

Baten Kaitos FAQ/Walkthrough Final

by Yami Shuryou

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E T E R N A L W I N G S A N D T H E L O S T O C E A N

Credits to Dark Vortex for the ASCII.

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1. Walkthrough

In the next screen, head up the path to your left through the hedges, and after battling the Shawra, open the chest at the end for the Flame Sword. Now, head back through the hedge path, and go around. Up top, grab from the chest to the right a Fire Burst Level 1, then head across the small bridge. Go down here, and walk through the trees to come up top. Up here, save at the red save flower, then go up into the next part of Moonguile Forest.

Here, we'll wander upon a spring. Xelha's pendant will suddenly glow, and a serpent will come out of the spring. Talking about some person named Malpercio, we'll suddenly have to fight the giant serpent, Lord of the Spring.

```
+++++  
Lord of the Spring  
300 HP  
Fire - 80%+, Aqua - 80%-  
Spoils: Wild Strawberry, Scale Buckle
```

Lord of the Spring is somewhat mildly more difficult than Sabre Dragon, but that's mainly due to the fact that your variety of Magnus more likely than not includes more Aqua Magnus than Fire Magnus - and while Aqua Magnus may have dealt a great deal of damage to the Sabre Dragon, while the Fire Magnus did zilch, the reverse is true here. Still, though, you've got a few Fire Bursts, the Flame Sword you picked up earlier, along with Kalas's Blue Storm.

The problem here is more often than not Lord of the Spring's Thundering Falls attack, which if you fail to defend against, can deal a great deal of damage. If you don't terminate him quickly, he'll use Dragon Press, which although it might not be much more powerful, doesn't leave as much room to prepare in. So, you'll have to resort to healing yourself when there's a lack of HP that you need to do it. However, Lord of the Spring isn't THAT hard, so you shouldn't have too much trouble beating him.

```
+++++
```

After, the Lord of the Spring will mention some crap about some place called Ar, then die as he releases a shining golden Magnus. We'll also get some more messages of cryptic foreboding. Xelha will explain that Malpercio is an evil god from ancient times, when suddenly an airship comes and drops soldiers off. It appears they're from the Empire of Alfar, and Kalas recognizes one of them, whom appears to be called Giacomo. Kalas will be knocked out and left by the spring, while the Imperial soldiers run off with Xelha and the shining Magnus...

Kalas will wake up later, with Meemai. Turns out Giacomo slew Kalas's family, and Kalas swore to kill him in return. It's then decided to go back to Cebelrai and find some information on where the Imperial soldiers left to. Meemai will then come with Kalas by choice. Afterwards, you'll be deposited outside on the World Map. Don't go back to get the chest by the spring now; wait until later.

```
zzzzzzzzz  
World Map  
zzzzzzzzz  
Head back to Cebelrai Village.
```

```
zzzzzzzzzzzzzzzzzzzz  
Cebelrai Village  
zzzzzzzzzzzzzzzzzzzz
```


Water for later. Also, open the chest for the Secret Recipe 1. Now, head back all the way to the stepping stones, and this time, take the right path instead of the left. On the next screen, if you want, talk to the man here to learn some more about battle basics. Climb the ladder and head along the linear path onto the World Map.

zzzzzzzzzz

World Map

zzzzzzzzzz

Here, head up into Pherkad.

zzzzzzzz

Pherkad

zzzzzzzz

Magnus: Constellation Pyxis, Shish Kebab (Medium), Pine Tree, Family Tree (Quest)

Family Members: Hawqal, Quzman, Rushd, Sabin, Surayj, Taymiya

We'll spot the battleship right away, but you (the Guardian Spirit) is apparently acting a bit strange. Afterwards, talk to one of the girls on the ground to get the Constellation Magnus Pyxis. Now, head into the house to the upper-right. Here, go to the fireplace, and check the shelf to the right of it for a Shish Kebab (Small). Heading back outside, go up and right through the first alley.

Out in this area, you can save and visit the Church at the blue save flower, and also visit the Magnus shop. After, head back one screen, and this time go up into the last house on this screen. Inside here, check the green pots for a Pine Tree. Once you get that, head outside, and go up a screen. Here, enter the door to your right. In here, talk to the old man on the bed, and he'll make a request of you; gather all his family members, all who wear bracelets, before he dies. Get his and his wife's signatures.

Now, head back to the area where the blue save flower was. Here, talk to the girl on the fence near the entrance, and give her the Dead Bluebird Magnus. As she's wearing a bracelet, she'll head over to Quzman's. Now, talk to the man beside where she was sitting, who was her father, and he'll sign it. Now, there are three other people on Sadal Suul who have worn bracelets, but unfortunately, one of them will not join yet. However, the other two will; one is in the stable in Cebelrai, the other is the man who you talked to to capture the Bluebird of Happiness. They'll both join without a problem, though you'll have to capture the Bluebirds first to get the latter to join. After, go back to Quzman and pick up the Magnus if you want.

After, head up to the mansion. We'll get refused at the front doors, and as Kalas is trying to come up with a solution, it comes along. Palolo III, Master of Shadows, disappears before his captor. After figuring that he could use Palolo III's help to get into the mansion, we get the clue "He hasn't raided the house on the right-hand side of the entrance to the city. Across from the tavern." Well, we know what to do. Head there and into the house.

Here, we'll meet Palolo III, and Kalas will explain his intentions to get into the Lord's Mansion. After some brief talk back and forth, Palolo III will agree to help Kalas provided Kalas can get him a Rainbow's Spider Web. Apparently, they can be found along the riverside in Nunki Valley....Head out of the place now.

zzzzzzzzzz

World Map

zzzzzzzzzz

From here, head to Nunki Valley: North End.

zzzzzzzzzzzzzzzz

Nunki Valley

zzzzzzzzzzzzzzzz

Valuables: Rainbow Spider's Web

Here, go along the cliff and down the ladder, and head down onto the next screen. Down here, go around the path and past the stepping stones, then head down and past the ladder, to face the Nunkirantula.

+++++

Nunkirantula

350 HP

Fire - 50%+, Aqua - 50%-, Wind - 30%+, Chronos - 30%-

Spoils: Duel Sword, Light Flare Level 2

Nunkirantula uses either one-hit or two-hit attacks, each of which seem to be water-based. He's also weak to Fire attacks, and as you've more likely than not been battling a lot of the fiery Doomers in Nunki Valley, you should have a good deal of Flame Mails and Flame Swords to show for it.

A good amount of the time, Nunkirantula will use Hardening Wax, which will allow him to defend against every single one of your attacks. However, this lasts only a short while before you can pummel him again and again with your Flame Swords and the Blue Storm you picked up from Lord of the Springs. Besides that, you might want to bring in a few Banana's or Bamboo Shoots (if they didn't all turn into Young Bamboo's already) for the healing side, and, of course, a camera.

Nunkirantula might seem to be a bit hard since he has more HP than both Sabre Dragon and Lord of the Spring, and you fought both of them with Xelha, but your leveling up should've made him an empty threat by now.

+++++

After, you'll get the Rainbow Spider's Web. Now, head to the World Map after collecting two Magna Essences of the Pristine Water from the pool where the waterfall flows onto.

zzzzzzzzzz

World Map

zzzzzzzzzz

Back out here, head to Pherkad.

zzzzzzzz

Pherkad

zzzzzzzz

Before we go to meet Palolo, we need to do a few things. First off, next to the house Palolo raided, you'll see a girl looking at some wilted flowers. Water the flowers with Pristine Water, then capture the Magna Essence of the Nameless Flower. Second off, get a second Pow's Milk from the stable in Cebelrai Village!

Here, head up to the second alleyway, talk to the kid there, and enter the second alley. Here, talk to the girl to learn more about battling if you wish, then go and talk to Palolo. After Kalas hands over the Rainbow Spider's Web, Palolo shows him the well behind him - apparently, it leads right into the Lord's Mansion. Take the chance to ready yourself if you wish, then head in. Once Kalas leaves, Pilulu mentions that it isn't a Rainbow Spider's Web, but Palolo let Kalas go out of generosity.

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Lord's Mansion

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Magnus: Frozen Shield, Chain Mail, Wind Blow Level 1, Voice 2, Mink Coat, Shadow Wings, Shrike Statue, Chronos Blow Level 1, Fire Burst Level 2

Valuables: Guestroom Key

Family Members: Al-athir

From the opening room, head up a room. In this hallway, you might as well fight the guards for experience and more Magnus. Anyhow, after you're done, examine the stained glass in the center of the room for a Frozen Shield. Now you need to head up the left set of stairs. Up here, fight some more Imperial Soldiers, then open the chest at the end of the hallway for a Chain Mail. Now, enter the room that's up here.

In here, open the chest in the upper corner of the room for a Wind Blow Level 1 card, then grab the Guestroom Key on the left table. Kalas will then hide as two people enter the room; the lord and his attendant. We'll overhear a conversation where we learn that Xelha will be disposed of soon, and the attendant wonders what the Imperial Soldiers were up to in Moonguile Forest. Rodolfo warns his attendant to not meddle. We then learn she's being held in one of the rooms downstairs. We then find out the battleship Goldoba will soon be leaving - we need to get there ASAP! Thankfully, the two will leave. Now, exit the room and head downstairs.

Entering the room, we'll meet a man called Aljeemo. Remember Maynee from Cebelrai Village? Yep, that's him. In return, Aljeemo will give Kalas the Voice 2 Magnus. Now examine the cupboard between the two beds for a Mink Coat, and go into the second room. Here, open the chest for another of Kalas's Finishing Moves, Shadow Wings. Note Koa Monkey here, as it'll be useful for later.

Inside the third room, we'll be rescuing Xelha. It turns out Meemai hogged a ride off of Kalas just for Xelha :P. Unfortunately, we'll have to talk later, as we need to get to the ship NOW! Now, open the left chest for a Shrike Statue, and the right statue for a Chronos Blow Level 1 card. In the fourth room there are some Imperial Soldiers in here if you wish to fight some more, and an Ice Dagger is in the chest between the two beds. Afterwards, head upstairs.

Here, head through the door. If you've timed things right, you should have both the Pow's Milk Cheese and Pow's Milk Yogurt, so give them to the two ladies who want them. In return, you can get the signature of Quzman family member Al-athir and Fire Burst Level 2. Now, head outside, and go to level up at the church, then save your game. Now, examine the statues, and Xelha will mention that they have to press the switches at the same time. After getting the switches at the same time, head up onto the roof.

Up here, the Goldoba will be leaving, but Kalas and Xelha will fly up to meet

with Giacomo. Giacomo will recognize Kalas, and then we BATTLE!

++++
Giacomo
750 HP
Fire - 30%-, Aqua - 30%+, Light - 30%+, Dark - 30%
Spoils: Sparkle of Light, Chronos Blow Level 1

You're back to fighting two-on-one boss battles now, and thank god, as Giacomo is one tough cookie. His normal attacks are strong, and his End Slasher can be quite painful - and he attacks twice in a turn. Also, End Slasher takes four attacks, so you'll probably be groping for armor very quickly.

But don't feel too bad, as Giacomo isn't that hard. Supposing you did get Xelha leveled up and equipped, there shouldn't be too much of a problem. Also, it would be wise to exchange all the Fire and Dark equipment in your decks for the Aqua and Light equipment to use against Giacomo. With this in hand, his attacks, even End Slasher, should only do minor damage compared to the 300 or so HP you should have about now. Also of note is that his attacks are slow, so you should be able to get a Defensive Magnus up before he attacks you.

But if you get caught with your pants down (AKA Shuffling your deck) while Giacomo uses his End Slasher, I pity you. Nevertheless, though, even without any armor it still isn't that painful, and you can recover it with a Banana.
++++

After, Giacomo will hit Xelha and Kalas with an End Slasher that knocks them off the ship. On the ground, the Imperial Soldiers will start chasing after the duo, but Kalas stops them by spilling Mountain Apples onto the ground. Oh, and that treasure on the Lord's Mansion's roof? You won't be getting it for QUITE a while.

zzzzzzz
Pherkad
zzzzzzz

Here, Xelha will explain that Emperor Geldoblame is trying to bring back Malpercio, an evil god who was long ago sealed away. She then asks Kalas and you to help her stop Geldoblame's schemes, but Kalas will refuse. Furthermore, he asks her if she thinks the leaders of the other nations really will believe her word. However, things come to a standstill, as they both want to leave Sadal Suul, and there's only one ship off the island. Might as well leave together.

Now, you're going to want to do a few things first. First off, head back to Cebelrai.

zzzzzzzzzzzzzzzzzzzz
Cebelrai Village
zzzzzzzzzzzzzzzzzzzz
Magnus: Shampoo

Equipment: Anklet of Calm Winds

Here, talk to Maynee, who'll thank you for rescuing her husband by giving you the Shampoo Magnus. Now, go into the stable, and talk to the girl in the purple dress. Tell her you liked the city, and she'll give you the Anklet of Calm Winds, which you can equip onto Xelha.

Now, head to Moonguile Forest.

zzzzzzzzzzzzzzzzzzzz

Moonguile Forest

zzzzzzzzzzzzzzzzzzzz

Here, get another Dead Bluebird, which you'll be using a lot later on in the game, then head back to Pherkad.

zzzzzzzz

Pherkad

zzzzzzzz

Magnus: Constellation Aquarius

Family Members: Sallam

Here, head up to the northernmost house on the first screen. If you still have Pristine Water, give it to the woman underneath the painting. If you don't, go get some from the waterfall in Nunki Valley, then give it to her. In thanks, she'll give you the constellation Aquarius.

Here, head to the area where the blue save flower is. First off, get Sallam, who's running around, to sign the family tree. Once you do whatever at the Magnus shop, head right to the liner and go on. Imperial Soldiers will finally catch up with you, but will be unable to get on. PWNED!

\\/\\
c. Nashira, Lesser Celestial River
\\/\\
(1CNLCR)

zzzzzzzz

Nashira

zzzzzzzz

Magnus: Pine Tree, Fire Yell Level 1, Feathered Hat, Scale Shield, Fire Burst Level 2, Shortcake (Small), Constellation Carina

Family Members: Maymun

Kalas will ask the conductor where he could get a ship to the Empire, and receives an answer of Sheliak, the castle city. Since Xelha's headed there as well, we'll STILL need to stick together. Ugh. Anyhow, head into the building now. In here, heading along the top, talk to the woman in green to get her to sign the Family Tree. Check the white barrel to her left for a Pine Tree, then head down the stairs. Here, check the barrels to the right for a Fire Yell Level 1, then exit outside, and go down into the main part of the town.

Here, we'll spot an Imperial Ship, and a person dressed in an Imperial uniform. A nearby boy states the person as being Imperial Ambassador Lyude, and although news couldn't have travelled that quickly, Xelha and Kalas decide to be careful. Now, head through the door just to your right, and talk to the woman to hear a story of the past. After, check the box to the right for the Constellation Carina Magnus. In the Magnus shop to your right, buy the Silver Buckle for Kalas and whatever else you want. You'll want to grab at least one Mineral Water for where you're headed next. In the last house on that row, go up the ladder near the beds, and get a Feathered Hat Magnus up top. After, go talk to the Imperial Ambassador.

Fire - 50%+, Aqua - 50%-, Light - 50%-, Dark - 50%+
Spoils: Energy Wave, Silver Anklet, Constellation Pisces

Ah, how the battles get easier as far as HP goes. With three characters in your party, Thunderfish shouldn't be too too bad, so long as you thought to trade your Aqua and Light Magnus for Fire and Dark Magnus. Flame Swords, Flame Mail, Fire Bursts, Dark Flares, and especially Kalas's Shadow Wings.

Thunderfish itself isn't very damaging with its attacks. He tends to either use normal attacks against you or a single non-damaging poison attack. Unfortunately, the poison can get to you, which is why I said for you to buy a Mineral Water earlier. As well, he doesn't use his Finishing Attack very often, and it's not that uncommon to go through a fight without his using it.

+++++

After, the river will unflood. Kalas will mention the seal in Sadal Suul, and Gibari will wonder what he meant by that. Go back up when you can, and head across the river at the top. Now, head left and open the chest here for a Hemp Creel. Once you've equipped it onto Gibari, continue left. In here, head down and rescue the kid in the water. After, get his signature. Now, head left and go down the stepping stones (The first one is hidden in the clouds), and open a hidden chest at the end for a Stream Blade. Continue left, and rescue the kid here, and get his signature.

Now, head back all the way to where the Red Flower was. Save here, then head down and let the Thunderfish Skull float down. Continue your effort in making it drift down up until it hits the entrance to the Lesser Celestial River. Now go and grab the Heron Statue Magnus from the chest, then collect the Magna Essence of the Thunderfish Skull. Now, leave the Lesser Celestial River.

zzzzzzz
Nashira
zzzzzzz

Unfortunately, the Empire has come and made it so that you cannot leave. Visit the church and save at the blue flower, then head to the tavern. In here, talk to Rebllys. The Empire isn't looking for us, thankfully, but they did head to Sheliak. It's then decided that we have to head to Sheliak now, and as they squadron here is watching the harbor, we can't leave. Rebllys mentions a secret exit in the tavern, and tells the trio to find Anna.

Head outside now, and go up to the house to the north. We'll overhear a conversation where Anna dares a soldier to fight her, and then we'll head in. After talking to Anna, she'll tell us to go back to the tavern. Do so, and she'll reveal a hidden exit. Plop out now onto the World Map.

zzzzzzzzz
World Map
zzzzzzzzz

Head to Cloud Passage: West End.

\\//
d. Cloud Passage, Sheliak
/\\//
(1DCPSH)

zzzzzzzzzzzzzzzz

Cloud Passage

zzzzzzzzzzzzzzzzzzzz

Magnus: Aqua Burst Level 2, Constellation Cygnus, Constellation Triangulum

Family Members: Qutayba

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

CONSTELLATION MAGNUS ALERT

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

The Constellation Magnus card 'Triangulum' can be obtained by battling the Alberio in Cloud Passage.

Here, plow through the enemies on the first screen and exit to the north. On the second part, take the left path to the end and talk to the man here. If you saved the brothers Rustah and Hisham, he'll give you his signature as well. After you get Qutayba's signature, head down and go up the right path this time onto the third screen.

Out here, go up the right path and onto the next screen. You'll run into a cloud sucking machine, so grab yourself -two- Magna Essences of the Cloud. Now head back down a screen, and here, go along the gray cloud and use one of the Cloud Essence's to finish the bridge. Head back and get another Cloud, then come back down. Now, head left and up back onto the top screen.

Up here, take the right path and form the cloud bridge at the top with your second Cloud Essence. Open the two chests for the Constellation Magnus Cygnus, and an Aqua Burst Level 2. Save at the red save flower, then head back to the start of this screen, and take the left path. We'll get stopped by an Iron Beetle, who we now will be required of to fight.

+++++

Iron Beetle I

1500 HP

Fire - 30%-, Aqua - 30%+, Light - 30%+, Dark - 30%-

Spoils: Soul Flash, Shark Tooth

I bet you're looking at the HP now and thinking, "Oh, shit." I wouldn't be surprised if that's the case, especially since the Iron Beetle I has an attack capable of taking 200 HP out in a FIVE hit combo. Problem for him is that his agility is sluggish, and he needs to perform Nitro Boost first. Nitro Boost will simply power his five-hit combo that ends off with Veldocannon up, nothing else. So, for at least every six turns you have to deal damage to the Iron Beetle I, he does 200 damage. Unimpressive to say the least.

But don't get too cocky. 200 HP is still a lot considering the levels you're more than likely at right now, so of course you'll be wanting to bring in a good number of healing items. You can deal with armor being less sparse during this battle, as you'll have less chance to use it, and when you DO get damaged, you can just heal yourself quickly and without hurry. As always, trade Magnus in your deck for the elemental Magnus that benefit your current situation, which is in this case Aqua and Light Magnus.

+++++

Afterwards, it's decided to get moving.

zzzzzzzzzz

World Map

zzzzzzzzzz

Here, head to Sheliak.

zzzzzzzz

Sheliak

zzzzzzzz

Magnus: Clock Shield, Light Flare Level 2, Red and Blue Pencil, Ray of Truth, Calm Helmet, Voice 2, Fading Notebook

****...the town's already under control of the Empire. Walking right, we'll overhear Lyude indoors talking about a supposed surprise attack against the Empire by King Ladekahn. However, the Imperial Commander will mention to Lyude that he's already in trouble; he doesn't need more bad publicity. The trio will wonder what Geldoblame is after, and Xelha will explain to Gibari what the Empire's up to. A person walks out of the Magnus shop and asks Gibari to save the king. We learn Ladekahn is still safe, though the Imperial Soldiers might break through the defense any moment. Now, enter the Magnus shop, and after getting what you will, head upstairs.

Take the first house here. In this house, at the top of the room between the two lamps, check the cabinet for a Clock Shield. Next, check the cabinet to your right that has a pot of flowers on top of it for a Light Flare Level 2. Now exit, and go into the second house. In here, examine the cabinet up on the top for a Red and Blue Pencil Magnus, then get to the left of the bookcase and push it to the right. Head through the door here, and open the two chests for the Ray of Truth and a Calm Helmet. Exit, go into the third house.

In this house, check the right-most cabinet up top for a Voice 2 Magnus, then check one of the shelves in the southwest corner of the room for a Fading Notebook. Exit, save at the blue save flower, then go up to the castle. Here, Kalas will get all self-centered again, but Gibari will use his strength to keep him from going, and Kalas will be forced to stay with the two and help save the castle from the Empire :P. Gibari decides that they need to steal an Imperial boat to come into the castle from above, the only direction that the Imperial forces haven't captured yet.

To capture the ship, wait until the soldier walking around the boat heads up, then run down and get to it...or, you could just wait until he's facing the upper direction to take it.

zzzzzzzzzzzzzzzz

Castle Elnath

zzzzzzzzzzzzzzzz

Magnus: Infinity Mask, Dark Sword, Butterfly, Light Flare Level 2, Dark Flare Level 2, Fire Aura, Light Aura, Wind Aura, Chronos Aura, Dark Aura, Aqua Aura, Dark Yell Level 1, Light Yell Level 1, Magical Anklet, Fading Booklet, Flash Armor, Shadow Suit, Wheat Crackers

Our goal: Find King Ladekahn. Go left and open the chest at the end for an Infinity Mask, then head down and enter the castle. In here, go down and left and open the chest for the Dark Sword. Now, talk to the soldier here and he'll teach you on how to dispatch soldiers. Talk to the soldier blocking the hallway and he'll give you four soldiers to dispatch as well as another Quest Magnus Card that holds a Diadem Royal Crest. Head down and dispatch a Knight and Squire, and get a Butterfly Magnus. Check the middle statue for a Light Flare Level 2, and the right statue on the other side for a Dark Flare Level 2. Head downstairs now.

Here, go left and down the central stairs, and take the Imperial Elite off the soldiers to the left by walking into their way. Once you save them, head right and fight the soldier in black. Now, you MUST CAPTURE A PHOTO of this Imperial

Blackhelm, as this castle is the only place where you can fight them, and this is the only battle where you'll fight just one of this enemy and nobody else. After that, head right and dispatch a Senior Knight to get the Fire Aura Magnus. Check the right-most painting for a Dark Yell Level 1, too.

Now, head through the door to the left, and you'll enter a room with a bunch of wasted Diadem Knights. However, you can recruit them to your aid by showing them the Diadem Royal Crest, so recruit ONE KNIGHT for now.

Go downstairs now, and end up battling a few more Imperial Elite. You'll see two soldiers battling two Imperial Blackhelm - dispatch your Apprentice Knight and Knight to take care of them, and you'll get the Light Aura in thanks. Now, go back to the rest room, and grab yourself a Senior Knight, a Knight, and a Squire. Go back to the main room (Where you just were), go downstairs, head right and dispatch your three knights against the two Blackhelms and Elite. You'll get the Dark Aura in return for helping out.

With that done, go to the center of the room, and open the left chest for a Flash Armor and the right chest for a Shadow Suit. Save at the red flower, then head back to the rest room. Get yourself a single Senior Knight, then head upstairs and go through the left door. In here, you'll see two Diadem Knights against three Elite. Dispatch your Senior Knight to win, and in return you'll get the Chronos Aura. Open the nearby chest for the Magical Anklet, and examine the pottery at the top for a Fading Notebook.

Go back to the restroom again, and grab yourself a Knight, Apprentice Knight, and Squire. Now head back to the main room, and go upstairs to the right. Here, dispatch your three units against the four Elites to take them out. You'll get the Aqua Aura in return. Check the painting to the right of the stairway for an Light Yell Level 1, then head back to the restroom. Here, recruit all the remaining Knights, then go right all the way back and then continue right into another room. Here, unleash all your remaining units, win (OVERKILL'D! :P), and get the Wind Aura 1. Check the left window, and go up.

Up in this room, check the pottery between the candles for a Wheat Crackers. Now, head out the door. Here, we'll see a scene on the bridge below, where the Imperial Commander will give Ladekahn an offer; surrender and his people's lives will be spared. Ladekahn will decide to do it, but in an act of treachery, he'll be sniped! Kalas also seems to recognize the sniper! Before the sniper, Ayme, can finish him off, the trio jump down and interrupt. Ayme will recognize Kalas, Lyude will switch sides, and we'll fight the Iron Beetle V!

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+++++
Iron Beetle V
1700 HP
Fire - 40%-, Aqua - 40%+, Light - 30%+, Dark - 30%-
Spoils: Crescent Buckle, Shadow Cornet
```

Bet you're looking at the colossal size of the Iron Beetle V and thinking, "Oh, ****." WRONG AGAIN! Iron Beetle's regular attack is a four-move combo that ends off with Plasma Cannon, and doesn't do that much damage. However, he DOES have one really hated attack; Self-Repair, where he repairs himself by 1700 HP. After that, he'll use a powerful five-move combo called Diving Drill, but if you defend against all five attacks, it shouldn't do too much damage. On the unfortunate side, he'll attack with Diving Drill a lot more often. On the fortunate side, he can only use Self-Repair once every Deck Shuffle, so you can just rip through him with attacks right after he uses it.

Again, trade out weapons and armor for more powerful elemental weapons. In this case, you don't want Fire or Dark weapons, and will want Aqua and Light weapons. Ray of Truths should help you out on the side of Kalas, and you should have a good number of Aqua weapons for Gibari.

In short, the other problem is Lyude, who'll be joining you for this battle. Although he's a decent fighter, his current deck is a bit shabby, but he has a good number of Light and Dark cards.

+++++

Afterwards, Ayme will run off like a COWARD! Additionally, the Imperial forces will retreat.

In the throne room, Lyude will reveal his shock over what the Empire has done. Ladekahn then thank the four, and Xelha will ask Ladekahn for any royal legends. Ladekahn tells her that they need to go to the Shrine of the Winds, which is beyond Castle Elnath. After learning part of the situation, he'll add that to get to the Shrine of the Winds, they need to go through a door behind the throne. Lyude will volunteer to go, as well. After, visit the Church, save, talk to the two distant soldiers for a shop and inn (Buy the Cypress Reel), then head out the right side of the throne onto the World Map.

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World Map

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Out here, we learn that Xelha kept her pendant away from Giacomo by forging a fake. Now, head to the Shrine of the Winds.

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Shrine of the Winds

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Xelha's pendant will glow, and a giant birdlike creature will come down. He warns them that if they fight him, they cannot go back. He tells the party that to get the shining Magnus, they need to defeat him in battle first. They'll take him up on that offer.

+++++

Lord of the Winds

1900 HP

Wind - 80%-, Chronos - 80%+

Spoils: Coral Plant, Magic Pen

Lord of the Winds is really weak to Chronos, which is why you'll want to exchange Gibari out and Xelha in for this battle; Gibari relies a good amount on Wind-based paddles, and Xelha should've picked up at least a few Chronos Blows by now. This also means to take out any Wind equipment and exchange it for Chronos equipment. The only question, really, is how overboard you should go on overkill.

See, Lord of the Winds might appear tough, but to be honest, he's wiped out easily. If you're around Level 12 with all of your characters by now (which you should be), then he's a big pushover. In my entire battle, he only took about 300 HP off of each of my characters; this means that you could ideally take out a few more of your armors and HP-healing Magnus than you normally would want to and put in a few more powerful attack Magnus.

Granted, though, Lord of the Wind might be tough to you at first. He uses his

Slashing Winds a good amount of the time, his (rarely used) Miraculous Gale is a five-hit combo that can put you to sleep, and he can poison. However, there's no need to bring any Mineral Water along, as more likely than not you can finish Lord of the Winds of before the poison takes care of you.

+++++

Afterwards, Lyude will take the shining End Magnus, only to give it up to Ayme, who's been sticking around for a while, in a trance-like state. Oh noes~! Now the Empire has two of the End Magnus! The Shrine begins to break apart two and the guardian disappears. We also see that place with the floating items, and are informed that another gate has been opened. We don't know what that means right now, but one thing's for sure: it means uh-oh. After, we're taken back to Elnath Castle.

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Castle Elnath

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Magnus: Constellation Hydra, Tempest Shield, Glass Earrings

Here, talk to Lyude, and he'll get feeling all guilty. Xelha will ask King Ladekahn for a more indepth explanation of any old legends, and he'll comply. Afterwards, Ladekahn decides he must head to Anuenue to warn the people there of Geldoblame's plot, but the party will take on his role instead; we started it, we're going to end it. Ladekahn will give us a letter to the ruler of Anuenue, and informs us his ship is at our disposal. Kalas then reveals that Ayme was one of the people who killed his family. Xelha then tells her story, which reveals some details we haven't heard yet.

After your rest, head out the room. Talk to the supervisor to the left to get to work on Magnatizing the rubble and dropping it. After you get all of it, head left down the stairs into the main room, and left some more up into the West Wing. Talk to the supervisor that is here and he'll ask you to move the rubble either to the top or to the bottom. Accept. This one's a bit tricky, but it all fits in the end. After you're done this one, go talk to the Head Knight (Whom is where he was when you entered Elnath the first time), and he'll give you the Constellation Hydra Magnus and the Tempest Shield Magnus. Also, he'll hand over the Glass Earrings. Head into town now.

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Magnus: Savings Book, Butterfly, Shadow Cornet, Flash Armor

Remember that house that Lyude and the Imperial Commander were in when you first entered? Go there, and examine the drawer for a Savings Book. In the next room, open the chest for a Butterfly. Now head outside, and find a patrolling soldier who's running around. Give him some water (If you need any, there's some Stagnant Water in the storyteller's house in Nashira in the barrels), and he'll give you a Shadow Cornet in thanks. Now, go to the left lamplight here, and talk to one of the people. Give him Salty Water (Which you'll have gotten from that Cloud long ago cooling off), and he'll give you a Flash Armor in return. Now, head back to Castle Elnath.

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Castle Elnath

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Valuables: Ladekahn's Letter

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Magnus: Zeit Robe, Sforzando, Wave Blade, Kite Shield, Deluxe Bonbon, Constellation Magnus Taurus, Fruity Gelatin, Falcon Statue, Deluxe Shortcake, Scarlet Shell, Deluxe Cookies, Magnum Cornet, Silver Sword, Water Mirror Anklet

Valuables: Geography Section Key, Geography Book, Philosophy Section Key, History Section Key, History Book, Literature Section Key

Family Members: Tufayr

From the start, head up to the left and open the chest for a Zeit Robe. Now, go around the counter up front and look on top of the cabinet for a Geography Section Key. Now go left and check the left-most warp to break it with the Geography Section Key. Head inside. Here in the Geography section, push the bookcase down-left, then head up around the path that it leaves open. Push the second bookcase down slightly, go around it, then push it back up all the way and then some. Now, open the chest for Sforzando Magnus, check a bookcase two bookcases to your right for the Geography Book, then head left and up to check the bookcase there. You'll end up fighting a Cursed Spell Book. Now head down and pick up the Philosophy Section Key, then leave the Geography Section.

Back in the main room, head right and up the staircase. Upstairs, head right to the end of the hallway and open the chest for a Wave Blade Magnus, then head in through the first door. In here, push the first red bookshelf, and it'll fall down. Unfortunately, you're blocked from the key and cannot get out, so head right and open the chest for a Kite Shield. Push the red bookshelf here, and head outside. Go through the first door again, and get the History Section Key. Now, head back downstairs, and this time go through the second door into the History Section.

In here, check the bookshelf up above you for a Deluxe Bonbon. If you head down left and check the bookshelf here, you'll fight some more Cursed Spell Books. Head down and left after to get a History Book from the bookshelf, then open the two chests for Constellation Magnus Taurus and a Fruity Gelatin. Check the bookcase here to fight some more Cursed Spell Books. Exit the History Section, head upstairs, and go through the second door.

In here, go left, and check the bookcase north of the fallen red bookshelf to put back the Geography Book. Head right, and check the left of the two bookshelves for a Deluxe Shortcake. Head right and up now, and put the History Book back into the right bookshelf. If you check the left bookshelf - guess what? More Cursed Spell Books! Loop around the top and open the chest for the Falcon Statue. Now, head left, push the red bookshelf up, and go into the Philosophy Section.

In here, climb up the ladder to the south and jump across the booktops to open the chest for a Scarlet Shell. Continue jumping, and at the end, climb down. Here, open the chest for Deluxe Cookies and grab the Literature Section Key. If you head right and examine the two bookcases, you'll fight even more Cursed Spell Books. Now, go and push the red bookcase in line with one of the bookcases that you were jumping over earlier. This way, you can jump onto the red bookcase. Go back onto the ladder, and jump your way down to a Magnum Cornet. Check the bookcase here for the Philosophy Book, then head outside. Back out here, head down and into the Literature Section.

The Literature Section's upper right corner has Cursed Spell Books in the bookshelf. Head left and open the chest for a Silver Sword. Check the bookshelf just south of you for some more Cursed Spell Books, then head up and around left to the north ladder. Jump south, climb down the south ladder, open the chest for Ruby Earrings, and push the red shelf up until it hits a foothold.

(1FHOCT)

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Holoholo Jungle

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Here, talk to the nearby straggler to learn you need a Landmark Stone. Head back to the School of Magic.

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School of Magic

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Valuables: Landmark Stone

Here, go to the east end, and head through the right door. Talk to the principal that's in red, and he'll give you the Landmark Stone. Now, head back to Holoholo Jungle.

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Holoholo Jungle

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Magnus: Brave Knight Helm, Heat Paddle, Wind Yell Level 1, Fire Burst Level 3, Constellation Magnus Equuleus, Smash Tackle

Here, head right, up, left, up-right, then up-left. On the next screen, head up-left and go right around some loops, then head down again and then right. On this third screen, press down against the bottom until you see the ladder symbol above your head. GO down the ladder, and go right to open the SIX chests for a Brave Knight Helm, Heat Paddle, Wind Yell Level 1, Fire Burst Level 3, Constellation Magnus Equuleus, and Smash Tackle. Now go back to the ladder, climb up, and head right, down, and then left and down. In this fourth screen, head right and down onto the fifth. Here, just head up and out of Holololo Jungle.

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World Map

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From here, head to Opu.

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Opu

zzz

Magnus: Constellation Lupus, Uncooked Rice, Constellation Magnus Perseus

Here, head into the nearby shop to buy some Magnus if you wish. Buy the Feathered Barette for later. Afterwards, exit and head out down the bridge. Here, we'll meet with Mayfee, a Keeper of the Celestial Tree. Appears that the girl we met in the Ancient Library of Magic is gone, and that we'll be needing to wait a bit. Maufee then invites the group to her house. Now, head up into the RIGHT house. Here, check the pots in the northeast corner for the Lupus Constellation Magnus, and check the wooden tub in the southeast corner for some Uncooked Rice. Exit. Go to the person near the blue save flower, and talk to her; she'll give you the Perseus Constellation.

Back outside, head down across the second bridge, talk to the man on the bridge, then talk to the woman in green to learn more about that hunter girl. Save at the blue flower and go to the church if you wish, and enter the house

here. Check the ceramic pots below the fireplace to the left to get some Ice Knuckles, then exit and head to Mayfee's house. In here, check the pot just above the fireplace for some Curry. Talk to Mayfee, then talk to the woman in bed, Mayfee's grandmother. You'll hear her story about how she was a Keeper.

Afterwards, go next door and talk to Mayfee. She'll mention Komo Mai Cookies. Uh-huh, that's right. To Komo Mai!

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Komo Mai

zzzzzzzz

Valuables: Komo Mai Cookies

Here, head to the vender that was advertising Komo Mai Cookies earlier. He'll need a Celestial Flower Seed. I told you to grab one earlier, but if it's turned into a Celestial Flower Bud, just head back to Corellia's room in her palace and grab a Celestial Flower Seed from the right of her bed. After you give it to the vender, you'll get the Komo Mai Cookies. Now, head back to Opu.

zzz

Opu

zzz

Magnus: Flash Explosion

Here, head to where Mayfee is, and hand over the Komo Mai Cookies. Mayfee will sacrifice them, and the waterwheel will work, and Mayfee will run out. Kalas will call Mayfee's friend out, who tells us that the hermit hunter is back in her hut. After, head back in, open the chest for a Flash Explosion, then go to the hunter's hut.

In here, Gibari will tell the hunter that they'll stop Geldoblame at any costs. The hunter then says that they have to go and see the Celestial Tree bloom, to get the End Magnus. She then informs us her name is Savyna. After, leave Opu onto the World Map.

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World Map

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From here, head to the Celestial Tree.

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Celestial Tree

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Magnus: Constellation Crater, Butterfly Barette

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

CONSTELLATION MAGNUS ALERT

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

The Constellation Magnus card 'Ursa Major' can be obtained by battling the Blood Leafs in Celestial Tree. Just battle every Blood Leaf you come across, and you'll eventually get it.

Here, Xelha will make a mention of how the continents End Magnus locations seem to be elementally-based. The Keeper here will try to keep the group from going, but the group decides that they have to rescue Mayfee, who climbed the tree alone. After, enter the house to the right and examine the stuff inside for the

Constellation Crater. Now, head up the left set of vines on the Celestial Tree, and at the top, open the chest for a Wild Cherry Bud. Head down, and this time take the right set.

Up here, we'll see Mayfee being attacked. Now head left and go up some more vines, and head up a screen. Once you hit the clifftop here, head right and go down some more vines. At the bottom, fight the enemy and you'll get the Butterfly Barette. After, Savyn will reproach Mayfee, and Mayfee will come with us to the top. Now head back up and save at the red flower. Take the right vines, and at the top, get the Magna Essence of the Gold Beetle Carapace. You'll be needing it for later. Now head back down, save, and then go up the left vines, where you'll have to fight a Devil Claws. Up top, confront the door, and Mayfee will open the seal on it.

Enter the door, and we'll be at the heart of the Celestial Tree. Xelha's pendant will glow again, and things begin to happen.

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+++++
Tree Guardian, Tentacles x2
2700 HP (Tree Guardian), 500 HP (Tentacles)
Fire - 50%+, Aqua - 50%-, Darkness - 20%+, Light - 20%- (Tree Guardian)
Fire - 80%+, Aqua - 80%-, Darkness - 30%+, Light - 30%- (Tentacles)
Spoils: Freezing Axe, Dancing Flames
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One note: Since the Tentacles and Tree Guardian are different, you MUST get a snapshot of both of them to complete your Magnus Library.

Anyhow, hit the Tentacles first, since they'll be a pain in the neck. They'll thankfully drop quickly enough with only a meager amount of HP, and although the Tree Guardian can resurrect them, they'll only go down twice as fast.

After you beat up on the Tentacles, focus your efforts on the Tree Guardian. This sucker has the same strengths and weaknesses as the tentacles, so there's no need for deck diversity here. Tree Guardian does have a powerful attack in Banishing Water, but by putting in lots of Fire armor, most of the damage will be negated. For the entire battle, Fire Magnus will be of great use, dealing a good chunk of damage.

Bring in Lyude, Xelha, and Kalas. Exchange out any Light Magnus Lyude has in his deck still, and put in Dark and Fire Magnus; the same goes for Xelha and Kalas, with Fire Magnus taking precedence over Dark.

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After, the Celestial Tree will blossom. That gate place announces Che's gate is open. Although we don't know what this means, it's obvious this is of great importance. However, it is then revealed...that Savyna is an Imperial Soldier! Now we must fight her.

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+++++
Savyna
3300 HP
No Elemental Strengths or Weaknesses
Spoils: None
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ONE CHANCE NOTE: TAKE A PICTURE OF SAVYNA HERE! You'll get a different picture here than from her regular portrait.

Anyhow, although it looks like Savyna is tougher than the Tree Guardian was, she isn't. You'll notice right away that she's fast, very fast, but that's

Family Members: Nubata

Valuables: Mira Cream, Mira Chocolate

In town, we'll hear an argument between two people over some odd thing. A third person comes in and tells the two to stop fighting, and we learn her name as Melodia. She'll trip, but Kalas saves her. We then learn from the bakers that Melodia is Duke Calbren's granddaughter, and the Duke is the Lord of Mira. They then leave.

Visit the Church and save at the blue flower. Now, the guy sitting down at the village entrance is a Family Member, but you won't be able to get him to sign the Family Tree just yet. Now, go into the giant door to the left for the Magnus Shop (Buy the Moonlight Creel). After, head out and go into the first house to the right.

Here, we'll meet up with a girl named Trill who knows Kalas. She's an apprentice cook, but they're behind on cooking. Kalas will be conned into helping her out, namely asking the bakers across the street for some Mira chocolate. Head outside, and go up the second door on the right.

In here, talk to the red-haired student in the northwest corner, and he'll agree to give some Mira chocolate in exchange for Mira cream. Head back to the first bakery, and examine the fridge in the northeast corner for a Frozen Tangerine. Check the Mira cream in the pots to the left of the oven, and grab it. Now, go to the oven. You know that Dead Bluebird from a long long time ago in Moonquile Forest? Put it in here, and you'll get some Roasted Bird. Head outside.

Back out here, talk to the Family Member, and give him the Roasted Bird. He'll give you his signature. Now, head to the second bakery, and inside, talk to the student. He'll take it, and tells you to grab the chocolate when Donella isn't looking. When she's looking away, grab it, then go to the southeast corner. Talk to the student here, and volunteer to help. After, head back to the first kitchen.

Give Trill the Mira Chocolate, and she'll tell us the Empire is around and that she saw a shining Magnus in the Mystical Garden. After, Trill tells Kalas to stop by later for some pastries. After, exit outside and head up into the north house.

Here, check the chocolate dresser to the right for a Chronos Armor. Next, check the drawers in the northwest part of the room for some Fresh Beef. Now head outside, save again, and exit out onto the World Map.

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World Map

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Here, head into Detourne, the Mystical Garden.

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Detourne

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Magnus: Silver Barette, Whirlwind Hit

Valuables: Jet Boots, Red Necklace, White Sword, Shadow Magnus

From the start, jump onto the red block to the right, and talk to the person up top to learn information about Detourne. Now, head into the right room...

...and you'll find proof that Monolith Soft is CRAZY! That's right, we're transformed into a 2D maze where we have to run around. Anyhow, go up and left, fighting the Slimes that get in your way, and take the middle staircase. Here, check the two chests for a Silver Barette and a Whirlwind Hit. Now, take some Pristine Water and put it in the blue pan (You'll have to put two of them in).

Exit, and head through the northern stairs. In here, examine the chains and break them. Next, jump to the left and save. Now, talk to the Golden Hero, and accept. He'll give you the Jet Boots, which will allow you to move faster. Now head back over the block, and back into the maze.

Back in here, take the lower set of stairs. In here, jump onto the left blue block, and talk to the Golden Hero again. He'll give you the Red Necklace, which will allow you to pass through the fire elements. Go out the same way you came in, and go to the middle staircase again. In here, change the scales, then head outside again. Exit, and go to the lower set of stairs again. Grab the Key here, then head outside again.

Now, head left all the way to the upper left door, and talk to the Golden Hero again to get the White Sword. Now, head back into the maze and the middle door of the trio set, and change blue to sink. Exit out. Head into the lower doors, go left, and head out the door here. Grab the Magna Essence of the Golden Pick Axe, then head back to the trio stairs. Go right and down, and break the golden block with the Golden Pick Axe. Open the wooden door, and head inside.

In here, we'll discover a religious place of sorts. However, Xelha's pendant doesn't respond. Suddenly, Savyna hears something, and out of the blue our Magnus floats up and create a huge Magnus.

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+++++  
Magnus Giganticus  
4000 HP  
Fire - 50%-, Light - 50%-, Darkness - 50%-, Wind - 50%-, Aqua - 50%-, Chronos -  
50%  
Spoils: Emerald Earrings, Gleaming Helm
```

