Dance

Where: Camp all the way SE of Alvanista, old man (talk to 2x) (past)

How much: 12,000 gald

TP cost: 15

Skill: Beast Blade

Combines: Beast and Tiger Blade

Where: Euclid, Queen gives it to you after winning the Battle Tournament

How much: Free

TP cost: 20

Skill: Beast Sword Rain

Combines: Beast and Sword Rain

Where: Japoni, given by Ranzo after seeing Suzu's parents in Euclid and getting Suzu in your party

How much: Free

TP cost: 28

Skill: Beast Spear

Combines: Beast and Light Spear

Where: Friezkiel, swordsman in the Inn (future)

How much: 33,000 gald

TP cost: 20

Skill: Lightning Swallow Kick

Combines: Lightning Tiger Blade and Swallow Dance

Where: North Midgard, middle alley, civilian (past)

How much: 18,000 gald

TP cost: 15

Skill: Lightning Tiger Blast

Combines: Lightning Tiger Blade and Tiger Blade

Where: Dwarven Ruins

How much: Free

TP cost: 18

Skill: Lightning Tiger Thrust

Combines: Lightning Tiger Blade and Sword Rain

Where: Venezia Armor Shop, swordsman (past)

How much: 3,000 gald

TP cost: 22

Skill: Lightning Tiger Spear

Combines: Lightning Tiger Blade and Light Spear

Where: Valhalla Plains, center, man (past)

How much: 50,000 gald

TP cost: 19

Skill: Phoenix Dance

Combines: Rising Phoenix and Swallow Dance

Where: Miguel School of Swordfighting, decline offer to train there

How much: 20,000 gald

TP cost: 14

Skill: Phoenix Blade

Combines: Rising Phoenix and Tiger Blade

Where: Southern Oasis, swordsman (future)

How much: 40,000 gald

TP cost: 17

Skill: Phoenix Sword Rain

Combines: Rising Phoenix and Sword Rain

Where: Camp South and all the way West of Alvanista, vagabound (past)

How much: Free

TP cost: 21

Skill: Phoenix Spear

Combines: Rising Phoenix and Light Spear

Where: Arlee, female swordsman in Sleepyhead (future)

How much: 50,000 gald

TP cost: 18

Skill: Chaos Distortion Blade

Combines: Distortion Blade and Chaos Blade

Where: Treantwood, beat Origin (future)

How much: Free

TP cost: 50

Skill: Chaos Lunge

Combines: Lunge and Chaos Blade

Where: Treantwood, beat Origin

How much: Free

TP cost: 40

Mint

Skill: First Aid

Description: Heal one ally's HP.

How to get it: Default

TP cost: 5

Skill: Pow Hammer

Description: Stun enemy by causing a hammer to fall on their head.

How to get it: Reach LV 5

TP cost: 4

Skill: Charge

Description: Give one ally some TP.

How to get it: Reach LV 8

TP cost: 10

Skill: Dark Mist

Description: Create a mist that lowers enemy Accuracy.

How to get it: Reach LV 11

TP cost: 3

Skill: Heal

Description: Heal one ally's HP.

How to get it: Reach LV 14

TP cost: 10

Skill: Acid Rain

Description: Cause acid rain to fall, lowering enemy Defense.

How to get it: Reach LV 17

TP cost: 12

Skill: Antidote

Description: Cure Poison for one ally.

How to get it: Reach LV 20

TP cost: 8

Skill: Silence

Description: Silence enemy spell casting.

How to get it: Reach LV 23

TP cost: 6

Skill: Nurse

Description: Heal all allies' HP.

How to get it: Reach LV 26

TP cost: 20

Skill: Sharpness

Description: Raise Attack of one ally.

How to get it: Reach LV 29

TP cost: 12

Skill: Recover

Description: Cure Poison, Paralysis, and Petrification for one ally.

How to get it: Reach LV 34

TP cost: 18

Skill: Dispel

Description: Dispel status changes on allies.

How to get it: Reach LV 35

TP cost: 14

Skill: Cure

Description: Heal one ally's HP.

How to get it: Reach LV 38

TP cost: 22

Skill: Pow Pow Hammer

Description: Stun enemy by causing a giant hammer to fall on their head.

How to get it: Reach LV 41?

TP cost: 20

Skill: Barrier

Description: Raise Defense of one ally.

How to get it: Reach LV 44

TP cost: 15

Skill: Resurrection

Description: Revive one ally in K.O. state.

How to get it: Reach LV 47

TP cost: 26

Skill: Revitalize

Description: Heal all allie's HP.

How to get it: Reach LV 51

TP cost: 32

Skill: Time Stop

Description: Stop enemy from acting for a short time.

How to get it: Reach LV 53

TP cost: 50

Claus

Skill: Sylph

Description: Summons the Wind Spirit Sylph, one of the Four Elementals.

How to get it: Make a pact with Sylph in Lone Valley

TP cost: 8

Skill: Undine

Description: Summons the Water Spirit Undine, one of the Four Elementals.

How to get it: Make a pact with Undine in Limestone Cave

TP cost: 12

Skill: Gnome

Description: Summons the Earth Spirit Gnome, one of the Four Elementals.

How to get it: Make a pact with Gnome in the Cavern of Spirits

TP cost: 16

Skill: Efreet

Description: Summons the Fire Spirit Efreet, one of the Four Elementals.

How to get it: Make a pact with Efreet in the Cave of Burning Sand

TP cost: 20

Skill: Maxwell

Description: Summons Maxwell, Lord of the Four Elementals.

How to get it: Make a pact with Maxwell in Morlia Mineshaft

TP cost: 20

Skill: Luna

Description: Summons the Moon Spirit Luna.

How to get it: Make a pact with Luna in the Tower of Zodiac

TP cost: 24

Skill: Shadow

Description: Summons the Dark Spirit Shadow.

How to get it: Make a pact with Shadow in the Cave of Darkness

TP cost: 30

Skill: Aska

Description: Summons the Light Spirit Aska.

How to get it: Make a pact with Aska in Thor (future)

TP cost: 30

Skill: Volt

Description: Summon the Lightning Spirit Volt

How to get it: Make a pact with Volt in Volt's Cave

TP cost: 26

Skill: Origin

Description: Summons the spirit Origin, Source of All Things.

How to get it: Make a pact with Origin in Treantwood (future)

TP cost: 36

Skill: Gremlin's Lair

Description: A forbidden ancient spell that summons a swarm of Gremlins from Daemonium.

How to get it: Make a pact with Gremlin's Lair on Floor 21 of Lower Morlia

TP cost: 42

Skill: Chameleon

Description: A forbidden ancient spell that summons a beast from Daemonium.

How to get it: Make a pact with Chameleon on Floor 16 of Lower Morlia

TP cost: 50

Skill: Pluto

Description: A forbidden ancient spell that summons the King of Daemonium.

How to get it: Make a pact with Pluto on Floor 9 of the Dwarven Ruins

TP cost: 60

Arche

Skill: Fire Ball

Description: A fire-based attack spell that releases a ball of fire.

Where: Default

How much: Free

TP cost: 3

Skill: Ice Arrows

Description: A water-based attack spell that produces endless blades of ice.

Where: Default

How much: Free

TP cost: 3

Skill: Stone Blast

Description: An earth-based attack spell that creates a hail of storms.

Where: Claus's house, bookshelf in bedroom on the right

How much: Free

TP cost: 3

Skill: Lightning

Description: A lightning-based attack spell that causes a small lightning strike.

Where: The Master in Venezia, the building to the right and connected to the Laiott Trading Company (past)

How much: 200 gald

TP cost: 5

Skill: Distortion

Description: A non-elemental attack spell that seals an enemy in distorted space.

Where: Dhaos's castle, in the mirror on the right (past)

How much: Free

TP cost: 15

Skill: Glaive

Description: An earth-based attack spell that causes a stone spear to thrust up from the earth.

Where: Chest in the Cavern of Spirits behind where you fought Gnome

How much:

TP cost: 10

Skill: Ice Tornado

Description: A water-based attack spell that pounds enemies with an ice storm.

Where: Claus's house, right bookshelf in the hallway to the south

How much: Free

TP cost: 10

Skill: Eruption

Description: A fire-based attack spell that creates a lava flow in target areas.

Where: Chest in the Cave of Burning Sand behind where you fought Efreet

How much: Free

TP cost: 10

Skill: Tractor Beam

Description: A non-elemental attack spell that lifts enemies off the ground and then drops them back down.

Where: Black-hooded woman in left room in Alvanista Castle's Magic Lab

How much: 4,000 gald

TP cost: 12

Skill: Thunder Blade

Description: A lightning-based attack spell that causes a lightning strike around the enemy.

Where: Black-hooded woman in left room in Alvanista Castle's Magic Lab

How much: 12,000 gald

TP cost: 16

Skill: Cyclone

Description: A wind-based attack spell that causes a cyclone around enemies.

Where: Belladem, talk to Lenios (make sure you've talked to the mayor in Venezia first!)

How much: Free

TP cost: 10

Skill: Ray

Description: A light-based attack spell that burns enemies with endless rays of light.

Where: Get it from Luna and Artemis in the Tower of the Zodiac (past)

How much: Free

TP cost: 18

Skill: Fire Storm

Description: A fire-based attack spell that creates a fire storm in target area.

Where: Dhaos's castle, first floor NE room

How much: Free

TP cost: 20

Skill: Debris Fall

Description: An earth-based attack spell that crushes enemies with huge boulders.

Where: The Master in Venezia, the building to the right and connected to the Laiott Trading Company (past)

How much: 4,000 gald

TP cost: 17

Skill: Tempest

Description: A wind-based attack spell that causes a massive storm.

Where: Demitel's Room (future)

How much: Free

TP cost: 24

Skill: Maelstrom

Description: A water-based attack spell that creates a vortex beneath enemies.

Where: Undine's Room, Limestone Cave (future)

How much: Free

TP cost: 22

Skill: Earthquake

Description: An earth-based attack spell that causes a massive earthquake.

Where: Treantwood, outside Japoni (future)

How much: Free

TP cost: 27

Skill: Judgement

Description: A wind-based attack spell that crushes enemies with pounding winds.

Where: Thor (past)

How much: Free

TP cost: 32

Skill: Explode

Description: A fire-based attack spell that creates a huge explosion in a target area.

Where: Tower of Flames

How much: Free

TP cost: 32

Skill: Indignation

Description: A lightning-based attack spell that brings down the thunder of the gods around enemies.

Where: Get it from Reisen after fighting in Valhalla against Dhaos's army

How much: Free

TP cost: 30

Skill: Tidal Wave

Description: A water-based attack spell that creates a flood around enemies.

Where: Ice Cave maze

How much: Free

TP cost: 34

Skill: Black Hole

Description: A dark attack spell that creates a black hole that sucks in enemies.