And what do you know? Another boss that has half-damage defense. This boss has the power to use Dark Surge and Chronos Cage, the former which can confuse you and the latter which can paralyze you. Be thankful that Confusion in this game is different than other games, though.

Of course, with the half-damage elemental protection comes a need to sort out the elemental Magnus and bring in non-elemental Magnus. Thankfully, Magnus Giganticus's attacks are elementally-based, so you can keep the elemental armor in your decks.

You'll still more than likely want to bring in at least a few strong Healing cards, as Magnus Gigantico's attacks are still strong, and if he gets the tendency to use Chrono Cage, quite annoying. For this fight, a lineup of Kalas, Gibari, and Lyude/Savyna with the last character holding a good amount of the HP healing items is recommended.

Another neat thing to note is that as the battle goes on and you decimate Magnus Gigantico's HP, it's appearance will lose shape, as the Magnus is torn to pieces. Eventually, it'll be brought down to it's core, where you know there's not much left to go.

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Afterwards, it's concluded that the End Magnus was moved, leaving behind a shadow, and that it was unsealed a time ago. It's decided to go see Duke Calbren, and to watch out for the Empire. After, we'll also gain the Shadow Magnus. We'll be deposited out on the World Map. Go back into the Mystical Garden and get some Mirage Weed, then head back outside and head back to Parnasse.

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Parnasse

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In here, we'll be confronted by some soldiers who say Melodia has been kidnapped! Trill however will come and vouch for the group. However, the soldiers will think otherwise, as the only other people who could've kidnapped Melodia were Imperials. We'll then be imprisoned in Melodia's house, where we'll decide to save Melodia on our own.

Now, talk to everyone and then Gibari again. He'll suggest eating a way out, and get conned into doing it himself. After doing so, Trill will come and tell us that we need to go to Picture Book Village, as the kidnappers are likely there.

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World Map

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Out here, head to Reverence, the Picture Book Village.

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      h. Reverence, Shrine of Spirits, Balancoire, Cocolith
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(1HR5BC)

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Reverence

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Magnus: Monolith Pen, tri-Crescendo Pen

O_O.

Anyhow, after Clairvoyant is finished his little predictions, head down to the blue flower, save, and visit the Church. Visit the Magnus shop to your left. Go up to the top of the place, on the second floor house, and inside, examine the left drawer for a Monolith Pen, and the right drawer for a tri-Crescendo Pen. Just in case you didn't know, these are Easter Eggs, named after the designers of the game, Monolith Software and Tri-Crescendo.

Now, head back to the bridge, and talk to the blue robot. Give him the Mirage Weed that you should still have, and the robot will open up a door. Head up into it and talk to the fortune teller here. She'll give us some odd notes on Kalas. After, leave.

Outside, we'll overhear some soldiers' conversation where we learn some strangers entered the Shrine of the Spirits. Exit out onto the World Map now.

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World Map

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Here, head to the Shrine of Spirits.

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Nekton

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Magnus: Wind God Blade, Constellation Corona Borealis, Water Blade

Here, Kalas will have a conversation with you (The Guardian Spirit).

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

CONSTELLATION MAGNUS ALERT

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

The Constellation Magnus card 'Hercules' can be obtained by battling the Ray-Moo in Nekton. Just battle every Ray-Moo you come across, and you'll get it sooner or later.

The Constellation Magnus card 'Cepheus' can be obtained by battling the Filler in Nekton. Just battle every Filler you come across, and you'll get it sooner or later.

First, head up the upper path, and at the end of this path, grab from the chest the Wind God Blade. Head back and take the lower path. In here, go left and down the bottom to open a chest for the Constellation Corona Borealis. Now head up onto the next screen. Here, open the chest for the Water Blade, then head up some more. Save at the red flower, then head left onto the next screen.

Here, we'll see Giacomo asking Melodia about any legends and the End Magnus, to which Melodia supposedly knows nothing of. Giacomo decides that Duke Calbren must know something about the End Magnus, and then Kalas will interrupt the conversation. The two opposing parties will begin to fight, when suddenly the cave rumbles and a creature comes out of another dimension. The trio run off, and now we have to fight Sikri.

+++++

Sikri

3000 HP

Light - 80%-, Darkness - 80%+, Wind - 50%+, Chronos - 50%-

Spoils: Golden Buckle, Dark Embrace, Constellation Virgo

How wrong Savyna was when she said this wasn't going to be a cakewalk.

Seriously, Sikri is a JOKE after your last two battles, and his only two saving graces are Unholy Symbol (capable of paralyzing), and his ability to do two attacks in a turn. Other than that, he's easy, particularly since you should have an abundance of Darkness Magnus.

As for what to bring, put in Kalas, Xelha, and Lyude/Gibari. Kalas's and Xelha's Dark Magnus should be able to topple most of Sikri's HP, while Lyude/Gibari can alternate between healing and attacking Sikri. Although he's still a joke, Sikri can cause a good deal of damage, particularly if he uses Golden Symbol and/or Life Drain near the end of the battle.

+++++

After, Melodia stops the monster and it disappears back to its own dimension. Soldiers will then come up and thank the party for protecting Melodia, and tell Melodia they need to go back to the Manor. Melodia will invite the party to

dimensional shift, and that it is now under the Manor. Giacomo will suddenly enter, confirm their intentions to take all the End Magnus, and runs off. Head out now, and go downstairs. Take the right door, and a giant ball will block us from the underground entrance. Mizuti will stop it, and then join our party!

After, examine the object in the northwest corner for Jill's Jewelry Box, then check the drums at the bottom for the Piscis Australis Constellation. Now, head downstairs. Down here, open the chest for the Robe of Firelight, then head left into Coccolith, Labyrinth of Mirrors.

zzzzzzzzzz

Coccolith

zzzzzzzzzz

Magnus: Heaven's Pillar, Constellation Corona Australis

Before anybody goes "OMFG THIS IS TOO HARD OMFG!", *Points to center mirror of the bottom row*.

OWNED!

But for reference, I shall label the mirror parts, at least best as I can. They should match up, though.

12345

16789

AB78G

ACDEF

Anywho, from the transportation device, head right (Use A as your reference), and then right and down, using 7 and 8 as references. As soon as you are off 7, head up, and open the chest that you see on C to get Heaven's Pillar. Now head back down, and left-down, and left to a flagpole. Touch this, and you'll be warped into the next room.

The point of this room is to just confuse you as to where you and your enemies are. Now, head up and grab the Corona Australis from the chest to the upper right, then drag your butt to the end of the section. Here, get your reflection out and examine the flagpole here with your reflection to be warped to the third room.

12344

56789

AB CD

AEFCG

Head spontaneously combusts

Anyhow, the starting spot is the flag that you see in 8. Part 6 is the always-moving part. Anyhow, from the flagpole, head left, and then up, all around a loop. When you hit a branch, continue down until you hit a red save flower, vuewavke from 5, D, and F.. Save here, then head left, up, left, and up partly, keeping an eye on the moon-shaped flagpole. Once you see the moon-shaped flagpole, go and touch it.

Here, we'll meet Giacomo, who will compliment the use of mirrors. Giacomo will break the seal, and Phantasm will come out. However, we're the ones who will have to fight it, not Giacomo.

pole, and go to the end. Examine the end and you'll get Secret Recipe 6. Now, head back onto solid ground, and enter the house.

In here, examine the pots north of the tree for Pickled Eggplants, then open the chest for a Viking Helmet. Now exit the house, and head left onto the next screen. Here, Gibari will bump into a kid, who will tell us off in a snobbish fashion. After, enter the Magnus Shop to your right and get whatever you can. Once you're done, leave and head left. Crap, can't go this way. Head into the house over here, and inside, examine the bookshelf in the upper right corner. Talk to Scalla after, and exit. Outside, head right and go up the long street.

Here, head right and up into the house. Inside, examine the window for an Apple Pie (Slice), and then open the chest for a Sleet Shawl. Talk to the man in here and he'll talk about the doctor that created the foundation of Mintaka. Now, exit and head back to the hologram. Head into the door just south of here. Coming into this diner, open the two chests north of you for a Coffin Shield and Scale Mail, then check the pots on the opposing side for the Constellation Magnus Ara. Start heading upstairs and we'll overhear a conversation about the incident in Diadem, which includes a few choice words about Lyude.

Upstairs, Lyude will explain a few more things. Now, head down onto the next screen, and then go into the lone house that's up on the second floor. Talk to the people in here, then head out. Note that the hologram isn't there anymore? Head back downstairs, and go up this alleyway. Out here, enter Lyude's home/mansion. In here, Lyude will explain about his childhood, when Almarde enters, and suddenly Lyude's siblings will enter! Almarde will defend Lyude, and they'll shoot her. Lyude will weep over her, and then we'll exit.

Outside, we'll have to make our way through guards back to Melodia's ship. Do whatever, such as fighting enemies to build up levels and visiting the Magnus shop, then save at the blue flower and head onto the ship to the Goldoba. Kalas will rouse Lyude, and then we're off. The three Fortune Tellers will appear, watching.

zzzzzzz

Goldoba

zzzzzzz

Magnus: Crystal Nails, Grace Shield, Rainbow Straw Hat, Robe of Firelight, Assassin's Hood, Viking Helmet, Sleet Shawl

Right off the bat, you'll have to fight some Imperial Walkers. After, we'll be headed inside. Inside, we're going to have to head to the bridge - except the door's locked, so we need to first head to the communications room. First clear the room of the two Imperial Walkers, and you'll get some passwords. Now head up the right door.

In this main area, head across the side and go down the down-right door. Here, head down to the lower right corner and open the chest for Crystal Nails. Head back outside, then go up into the upper right door. Open the chest in the bedroom here for a Grace Shield, then examine the right bunk bed for a Robe of Firelight. Now head out, and take the upper-left door. Examine the bed here for a Sleet Shawl and open the chest for a Rainbow Straw Hat. Exit, and go through the central door.

This is the communications room. Up top, you can enter the passwords that you got from the Imperial Walkers. Here is the list of passwords and what they doo.

|Password| What it does |

```

|-----|
| 0429 |Fight Enemies |
|-----|
| 0819 |Get Assassin's Hood |
|-----|
| 1004 |Fight Enemies |
|-----|
| 1324 |Fires Goldoba's Cannons|
|-----|
| 3291 |Viking Helmet |
|-----|
| 4649 |Fires Goldoba's Cannons|
|-----|
| 4653 |Unlocks Bridge Door |
|-----|

```

After you unlock the bridge door, head back to the first screen, save, then head into the bridge. In here, we'll meet Giacomo, Ayme, and Folon, and learn that Geldoblame is at the Lava Caves, with the End Magnus. Giacomo then offers Kalas a chance to join them, and tells Kalas that he is the Divine Child. Now we FIGHT!

```

+++++
Ayme, Folon, Giacomo
2400 HP (Ayme), 2700 (Folon), 3800 (Giacomo)
Light - 30%+, Darkness - 30%- , Wind - 50%-, Chronos - 50%+, Fire - 30%+, Aqua
- 30%- (Ayme)
Light - 30%+, Darkness - 30%-, Fire - 50%-, Aqua - 50%+ (Folon)
Light - 30%+, Darkness - 30%-, Fire - 30%-, Aqua - 30%+ (Giacomo)
Spoils: Hermit's Creel, Rarebird Statue

```

Well, without a doubt, this'll likely be the hardest battle that you've had up to this point. Not only are the odds fair with three-on-three, but you're facing massively upgraded opponents in Folon and Giacomo and an unknown opponent in Ayme.

Of course, if you're carrying around any items that you intend to have metamorph over time, forget about carrying them for this battle. Unfortunately, the three bosses have some variety among their strengths and weaknesses, but they all fall into one category - weak to Light. For this, bring in your arsenal of Light Magnus, divided between what should be a party of Kalas, Mizuti, and Gibari. Where you don't have that, bring in Aqua Magnus, and then Chronos Magnus.

The reason being for these three fighters is Kalas's and Gibari's ability to defend with their weapons, and Mizuti's strong magical power. Thanks to the former two's ability to do so, they can fit in more healing items - and believe me, you WILL be needing it. Ayme has the ability to do a NINE-HIT combo ending off with Crazy Rabbit, Folon has Energy Injection (Boosts Attack Power) and can use the powerful Worg Laser along with the Chaotic Flames, capable of causing Flames, and Giacomo is tougher than ever, still able to attack twice a turn, dealing even more damage than before, and with the finishing attacks End Slasher and Imperial Force, each which will make your life a living hell.

A note on Ayme before attacking strategy: Don't bother defending against all her attacks. She isn't really that powerful, just does a lot of attacks. Stick in two or three non-elemental Defense Magnus with a high defense rating and you should fare well.

Fortunately, it's not that bad, just really a pain in the neck and long. First off, take out Folon. His Worg Laser and Chaotic Flames will be a problem, and with Energy Injection in his arsenal of attacks, you don't want to be keeping him around too long. After he's down for the count, focus your efforts on Ayme. Thankful for you, she should go down a lot easier than Folon, now that the main threat is out of the way.

After you've defeated those two, the head boss is left; Giacomo. The first 3000 or so HP shouldn't be too bad (Though you might have some close calls when deck shuffling), but before hitting critical zone for Giacomo, HEAL! GODDAMN HEAL! Once he's in critical state, or close to it, he'll start using End Slasher and Imperial Force...and that ain't pretty AT ALL! Nevertheless, if you've kept all three party members alive up to this point, he shouldn't prove too difficult.
+++++

After, Giacomo will rant about some stuff that will OBVIOUSLY mean something later in the game, but means jack now. We'll learn something shocking about Kalas's grandfather, and Giacomo will activate the self-destruct command.

Outside, save at the red flower, if you want. Menu and battles don't suck away from the time limit you have, which is more than enough. Head to the room with the five doorways, and here, head to the lower right door. In here, get some oil from the tank to the lower-left corner, then check the second machine from the left on the down row. Examine it a second time and put the Oil in, and the party will escape. The Goldoba will self-destruct, putting a dent in the Empire's navy. PWNED!

Down on the Earth, it's decided to head south to Azha, and we learn some more stuff about Kalas's grandfather. We'll then be taken onto the World Map.

zzzzzzzzz

World Map

zzzzzzzzz

Here, head to Azha.

zzzz

Azha

zzzz

Magnus: Green Tea, Crimson Oak Blossom, Sculpting Knife, Constellation Lepus, Mephistopheles Cloak, Secret Recipe 7

Here, Lyude will offer a bit of detail into the Operation Sweep. Savyna then mentions she lead Operation Sweep, and then two Imperial Soldiers will come up and say that the enigmatic Lady Death was seen in Anuenue. They'll then spot the group and flee. Turns out Savyna is Lady Death.

Now, visit the church and save, then head north into the cave home. Inside here, examine the barrel to the right of the door in the actual home for a Green Tea, then head up into the second floor. Here, check the drill for a Sculpting Knife and the shelf to the right of the doorway for a Crimson Oak Blossom. Head through the doorway and go right, and open the chest for Constellation Lepus. Head up left into the next room, and we'll have a bad conversation here.

Try to exit, and we'll have another insight into Operation Sweep. Outside, Savyna will force her way into Flame Cave. After, if you want, you can head to the Magnus shop that's in the back cave.

Now, before you go into the Flame Cave, you see those two kids at the bottom? Go into the one house and gather some Rock Salts from the wall on the second floor. Head back to the kids and give them 13 of the Rock Salts. After, talk to the man sitting down and he'll give you the Mephistopheles Cloak. Give the kids 8 more items, and he'll give you Secret Recipe 7.

zzzzzzzzzz

Flame Cave

zzzzzzzzzz

Magnus: Dream Blade, Constellation Serpens, Grumble Pen, Shadow Thruster, Lava Earrings, Catfish Whiskers, Solar Saber

Valuables: Flame Ice

Oooooohhhh, foreshadowing.

Anyhow, head down the hallway and open the door up top. It won't open, but then a mechanic will come along. After learning of Kalas' grandfather's death, he'll invite you to his place, and we'll have no choice but to accept.

Talking to the mechanic, several things get confirmed, and we learn that Larikush was Georg's friend. Once the mechanic leaves, grab the Dream Blade from the chest, check the barrel north of the bed for Constellation Serpens, and then check the blueprint on the table on the opposite side for the Grumble Pen. Head outside, talk to the mechanic. Now go inside.

From the start here, head up to the northwest and open the chest for a Shadow Thruster. Now continue on left through the door. In here, head up and examine the lava flow. Seems we can't get to the heart of the Flame Cave because of this. Darn. Head back to the mechanic now. He'll order you to find some Flame Ice.

Back in the first room of the cave, this time take the upper-right path. Up here, you'll end up in a fight with some Lanocaulis. Pick up the Flame Ice, then head back to the mechanic. Trap the essence of the Sparkling Snow twice, then head to the spot where lava is flowing. Use the Sparkling Snow on the lava to freeze it, then head down and right. Here, open the two chests for Gold Earrings and Catfish Whiskers. Now head back up the frozen waterfall, and go right into the second door. Here, use Sparkling Snow again on the lavafall, then head down and open the chest for a Solar Saber. Save at the red flower, then head back up and right. Before you enter, TAKE A CAMERA OUT OF YOUR DECK AND KEEP IT IN YOUR STOCK!

We'll find Xelha's Pendant, meaning the guardian of the last End Magnus has already awakened. Head right. Here, we'll find Geldoblame, who summons all five End Magnus. A dimensional rip will open, and the ancient castle of the gods, Cor Hydrae, appears. The End Magnus then transform Geldoblame into a giant monster that we must now fight.

+++++

Geldoblame

5500 HP

Light - 80%+, Darkness - 80%- , Wind - 30%+, Chronos - 30%-, Fire - 20%-, Aqua - 20%+

Spoils: Shadow Gate, Power Snow Anklet

Make no doubts, this battle is hard. But it's not as hard as last battle with the trio of Giacomo, Folon, and Ayme, so breathe easy.

Here, we'll have a conversation with Corellia, Ladekahn, and Calbren over what's going on. After, chat with each of the individual nation's rulers, and we'll learn that some witches are helping us out. After, Xelha is told to go rescue her friends, hidden in interdimensional cracks where the End Magnus had appeared. After, nail the church (Information on Star Magnus is now available) and Magnus shop, then head to Anuene Port.

zzzzzzzzzzzz

Anuene Port

zzzzzzzzzzzz

Here, take the Mindeer (When did that get back here?) and head to Diadem. In Diadem, head to Cloud Passage.

zzzzzzzzzzzz

Cloud Passage

zzzzzzzzzzzz

Here, snag the Magna Essence of a Cloud from the cloud generator here, from a time so long ago. With this in hand, head to the Shrine of the Winds.

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Shrine of the Winds

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Here, examine the interdimensional crack. Inside the crack, examine the portrait on the wall, and insert the Cloud Essence in the wall.

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Naiad

1400 HP

Light - 50%+, Darkness - 50%-, Fire - 30%-, Aqua - 30%+

Spoils: Spiraling Gale, Goldfish Bowl, Constellation Ophiuchus

Hey, look! Monolith Soft suspected you wouldn't be using Xelha very often and threw you a weak boss! Now, remember when I told you to take a camera out of your deck in the Flame Cave? This is the reason why - you'll need to take photographs of the bosses you're to face.

Don't worry, though. Naiad is pretty easy, and despite that his Burning Blood, capable of causing Flames, might SOUND damaging, it really isn't. All you have to do is enter the battle with Light and Aqua Magnus, let them loose on Naiad, and heal occasionally. In a quick battle, he'll fall soon enough, quite possibly before you even have to Deck Shuffle.

+++++

Afterwards, head up to the altar and save Gibari. After your brief conversation, head to Mira. From the island of Mira, head to Detourne.

zzzzzzzz

Detourne

zzzzzzzz

Here, grab the Magna Essence of the Mirage Weed, then head to Duke Calbren's Manor in Balancoire.

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Duke Calbren's Manor

Light Flares + Mayflies + Wind Blows should be enough to take out Despina before you have the occasion of needing to heal.

+++++

Now, go and rescue Savnya. After your brief conversation, head ALL the way back to the Mindeer, and this time, head to Alfard and Mintaka.

zzzzzzz

Mintaka

zzzzzzz

Magnus: Pretty Flowers, Intermezzo, Rice Paper

Here, head to Lyude's house and open the chest for an Intermezzo. Next, check the flowers at the entrance for Pretty Flowers, then examine the conditioner for Rice Paper. Now, go to the house that is to the right of the path to Lyude's house. In here, examine the book in the northeast corner and get the Magna Essence of the Girl's Thoughts.

Exit, go to Azha.

zzzz

Azha

zzzz

Magnus: Red Oak, Sunflower Coin, Jumbo Pastry, Pork Ribs

Here, go to the third floor of the single house here, and give the boy in the way the Girl's Thoughts. He'll give you a Red Oak and step aside. Now head up to the left and examine the bookshelf for the Sunflower Coin. Go right, examine the pots under the table for a Jumbo Pastry. Check the shelf to the left of the table for Pork Ribs. Now head to the Flame Cave.

zzzzzzzzzz

Flame Cave

zzzzzzzzzz

Magnus: Cetaka's Sword

Before going to the heart of Flame Cave, get some Lava into a blank Magnus and take it to the woman in the cave house who wants a Hot Rock. After the Lava has turned into a Hot Rock, give it to her for a Cetaka's Sword.

After, head to the heart of the Flame Cave after grabbing a second Lava. Go into the Interdimensional Crack, and put in the Lava. We'll face off against Galatea.

+++++

Galatea

5600 HP

Light - 50%+, Darkness - 50%-, Wind - 30%-, Chronos - 30%+

Spoils: Crescendo, Amethyst Earrings, Constellation Libra

The last of the Interdimensional Crack bosses, Galatea boasts the most HP, but he doesn't have an instant-death spell like Despina's Hour of Reckoning. Once again use your party of Xelha-Mizuti-Gibari, this time with a few more HP healing items, no death-protection spells, and Chronos Magnus in place of Wind.

One other note is that Galatea's Heart of the Maelstrom, which causes Wind

damage, can do a fair amount of damage, so be sure to balance out Chronos armor instead of just bringing in Light-based and neutral armor.

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After, free Lyude and go through the brief conversation. The group will decide to head back to Anuenu to talk to the rulers.

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Corellia's Palace

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Here, talk to Corellia, and the group will decide to try and contact the land of Wazn, an island of ice that has been cut off from the rest of the world. After the cutscene, head to the Mindeer. We'll automatically head to Wazn.

zzzzzzzz

Gomeisa

zzzzzzzz

Magnus: Constellation Leo, Forseti Robe, Aqua Burst Level 4, Tower Shield, Deluxe Pastry, Sheperd's Purse

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

CONSTELLATION MAGNUS ALERT

!!!!!!!!!!!!!!!!!!!!!!!!!!!!

The Constellation Magnus card 'Delphino' can be obtained by battling the Flobo in Gomeisa. Just battle every Flobo you come across, and you'll get it sooner or later.

Head left from the start and open the chest for the Constellation Leo. After, head up onto the next screen. Up here, go up and examine the chest for a Forseti Robe, then examine the orb up to the left for one of the keys to breaking the magical barrier. Now head right and up, and go left onto the cliff to get another key. Head back right, and then go up onto the next screen.

Coming up the slope, head north-right and open the chest for an Aqua Burst Level 4. Continue your sluggish pace up-right, and take the right path. Out here, get the third key. Now, go back and this time head left, and get the third key. The magical seal will now be broken. Head down the slope now, and go up to the left.

Here, grab the Tower Shield from the chest, then press on upwards. Coming out onto the next screen, open the chest to your immediate right for a Deluxe Pastry, then head north-left and open the chest for a Shepherd's Purse.

Out at the end, an ice bridge will form and we'll make it into Wazn, as the storm stops and Wazn is finally visible to the rest of the world. Enter, Kaffaljdhma.

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Kaffaljdhma and Cursa

zzzzzzzzzzzzzzzzzzzz

Magnus: Dancing Flames, Light Flare Level 4, Young Wasabi Root, Phoenix Helm, Birdie Fatale, Eel, Full Helm/Golden Bugle, Shortcake (Large), Green Tea, Cloudy Emblem, Dark Flare Level 4, Soybeans, Constellation Ursa Minor

Here, Xelha will automatically walk up to the palace doors, and we'll have to

zzzzzzzzzz

Head to the Imperial Fortress.

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Imperial Fortress

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Magnus: Wave Cutter, Light Flare Level 4, Fire Burst Level 4, Wolf Fangs, Deluxe Cream Puff, Constellation Scorpius, Dark Flare Level 4, Aqua Impulse, Phoenix Helm, Aqua Yell Level 1, Infernal Fists, Efreeti Suit, Dragonfly, Blood Sword, Asura Tuba, Full Helm, Aqua Burst Level 4, Golden Bugle, Cute Doll, Branch, Crown of Bubbles

Animals: Bunnycat

Valuables: Prison Cell Key, Elevator Key

At the entrance, we'll be confronted by one of the soldiers from the Flame Caves, who tells us that Melodia and Fadroh are in the fortress. From the start, head up north and pick up from the two chests a Wave Cutter and Light Flare Level 4. Now head up to the main gate and enter.

Inside, just head left into the next room. In here, you'll see some elevators, but don't go on just yet. Instead, continue left one more room, and in here, open the chest at the far end for a Fire Burst Level 4. Now head back, and take one of the two elevators up a floor. From where you get off, head left two rooms. In here, open the chest for a Wolf Fangs, and examine the basket to your right for a Deluxe Cream Puff.

Now, head right back one room, and go up the elevators in here. Up another floor, head right and go all the way to the back, where the hole from the explosion last time Xelha was here still is. Outside, open the two chests for the Constellation Scorpius and the Dark Flare Level 4. Now head left all the way past the four prison cells on this floor, and examine the shiny object on the desk for the Elevator Key. Now, head back to the elevators, and head down.

Downstairs, head right two screens. In this room, head up one, and talk to the soldier here. He decides that he has to go help his comrades, and asks you to keep his pet Bunnycat safe. Loan him a favor and do so. Now open the chest for an Aqua Impulse, and exit. Head right two rooms now. In here, open the second door from the left and open the chest for a Phoenix Helm. Check the third stall and grab the Prison Cell Keys from the soldier's body. Now check the urinals, and grab the Aqua Yell 1 from the third from the left urinal. Now grab yourself four Essences of the Stagnant Water, and head outside. Go upstairs on the elevator using the Elevator Key.

Up here, immediately head right. In this room, examine the first locker to the left for an Inferno Fists, then head up and examine the ammunition for an Efreeti Suit. Now open the chests for a Dragonfly and Blood Sword, then check the bookcase for an Asura Tuba. Exit this room, and continue left three more rooms. In here, Lyude will reminence over the orders the year before to conduct Operation Sweep. Now, open the two chests for a Full Helm and Aqua Burst Level 4, then check behind the throne for a Golden Bugle. Now, head right and go down on the elevator.

Downstairs, head left into the Emperor's room. Examine the bed for a Cute Doll, then head down and examine the rocking horse for a Birch. Open the chest for a Crown of Bubbles, then head outside. Now go right and examine the force field. Head upstairs now, and go right a screen and up a screen. Examine the blue ball in here and dump your four Stagnant Waters inside. After, save in the throne

room once more, and head down past where the force field once was.

+++++

Fadroh

7000 HP

Light - 30%+, Darkness - 30%-, Wind - 80%+, Chronos - 80%-

Spoils: Camera 3, Freezing Axe

Wind, Wind, Wind, Wind, WIND! I CANNOT stress it enough to bring in as many Wind Magnus as you can. Fadroh BLEEDS Chronos damage between his two finishing Combos, Unholy Light and Corrupted Light, each of which can cause 500 damage on it's own! That is not to mention that he can power himself up beforehand with Orb of Magical Offense. In previous fights, you might've been able to get away with using conflicting elements or elements the boss was strong against, but not here. Here, even with the favorable Magnus, Fadroh can still deal 1000 damage to you with ease.

For your party, bring in Gibari and Xelha as definites - Gibari should still have his arsenal of Mayflies and some White Scepters, and Xelha's magic is more than capable of coming in handy, with her Whispering Wind Finisher handy. It's a toss-up between Lyude and Mizuti from there, but I'm more inclined to take Lyude as he should've attained a powerful collection of weapons from back in Mintaka, and his naturally higher HP will be able to hold out against Fadroh a lot longer. Having a good deal of strong Light finishers helps out also.

I don't even have to stress the importance of bringing in some HP healing items too, now do I?

+++++

Afterwards, Fadroh will die. Head up the hallway, and save at the red flower. Press on, and we'll meet with a few certain somebodies.

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Angel of Darkness

9000 HP

Light - 80%+, Darkness - 80%-, Wind - 40%-, Chronos - 40%+

Spoils: None

Oh...you're going to burn and bust on this one...9000 HP is a figure not quoted often, and the Angel of Darkness is capable of healing himself by using Fangs of Darkness, an eight-hit draining attack that can cause somewhere in the realm of 600 damage undefended.

But of course, that alone wouldn't be all that bad, particularly compared to Fadroh, capable of dishing out more than 1000 damage. Then look at this: the Angel of Darkness can attack TWICE in one turn, and more often than not, he'll decide to use Binding Wings - capable of paralyzing - then use Fangs of Darkness, first eliminating a character out of the battle for a few turns, then rapping their HP, then recovering himself. Yeah. That's going to be fun.

But don't worry, he isn't on the scale of impossible. Just remember to bring in as many Light and Chronos Magnus as you can. I recommend bringing the same party as the last battle with Wind Magnus traded in for Chronos and a good deal more emphasis on Light Magnus, but you could trade Gibari out for Mizuti if he doesn't have a decent selection of weapons. Be warned, though, doing so will mean that another of your characters will fall after only a few attacks, as Mizuti has a weaker defense than Gibari.

+++++

After, some of the most badass moments in the game occur, then some comedic moments.

zzzzzzz

Mintaka

zzzzzzz

Back in Mintaka, it'll be decided to head down below the Taintclouds to Duhr and the Children of the Earth. Afterwards, head to the White Dragon at the port. Everything will be taken care of automatically from there.

\\/\

k. Labyrinth of Duhr, Gemma Village, Capella

\\/\

(1KLDGC)

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Labyrinth of Duhr

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Magnus: Cinderella Birdie, Fangs of Light, Metal Knuckles, White Ash, Sun Coin, Hamelin Cloak, Constellation Pegasus, Bells of Fate, Sunflower Barette, Platter of Parting

Family Members: Batutta

*NOTE: The directions I say are what you should do from YOUR perspective on EACH screen.

*NOTE 2: Grab some of the Pristine/Stagnant Water that is in the pots around here the first time you can.

Save at the red flower after you land, then head down a screen. Here, open the chest for a Cinderella Birdie, then go right. From here, take the completely linear path, and at the end of the maze, open up the chest for a Fangs of Light. Now, head back to the red flower using opposite perspective, and this time head right. In this part, open the chest for the Metal Knuckles, then head down, and up.

Continue on your way up, and left at the end of the passage. In here, open the chest for a White Ash, then talk to the man. He's another Quzman relative, and he'll readily sign without a problem. Now head down, right, and right again. Open the chest for a Sun Coin, then continue up and open another chest for a Hamelin Cloak. Go right now and examine the carcass for the Constellation Pegasus.

Now head left, and continue in your direction upwards. Go left twice at the end, then head right. On the next screen, head right here and give the creature some Pristine/Stagnant Water. In thanks, it'll fork over the Bells of Fate, Xelha's Level 7 Finisher. Head back down now, and go right. Go right again, then left. Grab the last chest here for a Sunflower Barette, and continue right and up to get the Platter of Parting. Head down and then up a lot, then right and left to exit the Labyrinth.

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World Map

zzzzzzzzzz

On the World Map, head to Gemma Village, just northwest of the Labyrinths of Duhr.

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Gemma Village

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Magnus: Slight Debt, Broken Earth Sphere, Constellation Bootes, Peanuts, Large Teamug, Oakwood, Earth Buckle, Siegfried

Valuables: Garden of Death Key

Animals: Clucker

Family Members: Wayshiyah

Unfortunately, the village elder is in a meeting, so head down to the entrance and go up the left stairs. Here, Mizuti will talk with Kee, somebody it knows. After, talk to the woman on the right staircase, who's another Quzman relative, and she'll readily sign. Save at the blue flower, then head up the right stairs and enter the house nearby.

In here, examine the drawer to the right for a Slight Debt Magnus, then talk to the man beside the fire to learn some information about Xelha's Pendant. We'll end up being able to use the Broken Earth Sphere. Now talk to the man again and he'll give you the Constellation Bootes (I refuse to accent it).

Now, talk to the woman attending the animals and she'll give you a Clucker. Next, examine the shelf to the left for a Peanuts Magnus, then talk to the woman next to the green lights. She'll tell you of Rubber Mud that they need to fix up the Magnus shop.

Now, enter Mizuti's house, on the opposite side of town. In here, Mizuti will meet with it's parents. After, examine the green drawer to the left for a Large Teamug, and check the fireplace for an Oakwood. Now go to the roof of the vast infastructure that is Gemma Village and talk to the man there who wants to know what an inaccessible chest carries. Now, take the top left teleporter, then the teleporter to the left of the right staircase, then the teleporter to the left of the left staircase, and lastly the teleporter to the right of the right staircase. Up here, open the chest for an Earth Buckle, then go back to the man and tell him what was inside to get a Siegfried.

Trying to enter the Great Kamroh's building, we'll hear an argument and somebody will exit in a rage. Enter, and talk to the thing in the middle. What do you know, he's really great!<cue bad pun> The Great Kamroh will talk about Mizuti, then inform us that we need to obtain the Sword of the Heavens from the Garden of Death to the north. He'll then give us the Garden of Death Key. After, talk to the five men around to hear their stories, then exit onto the World Map.

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World Map

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Out here, head north to Capella, Garden of Death.

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Capella

zzzzzzzzzzzz

Zosma Tower

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Magnus: Firedrake Barnette, Burning Shield, Sword of the Heavens

Here, accept the task, and talk to the man to learn what to do. Grab the essence of the Weak Flame and light the first lamp. After your tutorial, grab as many flames as you can(Four are required), then head up onto the blocks and push the blue block into the wall. Continue your journey upwards and push the red block into the wall to activate the yellow block, then push in the blue block at the corner where you should still be standing to make a treasure chest appear. Head past the yellow block and open the chest for a Firedrake Barnette, then take the yellow block up for a ride onto the second floor.

First and foremost, light the lamp near you here, then climb up the hallway of blocks in the center of the room. Push the blue block at the end here into the wall, then climb down onto the right side. Push the red block into the hole. Now climb up onto the giant tower of blocks, and push the highest one right into the hole at the right wall. Next, climb down and push the now-highest block up into another hole. Climb down once more and push this one right, then climb up onto the blocks and the yellow block off onto the third floor.

Up here, immediately head up the blocks up north and light the lamp up top. Push the red block that's around off the top and onto the floor, then head back down. Push the red block into the glowing gap you saw earlier, and two more red blocks will fall down. Now, see the gap where the red block just was before you pushed it in? Head there, and go left - there's a hidden passage. Push the blue block inside the wall to make one of the blocks a moving platform. Get onto this moving platform, and climb up onto the first red block. Push the second red block in, then get down and push the first red block in. Now head on the floating block at the right wall, and up top, push the red block down. Back on the earth, push the red block into the glowing hole. Now head back up on the lower-right corner block, and this time take the horizontally moving block. Push the blue block as you head left/right, and a chest will appear on the floor below. Head down and open it for a Burning Shield, then head back up and go onto the yellow block up to the third floor (It'll take a couple of tries before you can get onto the yellow block).

As always, light up the lamp first, which is near your stop point. Now, go onto the ledge in the bottom corner, and push the right red block that's on the ledge into the hole. Next, push the lone red block NOT on the ledge up to the one on the ledge, and climb up onto the first one. Push the second block so that it's next to the lamp, then climb down and push it into the outside hole. Now go and push the last red block so that it's in the last hole. Now go get the finisher Rhapsody from the treasure chest, save at the red flower, then climb your way up onto the fifth floor.

Up here, light the lamp. Unexpected, huh? Anyhow, push the blue block in the right wall, then head down and push the second blue block in. Push a third block into the wall, and repeat the pattern twice more. Push the red block that appears into the glowing hole, and then we fight two bosses.

+++++

Aygo, Ungyo

7000 HP (Both)

Aqua - 80%+, Fire - 80%- (Aygo), Aqua - 80%-, Fire - 80%+ (Ungyo)

Spoils: Prominence, Poseidon's Creel, Constellation Gemini

These two dog-like creatures incorporate teamwork to make life very frustrating for you; one will be aqua-based while the other is fire-based.

As such, there are two ideal ways to take them out - the first is to equip your three characters (whom I recommend be Gibari, Xelha/Mizuti, and Kalas) about half fire Magnus and half aqua Magnus while tossing in some healing Magnus, and focussing on one boss at a time. The other possibility is to have one of your fighters be completely fire-based, another completely aqua-based, and the third a healer who attacks occasionally.

The problem with the latter choice is that you would have to attack both bosses at the same time, and that'll more likely than not lead to a prolonged battle. It's not to mention that you wouldn't have a big enough arsenal of weapons. So rather than do that, I recommend taking the first choice - equip all three of your characters with half-Fire, half-Aqua, and some extras.

Don't worry, though, as this duo isn't too hard to finish off. Their finishing attacks are VERY RARELY USED (Column of Ice and Pillar of Flame), and the only possibly harm they could do is a possible chance of Freeze in the Column of Ice's case; and although Seal of Ungyo and Seal of Aygo can raise attack power, they use it rarely. Other than that, Ungyo can cause freezing and Aygo flames, but your defense Magnus should be able to repel that if it's of the opposite attribute.

+++++

After the battle, head back down and save at the red flower, then go back up, and go up to the sixth floor. Up here, watch the cutscene, then head to Algorab Village (You might want to stop off at the blue flower in Duhr Port first).

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Algorab Village

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Magnus: Broken Heaven Sword, Inferno Cannon

Here, watch the cutscenes, which involve even more badass moments.

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Malpercio

10000 HP

Aqua - 20%+, Fire - 20%-, Darkness- 70%-, Light - 70%+, Chronos - 30%+, Wind - 30%-

Spoils: None

Despite that titanic HP count outweighing anything you've fought before, Malpercio is a pushover, especially compared to the duo of Ungyo and Aygo that you just fought. Although he can cause a good deal of damage in one turn, he doesn't cause any status effects and he can only attack once a turn, giving you the ability to turn your party into a healer - attacker - attacker.

Annoyingly enough, however, TWO - Count 'em, TWO - photographs are takable ONLY IN THIS BATTLE! The first one is easy enough - just get a snapshot of Mizuti at the start of battle. However, the second one - Mega Rare Mizuti Pic - requires her to be smiling. YOU WILL NOT GET A SECOND CHANCE FOR EITHER OF THESE PICTURES!

+++++

After more cutscenes, go into Mizuti's house and check the far left bookcase for the Essence of an Adventure Book. Now, go back to Algorab Village. Here,

you'll be able to claim an Inferno Cannon from the chest the two ladies were blocking off. Now head back onto the World Map.

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World Map

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Head to Duhr Port.

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Duhr Port

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Here, go see the White Dragon, and we'll automatically be whisked off to Corellia's Palace.

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Corellia's Palace

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Talk to the three rulers, and afterwards, they'll discuss the situation. The witches show up and confirm the impossibility of invading Cor Hydrae. Suddenly, Catranne (one of the witches) will hand Kalas a letter...from Dr. Larikush! Later on, the party will be headed for Cebelrai Village. Stop off in Pherkad first.

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Pherkad

zzzzzzzz

Magnus: Sorcerer's Seal, Silver Ash, Voice 4

Animals: Cloudgull

First off, go to Quzman's. If you've been following this, you should be able to get the Sorcerer's Seal, Silver Ash, and Voice 4. Now examine the painting to the right of Quzman's bed, and Quzman will mention there being his wife Misjah's paintings. Take the essence of one of them. Now exit, and talk to the guy who was talking about his Cloudgull. He'll give you it. After, head to Cebelrai Village.

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Cebelrai Village

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Animals: Prancer, Pow, Fentail Ducklin, Fentail Duck (Regular), Fentail Duck (White)

It's been a long time...First, head into the stable and talk to the man tending the Prancers to get a Prancer. Exit and reenter and talk to the man tending the Pows to get a Pow. Now head outside, and go right. Here, talk to the girl near the Fentail Ducks, and get a Fentail Ducklin, Fentail Duck (Regular), and Fentail Duck (white). After, head into Larikush's house.

In here, we'll have a lengthy conversation. At the end of it, our new destination is clear; to the Celestial Alps! Go back to the White Dragon, and we'll be taken to the Celestial Alps (to the right of Cor Hydrae).

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Celestial Alps

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Magnus: Constellation Canis Minor, Apocalypse Sword, Air Slash, Chaos Mail, Azure Sand, Chaotic Illusion, Constellation Canis Major

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

CONSTELLATION MAGNUS ALERT

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

The Constellation Magnus card 'Canis Major' can be obtained by battling the Badwins in Moonquile Forest, and is obtained at random.

From the start, head up and open the chest for Constellation Canis Minor. Try to head left, then go down and kill the bug. Head back up and go left onto the next screen. Here, you'll be stopped by another tentacle, so climb down and kill the Rulugs. Head back up to the top of the cliff, jump down, and head left onto the next screen.

Here, climb down the immediate ladder and head right. You'll be stopped by another Rulug, but after, you'll get the Apocalypse Sword. Now head back left, get off the cliff at the end, and you'll be stopped by another Rulug! Loop around...only to be stopped by a second Rulug! Man, you have to hand it to Monolith Soft. Two Rulugs later, open the chest for an Air Slash, and head back up the ladder and left.

Here, get a Chaos Mail from the chest near the red flower and save there. Now get a Caplin (White), and head left and grab the Caplin (Black) that isn't part of the herd. Now head to the northwest and open the chest for an Azure Sand, then enter the cabin.

Here, we'll confront the trio of Giacomo, Ayme, and Folon once more, and after a brief conversation, we'll fight.

+++++

Ayme, Folon, Giacomo

5000 HP (Ayme), 5500 (Folon), 7000 (Giacomo)

Light - 30%+, Darkness - 30%-, Wind - 30%-, Chronos - 30%+, Fire - 30%-, Aqua - 30%+ (Ayme)

Light - 50%+, Darkness - 50%-, Fire - 40%-, Aqua - 40%+, Wind - 30%-, Chronos - 30%+ (Folon)

Light - 30%+, Darkness - 30%-, Fire - 50%-, Aqua - 50%+ (Giacomo)

Spoils: None

Before, you could afford to take out the person with the lowest amount of HP and work your way up from there to defeating Giacomo. Not so here, as the trio have the ability to heal each others this time around, as well as all three of them being able to attack twice, so you're going to want to take out the heavy-hitter (ala Giacomo) first.

Thankfully, this time around you do have two advantages going in your favor; your healing items will be alot more powerful, and while your weapons have improved, the trio's HP haven't. That means that you can just slice and dice your way through Giacomo relentlessly, only pausing to heal when you're in the most desperate of states, and will have then taken out your biggest target.

At this point, you should take out Ayme - despite Folon's natural strength being higher than that of her's, she still can be annoying. From there, it's a cakewalk to defeating Folon.

Notables are that you should bring in a couple of Fire armors to protect

Kulcabaran
10000 HP
Wind - 80%+, Chronos - 80%-
Spoils: Galeos Fangs, Aqua Burst Level 6

Good news for you; Kulcabaran is like the four Interdimensional Cracks bosses in that he's a pushover who's more there for the experience than anything else!

This is illustrated in his lack of attacks; the greatest amount of damage he can ever do is 1060 damage, and since it should take minimum four attacks to kill any one of your characters, you could just put away all your armor Magnus and attack + heal. Recommended for this battle is Gibari (Mayflies and Dragonflies) and Kalas (Air Slashes), or otherwise Mizuti if you still have a good number of Wind Blows to go around.

+++++

After, more cutscenes. Xelha will also receive Seal of Water. Once we're out of here, head to Duhr Port.

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Duhr Port

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Here, we'll be confronted by a kid who informs us that the Great Kamroh, some others, and Kee went into the basement of Zosma Tower. You know where we have to go.

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Zosma Tower

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Magnus: Tradescantia Petals, Constellation Aquila, Skull Birdie, Alias Falls

Here, we'll see the old man from the last time we were here coming up from down below. Getting on the yellow block, head down to the first basement.

On the first basement floor, head down the red blocks and light the flame. Now push the block second right next to the lamp, and it'll cause a chain reaction (Make sure the second block makes it into the wall). Now climb down and go onto the platform that has the giant hound (Breacher) on it. After you defeat it, take the Magna Essence of the Delinquency Stone. Climb up the bottom-most red block and push the highest red block into the wall. After you're done that, push the right block into the right side. Now, here is the tricky part. You need to go back to the lamp and push the block right, but you MUST do it so that it and the second red block collide with the yellow block! Once you've done that, go and push the two blocks in, get the Tradescantia Petals from the chest, then head down a floor.

At your departure point on the second basement, light the lamp. Now, take the yellow block DOWN and get off to the right. Here, push the two blocks in the wall further inward, then ehad back up to the top ledge and get off to the right. Push the red block off the ledge, then head back down to the second ledge by way of platform. Get behind the red block (Where the blue blocks just were) and push it down (Not right). Climb down and push it into the hole at the bottom corner, then climb up the ledges and check out the last red block. Push it right into another hole, then head down onto the third floor.

Here, push the lone red block in the middle of the floor next to the column with two stones. Climb up and kill the Gul-Bar-Mool who would otherwise block

From the start, go left and climb down. Open the chest for a Power Blade, then head back up and continue up the slope and open the chest for a Buoy of Light. Continue right up onto the next screen.

Here, we'll meet up with Rebllys. After your chat, head left and open the chest for a Battle Suit. Next, head up and left for a Skull Creel, then go into the small crevasse and examine it for the Constellation Corvus. Now head up to the save flower, save, and head up.

Here, Rebllys and Gibari will have a fish-on, and will fish out none other than the Master of the River, Brolokis!

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Brolokis
13000 HP
Fire - 80%+, Aqua - 80%-
Spoils: Nemesis Fall, Dragoon Gale, Constellation Eridanus
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Brolokis isn't really a boss/amphibian to be feared; lax use of his Frost Cloud attack and being capable only of freezing and poison make him easy. The only real advantages he has is his giant HP count, which can be decimated by Fire Magnus.

Of course, I highly doubt that Gibari will have very many Fire-based paddles, so if you lack enough Magnus, just put in the most powerful paddles you have and make sure the elements do not conflict. Supporting cast should be Savyna (finally!) with her giant arsenal of Fire gloves and either Kalas, or Mizuti/Xelha.

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After, Gibari and Rebllys make up, and we get Balgora's Paddle back in Nashira. After, head to Mira, where we'll be intrcepted by the Phantom Goldoba.
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Phantom Goldoba
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Magnus: Cetaka's Sword, Rice Paper, Hades Horn, Japser Gem, Skull Earrings, Agni Tuba, Mithril Helmet, Presto
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From the start, open the two chests near you for Cetaka's Sword and Rice Paper. Now head to the back and open the chest here for a Hades Horn. Exit, and take the top-right door out here. One cutscene later, open the chest for a Jasper Gem. Exit, and take the upper left door. After another cutscene, open the chest for a Skull Earrings. Exit, take the bottom left room.

In here, open the two chests for an Agni Tuba and Mithril Helmet, then head outside. Now, enter the other two doors (top center, bottom right), and exit. After a cutscene, we fight.

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Rampulus
13000 HP
Light - 80%+, Darkness - 80%-, Wind - 50%+, Chronos - 50%-
Spoils: Vishnu, Apple Pie (Full)
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Rampulus is tougher than many of his predecessors mainly because you probably haven't been using Lyude much as of late, and because of TEH DUAL WIELDING!111! (AKA two attacks in one turn). However, he's weak against Light, which Lyude

and Xelha/Mizuti should have more than enough firepower to take advantage of (And in Lyude's case, a lot of powerful non-elemental weapons).

The other three (Gibari, Kalas, Savyna (Savyna is recommended since you'll need to get her back into use for later)) all make good third fighters, though Gibari outweighs the latter two due to his better selection of Wind weapons. Of course, if you have a ton of Light Bursts, you could always use both Mizuti and Xelha.

Rampulus itself also possesses a good chunk of HP, and it won't fall as fast as it might seem to Light Magnus, as Rampulus possesses Symbol of Slumber (Capable of putting you to sleep) and Death Count (One really powerful Dark + Neutral attack).

+++++

After, you'll receive Presto, Lyude's Levle 8 Finishing Attack. More cutscenes follow. Now, pack your bags, because we're headed to Nihal Desert (North of Azha).

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Nihal Desert

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Magnus: Dragon Plum Bud, Rooster, Constellation Centaurus, Skull Barette, Red Impulse, Chaos Mail, Galeos Fangs, Holy Armor, Phoenix Crest

Valuables: Twinstone Compass

Animals: Olifant

Family Members: Zuhr

At the start, we'll meet up with Azdar, who'll ask us to clear out the nest of monsters that lie ahead. Cue some cutscenes. After everything is said and done, open the chest in the cave for a Dragon Plum Bud. Next, check the boxes in the same area for a Rooster. Head right now and check the barrels for the Constellation Centaurus. Head DOWN outside and open the chest out here for a Skull Barette, then head back inside and get what you want at the shop. After that's done, it's show time.

First, examine the barrels in the southwest corner and capture at least five Pristine Waters. Talk to the girl in the northwest corner of the room, and she'll give you a Twinstone Compass. That won't be necessary however, as you'll be getting directions from here. Now head outside up the ladder.

Now, one Pristine Water is consumed for every screen you go to, so you're going to have to manage your water effectively. From the start, head left one screen and give the man a Pristine Water, and he'll fork over a Red Impulse in thanks. Continue left, and on this screen, resupply your water supply. Also grab one of the Olifants for your Animal quest. Now continue left.

Here, find the woman down a bit half-submerged in sand, and give her Pristine Water. Once she's out of the sand, she'll be more than happy to sign the Family Tree for you. Head back right, resupply with water, then come back onto this screen and go up one. Here, give the man a Pristine Water and he'll give you the Chaos Mail in thanks. Continue up two, resupply with water.

Now, head right one screen (save at the flower if need be). Give some water to the person laying on the ground here and get a Galeos Fangs in return. Continue

two right, and resupply here. Now head down and left one, give water to the person here for a Holy Armor. Backtrack to the oasis, resupply, then head two screens left. Save at the red flower, then go down. On the next screen, talk to Azdar and it'll start up a boss fight.

+++++++
Sowzana
12000 HP
Aqua - 80%+, Fire - 80%-
Spoils: Hellblood's Hammer, Green Light

The only two problems you'll really have with Sowzana is your relative lack of experience with Savyna (Admit it, you haven't been using her much until just very recently) and Sowzana's Hyper Wicked Light, the latter of which deals a ton of Fire damage along with a little bit of Dark (Meaning, equip a few Light Armors along with your Aqua Armor).

On the other hand, you have almost everything going for you. Savyna should have a large arsenal of Aqua gear, and the Mizuti/Xelha duo should have between them a ton of Aqua Bursts. Gibari rounds out the third spot excellently, with his numerous Aqua-based paddles. The only thing you really will have to watch out for is your HP, which can be shattered pretty quickly if you don't watch it for Hyper Wicked Light.

+++++++
After, cutscenes and Savyna gets the Phoenix Crest. Now we've got sidequests to plow before heading to Cor Hydrae.

\\
n. Sidequests
/\\
(1NDQST)

If you want to finish the story right away, head straight to Cor Hydrae and the next part of this walkthrough. If not, then use this, which covers everything left that there is to do in the game. First off, let's head to Sadal Suud and Nunki Valley.

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Nunki Valley
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Family Members: Asakir

You know that dude with a bracelet training under the waterfall from a LONG ways back? That's right. Since you've got Zuhr to sign, he'll sign the Family Tree as well. Now head off to Pherkad.

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Pherkad
zzzzzzzz
Family Members: Usaybia, Maja

At Quzman's house, examine the drawer to the left of Quzman's house, and he'll sign the name of Usaybia for you. Next, talk to Asakir, and he'll sign his dead mother's name Maja for you. If you haven't yet, obtain the Magna Essence of the Terrible Painting in the brown chest to the right of Quzman's bed.

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Celestial Alps

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Family Members: Al-khatib, Al-rumi

Here, take the lower left path and talk to the girl here. Take her message to her mother up top, then go back down. She'll ask you to push her up to your mother, and you'll have to physically move her. At the top, collect the signatures of both family members. After getting both their signatures, head up to the cabin at the top of the Celestial Alps (The tentacles aren't in the way this time).

Here, time to grab some items. First, examine the fireplace at the top for a Silk Veil, then check the pot to the left for an Avocado. Also check the chest to the right for an Efreeti Saber. Now enter the left room. In here, first head up the ladder and get Straw from the top, then come down. Now go and open the two chests for a Skull Buckle and Holy Armor, and examine the milk for, well, some Milk! Now head right two rooms, and in here, open the chest up top for the Void Phantom.

Afterwards, head back to Pherkad.

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Pherkad

zzzzzzzz

Magnus: Endeavoring Woman

Family Members: Kemal

Head to Quzman's house. Talk to him, and he'll give you the Endeavoring Woman for completing the Maja bloodline. Now, talk to Tumart (on the bottom-left corner) a few times, and he should talk about his wife Kemal. After you get her signature, talk to Quzman. There's only one family member left, and his name is Rabbih. Head to Zosma Tower.

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Zosma Tower

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Family Members: Rabbih

First, you have to get the Delinquency Stone from the first basement floor by first defeating the dog monster on top of it, then getting the stone itself. Next, climb up all the way to the fourth floor of Zosma Tower. Here, you should be able to find Rabbih easily enough. Give him the Delinquency Stone, have him sign the Family Tree, then head back to Pherkad.

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Pherkad

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Magnus: Fairy Shield, Platinum Earrings

Here, go and talk to Quzman, and he'll give you the Platinum Earrings. Afterwards, talk to Taymiya, and she'll give you the Fairy Shield.

Well, we've got another quest to do now; finish collecting the constellation Magnus. Thankfully, you should only be missing two have you been following the walkthrough. First off, let's head to Cebelrai.

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Magnus: Fire Burst Level 6, Chronos Blow Level 6, Shield of Hope, Mermaid Nails, Wind Blow Level 6, Wind Blow Level 6, Brahma Eupho, Sybil's Crown, Voice 6, Firefly, Lord of the Wind, Dark Flare Level 6, Desperda, Light Flare Level 6, Venus Garb, Chronos Blow Level 6, Esperanza, Aqua Burst Level 6, Golden Helm

Here, we'll be confronted by ghosts of the dead gods, who will disperse. Afterwards, open the left chest for a Fire Burst Level 6 and the right chest for a Chronos Blow Level 6. Head up, and we'll have to go across a bridge. On the other side of the bridge, save.

Now, head up the middle path. Going up, you'll meet a lot of Diabolos resistance. Once done clearing out the enemies, open the chests for a Shield of Hope and Mermaid Nails. Three items later, head up. In this big room, open the chest to the left for a Wind Blow Level 6. Next, examine the orb to the right and it'll create a chest for later on in the dungeon. After everything's said and done, head up and we'll fight the first of the Gods.

++++
Sibling God: He
14000 HP
Darkness - 100%+, Light - 100%-
Spoils: Wheel of Light

OMG a boss that's weak against DARKNESS! This is AWESOME! The last time you fought a boss with weakness against Darkness was a long time ago, against Phantasm in Mira. With the big storage of Dark Weapons that you should've been storing up, a group of Kalas, Lyude, and Xelha/Mizuti should be able to make up for a lot of damage against Sibling God: He.

Of course, don't take this for granted. He is more than capable of causing on the level of near 2000 damage in a single attack with his strength, and he boasts two very annoying attacks; Seal of Sanity, capable of confusion, and Seal of Health, which heals 2100 HP. My recommendations are just to shunt aside all armor Magnus except for a few very powerful ones, put in a number of good healing Magnus, and a ton of three or four-Spirit Number Magnus. A nine-straight hit combo against He can be devastating, particularly if you're using Dark Magnus.

Just remember to heal when you need to (and DON'T EVER LET YOUR HP FALL UNDER 2000!), and you should do OK against He, provided you aren't too underleveled in coming here.

++++

After, go back to the main area, save at the blue flower, and this time take the upper left path. Go through the hallway, and in the second room, examine the orb and a teleporter will be created elsewhere in the castle. Next, check the chests in the southwest corner for a Wind Blow Level 6 and a Brahma Eupho. Now head up into the next room and we'll fight the second Sibling God; Che.

++++
Sibling God: Che
14000 HP
Wind - 100%+, Chronos - 100%-
Spoils: Ultimate Geyser

Ugh. Sibling God: Che is a speed freak, often starting off with Seal of Sanity (Able to confuse) and then finishing off with a long combo that ends off with

Spark of Time, able to deal a megaton of Chronos damage. Che is also capable of using Seal of Health, just like it's predecessor.

Take into battle Mizuti, Gibari, and Kalas. Mizuti's Wind Blows and Alias Falls Finisher should take a chunk out of Che's life; Gibari's Dragonflies and Mirage Blades should do away with the majority of it's remaining HP; Kalas and his Air Slashes + Void Phantoms should be more than capable of doing away with Sibling God: Che. Just be warned, though, do not let it get an upper hand on you with it's freak-like speed.

+++++

After, head back to the main area and save. This time around, take the upper right doorway. Here, go up the hallway, then examine the orb. Now go onto the next screen and open up the chest for a Voice 6. Now continue up to fight Sibling God: Ar.

+++++

Sibling God: Ar

14000 HP

Aqua - 100%+, Fire - 100%-

Spoils: Deadly Heat Scythe

You should be used to the routine of battle now. Sibling God: Ar is also capable of using Seal of Sanity and Seal of Health, and his signature move Firebird can deal a good amount of damage. Have no fear though, as he uses his Finisher very rarely.

But screw careful organization. A party of Savyna, Gibari/Kalas and Mizuti/Xelha here can utterly devastate Ar in a matter of only a few turns. Frozen Souls for Savyna, Crystal Wings/Balgora's Paddles for Gibari, Aqua Truths for Kalas, and the Aqua Bursts for Mizuti/Xelha can cause Ar's HP to fall like a rockslide. Combine that with slow speed compared to Che and He, and a couple of well-placed bonuses (ala Sunrises/Sunsets) and you can cause upwards of 5000+ damage in a single attack.

This isn't to mention that you should easily have these weapons or replacements for them in handy supply, so you're more than capable of having the firepower required to take down Ar at hand.

+++++

Head back to the main room. This time, take the lower left path, and continue left across the hallway in here.

Here, you'll be stuck in a room with a lot of teleporters, so listen carefully. First, head down to the end and go into the teleporter in here. At the receiving end, go back down onto the teleporter you came from. At the three way split, head down into the red teleporter which will only be around here if you examined the orb before you fought Che. Now go and open the chest for Lord of the Wind. Go back into the teleporter to be dropped off elsewhere, and here, examine the orb. This'll create a chest with a Firefly in it just before where you fought Ar.

Now, go back into the red teleporter once more, and open the chest here for a Dark Flare Level 6. Go into the teleporter and you'll be whipped back to your starting point. Head back into it, and go back into the teleporter you came out of for the second and third part. Get the Desperda, then go back into the teleporter twice more. Head up and take the middle teleporter once you get to a triangle-shaped path, and you'll get deposited onto the three-pronged split. Take the left teleporter here, and exit to the left.

Open the chest here for a Light Flare Level 4, then head up to fight Sibling God: Le.

++++
Sibling God: Bo
14000 HP
Water - 100%-, Fire - 100%+
Spoils: Finale

Coming off of a relatively easy with Ar, Sibling God: Bo will present a more difficult challenge; that's because your two primary water-users, Savyna and Gibari, simply don't have the upkeep of Fire Magnus as they did have Aqua Magnus. While Kalas and one of the Mizuti/Xelha duo can fill two of the spots, more likely than not you'll have a hard time finding a third person.

In my own opinion, Savyna should fill in that third spot, as she still has a nice supply of Fire Magnus handy, and can dish out some quick and hard damage. Of course, you'll definitely want to have some Fire Magnus handy, especially if you don't have any freeze-resistance accessories equipped; Bo's Icy Burst attack can hurt you and freeze you in the same movement.

As always, Sibling God: Bo will also possess Seal of Sanity and Seal of Health, so watch out for those two attacks.

++++

Head back to the middle room now. Save, then head back to the room before Ar and pick up the Firefly. Head back, and this time take the lower right room. Head across the room, and take great joy in the gloriously difficult puzzle Monolith Soft has laid out for you(OK, so not so difficult).

Take the green stone near you, and pick up the Venus Garb, then head back down. Head right and take the red stone up and open the chest here for a Chronos Blow Level 6. Go down, take the green stone, head up the red stone, then continue on right past the pair of stones and take the lone green stone up. Take the red stone up, then the green stone, then the red stone. Examine the orb, which creates a chest containing a Sybil's Crown on the hallway to Sibling God: He.

Now, put everything back in formation from the start, and head left and take the red stone down. Go down and take the green stone up, and open the chest to the left for an Esperanza. Now just go right along the path into the next room. Here, open the chest for an Aqua Burst Level 6, then continue on to fight Sibling God: Le.

++++
Sibling God: Le
14000 HP
Chronos - 100%+, Wind - 100%-
Spoils: Planet Soul

Rarely does Le use his signature move, and he's a pathetic attacker besides, and not as fast as Che or He. Chronos Magnus is something you should have plenty of, particularly with Kalas and Gibari, and you've had plenty of experience with the other four Sibling Gods as well as being stronger now.

Le is easier than his predecessors, so you shouldn't really have a problem with him at all. As always, he'll be able to use Seal of Sanity and Seal of Health.

++++

After, head back to the center room and save, then head up and grab Sybil's Crown from the chest in the center north passage. Head back into the main room, and take the teleporter. In the new room, head north two screens.

Cue cutscenes.

++++
Malpercio
16000 HP
Chronos - 20%-, Wind - 20%+, Darkness - 50%-, Light - 50%+
Spoils: None

Malpercio himself isn't really hard, now that it's come to this. For one, his attacks simply aren't as damaging as the Sibling Gods, and two, his Seal of Awakening and Seal of Venom (Deal Sleep and Poison respectively) attacks simply shouldn't be able to affect you anymore.

The only real beefs that could take you down is his Divine Doom attack (Dark-based with neutral damage to the side) and his Soul Drain attack (Another draining attack...) but other than that, he shouldn't be very difficult for you to defeat.

++++
After the cutscenes, head right and save at the red flower here. Go up a screen, and collect the Golden Helm from the chest. Continue up the stairs, and at Cor Hydrae's roof, continue up. Cutscene later, we fight.

++++
Malpercio
20000 HP
Element changes periodically throughout the battle. 80% plus for the opposing element, 80% minus for the element Malpercio is.
Spoils: None

Yay, a really tough boss.

The thing that will screw up your entire deck is Malpercio's seal of Entrophy. This attack changes Malpercio's element, and the way it's shown on the screen (ie. flames, bubbles, light) indicates what element he's changed to.

But because of that bastard's attack, you have no single element to base your deck on, as if he changes to that element, oopsie, 80%- for you. All I can really suggest is to just draw Magnus from one part of each of the three pairs of elements, and work your way out from there, while throwing in a bunch of powerful Neutral Magnus.

However, you'll need lots and lots and lots and LOTS of healing power, as Malpercio has two very frustrating Finishers. The first, Dark Arrow, deals a good amount of damage. The second, Enchanted Blade, deals a ton of damage as well, but also drains your HP. Grrr....*Shakes fist*

Anyhow, if you have any junk (Rotten Fruit, Mould, etc.), throw them out and bring in actual Magnus. There is no room for sucky Magnus in this battle - just Magnus that can completely and utterly dispose of Malpercio.

++++

After, enjoy your ending...wait...wow, that was unexpected...