Where: Lower Morlia, Floor 18

How much: Free

TP cost: 42

Skill: Meteor Storm

Description:

Where: Dhaos' Castle (future)

How much: free

TP cost: 50

Skill: Extension

Description: A forbidden ancient spell that decomposes enemies at the molecular level.

Where: Dwarven Ruins, Floor 5

How much: Free

TP cost: 75

Chester

(thanks to jygting for all of Chester's levels for Hell Pyre through Wild Rain)

Skill: Hell Pyre

Description: Release a fiery arrow.

How to get: Reach LV 3

TP cost: 4

Skill: Ice Fang

Description: Release an icy arrow.

How to get: Reach LV 8

TP cost: 5

Skill: Thunder Blitz

Description: Release an arrow charged with lightning.

How to get: Reach LV 16

TP cost: 8

Skill: Sonic Bash

Description: Cause the ground to blow up and strike enemies.

How to get: Reach LV 22

TP cost: 11

Skill: Wild Rain

Description: Rain arrows down upon the enemy.

How to get: Reach LV 28

TP cost: 11

Skill: Eagle Shot

Description: Release a piercing arrow.

How to get: Reach LV 34

TP cost: 12

Skill: Gale Shot

Description: Rapidly fire arrows.

How to get it: Reach LV 40

TP cost: 14

Skill: Giga Fang

Description: Release a gigantic arrow.

How to get it: Reach LV 46

TP cost: 20

Skill: Dragon Slayer

Description: Release a single powerful pulse of attack power.

How to get it: Reach LV 52

TP cost: 45

Suzu

Skill: Mirror Image

Description: Create a mirror image of self to double damage against enemy.

Where: Default

How much: Free

TP cost: 10

Skill: Secret Thief

Description: Steal an item from enemy.

Where: Default

How much: Free

TP cost: 7

Skill: Crow Blade

Description: Damage enemy by dropping from above.

Where: Default

How much: Free

TP cost: 8

Skill: Shadow Storm

Description: Stir up a tempest of leaves and make your escape.

Where: Default

How much: Free

TP cost: 12

Skill: Flare Blitz

Description: Hurl a fiery throwing star.

Where: Cave of Burning Sand |OR| Tower of Flames

How much: Free |OR| 510,000 gald (replaces skill in Cave with Flare Baselard)

TP cost: 10

Skill: Merciless Thunder

Description: Strike by hurling a sword charged with lightning.

Where: Tower of Zodiac |OR| Volt's Cave

How much: Free |OR| 530,000 gald (replaces skill in Cave with Blessed Blade)

TP cost: 12

Skill: Omega Storm

Description: Create a tempest tha cuts enemy to pieces.

Where: Lone Valley tip

How much: 53,000 gald

TP cost: 15

Skill: Hell Rush

Description: Combo that cuts enemy to pieces.

Where: Lower Morlia, Level 21, Ninja in Training

How much: 470,000 gald

TP cost: 30

Skill: Summon: Jiraiya

Description: Summon Jiraiya to attack for you.

Where: Dwarven Ruins, Level 3, secret room

How much: Free

TP cost: 45

13. TOPS13__Shop List

TOPS13A__PRESENT

<=====>
<=====Toltus=====>
<=====>

+++++++ ++++++++
+Diesel+ +Goalie+
+++++++ ++++++++

Item	Type	Price	Item	Type	Price
Long Sword	Sword	140	Apple Gel	Healing	60
Rapier	Sword	180	Magic Lens	Battle	10
Short Bow	Bow	50	Chicken	Food	40

Long Bow	Bow	200	Beef	Food	64
_____	_____	_____	Pork	Food	56
			Bread	Food	20
			Rice	Food	32
			Seaweed	Food	16
			_____	_____	_____

<=====>
 <=====Mountain Passage Peddler=====>
 <=====>

+++++++
 +Vendor+
 +++++++

Item	Type	Price
_____	_____	_____
Apple Gel	Healing	60
Orange Gel	Healing	200
Panacea Bottle	Healing	350
_____	_____	_____

<=====>
 <=====Euclid=====>
 <=====>

+++++++
 +Tenbu+
 +++++++

+++++++
 +Marrion+
 +++++++

Item	Type	Price
_____	_____	_____
Apple Gel	Healing	60
Orange Gel	Healing	200
Panacea Bottle	Healing	350
Life Bottle	Healing	300
_____	_____	_____

Item	Type	Price
_____	_____	_____
Chicken	Food	40
Beef	Food	64
Pork	Food	56
Egg	Food	20
Bread	Food	20
Rice	Food	32
Seaweed	Food	16
Cabbage	Food	40
_____	_____	_____

+++++++
 +Sacred Knight+
 +++++++

+++++++
 +Sacred Knight+
 +++++++

Item	Type	Price
_____	_____	_____
Leather Armor	Body	120
Chain Mail	Body	900

Item	Type	Price
_____	_____	_____
Saber	Sword	200
Rapier	Sword	180

Wooden Shield	Shield	50		Short Bow	Bow	50	
Round Shield	Shield	300		Long Bow	Bow	200	
Leather Helm	Head	600					
Leather Gloves	Arm	150					

+++++++
+Mellow Mellow+
+++++++

Item	Type	Price	
Long Sword	Sword	140	
Rapier	Sword	180	
Short Bow	Bow	50	
Rod	Staff	10	
Leather Armor	Body	120	
Cloak	Body	12	
Wooden Shield	Shield	50	
Beret	Head	300	
Magic Lens	Battle	10	
Apple Gel	Healing	60	
Orange Gel	Healing	200	
Chicken	Food	40	
Pork	Food	56	
Cabbage	Food	40	
Apple	Food	40	
Egg	Food	20	
Bread	Food	20	

<=====>
<=====Morrisson's House=====>
<=====>

+++++++
+Vendor+
+++++++

Item	Type	Price	
Saber	Sword	200	
Rapier	Sword	180	
Long Bow	Bow	200	
Rod	Staff	10	
Chain Mail	Body	900	
Ring Mail	Body	1,200	
Cloak	Body	12	
Round Shield	Shield	300	
Leather Helm	Head	600	
Leather Gloves	Arm	150	
Beret	Head	300	
Cape	Accessory	20	
Magic Lens	Battle	10	

Apple Gel	Healing	60	
Orange Gel	Healing	200	
Panacea Bottle	Healing	350	
Life Bottle	Healing	300	
Chicken	Food	40	
Pork	Food	56	
Egg	Food	20	
Bread	Food	20	
Rice	Food	32	
Seaweed	Food	16	
Cabbage	Food	40	
Apple	Food	40	
_____	_____	_____	

TOPS13B__PAST

<=====>
<=====Belladem=====>
<=====>

+++++++
+Double K.O.+
+++++++

++++++
+Draw+
++++++

Item	Type	Price	Item	Type	Price
Saber	Sword	200	Apple Gel	Healing	60
Rapier	Sword	180	Orange Gel	Healing	200
Verdun	Sword	700	Melange Gel	Healing	1,000
Colichemarde	Sword	1,400	Panacea Bottle	Healing	350
Battle Ax	Ax	700	Life Bottle	Healing	300
Rod	Staff	10	Flare Bottle	Buffing	150
Gem Rod	Staff	600	Syrup Bottle	Buffing	60
-----	-----	-----	-----	-----	-----
Leather Armor	Body	120	Elven Boots	Accessory	4,000
Chain Mail	Body	900	Cape	Accessory	20
Ring Mail	Body	1,200	Leather Cape	Accessory	100
Cloak	Body	12	-----	-----	-----
Amber Cloak	Body	620	Magic Lens	Movement	10
Wooden Shield	Shield	50	_____	_____	_____
Round Shield	Shield	300			
Leather Helm	Head	600			
Iron Helm	Head	840			
Beret	Head	300			
Leather Gloves	Arm	150			
_____	_____	_____			


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<=====
<=====Euclid=====
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+++++++
+Bishop+
+++++++

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+++++++
+Cat's Eye+
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Item	Type	Price	Item	Type	Price
Rapier	Sword	1,800	Apple Gel	Healing	60
Verdun	Sword	700	Orange Gel	Healing	200
Colichemarde	Sword	1,400	Melange Gel	Healing	1,000
Fine Saber	Sword	700	Panacea Bottle	Healing	350
Battle Ax	Ax	700	Life Bottle	Healing	300
Rod	Staff	10	Flare Bottle	Buffing	150
Gem Rod	Staff	600	Syrup Bottle	Buffing	60
-----	-----	-----	-----	-----	-----
Chain Mail	Body	900	Elven Boots	Accessory	4,000
Ring Mail	Body	1,200	Cape	Accessory	20
Cloak	Body	12	Leather Cape	Accessory	100
Amber Cloak	Body	620	-----	-----	-----
Round Shield	Shield	300	Magic Lens	Movement	10
Kite Shield	Shield	600	-----	-----	-----
Leather Helm	Head	600	Talisman	Accessory	2,000
Iron Helm	Head	840	Rabbit's Foot	Accessory	200
Beret	Head	300	-----	-----	-----
Leather Gloves	Arm	150			
Kitchen Mittens	Arm	300			
-----	-----	-----			

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+++++++
+Veggito's+
+++++++

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Item	Type	Price
Carrot	Food	150
Cabbage	Food	40
Cucumber	Food	90
Potato	Food	250
Tomato	Food	190
Onion	Food	210
Apple	Food	40
Strawberry	Food	220
Banana	Food	190
Fresh Milk	Food	30
Cheese	Food	40
-----	-----	-----

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<=====
<=====Hamel=====
<=====

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++++
+Crystal Rod+
++++

++++
+RAM+
++++

Item	Type	Price
Verdun	Sword	700
Colichemarde	Sword	1,400
Fine Saber	Sword	700
Walloon Sword	Sword	1,600
Battle Ax	Ax	700
Crescent Ax	Ax	1,800
Rod	Staff	10
Gem Rod	Staff	600

Item	Type	Price
Apple Gel	Healing	60
Orange Gel	Healing	200
Melange Gel	Healing	1,000
Panacea Bottle	Healing	350
Life Bottle	Healing	300
Flare Bottle	Buffing	150
Syrup Bottle	Buffing	60
Holy Bottle	Movement	80
Dark Bottle	Movement	20

++++
+Endurance+
++++

Elven Boots	Accessory	4,000
Cape	Accessory	20
Leather Cape	Accessory	100
Magic Lens	Movement	10
Talisman	Accessory	2,000
Rabbit's Foot	Accessory	200

Item	Type	Price
Chain Mail	Body	900
Ring Mail	Body	1,200
Cloak	Body	12
Kite Shield	Shield	600
Leather Helm	Head	600
Iron Helm	Head	840
Beret	Head	300
Leather Gloves	Arm	150
Kitchen Mittens	Arm	300

<=====>
<=====Venezia=====>
<=====>

++++
+Aqua Blade+
++++

++++
+Malaga Ocean+
++++

Item	Type	Price
Verdun	Sword	700
Colichemarde	Sword	1,400
Fine Saber	Sword	700
Walloon Sword	Sword	1,600
Battle Ax	Ax	700

Item	Type	Price
Apple Gel	Healing	60
Orange Gel	Healing	200
Melange Gel	Healing	1,000
Panacea Bottle	Healing	350
Life Bottle	Healing	300

Crescent Ax	Ax	1,800	Flare Bottle	Buffing	150
Ranseur	Polearm	2,400	Syrup Bottle	Buffing	60
Rod	Staff	10	Holy Bottle	Movement	80
Gem Rod	Staff	600	Dark Bottle	Movement	20
_____	_____	_____	-----	-----	-----

+++++++
+Translucent+
+++++++

Iron Boots	Accessory	1,040
Cape	Accessory	20
Leather Cape	Accessory	100
-----	-----	-----
Magic Lens	Movement	10
-----	-----	-----
Pickaxe	Tool	150
Rope	Tool	100
-----	-----	-----

Item	Type	Price
Ring Mail	Body	1,200
Splint Mail	Body	1,900
Cloak	Body	12
Amber Cloak	Body	620
Kite Shield	Shield	600
Light Shield	Shield	1,150
Iron Helm	Head	840
Armet Helm	Head	1,320
Beret	Head	300
Leather Gloves	Arm	150
Iron Gloves	Arm	600
Kitchen Mittens	Arm	300
_____	_____	_____

Talisman	Accessory	2,000
Rabbit's Foot	Accessory	200
Mist Orb	Accessory	5,000
_____	_____	_____

+++++++
+Water Front+
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Item	Type	Price
Tuna	Food	240
Mackeral	Food	140
Sardine	Food	100
Squid	Food	50
Octopus	Food	60
Shrimp	Food	160
Chicken	Food	40
Beef	Food	64
Pork	Food	56
Egg	Food	20
Bread	Food	20
Rice	Food	32
Seaweed	Food	16
_____	_____	_____

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<=====Alvanista=====>
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+Lime+
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Item	Type	Price
Verdun	Sword	700
Colichemarde	Sword	1,400
Fine Saber	Sword	700
Walloon Sword	Sword	1,600
Battle Ax	Ax	700
Crescent Ax	Ax	1,800
Bardiche	Halberd	2,980
Ranseur	Polearm	2,400
Halberd	Halberd	4,000
Gem Rod	Staff	600
Ruby Wand	Staff	1,240

+Poison Lily+
++++++

Item	Type	Price
Apple Gel	Healing	60
Orange Gel	Healing	200
Melange Gel	Healing	1,000
Panacea Bottle	Healing	350
Life Bottle	Healing	300
Flare Bottle	Buffing	150
Syrup Bottle	Buffing	60
Holy Bottle	Movement	80
Dark Bottle	Movement	20
Rune Bottle	Special	3,500
Magic Lens	Movement	10

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+Lime+
++++++

Item	Type	Price
Splint Mail	Body	1,900
Breastplate	Body	3,600
Amber Cloak	Body	620
Silver Cloak	Body	2,500
Kite Shield	Shield	600
Light Shield	Shield	1,150
Iron Helm	Head	840
Armet Helm	Head	1,320
Cleric's Hat	Head	800
Straw Hat	Head	1,400
L. Blue Ribbon	Head	840
Iron Gloves	Arm	600
Gauntlets	Arm	1,200
Kitchen Mittens	Arm	300

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+Calendar+
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Item	Type	Price
Iron Boots	Accessory	1,040
Leather Cape	Accessory	100
Thief's Cape	Accessory	2,000
Pickaxe	Tool	150
Rope	Tool	100
Talisman	Accessory	2,000
Paralysis Charm	Accessory	27,200
Rabbit's Foot	Accessory	200
Mist Orb	Accessory	5,000
Warrior Symbol	Accessory	7,200
Holy Symbol	Accessory	100,000
Mysic Symbol	Accessory	674,100
Silver Cape	Accessory	3,030

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+Pig-Out+
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Item	Type	Price
Chicken	Food	40
Beef	Food	64
Pork	Food	56
Carrot	Food	150
Cabbage	Food	40
Potato	Food	250
Apple	Food	40
Strawberry	Food	220
Banana	Food	190

Tuna	Food	240	
Mackeral	Food	140	
Sardine	Food	100	
Bread	Food	20	
Seaweed	Food	16	
_____	_____	_____	

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 <=====Olive=====>
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+++++++
 +Garlic+
 +++++++

+++++++
 +Yago-Chant+
 +++++++

Item	Type	Price	
Verdun	Sword	700	
Colichemarde	Sword	1,400	
Fine Saber	Sword	700	
Walloon Sword	Sword	1,600	
Crescent Ax	Ax	1,800	
Bardiche	Halberd	2,980	
Ranseur	Polearm	2,400	
Halberd	Halberd	4,000	
Gem Rod	Staff	600	
Ruby Wand	Staff	1,240	
-----	-----	-----	
Splint Mail	Body	1,900	
Breastplate	Body	3,600	
Amber Cloak	Body	620	
Silver Cloak	Body	2,500	
Kite Shield	Shield	600	
Light Shield	Shield	1,150	
Iron Helm	Head	840	
Armet Helm	Head	1,320	
Cleric's Hat	Head	800	
Straw Hat	Head	1,400	
L. Blue Ribbon	Head	840	
Iron Gloves	Arm	600	
Gauntlets	Arm	1,200	
Kitchen Mittens	Arm	300	
-----	-----	-----	
Deck Brush	Broom	600	
_____	_____	_____	

Item	Type	Price	
Apple Gel	Healing	60	
Orange Gel	Healing	200	
Melange Gel	Healing	1,000	
Panacea Bottle	Healing	350	
Life Bottle	Healing	300	
Flare Bottle	Buffing	150	
Syrup Bottle	Buffing	60	
Holy Bottle	Movement	80	
Dark Bottle	Movement	20	
Magic Lens	Movement	10	
_____	_____	_____	

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 +Tenderloin+
 +++++++

Item	Type	Price	
Iron Boots	Accessory	1,040	
Leather Cape	Accessory	100	
Thief's Cape	Accessory	2,000	
Talisman	Accessory	2,000	
Paralysis Charm	Accessory	27,200	
Poison Charm	Accessory	6,200	
Rabbit's Foot	Accessory	200	
Mist Orb	Accessory	5,000	
Warrior Symbol	Accessory	7,200	
Attack Symbol	Accessory	10,000	
Holy Symbol	Accessory	100,000	
Mysic Symbol	Accessory	674,100	
Silver Cape	Accessory	3,030	
_____	_____	_____	

+++++++
 +Sirloin+
 +++++++

Item	Type	Price	
_____	_____	_____	

Chicken	Food	40	
Beef	Food	64	
Pork	Food	56	
Egg	Food	20	
Bread	Food	20	
Rice	Food	32	
Spice	Food	240	
Pasta	Food	60	
Fresh Milk	Food	30	
Cheeze	Food	40	
Carrot	Food	150	
Potato	Food	250	
Onion	Food	210	
Apple	Food	40	
Pineapple	Food	430	
_____	_____	_____	

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 <=====Midgards Castle=====>
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+++++++
 +Spirit+
 +++++++

+++++++
 +Spirit+
 +++++++

Item	Type	Price	
Verdun	Sword	700	
Colichemarde	Sword	1,400	
Fine Saber	Sword	700	
Walloon Sword	Sword	1,600	
Crescent Ax	Ax	1,800	
Bardiche	Halberd	2,980	
Ranseur	Polearm	2,400	
Halberd	Halberd	4,000	
Mech Halberd	Halberd	22,000	
Gem Rod	Staff	600	
Ruby Wand	Staff	1,240	
_____	_____	_____	

Item	Type	Price	
Breastplate	Body	3,600	
Plate Mail	Body	24,500	
Amber Cloak	Body	620	
Silver Cloak	Body	2,500	
Light Shield	Shield	1,150	
Fine Shield	Shield	15,800	
Iron Helm	Head	840	
Armet Helm	Head	1,320	
Straw Hat	Head	1,420	
Pointed Hat	Head	3,600	
Striped Ribbon	Head	4,000	
Iron Gloves	Arm	600	
Gauntlets	Arm	1,200	
Kitchen Mittens	Arm	300	
_____	_____	_____	

+++++++
 +Buster+
 +++++++

+++++++
 +Slayer+
 +++++++

Item	Type	Price	
Apple Gel	Healing	60	
Orange Gel	Healing	200	
Melange Gel	Healing	1,000	
Panacea Bottle	Healing	350	
Life Bottle	Healing	300	

Item	Type	Price	
Iron Boots	Accessory	1,040	
Leather Cape	Accessory	100	
Thief's Cape	Accessory	2,000	
Talisman	Accessory	2,000	
Paralysis Charm	Accessory	27,200	

Flare Bottle	Buffing	150		Poison Charm	Accessory	6,200	
Syrup Bottle	Buffing	60		Rabbit's Foot	Accessory	200	
Holy Bottle	Movement	80		Mist Orb	Accessory	5,000	
Dark Bottle	Movement	20		Warrior Symbol	Accessory	7,200	
Rune Bottle	Special	3,500		Attack Symbol	Accessory	10,000	
Magic Lens	Movement	10		Holy Symbol	Accessory	100,000	
_____	_____	_____		Mystic Symbol	Accessory	674,100	
				Silver Cape	Accessory	3,030	
				_____	_____	_____	

+++++++
+Ninja+
+++++++

Item	Type	Price	
Chicken	Food	40	
Beef	Food	64	
Pork	Food	56	
Bread	Food	20	
Rice	Food	32	
Seaweed	Food	16	
Tuna	Food	240	
Mackerel	Food	140	
Sardine	Food	100	
Carrot	Food	150	
Cabbage	Food	40	
Apple	Food	40	
Strawberry	Food	220	
Banana	Food	190	
_____	_____	_____	

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<=====Elven Colony=====>
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+++++++
+Apothecary+
+++++++

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+Tool Shop+
+++++++

Item	Type	Price		Item	Type	Price	
Apple Gel	Healing	60		Iron Boots	Accessory	1,040	
Orange Gel	Healing	200		Leather Cape	Accessory	100	
Melange Gel	Healing	1,000		Thief's Cape	Accessory	2,000	
Panacea Bottle	Healing	350		Talisman	Accessory	2,000	
Life Bottle	Healing	300		Paralysis Charm	Accessory	27,200	
Flare Bottle	Buffing	150		Poison Charm	Accessory	6,200	
Syrup Bottle	Buffing	60		Rabbit's Foot	Accessory	200	
Holy Bottle	Movement	80		Mist Orb	Accessory	5,000	
Rune Bottle	Special	3,500		Warrior Symbol	Accessory	7,200	
Magic Lens	Movement	10		Attack Symbol	Accessory	10,000	
_____	_____	_____		Holy Symbol	Accessory	100,000	
				Mystic Symbol	Accessory	674,100	
				Silver Cape	Accessory	3,030	
				_____	_____	_____	