+++++

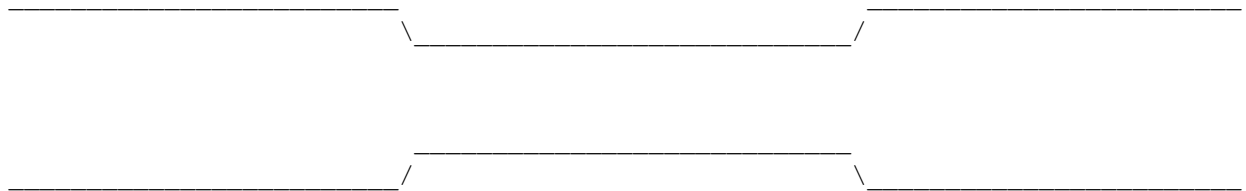
The REAL Final Boss

15000 HP

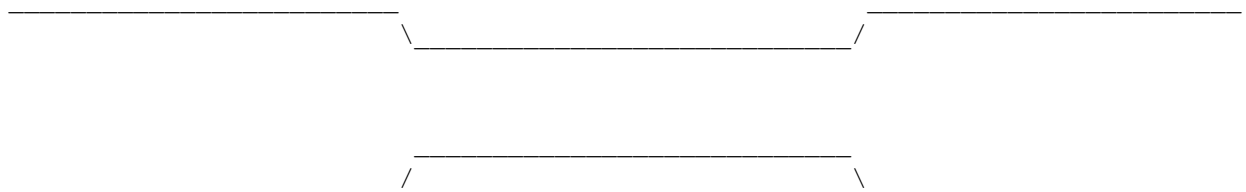
Spoils: None

The battle is real simple. Just play until you get a spirit attack (In case you don't remember, you have to use all but one of your allowed attacks in a turn before a spirit attack will show up), and then use it on this boss. It'll fall no matter how many HP it has left.

+++++



2. Battle Basics



(2BTBSC)

Baten Kaitos hones a pretty unusual twist to the standard turn-based combat, so as such, it's sometimes fairly difficult for somebody to pick up on it. So, I'll try my best for explanations.

zzzzzzzzzzzzzzzzzzzz

Starting a Battle

zzzzzzzzzzzzzzzzzzzz

When starting off a battle, you'll see some cards at the bottom of your screen. These are Magnus, and they are the game's form of battling. They have several different uses - attacking, defending, healing - and in this case, they're attacking Magnus. If you are attacking, you cannot use any greyed out Magnus - they cannot be used, and by using them, you end your turn.

After you choose your first card, the character starts to execute the command, and you have to select the next command before he finishes his first; else the turn ends. At first, you'll only be able to use two Magnus per turn and hold three Magnus, but as your class upgrades, you can use more Magnus in a turn and hold more Magnus. Here is a chart of the classes and their corresponding numbers.

Class	Magnus in Hand	# of Usable Magnus
1	3	2
2	4	3
3	5	4

At first, your Magnus will only have one Spirit Number. However, when your Magnus have two or more Spirit Numbers, you can press the C-Stick in place of A in the direction of the Magnus you want when selecting Magnus in battle, and it will choose that number.

What is the purpose of this all? When you combine Spirit Numbers in certain ways, such as two pairs or a sunrise of 1 to 9, you get percentage increases on your attack power, thus dealing more damage. Using a grey card nullifies all combos, and all cards must be part of at least one combo. So if you have two 1s and one 2, you won't get a Pair, because the 2 is there and isn't part of any combo.

Here is a list of all the combos and there increases. Offensive refers to percentage increases in attack power, defensive refers to the amount of damage decreased off total damage dealt to you.

Combo Name	Offensive Bonus	Defensive Bonus
2 Cards	10%	9%
2 cards with 9	15%	13%
2 cards, 2 pairs	13%	11%
2 cards, 3 pairs	26%	20%
2 cards, 4 pairs	40%	28%
3 cards	21%	17%
3 cards with 9	31%	23%
3 cards, 2 pairs	39%	28%
3 cards, 3 pairs	65%	39%
4 cards	33%	24%
4 cards with 9	49%	32%
4 cards, 2 pairs	64%	39%
5 cards	45%	31%
5 cards with 9	67%	40%
6 cards	57%	36%
6 cards with 9	85%	45%
7 cards	69%	40%
7 cards with 9	103%	50%
8 cards	81%	44%
8 cards with 9	121%	54%

9 cards	93%	48%
9 cards with 9	139%	58%
2 straight	13%	11%
2 straight with 9	19%	15%
3 straight	28%	21%
3 straight with 9	42%	29%
4 straight	45%	31%
4 straight with 9	67%	40%
5 straight	64%	39%
5 straight with 9	96%	48%
6 straight	86%	46%
6 straight with 9	129%	56%
7 straight	111%	52%
7 straight with 9	166%	62%
8 straight	139%	58%
8 straight with 9	208%	67%
Final Straight Sunset (9-1)	255%	71%
Final Straight Sunrise (1-9)	306%	75%

zzzzzzzzzzzz

Leveling Up

zzzzzzzzzzzz

While in every other game you'd level up as you get experience, Baten Kaitos puts a slight twist on it. While you do get experience, to level up, you have to visit a church throughout the game by visiting blue flowers in the world of Baten Kaitos. Here in the church, you must talk to the priest and pray.

Also, when you have Class Items (covered in characters section coming up soon), you can Class Up with your characters. This means they can hold more Magnus and use more Magnus in a turn.

zzzzzzzzzzzz

Photographs

zzzzzzzzzzzz

In the world of Baten Kaitos, you cannot just merely sell Magnus to make money and buy other Magnus. Rather, you have to use Camera Magnus (Camera 1, Camera 2, Camera 3) to take snapshots of monsters and bosses that you face throughout the game. Even after you take photographs of monsters, don't just go rush off and sell them right away; rather, you must wait fifteen minutes of in-game time

Coral Plant - Obtain from Lord of the Winds.
Ancient Branch - Defeat Gnosis to win this item.
Azure Sand - Locate in a chest in the Celestial Alps.

Xelha

Xelha has a wide range of every elemental attack, but can be fairly poor when it comes to enemies that either attack often or don't have any elemental weakness. She sometimes is better off being replaced by Mizuti, and cannot use her Magic to defend.

Finishers

Dance of Light - Xelha has it when joining your party.
Sparkle of Life - Xelha has it when joining your party.
Soul Flash - Defeat Iron Beetle I for this Finisher.
Dancing Flames - You can get this by defeating Tree Guardian and from a chest in Kaffaljdhma.
Dark Embrace - Win from Sikri in Nekton, Shrine of Spirits.
Whispering Wind - You can get this from a chest during your first visit to the Imperial Fortress.
Bells of Fate - Obtain by giving water to a thirsty creature in the Labyrinth of Duhr.
Seal of Water - After defeating Kulcabaran, you'll get Seal of Water.
Wheel of Light - Obtain from Sibling God: He.

Class-Up Items

Shrike Statue - Chest in Lord Rodolfo's Mansion in Sadal Suul.
Heron Statue - Chest in the Lesser Celestial River.
Falcon Statue - Chest in the Ancient Library of Magic.
Rarebird Statue - You'll win this from your first duel with the trio.
Linnet Statue - Find it in a chest in the Illusory Fortress.

Gibari

A good person to place on your team for any battle (except for those against Water-based enemies and to a lesser degree Wind-based enemies), Gibari uses paddles which can be used to both attack and defend. He also has notable advantages over Kalas, which involve being able to use every one of his paddles as the first one in a turn, and being the only person able to equip some armors.

Finishers

Dragon Uppercut - You get this when Gibari joins your team.
Crystal Shot - You get this when Gibari joins your team.
Explosive Paddle - You can obtain it from a chest at the Anuenue Port.
Smash Tackle - One of the chests in Holoholo Jungle.
Whirlwind Hit - Find it in a chest in Detourne, the Mystical Garden.
Spiraling Gale - Obtain it by defeating Naiad.
Pendulum Blast - Get it as your special prize for bringing 40 Constellation Magnus to the Old Man in the Church.

Nemesis Fall - Win from Brolokis, the Master of the Greater Celestial River.
Ultimate Geyser - Win from Sibling God: Che.

Class-Up Items

Gibari starts at Class Level 2.

Shark Tooth - Win from Iron Beetle I.

Scarlet Shell - Chest in the Ancient Library of Magic.

Catfish Whiskers - Chest in the Flame Cave.

Buoy of Light - Chest at the Greater Celestial River.

Lyude

AKA LUEyude (<_<), fails at a good defense, as his trumpets cannot defend. He also is lacking in Fire/Aqua and Chronos/Wind weapons, and isn't that powerful. However, his arsenal of Light/Darkness weapons is very good.

Finishers

Overture - Get it when Lyude joins your party.

Concerto - Get it when Lyude joins your party.

Sforzando - Chest in Ancient Library of Magic, prize for Constellation Magnus #32.

Diminuendo - Obtain in the Trail of Souls.

Intermezzo - From the chest in Lyude's house in Mintaka.

Crescendo - Get from fighting Galatea.

Rhapsody - Obtain from a chest in Zosma Tower.

Presto - Obtain from defeating Rampulus.

Finale - Defeat Sibling God: Bo to get this Finisher.

Class-Up Items

Lyude starts at Class Level 3.

Heartlight Candle - Gain from defeating Folon in the Ancient Library of Magic.

Platter of Parting - A chest near the end of Labyrinth of Duhr.

Jasper Gem - A chest in the Phantom Goldoba.

Savyna

A powerhouse with her gloves, Savyna has two flaws; first, she lacks any Chronos, Wind, Light, or Darkness weapons, and two, she cannot defend with her fists with the exception of Tekken (Iron Fists).

Finishers

Burning Arrow - You get it with Savyna when she joins you, and you get it for Constellation Magnus #21.

Erupting Flail - You get it with Savyna when she joins you.

Splash Spear - You get it with Savyna when she joins you.

Freezing Axe - Obtain from the Tree Guardian.

Vanish Grenade - You get this Finisher for fighting Phantasm.

Hurricane Blade - Win from Thalassa.

Battuta

~~~~~

(27 years old, male)

Born Battu-Batturum, lover of freedom and solitude. A master of the harmonica.

You find him in the Labyrinth of Duhr, in the same place where you secure the White Ash from a chest.

Gabirol

~~~~~

(55 years old, male)

Over-protective of his daughters, hardly cares about his wife any more...

After you rescue Yunus in Gomeisa, go back to Gabirol and talk to him to get his signature.

Hawqal

~~~~~

(48 years old, male)

Speaks with animals, befriends them, catches them and stuffs them. So much for trust...

In Moonguile Forest, he'll be there just before the hedge path. After you capture some Bluebirds of Happiness, he'll be more than happy to oblige with signing.

Hisham

~~~~~

(11 years old, male)

No less smart than his elder brother, though he always wants to prove himself better.

In the Lesser Celestial River of Diadem, past the river part where you fought Thunderfish and into the Cloud Way area, in the southwest corner, rescue him from the river.

Kemal

~~~~~

(Passed away at age 55, female)

Tumart's wife, passed away 10 years ago. A truly likeable person, according to Tumart.

After you get Tumart to sign (there might be more requirements), head back to Quzman's house and talk to Tumart a few times. Eventually, he'll sign Kemal's name onto the family tree.

Maja

~~~~~

(Passed away at age 68, female)

Quzman's fourth wife, already passed away. They say she was overweight, too.

After getting Asakir to sign, go and talk to him in Quzman's house. He'll talk about his dead mother, and then sign her name for her.

Maymun

~~~~~

(33 years old, female)

Daughter of Quzman and Taymiya, mother of two. Obsessed with her children's education.

She's a woman in green who you pick up on the second floor of the small port building in Nashira.

Misjah

~~~~~

(83 years old, female)

Quzman's second wife, a self-proclaimed abstractionist painter of dubious talent...

In Quzman's house, examine the brown drawer to the right of Quzman's bed, and get the Magna Essence of the Terrible Painting. In Reverence, show this Terrible Painting to Misjah, whom is sitting by the bridge, and she'll sign the family tree.

Nubata

~~~~~

(45 years old, male)

Ate a lot, grew a lot...which leaves one wondering why her refuses to stop...

You can find him at the entrance of Parnasse Village in Mira. To get his signature, you first have to get a Dead Bluebird from Moonguile Forest, and then roast it in the first bakery of Parnasse. After, give him the Roasted Bird and you'll get his signature.

Qusim

~~~~~

(53 years old, male)

Left his wife at home and went to work in the city. Is he doing well?...Hmrrrrrr.

After you make it to Mintaka of Alford for the first time, talk to the man in the northeast part of the first screen, leaning against a large object. He'll sign without any objections.

Qutayba

~~~~~

(34 years old, male)

Quzman's daughter's husband. Lacks the guts to stand up to his wife.

Go to Cloud's Path and take the left path on the second screen to find him. He'll only sign after you've saved his sons.

Quzman

~~~~~

(100 years old, male)

An old man nearing the end of his days, who wants you to locate his entire family.

You get it with the Family Tree.

Rabbih

~~~~~

(Passed away at age 99, male)

An eccentric old man who hated people and loved stones. Passed away happily...hopefully.

Rabbih is pretty much the hardest person to get in the game. First, you need all of the other family members on the Family Tree, and ALL of the spots filled (if you think that a last spot in a family bloodline is Rabbih, it isn't). If you're missing somebody, it's more than likely the signature of a dead family member.

After you get all the signatures besides Rabbih's, head to Zosma Tower. Go to Basement Floor Two, and defeat the dog creature on the large platform. Grab the Magna Essence of the Delinquency Stone there, then head up to Floor Four, and give Rabbih the Delinquency Stone. He'll sign the Family Tree for you.

Rushd

~~~~~

(6 years old, female)

A curious little girl who believes in the Bluebird of Happiness.

Find Rushd in the same area as where the blue save flower is in Pherkad, and give her the essence of the Dead Bluebird.

Rusta

~~~~~

(12 years old, male)

A smart and cheeky little boy, no doubt the product of his mother's education.

In the Lesser Celestial River of Diadem, past the river part where you fought Thunderfish and into the Cloud Way area, rescue him from the river.

Sabin

~~~~~

(43 years old, male)

Quzman's adopted son, full of worries lately. Does he take after his adoptive father? Hmmm.

Talk to Sabin after you get Rushd to sign.

Sallam

~~~~~

(5 years old, male)

Quzman's grandson, as mischievous as his grandfather. Shy around others, though.

Wandering boy in the blue flower area in Pherkad, after you infiltrate the Lord's Mansion.

Surayj

~~~~~

(47 years old, female)

Her husband works in the city, and her child wanders the world. She awaits their return.

Head to Cebelrai's stable, and she should be leaning against one of the fences. Talk to her, and she'll join without any requirements.

Taymiya

~~~~~

(55 years old, female)

Quzman's fifth and current wife. Looks much younger than her actual age.

You get it with the Family Tree.

Tufayr

~~~~~

(28 years old, male)

Works at the School of Magic. Lover of ancient tomes. A firm non-believer in ghosts.

After defeating Folon in the Ancient Library of Magic, go back into the Philosophy section, and you'll find Tufayr in the northeast corner. Talk to him to get his signature.

Tulun

~~~~~

(26 years old, female)

Works at the School of Magic. Very pretty, yet a married mother of two. Such is life...

After you get Tufayr's signature, head to the east wing of the School of Magic in Komo Mai. In the first room, talk to Tulun, who is the woman near the bookcase.

Tumart

~~~~~

(60 years old, male)

An absent-minded ex-librarian at the Library of Magic. Must have lost his way. Seriously.

In the Illusory Fortress, in the second big room, take the second door from the right. After you defeat some monsters, talk to Tumart whom will sign without hesitation.

Usaybia

~~~~~

(Passed away at age 29, female)

Quzman's first wife. Passed away a long time ago.

Examine the picture on the drawer to the left of Quzman's bed in Quzman's house in Pherkad. He'll sign her name on the family tree.

Wayshiyah

~~~~~

(76 years old, female)

Quzman's third wife. Likes to wander around. Tactically feigns memory loss when cornered.

She'll be wandering up and down the right set of staircases at the entrance to Gemma Village, and will sign without a problem.

Yamin

~~~~~

(50 years old, female)

A hardy Northerner mother, not over-protective of her children...unlike her husband.

After you get Quzman to sign on Usaybia's name, go to Wazn and talk to the woman to the right of the Magnus Shop. This is Yamin, and she'll sign the Family Tree.

Yunus

~~~~~

(8 years old, female)

A regular girl, the apple of her father's eye. A strong girl, able to travel on her own.

First, you must get Usaybia's signature, and then Yamin's signature. Next, head to Gomeisa.

In Gomeisa, trudge down the snow and talk to the man whom is here. Show him the Family Tree, and he'll ask you to find his daughter first. Now go down a screen. Here, head to the three-way split, and go the upper-right path. At the next fork, take the left path. On the next screen, talk to the girl here, and get her to sign the Family Tree.

Zuhr

~~~~~

(48 years old, female)

Plain and simple, a stark contrast to her husband, though she was once massive too.

In Nihal Desert, head left three screens from the starting screen, and you'll find her half-buried in the sand. Free her and give her some Pristine Water, and she'll sign without a problem.

~~~~~

~~~~~

Prizes

~~~~~

~~~~~

Quzman will give you rewards after you complete each bloodline.

Taymiya Bloodline - Sorcerer's Seal

Wahshiyah Bloodline - Silver Ash

Sabin Bloodline - Voice 4

Usaybia Bloodline - Aurora

Maja Bloodline - Endeavoring Woman

For completing the entire Tree - Platinum Earrings



~~~~~

Ancient Library of Magic, chest in the History Section.

Perseus

~~~~~

Talk to the person kneeling near the blue save flower in Opu.

Equuleus

~~~~~

Holoholo Jungle, go down a ladder at the entrance of the third screen and head right to some chests.

Lupus

~~~~~

Opu, pottery in the northeast corner of the house right of Mayfee's house.

Crater

~~~~~

A chest in the house at the Celestial Tree.

Ursa Major

~~~~~

Randomly gotten off of the Blood Leafs in the Celestial Tree.

Andromeda

~~~~~

Gotten from fighting Gnosis.

Hercules

~~~~~

Gotten randomly by fighting Ray-Moos in the Shrine of Spirits(Nekton).

Cepheus

~~~~~

Gotten randomly by fighting Fillers in the Shrine of Spirits(Nekton).

Corona Borealis

~~~~~

A chest in the Shrine of Spirits(Nekton).

Virgo

~~~~~

You win this when you defeat Sikri.

Piscis Australis

~~~~~

Drums in Lord Calbren's Manor.

Corona Australis

~~~~~

Find it in a chest in Coccolith, Labyrinth of Mirrors.

Capricornus

~~~~~

Obtain it by defeating Phantasm in Coccolith, Labyrinth of Mirrors.

Ara

~~~~~

Pots in the diner in Mintaka.

Lepus

~~~~~

Hidden chest in the single house in Azha.

Serpens

~~~~~

Barrel in the mechanic's room in the Flame Cave.

Ophiuchus

~~~~~

Automatically get it after defeating Naiad in the Interdimensional Crack.

Cancer

~~~~~

Automatically get it after defeating Thalassa in the Interdimensional Crack.

Lyra

~~~~~

Automatically get it after defeating Despina in the Interdimensional Crack.

Libra

~~~~~

Automatically get it after defeating Galatea in the Interdimensional Crack.

Leo

~~~~~

Obtain from a chest in Gomeisa.

Delphino

~~~~~

Get from randomly fighting the Flobos in Gomeisa of Wazn.

Ursa Minor

~~~~~

At the entrance to Cursa, go left a screen, and enter the right-most house here. At the back of this house, examine the fish statue for the constellation Magnus.

Sagittarius

~~~~~

Find at the altar in the ritual room in Kaffaljidhma.

Scorpius

~~~~~

Grab it out of a chest at the port in Imperial Fortress.

Pegasus

~~~~~

Carcass of the dead man in the Labyrinth of Duhr.

Bootes

~~~~~

Get it by talking to the same man in Gemma Village who informs you about the Earth Sphere.

Cassiopeia

~~~~~

A book in a house in Algorab Village.

Aries

~~~~~

Grab it from the barrels in the south-left corner of the mayor's house in Algorab Village.

Gemini

~~~~~

You get this Constellation by defeating the duo of Aygo and Ungy in Zosma Tower.

Canis Minor

~~~~~

Find this in a treasure chest at the entrance to Celestial Alps.

Canis Major

~~~~~

Obtain it at random by fighting the Badwins at the Celestial Alps.

Aquila

~~~~~

Find this in a chest on basement floor three of Zosma Tower after solving the puzzle.

Corvus

~~~~~

Chest in the Greater Celestial River.

Eridanus

~~~~~

Obtain by battling Brolokis at the Greater Celestial River.

Centaurus

~~~~~

Check the barrels in the cave at Nihal Desert for the Constellation Centaurus.

Sagitta

~~~~~

First, get Pow Milk from the stables in Cebelrai. Bring this to the soldier guarding the left door at the front of Corellia's Palace, and when it turns into Pow Milk Yogurt, give it to him. He'll give Sagitta to you in return.

Cetus

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After you get all the other Magnus and restore them, ask for information from the old man. Say that you need some information, that you want to complete it, and that he deserves to complete it, and he'll hand over the last Constellation Magnus.

~~~~~

~~~~~

Prizes

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For each Constellation Magnus you bring, you get a Magnus in return for your efforts.

1. Shish Kebab (Small)
2. Flame Sword

3. Nixie Garb
4. Green Bananas
5. Aqua Burst Level 2
6. Fire Burst Level 2
7. Shish Kebab (Medium)
8. Shawl of the Goddess
9. Secret Recipe 2
10. Conditioner
11. Chunk of Ice
12. Voice 3
13. Camera 2
14. Maple Leaf
15. Fruity Gelatin
16. Deluxe Bananas
17. Robe of Firelight
18. Brilliant Horn
19. Wheat Crackers
20. Gladius
21. Burning Arrow
22. Light Yell Level 1
23. Frozen Tangerine
24. Magic Beans - Death
25. Voice 5
26. Jumbo Pastry
27. Light Flare Level 4
28. Unicorn Horn
29. Dark Flare Level 4
30. A Good Fortune
31. Explosive Paddle
32. Sforzando
33. Birch
34. Sugar Cane
35. Tower Shield
36. Camera 3
37. Secret Recipe 8
38. Girlish Birdie
39. Hair Aftercare
40. Shortcake (Large)
41. Ometeotl Gear
42. Rare Action Figure
43. Devil Knight Shield
44. Mature Birdie
45. Dragon Claws
46. Kusanagi Blade
47. Bomb
48. Aqua Impulse
49. Charred Fish

For every ten Magnus you bring, you'll get a second special Magnus.

10. Pegasus Cloak
 20. Golden Anklet
 30. Crystal Helm
 40. Pendulum Blast
 50. The Fool
-

4. Magnus Library

(4MGLBR)

#0001 Short Sword (N) Kalas
----- Attack - 4 (1)
| | 1-8 | Defense - 3 (2)
----- Buy - N/A
| | | Sell - 1

A straight sword, light and easy to handle. Its short blade offers accurate targeting, and is handy for close combat and quick attacks.

#0002 Saber (N) Kalas
----- Attack - 8 (1)
| |Evens| Defense - 5 (2)
----- Buy - N/A
| | | Sell - 1

A straight blade with a knuckle-guard to protect the fist. Light, long, and easy to handle, this type of weapon is often used by knights on horseback.

#0003 Long Sword (N) Kalas
----- Attack - 12 (1)
| | 1-8 | Defense - 7 (2)
----- Buy - N/A
| | | Sell - 2

A long, sharp-edged blade with superior cutting, poking, and stabbing properties. This well-balanced sword is suited for both close combat and mounted attacks.

#0004 Ice Dagger (A) Kalas
----- Attack - 23/14 (1) 3% chance of Freezing.
| | Odds| Defense - 16/14 (2)
----- Buy - N/A
| | | Sell - 2

This dagger damages its target by releasing frigid air from its edge on impact, occasionally freezing its victim.

#0005 Flame Sword (F) Kalas


```

-----      Attack - 28/17 (1) 10% chance of Flames.
|      | 1-8 |      Defense - 19/17 (2)
-----      Buy - 250
|      |      |      Sell - 2
-----

```

A mere Short Sword imbued with flames from a blacksmith's forge, a simple graze with this weapon can set the target ablaze, though the enchantment on the blade itself tends to be short-lived.

```

#0006      Duel Sword (N)              Kalas
-----      Attack - 28 (2)
|      |Evens|      Defense - 16 (2)
-----      Buy - 900
|      |      |      Sell - 9
-----

```

Also known as a Sword Breaker, this twin-forked blade is designed to catch and shatter enemy blades. Such weapons are said to grant supernatural strength to warriors heading into combat.

```

#0007      Chaos Edge (D)              Kalas
-----      Attack - 40/24 (1) 12% chance of Poison
|      | 1-8 |      Defense - 27/24 (2)
-----      Buy - N/A
| Odds|      |      Sell - 10
-----

```

This sword's curved edge entices its bearer to seek out enemies and spill their blood. Those on the receiving end of this weapon have been known to be stricken with venom.

```

#0008      Ray of Truth (L)            Kalas
-----      Attack - 48/29 (2)
|      | Odds|      Defense - 32/29 (2)
-----      Buy - 1200
|Evens|      |      Sell - 12
-----

```

This blade is imbued with divine light, designed to strike down and purge the evils of this world. Though effective against the denizens of darkness, it is unwieldy and inadequate for quick attacks.

```

#0009      Dark Sword (D)              Kalas
-----      Attack - 55/33 (1) 15% chance of Sleep
|      | 1-8 |      Defense - 36/33 (2)
-----      Buy - 2600
|Evens|      |      Sell - 26
-----

```

The souls of victims claimed by this sword are doomed to wander in darkness. Their ghostly forms can be seen in the form of a pale, blue light emanating from the blade.

```

#0010      Marvelous Sword (N)         Kalas

```

```

-----      Attack - 50 (1)
|      |Evens|      Defense - 29 (2)
-----      Buy - 4000
| Odds|      |      Sell - 40
-----

```

This blade cuts as fiercely as it looks, one swing being enough to split the hardest rock. Made of a special metal with a golden hue, this weapon is in the prime of its popularity.

```

#0011   Silver Sword (N)           Kalas
-----      Attack - 56 (1)
|      | 1-8 |      Defense - 32 (2)
-----      Buy - N/A
| 1-8 |      |      Sell - 56
-----

```

A steel blade coated with soft iron, this weapon's edge is designed to absorb the impact of enemy attacks. Lightweight, well-balanced, and ideal for hitting where it hurts.

```

#0012   Flametongue (F)           Kalas
-----      Attack - 78/47 (1) 25% chance of Flames
|      | Odds|      Defense - 51/47 (2)
-----      Buy - N/A
| 1-8 |      |      Sell - 60
-----

```

The fierce fire trapped in this sword sparks a flame within the wielder's eyes. Many victims struck with this weapon are engulfed in its blaze and perish in its fiery clutches.

```

#0013   Crystal Edge (A)          Kalas
-----      Attack - 85/51 (2)
|      | 1-8 |      Defense - 56/51 (2)
-----      Buy - N/A
| 1-8 |      |      Sell - 75
-----

```

The rise and fall of the "Divine Waters" can be seen in the wave-shaped edge of this crystalline sword. The mystical waters lost their life force ages ago, and have reverted to normal water.

```

#0014   Gladius (N)               Kalas
-----      Attack - 74 (1)
|      |Evens|      Defense - N/A
-----      Buy - N/A
| 1-8 |      |      Sell - 83
-----

```

A short sword with a razor-sharp edge and an easy-to-hold grip. This weapon is much more cumbersome than it looks, though, and is unfit for defensive use.

```

#0015   Wind God Blade (W)        Kalas
-----      Attack - 100/60 (1)

```

```
| Odds| 1-8 |   Defense - 65/60 (2)
-----
| 1-8 |   |   Buy - N/A
-----
| 1-8 |   |   Sell - 95
-----
```

Blessed with the power of a wind god, this blade can be swung at terrifying speeds, engulfing its target in the god's breath and tearing its spirit asunder.

```
#0016   Death Pendulum (C)       Kalas
-----
| Odds| 1-8 |   Attack - 108/65 (2) 1% Chance of Death
|Evens| Odds|   Defense - 71/65 (2)
-----
| 1-8 |   |   Buy - 10000
| 1-8 |   |   Sell - 100
-----
```

The blade enshrouds its victims in silence, wrought with suggestions of impending death. Those who fail to see through this illusion are doomed to an untimely demise.

```
#0017   Cetaka's Sword (N)       Kalas
-----
| Odds| 1-8 |   Attack - 92 (1) 5% Chance of Sleep
|Evens| 1-8 |   Defense - 52 (2)
-----
| 1-8 |   |   Buy - N/A
| 1-8 |   |   Sell - 125
-----
```

A sacred weapon believed to have been wielded by the oriental deity Cetaka, this blade rids the soul of lurking evils and earthly desires, lulling the victims into a deep slumber.

```
#0018   Shadow Thruster (D)     Kalas
-----
| Odds|Evens|   Attack - 123/74 (1) 10% chance of Poison
| Odds|Evens|   Defense - 80/74 (2)
-----
| 1-8 |   |   Buy - N/A
| 1-8 |   |   Sell - 130
-----
```

The blade of this weapon can only be seen by the wielder. Others can merely discern a ghostly outline of its shape, making it difficult to parry or avoid. Victims are occasionally struck with pain.

```
#0019   Solar Saber (L)         Kalas
-----
| 1-8 | 1-8 |   Attack - 133/80 (1)
| 1-8 | 1-8 |   Defense - 87/80 (2)
-----
| 1-8 |   |   Buy - N/A
| 1-8 |   |   Sell - 150
-----
```

Imbued with sunlight, the blue-white brilliance emanating from this weapon awes the enemy and breaks its morale. The power within the blade expires in an hour or so, leaving but a mundane saber.

```
#0020   Blood Sword (D)         Kalas
-----
| Odds| 1-8 |   Attack - 140/84 (1) 30% chance of Poison
```

```
| 1-8 | Odds | Defense - N/A
-----
|Evens|      | Buy - N/A
-----
|Evens|      | Sell - 165
-----
```

Enemies struck with this sword never shed blood, as the blade sucks up the spoils of its passing, occasionally leaving the victim poisoned. Its design prevents it from being used for defense.

```
#0021 Dimension Blade (C) Kalas
-----
Attack - 148/89 (2)
| 1-8 | 1-8 | Defense - 96/89 (2)
-----
Buy - N/A
| 1-8 |      | Sell - 180
-----
```

The shock waves unleashed with a mere swing of this weapon tear time and space asunder, leaving little need to connect with the target.

```
#0022 Air Slash (W) Kalas
-----
Attack - 155/93 (1)
| 1-8 | Odds | Defense - 101/93 (2)
-----
Buy - N/A
|      | 1-8 | Sell - 195
-----
```

An almost weightless sword shaped like a feather. The sky-blue edge of this weapon creates a vacuum with every swing, inflicting severe lacerations on its target.

```
#0023 Apocalypse Sword (N) Kalas
-----
Attack - 132 (1)
| 1-8 | Odds | Defense - 74 (2)
-----
Buy - N/A
|Evens| 1-8 | Sell - 223
-----
```

The legendary Apocalypse Sword, symbol of an all-ending war. It is said to appear in this world when times are chaotic, and to bring victory to its wielder.

```
#0024 Efreeti Saber (F) Kalas
-----
Attack - 173/104 (1) 15% Chance of Flames
| 1-8 |Evens| Defense - 112/104 (2)
-----
Buy - N/A
| Odds| 1-8 | Sell - 257
-----
```

This blade is totally engulfed in the flames of the Efreeti, elemental spirits of fire. Its blaze never dies once ignited, delivering a fiery end to those who dare defy the Efreeti.

```
#0025 Aqua Truth (A) Kalas
-----
Attack - 183/110 (1) 15% Chance of Freezing
| 1-8 | Odds | Defense - 119/110 (2)
```

----- Buy - N/A
|Evens| 1-9 | Sell - 301

As calm as a quiet stream when drawn, as fierce as an ocean storm when swung. Much easier to handle than its broad blade would suggest, this sword occasionally freezes its target on contact.

#0026 Kusanagi Blade (F) Kalas
----- Attack - 190/114 (1) 15% Chance of Paralysis
| 1-8 |Evens| Defense - 123/114 (2)
----- Buy - N/A
| Odds| 1-8 | Sell - 365

Claimed by the legendary Yamato Takeru after slaying an eight-headed dragon. The dragon's curse occasionally paralyzes the weapon's target.

#0027 Durandal (L) Kalas
----- Attack - 198/119 (3)
| 1-9 | Odds| Defense - 128/119 (2)
----- Buy - N/A
|Evens| 1-9 | Sell - 423

In addition to its outstanding offensive capabilities, this weapon's knuckle guard, shaped like an angel's wings, makes it a durable defensive weapon. It is unfit for quick parrying, though.

#0028 Muramasa Blade (D) Kalas
----- Attack - 208/125 (1) 5% Chance of Death
| 1-9 |Evens| Defense - 135/125 (2)
----- Buy - N/A
| Odds| 7-9 | Sell - 510

The gleam and razor-sharp edge of this blade have attracted great kings. This fearsome weapon has the potential of slaying an opponent with a single blow.

#0029 Esperanza (C) Kalas
----- Attack - 215/129 (2)
| 1-9 | Odds| Defense - 139/129 (2)
----- Buy - N/A
|Evens| 7-9 | Sell - 628

Passed down among countless generations, Chronos himself is said to come to the aid of its wielder. His powers surround the blade to increase its might.

#0030 Void Phantom (W) Kalas
----- Attack - 225/135 (1) 10% Chance of Confusion
| 1-9 |Evens| Defense - 145/135 (2)
----- Buy - N/A
| Odds| 9 | Sell - 898

Those who oppose the wielder of this blade place their very existence in jeopardy. All traces of the victim will be scattered by the wind...

```
#0031    Double Paddle (N)          Gibari
-----
Attack - 14 (1)
|      | 1-9 | Defense - 8 (2)
-----
Buy - N/A
|      |     | Sell - 1
-----
```

A double-headed oar used to propel boats. A special coating reinforces this weapon against enemy attacks.

```
#0032    Mosquito (W)              Gibari
-----
Attack - 23/14 (1) 3% Chance of Paralysis
|      |Evens| Defense - 15/14 (2)
-----
Buy - 250
|      |     | Sell - 2
-----
```

Named after its shape and the buzzing sound created when swung at high speeds, this weapon is relatively light and easy to handle, occasionally paralyzing its target.

```
#0033    Stream Blade (A)          Gibari
-----
Attack - 30/18 (1) 5% Chance of Freezing
|      | 1-8 | Defense - 19/18 (2)
-----
Buy - 520
| Odds|     | Sell - 5
-----
```

With a curved handle resembling the flow of a quiet, gentle stream, this oar is designed to provide precision control in rough waters, resulting in its ease of use as a weapon.

```
#0034    Butterfly (W)             Gibari
-----
Attack - 38/23 (1)
|      | Odds| Defense - 25/23 (2)
-----
Buy - N/A
|Evens|     | Sell - 13
-----
```

Use fancy footwork while using this oar and weave in close to the enemy before striking. Adjustments have been made to the original design to enable its use as a weapon.

```
#0035    Black Scepter (D)         Gibari
-----
Attack - 45/27 (1) 10% Chance of Poison
|      | 1-8 | Defense - 29/27 (2)
-----
Buy - 2300
|Evens|     | Sell - 23
-----
```

Taken from a wicked boatman, this oar dooms its victims to an eternity of

torment. Each swing is accompanied with the wailing and moaning of the dead. The occasional hit can poison its target.

```
#0036    Wave Blade (A)           Gibari
-----
|         |Evens|    Attack - 53/32 (1) 7% Chance of Freezing
|         |         |    Defense - 34/32 (2)
|         |         |    Buy - 3000
| Odds   |         |    Sell - 30
-----
```

This oar is said to prevent seafarers from straying off course in perilous waters. The edge of the weapon ripples on impact, increasing damage dealt to the enemy.