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+Restaurant+
+++++

Item	Type	Price
Apple	Food	40
Lemon	Food	160
Strawberry	Food	220
Banana	Food	190
Pineapple	Food	430
Melon	Food	3,000
Grapes	Food	250
Carrot	Food	150
Cabbage	Food	40
Cucumber	Food	90
tomato	Food	190
Fresh Milk	Food	30
Cheese	Food	40

Thanks to ZerotheDarkLord for this particular shop info

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<=====Isolated Isl./Liner=====>
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+++++
+Sailor+
+++++

Item	Type	Price
Apple Gel	Healing	60
Orange Gel	Healing	200
Melange Gel	Healing	1,000
Panacea Bottle	Healing	350
Life Bottle	Healing	300
Bread	Food	20
Rice	Food	32
Seaweed	Food	16

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<=====Ls. Cave/Liner=====>
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+++++
+Sailor+
+++++

Item	Type	Price
Apple Gel	Healing	60
Orange Gel	Healing	200
Melange Gel	Healing	1,000

Panacea Bottle	Healing	350	
Life Bottle	Healing	300	
Bread	Food	20	
Rice	Food	32	
Seaweed	Food	16	
_____	_____	_____	

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<=====>
<=====Miguel=====>
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+++++	+++++
+Water Burst+	+Benjamin+
+++++	+++++

Item	Type	Price	Item	Type	Price
Colichemarde	Sword	1,400	Apple Gel	Healing	60
Walloon Sword	Sword	1,600	Orange Gel	Healing	200
Damascus Sword	Sword	34,800	Melange Gel	Healing	1,000
Crescent Ax	Ax	1,800	Panacea Bottle	Healing	350
Bardiche	Ax	2,980	Life Bottle	Healing	300
Sdin Grave	Polearm	50,560	Flare Bottle	Buffing	150
Halberd	Spear	4,000	Syrup Bottle	Buffing	60
Mech Halberd	Spear	22,000	Holy Bottle	Movement	80
Composite Bow	Bow	3,000	Dark Bottle	Movement	20
Ruby Wand	Staff	1,240	Rune Bottle	Special	3,500
-----	-----	-----	Magic Lens	Battle	10
Breastplate	Body	3,600	-----	-----	-----
Plate Mail	Body	24,500	Iron Boots	Accessory	1,040
Holy Cloak	Body	56,000	Leather Cape	Accessory	100
Mythril Mesh	Body	30,000	Thief's Cape	Accessory	2,000
Light Shield	Shield	1,150	Talisman	Accessory	2,000
Fine Shield	Shield	15,800	Paralysis Charm	Accessory	27,200
Armet Helm	Head	1,320	Poison Charm	Accessory	6,200
Cross Helm	Head	5,000	Rabbit's Foot	Accessory	200
Straw Hat	Head	1,420	Mist Orb	Accessory	5,000
Pointed Hat	Head	3,600	Warrior Symbol	Accessory	7,200
Striped Ribbon	Head	4,000	Attack Symbol	Accessory	10,000
Gauntlets	Arm	1,200	Holy Symbol	Accessory	100,000
Kitchen Mittens	Arm	300	Mystic Symbol	Accessory	674,100
_____	_____	_____	Silver Cape	Accessory	3,030
_____	_____	_____	_____	_____	_____

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+Sacred Knight+
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+++++++
+Relish+
+++++++

Item	Type	Price
Colichemarde	Sword	1,400
Walloon Sword	Sword	1,600
Damascus Sword	Sword	34,800
Crescent Ax	Ax	1,800
Bardiche	Ax	2,980
Sdin Grave	Polearm	50,560
Halberd	Spear	4,000
Mech Halberd	Spear	22,000
Composite Bow	Bow	3,000
Ruby Wand	Staff	1,240
-----	-----	-----
Breastplate	Body	3,600
Plate Mail	Body	24,500
Holy Cloak	Body	56,000
Mythril Mesh	Body	30,000
Light Shield	Shield	1,150
Fine Shield	Shield	15,800
Armet Helm	Head	1,320
Cross Helm	Head	5,000
Straw Hat	Head	1,420
Pointed Hat	Head	3,600
Striped Ribbon	Head	4,000
Gauntlets	Arm	1,200
Kitchen Mittens	Arm	300

Item	Type	Price
Carrot	Food	150
Cabbage	Food	40
Lettuce	Food	110
Radish	Food	1600
Potato	Food	250
Tomato	Food	190
Onion	Food	210
Apple	Food	40
Lemon	Food	160
Strawberry	Food	220
Banana	Food	190
Chicken	Food	40
Beef	Food	64
Pork	Food	56
Cheese	Food	40
Egg	Food	20
Bread	Food	20
Rice	Food	32
Seaweed	Food	16

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+Hello Hello+
+++++++

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+Hoods+
+++++++

Item	Type	Price
Apple Gel	Gel	60
Orange Gel	Gel	200
Melange Gel	Gel	1,000
Panacea Bottle	Healing	350
Life Bottle	Healing	300
-----	-----	-----
Iron Boots	Accessory	1,040
Leather Cape	Accessory	100
Thief's Cape	Accessory	2,000
Stone Charm	Accessory	46,200
Talisman	Accessory	2,000
Paralysis Charm	Accessory	27,200
Poison Charm	Accessory	6,200

Item	Type	Price
Apple Gel	Healing	60
Orange Gel	Healing	200
Melange Gel	Healing	1,000
Panacea Bottle	Healing	350
Life Bottle	Healing	300
Flare Bottle	Buffing	150
Syrup Bottle	Buffing	60
Holy Bottle	Movement	80
Dark Bottle	Movement	20
Rune Bottle	Special	3,500
Magic Lens	Battle	10
-----	-----	-----
Leather Cape	Accessory	100

Mist Orb	Accessory	5,000	Thief's Cape	Accessory	2,000
Warrior Symbol	Accessory	72,000	Paralysis Charm	Accessory	27,200
Attack Symbol	Accessory	10,000	Poison Charm	Accessory	6,200
Holy Symbol	Accessory	100,000	Holy Symbol	Accessory	100,000
Mystic Symbol	Accessory	674,100	Mystic Symbol	Accessory	674,100
Silver Cape	Accessory	3,030	Silver Cape	Accessory	3,030
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 <=====Venezia=====>
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 +Aqua Blade+
 ++++++++

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 +Malaga Ocean+
 ++++++++

Item	Type	Price	Item	Type	Price
Walloon Sword	Sword	1,600	Apple Gel	Healing	60
Damascus Sword	Sword	34,800	Orange Gel	Healing	200
Sinclair	Sword	49,800	Melange Gel	Healing	1,000
Bardiche	Ax	2,980	Panacea Bottle	Healing	350
Hard Greever	Ax	65,530	Life Bottle	Healing	300
Sdin Grave	Polearm	50,560	Iron Boots	Accessory	1,040
Halberd	Spear	4,000	Leather Cape	Accessory	100
Mech Halberd	Spear	22,000	Thief's Cape	Accessory	2,000
Composite Bow	Bow	3,000	Stone Charm	Accessory	46,200
Ruby Wand	Staff	1,240	Paralysis Charm	Accessory	27,200
_____	_____	_____	Poison Charm	Accessory	6,200
			Mist Orb	Accessory	5,000
			Warrior Symbol	Accessory	7,200
			Attack Symbol	Accessory	10,000
			Holy Symbol	Accessory	100,000
			Mystic Symbol	Accessory	674,100
			Silver Cape	Accessory	3,030
			_____	_____	_____

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 +Translucent+
 ++++++++

+++++++
 +Watermelon+
 ++++++++

Item	Type	Price	Item	Type	Price
Plate Mail	Body	24,500	Tuna	Food	240
Mythril Plate	Body	50,000	Mackerel	Food	140
Holy Cloak	Body	56,000	Sardine	Food	100
Mythril Mesh	Body	30,000	Squid	Food	50
Light Shield	Shield	1,150	Octopus	Food	60
Fine Shield	Shield	15,800	Shrimp	Food	160
Armet Helm	Head	1,320	Kelp	Food	180
Cross Helm	Head	5,000	Egg	Food	20
Straw Hat	Head	1,420	Bread	Food	20
Pointed Hat	Head	3,600			
Pretty Ribbon	Head	7,500			

Gauntlets	Arm	1,200	Rice	Food	32
Mythril Gloves	Arm	10,000	Seaweed	Food	16
Kitchen Mittens	Arm	300	Chicken	Food	40
			Beef	Food	64
			Pork	Food	56
			Carrot	Food	150
			Cabbage	Food	40
			Apple	Food	40
			Strawberry	Food	220

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 <=====Alvanista=====>
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++++++ ++++++++
 +Lime+ +Poison Lily+
 +++++++ ++++++++

Item	Type	Price	Item	Type	Price
Damascus Sword	Sword	34,800	Apple Gel	Healing	60
Sinclair	Sword	49,800	Orange Gel	Healing	200
Destroyer	Sword	80,000	Melange Gel	Healing	1,000
Holy Sword	Sword	88,800	Panacea Bottle	Healing	350
Bardiche	Ax	2,980	Life Bottle	Healing	300
Hard Greever	Ax	65,530	Flare Bottle	Buffing	150
Sdin Grave	Polearm	50,560	Syrup Bottle	Buffing	60
Mech Halberd	Spear	22,000	Holy Bottle	Movement	80
Pole Axe	Fusion!	65,140	Dark Bottle	Movement	120
Composite Bow	Bow	3,000	Rune Bottle	Special	3,500
Klein Quin	Bow	7,000	Magic Lens	Battle	10
Ruby Wand	Staff	1,240			
Holy Staff	Staff	6,000			
Deck Brush	Broom	600			

Plate Mail	Body	24,500	+++++++
Mythril Plate	Body	50,000	+Calendar+
Holy Cloak	Body	56,000	+++++++
Mythril Mesh	Body	30,000	
Light Shield	Shield	1,150	

Item	Type	Price
Iron Boots	Accessory	1,040
Leather Cape	Accessory	100
Thief's Cape	Accessory	2,000
Stone Charm	Accessory	46,200
Paralysis Charm	Accessory	6,200
Mist Orb	Accessory	5,000
Warrior Symbol	Accessory	7,200
Attack Symbol	Accessory	10,000
Holy Symbol	Accessory	100,000
Mystic Symbol	Accessory	674,100
Silver Cape	Accessory	3,030

+++++++
 +Pig-Out+

+++++++

Item	Type	Price
Chicken	Food	40
Beef	Food	64
Pork	Food	56
Cheese	Food	40
Egg	Food	20
Bread	Food	20
Rice	Food	32
Seaweed	Food	16
Carrot	Food	150
Cabbage	Food	40
Cucumber	Food	90
Apple	Food	40
Strawberry	Food	220
Banana	Food	190
Tuna	Food	240
Mackerel	Food	140
Sardine	Food	100
Konjac	Food	300