```
#0037    Heat Paddle (F)         Gibari
-----
|         | 1-8 |    Attack - 60/36 (1) 10% Chance of Flames
|         |         |    Defense - 39/36 (2)
|         |         |    Buy - N/A
| 1-8   |         |    Sell - 48
-----
```

This oar is imbued with fire, a rarity among seafaring tools. It never loses its warmth, even when used in icy waters.

```
#0038    Green Oak (N)           Gibari
-----
|         | Odds |    Attack - 54 (1) 5% Chance of Paralysis
|         |         |    Defense - 30 (2)
|         |         |    Buy - N/A
| 1-8   |         |    Sell - 69
-----
```

Colored a youthful green like spring leaves, this oar fills its wielder with vitality and soothes his soul. It occasionally paralyzes its target.

```
#0039    Mayfly (W)              Gibari
-----
|         | 1-8 |    Attack - 78/47 (1)
|         |         |    Defense - 50/47 (2)
|         |         |    Buy - 8500
| 1-8   |         |    Sell - 85
-----
```

This weapon resembles a mayfly's wings, hence its name. When swung, it engulfs its target in a vacuum and smothers it.

```
#0040    Second Hand (C)         Gibari
-----
|         |Evens|    Attack - 85/51 (1) 10% Chance of Confusion
|         |         |    Defense - 55/51 (2)
|         |         |    Buy - N/A
| 1-8   |         |    Sell - 88
-----
```

Resembling the second hand on a clock, this weapon emits powerful magnetic waves that occasionally confuse its target.

#0041 White Scepter (L) Gibari
 ----- Attack - 93/56 (1) 50% Chance of Curing Poison
 | Odds| 1-8 | Defense - 60/56 (2)
 ----- Buy - 9200
 | 1-8 | | Sell - 92

Blessed with the grace of angels, this weapon is light and easily wielded. It purges evil from its targets, yet also cures them of poison.

#0042 Black Ash (D) Gibari
 ----- Attack - 103/62 (1) 1% Chance of Death
 |Evens| Odds| Defense - 66/62 (2)
 ----- Buy - N/A
 | 1-8 | | Sell - 123

Imbued with the curse of Hades, god of the netherworld, a single touch from this weapon devours the victim's life force, sometimes resulting in the immediate death of the subject.

#0043 Red Oak (N) Gibari
 ----- Attack - 88 (1)
 |Evens| 1-8 | Defense - 49 (2)
 ----- Buy - N/A
 | 1-8 | | Sell - 156

Carefully carved from hundred-year old oak, a spirit of the earth is believed to reside in this oar.

#0044 Wave Cutter (A) Gibari
 ----- Attack - 120/72 (1)
 | Odds|Evens| Defense - 77/72 (2)
 ----- Buy - 17500
 | 1-8 | | Sell - 175

The tremendous shock wave created by this oar could slice through a tidal wave like butter, and enemies just as easily.

#0045 Dragonfly (W) Gibari
 ----- Attack - 128/77 (1) 10% Chance of Sleep
 | 1-8 | 1-8 | Defense - 82/77 (2)
 ----- Buy - N/A
 | 1-8 | | Sell - 195

Smooth, razor-sharp, and relatively light, this weapon allows the wielder to zip around his enemies at lightning speed. Occasionally it knocks enemies into a deep slumber.

#0046 Crystal Wing (A) Gibari
 ----- Attack - 138/83 (1) 20% Chance of Freezing
 | 1-8 | Odds| Defense - 89/83 (2)

----- Buy - N/A
|Evens| | Sell - 220

The striking beauty of this weapon is said to have rendered Poseidon speechless. Victims are engulfed by particles of ice and occasionally frozen solid.

#0047 White Ash (L) Gibari
----- Attack - 145/87 (1) 70% Chance of Curing Poison
| 1-8 | 1-8 | Defense - 93/87 (2)
----- Buy - N/A
| 1-8 | | Sell - 238

Blessings bestowed upon this oar allow it to easily purify the muddiest of rivers and turn putrid bogs into pleasant watering holes.

#0048 Power Blade (N) Gibari
----- Attack - 124 (1) 4% Chance of Death
| 1-8 | Odds| Defense - 68 (2)
----- Buy - N/A
|Evens| | Sell - 265

This weapon was crafted from the legendary Tree of Iron, which is said to be uncuttable by axe or saw. It's coated with a special dye, and occasionally slays its target in a single blow.

#0049 Bloody Vortex (D) Gibari
----- Attack - 165/99 (1) 30% Chance of Paralysis
| 1-8 |Evens| Defense - 106/99 (2)
----- Buy - N/A
| Odds| 1-8 | Sell - 289

Though the tip of this oar is blunt, the vampiric essence within it draws a mist of blood from the victim, creating a maelstrom of crimson.

#0050 Rainbow Ash (L) Gibari
----- Attack - 173/104 (1) 100% Chance of Curing Sleep
| 1-8 | Odds| Defense - 111/104 (2)
----- Buy - N/A
|Evens| 1-9 | Sell - 338

This weapon emanates the color of rainbows - truly a marvelous sight to behold. Though its offensive potential is devastating, one hit from this oar will awaken the target from the deepest of comas.

#0051 Silver Ash (N) Gibari
----- Attack - 146 (1)
| 1-8 |Evens| Defense - 80 (2)
----- Buy - N/A
| Odds| 1-9 | Sell - 400

This oar was carved from a rare hardwood tree that grows once every millenium and is usually reserved for crafting sacred artifacts. It was created for the safety of travelers and fishermen.

#0052 Spatula (C) Gibari
----- Attack - 193/116 (1) 30% Chance of Paralysis
| 1-9 | Odds | Defense - 123/116 (2)
----- Buy - N/A
|Evens| 1-9 | Sell - 489

Blessed by Chronos, a blow from this weapon is likely to confuse the target's biological clock and drastically reduce its defensive abilities.

#0053 Mirage Blade (W) Gibari
----- Attack - 203/122 (1) 30% Chance of Confusion
| 1-9 |Evens| Defense - 130/122 (2)
----- Buy - N/A
| Odds| 7-9 | Sell - 560

Inflicts lightning-quick blows hardly perceivable and rarely avoidable by its targets. The transparent, flame-like mirage surrounding this weapon installs panic in its victims.

#0054 Firefly (F) Gibari
----- Attack - 213/128 (1) 45% Chance of Flames
| 1-9 | Odds | Defense - 136/128 (2)
----- Buy - N/A
|Evens| 7-9 | Sell - 615

Light produced by fireflies was collected and refined, resulting in a mixture potent enough to ignite on contact with air. The blaze engulfing this weapon continues to burn even when dipped in water.

#0055 Balgora's Paddle (A) Gibari
----- Attack - 220/132 (1) 50% Chance of Freezing
| 1-9 |Evens| Defense - 141/132 (2)
----- Buy - N/A
| Odds| 9 | Sell - 876

The legendary Balgora is said to have used this oar. Simply touching its top to the water propels the largest of ships forward. Only a true Skyfarer can wield this weapon properly.

#0056 Krone Horn (N) Lyude
----- Attack - 20 (1)
| | Odds | Defense - N/A
----- Buy - N/A
|Evens| | Sell - 3

Light enough for easy handling, heavy enough for recoil control. Originally designed for civilian use, this weapon's stopping power is limited.

```
#0057   Assault Trumpet (N)       Lyude
-----   Attack - 24 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|Evens|       |   Sell - 5
-----
```

Designed for covert use by assassins, this weapon offers a trade-off of accurate targeting for reduced penetration, making it less effective against heavily armored targets.

```
#0058   Shining Horn (L)         Lyude
-----   Attack - 38/23 (1)
|       |Evens|   Defense - N/A
-----   Buy - N/A
| Odds|       |   Sell - 9
-----
```

The design of this weapon makes it easy to aim, and what it lacks in firepower it makes up for with its purging capabilities.

```
#0059   Shadow Cornet (D)        Lyude
-----   Attack - 45/27 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - 1600
| 1-8 |       |   Sell - 16
-----
```

Equipped with a suppressor to mask its sound, this weapon can remove unwanted company in silence.

```
#0060   Snake Tuba (N)           Lyude
-----   Attack - 42 (1)
|       | Odds|   Defense - N/A
-----   Buy - N/A
| 1-8 |       |   Sell - 22
-----
```

This weapon was designed for battling dragons. Its sonic projectiles pursue the target with snake-like precision, piercing the scale armor of dragons with ease.

```
#0061   Magnum Cornet (N)        Lyude
-----   Attack - 50 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
| 1-8 |       |   Sell - 45
-----
```

Offering excellent accuracy and firepower in the harshest of conditions, and enhanced friend-or-foe identification, this weapon can be used in melee

situations with little fear of friendly fire.

```
#0062    Devil Eupho (D)          Lyude
-----      Attack - 70/42 (1)
|      |Evens|      Defense - N/A
-----      Buy - N/A
| 1-8 |      |      Sell - 73
-----
```

Merging negative energy with its sonic projectiles, this weapon strikes fear into the hearts of its victims. But it's much less effective against those who feed off dark energy.

```
#0063    Brilliant Horn (L)       Lyude
-----      Attack - 80/48 (1)
| Odds| 1-8 |      Defense - N/A
-----      Buy - 8800
| 1-8 |      |      Sell - 88
-----
```

This weapon gleams with a golden tint and emits the most entralling of sounds. When used in battle, however, the bolts of light it fires make short work of evil entities.

```
#0064    Indra Horn (N)           Lyude
-----      Attack - 70 (1)
|Evens| Odds|      Defense - N/A
-----      Buy - N/A
| 1-8 |      |      Sell - 93
-----
```

This weapon throbs with the power of Indra, the merciless god of war. The slightest pull of its trigger causes energy to spurt forth explosively.

```
#0065    Veda Cornet (N)         Lyude
-----      Attack - 78 (1)
|Evens| 1-8 |      Defense - N/A
-----      Buy - N/A
| 1-8 |      |      Sell - 135
-----
```

Rounds fired from this weapon burst into a buckshot pattern before hitting their target, pumping victims full of holes, and guaranteeing a painful death.

```
#0066    Saxoflare (L)           Lyude
-----      Attack - 105/63 (1)
| Odds|Evens|      Defense - N/A
-----      Buy - 15800
| 1-8 |      |      Sell - 158
-----
```

This weapon fires projectiles imbued with holy light at terrifying speeds, smiting any evil in its way. Only those pure of heart can resist such an attack.

#0067 Asura Tuba (D) Lyude
 ----- Attack - 115/69 (1)
 | 1-8 | 1-8 | Defense - N/A
 ----- Buy - N/A
 | 1-8 | | Sell - 186

Though the projectiles shot from this weapon are slow, the negative energy within bursts on impact, tearing through flesh and bone alike.

#0068 Golden Bugle (N) Lyude
 ----- Attack - 100 (1)
 | 1-8 | Odds| Defense - N/A
 ----- Buy - N/A
 |Evens| | Sell - 220

This masterpiece sports a shimmering golden hue. As a weapon, it's devastating both in accuracy and firepower. Every shot will find its mark.

#0069 Saxolauncher (N) Lyude
 ----- Attack - 106 (1)
 | 1-8 | 1-8 | Defense - N/A
 ----- Buy - N/A
 | 1-8 | | Sell - 246

The weight of this weapon is designed to counter its fierce recoil. Prolonged use is a feat in itself.

#0070 Glint Cornet (L) Lyude
 ----- Attack - 143/86 (1)
 | 1-8 | Odds| Defense - N/A
 ----- Buy - N/A
 |Evens| | Sell - 275

The sonic projectiles fired by this weapon find their mark as if by a steak of light. Only the nimblest of opponents have a chance of evading this attack.

#0071 Hades Horn (D) Lyude
 ----- Attack - 153/92 (1)
 | 1-8 |Evens| Defense - N/A
 ----- Buy - N/A
 | Odds| 1-8 | Sell - 305

This weapon releases spirits of Hades in the form of sonic projectiles. The spirits then torment the victim, sometimes crushing a weak target.

#0072 Varna Horn (N) Lyude
 ----- Attack - 130 (1)
 | 1-8 | Odds| Defense - N/A
 ----- Buy - N/A

|Evens| 1-9 | Sell - 332

Veteran marksmen are said to bend its shots at will. Though potentially accurate, only the best of the best know how to put it to use.

#0073 Agni Tuba (N) Lyude

----- Attack - 138 (1)

| 1-8 |Evens| Defense - N/A

----- Buy - N/A

| Odds| 1-9 | Sell - 386

This weapon is based on a military design, enhanced to deal with the more powerful monsters. Its wide-bore muzzle allows the launching of large-caliber sonic projectiles.

#0074 Ravana Pet (D) Lyude

----- Attack - 183/110 (1)

| 1-9 | Odds| Defense - N/A

----- Buy - N/A

|Evens| 1-9 | Sell - 415

This weapon fires the essence of Ravana, king of a powerful race of beings feared by the gods themselves. Merely taking aim consumes the target's strength.

#0075 Shining Trumpet (L) Lyude

----- Attack - 193/116 (1)

| 1-9 |Evens| Defense - N/A

----- Buy - N/A

| Odds| 7-9 | Sell - 497

In a deep valley somewhere in the mountain, the clear, lyrical note of this trumpet was heard amidst the morning mists. Its mysterious owner is rumored to be a wise hermit living in seclusion.

#0076 Brahma Eupho (N) Lyude

----- Attack - 162 (1)

| 1-9 | Odds| Defense - N/A

----- Buy - N/A

|Evens| 7-9 | Sell - 586

Drawing from the wielder's aura, this weapon creates and delivers a high-explosive round that detonates on impact, blasting its victims.

#0077 Vishnu (N) Lyude

----- Attack - 170 (1)

| 1-9 |Evens| Defense - N/A

----- Buy - N/A

| Odds| 9 | Sell - 796

According to legends, when the world falls into chaos, the god Vishnu will appear incarnate to destroy the evils of the world and save its people. This weapon's name...its sheer might...could it be?

#0078 Leather Gloves (N) Savyna

----- Attack - 24 (1)
| | Odds| Defense - N/A
----- Buy - N/A
|Evens| | Sell - 6

Gloves made of patched animal skins, with quilted lining to protect the fists. Lightweight and easy to handle.

#0079 Power Knuckles (N) Savyna

----- Attack - 28 (1) 5% Chance of Paralysis
| | 1-8 | Defense - N/A
----- Buy - N/A
|Evens| | Sell - 8

These brass knuckles provide fists with the same level of protection as armor and shields.

#0080 Battle Claws (N) Savyna

----- Attack - 34 (1)
| |Evens| Defense - N/A
----- Buy - N/A
| Odds| | Sell - 12

The size of these gloves can be readjusted freely for a snug fit around the user's hands. The razor-sharp fingertips are perfect for ripping and piercing.

#0081 Flame Sphere (F) Savyna

----- Attack - 50/30 (1) 15% Chance of Flames
| | 1-8 | Defense - N/A
----- Buy - 2400
| 1-8 | | Sell - 24

These knuckles ignite the wearer's heart with a crimson red flame, boosting morale for victory. Targets will be scorched by hit after fiery hit, occasionally being engulfed in flames.

#0082 Ice Knuckles (A) Savyna

----- Attack - 60/36 (1) 6% Chance of Freezing
| | Odds| Defense - N/A
----- Buy - N/A
| 1-8 | | Sell - 38

These knuckles merge and compress the wearer's willpower with a frigid form of magic. This combined energy occasionally freezes the target on impact.

#0083 Tekken (Iron Fists) (N) Savyna

```
----- Attack - 54 (1)
|      | 1-8 | Defense - 37 (1)
----- Buy - 4800
| 1-8 |      | Sell - 48
-----
```

Studded with rivets on the fist and the back of the hand, these gauntlets are as vicious on offense as they are robust on defense.

#0084 Arm Bomber (F) Savyna

```
----- Attack - 75/45 (1) 20% Chance of Flames
|      |Evens| Defense - N/A
----- Buy - 6200
| 1-8 |      | Sell - 62
-----
```

Specially designed explosive charges in the knuckles of these gloves will blow their target to kingdom come. Collateral damage? Don't ask...

#0085 Crystal Nails (A) Savyna

```
----- Attack - 85/51 (1) 25% Chance of Headache
| Odds| 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 |      | Sell - 68
-----
```

The sharp nails on these gauntlets will tear apart whatever protection the opposition may have. The frantic clawing and shrieking sounds emitted by them strike victims with pounding headaches.

#0086 Panther Claws (N) Savyna

```
----- Attack - 74 (1) 35% Chance of Poison
|Evens| Odds| Defense - N/A
----- Buy - 7500
| 1-8 |      | Sell - 75
-----
```

Leather gloves with sharp, curved, claw-like attachments that allow the wearer to close in and pounce with feline grace, precision, and ferociousness.

#0087 Wolf Fangs (N) Savyna

```
----- Attack - 82 (1) 15% Chance of Paralysis
|Evens| 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 |      | Sell - 101
-----
```

The spikes on these knuckles were crafted after fangs of the legendary Sacred Wolf, known to be powerful and razor-sharp. Use them to attack with great speed and might.

#0088 Aqua Impulse (A) Savyna


```
----- Attack - 113/68 (1) 50% Chance of Curing Headache
| Odds|Evens| Defense - N/A
----- Buy - 13500
| 1-8 | | Sell - 135
-----
```

These gauntlets are fitted with icy blades, their unorthodox shape making them awkward to wield. An added mystery is the blades' tendency to cure their targets of headaches.

```
#0089 Inferno Fists (F) Savyna
----- Attack - 120/72 (1) 24% Chance of Flames
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | | Sell - 156
-----
```

These gloves emit a powerful blast on impact, tearing up most enemies with the resulting shock wave. Surviving victims may still suffer from the flames smothering them.

```
#0090 Metal Knuckles (N) Savyna
----- Attack - 104 (1)
| 1-8 | Odds| Defense - N/A
----- Buy - N/A
|Evens| | Sell - 178
-----
```

Crafted with a special alloy, these knuckles emit shock waves on impact which travel through the target, causing havoc all the way. Their mundance appearance fool opponents into lowering their guard.

```
#0091 Freezing Nails (A) Savyna
----- Attack - 140/84 (1) 25% Chance of Freezing
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | | Sell - 196
-----
```

Said to be worn by Snow Hags, these gauntlets chill their surroundings, tear their targets to bits, and disrupt the bloodflow of enemies.

```
#0092 Red Impulse (F) Savyna
----- Attack - 150/90 (1)
| 1-8 | Odds| Defense - N/A
----- Buy - N/A
|Evens| | Sell - 223
-----
```

The crimson tip of this bladed gauntlet is heated to an extreme temperature, causing an explosive shock wave with each blow. A mere scratch from this weapon can cause severe burns, if not death.

```
#0093 Dragon Claws (N) Savyna
----- Attack - 128 (1) 5% Chance of Death
```

| 1-8 |Evens| Defense - N/A

Buy - N/A
| Odds| 1-8 | Sell -265

Two dragon eyes embedded in these gauntlets allow the wearer to locate the target's weaknesses, and two protuding fangs deliver blows powerful enough to smash diamonds to bits.

#0094 Galeos Fangs (A) Savyna

Attack - 170/102 (1) 30% Chance of Confusion
| 1-8 | Odds| Defense - N/A

Buy - N/A
|Evens| 1-9 | Sell - 321

Attacks with this weapon are reminiscent of sharks claiming their prey, and will smash through the toughest of defenses. The rare few who survive such an attack are apt to be stricken with panic.

#0095 Firedrake Fists (F) Savyna

Attack - 180/108 (1) 75% Chance of Flames
| 1-8 |Evens| Defense - N/A

Buy - N/A
| Odds| 1-9 | Sell - 386

The leather used for these gloves was soaked in a Firedrake elixir for 20 years. These are very rare, and likely to set their targets ablaze.

#0096 Frozen Soul (A) Savyna

Attack - 190/114 (1) 50% Chance of Freezing
| 1-9 | Odds| Defense - N/A

Buy - N/A
|Evens| 1-9 | Sell - 462

Restless, frozen souls of a thousand soldiers dwell within this weapon. The souls swarm around the target on a successful hit, ravaging its body from the inside out.

#0097 Efreeti Glitter (F) Savyna

Attack - 200/120 (1) 100% Chance of Flames
| 1-9 |Evens| Defense - N/A

Buy - N/A
| Odds| 7-9 | Sell - 578

Imbued with flames taken from the Efreeti, elemental spirits of fire, these gauntlets emit a tangible aura of power. The Efreeti's wrath unleashes devastating torrents of fire upon the opposition.

#0098 Mermaid Nails (A) Savyna

Attack - 210/126 (1) 70% Chance of Confusion
| 1-9 | Odds| Defense - N/A

----- Buy - N/A
|Evens| 7-9 | Sell - 710

The nails on these gauntlets were taken from dead mermaids, imbueing them with magical powers and allowing precise, devastating blows. Those who fall under their spell will be stricken with confusion.

#0099 Phoenix Crest (F) Savyna
----- Attack - 220/132 (1) 20% Chance of Death
| 1-9 |Evens| Defense - N/A
----- Buy - N/A
| Odds| 9 | Sell - 578

These gauntlets flare up when the wearer is threatened. All will be consumed by the phoenix flames, robbing the victims of any sanity.

#0100 Fire Burst Level 1 (F) Xelha, Mizuti
----- Attack - 15/10 (1)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 2

Offensive Fire spell, Level 1.
Engulfs the target in flames, doing both regular and Fire-based damage.
Highly effective against Water-based creatures.

#0101 Aqua Burst Level 1 (A) Xelha, Mizuti
----- Attack - 15/10 (1)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 2

Offensive Water spell, Level 1.
A blast of frigid air and water strikes the target, doing both regular and Water-based damage.
Highly effective against Fire-based creatures.

#0102 Light Flare Level 1 (L) Xelha, Mizuti
----- Attack - 16/11 (1)
| | 1-8 | Defense - N/A
----- Buy - 230
| | | Sell - 2

Offensive Light spell, Level 1.
Engulfs the target in divine light, doing both regular and Light-based damage.
Highly effective against Dark-based creatures.

#0103 Dark Flare Level 1 (D) Xelha, Mizuti
----- Attack - 16/11 (1)
| | 1-8 | Defense - N/A

----- Buy - N/A
| | | Sell - 2

Offensive Dark spell, Level 1.

Engulfs the target in unholy darkness, doing both regular and Darkness-based damage.

Highly effective against Light-based creatures.

#0104 Chronos Blow Level 1 (C)Xelha, Mizuti

----- Attack - 24/15 (1)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 2

Offensive Time spell, Level 1.

Engulfs the target in the breath of the Time God, doing both regular and Time-based damage.

Highly effective against Wind-based creatures.

#0105 Wind Blow Level 1 (W) Xelha, Mizuti

----- Attack - 24/15 (1)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 2

Offensive Wind spell, Level 1.

Manipulates the air around the target, creating a vacuum and doing both regular and Wind-based damage.

Highly effective against Time-based creatures.

#0106 Fire Burst Level 2 (F) Xelha, Mizuti

----- Attack - 30/20 (1)
| | 1-8 | Defense - N/A
----- Buy - 950
| | | Sell - 9

Offensive Fire spell, Level 2.

Engulfs the target in flames, doing both regular and Fire-based damage.

Highly effective against Water-based creatures.

#0107 Aqua Burst Level 2 (A) Xelha, Mizuti

----- Attack - 30/20 (1)
| | 1-8 | Defense - N/A
----- Buy - 950
| | | Sell - 9

Offensive Water spell, Level 2.

A blast of frigid air and water strikes the target, doing both regular and Water-based damage.

Highly effective against Fire-based creatures.

```

#0108   Light Flare Level 2 (L) Xelha, Mizuti
-----   Attack - 36/25 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - 1050
|       |     |   Sell - 10
-----

```

Offensive Light spell, Level 2.
Engulfs the target in divine light, doing both regular and Light-based damage.
Highly effective against Dark-based creatures.

```

#0109   Dark Flare Level 2 (D) Xelha, Mizuti
-----   Attack - 36/25 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - 1050
|       |     |   Sell - 10
-----

```

Offensive Dark spell, Level 2.
Engulfs the target in unholy darkness, doing both regular and Darkness-based damage.
Highly effective against Light-based creatures.

```

#0110   Chronos Blow Level 2 (C)Xelha, Mizuti
-----   Attack - 42/30 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 11
-----

```

Offensive Time spell, Level 2.
Engulfs the target in the breath of the Time God, doing both regular and Time-based damage.
Highly effective against Wind-based creatures.

```

#0111   Wind Blow Level 2 (W) Xelha, Mizuti
-----   Attack - 42/30 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 11
-----

```

Offensive Wind spell, Level 2.
Manipulates the air around the target, creating a vacuum and doing both regular and Wind-based damage.
Highly effective against Time-based creatures.

```

#0112   Fire Burst Level 3 (F) Xelha, Mizuti
-----   Attack - 56/40 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
| 1-8 |     |   Sell - 70
-----

```

Offensive Fire spell, Level 3.

Engulfs the target in flames, doing both regular and Fire-based damage.
Highly effective against Water-based creatures.

```
#0113   Aqua Burst Level 3 (A)  Xelha, Mizuti
-----   Attack - 56/40 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - 7000
| 1-8 |       |   Sell - 70
-----
```

Offensive Water spell, Level 3.

A blast of frigid air and water strikes the target, doing both regular and Water-based damage.

Highly effective against Fire-based creatures.

```
#0114   Light Flare Level 3 (L) Xelha, Mizuti
-----   Attack - 64/47 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - 8000
| 1-8 |       |   Sell - 80
-----
```

Offensive Light spell, Level 3.

Engulfs the target in divine light, doing both regular and Light-based damage.

Highly effective against Dark-based creatures.

```
#0115   Dark Flare Level 3 (D)  Xelha, Mizuti
-----   Attack - 64/47 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - 8000
| 1-8 |       |   Sell - 80
-----
```

Offensive Dark spell, Level 3.

Engulfs the target in unholy darkness, doing both regular and Darkness-based damage.

Highly effective against Light-based creatures.

```
#0116   Chronos Blow Level 3 (C)Xelha, Mizuti
-----   Attack - 73/55 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - 9000
| 1-8 |       |   Sell - 90
-----
```

Offensive Time spell, Level 3.

Engulfs the target in the breath of the Time God, doing both regular and Time-based damage.

Highly effective against Wind-based creatures.

```
#0117   Wind Blow Level 3 (W)   Xelha, Mizuti
-----   Attack - 73/55 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - 9000
| 1-8 |       |   Sell - 90
```

Offensive Wind spell, Level 3.

Manipulates the air around the target, creating a vacuum and doing both regular and Wind-based damage.

Highly effective against Time-based creatures.

#0118 Fire Burst Level 4 (F) Xelha, Mizuti

----- Attack - 93/70 (1)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | | Sell - 130

Offensive Fire spell, Level 4.

Engulfs the target in flames, doing both regular and Fire-based damage.

Highly effective against Water-based creatures.

#0119 Aqua Burst Level 4 (A) Xelha, Mizuti

----- Attack - 93/70 (1)
| 1-8 | 1-8 | Defense - N/A
----- Buy - 13000
| 1-8 | | Sell - 130

Offensive Water spell, Level 4.

A blast of frigid air and water strikes the target, doing both regular and Water-based damage.

Highly effective against Fire-based creatures.

#0120 Light Flare Level 4 (L) Xelha, Mizuti

----- Attack - 104/80 (1)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | | Sell - 150

Offensive Light spell, Level 4.

Engulfs the target in divine light, doing both regular and Light-based damage.

Highly effective against Dark-based creatures.

#0121 Dark Flare Level 4 (D) Xelha, Mizuti

----- Attack - 104/80 (1)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | | Sell - 150

Offensive Dark spell, Level 4.

Engulfs the target in unholy darkness, doing both regular and Darkness-based damage.

Highly effective against Light-based creatures.

#0122 Chronos Blow Level 4 (C) Xelha, Mizuti

----- Attack - 115/90 (1)

```
| 1-8 | 1-8 | Defense - N/A
-----
| 1-8 |      | Buy - N/A
-----
| 1-8 |      | Sell - 170
-----
```

Offensive Time spell, Level 4.

Engulfs the target in the breath of the Time God, doing both regular and Time-based damage.

Highly effective against Wind-based creatures.

```
#0123 Wind Blow Level 4 (W) Xelha, Mizuti
-----
Attack - 115/90 (1)
| 1-8 | 1-8 | Defense - N/A
-----
| 1-8 |      | Buy - N/A
-----
| 1-8 |      | Sell - 170
-----
```

Offensive Wind spell, Level 4.

Manipulates the air around the target, creating a vacuum and doing both regular and Wind-based damage.

Highly effective against Time-based creatures.

```
#0124 Fire Burst Level 5 (F) Xelha, Mizuti
-----
Attack - 141/110 (1)
| 1-8 | 1-8 | Defense - N/A
-----
| 1-8 |      | Buy - N/A
-----
| 1-8 | 1-9 | Sell - 450
-----
```

Offensive Fire spell, Level 5.

Engulfs the target in flames, doing both regular and Fire-based damage.

Highly effective against Water-based creatures.

```
#0125 Aqua Burst Level 5 (A) Xelha, Mizuti
-----
Attack - 141/110 (1)
| 1-8 | 1-8 | Defense - N/A
-----
| 1-8 |      | Buy - N/A
-----
| 1-8 | 1-9 | Sell - 450
-----
```

Offensive Water spell, Level 5.

A blast of frigid air and water strikes the target, doing both regular and Water-based damage.

Highly effective against Fire-based creatures.

```
#0126 Light Flare Level 5 (L) Xelha, Mizuti
-----
Attack - 152/120 (1)
| 1-8 | 1-8 | Defense - N/A
-----
| 1-8 |      | Buy - N/A
-----
| 1-8 | 1-9 | Sell - 500
-----
```

Offensive Light spell, Level 5.

Engulfs the target in divine light, doing both regular and Light-based damage.

Highly effective against Dark-based creatures.

#0127 Dark Flare Level 5 (D) Xelha, Mizuti
----- Attack - 152/120 (1)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | 1-9 | Sell - 500

Offensive Dark spell, Level 5.

Engulfs the target in unholy darkness, doing both regular and Darkness-based damage.

Highly effective against Light-based creatures.

#0128 Chronos Blow Level 5 (C)Xelha, Mizuti
----- Attack - 163/130 (1)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | 1-9 | Sell - 170

Offensive Time spell, Level 5.

Engulfs the target in the breath of the Time God, doing both regular and Time-based damage.

Highly effective against Wind-based creatures.

#0129 Wind Blow Level 5 (W) Xelha, Mizuti
----- Attack - 163/130 (1)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | 1-9 | Sell - 170

Offensive Wind spell, Level 5.

Manipulates the air around the target, creating a vacuum and doing both regular and Wind-based damage.

Highly effective against Time-based creatures.

#0130 Fire Burst Level 6 (F) Xelha, Mizuti
----- Attack - 200/160 (1)
| 1-9 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | 7-9 | Sell - 650

Offensive Fire spell, Level 6.

Engulfs the target in flames, doing both regular and Fire-based damage.

Highly effective against Water-based creatures.

#0131 Aqua Burst Level 6 (A) Xelha, Mizuti
----- Attack - 200/160 (1)
| 1-9 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | 7-9 | Sell - 650

Offensive Water spell, Level 6.

A blast of frigid air and water strikes the target, doing both regular and Water-based damage.

Highly effective against Fire-based creatures.

```
#0132    Light Flare Level 6 (L) Xelha, Mizuti
-----    Attack - 211/170 (1)
| 1-9 | 1-8 |    Defense - N/A
-----    Buy - N/A
| 1-8 | 7-9 |    Sell - 720
-----
```

Offensive Light spell, Level 6.

Engulfs the target in divine light, doing both regular and Light-based damage.

Highly effective against Dark-based creatures.

```
#0133    Dark Flare Level 6 (D) Xelha, Mizuti
-----    Attack - 211/170 (1)
| 1-9 | 1-8 |    Defense - N/A
-----    Buy - N/A
| 1-8 | 7-9 |    Sell - 720
-----
```

Offensive Dark spell, Level 6.

Engulfs the target in unholy darkness, doing both regular and Darkness-based damage.

Highly effective against Light-based creatures.

```
#0134    Chronos Blow Level 6 (C)Xelha, Mizuti
-----    Attack - 222/180 (1)
| 1-9 | 1-8 |    Defense - N/A
-----    Buy - N/A
| 1-8 | 7-9 |    Sell - 790
-----
```

Offensive Time spell, Level 6.

Engulfs the target in the breath of the Time God, doing both regular and Time-based damage.

Highly effective against Wind-based creatures.

```
#0135    Wind Blow Level 6 (W) Xelha, Mizuti
-----    Attack - 222/180 (1)
| 1-9 | 1-8 |    Defense - N/A
-----    Buy - N/A
| 1-8 | 7-9 |    Sell - 790
-----
```

Offensive Wind spell, Level 6.

Manipulates the air around the target, creating a vacuum and doing both regular and Wind-based damage.

Highly effective against Time-based creatures.

```
#0136    Blue Storm (W) Kalas
-----    Attack - 45/40 (2)
|      | 1-8 |    Defense - N/A
-----    Buy - N/A
```

| | | Sell - N/A

Wind-based finishing move mastered by Kalas. Releases a whirlwind from the tip of his sword, engulfing and slicing the enemy apart.

#0137 Shadow Wings (D) Kalas
----- Attack - 70/60 (3)
| | 1-8 | Defense - N/A
----- Buy - N/A
|Evens| | Sell - N/A

Darkness-based finishing move mastered by Kalas. Releases a wave of shadowy ravens that swarm and tear the enemy to shreds.

#0138 Energy Wave (W) Kalas
----- Attack - 95/80 (3)
| | 1-8 | Defense - N/A
----- Buy - N/A
| Odds| | Sell - N/A

Wind-based finishing move mastered by Kalas. Shoots a wave of energy into the ground from the tip of his sword, which explodes around the enemy on impact.

#0138 Flash Explosion (F) Kalas
----- Attack - 120/100 (4)
|Evens| 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | | Sell - N/A

Fire-based finishing move mastered by Kalas. Focuses energy on his sword and ignites the resulting mass, engulfing the enemies in flames.

#0139 Water Blade (A) Kalas
----- Attack - 145/120 (4)
| Odds| 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | | Sell - N/A

Water-based finishing move mastered by Kalas. Creates a blade out of pure water, easily slicing through whatever protection the enemy may have.

#0140 Dream Blade (C) Kalas
----- Attack - 172/140 (4)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | 1-8 | Sell - N/A

Time-based finishing move mastered by Kalas. Invokes energy within the earth to create hundreds of phantom blades, sending them flying towards the enemy.

#0141 Fangs of Light (L) Kalas
 ----- Attack - 205/160 (5)
 | 1-8 | 1-8 | Defense - N/A
 ----- Buy - N/A
 | 1-8 | 1-9 | Sell - N/A

Light-based finishing move mastered by Kalas. Collects light, focusing it on his body and blade, and releases it to catch the enemy in a swirling column of light.

#0142 Chaotic Illusion (C) Kalas
 ----- Attack - 235/180 (5)
 | 1-9 | 1-8 | Defense - N/A
 ----- Buy - N/A
 | 1-9 | 7-9 | Sell - N/A

Time-based finishing move mastered by Kalas. Countless overlapping traces of his sword's path confuse the enemy and allow him to tear through its defenses.

#0143 Lord of the Wind (W) Kalas
 ----- Attack - 275/200 (7)
 | 7-9 | 1-8 | Defense - N/A
 ----- Buy - N/A
 | 1-9 | 9 | Sell - N/A

Wind-based finishing move mastered by Kalas. A lightning-speed rushing attack which sends him flying through the air, sword first, as if he were a human bullet.

#0144 Dance of Light (L) Xelha
 ----- Attack - 45/40 (2)
 | | 1-8 | Defense - N/A
 ----- Buy - N/A
 | | | Sell - N/A

Light-based arcane spell mastered by Xelha. Invokes a shower of purifying light from the heavens and brings it down on the enemy.

#0145 Sparkle of Light (L) Xelha
 ----- Attack - 70/60 (3)
 | | 1-8 | Defense - N/A
 ----- Buy - N/A
 |Evens| | Sell - N/A

Light-based arcane spell mastered by Xelha. Invokes the forces of nature and focuses them on Meemai, who flies through the air and smashes into the enemy.

#0146 Soul Flash (L) Xelha

----- Attack - 95/80 (3)
| 1-8 | Defense - N/A
----- Buy - N/A
| Odds | Sell - N/A

Light-based arcane spell mastered by Xelha. Raises Meemai above her head as a focus for her energy, bombarding the enemy with explosive spheres of light.

#0147 Dancing Flames (F) Xelha
----- Attack - 120/100 (4)
| Evens | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | Sell - N/A

Fire-based arcane spell mastered by Xelha. Invokes the power of flame spirits present in the atmosphere, creating balls of fire which converge on the enemy before exploding.

#0148 Dark Embrace (D) Xelha
----- Attack - 145/120 (4)
| Odds | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | Sell - N/A

Darkness-based arcane spell mastered by Xelha. Summons spheres of darkness from another dimension and sends them to engulf the enemy and drink from its soul.

#0149 Whispering Wind (W) Xelha
----- Attack - 172/140 (4)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | 1-8 | Sell - N/A

Wind-based arcane spell mastered by Xelha. Summons the spirits of the wind in the form of countless white butterflies, which engulf the enemy and turn into revolving blades.

#0150 Bells of Fate (C) Xelha
----- Attack - 205/160 (5)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | 1-9 | Sell - N/A

Time-based arcane spell mastered by Xelha. Accelerates the flow of time around the enemy, causing rapid aging and depleting its energy.

#0151 Seal of Water (A) Xelha
----- Attack - 235/180 (5) 100% Chance of Death
| 1-9 | 1-8 | Defense - N/A
----- Buy - N/A

| 1-9 | 7-9 | Sell - N/A

Water-based arcane spell mastered by Xelha. Conjures droplets which turn into columns of water around the enemy, causing death by suffocation.

#0152 Wheel of Light (L) Xelha
----- Attack - 275/200 (7)
| 7-9 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-9 | 9 | Sell - N/A

Light-based arcane spell mastered by Xelha. Conjures numerous spheres of light and sends them smashing into the enemy.

#0153 Dragon Uppercut (A) Gibari
----- Attack - 45/40 (3)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - N/A

Water-based finishing move mastered by Gibari. A fierce charging move powerful enough to awaken the dragon said to lurk within the subterranean waters.

#0154 Crystal Shot (A) Gibari
----- Attack - 70/60 (3)
| | 1-8 | Defense - N/A
----- Buy - N/A
|Evens| | Sell - N/A

Water-based finishing move mastered by Gibari. Creates a large block of ice, sending it square into the enemy with his paddle.

#0155 Explosive Paddle (F) Gibari
----- Attack - 95/80 (3)
| | 1-8 | Defense - N/A
----- Buy - N/A
| Odds| | Sell - N/A

Fire-based finishing move mastered by Gibari. Leaps high into the air and launches his paddle at the enemy's feet, causing a fierce explosion on impact.

#0156 Smash Tackle (C) Gibari
----- Attack - 120/100 (4)
|Evens| 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | | Sell - N/A

Time-based finishing move mastered by Gibari. Rushes the enemy like a raging bull, the impact being powerful enough to send the target reeling.

#0157 Whirlwind Hit (D) Gibari
----- Attack - 145/120 (4)
| Odds| 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | | Sell - N/A

Darkness-based finishing move mastered by Gibari. Strikes full force with his paddle, sending the enemy spinning into oblivion.

#0158 Spiraling Gale (W) Gibari
----- Attack - 172/140 (4)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | 1-8 | Sell - N/A

Wind-based finishing move mastered by Gibari. Spins like a top before striking the enemy, turning the target into mincemeat regardless of its armor.

#0159 Pendulum Blast (L) Gibari
----- Attack - 205/160 (5)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | 1-9 | Sell - N/A

Light-based finishing move mastered by Gibari. Focusing energy on his own head, delivers a devastating head butt, sending targets into the next life.

#0160 Nemesis Fall (D) Gibari
----- Attack - 235/180 (5)
| 1-9 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-9 | 7-9 | Sell - N/A

Darkness-based finishing move mastered by Gibari. Leaps high into the air and smashes the ground with his paddle, sending rocks flying as he descends.

#0161 Ultimate Geyser (A) Gibari
----- Attack - 275/200 (7)
| 7-9 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-9 | 9 | Sell - N/A

Water-based finishing move mastered by Gibari. Catches the enemy in a dealy spiral, reminiscent of a geyser spurting fiercely from the earth.

#0162 Overture (L) Lyude
----- Attack - 45/40 (3)
| | 1-8 | Defense - N/A

```
----- Buy - N/A
|      |      | Sell - N/A
-----
```

Light-based finishing move mastered by Lyude. Fires a continuous beam while shifting his weapon upwards, slicing the enemy vertically.

```
#0163 Concerto (L) Lyude
----- Attack - 70/60 (3)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|Evens|      | Sell - N/A
-----
```

Light-based finishing move mastered by Lyude. Fires a series of shimmering spheres which curve around to strike enemies regardless of cover.

```
#0164 Sforzando (D) Lyude
----- Attack - 95/80 (3)
|      | 1-8 | Defense - N/A
----- Buy - N/A
| Odds|      | Sell - N/A
-----
```

Darkness-based finishing move mastered by Lyude. He gives in to his rage, usually kept in check by rationale, repeatedly striking the enemy in blind fury.

```
#0165 Diminuendo (D) Lyude
----- Attack - 120/100 (4)
|Evens| 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 |      | Sell - N/A
-----
```

Darkness-based finishing move mastered by Lyude. Uses the recoil from his weapon to soar high in the sky, delivering a mighty dropkick to the bewildered enemy.

```
#0166 Intermezzo (L) Lyude
----- Attack - 145/120 (3)
| Odds| 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 |      | Sell - N/A
-----
```

Light-based finishing move mastered by Lyude. Throws floating mines into the air which he promptly shoots, causing a barrage of explosions.

```
#0167 Crescendo (D) Lyude
----- Attack - 172/140 (4)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | 1-8 | Sell - N/A
-----
```


Darkness-based finishing move mastered by Lyude. Lays suppressive fire on the enemy, following up with a series of powerful kicks to remove the opposition.

```
#0168   Rhapsody (L)           Lyude
-----   Attack - 205/160 (5)
| 1-8 | 1-8 |   Defense - N/A
-----   Buy - N/A
| 1-8 | 1-9 |   Sell - N/A
-----
```

Light-based finishing move mastered by Lyude. Fires a special projectile which bursts into a holy symbol on impact, gathering light and severely damaging the target.

```
#0169   Presto (D)            Lyude
-----   Attack - 235/180 (5)
| 1-9 | 1-8 |   Defense - N/A
-----   Buy - N/A
| 1-9 | 7-9 |   Sell - N/A
-----
```

Darkness-based finishing move mastered by Lyude. Uses the recoil from his weapon to land a painful drop kick on the enemy.

```
#0170   Finale (L)            Lyude
-----   Attack - 275/200 (7)
| 7-9 | 1-8 |   Defense - N/A
-----   Buy - N/A
| 1-9 | 9   |   Sell - N/A
-----
```

Light-based finishing move mastered by Lyude. Only available to master marksmen, an illusionary weapon is summoned, firing sacred shells that smash up evil beyond recognition.

```
#0171   Burning Arrow (F)      Savyna
-----   Attack - 45/40 (3)
|     | 1-8 |   Defense - N/A
-----   Buy - N/A
|     |     |   Sell - N/A
-----
```

Fire-based finishing move mastered by Savyna. Casts a multitude of feathers into the air, which turn into flaming arrows peppering the enemy.

```
#0172   Erupting Flail (F)    Savyna
-----   Attack - 70/60 (3)
|     | 1-8 |   Defense - N/A
-----   Buy - N/A
|Evens|     |   Sell - N/A
-----
```

Fire-based finishing move mastered by Savyna. She ignites herself with a burning aura, delivering a flurry of blows that can easily smash through the

hardest of rocks.

```
#0173   Splash Spear (A)           Savyna
-----   Attack - 95/80 (3)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
| Odds|     |   Sell - N/A
-----
```

Water-based finishing move mastered by Savyna. Unleashes a whirlwind-like stream of water that pierces the enemy like a spear.

```
#0174   Freezing Axe (A)           Savyna
-----   Attack - 120/100 (4)
|Evens| 1-8 |   Defense - N/A
-----   Buy - N/A
| 1-8 |     |   Sell - N/A
-----
```

Water-based finishing move mastered by Savyna. Delivers a devastating axe kick, sending a crescent-shaped block of ice smashing into the enemy.

```
#0175   Vanish Grenade (F)         Savyna
-----   Attack - 145/120 (4)
| Odds| 1-8 |   Defense - N/A
-----   Buy - N/A
| 1-8 |     |   Sell - N/A
-----
```

Fire-based finishing move mastered by Savyna. Rushes the enemy with an explosive flying kick.

```
#0176   Hurricane Blade (A)        Savyna
-----   Attack - 172/140 (4)
| 1-8 | 1-8 |   Defense - N/A
-----   Buy - N/A
| 1-8 | 1-8 |   Sell - N/A
-----
```

Water-based finishing move mastered by Savyna. Spins on one leg like a top, delivering a series of kicks to slice and dice the enemy.

```
#0177   Inferno Cannon (F)          Savyna
-----   Attack - 205/160 (5)
| 1-8 | 1-8 |   Defense - N/A
-----   Buy - N/A
| 1-8 | 1-9 |   Sell - N/A
-----
```

Fire-based finishing move mastered by Savyna. Shoots a fireball from her hands which detonates on impact and burns the enemy to a crisp.

```
#0178   Hellblood's Hammer (A)      Savyna
-----   Attack - 235/180 (5)
```

```
| 1-9 | 1-8 | Defense - N/A
-----
| 1-9 | 7-9 | Buy - N/A
-----
| 1-9 | 7-9 | Sell - N/A
-----
```

Water-based finishing move mastered by Savyna. Summons a watery juggernaut to shower the enemy with a flurry of punches, finishing off with a devastating shock wave.

```
#0179 Deadly Heat Scythe (F) Savyna
-----
Attack - 275/200 (7)
| 7-9 | 1-8 | Defense - N/A
-----
Buy - N/A
| 1-8 | 9 | Sell - N/A
-----
```

Fire-based finishing move mastered by Savyna. Shoots a fireball from her hands which detonates on impact and burns the enemy to a crisp.

```
#0180 Sorcerer's Chakram (N) Mizuti
-----
Attack - 45 (3)
| | 1-8 | Defense - N/A
-----
Buy - N/A
| | | Sell - N/A
-----
```

Non-elemental arcane magic mastered by Mizuti. Controls a huge chakram in the air, delivering a series of razor-sharp attacks. Vicious. Painful.

```
#0181 Sorcerer's Breath (N) Mizuti
-----
Attack - 70 (3)
| | 1-8 | Defense - N/A
-----
Buy - N/A
|Evens| | Sell - N/A
-----
```

Non-elemental arcane magic mastered by Mizuti. Exhales putrid breath unbearable to an enemy with any sense of smell. Terrible. Horrifying. Stinky.

```
#0182 Sorcerer's Seal (N) Mizuti
-----
Attack - 95 (3)
| | 1-8 | Defense - N/A
-----
Buy - N/A
| Odds| | Sell - N/A
-----
```

Non-elemental arcane magic mastered by Mizuti. Invokes the ancestral mask and sucks the essence from enemies, inflicting tremendous pain. Filling. Tastes like chicken.

```
#0183 Heaven's Pillar (C) Mizuti
-----
Attack - 120/100 (4)
|Evens| 1-8 | Defense - N/A
-----
Buy - N/A
| 1-8 | | Sell - N/A
```

Time-based arcane magic mastered by Mizuti. Opens a gate to another dimension, summoning a group of pillars that smash into and smother the enemy. Heavy, Heavier, Heaviest.

#0184 Shadow Gate (D) Mizuti
----- Attack - 145/120 (4)
| Odds| 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | | Sell - N/A

Darkness-based arcane magic mastered by Mizuti. Mizuti's shadow is infused with magic, swallowing the enemy entirely. Hulloo. Meet the evil twin.

#0185 Mega Flood (A) Mizuti
----- Attack - 172/140 (4)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | 1-8 | Sell - N/A

Aqua-based arcane magic mastered by Mizuti. Focuses energy on the enemy, creating columns of water which merge to form a giant serpent. Big snake. Hissssss.

#0186 Prominence (F) Mizuti
----- Attack - 205/160 (5)
| 1-8 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-8 | 1-9 | Sell - N/A

Fire-based arcane magic mastered by Mizuti. Encircles the enemy with fiery energy, which assumes the form of a flaming lion and devours the enemy. Big kitty. Roarrrrrr!!

#0187 Alias Falls (W) Mizuti
----- Attack - 235/180 (5)
| 1-9 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-9 | 7-9 | Sell - N/A

Wind-based arcane magic mastered by Mizuti. Focuses the energy in the atmosphere to conjure a replica of the ancestral mask, sending it to hurtling to smite the enemy. Close and personal. Boom boom boom.

#0188 Planet Soul (C) Mizuti
----- Attack - 275/200 (7) 100% Chance of Death
| 7-9 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-9 | 9 | Sell - N/A

Chronos-based arcane magic mastered by Mizuti. The enemy is engulfed in a peculiar smoke and bombarded by Mizuti's ancestry incarnate. Hazardous to health. Cough cough.

#0189 Shining Seraph (L) Kalas, Xelha
----- Attack - Gets stronger in game(Number of Magnus you can use -1)
| 7-9 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-9 | | Sell - N/A

Light-based Spirit spell, enabled by a Guardian Spirit's power. Summons light from the heavens, bringing it down on the enemy.

#0190 Demons of Darkness (D) Kalas, Xelha
----- Attack - Gets stronger in game(Number of Magnus you can use -1)
| 7-9 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-9 | | Sell - N/A

Darkness-based Spirit spell, enabled by a Guardian Spirit's power. Creates a frothing pool of tainted mud, engulfing the enemy in a hearty serving of fear and pain.

#0191 Hellfire (F) Kalas, Xelha
----- Attack - Gets stronger in game(Number of Magnus you can use -1)
| 7-9 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-9 | | Sell - N/A

Fire-based Spirit spell, enabled by a Guardian Spirit's power. Creates a sea of fire around the enemy, burning its body and soul.

#0192 Sacred Spring (A) Kalas, Xelha
----- Attack - Gets stronger in game(Number of Magnus you can use -1)
| 7-9 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-9 | | Sell - N/A

Water-based Spirit spell, enabled by a Guardian Spirit's power. Countless bubbles of purifying water engulf the enemy, bursting on impact and searing its skin.

#0193 Lingering Time (C) Kalas, Xelha
----- Attack - Gets stronger in game(Number of Magnus you can use -1)
| 7-9 | 1-8 | Defense - N/A
----- Buy - N/A
| 1-9 | | Sell - N/A

Time-based Spirit spell, enabled by a Guardian Spirit's power. Creates a

pentagram around the enemy and suspends the time within, tearing its soul apart when time begins flowing again.

```
#0194   Distorting Wind (D)       Kalas, Xelha
-----   Attack - Gets stronger in game(Number of Magnus you can use -1)
| 7-9 | 1-8 |   Defense - N/A
-----   Buy - N/A
| 1-9 |   |   Sell - N/A
-----
```

Wind-based Spirit spell, enabled by a Guardian Spirit's power. Powerful winds engulf the enemy, tearing apart armor, flesh, and bone.

```
#0195   Leather Jacket (N)       Kalas, Gibari, Lyude, Savyna
-----   Attack - N/A
|   | 1-8 |   Defense - 10 (1)
-----   Buy - N/A
|   |   |   Sell - 1
-----
```

The dark blue dye used for this jacket shows the refined taste of its designer. Its potential as armor is minimal, though, only useful for deflecting knives and such.

```
#0196   Ice Armor (A)           Kalas, Gibari, Lyude
-----   Attack - N/A
|   |Evens|   Defense - 15/9 (1) 20% Chance of Curing Flames
-----   Buy - N/A
|   |   |   Sell - 1
-----
```

The frozen surface of this armor functions as a virtual wall of ice to block enemy attacks. It can contain and rub out any flames which may be inflicted upon the user.

```
#0197   Flame Mail (F)          Kalas, Gibari, Lyude, Savyna
-----   Attack - N/A
|   |Evens|   Defense - 20/12 (1) Freezing Resistance +15
-----   Buy - N/A
|   |   |   Sell - 1
-----
```

The outer surface of this armor heats up during battle, but the inner surface remains cool enough for comfort. Increases the wearer's resistance to freezing attacks and effects.

```
#0198   Chain Mail (N)          Kalas, Gibari, Lyude
-----   Attack - N/A
|   | Odds |   Defense - 22 (1)
-----   Buy - 120
|   |   |   Sell - 1
-----
```

Woven from chain links, chain mail is relatively lightweight and comfortable to wear. Quite effective against bladed weapons.

#0199 Shadow Suit (D) Kalas, Gibari, Lyude, Savyna
 ----- Attack - N/A
 | | 1-8 | Defense - 35/21 (1) Death Resistance +10
 ----- Buy - 300
 |Evens| | Sell - 3

Old, dark robes tend to attract spirits lurking in the shadows, providing protection against light-based attacks. Though resembling rags at first sight, this gear is made from a single, dark cloth.

#0200 Flash Armor (L) Kalas, Gibari, Lyude
 ----- Attack - N/A
 | |Evens| Defense - 43/26 (1) Poison Resistance +15
 ----- Buy - N/A
 | Odds| | Sell - 15

Made from a special alloy that emits light, this armor shines brightly when hit, blinding the attacker and enabling the wearer to evade the full impact of the blow.

#0201 Heat Jacket (F) Kalas, Gibari, Lyude
 ----- Attack - N/A
 | | 1-8 | Defense - 53/32 (1) Freezing Resistance +15
 ----- Buy - N/A
 | Odds| | Sell - 35

Made from the pelts of "Blaze Weasels," magical creatures that live near volcanic craters. This garb increases the wearer's resistance to freezing, yet is often wore purely for fashion.

#0202 Crystal Mail (A) Kalas, Gibari, Lyude, Savyna
 ----- Attack - N/A
 | | Odds| Defense - 65/39 (1) Flames Resistance +25
 ----- Buy - N/A
 |Evens| | Sell - 59

This expensive suit of armor crafted from natural quartz crystals provides ample protection, yet its weight restricts use to those familiar with heavy armor.

#0203 Half Plate (N) Kalas, Gibari, Lyude, Savyna
 ----- Attack - N/A
 | | 1-8 | Defense - 60 (1)
 ----- Buy - 8500
 | 1-8 | | Sell - 85

A steel breastplate sacrificing protection for ease of movement. The equipped is also able to adequately defend himself/herself with a weapon to make up for this lack of mobility.

#0204 Chronos Armor (C) Kalas, Gibari, Lyude, Savyna
 ----- Attack - N/A
 | |Evens| Defense - 90/54 (1) Headache Resistance +25
 ----- Buy - N/A
 | 1-8 | | Sell - 90

A weak magnetic field emanates from this armor, deflecting incoming attacks by spoiling the enemy's aim.

#0205 Blue Sky Mail (W) Kalas, Gibari
 ----- Attack - N/A
 | 1-8 | 1-8 | Defense - 103/62 (1) Sleep Resistance +25
 ----- Buy - N/A
 | 1-8 | | Sell - 90

Crafted from a clear, sky-blue orge (hence its name), this armor is impervious to weak attacks. Relatively lightweight despite its heavy appearance.

#0206 Scale Mail (N) Kalas, Gibari, Lyude, Savyna
 ----- Attack - N/A
 | 1-8 | Odds| Defense - 94 (1)
 ----- Buy - N/A
 | 1-8 | | Sell - 117

This armor consists of small metal plates linked together to provide a good balance of mobility and protection. The plates around the shoulder are shaped to resemble scales.

#0207 Aqua Jacket (A) Kalas, Lyude, Savyna
 ----- Attack - N/A
 | 1-8 | 1-8 | Defense - 133/70 (1) Flames Resistance +28
 ----- Buy - N/A
 | 1-8 | | Sell - 148

Crafted from light, hard coral and seaweed fibers. The fancy cuffs on this jacket are considered stylish, hence its popularity as summer clothing.

#0208 Efreeti Suit (F) Kalas, Lyude, Savyna
 ----- Attack - N/A
 | 1-8 |Evens| Defense - 148/89 (1) Freezing Resistance +28
 ----- Buy - N/A
 | Odds| | Sell - 184

This suit is imbued with a sacred fire lit by an Efreeti flame. The intense heat generated increases the wearer's resistance to freezing attacks and effects.

#0209 Full Plate (N) Kalas, Gibari, Lyude

----- Attack - N/A
| 1-8 | 1-8 | Defense - 132 (1)
----- Buy - N/A
| 1-8 | 1-8 | Sell - 228

This armor covers the torso with large steel plates, providing excellent protection against physical attacks.

#0210 Chaos Mail (C) Kalas, Lyude, Gibari
----- Attack - N/A
| 1-8 | Odds | Defense - 183/110 (1) Death Resistance +20
----- Buy - N/A
| Evens | 1-8 | Sell - 279

Imbued with powerful negative energy, this armor provides outstanding protection, yet makes the wearer feel uneasy. The weak-minded may succumb to its dark whisperings.

#0211 Holy Armor (L) Kalas, Lyude, Gibari
----- Attack - N/A
| 1-8 | Evens | Defense - 200/120 (1) Poison Resistance +35
----- Buy - N/A
| Odds | 1-9 | Sell - 340

The sacred power within this armor can hardly be contained. Billowing clouds of holy energy seep out constantly. Truly a threat to all that is evil.

#0212 Battle Suit (N) Gibari
----- Attack - N/A
| 1-9 | Odds | Defense - 174 (1) Freezing Resistance +40
----- Buy - N/A
| Evens | 1-9 | Sell - 411

This armor provides total protection from the neck down to the thighs, yet its tremendous weight limits wearers to the strongest of men.

#0213 Dragoon Gale (W) Kalas, Lyude, Gibari
----- Attack - N/A
| 1-9 | Evens | Defense - 238/143 (1) Paralysis Resistance +45
----- Buy - N/A
| Odds | 7-9 | Sell - 495

Made from the rarely-found scales of a winged dragon, this type of armor is extremely scarce. It surrounds the wearer with streams of air and deflects enemy attacks.

#0214 Desperda (C) Kalas
----- Attack - N/A
| 1-9 | Odds | Defense - 258/155 (1) Death Resistance +45
----- Buy - N/A

|Evens| 9 | Sell - 593

This suit of armor once belonged to a sorcerer able to control time in short bursts. Human nature led him to overstep his bounds, in turn provoking the wrath of Chronos.

#0215 Leather Vest (N) Xelha, Mizuti

----- Attack - N/A

| | 1-8 | Defense - 8 (1) Sleep Resistance +10

----- Buy - N/A

| | | Sell - 1

A vest of low-priced, artificial leather that helps keep away the cold. Although quilted on the surface, it only provides minimal protection.

#0216 Heat Robe (F) Xelha, Mizuti

----- Attack - N/A

| |Evens| Defense - 13/8 (1)

----- Buy - N/A

| | | Sell - 1

This robe is imbued with sacred fire, constantly emanating heat. This kind of garment is also used as winter gear in the colder regions.

#0217 Nixie Garb (A) Xelha, Mizuti

----- Attack - N/A

| | 1-8 | Defense - 18/11 (1)

----- Buy - N/A

| | | Sell - 2

This robe holds a Nixie, or water spirit, within its folds. Though the Nixie's power slows incoming blows, its magic is growing weaker, and the robe is often used as mere summer wear.

#0218 Mink Coat (N) Xelha, Mizuti

----- Attack - N/A

| | Odds | Defense - 18 (1) Freezing Resistance +30

----- Buy - 350

| | | Sell - 3

This luxurious, highly valued coat is made from the pelts of giant weasels. Their fur provides reasonable resistance to freezing attacks and effects.

#0219 Cloak of Dark Night (D) Xelha, Mizuti

----- Attack - N/A

| | 1-8 | Defense - 33/20 (1) Death Resistance +10

----- Buy - N/A

|Evens| | Sell - 10

This cloak clouds the opposition's sight and allows the wearer to blend into darkness, reducing the likelihood of receiving lethal blows.

```
#0220  Shawl of the Goddess (L)Xelha, Mizuti
-----  Attack - N/A
|      |Evens|  Defense - 40/24 (1) Poison Resistance +40
-----  Buy - N/A
| Odds|      |  Sell - 25
-----
```

This shawl stays on the wearer's shoulder, regardless of any jumps or flips performed. Perhaps due to a holy blessing, it also boosts the wearer's resistance to poison.

```
#0221  Zeit Robe (C)                Xelha, Mizuti
-----  Attack - N/A
|      | 1-8 |  Defense - 50/30 (1) Paralysis Resistance +40
-----  Buy - N/A
| Odds|      |  Sell - 43
-----
```

This robe partially sends the impact of enemy blows to another dimension, enabling the wearer to withstand attacks.

```
#0222  Pegasus Cloak (W)          Xelha, Mizuti
-----  Attack - N/A
|      | Odds|  Defense - 60/36 (1)
-----  Buy - 6700
|Evens|      |  Sell - 67
-----
```

This robe enhances movement and enables the wearer to shrug off attacks from lesser enemies.

```
#0223  Silk Robe (N)              Xelha, Mizuti
-----  Attack - N/A
|      | 1-8 |  Defense - 58 (1)
-----  Buy - 9800
| 1-8 |      |  Sell - 98
-----
```

The touch of this robe is smooth beyond expression, but its virtues go even beyond that. It's light as a feather yet surprisingly strong.

```
#0224  Robe of Firelight (F)      Xelha, Mizuti
-----  Attack - N/A
|      |Evens|  Defense - 83/50 (1) Freezing Resistance +70
-----  Buy - N/A
| 1-8 |      |  Sell - 115
-----
```

Robes of Firelight are created by heating cloth with sacred fires. Most of the cloth will be lost in the process, but the resulting robe will protect the wearer from freezing attacks and effects.

#0225 Sleet Shawl (A) Xelha, Mizuti
 ----- Attack - N/A
 | 1-8 | 1-8 | Defense - 98/59 (1) Flames Resistance +95
 ----- Buy - N/A
 | 1-8 | | Sell - 138

Small, sleet-shaped crystals float around this shawl. The impact from blows may melt some of them, but they quickly freeze again. The wearer is almost guaranteed not to catch fire.

#0226 Mephistopheles Cloak (D)Xelha, Mizuti
 ----- Attack - N/A
 | 1-8 | Odds| Defense - 110/66 (1) Confusion Resistance +50
 ----- Buy - N/A
 | 1-8 | | Sell - 164

Tormented souls have been woven into the fabric of this cloak to reinforce its defensive properties. Weak-minded wearers are likely to succumb to the cloak's dark nature and meet a horrible end.

#0227 Forsetti Robe (L) Lyude, Mizuti
 ----- Attack - N/A
 | 1-8 | 1-8 | Defense - 125/75 (1) Death Resistance +35
 ----- Buy - N/A
 | 1-8 | | Sell - 195

This robe creates a thin barrier of light around the wearer, repelling any denizens of the darkness that may come near.

#0228 Hamelin Cloak (N) Xelha, Mizuti
 ----- Attack - N/A
 | 1-8 | Evens| Defense - 112 (1) Paralysis Resistance +55
 ----- Buy - N/A
 | Odds| | Sell - 243

The original owner of this cloak was a bard who traveled throughout the lands. His cloak gained power from various spirits encountered on his journey.

#0229 Robe of Morning Cool (W)Xelha, Mizuti
 ----- Attack - N/A
 | 1-8 | 1-8 | Defense - 155/93 (1) Sleep Resistance +80
 ----- Buy - N/A
 | 1-8 | 1-8 | Sell - 297

An advanced technique was used to trap cool, morning air into the fabric of this robe. It grants its wearer strong resistance to sleep.

#0230 Siegfried (C) Xelha, Mizuti
 ----- Attack - N/A

| 1-8 | Odds | Defense - 173/104 (1)

Buy - N/A
|Evens| 1-8 | Sell - 356

This sacred robe summons the halo of a legendary warrior to protect the wearer, absorbing and dispersing the impact of enemy blows. Due to its nature, this robe can only be worn by a select few.

#0231 Wizard Robe (N) Xelha, Mizuti

Attack - N/A
| 1-8 |Evens| Defense - 150 (1) Death Resistance +50

Buy - N/A
| Odds| 1-9 | Sell - 432

This robe was worn by a wizard who set out on a quest to find and defeat a Medusa, Basilisk, and Cockatrice. Though his journey and life met an untimely end, the robe is still around.

#0232 Firedrake Robe (F) Xelha, Mizuti

Attack - N/A
| 1-9 | Odds| Defense - 205/123 (1) Freezing Resistance +100

Buy - N/A
|Evens| 1-9 | Sell - 562

Imbued with the soul of a Firedrake, this near-weightless robe hardens to protect its wearer when in danger, providing total immunity to freezing attacks and effects.

#0233 Robe of the Ocean (A) Xelha, Mizuti

Attack - N/A
| 1-9 |Evens| Defense - 225/135 (1) Flames Resistance +100

Buy - N/A
| Odds| 7-9 | Sell - 605

This robe shifts its hue and form, contorting violently like a stormy sea or placidly sitting like calm waters reflecting the sun. Enemies will be little more than boats setting out into a dark, stormy ocean. Yet friends will bask in its warm, gentle glow.

#0234 Venus Garb (N) Xelha, Mizuti

Attack - N/A
| 1-9 | Odds| Defense - 194 (1) Confusion Resistance +100

Buy - N/A
|Evens| 9 | Sell - 796

Venus is said to favor only those who show ample experience and knowledge, coupled with a warm heart. The robe brings out these qualities in the wearer, shining brighter than ever.

#0235 Power Helmet (N) Xelha, Mizuti, Lyude, Gibari, Kalas, Savyna

```

-----      Attack - Can be used when attacking, but nothing happens
|      | 1-8 |      Defense - 11 (1)
-----      Buy - 30
|      |      |      Sell - 1
-----

```

Originally a pot for boiling rice, this helmet can still be used for cooking. Carrying this heavy pot around is good exercise, and the wearer ends up slightly more muscular - hence the name.

```

#0236      Calm Helmet (W)              Lyude, Gibari, Kalas
-----      Attack - N/A
|      |Evens|      Defense - 18/11 (1)
-----      Buy - N/A
|      |      |      Sell - 4
-----

```

Crafted from a special alloy, this helmet is extremely lightweight, with a gentle breeze flowing around the wearer's head. Its defensive capabilities, however, are limited.

```

#0237      Infinity Mask (C)           Lyude, Gibari, Kalas
-----      Attack - N/A
|      | 1-8 |      Defense - 23/14 (1)
-----      Buy - N/A
|      |      |      Sell - 12
-----

```

Possibilities are infinite, as they say, but the protection offered by this mask is quite limited. Accurate product-naming being a relic of the past, there may be a little mystery here...

```

#0238      Shagreen Helmet (A)        Lyude, Gibari, Kalas
-----      Attack - N/A
|      | Odds|      Defense - 28/17 (1)
-----      Buy - N/A
|      |      |      Sell - 25
-----

```

Crafted from shark skin, hence the rough texture, this type of helmet is also considered a popular souvenir. Light and comfortable, the protection it offers is limited.

```

#0239      Flame Helmet (F)           Lyude, Gibari, Kalas
-----      Attack - N/A
|      | 1-8 |      Defense - 35/21 (1) Freezing Resistance 10+
-----      Buy - N/A
|Evens|      |      Sell - 40
-----

```

Forged using fire from lava pits deep underground, this helmet offers protection from both physical and freezing attacks. Prolonged use can cause decreased alertness and or loss of hair.

```

#0240      Brave Knight Helm (N)      Lyude, Gibari, Kalas

```

```
----- Attack - N/A
|      |Evens| Defense - 34 (1)
----- Buy - 7300
| Odds|      | Sell - 73
-----
```

Designed to provide total protection to the wearer's head, this full-face helmet is quite heavy. Its dark-green feathers inspire allies on the battlefield.

```
#0241 Ruffian Mask (D) Lyude, Gibari, Kalas
----- Attack - N/A
|      | 1-8 | Defense - 53/32 (1)
----- Buy - N/A
| Odds|      | Sell - 89
-----
```

Despite the strange design, this mask provides reasonable protection. Even the holiest of saints will look like a common thug sporting this.

```
#0242 Gleaming Helm (L) Lyude, Gibari, Kalas
----- Attack - N/A
|      | Odds| Defense - 63/38 (1)
----- Buy - N/A
|Evens|      | Sell - 105
-----
```

This helm constantly emits light, yet its brilliance increases when the wearer is attacked, absorbing damage and repelling the denizens of darkness.

```
#0243 Viking Helm (N) Lyude, Gibari, Kalas
----- Attack - N/A
|      | 1-8 | Defense - 39 (1)
----- Buy - N/A
| 1-8 |      | Sell - 132
-----
```

Widely used by pirates for morale and decorative purposes, the twin horns on this helmet look vicious and can be used to gore the enemy.

```
#0244 Crystal Helm (A) Lyude, Gibari, Kalas
----- Attack - N/A
|      |Evens| Defense - 83/50 (1)
----- Buy - N/A
| 1-8 |      | Sell - 156
-----
```

Carved from a large crystal, this helm's hardness provides excellent defensive capabilities. Because of its aesthetic appeal, many purchase similar items for decoration.

```
#0245 Phoenix Helm (F) Lyude, Gibari, Kalas
----- Attack - N/A
| 1-8 | 1-8 | Defense - 95/57 (1)
----- Buy - N/A
```

| 1-8 | | Sell - 179

This helm has a magnificent engraving of a Phoenix on its side. In addition to providing ample protection, its elegant form is truly a sight to see.

#0246 Full Helm (N) Lyude, Gibari, Kalas
----- Attack - N/A
| 1-8 | Odds | Defense - 86 (1)
----- Buy - N/A
| 1-8 | | Sell - 195

This sturdy helm covers the wearer's head, neck and shoulders, providing protection against attacks from any protection.

#0247 Sacred Helm (L) Lyude, Gibari, Kalas
----- Attack - N/A
| 1-8 | 1-8 | Defense - 123/74 (1)
----- Buy - N/A
| 1-8 | | Sell - 246

Wearing this helm, enchanted to repel demons, is considered the highest honor for a knight. Renowned for its protection, it is also said to bring good fortune to the wearer.

#0247 Skull Mask (D) Lyude, Gibari, Kalas
----- Attack - N/A
| 1-8 | Evens | Defense - 135/81 (1)
----- Buy - N/A
| Odds | | Sell - 298

This mask is said to have been worn by a barbarian king. The engraved skull discourages less-determined wearers, but others value this item as a powerful tool against the forces of light.

#0248 Mithril Helmet (N) Lyude, Gibari, Kalas
----- Attack - N/A
| 1-8 | 1-8 | Defense - 120 (1)
----- Buy - N/A
| 1-8 | 1-8 | Sell - 362

This helmet is crafted from mithril, a rare magical metal. The existence of mithril is unexplained by existing lore, leading some to believe it's of heavenly origin.

#0249 Aurora (W) Lyude, Gibari, Kalas
----- Attack - N/A
| 1-8 | Odds | Defense - 165/99 (1)
----- Buy - N/A
| Evens | 1-8 | Sell - 435

A sacred artifact said to have been created by one of the gods, this helmet purifies the mind and enables correct judgement even under stress.

#0250 Ometeotl Gear (C) Lyude, Gibari, Kalas
----- Attack - N/A
| 1-8 |Evens| Defense - 180/108 (1)
----- Buy - N/A
| Odds| 1-9 | Sell - 484

Said to be a divine gift, legends claim this helm was a gift from the heavens in answer to devout prayers. In addition to providing protection, this helm gives the wearer insight into the future.

#0251 Glacial Helmet (A) Lyude, Gibari, Kalas
----- Attack - N/A
| 1-9 | Odds| Defense - 198/119 (1) Flames Resistance +30
----- Buy - N/A
|Evens| 1-9 | Sell - 568

Said to have existed before humans came into this world, this legendary helmet dates back to the Ice Age, though details remain a mystery.

#0252 Prominence Helm (F) Lyude, Gibari, Kalas
----- Attack - N/A
| 1-9 |Evens| Defense - 215/129 (1) Freezing Resistance +50
----- Buy - N/A
| Odds| 7-9 | Sell - 624

Said to have been created by the gods when half of the world was still covered in molten rock, this helm provides greatly improved resistance to freezing attacks and effects.

#0253 Golden Helm (N) Lyude, Gibari, Kalas
----- Attack - N/A
| 1-9 | Odds| Defense - 186 (1) Paralysis Resistance +100
----- Buy - N/A
|Evens| 9 | Sell - 728

Sought after by those in power attracted by its golden glint, this helm casts a suspicious shadow on its wearer, whose fate - ill or fortunate - is said to be predetermined.

#0254 Safety Hood (N) Xelha, Mizuti, Savyna
----- Attack - N/A
| | 1-8 | Defense - 10 (1)
----- Buy - 40
| | | Sell - 1

Used as a cushion when not in battle, this hood turns into trusty protective

headgear whenever the need arises. Almost invariably dusty.