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<=====Olive=====>
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+++++++
+Garlic+
+++++++

+++++++
+Yago-Chan+
+++++++

Item	Type	Price
Sinclair	Sword	49,800
Destroyer	Sword	80,000
Holy Sword	Sword	88,800
Flare Baselard	Sword	140,000
Bardiche	Ax	2,980
Hard Greever	Ax	65,530
Sdin Grave	Polearm	50,560
Mech Halberd	Spear	22,000
Pole Axe	Fusion!	65,140
Composite Bow	Bow	3,000
Klein Quin	Bow	7,000
Ruby Wand	Staff	1,240
Holy Staff	Staff	6,000
-----	-----	-----
Plate Mail	Body	24,500
Mythril Plate	Body	50,000
Holy Cloak	Body	56,000
Mythril Mesh	Body	30,000
Light Shield	Shield	1,150
Fine Shield	Shield	15,800

Item	Type	Price
Apple Gel	Healing	60
Orange Gel	Healing	200
Melange Gel	Healing	1,000
Panacea Bottle	Healing	350
Life Bottle	Healing	300
Flare Bottle	Buffing	150
Syrup Bottle	Buffing	60
Holy Bottle	Movement	80
Dark Bottle	Movement	20
Rune Bottle	Special	3,500
Magic Lens	Battle	10

+++++++
+Tenderloin+
+++++++

Item	Type	Price	Item	Type	Price
Armet Helm	Head	1,320			
Cross Helm	Head	5,000			
Straw Hat	Head	1,420	Iron Boots	Accessory	1,040
Pointed Hat	Head	3,600	Leather Cape	Accessory	100
Stiped Ribbon	Head	4,000	Thief's Cape	Accessory	2,000
Gauntlets	Arm	1,200	Stone Charm	Accessory	46,200
Mythril Gloves	Arm	10,000	Paralysis Charm	Accessory	6,200
Kitchen Mittens	Arm	300	Poison Charm	Accessory	6,200
			Mist Orb	Accessory	5,000
			Warrior Symbol	Accessory	7,200
			Attack Symbol	Accessory	10,000
+++++++			Holy Symbol	Accessory	100,000
+Sirloin+			Mystic Symbol	Accessory	674,100
+++++++			Silver Cape	Accessory	3,030

Item	Type	Price
Chicken	Food	40
Beef	Food	64
Pork	Food	56
Cheese	Food	40
Bread	Food	20
Rice	Food	32
Spice	Food	240
Pasta	Food	60
Carrot	Food	150
Potato	Food	250
Onion	Food	210
Apple	Food	40
Pineapple	Food	430
Mangosteen	Food	640
Prune	Food	500

<=====>
 <=====Friezkiel=====>
 <=====>

+++++++
 +Ice Coffee+
 ++++++
 ++++++
 +Toyama+

Item	Type	Price	Item	Type	Price
Damascus Sword	Sword	34,800	Apple Gel	Healing	60
Sinclair	Sword	49,800	Orange Gel	Healing	200
Destroyer	Sword	80,000	Melange Gel	Healing	1,000
Laser Blade	Sword	200,000	Panacea Bottle	Healing	350
Bardiche	Ax	2,980	Life Bottle	Healing	300
Hard Greever	Ax	65,530	Flare Bottle	Buffing	150
Sdin Grave	Polearm	50,560	Syrup Bottle	Buffing	60
Mech Halberd	Spear	22,000	Holy Bottle	Movement	80

Pole Axe	Fusion!	65,140		Dark Bottle	Movement	20	
Klein Quin	Bow	7,000		Rune Bottle	Special	3,500	
Crescent Bow	Bow	148,000		Magic Lens	Battle	10	
Ruby Wand	Staff	1,240		_____	_____	_____	
Holy Staff	Staff	6,000					
-----	-----	-----					
Plate Mail	Body	24,500					
Mythril Plate	Body	50,000		+++++++			
Holy Cloak	Body	56,000		+Freezer+			
Mythril Mesh	Body	30,000		+++++++			
Light Shield	Shield	1,150					
Fine Shield	Shield	15,800					
Armet Helm	Head	1,320			Item	Type	Price
Cross Helm	Head	5,000		_____	_____	_____	
Straw Hat	Head	1,420		Iron Boots	Accessory	1,040	
Pointed Hat	Head	3,600		Leather Cape	Accessory	100	
Pretty Ribbon	Head	7,500		Thief's Cape	Accessory	2,000	
Gauntlets	Arm	1,200		Stone Charm	Accessory	46,200	
Mythril Gloves	Arm	10,000		Talisman	Accessory	2,000	
Kitchen Mittens	Arm	300		Paralysis Charm	Accessory	6,200	
_____				Poison Charm	Accessory	6,200	
				Mist Orb	Accessory	5,000	
				Warrior Symbol	Accessory	7,200	
				Attack Symbol	Accessory	10,000	
				Holy Symbol	Accessory	100,000	
				Mystic Symbol	Accessory	674,100	
				Silver Cape	Accessory	3,030	
				_____	_____	_____	

+++++++
+Freezer+
+++++++

Item	Type	Price	
_____	_____	_____	
Chicken	Food	40	
Beef	Food	64	
Pork	Food	56	
Cheese	Food	40	
Egg	Food	20	
Bread	Food	20	
Rice	Food	32	
Seaweed	Food	16	
Carrot	Food	150	
Potato	Food	250	
Onion	Food	210	
Apple	Food	40	
Lemon	Food	160	
Banana	Food	190	
Squid	Food	50	
Octopus	Food	60	
Shrimp	Food	160	
_____	_____	_____	

<=====>
<=====Arlee=====>
<=====>

+++++
+3AM+
+++++

+++++
+Dead of Night+
+++++

Item	Type	Price	Item	Type	Price
Sinclair	Sword	49,800	Apple Gel	Healing	60
Destroyer	Sword	80,000	Orange Gel	Healing	200
Ice Coffin	Sword	140,000	Melange Gel	Healing	1,000
Laser Blade	Sword	200,000	Panacea Bottle	Healing	350
Bardiche	Ax	2,980	Life Bottle	Healing	300
Hard Greever	Ax	65,530	Flare Bottle	Buffing	150
Sdin Grave	Polearm	50,560	Syrup Bottle	Buffing	60
Mech Halberd	Spear	22,000	Holy Bottle	Movement	80
Pole Axe	Fusion!	65,140	Dark Bottle	Movement	20
Aqua Sprite	Bow	140,000	Rune Bottle	Special	3,500
Crescent Bow	Bow	148,000	Magic Lens	Battle	10
Ruby Wand	Staff	1,240	-----	-----	-----
Holy Staff	Staff	6,000	Iron Boots	Accessory	1,040
-----	-----	-----	Leather Cape	Accessory	100
Plate Mail	Body	24,500	Thief's Cape	Accessory	2,000
Mythril Plate	Body	50,000	Stone Charm	Accessory	46,200
Holy Cloak	Body	56,000	Talisman	Accessory	2,000
Mythril Mesh	Body	30,000	Paralysis Charm	Accessory	6,200
Light Shield	Shield	1,150	Poison Charm	Accessory	6,200
Fine Shield	Shield	15,800	Mist Orb	Accessory	5,000
Cross Helm	Head	5,000	Warrior Symbol	Accessory	7,200
Straw Hat	Head	1,420	Attack Symbol	Accessory	10,000
Pointed Hat	Head	3,600	Holy Symbol	Accessory	100,000
Pretty Ribbon	Head	7,500	Mystic Symbol	Accessory	674,100
Mythril Gloves	Arm	10,000	Silver Cape	Accessory	3,030
Kitchen Mittens	Arm	300	-----	-----	-----

+++++
+Sleepyhead+
+++++

Item	Type	Price
Chicken	Food	40
Beef	Food	64
Pork	Food	56
Fresh Milk	Food	30
Cheese	Food	40
Egg	Food	20
Bread	Food	20
Rice	Food	32
Seaweed	Food	16
Pasta	Food	60
Carrot	Food	150
Cabbage	Food	40
Lettuce	Food	110
Apple	Food	40
Lemon	Food	160
Strawberry	Food	220

Squid	Food	50	
Octopus	Food	60	
Shrimp	Food	160	
_____	_____	_____	

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<=====>
<=====Elven Colony=====>
<=====>
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```
+++++++
+Sunset+
+++++++
```

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+++++++
+Song of Silence+
+++++++
```

Item	Type	Price	Item	Type	Price
Elven Boots	Accessory	4,000	Apple Gel	Healing	60
Thief's Cape	Accessory	2,000	Orange Gel	Healing	200
Elven Cape	Accessory	9,560	Melange Gel	Healing	1,000
Stone Charm	Accessory	46,200	Panacea Bottle	Healing	350
Talisman	Accessory	2,000	Life Bottle	Healing	300
Paralysis Charm	Accessory	6,200	Flare Bottle	Buffing	150
Poison Charm	Accessory	6,200	Syrup Bottle	Buffing	60
Mist Orb	Accessory	5,000	Holy Bottle	Movement	80
Warrior Symbol	Accessory	7,200	Dark Bottle	Movement	20
Attack Symbol	Accessory	10,000	Rune Bottle	Special	3,500
Holy Symbol	Accessory	100,000	Magic Lens	Battle	10
Mystic Symbol	Accessory	674,100	_____	_____	_____
Silver Cape	Accessory	3,030			
----- ----- -----					
Wonder Broom	Broom	24,500			
----- ----- -----					
Black Gown	Body	56,000			
_____	_____	_____			

```
+++++++
+A to Z+
+++++++
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Item	Type	Price
Apple	Food	40
Lemon	Food	160
Strawberry	Food	220
Banana	Food	190
Pineapple	Food	420
Melon	Food	3,000
Grapes	Food	250
Mangosteen	Food	640
Prune	Food	500
Carrot	Food	150
Cabbage	Food	40

Lettuce	Food	110	
Cucumber	Food	90	
Potato	Food	250	
Tomato	Food	190	
Onion	Food	210	
Fresh Milk	Food	30	
Cheese	Food	40	
_____	_____	_____	

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<=====>
<=====Ninja Vlg.=====>
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+++++++
+Marron+
+++++++

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Item	Type	Price	
Naginata Blade	Sword	180,000	
Ayame	Dagger	100,000	
-----	-----	-----	
Kisaragi	Body	22,500	
Yayoi	Body	125,000	
Hood	Head	2,400	
-----	-----	-----	
Manji Seal	Accessory	124,000	
Water Spider	Accessory	8,000	
-----	-----	-----	
Apple Gel	Healing	60	
Orange Gel	Healing	200	
Melange Gel	Healing	1,000	
Panacea Bottle	Healing	350	
Life Bottle	Healing	300	
Flare Bottle	Buffing	150	
Syrup Bottle	Buffing	60	
Holy Bottle	Movement	80	
Dark Bottle	Movement	20	
Rune Bottle	Special	3,500	
-----	-----	-----	
Rope	Tool	100	
-----	-----	-----	
Carrot	Food	150	
Cucumber	Food	90	
Apple	Food	40	
Grapes	Food	250	
Rice	Food	32	
Seaweed	Food	16	
_____	_____	_____	

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<=====Gheeth's Shop=====>
<=====>

+++++++
+Gheeth's Shop (Sally)+
+++++++

+++++++
+Gheeth's Shop (Ten)+
+++++++

Item	Type	Price
Rare Plate	Body	62,000
Rare Shield	Shield	48,500
Rare Helm	Head	31,000
Rare Gauntlet	Arm	58,400
-----	-----	-----
Crescent Bow	Bow	148,000
_____	_____	_____

Item	Type	Price
Combo Command	Tool	400,000
_____	_____	_____

<=====>
<=====Morrison's/Vendor=====>
<=====>

+++++++
+Vendor+
+++++++

Item	Type	Price
Apple Gel	Healing	60
Orange Gel	Healing	200
Melange Gel	Healing	1,000
Panacea Bottle	Healing	350
Life Bottle	Healing	300
Flare Bottle	Buffing	150
Syrup Bottle	Buffing	60
Holy Bottle	Movement	80
Dark Bottle	Movement	20
Rune Bottle	Special	3,500
Magic Lens	Battle	10
_____	_____	_____

<=====>
<=====Morlia=====>
<=====>

+++++++
+Supply Unit+
+++++++

Item	Type	Price
Apple Gel	Healing	60
Orange Gel	Healing	200
Melange Gel	Healing	1,000
Panacea Bottle	Healing	350
Life Bottle	Healing	300
Flare Bottle	Buffing	150
Syrup Bottle	Buffing	60
Holy Bottle	Movement	80
Dark Bottle	Movement	20
Rune Bottle	Special	3,500
Magic Lens	Battle	10
-----	-----	-----
Chicken	Food	40
Beef	Food	64
Pork	Food	56
Bread	Food	20
Rice	Food	32
Seaweed	Food	16
Carrot	Food	150
Cabbage	Food	40
Potato	Food	250
-----	-----	-----

14. TOPI14__Item List

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TOPI14A__Weapons

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Weapon	User	SLS/THR	ATK	ACC	ATR	Easiest location
Amber Kings	Claus	-----	60	20	-----	Gnome drop
Aqua Dingen	Claus	-----	120	10	Water	Tower of Zodiac
Aqua Sprite	Chester	-----	680	50	Water	Arlee shop
Arc Wind	Cress	860/720	-----	50	Wind	Ekim ?drop
Ayame	Suzu	-----	420	20	Water	Japoni shop
Bahamut's Tear	Cress	1290/950	-----	10	-----	Lower Morlia LV 19
Bardiche	Cress	130/15	-----	10	-----	Shops (future)
Battle Ax	Cress	35/2	-----	10	-----	Shops (past)
Berserker Bow	Chester	-----	1042	100	-----	Sokuram ?drop
Blessed Blade	Cress	800/800	-----	80*	-----	Zodiac (fut.) **^*
Botan	Suzu	-----	255	10	Fire	???
Broom	Arche	-----	20	10	-----	Default with Arche
Colichemarde	Cress	8/35	-----	25	-----	Shops (past)
Composite Bow	Chester	-----	400	20	-----	Shops (future)
Crescent Ax	Cress	65/10	-----	0	Light	Shops (future)
Crescent Bow	Chester	-----	750	65	Light	Shops (future)
Crystal Rod	Mint!A	-----	420	10	-----	Around Japoni
Damascus Sword	Cress	350/315	-----	0	-----	Shops (future)

Deck Brush	Arche	----- 30	0	----- Alvanista shop (fut)
Destroyer	Cress	630/290	----- 10	----- Shops (future)
Doom Blade	Cress	1300/1100	----- 0	Dark Around Japoni
Dragon Tooth	Cress	140/280	----- 30	Earth Dragontooth ?drop
Duel Sword	Cress	800/780	----- 10	Earth Ifreed Quest
Earth Sprite	Chester	----- 680	50	Earth Banshee ?drop
Elven Bow	Chester	----- 808	200	----- Arsia Step 2
Elven Bow 2	Chester!	----- 1180	200	----- Arsia Step 3
Eternal Sword	Cress	1050/1140	----- 10	----- Treatwood (future)
Excalibur	Cress!	1390/1390	----- 50	----- Lower Morlia LV 21
Fame Face	Cress	180/60	----- 0	Water Beat Meia*!!*
Fine Saber	Cress	25/18	----- 0	----- Shops (past)
Flamberge	Cress	900/900	----- 10	Fire Tower of Flames
Flare Baselard	Cress	580/595	----- 20	Fire Olive shop (future)
Flare Sprite	Chester	----- 680	50	Fire Djinn ?drop (rare)
Gale Sprite	Chester	----- 680	50	Wind Ice Caves
Garr Fragment	Claus	----- 350	10	----- Volt's Cave
Gem Rod	Mint	----- 15	10	----- Shops (past)
Glossy Magazine	Claus	----- 5	20	----- drops (early on)
Gungnir	Cress	96/122	----- 5	----- Alvanista (auto)
Gungnir 2	Cress	180/295	----- 5	----- Morlia LV 10 (past)
Gungnir 3	Cress	800/1640	----- 50	----- Dwarven Ruins LV 9
Halberd	Cress	105/105	----- 5	----- Dhaos Castle (past)
Hard Greever	Cress	500/100	----- 10	----- Shops (past)
Holy Staff	Mint	----- 180	10	Light Shops (future)
Holy Sword	Cress	480/480	----- 30**	Light Shops (future)
Ice Coffin	Cress	595/580	----- 10	Water Arlee shop
Kikyo	Suzu	----- 550	30	Earth Lower Morlia LV 19
Klein Quin	Chester	----- 545	35	----- Shops (future)
Knight's Saber	Cress	15/8	----- 0	Fire Toltus (post events)
Kuroyuri	Suzu	----- 750	40	Dark Japoni Suzu rite
Laser Blade	Cress	850/650	----- 60	Light Shops (future)
Lavor Ionis	Claus	----- 80	10	Dark Demitel (after)
Long Sword	Cress	5/5	----- 0	----- Default with Cress
Longbow	Chester	----- 20	10	----- Shops (present)
Magic Broom	Arche	----- 200	10	----- Dhaos Castle (past)
Mech Halberd	Cress	200/210	----- 5	----- Dhaos Castle (past)
Merciless Bow	Chester	----- 999	80	----- Beast Master ?drop
Moon Falx	Cress	260/200	----- 10	Light Dragon Knight ?drop
Muramasa	Cress	750/400	----- 100	----- Japoni (auto)
Mystic Broom	Arche	----- 100	10	----- Morlia LV 7 (past)
N.G.	Claus!	----- 765	0	----- Ifreed Quest
Naginata Blade	Cress	512/634	----- 60	----- Japoni shop
Necronomicon	Claus	----- 20	10	Dark Default with Claus
Ninja Sword	Suzu!	----- 999	50	Dark Lower Morlia LV 21
Pole Axe	Cress	850/150	----- 0	----- Shops (future)
Ranseur	Cress	50/160	----- 0	----- Demitel (past)
Rapier	Cress	2/9	----- 20	----- Shops (present)
Requiem	Claus	----- 500	60	----- Ice Caves
Rod	Mint	----- 2	10	----- Default with Mint
Ruby Wand	Mint	----- 30	10	----- Shops (past)
Rune Staff	Mint	----- 85	10	----- Dhaos Castle (past)
Saber	Cress	8/5	----- 0	----- Shops (past/present)
Saint Halberd	Cress	840/640	----- 10***	Water Ifreed Quest
Saint Rapier	Cress	300/1600	----- 10	Light Banshee ?drop
Sdin Grave	Cress	210/424	----- 0	----- Shops (past)
Serano Fragment	Claus	----- 70	30	----- Alvanista (past)
Seven Suns	Claus	----- 500	10	----- Tower of Flames
Short Bow	Chester	----- 8	10	----- Default with Chester
Sinclair	Cress	424/220	----- 0	----- Shops (future)

Kisaragi								X		25		5		-----	Japoni Shop	
Leather Armor		X						X		2		0		-----	Shops (present)	
Mumbane		X						!		60		0		DWFTL	Dhaos Castle (fut.)	
Mythril Mesh		X		X		X		X		18		0		Light	Shops (future)	
Mythril Plate		X						X		28		0		Light	Shops (future)	
Nagazuki								X		45		5		-----	Ifreed Quest	
Plate Mail		X						X		18		0		-----	Shops (future)	
Rare Plate		X			X			X		38		0		-----	Gheeth's Shop	
Reflect		X						X		35		0		WATL	Tower of Flames	
Ring Mail		X						X		7		0		-----	Shops (past)	
Silver Cloak			X		X		X			12		10		-----	Shops (past)	
Silver Plate		X						X		37		0		-----	Ice Caves	
Splint Mail		X						X		9		0		-----	Shops (past)	
Star Cloak				!		!		X		55		0		DW	Coliseum set 8	
Yayoi								X		35		5		-----	Japoni shop	

SHIELD ITEMS

		C	M	L	A	H	S		DEF	EVA		ATR		Easiest location			
Blue Shield		X								25		30		-----	Ifreed's Quest		
Fine Shield		X								8		12		-----	Shops (future)		
Kite Shield		X								4		7		-----	Lone Valley (past)		
Light Shield		X								6		10		-----	Shops (past/fut.)		
Omega Shield		X								10		15		-----	Ice Caves		
Rare Shield		X								15		20		Water	Gheeth's Shop		
Red Shield		X								15		30		-----	Ifreed's Quest		
Round Shield		X								2		5		-----	Shops (pres./past)		
Shield Ring			X		X		X		X		20		25		-----	Volt/Ice/Flames*	
Star Shield		X								23		25		-----	Dhaos Castle (fut.)		
Wooden Shield		X								1		2		-----	Acqueducts		

*extremely common in the future

HEAD ITEMS

		C	M	L	A	H	S		DEF	EVA		ATR		Easiest location		
Armet Helm		X								5		0		-----	Shops (past)	
Beret			X		X			X		1		0		-----	Shops (pres./past)	
Blue Ribbon						X				2		0		-----	Arche default	
Cleric's Hat			X		X			X		3		0		-----	Shops (past)	
Cross Helm		X								10		0		-----	Shops (future)	
Duel Helm		X								19		0		-----	Tower of Flames	