```
#0255  Leather Hat (N)           Xelha, Mizuti, Savyna
-----  Attack - N/A
|      |Evens|  Defense - 12 (1)
-----  Buy - N/A
|      |      |  Sell - 1
-----
```

Made from animal skins, with cotton and cloth padding on the inside. The cheek pads cover most of the head and neck, providing basic protection.

```
#0256  Feathered Hat (W)        Xelha, Mizuti, Savyna
-----  Attack - N/A
|      | 1-8 |  Defense - 20/12 (1) Sleep Resistance +10
-----  Buy - N/A
|      |      |  Sell - 3
-----
```

A fashionable design with a feather plume, this hat offers minimal protection against physical attacks and sleep effects.

```
#0257  Century Veil (C)         Xelha, Mizuti, Savyna
-----  Attack - N/A
|      | Odds|  Defense - 25/15 (1)
-----  Buy - 550
|      |      |  Sell - 5
-----
```

Crafted from magical silk, this veil is very smooth and attractive. Offers moderate protection against wind-based attacks.

```
#0258  Shako (N)                Xelha, Mizuti, Savyna
-----  Attack - N/A
|      | 1-8 |  Defense - 24 (1)
-----  Buy - 1250
|Evens|      |  Sell - 12
-----
```

This headgear is similar to a chef's hat in appearance, with a small peak in front. Despite appearances, it is designed for use in combat, providing moderate protection.

```
#0259  Will-O'-Wisp Hat (F)     Xelha, Mizuti, Savyna
-----  Attack - N/A
|      |Evens|  Defense - 38/23 (1)
-----  Buy - N/A
| Odds|      |  Sell - 17
-----
```

This hat constantly spurts plasma from a slit near back. The plasma patterns are somewhat fashionable from a distance, yet can burn if touched, and help keep enemies at bay.

#0260 Frost Cap (A) Xelha, Mizuti, Savyna
 ----- Attack - N/A
 | | 1-8 | Defense - 48/29 (1) Flames Resistance +40
 ----- Buy - N/A
 | Odds| | Sell - 35

Made entirely of icicles, this strange gear may be visually disturbing, yet is valued among merchants and travelers for keeping their heads cool in the desert.

#0261 Millinery (N) Xelha, Mizuti, Savyna
 ----- Attack - N/A
 | | Odds| Defense - 44 (1)
 ----- Buy - 5100
 |Evens| | Sell - 51

Originally used by ladies in formal dress, a large, wide brim adorns this hat. Put this on and you'll feel like royalty.

#0262 Assassin's Hood (D) Xelha, Mizuti, Savyna
 ----- Attack - N/A
 | | 1-8 | Defense - 65/39 (1) Death Resistance +10
 ----- Buy - N/A
 | 1-8 | | Sell - 86

This hood allows the wearer to blend into the shadows, and has saved many from certain death. A must for those engaged in shady business.

#0263 Rainbow Straw Hat (L) Xelha, Mizuti, Savyna
 ----- Attack - N/A
 | |Evens| Defense - 78/47 (1) Sleep Resistance +60
 ----- Buy - N/A
 | 1-8 | | Sell - 115

Done in pastel with the colors of the rainbow, this hat is allegedly the work of a famous designer. The wearer is bound to lose sleep over what others might think.

#0264 Battle Hood (N) Xelha, Mizuti, Savyna
 ----- Attack - N/A
 | 1-8 | 1-8 | Defense - 70 (1)
 ----- Buy - 13800
 | 1-8 | | Sell - 138

Despite its somewhat vicious appearance, this hood's tip is soft and supple, providing little protection against blows from behind.

#0265 Spark Hat (F) Xelha, Mizuti, Savyna
 ----- Attack - N/A
 | 1-8 | Odds| Defense - 100/60 (1) Freezing Resistance +30

----- Buy - N/A
| 1-8 | | Sell - 168

Small arcs of electricity constantly leap around this hat. The resulting field of static electricity deflects incoming blows, and increases the wearer's resistance to freezing attacks and effects.

#0266 Crown of Bubbles (A) Xelha, Mizuti, Savyna
----- Attack - N/A
| 1-8 | 1-8 | Defense - 113/68 (1) Flames Resistance +100
----- Buy - N/A
| 1-8 | | Sell - 198

Crafted from bubbles produced with holy water, this crown grants the wearer total protection against inflammatory attacks and effects.

#0267 Shaman Hat (N) Xelha, Mizuti, Savyna
----- Attack - N/A
| 1-8 | Evens | Defense - 102 (1) Defense +50
----- Buy - N/A
| Odds | | Sell - 238

This hat helps the wearer focus on the task at hand, sharpening tactical decisions in the midst of battle. Prized by tribe-leading shamans worldwide.

#0268 Ghost Cap (D) Xelha, Mizuti, Savyna
----- Attack - N/A
| 1-8 | 1-8 | Defense - 140/84 (1) Death Resistance +25
----- Buy - N/A
| 1-8 | 1-8 | Sell - 270

Eerily shaped, this cap constantly emits moaning sounds in battle. Opponents feel as if they're being watched by Death himself, while the wearer's resistance to death effects is mysteriously increased.

#0269 Hood of Highlands (L) Xelha, Mizuti, Savyna
----- Attack - N/A
| 1-8 | Odds | Defense - 155/93 (1)
----- Buy - N/A
| Evens | 1-8 | Sell - 321

Imbued with powerful purging light, this hood can only be worn by those with a strong mind. It protects the wearer by driving away incoming blows.

#0270 Silk Veil (N) Xelha, Mizuti, Savyna
----- Attack - N/A
| 1-8 | Evens | Defense - 136 (1) Poison Resistance +100
----- Buy - N/A
| Odds | 1-9 | Sell - 368

Highly prized among women, the multiple layers of silk that make up this veil are thin and porcelain-white, bringing peace to the hearts of all who set eyes on it.

```
#0271   Heldentum (C)           Xelha, Mizuti, Savyna
-----   Attack - N/A
| 1-9 | Odds |   Defense - 185/111 (1) Headache Resistance +100
-----   Buy - N/A
|Evens| 1-9 |   Sell - 425
-----
```

Believed to have been worn by a mythological hero, this gear removes the wearer's fears and worries. It also bestows courage and wisdom, and prevents headache.

```
#0272   Bird Wimple (W)         Xelha, Mizuti, Savyna
-----   Attack - N/A
| 1-9 |Evens|   Defense - 203/122 (1) Death Resistance +60
-----   Buy - N/A
| Odds| 7-9 |   Sell - 505
-----
```

Once used by nuns at the Monastery of the Skies, this legendary veil is crafted to resemble a bird resting its wings. The mere sight of it is breathtaking.

```
#0273   Sybil's Crown (N)        Xelha
-----   Attack - N/A
| 1-9 | Odds |   Defense - 174 (1) Confusion Resistance +100
-----   Buy - N/A
|Evens| 9   |   Sell - 589
-----
```

Many of this crown's previous owners have gone corrupt, blinded by its powers of divination. This is likely due to a curse by an ancient witch, ruthlessly killed by a rioting mob.

```
#0274   Buckler (N)               Savyna, Lyude, Kalas, Gibari
-----   Attack - N/A
|      | 1-8 |   Defense - 8 (1)
-----   Buy - N/A
|      |    |   Sell - 1
-----
```

Small, light, and easy to handle, this beginner's shield allows the bearer to parry incoming blows, though it offers little protection.

```
#0275   Round Shield (N)         Savyna, Lyude, Kalas, Gibari
-----   Attack - N/A
|      |Evens|   Defense - 10 (1)
-----   Buy - N/A
|      |    |   Sell - 1
-----
```

A round shield, slightly larger and sturdier than a buckler, with straps on the

back for carrying and wielding. It offers minimal protection.

```
#0276   Flame Shield (F)           Savyna, Lyude, Kalas, Gibari
-----   Attack - N/A
|       | 1-8 |   Defense - 18/11 (1)
-----   Buy - N/A
|       |     |   Sell - 4
-----
```

Originally created for hunting Ice Dragons, this shield is a failed attempt at protecting the bearer from the dragon's icy breath. The fire within has all but died out.

```
#0277   Frozen Shield (A)         Savyna, Kalas, Gibari
-----   Attack - N/A
|       | Odds|   Defense - 23/14 (1)
-----   Buy - 700
|       |     |   Sell - 7
-----
```

This shield is entirely frozen over, so it's quite heavy. The impact from blows may melt some of the ice, but it quickly freezes again. Provides moderate protection against fire-based attacks.

```
#0278   Scale Shield (N)         Savyna, Lyude, Kalas, Gibari
-----   Attack - N/A
|       | 1-8 |   Defense - 24 (1)
-----   Buy - N/A
|Evens|     |   Sell - 9
-----
```

Crafted from giant fish scales, this shield is extremely sturdy and is well suited for blocking. Light and easy to handle.

```
#0279   Clock Shield (C)         Savyna, Lyude, Kalas, Gibari
-----   Attack - N/A
|       |Evens|   Defense - 38/23 (1) Sleep Resistance +20
-----   Buy - 1000
| Odds|     |   Sell - 10
-----
```

The big and little hands on this shield's face spin frantically during battle, lending off any incoming attacks...and preventing its use as a regular clock.

```
#0280   Tempest Shield (W)       Savyna, Lyude, Kalas, Gibari
-----   Attack - N/A
|       | 1-8 |   Defense - 45/27 (1)
-----   Buy - N/A
| Odds|     |   Sell - 15
-----
```

This shield unleashes a powerful gust of wind when struck, allowing the bearer to deflect enemy blows. It's well-balanced and provides reasonable protection.

#0281 Kite Shield (N) Savyna, Kalas, Gibari
 ----- Attack - N/A
 | | Odds| Defense - 44 (1)
 ----- Buy - N/A
 |Evens| | Sell - 21

A kite-shaped shield with engravings on the front. Though quite large, its inverted triangular shape is suited for use on horseback, making it popular among mounted knights.

#0282 Coffin Shield (D) Savyna, Lyude, Kalas, Gibari
 ----- Attack - N/A
 | | 1-8 | Defense - 65/39 (1) Death Resistance +10
 ----- Buy - 2500
 | 1-8 | | Sell - 25

Its coffin-like shape tends to turn away the superstitious. But this shield actually increases the bearer's resistance to death attacks, hopefully eliminating the need for a real coffin.

#0283 Grace Shield (L) Savyna, Kalas, Gibari
 ----- Attack - N/A
 | |Evens| Defense - 75/45 (1)
 ----- Buy - 7700
 | 1-8 | | Sell - 77

Elegantly designed, this shield provides the bearer with powerful protection and divine blessing, allowing him to concentrate and fend off attacks.

#0284 Tower Shield (N) Savyna, Kalas, Gibari
 ----- Attack - N/A
 | 1-8 | 1-8 | Defense - 70 (1)
 ----- Buy - N/A
 | 1-8 | | Sell - 89

Slightly curved, this shield is tall enough to provide complete cover for a crouched wearer. The trade-off for the protection it offers is its outstanding weight.

#0285 Battle Shield (N) Kalas, Gibari
 ----- Attack - N/A
 | 1-8 | Odds| Defense - 80 (1)
 ----- Buy - N/A
 | 1-8 | | Sell - 99

Gaps have been put into this shield to reduce its weight and allow the bearer to see the enemy while blocking incoming blows. Effective in the hands of a seasoned warrior.

#0286 Whitecap Shield (A) Gibari

```

-----      Attack - N/A
| 1-8 | 1-8 |      Defense - 113/68 (1) Flames Resistance +40
-----      Buy - N/A
| 1-8 |      |      Sell - 127
-----

```

The surface of this shield ripples when hit, absorbing and dispersing the impact of enemy blows, protecting the bearer, and discouraging further attacks.

```

#0287      Burning Shield (F)          Gibari, Kalas, Lyude, Savyna
-----      Attack - N/A
| 1-8 |Evens|      Defense - 125/75 (1) Freezing Resistance +40
-----      Buy - N/A
| Odds|      |      Sell - 168
-----

```

Intense fire burns within this shield, emanating heat when held towards the enemy and discouraging attacks.

```

#0288      Platinum Shield (N)         Kalas, Gibari, Savyna
-----      Attack - N/A
| 1-8 | 1-8 |      Defense - 112 (1)
-----      Buy - N/A
| 1-8 | 1-8 |      Sell - 205
-----

```

This shield is coated with platinum, greatly enhancing its defensive capabilities. Similar items are becoming more popular as mere ornaments to display family rank.

```

#0289      Flugel Shield (W)          Gibari, Kalas, Lyude, Savyna
-----      Attack - N/A
| 1-8 | Odds|      Defense - 130/69 (1)
-----      Buy - N/A
|Evens| 1-8 |      Sell - 276
-----

```

Contains the power of Pegasus, the winged horse. This shield is as light as air, and the bearer often forgets he's holding it. Extremely valuable and hard to find.

```

#0290      Erbschaft (C)              Gibari, Kalas, Savyna
-----      Attack - N/A
| 1-8 |Evens|      Defense - 142/75 (1)
-----      Buy - N/A
| Odds| 1-9 |      Sell - 340
-----

```

Blessed by Chronos, this shield slows time to coincide with enemy blows, reducing the impact and minimizing damage taken.

```

#0291      Fairy Shield (N)          Kalas, Savyna
-----      Attack - N/A
| 1-9 | Odds|      Defense - 146 (1)
-----      Buy - N/A

```


|Evens| 1-9 | Sell - 409

The fairy-shaped engraving on this shield is extremely life-like, possible due to being imbued with a fairy's blessing.

#0292 Devil Knight Shield (D) Gibari
----- Attack - N/A
| 1-9 |Evens| Defense - 200/120 (1)
----- Buy - N/A
| Odds| 7-9 | Sell - 512

Believed to have been used ages ago by an evil knight, the skull-shaped engraving on this shield seems to hold an ominous, unexplained power within.

#0293 Shield of Hope (L) Kalas
----- Attack - N/A
| 1-9 | Odds| Defense - 215/129 (1) Paralysis Resistance +80
----- Buy - N/A
|Evens| 9 | Sell - 607

The spirit within this shield takes little notice of the bearer's causes or grudges. Its innate brilliance silently lights the way forward.

#0294 Fire Aura 1 (F) Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
----- Attack - N/A
| | 1-8 | Defense - 25/5 (3)
----- Buy - N/A
| | | Sell - 100

Performs a Level 1 Fire-based block against an enemy attack. The previous Magnus in the combo needs to be Fire-based for this Magnus needs to be available. Grows in power over time.

#0295 Fire Aura 2 (F) Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
----- Attack - N/A
| | 1-8 | Defense - 45/10 (3)
----- Buy - N/A
| | | Sell - 200

Performs a Level 2 Fire-based block against an enemy attack. The previous Magnus in the combo needs to be Fire-based for this Magnus needs to be available. Grows in power over time.

#0296 Fire Aura 3 (F) Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
----- Attack - N/A
| | 1-8 | Defense - 65/15 (4)
----- Buy - N/A
| 1-8 | | Sell - 300

Performs a Level 3 Fire-based block against an enemy attack. The previous Magnus in the combo needs to be Fire-based for this Magnus needs to be available. Grows in power over time.

```
#0297   Fire Aura 4 (F)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - N/A
| 1-8 | 1-8 |   Defense - 90/20 (4)
-----   Buy - N/A
| 1-8 |     |   Sell - 400
-----
```

Performs a Level 4 Fire-based block against an enemy attack. The previous Magnus in the combo needs to be Fire-based for this Magnus needs to be available. Grows in power over time.

```
#0298   Fire Aura 5 (F)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - N/A
| 1-9 | 1-8 |   Defense - 125/25 (5)
-----   Buy - N/A
| 1-8 |     |   Sell - 500
-----
```

Performs a Level 5 Fire-based block against an enemy attack. The previous Magnus in the combo needs to be Fire-based for this Magnus needs to be available. Grows in power over time.

```
#0299   Fire Aura 6 (F)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - N/A
| 1-9 | 1-8 |   Defense - 180/30 (5)
-----   Buy - N/A
| 1-8 | 7-9 |   Sell - 600
-----
```

Performs a Level 6 Fire-based block against an enemy attack. The previous Magnus in the combo needs to be Fire-based for this Magnus needs to be available.

```
#0300   Aqua Aura 1 (A)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - N/A
|     | 1-8 |   Defense - 25/5 (3)
-----   Buy - N/A
|     |     |   Sell - 100
-----
```

Performs a Level 1 Water-based block against an enemy attack. The previous Magnus in the combo needs to be Water-based for this Magnus needs to be available. Grows in power over time.

```
#0301   Aqua Aura 2 (A)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - N/A
|     | 1-8 |   Defense - 45/10 (3)
-----   Buy - N/A
|     |     |   Sell - 200
-----
```

Performs a Level 2 Water-based block against an enemy attack. The previous Magnus in the combo needs to be Water-based for this Magnus needs to be available. Grows in power over time.

```
#0302   Aqua Aura 3 (A)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - N/A
|       | 1-8 |   Defense - 65/15 (4)
-----   Buy - N/A
| 1-8 |       |   Sell - 300
-----
```

Performs a Level 3 Water-based block against an enemy attack. The previous Magnus in the combo needs to be Water-based for this Magnus needs to be available. Grows in power over time.

```
#0303   Aqua Aura 4 (A)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - N/A
| 1-8 | 1-8 |   Defense - 90/20 (4)
-----   Buy - N/A
| 1-8 |       |   Sell - 400
-----
```

Performs a Level 4 Water-based block against an enemy attack. The previous Magnus in the combo needs to be Water-based for this Magnus needs to be available. Grows in power over time.

```
#0304   Aqua Aura 5 (A)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - N/A
| 1-9 | 1-8 |   Defense - 125/25 (5)
-----   Buy - N/A
| 1-8 |       |   Sell - 500
-----
```

Performs a Level 5 Water-based block against an enemy attack. The previous Magnus in the combo needs to be Water-based for this Magnus needs to be available. Grows in power over time.

```
#0305   Aqua Aura 6 (A)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - N/A
| 1-9 | 1-8 |   Defense - 180/30 (5)
-----   Buy - N/A
| 1-8 | 7-9 |   Sell - 600
-----
```

Performs a Level 6 Water-based block against an enemy attack. The previous Magnus in the combo needs to be Water-based for this Magnus needs to be available.

```
#0306   Light Aura 1 (L)          Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - N/A
|       | 1-8 |   Defense - 25/5 (3)
-----   Buy - N/A
|       |       |   Sell - 100
-----
```

Performs a Level 1 Light-based block against an enemy attack. The previous Magnus in the combo needs to be Light-based for this Magnus needs to be available. Grows in power over time.

```
#0307    Light Aura 2 (L)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----    Attack - N/A
|        | 1-8 |    Defense - 45/10 (3)
-----    Buy - N/A
|        |     |    Sell - 200
-----
```

Performs a Level 2 Light-based block against an enemy attack. The previous Magnus in the combo needs to be Light-based for this Magnus needs to be available. Grows in power over time.

```
#0308    Light Aura 3 (L)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----    Attack - N/A
|        | 1-8 |    Defense - 65/15 (4)
-----    Buy - N/A
| 1-8 |     |    Sell - 300
-----
```

Performs a Level 3 Light-based block against an enemy attack. The previous Magnus in the combo needs to be Light-based for this Magnus needs to be available. Grows in power over time.

```
#0309    Light Aura 4 (L)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----    Attack - N/A
| 1-8 | 1-8 |    Defense - 90/20 (4)
-----    Buy - N/A
| 1-8 |     |    Sell - 400
-----
```

Performs a Level 4 Light-based block against an enemy attack. The previous Magnus in the combo needs to be Light-based for this Magnus needs to be available. Grows in power over time.

```
#0310    Light Aura 5 (L)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----    Attack - N/A
| 1-9 | 1-8 |    Defense - 125/25 (5)
-----    Buy - N/A
| 1-8 |     |    Sell - 500
-----
```

Performs a Level 5 Light-based block against an enemy attack. The previous Magnus in the combo needs to be Light-based for this Magnus needs to be available. Grows in power over time.

```
#0311    Light Aura 6 (L)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----    Attack - N/A
| 1-9 | 1-8 |    Defense - 180/30 (5)
-----    Buy - N/A
| 1-8 | 7-9 |    Sell - 600
-----
```

Performs a Level 6 Light-based block against an enemy attack. The previous Magnus in the combo needs to be Light-based for this Magnus needs to be available.

```
#0312    Dark Aura 1 (D)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----
Attack - N/A
|      | 1-8 | Defense - 25/5 (3)
-----
Buy - N/A
|      |     | Sell - 100
-----
```

Performs a Level 1 Darkness-based block against an enemy attack. The previous Magnus in the combo needs to be Darkness-based for this Magnus needs to be available. Grows in power over time.

```
#0313    Dark Aura 2 (D)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----
Attack - N/A
|      | 1-8 | Defense - 45/10 (3)
-----
Buy - N/A
|      |     | Sell - 200
-----
```

Performs a Level 2 Darkness-based block against an enemy attack. The previous Magnus in the combo needs to be Darkness-based for this Magnus needs to be available. Grows in power over time.

```
#0314    Dark Aura 3 (D)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----
Attack - N/A
|      | 1-8 | Defense - 65/15 (4)
-----
Buy - N/A
| 1-8 |     | Sell - 300
-----
```

Performs a Level 3 Darkness-based block against an enemy attack. The previous Magnus in the combo needs to be Darkness-based for this Magnus needs to be available. Grows in power over time.

```
#0315    Dark Aura 4 (D)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----
Attack - N/A
| 1-8 | 1-8 | Defense - 90/20 (4)
-----
Buy - N/A
| 1-8 |     | Sell - 400
-----
```

Performs a Level 4 Darkness-based block against an enemy attack. The previous Magnus in the combo needs to be Darkness-based for this Magnus needs to be available. Grows in power over time.

```
#0316    Dark Aura 5 (D)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----
Attack - N/A
| 1-9 | 1-8 | Defense - 125/25 (5)
-----
Buy - N/A
| 1-8 |     | Sell - 500
-----
```

Performs a Level 5 Darkness-based block against an enemy attack. The previous Magnus in the combo needs to be Darkness-based for this Magnus needs to be available. Grows in power over time.

```
#0317    Dark Aura 6 (D)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----    Attack - N/A
| 1-9 | 1-8 |    Defense - 180/30 (5)
-----    Buy - N/A
| 1-8 | 7-9 |    Sell - 600
-----
```

Performs a Level 6 Darkness-based block against an enemy attack. The previous Magnus in the combo needs to be Darkness-based for this Magnus needs to be available.

```
#0318    Chronos Aura 1 (C)          Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----    Attack - N/A
|      | 1-8 |    Defense - 25/5 (3)
-----    Buy - N/A
|      |      |    Sell - 100
-----
```

Performs a Level 1 Time-based block against an enemy attack. The previous Magnus in the combo needs to be Time-based for this Magnus needs to be available. Grows in power over time.

```
#0319    Chronos Aura 2 (C)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----    Attack - N/A
|      | 1-8 |    Defense - 45/10 (3)
-----    Buy - N/A
|      |      |    Sell - 200
-----
```

Performs a Level 2 Time-based block against an enemy attack. The previous Magnus in the combo needs to be Time-based for this Magnus needs to be available. Grows in power over time.

```
#0320    Chronos Aura 3 (C)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----    Attack - N/A
|      | 1-8 |    Defense - 65/15 (4)
-----    Buy - N/A
| 1-8 |      |    Sell - 300
-----
```

Performs a Level 3 Time-based block against an enemy attack. The previous Magnus in the combo needs to be Time-based for this Magnus needs to be available. Grows in power over time.

```
#0321    Chronos Aura 4 (C)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----    Attack - N/A
| 1-8 | 1-8 |    Defense - 90/20 (4)
-----    Buy - N/A
| 1-8 |      |    Sell - 400
-----
```

Performs a Level 4 Time-based block against an enemy attack. The previous Magnus in the combo needs to be Time-based for this Magnus needs to be available. Grows in power over time.

```
#0322 Chronos Aura 5 (C) Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
----- Attack - N/A
| 1-9 | 1-8 | Defense - 125/25 (5)
----- Buy - N/A
| 1-8 | | Sell - 500
-----
```

Performs a Level 5 Time-based block against an enemy attack. The previous Magnus in the combo needs to be Time-based for this Magnus needs to be available. Grows in power over time.

```
#0323 Chronos Aura 6 (C) Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
----- Attack - N/A
| 1-9 | 1-8 | Defense - 180/30 (5)
----- Buy - N/A
| 1-8 | 7-9 | Sell - 600
-----
```

Performs a Level 6 Time-based block against an enemy attack. The previous Magnus in the combo needs to be Time-based for this Magnus needs to be available.

```
#0324 Wind Aura 1 (W) Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
----- Attack - N/A
| | 1-8 | Defense - 25/5 (3)
----- Buy - N/A
| | | Sell - 100
-----
```

Performs a Level 1 Wind-based block against an enemy attack. The previous Magnus in the combo needs to be Wind-based for this Magnus needs to be available. Grows in power over time.

```
#0325 Wind Aura 2 (W) Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
----- Attack - N/A
| | 1-8 | Defense - 45/10 (3)
----- Buy - N/A
| | | Sell - 200
-----
```

Performs a Level 2 Wind-based block against an enemy attack. The previous Magnus in the combo needs to be Wind-based for this Magnus needs to be available. Grows in power over time.

```
#0326 Wind Aura 3 (W) Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
----- Attack - N/A
| | 1-8 | Defense - 65/15 (4)
----- Buy - N/A
| 1-8 | | Sell - 300
-----
```

Performs a Level 3 Wind-based block against an enemy attack. The previous Magnus in the combo needs to be Wind-based for this Magnus needs to be available. Grows in power over time.

```
#0327   Wind Aura 4 (W)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - N/A
| 1-8 | 1-8 |   Defense - 90/20 (4)
-----   Buy - N/A
| 1-8 |     |   Sell - 400
-----
```

Performs a Level 4 Wind-based block against an enemy attack. The previous Magnus in the combo needs to be Wind-based for this Magnus needs to be available. Grows in power over time.

```
#0328   Wind Aura 5 (W)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - N/A
| 1-9 | 1-8 |   Defense - 125/25 (5)
-----   Buy - N/A
| 1-8 |     |   Sell - 500
-----
```

Performs a Level 5 Wind-based block against an enemy attack. The previous Magnus in the combo needs to be Wind-based for this Magnus needs to be available. Grows in power over time.

```
#0329   Wind Aura 6 (W)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - N/A
| 1-9 | 1-8 |   Defense - 180/30 (5)
-----   Buy - N/A
| 1-8 | 7-9 |   Sell - 600
-----
```

Performs a Level 6 Wind-based block against an enemy attack. The previous Magnus in the combo needs to be Wind-based for this Magnus needs to be available.

```
#0330   Fire Yell Lv 1 (F)         Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 17/15 (2)
|     |Evens|   Defense - 17/15 (2)
-----   Buy - 1500
| Odds|     |   Sell - 15
-----
```

Performs a Fire-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Fire-based for this Magnus to be available.

```
#0331   Fire Yell Lv 2 (F)         Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 35/30 (2) 10% Chance of Flames
| 1-8 | Odds|   Defense - 35/30 (2) Freezing Resistance +30
-----   Buy - N/A
|Evens|     |   Sell - 50
-----
```


Performs a Fire-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Fire-based for this Magnus to be available.

```
#0332   Fire Yell Lv 3 (F)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 71/60 (2) 25% Chance of Flames
| 1-8 |Evens|   Defense - 71/60 (2) Freezing Resistance +60
-----   Buy - N/A
| Odds| 1-8 |   Sell - 150
-----
```

Performs a Fire-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Fire-based for this Magnus to be available.

```
#0333   Fire Yell Lv 4 (F)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 120/100 (2) 66% Chance of Flames
| 1-8 | Odds|   Defense - 120/100 (2) Freezing Resistance +75
-----   Buy - N/A
|Evens| 1-9 |   Sell - 350
-----
```

Performs a Fire-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Fire-based for this Magnus to be available.

```
#0334   Aqua Yell Lv 1 (A)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 17/15 (2)
|      | Odds|   Defense - 17/15 (2)
-----   Buy - 1500
|Evens|      |   Sell - 15
-----
```

Performs a Water-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Water-based for this Magnus to be available.

```
#0335   Aqua Yell Lv 2 (A)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 35/30 (2) 10% Chance of Freezing
| 1-8 |Evens|   Defense - 35/30 (2) Flames Resistance +30
-----   Buy - N/A
| Odds|      |   Sell - 50
-----
```

Performs a Water-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Water-based for this Magnus to be available.

```
#0336   Aqua Yell Lv 3 (A)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 71/60 (2) 25% Chance of Freezing
| 1-8 | Odds|   Defense - 71/60 (2) Flames Resistance +60
-----   Buy - N/A
|Evens| 1-8 |   Sell - 150
-----
```

Performs a Water-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Water-based for this Magnus to be available.

```
#0337   Aqua Yell Lv 4 (A)       Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 120/100 (2) 66% Chance of Freezing
| 1-8 |Evens|   Defense - 120/100 (2) Flames Resistance +75
-----   Buy - N/A
| Odds| 1-9 |   Sell - 350
-----
```

Performs a Water-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Water-based for this Magnus to be available.

```
#0338   Light Yell Lv 1 (L)      Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 21/18 (2)
|      | Odds|   Defense - 21/18 (2)
-----   Buy - 1600
|Evens|      |   Sell - 16
-----
```

Performs a Light-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Light-based for this Magnus to be available.

```
#0339   Light Yell Lv 2 (L)      Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 44/37 (2)
| 1-8 |Evens|   Defense - 44/37 (2) Poison Resistance +30
-----   Buy - N/A
| Odds|      |   Sell - 55
-----
```

Performs a Light-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Light-based for this Magnus to be available.

```
#0340   Light Yell Lv 3 (L)      Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 84/70 (2)
| 1-8 |Evens|   Defense - 84/70 (2) Poison Resistance +60
-----   Buy - N/A
| Odds| 1-8 |   Sell - 170
-----
```

Performs a Light-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Light-based for this Magnus to be available.

```
#0341   Light Yell Lv 4 (L)      Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 139/115 (2)
| 1-8 | Odds|   Defense - 139/115 (2) Poison Resistance +75
-----   Buy - N/A
|Evens| 1-9 |   Sell - 400
-----
```

Performs a Light-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Light-based for this Magnus to be available.

```
#0342   Dark Yell Lv 1 (D)      Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 21/18 (2)
|       | Odds|   Defense - 21/18 (2)
-----   Buy - 1600
|Evens|       |   Sell - 16
-----
```

Performs a Darkness-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Darkness-based for this Magnus to be available.

```
#0343   Dark Yell Lv 2 (D)      Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 44/37 (2) 10% Chance of Poison
| 1-8 |Evens|   Defense - 44/37 (2)
-----   Buy - N/A
| Odds|       |   Sell - 55
-----
```

Performs a Darkness-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Darkness-based for this Magnus to be available.

```
#0344   Dark Yell Lv 3 (D)      Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 84/70 (2) 25% Chance of Poison
| 1-8 | Odds|   Defense - 84/70 (2)
-----   Buy - N/A
|Evens| 1-8 |   Sell - 170
-----
```

Performs a Darkness-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Darkness-based for this Magnus to be available.

```
#0345   Dark Yell Lv 4 (D)      Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 139/115 (2)
| 1-8 |Evens|   Defense - 139/115 (2) Poison Resistance +75
-----   Buy - N/A
| Odds| 1-9 |   Sell - 400
-----
```

Performs a Darkness-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Darkness-based for this Magnus to be available.

```
#0346   Chronos Yell Lv 1 (C)    Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 25/21 (2)
|       |Evens|   Defense - 25/21 (2)
-----   Buy - 1700
| Odds|       |   Sell - 17
-----
```

Performs a Time-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Time-based for this Magnus to be available.

```
#0347 Chronos Yell Lv 2 (C) Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
----- Attack - 54/45 (2) 10% Chance of Paralysis
| 1-8 | Odds| Defense - 54/45 (2)
----- Buy - N/A
|Evens|      | Sell - 60
-----
```

Performs a Time-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Time-based for this Magnus to be available.

```
#0348 Chronos Yell Lv 3 (C) Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
----- Attack - 97/80 (2) 25% Chance of Paralysis
| 1-8 |Evens| Defense - 97/80 (2)
----- Buy - N/A
| Odds| 1-8 | Sell - 190
-----
```

Performs a Time-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Time-based for this Magnus to be available.

```
#0349 Chronos Yell Lv 4 (C) Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
----- Attack - 158/130 (2) 66% Chance of Paralysis
| 1-8 | Odds| Defense - 158/130 (2)
----- Buy - N/A
|Evens| 1-9 | Sell - 450
-----
```

Performs a Time-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Time-based for this Magnus to be available.

```
#0350 Wind Yell Lv 1 (W) Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
----- Attack - 25/21 (2)
|      | Odds| Defense - 25/21 (2)
----- Buy - 1700
|Evens|      | Sell - 17
-----
```

Performs a Wind-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available.

```
#0351 Wind Yell Lv 2 (W) Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
----- Attack - 54/45 (2)
| 1-8 |Evens| Defense - 54/45 (2) Paralysis Resistance +30
----- Buy - N/A
| Odds|      | Sell - 60
-----
```

Performs a Wind-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available.

```
#0352   Wind Yell Lv 3 (W)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 97/80 (2)
| 1-8 | Odds|   Defense - 97/80 (2) Paralysis Resistance +60
-----   Buy - N/A
|Evens| 1-8 |   Sell - 190
-----
```

Performs a Wind-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available.

```
#0353   Wind Yell Lv 4 (W)           Kalas, Xelha, Gibari, Lyude, Savyna, Mizuti
-----   Attack - 158/130 (2) 75% Chance of Paralysis
| 1-8 |Evens|   Defense - 158/130 (2)
-----   Buy - N/A
| Odds| 1-9 |   Sell - 450
-----
```

Performs a Wind-based offensive/defensive follow-up to certain weapons/armor/spells/items. The previous Magnus in the combo needs to be Wind-based for this Magnus to be available.