Golden Helm		X								28		5		-----	Lower Morlia LV 19	
Hood								X		2		2		-----	Japoni shop	

Iron Helm	X						3	0	-----	Shops (past)	
L. Blue Ribbon				X			5	0	-----	Lone Valley (past)	
Leather Helm	X						1	0	-----	Shops (pres./past)	
Magical Ribbon				X			25	0	-----	Coliseum set 7	
Mask						X	5	15	-----	Outside Japoni	
Pointed Hat		X	X		X		12	0	-----	Shops (future)	
Pretty Ribbon				X			18	0	-----	Shops (future)	
Rare Helm	X						20	0		Thund Gheeth's Shop	
Star Cap		X	X		X		16	0	-----	Dhaos Castle (fut.)	
Star Helm	X						26	0	-----	Dhaos Castle (fut.)	
Straw Hat		X	X		X		5	0	-----	Shops (past/fut.)	
Striped Ribbon				X			9	15	-----	Shops (future)	
_____	_____						_____	_____		_____	

ARM ITEMS

Armor	C	M	L	A	H	S	DEF	EVA	ATR	Easiest location
Bridal Gloves		X					10	0*	WFL	Nancy and Elwin
Gauntlets	X				X		4	0	-----	Shops (future)
Hyper Gauntlets	X						26	0**	-----	Ifreed's Quest
Iron Claws						X	10	0***	-----	Ninja Master drops
Iron Gloves	X				X		2	0	-----	Lower Morlia LV 18
Kitchen Mittens		X		X			5	0	Fire	Shops (past/fut.)
Leather Gloves	X				X		1	0	-----	Shops (pres./past)
Mother's Mittens				X			8	0	EWFAT	Arche's Mom (fut.)
Mythril Gloves	X				X		10	0	-----	Shops (future)
Pretty Mittens		X		X			15	0	Fire	Ice Caves
Rare Gauntlet	X				X		15	0	Earth	Gheeth's Shop
Star Gloves	X				X		24	0	-----	Dhaos Castle (fut.)
_____	_____						_____	_____		_____

*Also raises 50 LCK.

**Also raises 20 ACC.

***Also raises 100 ATK.

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TOPI14C__Accessories

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This will tell you the name, the attribute or stat change, the description, and finally where to find the item. These are all the accessories you can equip throughout the game.

Amethyst	ATR-Dark	Aqua Cape	Def +8, ATR-Water/Wind
-----	-----	-----	-----
Pact Ring. Reduces dark-based		A cape that has a 30% chance	

-----	-----
An intricately wrought emblem. It's purpose is unknown.	Pact Ring. Various statistics will increase while equipped.
-----	-----
Arlee/Dhaos's Castle, future	Thor, past
-----	-----

Earring DEF/LCK +20, ATR-Wind	Elven Boots
-----	-----
A sign of a Healer and a memento of your mother. Nullifies non-elemental magic.	A very light pair of boots. Increases battle movement speed by 20%.
-----	-----
Final Arlee scene, before Dhaos	Ifreed's trasure sidequest
-----	-----

Elven Cape DEF +12/EVA +10/LCK +20	Emerald ATR-All but Light
-----	-----
A light green cape made by Elves. Increases Evasion.	Pact Ring. Resistant to all except Light. Greatly reduces darkness-based damage.
-----	-----
Elven Colony shops, future	Cavern of Spirits, future
-----	-----

Emerald Ring	Fairy Ring
-----	-----
A ring with special powers. Reduces TP consumption by 1/3.	A ring engraved with a fairy. Reduces TP consumption by 50%.
-----	-----
Various locations	Use a Rune Bottle on an Emerald Ring
-----	-----

Flare Cape DEF +8, ATR-Fire/Earth	Flare Charm ATR-Water
-----	-----
A cape that has a 30% chance to nullify fire and earth damage.	Ring set with flame-like gem. Reduces water damage by 30%.
-----	-----
Various locations	Dropped by Geraldins, Tower of Flames
-----	-----

Force Ring	Garnet ATR-Fire
-----	-----
A ring engraved with a war god. 20% chance of nullifying physical damage.	Pact Ring. Reduces fire-based damage by 50%.
-----	-----
Various locations	Story item
-----	-----

Gravity Stone	HolySymbol
-----	-----
A heavy stone that makes its bearer impervious to Tractor Beam.	A holy relic. Restores 5% of Max HP at a fixed rate.
-----	-----
Various locations	Various locations, sold in stores
-----	-----

Ice Charm	ATR-Fire	Iron Boots
-----	-----	-----
Ring set with ice-like gem. Reduces fire damage by 30%.		A heavy pair of boots. Slows down battle movement, but increases resistance to damage.
-----	-----	-----
Use a Rune Bottle on a Flare Charm		Various locations, sold in stores
-----	-----	-----

Jet Boots		Lapis	ATR-All but Dark
-----	-----	-----	-----
A pair of boots that increases walking and battle movement speed by 50%. Only for males.		Pact Ring. Reduces damage from all elements.	
-----	-----	-----	-----
Use a Rune Bottle on Iron Boots		Dwarven Ruins	
-----	-----	-----	-----

Leather Cape	DEF +2	Magic Mist
-----	-----	-----
A cape made of leather. A standard accessory for an adventurer.		A crystal with smoke sealed inside. Increases getaway speed by 50%.
-----	-----	-----
Various locations, sold in stores		Use a Rune Bottle on a Mist Orb
-----	-----	-----

Magic Pouch		Manji Seal	ACC +50
-----	-----	-----	-----
Items sometimes come fluying out when equipped in dungeons.		A charm made in Ninja Village. Raises its wearer's Accuracy.	
-----	-----	-----	-----
Dhaos's Castle (future)		Japoni store	
-----	-----	-----	-----

Mist Orb		Moon Crystal
-----	-----	-----
An orb with smoke sealed inside. Increases getaway speed by 30%.		A type of gem that raises Max TP by 30% while equipped.
-----	-----	-----
Various locations		Various locations, sold in stores
-----	-----	-----

Various locations, sold in stores	Use a Rune Bottle on a Resist Ring
Resist Ring	ATR-All
A ring engraved with a goddess. 10% chance of nullifying elemental damage.	Reverse Doll
Various locations, sold in stores	A voodoo doll. Automatically resurrects a KO'd ally.
Various locations, sold in stores	Various locations early in the game
Ruby	ATR-Earth
Pact Ring. Reduces earth-based damage by 50%.	Sapphire
Story item	DEF +20
	Pact Ring. Increases Defense.
	Story item
Sardonyx	ATR-Thunder
Pact Ring. Reduces thunder-based damage by 50%.	Sephira
Story item	A sculpture of a goddess. Equip it to earn 50% more Gald.
	Ifreed's Treasure sidequest
Sephira +1	Silver Cape
A sculpture of a goddess. Equip it to earn 100% more Gald.	DEF +10, ATR-Fire
Use a Rune Bottle on a Sephira	A women's cape woven from silver thread. Nullifies fire damage 30% of the time.
	Various locations, sold in stores
Silver Mattock	ATR-Earth
Decorative item that has a 50% chance of nullifying earth-based attacks.	Sorcerer's Ring
Ifreed's Treasure sidequest	A ring imbued with the power of the Fire Spirit. Press R to release fire.
	Cave of Burning Sand, past
Spirit Ring	Stone Charm
Recovers 1 TP at a fixed rate during battle.	A charm that protects against Petrification.

Various locations, sold in stores	Various locations, sold in stores
-----------------------------------	-----------------------------------

Stun Bracelet	Talisman
A bracelet that reduces the duration of Stun by 50%.	A protective charm. Increases Defense by 5%.
Various locations, sold in stores	Various locations, sold in stores

Technical Ring	Thief's Cape DEF +4/EVA +5
A ring that enables technical operations.	The cape of choice for thieves. Raises Evasion.
Ifreed's Treasure sidequest	Various locations, sold in stores

Topaz ATR-Light	Turquoise
Pact Ring. Reduces light-based damage by 50%.	Pact Ring. Increases Max TP while equipped.
Story item	Story item

Warrior Symbol	Water Spider ATR-Water
A warrior's crest. Increases Strength by 10%.	A pair of water-resistant boots. 50% chance of nullifying water-based damage.
Various locations, sold in stores	Japoni store

Thanks to Tommy Brunn for info on the Emerald/Fairy Ring

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TOPI14D__Food

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Just a food list. None of them really do anything unless you use it in a recipe, so don't use them on their own. Check the recipe list to see which food items are used and check the shop lists to see how much they cost.

Apple	Banana	
Beef	Bread	
Cabbage	Carrot	

Cheese	Chicken	
Cucumber	Egg	
Fresh Milk	Grapes	
Kelp	Konjac	
Lemon	Lettuce	
Mackerel	Mangosteen	
Melon	Miso	
Octopus	Onion	
Pasta	Pineapple	
Pork	Potato	
Prune	Radish	
Rice	Sardine	
Seaweed	Shrimp	
Spice	Squid	
Strawberry	Tomato	
Tuna	_____	

A basic food shop will carry most of these items, others are dropped from common enemies. Exceptions are Melon, which is only sold in the Elven Colony, and Miso which is only sold (1 at a time) in Japoni.

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TOPI14E__Key Items

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Pendant	Stuffed Cress	Earring
-----	-----	-----
A present to Cress on his 15th birthday from his father, Miguel.	A present from Ami.	An earring received from a mysterious woman.
-----	-----	-----
Default, lose to Mars (auto)	Talk to Ami before leaving Toltus at the beginning.	Get in Acqueducts, lose at Morrison's. (auto)

Raise Ruby	Morrison's Book	Broken Bow
-----	-----	-----
A gem imbued with the spirit of a dead man. Required for opening a special door.	A book received from Trinicus D. Morrison.	A bow used by Chester. It is now broken.
-----	-----	-----
Treasure in Catacombs	Get when first in past	Get when first in past

Elemental Orb	Demitel's Key	Pass
-----	-----	-----
The gem received from the Wind Spirit. Enables its bearer to converse with Yggdrassil.	A key that opens the door in Demitel's Castle.	A pass issued by the Royal Court of Alvanista. Required to enter the Morlia Mineshaft Ruins.

----- Make a pact with Sylph -----	Demitel's Study, Isolated Island to the West -----	----- Auto after Jahmir -----
--	--	-------------------------------------

----- Crest -----	Lundgrom's Letter -----	----- Broken Ring -----
The crest of Kingdom of Alvanista. Required to enter the Elven Colony.	A letter Lundgrom gave to Edward.	A broken Pact Ring found in the Morlia Mineshaft.
----- Talk to Lundgrom after meeting Edward in Olive	----- Talk to Lundgrom after Morlia	----- Auto in treasure room -----

----- Lava Key -----	Cards -----	----- Mysterious Hand Mirror -----
A key found in the Cave of Burning Sand.	Cards found by Thor. Engraved with strange runes.	A blue-tinged hand mirror. Its purpose is unknown.
----- Efreet's Cave, needed to open door to boss room -----	----- Thor north building, past -----	----- Dhaos's castle, past -----

----- Golden Key -----	----- Wing Pack -----	----- Ancient Text -----
A gleaming golden key.	Holds the Techbird in a handy capsule.	A text describing the location of hidden treasure in the secret code of the Ifreed Clan.
----- Dhaos's castle, past -----	----- Euclid, talk to Stanley after Volt's Cave -----	----- Start the Ifreed Quest -----

----- Rosania's Dress -----	----- Common Room Key -----	----- ----- -----
A dress Ifreed presented to his wife. It's now so dirty that it's barely recognizable.	A key for opening the Common Room.	----- ----- -----
----- Find in Ifreed Quest -----	----- 1 of 8 chests in Thor -----	----- ----- -----

Thanks to Mastersord for providing a complete list of items to help me out with the Key Items list

A: Usable Items, Inside or Outside of Battle

Item	Use	Where to find
Analysis Orb	Replaces Holy/Dark Bottles	Dwarven Ruins
Apple Gel	Restores 30% max HP	Various Locations
Charm Bottle	30% discount in shops	Various Locations
Chronoglass	Freezes enemy for a while	Rune Bottle+Hourglass
Dark Bottle	Increases encounter rate	Various Locations
Elixer	Restores 100% max HP/TP	Various Locations
Flare Bottle	Temp attack increase 30%	Various Locations
Holy Bottle	Decreases encounter rate	Various Locations
Hourglass	Freezes enemy for a bit	Various Locations
Lavender	Increases strength by 1	Various Locations
Lemon Gel	Restores 60% max HP	Various Locations
Life Bottle	Revives fallen ally	Various Locations
Magic Lens	Displays enemy info	Various Locations
Magic Lipstic	?% discount in shops	Euclid Tournament Set 7
Magic Tablet	Kills Land Urchins	Give Ivory to Gheeth's
Melange Gel	Restores 30% max HP/TP	Various Locations
Miracle Charm	50% discount in shops	Rune Bottle+Charm Bottle
Miracle Gel	Restores 60% max HP/TP	Various Locations
Orange Gel	Restores 30% max TP	Various Locations
Panacea Bottle	Heals physical ailments	Various Locations
Pineapple Gel	Restores 60% max TP	Various Locations
Red Lavender	Increases strength by 2	Rune Bottle+Lavender
Red Sage	Increases max HP by 10%	Rune Bottle+Sage
Red Savory	Increases max TP by 10%	Rune Bottle+Savory
Red Verbena	Increases agility by 2	Rune Bottle+Verbena
Rune Bottle	Transforms other items	Various Locations
Sage	Increases max HP by 5%	Various Locations
Savory	Increases max TP by 5%	Various Locations
Syrup Bottle	Prevents physical ailments	Various Locations
Verbena	Increases agility by 1	Various Locations

B: Tools to use at Certain Times

Item	Use	Where to Find
Blue Candle	Lower Morlia Floor 18	Ifreed's Quest
Collector's Book	Displays item list	Milard, Euclid past
Combo Counter	Bonus EXP for high combos	Gheeth's Shop
Green Torch	Lower Morlia Floor 18	Ifreed's Quest
Monster List	Shows bestiary	Mint, after Acqueducts
Pickaxe	Lone Valley	Buy in past
Red Lantern	Lower Morlia Floor 18	Ifreed's Quest
Rope	Lone Valley	Buy in past
World Map	Shows map of world	Lenios, Belladem

C: Unusable Items

Item	Where to Find
------	---------------

Agalloch Incense	Various Locations	
Black Card	Miguel	
Blue Card	Friezkiel, pay guy 50,000 gald	
Brown Card	Euclid castle, trade for Black Card	
Coral	Ifreed's Quest	
Curio's Mirror	Morrison's Manor, Glossy Mag. to Curio	
Earthenware Pot	Ifreed's Quest	
Ebony Wood	Ifreed's Quest	
Fur	Various Locations	
Green Card	Venezia food shop, give man kelp and melon	
Ivory	Bigfoot Drops (Lower Morlia)	
Marble	Ifreed's Quest	
Oriental Herb	White Birch Forest	
Red Card	Japoni after beating Euclid tournament	
Shamisen	Suzu step 2 Euclid Tournament	
Special Flag	Euclid Race future	
Statue of Bravery	Show 10 Gilgamesh Items to boy in Friezkiel	
Statue of Dreams	Complete "Piano Lessons" sidequest	
Statue of Friendship	Morrison's House, future	
Statue of Love	Buy Combo Command from Gheeth's Shop	
Statue of Justice	Dwarven Ruins	
Tapestry	Ifreed's Quest	
Tea Cup	Ifreed's Quest	
Ukiyo	Suzu step 2 Euclid Tournament	
Quicksilver	(Suzu) steal from Cardinals in Dhaos's Castle	
Yellow Card	Arlee weapon shop--answer questions correctly	
White Card	N Oasis, trade for Brown Card	
_____	_____	

15. TOPP15__Pact Ring Chart

If you're missing a certain pact ring in the future that you need for one of Claus's last summons, check here for locations and which ones go with which spirits.

Pact Ring	Summon	Location	
Opal	Sylph	Given by Bart (auto)	
Ruby	Gnome	Lone Valley (auto)	
Garnet	Efreet	Jahmir (auto)	
Aquamarine	Undine	Lone Valley (auto)	
Turquoise	Maxwell	Morlia Floor 9	
Moonstone	Luna	Heimdall (past)(auto)	
Sardonyx	Volt	Venezia (future)(auto)	
Diamond	Origin	Thor (past)(auto)	
Amethyst	Shadow	Lone Valley (future)	
Topaz	Aska	Heimdall (past)(auto)	
Emerald	Chameleon	Cavern of Spirits (future)	
Sapphire	Gremlin Lair	Limestone Cave (future)	
Lapis	Pluto	Dwarven Ruins Floor 3	
_____	_____	_____	

16. TOPR16__Rune Bottle FAQ

Apple Gel--> Lemon Gel <--> Pineapple Gel <--Orange Gel
Melange Gel <--> Miracle Gel
Charm Bottle--> Miracle Charm
Hourglass--> Chronoglass

Protect Ring--> Force Ring <--> Reflect Ring <--Resist Ring
Cape--> Flare Cape <--> Aqua Cape
Mist Orb--> Magic Mist
Silver Cape--> Princess Cape
Talisman--> Blue Talisman
Sephira--> Sephira +1
Iron Boots <--> Jet Boots
Dark Seal--> Demon's Seal
Flare Charm <--> Ice Charm
Emerald Ring--> Fairy Ring
Magic Pouch--> Mystic Pouch
Black Onyx <--> Moon Crystal
Nightmare Boots <--> Persian Boots

Lavender--> Red Lavender
Sage Red--> Sage
Savory Red--> Savory
Verbena Red--> Verbena

17. TOPB17__Best Equipment

Hah, now you don't have to scour the weapon and armor lists for the best gear for everyone. Just check here and you're good to go.

KEY:

++++
+ Character +
++++
+Weapon +
+Body +
+Shield +
+Head +
+Arm +
+Accessory suggestions+
++++

++++ +++++ +++++
+ Cress + + Mint + + Claus +
++++ +++++ +++++
+Excalibur + +Unicorn Horn + +N.G. (Namco Gamer) +
+Golden Armor + +Star Cloak + +Star Cloak +

+Blue Shield	+	+Shield Ring	+	+Shield Ring	+
+Golden Helm	+	+Star Cap	+	+Star Cap	+
+Hyper Gauntlets	+	+Pretty Mittens	+	+-----	+
+Fairy Ring	+	+Mystic Symbol	+	+Fairy Ring	+
+Black Onyx	+	+Earrings	+	+Mystic Symbol	+
+++++		+++++		+++++	

+++++		+++++		+++++	
+ Chester	+	+ Arche	+	+ Suzu	+
+++++		+++++		+++++	
+Elven Bow II	+	+Star Broom	+	+Ninja Sword	+
+Mumbane	+	+Black Gown	+	+Kannazuki	+
+Shield Ring	+	+Shield Ring	+	+Shield Ring	+
+Star Cap	+	+Magical Ribbon	+	+Mask	+
+Star Gloves	+	+Pretty Mittens	+	+Iron Claws	+
+Fairy Ring	+	+Fairy Ring	+	+Fairy Ring	+
+Warrior Symbol	+	+Mystic Symbol	+	+Blue Talisman	+
+++++		+++++		+++++	

***Yes, Mint's "strongest" weapon is the Crystal Rod, but the Unicorn Horn gives her more defense. When does Mint attack? Only then would she ever need more power...otherwise, defense is more important.

***MercenaryNym suggests using two separate Mysic Symbols on either Arche or Claus in certain areas. Since they stack, casting becomes extremely fast which can help in a tight situation.

18. TOPF18__FAQ

Look here BEFORE emailing me, I get so many of these it's unbearable.

Q: How do I get through the doors in Volt's Cave, they always shut before I make it through?

A: Hold B to run. Simple as that.

Q: What do the ?items do?

A: Use a Rune Bottle on them to identify them, they'll become usable items.

Thanks to Geoff Ji and Allan Gibbons for this info

Q: Why can't I use the secret skill Master Tristan gave me?

A: You need to have both skills mastered, 100%. Select the skill and press Start to see how close you are to 100%.

Q: How can I see my gold, encounters, and play time in the main menu?

A: Open the menu and press Start.

Q: How do I run from battle?

A: See the "controls" section of the FAQ and don't email me about it.

Q: Do characters that aren't fighting still gain experience?

A: Yes, and it's a damn good thing they do.

Q: Isn't there any way to save in towns?

A: Not inside the towns, but you can save anywhere on the world map.

Q: What is the max level?

A: 999. Although I can't confirm this from personal experience (my max was about 100), plenty of sources prove my point.

Q: I sold the pickaxe/rope before getting to Morlia in the past, and Hamel is destroyed so I can't get another one. Help!

A: Actually you can. Both Venezia and Alvanista sell both, so hop over to one of them.

Q: I followed your directions through Treantwood, but Suzu is not there waiting

for me. What do I do now?

A: Talk to the girl in Sleepyhead behind the plant at Arlee, and the guy near the southern entrance to Alvanista (on top of the building to the east). If all else fails, talk to every single person in each town and you can't go wrong.

Q: What's with the singing dog in Euclid? And where did Sakuraba get his name?

A: The dog in Euclid is singing the theme of the SNES and PSX versions of ToP. Sakuraba is named after Motoi Sakuraba, the head composer for the Tales games.

Thanks to Gerbil uv Doom for this info

Q: I made it to the bottom of the Dwarven Ruins but Brute says I'm not worthy to fight him. What now?

A: You're missing the Lapis ring, which is on Floor 3 of the Ruins. Refer to that section in the guide for more information.

19. Credits

- Me, for jumping at the opportunity to write this
- Every contributor for helping me out with the flaws in my guide
- Namco, for making an awesome game and FINALLY bringing it to NA!
- Nintendo, for publishing it
- GameFAQs, for posting this walkthrough