```
#0354   Wild Strawberry               Kalas
-Unusable for battle-
Required for raising Kalas's Class Level to 2.
A fully grown wild strawberry is only the size of a marble, but succulent and
tasty nevertheless.
```

```
#0355   Mana Stone                   Kalas
-Unusable for battle-
Required for raising Kalas's Class Level to 3.
This shimmering orestone consists of concentrated mana.
```

```
#0356   Coral Plant                  Kalas
-Unusable for battle-
Required for raising Kalas's Class Level to 4.
This plant is named for its red fruit, reminiscent of coral undulating in the
ocean.
```

```
#0357   Ancient Branch               Kalas
-Unusable for battle-
Required for raising Kalas's Class Level to 5.
Ancient wood gives the impression of time itself being sealed within.
```

```
#0358   Azure Sand                   Kalas
-Unusable for battle-
Required for raising Kalas's Class Level to 6.
A mysterious sprinkle of sand that glows with an azure tint, valued highly
among collectors.
```

#0359 Shrike Statue Xelha
-Unusable for battle-
Required for raising Xelha's Class Level to 2.
The shrike's elongated tail allows it to maneuver nimbly in the air, swooping down to snatch its prey from the ground.

#0360 Heron Statue Xelha
-Unusable for battle-
Required for raising Xelha's Class Level to 3.
A statue of a heron, resting its wings on a mountaintop. Reminiscent of a monk in silent mediation.

#0361 Falcon Statue Xelha
-Unusable for battle-
Required for raising Xelha's Class Level to 4.
Once targeted by a falcon's keen eyesight, its prey is doomed.

#0362 Rarebird Statue Xelha
-Unusable for battle-
Required for raising Xelha's Class Level to 5.
A statue of a rare bird, classified as a protected species to prevent extinction.

#0363 Linnet Statue Xelha
-Unusable for battle-
Required for raising Xelha's Class Level to 6.
A statue of a linnet, about 6 inches high, with a characteristic patch of red feathers on its chest.

#0364 Shark Tooth Gibari
-Unusable for battle-
Required for raising Gibari's Class Level to 3.
A tooth from a shark that has claimed countless prey, a symbol of the wearer's readiness for battle.

#0365 Scarlet Shell Gibari
-Unusable for battle-
Required for raising Gibari's Class Level to 4.
A scarlet-colored shell that is said to bring good fortune to the bearer.

#0366 Catfish Whiskers Gibari
-Unusable for battle-
Required for raising Gibari's Class Level to 5.
The catfish's alleged ability to predict earthquakes makes it a symbol for avoiding disasters.

#0367 Buoy of Light Gibari
-Unusable for battle-
Required for raising Gibari's Class Level to 6.
A rare, magical buoy that shines with an internal light.

#0368 Heartlight Candle Lyude
-Unusable for battle-
Required for raising Lyude's Class Level to 4.
An ever-burning candle, symbol of fiery rage.

#0369 Platter of Parting Lyude
-Unusable for battle-
Required for raising Lyude's Class Level to 5.
A ceremonial platter used to quietly toast the end of an immoral relationship.

#0370 Jasper Gem Lyude
-Unusable for battle-
Required for raising Lyude's Class Level to 6.
Glowing a dim green, this gem repels evil hearts.

#0371 Wild Cherry Bud Savyna
-Unusable for battle-
Required for raising Savyna's Class Level to 4.
Found in the mountains, these buds silently bear the coldness, waiting for their chance to bloom.

#0372 Purple Rose Savyna
-Unusable for battle-
Required for raising Savyna's Class Level to 5.
An elegant, purple-red rose with a spellbinding fragrance.

#0373 Dragon Plum Bud Savyna
-Unusable for battle-
Required for raising Savyna's Class Level to 6.
Pale, pink buds reminiscent of a young girl's cheeks.

#0374 Pinecone Mizuti
-Unusable for battle-
Required for raising Mizuti's Class Level to 4.
Oval-shaped and quite hard, this pinecone is surprisingly light.

#0375 Sheperd's Purse Mizuti
-Unusable for battle-
Required for raising Mizuti's Class Level to 5.
The berries of this plant resemble the pick of an oriental stringed instrument.

#0376 Tradescantia Petals Mizuti
-Unusable for battle-
Required for raising Mizuti's Class Level to 6.
The Tradescantia's petals become more fresh and beautiful when exposed in rain.

#0377 Draco
-Unusable for battle-
A glowing fragment from an incomplete Star Map crafted by collecting light from

a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0378 Vela

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0379 Puppis

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0380 Aquarius

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0381 Pyxis

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0382 Carina

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0383 Cygnus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0384 Hydra

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0385 Pisces

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0386 Triangulum

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0387 Auriga

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0388 Taurus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0389 Equuleus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0390 Lupus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0391 Perseus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0392 Ursa Major

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0393 Crater

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0394 Andromeda

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be

restored if all the pieces are found.

#0395 Corona Borealis

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0396 Piscis Australis

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0397 Corona Australis

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0398 Virgo

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0399 Hercules

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0400 Cepheus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0401 Capricornus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0402 Ara

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0403 Lepus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0404 Serpens

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0405 Ophiuchus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0406 Cancer

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0407 Lyra

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0408 Libra

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0409 Delphinus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0410 Saggit

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0411 Leo

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0412 Saggitarius

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0413 Ursa Minor

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0414 Scorpius

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0415 Pegasus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0416 Pegasus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0417 Aries

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0418 Cassiopeia

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0419 Gemini

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0420 Bootes

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0421 Centaurus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0422 Canis Minor

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0423 Canis Major

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0424 Corvus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0425 Eridanus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0426 Aquila

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

#0427 Cetus

-Unusable for battle-

A glowing fragment from an incomplete Star Map crafted by collecting light from a real star and concentrating it into a Magnus. The original Star Map can be restored if all the pieces are found.

zzzzzzzzz

Equipment

zzzzzzzzz

Attack, Defense, and Agility are pretty self explanatory. HP%+ means that your character's HP is multiplied by that number as a percentage (ie. If you had 1000 HP and equipped the Crescent Buckle, you'd have 1050 HP). The status

effects numbers are how much resistance the equipment offers.

Also, all Skull equipment causes Confusion.

#0428 Aged Buckle (C) Kalas

|Attack| 0|Defense| 1|Agility| 0|HP%+| 0| Buy: N/A Sell: 1

|-----
|Death| 0|Sleep|20|Paralysis|10|Frzing| 0|Flms| 0|Poison| 0|Conf| 0|HeAch| 0|

A belt buckle usable by Kalas. A thin layer of rust on its surface hints at its age. Provides very limited defensive abilities, including slightly increased resistance to Sleep.

#0429 Scale Buckle (N) Kalas

|Attack| 0|Defense| 5|Agility| 3|HP%+| 2| Buy: N/A Sell: 12

|-----
|Death| 0|Sleep|40|Paralysis|10|Frzing| 0|Flms|30|Poison|20|Conf| 0|HeAch| 0|

A belt buckle usable by Kalas. A patchwork of hard, well-polished scales, this buckle provides moderate resistance to sleep, flames, and poison.

#0430 Silver Buckle (N) Kalas

|Attack| 3|Defense| 10|Agility| 6|HP%+| 0| Buy: 2500 Sell: 25

|-----
|Death| 5|Sleep|25|Paralysis|40|Frzing| 0|Flms|30|Poison|60|Conf| 0|HeAch|15|

A belt buckle usable by Kalas. Made from pure silver, its dimly glowing surface makes those who wear it feel more mature. Provides resistance to poison, also protecting against sleep and confusion.

#0431 Crescent Buckle (D) Kalas

|Attack| 0|Defense| 18|Agility| 0|HP%+| 5| Buy: N/A Sell: 39

|-----
|Death| 0|Sleep|65|Paralysis| 5|Frzing|60|Flms| 0|Poison|35|Conf|25|HeAch| 0|

A belt buckle usable by Kalas. Designed with a crescent motif and emitting a weak glow, this buckle provides high resistance to sleep and freezing, as well as increased physical protection.

#0432 Ice Crystal Buckle (A) Kalas

|Attack| 45|Defense| 27|Agility| 27|HP%+| 0| Buy: N/A Sell: 76

|-----
|Death| 0|Sleep| 0|Paralysis| 0|Frzing| 0|Flms|95|Poison| 0|Conf| 0|HeAch| 0|

A belt buckle usable by Kalas. Entirely made of ice crystals, this buckle provides extremely high resistance to flames. Character suffers a headache while equipped.

#0433 Golden Buckle (N) Kalas

|Attack| 15|Defense| 30|Agility| 15|HP%+| 0| Buy: N/A Sell: 168
|-----

|Death|10|Sleep|40|Paralysis|90|Frzing| 0|Flms| 0|Poison|100|Conf|0|HeAch|30|

A belt buckle usable by Kalas. A valuable buckle of pure gold used in ceremonies honoring brave warriors. Provides total protection against poison and extremely high resistance to paralysis.

#0434 Platinum Buckle (N) Kalas

|Attack| 54|Defense| 54|Agility| 36|HP%+| 0| Buy: N/A Sell: 257
|-----

|Death|15|Sleep| 3|Paralysis| 3|Frzing| 3|Flms| 3|Poison|35|Conf| 0|HeAch| 0|

A belt buckle usable by Kalas. Made with loads of platinum, this expensive buckle provides minimal increase in resistance, coupled with huge boosts to the wearer's strength, defense, and agility.

#0435 Earth Buckle (N) Kalas

|Attack| 0|Defense| 0|Agility| 0|HP%+|10| Buy: N/A Sell: 348
|-----

|Death| 2|Sleep|80|Paralysis|80|Frzing|50|Flms|50|Poison|20|Conf|25|HeAch|20|

A belt buckle usable by Kalas. Blessed by Mother Earth, this buckle greatly increases resistance in several areas, yet does little to boost the wearer's physical abilities.

#0436 Skull Buckle (D) Kalas

|Attack| 60|Defense| 50|Agility| 40|HP%+|12| Buy: N/A Sell: 432
|-----

|Death|99|Sleep|99|Paralysis|99|Frzing|99|Flms|99|Poison|99|Conf|99|HeAch|99|

A belt buckle usable by Kalas. The spirit trapped inside this buckle provides near-total resistance to all types of effects, though the wearer will experience confusion as long as it is worn.

#0437 Moon Buckle (D) Kalas

|Attack| 70|Defense|100|Agility| 70|HP%+|15| Buy: N/A Sell: 560
|-----

|Death| 1|Sleep| 1|Paralysis| 1|Frzing| 1|Flms| 1|Poison| 1|Conf| 1|HeAch| 1|

A belt buckle usable by Kalas. Representing the first day of the waning moon, this buckle blesses the wearer with the powers of the moon and provides a huge boost to his physical abilities.

#0439 Fancy Anklet (N) Xelha

|Attack| 0|Defense| 1|Agility| 4|HP%+| 0| Buy: N/A Sell: 2
|-----

|Death| 0|Sleep|20|Paralysis| 0|Frzing| 0|Flms| 0|Poison|30|Conf| 0|HeAch| 0|

An anklet usable by Xelha. Widely available at market stalls and jewelery shops for reasonable prices, this type of anklet looks fancy but offers minimal protection.

#0440 Anklet of Calm Winds (W) Xelha

|Attack| 0|Defense| 4|Agility| 18|HP%+| 3| Buy: N/A Sell: 15
|-----
|Death| 0|Sleep|30|Paralysis|25|Frzing| 0|Flms| 0|Poison|40|Conf|30|HeAch| 0|

An anklet usable by Xelha. Brings the wearer closer to the wind, greatly increasing her speed.

#0441 Silver Anklet (N) Xelha

|Attack| 9|Defense| 15|Agility| 15|HP%+| 0| Buy: N/A Sell: 24
|-----
|Death| 0|Sleep| 0|Paralysis|50|Frzing| 0|Flms| 0|Poison|65|Conf| 0|HeAch|20|

An anklet usable by Xelha. Its simple design brings out the mysterious powers inherent in silver, increasing the wearer's resistance to poison and paralysis.

#0442 Magical Anklet (N) Xelha

|Attack| 0|Defense| 18|Agility| 21|HP%+| 0| Buy: N/A Sell: 33
|-----
|Death| 5|Sleep|40|Paralysis|20|Frzing|45|Flms| 0|Poison|30|Conf|35|HeAch| 5|

An anklet usable by Xelha. Imbued with magical powers, this anklet increases the wearer's defensive capabilities, agility, and resistance, yet offers no offensive bonuses.

#0443 Water Mirror Anklet (A) Xelha

|Attack| 14|Defense| 18|Agility| 12|HP%+| 5| Buy: N/A Sell: 15
|-----
|Death|20|Sleep|50|Paralysis|65|Frzing| 0|Flms|80|Poison| 0|Conf|10|HeAch|30|

An anklet usable by Xelha. Provides high resistance to flames and moderate protection against confusion.

#0444 Golden Anklet (N) Xelha

|Attack| 24|Defense| 36|Agility| 36|HP%+| 0| Buy: N/A Sell: 158
|-----
|Death| 3|Sleep|80|Paralysis|90|Frzing|50|Flms| 0|Poison|70|Conf| 0|HeAch| 0|

An anklet usable by Xelha. A splendid work of pure gold, this anklet provides high resistance to paralysis, sleep, and poison.

#0445 Power Snow Anklet (A) Xelha

|Attack| 24|Defense| 30|Agility| 60|HP%+| 0| Buy: N/A Sell: 268
|-----

|Death|25|Sleep| 0|Paralysis| 0|Frzing|0|Flms|100|Poison|100|Conf|0|HeAch|60|

An anklet usable by Xelha. A rare item with an attractive design, this anklet provides total protection against flames and poison, and increases agility.

#0446 Sun Anklet (L) Xelha

|Attack| 36|Defense| 45|Agility| 15|HP%+|10| Buy: N/A Sell: 351

|-----
|Death|30|Sleep|80|Paralysis|80|Frzing|100|Flms|0|Poison|40|Conf|25|HeAch|25|

An anklet usable by Xelha. Imbued with sunlight, this anklet provides total protection against freezing as well as an all-around boost to the wearer's physical abilities.

#0447 Skull Anklet (D) Xelha

|Attack| 60|Defense| 50|Agility| 40|HP%+|14| Buy: N/A Sell: 445

|-----
|Death|99|Sleep|99|Paralysis|99|Frzing|99|Flms|99|Poison|99|Conf|99|HeAch|99|

An anklet usable by Xelha. The spirit trapped inside this anklet provides near-total resistance to all types of effects, though the wearer will experience confusion as long as it is worn.

#0448 Pegasus Anklet (W) Xelha

|Attack| 70|Defense| 70|Agility|100|HP%+|17| Buy: N/A Sell: 582

|-----
|Death| 1|Sleep| 1|Paralysis| 1|Frzing| 1|Flms| 1|Poison| 1|Conf| 1|HeAch| 1|

An anklet usable by Xelha. Made from the mane of Pegasus, this near-weightless anklet provides a tremendous boost to the wearer's physical abilities - agility most of all.

#0449 Bamboo Creel (A) Gibari

|Attack| 0|Defense| 6|Agility| 0|HP%+| 0| Buy: N/A Sell: 1

|-----
|Death| 0|Sleep| 0|Paralysis|40|Frzing| 0|Flms|40|Poison| 0|Conf| 0|HeAch| 0|

Usable by Gibari. This creel, originally a basket for holding fish, is a lucky charm carried by all Skyfarers. It provides moderate resistance to flames and paralysis.

#0450 Hemp Creel (A) Gibari

|Attack| 0|Defense| 9|Agility| 6|HP%+| 0| Buy: N/A Sell: 2

|-----
|Death| 0|Sleep|40|Paralysis|10|Frzing| 0|Flms|45|Poison|20|Conf| 0|HeAch| 0|

Usable by Gibari. A hemp basket used by generations of fishermen, this creel is knitted tightly enough to hold water with little worry of leaks. It provides moderate resistance to flames and sleep.

#0451 Cypress Creel (A) Gibari

|Attack| 0|Defense| 15|Agility| 9|HP%+| 3| Buy: 350 Sell: 3
|-----

|Death| 0|Sleep| 0|Paralysis| 0|Frzing| 0|Flms|50|Poison|60|Conf|30|HeAch|25|
|-----

Usable by Gibari. Carved from a cypress tree, this creel lets off a subtle aroma which soothes the user's senses and provides protection against headaches and confusion, among other things.

#0452 Bamboo Grass Creel (A) Gibari

|Attack| 0|Defense| 9|Agility| 30|HP%+| 0| Buy: N/A Sell: 43
|-----

|Death| 0|Sleep|50|Paralysis|50|Frzing| 0|Flms|60|Poison|80|Conf| 5|HeAch| 5|
|-----

Usable by Gibari. A genuine gem of bamboo-grass handicraft hand-knitted by a master of the trade, this creel provides high resistance to poison, partly due to the bambo-grass' natural healing powers.

#0453 Moonlight Creel (D) Gibari

|Attack| 24|Defense| 30|Agility| 24|HP%+| 0| Buy: 12000 Sell: 120
|-----

|Death|10|Sleep|0|Paralysis|100|Frzing| 0|Flms|73|Poison| 5|Conf| 0|HeAch|50|
|-----

Usable by Gibari. Shaped like a crescent moon, this creel is suited for carrying captured eels and the like. It imbues the wearer with the power of the moon, providing total protection against paralysis.

#0454 Hermit's Creel (D) Gibari

|Attack| 30|Defense| 36|Agility| 42|HP%+| 5| Buy: N/A Sell: 158
|-----

|Death| 0|Sleep| 0|Paralysis| 0|Frzing| 0|Flms|30|Poison| 0|Conf| 0|HeAch| 0|
|-----

Usable by Gibari. Imbued with the powers of a dark spirit, this creel offers little in terms of protections, but makes up for this shortcoming by providing a boost to the wearer's agility.

#0455 Goldfish Bowl (A) Gibari

|Attack| 54|Defense| 42|Agility| 45|HP%+| 0| Buy: N/A Sell: 263
|-----

|Death|0|Sleep|5|Paralysis| 5|Frzing|0|Flms|100|Poison|70|Conf|100|HeAch|100|
|-----

Usable by Gibari. Designed to hold your favorite aquatic pet, this bowl features a cute, wavy rim. Provides a puzzling immunity to flames, headaches, and confusion.

#0456 Poseidon's Creel (A) Gibari

|Attack| 39|Defense| 45|Agility| 30|HP%+|10| Buy: N/A Sell: 339
|-----

|Death|45|Sleep|100|Paralysis|30|Frzing|0|Flms|90|Poison|15|Conf| 0|HeAch| 0|

Usable by Gibari. This creel sports an engraving of Poseidon himself, complete with the trademark trident. Provides excellent protection in several areas, including some resistance to death.

#0457 Skull Creel (D) Gibari

|Attack| 60|Defense| 50|Agility| 40|HP%+|14| Buy: N/A Sell: 465

|-----
|Death|99|Sleep|99|Paralysis|99|Frzing|99|Flms|99|Poison|99|Conf|99|HeAch|99|

Usable by Gibari. The ghostly spirit trapped inside this creel provides near-total resistance to all types of effects, though the wearer will experience confusion as long as it is worn.

#0458 Creel of the Whale (A) Gibari

|Attack|100|Defense| 70|Agility| 70|HP%+|14| Buy: N/A Sell: 576

|-----
|Death| 1|Sleep| 1|Paralysis| 1|Frzing| 1|Flms| 1|Poison| 1|Conf| 1|HeAch| 1|

Usable by Gibari. This creel provides a tremendous boost to the user's offensive capabilities, allowing attacks reminiscent of a whale swallowing entire schools of fish in a single gulp.

#0459 Dark Red Earrings (N) Lyude

|Attack| 0|Defense| 6|Agility| 0|HP%+| 0| Buy: N/A Sell: 3

|-----
|Death| 0|Sleep|20|Paralysis| 0|Frzing| 0|Flms| 0|Poison| 0|Conf| 0|HeAch| 0|

Earrings usable by Lyude. These elegant, sunset-colored earrings provide the wearer with slightly increased resistance to sleep, but offer little protection otherwise.

#0460 Glass Earrings (N) Lyude

|Attack| 0|Defense| 9|Agility| 3|HP%+| 0| Buy: N/A Sell: 13

|-----
|Death| 0|Sleep| 0|Paralysis|30|Frzing| 0|Flms| 0|Poison| 0|Conf| 5|HeAch| 5|

Earrings usable by Lyude. Finely engraved, these earrings emit a mysterious sound when shaken, improving the wearer's concentration. They provide moderate resistance to paralysis.

#0461 Ruby Earrings (N) Lyude

|Attack| 0|Defense| 15|Agility| 9|HP%+| 4| Buy: N/A Sell: 28

|-----
|Death| 0|Sleep| 0|Paralysis| 0|Frzing|40|Flms| 0|Poison| 0|Conf| 0|HeAch| 0|

Earrings usable by Lyude. The rubies on these earrings are of the highest quality, their color is regarded as a symbol of the sun. They provide increased resistance to freezing.

#0462 Silver Earrings (N) Lyude

|Attack| 6|Defense| 21|Agility| 12|HP%+| -| Buy: N/A Sell: 36
|-----

|Death| 0|Sleep|40|Paralysis|15|Frzing| 0|Flms| 0|Poison|70|Conf|30|HeAch| 2|
|-----

Earrings usable by Lyude. Made by overlaying two sheets of solid silver, these earrings bear the hallmark of their creator. They provide the wearer with high resistance to poison.

#0463 Emerald Earrings (N) Lyude

|Attack| 12|Defense| 24|Agility| 30|HP%+| -| Buy: N/A Sell: 83
|-----

|Death|15|Sleep|100|Paralysis|0|Frzing| 0|Flms|55|Poison| 0|Conf|25|HeAch|20|
|-----

Earrings usable by Lyude. A favorite of the legendary Queen Cleopatra, these earrings enchant the wearer with their bluish glint, removing the need to sleep.

#0464 Gold Earrings (N) Lyude

|Attack| 30|Defense| 30|Agility| 27|HP%+| -| Buy: N/A Sell: 142
|-----

|Death| 5|Sleep|15|Paralysis|90|Frzing|35|Flms| 0|Poison|90|Conf|40|HeAch| 5|
|-----

Earrings usable by Lyude. Created near the legendary Cities of Gold, these earrings increase the wearer's physical abilities and offer near-total protection against poison and paralysis.

#0465 Amethyst Earrings (N) Lyude

|Attack| 24|Defense| 36|Agility| 36|HP%+| 7| Buy: N/A Sell: 225
|-----

|Death|10|Sleep|100|Paralysis|100|Frzing|30|Flms|30|Poison|0|Conf|0|HeAch| 0|
|-----

Earrings usable by Lyude. Inlaid with natural amethyst, these earrings provide total protection against sleep and paralysis.

#0466 Flashy Earrings (N) Lyude

|Attack| 51|Defense| 0|Agility| 51|HP%+| -| Buy: N/A Sell: 315
|-----

|Death| 0|Sleep|13|Paralysis|22|Frzing|70|Flms|70|Poison|10|Conf|10|HeAch| 0|
|-----

Earrings usable by Lyude. Great for impressing the ladies, these earrings allow the wearer to carry out swift and powerful attacks, yet do little when on the defensive.

#0467 Skull Earrings (D) Lyude

|Attack| 60|Defense| 50|Agility| 40|HP%+|11| Buy: N/A Sell: 401
|-----

|Death|99|Sleep|99|Paralysis|99|Frzing|99|Flms|99|Poison|99|Conf|99|HeAch|99|
|-----

Earrings usable by Lyude. The spirit trapped inside these earrings provides near-total resistance to all types of effects, though the wearer will experience confusion as long as it is worn.

#0468 Platinum Earrings (N) Lyude

|Attack| 70|Defense| 85|Agility| 85|HP%+|13| Buy: N/A Sell: 515
|-----|

|Death| 1|Sleep| 1|Paralysis| 1|Frzing| 1|Flms| 1|Poison| 1|Conf| 1|HeAch| 1|
|-----|

Earrings usable by Lyude. Also known as the Paladin's Earrings, these artifacts provide a tremendous boost to the wearer's physical abilities, yet offer virtually no resistance to various effects.

#0469 Rubber Barrette (N) Savyna

|Attack| 0|Defense| 6|Agility| 0|HP%+| 0| Buy: N/A Sell: 25
|-----|

|Death| 0|Sleep|15|Paralysis| 0|Frzing| 0|Flms| 0|Poison| 0|Conf| 0|HeAch| 0|
|-----|

Usable by Savyna. Easily worn, never damages the hair, and keeps it in place. This barrette enables the wearer to concentrate on the battle at hand.

#0470 Feathered Barrette (W) Savyna

|Attack| 0|Defense| 6|Agility| 15|HP%+| 3| Buy: 5000 Sell: 50
|-----|

|Death| 0|Sleep|30|Paralysis|20|Frzing| 0|Flms| 0|Poison| 0|Conf| 0|HeAch| 0|
|-----|

Usable by Savyna. A fashionable design that sports feathers from a migratory bird. This barrette provides the wearer with insight into the workings of the atmosphere, increasing her agility.

#0471 Butterfly Barrette (W) Savyna

|Attack| 9|Defense| 15|Agility| 21|HP%+| -| Buy: N/A Sell: 75
|-----|

|Death| 5|Sleep| 0|Paralysis|80|Frzing| 0|Flms| 0|Poison|40|Conf| 5|HeAch|20|
|-----|

Usable by Savyna. Engraved to resemble a swallowtail butterfly, this barrette provides greatly increased resistance to paralysis.

#0472 Silver Barrette (N) Savyna

|Attack| 15|Defense| 24|Agility| 21|HP%+| 0| Buy: N/A Sell: 95
|-----|

|Death| 5|Sleep| 0|Paralysis|80|Frzing| 0|Flms| 0|Poison|40|Conf| 5|HeAch|25|
|-----|

Usable by Savyna. A meticulous design that showcases the craftsman's skills, this barrette provides near-total resistance to poison and paralysis.

#0473 Scorpion Barrette (N) Savyna

|Attack| 30|Defense| 30|Agility| 30|HP%+| 0| Buy: N/A Sell: 124

|Death|25|Sleep| 0|Paralysis|90|Frzing| 0|Flms|50|Poison|90|Conf| 0|HeAch|45|

Usable by Savyna. Intricately engraved in the shape of a life-sized scorpion, this barrette provides near-total resistance to poison and paralysis.

#0474 Golden Barrette (N) Savyna

|Attack| 33|Defense| 36|Agility| 27|HP%+| 0| Buy: N/A Sell: 168

|Death|10|Sleep|35|Paralysis|80|Frzing|40|Flms| 0|Poison|90|Conf|65|HeAch| 5|

Usable by Savyna. Made of pure gold, this barrette provides near-total protection against poison and paralysis, as well as reasonable resistance to confusion.

#0475 Sunflower Barrette (L) Savyna

|Attack| 0|Defense| 30|Agility| 30|HP%+| 7| Buy: N/A Sell: 233

|Death|0|Sleep|100|Paralysis|0|Frzing|70|Flms| 0|Poison| 0|Conf| 0|HeAch| 0|

Usable by Savyna. Modeled to resemble a sunflower basking in sunlight, this barrette offers extremely high resistance to sleep and freezing, yet does little to protect against other effects.

#0476 Firedrake Barrette (F) Savyna

|Attack| 60|Defense| 36|Agility| 30|HP%+|30| Buy: N/A Sell: 312

|Death|50|Sleep|0|Paralysis| 0|Frzing|100|Flms| 0|Poison|100|Conf|0|HeAch| 0|

Usable by Savyna. Imbued with a Firedrake's breath, this barrette provides total protection against freezing and poison, yet sets the wearer ablaze when worn.

#0477 Skull Barrette (D) Savyna

|Attack| 60|Defense| 50|Agility| 40|HP%+|15| Buy: N/A Sell: 421

|Death|99|Sleep|99|Paralysis|99|Frzing|99|Flms|99|Poison|99|Conf|99|HeAch|99|

Usable by Savyna. The spirit trapped inside this barrette provides near-total resistance to all types of effects, though the wearer will experience confusion as long as it is worn.

#0478 Fairy Barrette (L) Savyna

|Attack| 85|Defense| 70|Agility| 85|HP%+|17| Buy: N/A Sell: 562

|Death| 1|Sleep| 1|Paralysis| 1|Frzing| 1|Flms| 1|Poison| 1|Conf| 1|HeAch| 1|

Usable by Savyna. This barrette surrounds the wearer's body in fairy light, greatly increasing her physical capabilities, yet providing minimal resistance

to various effects.

#0479 Dazed Birdie (W) Mizuti

|Attack| 0|Defense| 6|Agility| 12|HP%+| 0| Buy: N/A Sell: 35
|-----
|Death| 0|Sleep|75|Paralysis|50|Frzing| 0|Flms| 0|Poison| 0|Conf|30|HeAch| 0|

Cute little birdie usable by Mizuti. Constantly revolves as if seeking the enemy, yet does little besides providing good resistance to sleep and paralysis.

#0480 Tongue Birdie (W) Mizuti

|Attack| 15|Defense| 12|Agility| 23|HP%+| 5| Buy: 6000 Sell: 60
|-----
|Death| 0|Sleep|10|Paralysis|75|Frzing| 0|Flms|30|Poison| 0|Conf|30|HeAch| 0|

Cute little birdie usable by Mizuti. Licks approaching enemies with its tongue, yet does little besides providing good resistance to paralysis.

#0481 Mohawk Birdie (W) Mizuti

|Attack| 30|Defense| 12|Agility| 30|HP%+| 0| Buy: 9999 Sell: 99
|-----
|Death| 0|Sleep|30|Paralysis|20|Frzing|10|Flms|80|Poison|10|Conf|30|HeAch| 0|

Cute little birdie usable by Mizuti. Its bravado hair style is intended to frighten the enemy and break morale, though none take notice. Offers high resistance to flames.

#0482 Tearful Birdie (W) Mizuti

|Attack| 28|Defense| 24|Agility| 20|HP%+|10| Buy: N/A Sell: 135
|-----
|Death| 5|Sleep| 0|Paralysis| 0|Frzing|70|Flms|35|Poison|50|Conf|30|HeAch| 0|

Cute little birdie usable by Mizuti. Designed to win the enemy's sympathy, discouraging attacks, though none take notice. Offers high resistance to freezing.

#0483 Birdie Fatale (W) Mizuti

|Attack| 9|Defense| 36|Agility| 9|HP%+|13| Buy: N/A Sell: 186
|-----
|Death| 0|Sleep|90|Paralysis|90|Frzing| 0|Flms| 0|Poison| 0|Conf| 0|HeAch| 0|

Cute little birdie usable by Mizuti. Designed to enthrall the enemy with flirtatious advances, though none take notice. Provides high resistance to sleep and paralysis...and an everlasting headache.

#0484 Cinderella Birdie (C) Mizuti

|Attack| 15|Defense| 30|Agility| 39|HP%+|13| Buy: N/A Sell: 234

|Death|20|Sleep| 0|Paralysis| 0|Frzing|90|Flms| 0|Poison|100|Conf|30|HeAch|0|

Cute little birdie usable by Mizuti. Uses her magical gifts to entice the enemy to the world of dreams and fantasies, though none take notice. Provides high resistance to freezing and poison.

#0485 Girlish Birdie (W) Mizuti

|Attack| 36|Defense| 45|Agility| 39|HP%+|10| Buy: N/A Sell: 276
|-----
|Death|50|Sleep|97|Paralysis|97|Frzing| 0|Flms|97|Poison| 0|Conf|30|HeAch| 0|

Cute little birdie usable by Mizuti. Tear-filled eyes of love and hope aim at reducing enemy morale, though none take notice. Provides high resistance to various effects, including instant death.

#0486 Mature Birdie (D) Mizuti

|Attack| 60|Defense| 45|Agility| 30|HP%+|15| Buy: N/A Sell: 359
|-----
|Death|40|Sleep|30|Paralysis|35|Frzing|70|Flms|70|Poison|25|Conf|30|HeAch| 0|

Cute little birdie usable by Mizuti. Street-wise and experienced, would make any enemy think twice - if they only took notice. Provides an all-around increase in physical abilities and resistance.

#0487 Skull Birdie (D) Mizuti

|Attack| 60|Defense| 50|Agility| 40|HP%+|20| Buy: N/A Sell: 483
|-----
|Death|99|Sleep|99|Paralysis|99|Frzing|99|Flms|99|Poison|99|Conf|99|HeAch|99|

Spooky little birdie usably by Mizuti. Its skull-like eyes are designed to demoralize the enemy - if they would only take notice. The wearer is stricken with lasting confusion as long as it is worn.

#0488 Mature Birdie (D) Mizuti

|Attack| 70|Defense|100|Agility|100|HP%+|25| Buy: N/A Sell: 652
|-----
|Death|100|Sleep|0|Paralysis| 0|Frzing| 0|Flms| 0|Poison| 0|Conf|30|HeAch| 0|

Cute little birdie usable by Mizuti. The jack-in-the-box gimmick is designed to plunge the enemy into fits of laughter - if they would only notice. Provides total protection against instant death. Character is Confused while equipped.

zzzzzzzzzz
Camp Magnus
zzzzzzzzzz

Camp Magnus cannot be used inside battle, and when used, are gone permanently. Their effects are basically healing and permanently increasing stats.

#0489 Shish Kebab (Small) Buy: 30 Sell: 1

Looks like someone or something ate most of it. Only a few morsels of meat are left on the skewer. Oh well, food is food. HP +20% (In camp)

#0490 Shish Kebab (Medium) Buy: 75 Sell: 1

Farm-fresh vegetables and a little beef seasoned and roasted to perfection on a skewer. HP +40% (In camp)

#0491 Shish Kebab (Large) Buy: 250 Sell: 2

Basted and barbequed fresh meat and vegetables on a skewer. Grilled to a golden brown, this kebab is mouth-watering and delicious. HP +60% (In camp)

#0492 Deluxe Shish Kebab Buy: 1000 Sell: 10

Peef (from Pows), chicken, fish, and vegetables skewered and lightly grilled to a golden brown. A vegetarian's nightmare, but an adventurer's delight. HP +100% (In camp)

#0493 Deluxe Pastry Buy: 10000 Sell: 100

Not your average, everyday pastry - absolutely scrumptious. HPMAX + 120 (Permanent increase. Only usable in camp.)

#0494 Deluxe Shortcake Buy: N/A Sell: 100

Everyone wants to sink their teeth into this goody. Rare and incredibly delicious. ATK+ 10 (Permanent increase. Only usable in camp.)

#0495 Deluxe Cream Puff Buy: N/A Sell: 100

The mother of all cream puffs - heavenly delight. DEF+ 10 (Permanent increase. Only usable in camp.)

#0496 Deluxe Cookies Buy: N/A Sell: 100

Everyone wants to get their paws on these cookies. They're world famous and extremely rare. AGL+ 10 (Permanent increase. Only usable in camp.)

#0497 Deluxe Bonbon Buy: N/A Sell: 100

Made with smooth, high-quality chocolate and other natural ingredients. VIT+ 10 (Permanent increase. Only usable in camp.)

#0498 Apple Pie (Slice) Buy: 5000 Sell: 50

There's nothing like a fresh slice of apple pie to bring your spirits up. That tangy sweet, wholesome goodness always satisfies. EXP+3000 (Only usable in camp.)

#0499 Apple Pie (Whole) Buy: N/A Sell: 100

A whole, piping hot apple pie! Made with fresh apples, island fresh sugar, and a buttery crust. Like Grandma used to make. EXP+30000 (Only usable in camp.)

#0500 Wheat Crackers Buy: 300 Sell: 3

Hearty crackers with a pinch of salt. These are oven baked with fresh wheat. A light snack, but packs enough punch to revive incapacitated party members. (Only

#0509 Iron Beetle I Max Value: 6000

Habitat: Alfard Empire

Combat vehicle developed for the Imperial Army. Known as the "Iron Beetle", this is a key component of the Empire's ground force units.

#0510 Iron Beetle II Max Value: 29250

Habitat: Alfard Empire

Based on the original Iron Beetle and specially manufactured for the Emperor's personal guards. Looks similar to its predecessor, but performance is superior.

#0511 Tree Guardian Max Value: 18000

Habitat: Atop the Celestial Tree

Guardian of the End Magnus sealed in Anuenue.

#0512 Magnus Giganticus Max Value: 30000

Habitat: Detourne, the Mystical Garden

A large shadow created with leftover energy from an End Magnus.

#0513 Sikri Max Value: 34500

Habitat: Outer Dimension

Creature from another dimension. It's known for being full of secrets. Rather shy.

#0514 Phantasm Max Value: 37500

Habitat: Coccolith, Labyrinth of Mirrors

Guardian of the End Magnus sealed in Mira, beneath Duke Calbren's Manor.

#0515 Giacomo Max Value: 7500

Habitat: -

Leader of the Empire's Dark Forces. Manages all secret operations ordered by the Emperor. Has an important connection to Kalas.

#0516 Ayme Max Value: 7500

Habitat: -

An executive in the Empire's Dark Forces. One of the cruelest minds in the Imperial Army - yet she obeys orders faithfully.

#0517 Geldoblame Max Value: 45000

Habitat: Lava Caves

Emperor Geldoblame in his grotesque form, close to becoming the long-sought "Perfect Being" after being touched by the power of Cursed Malpercio.

#0518 Naiad Max Value: 22500

Habitat: Lava Caves

Dark soldier and servant of the wicked god. Master of "fire-based" attributes. It's huge half-man, half-horse physique alone strikes fear in the hearts of most.

#0519 Thelassa Max Value: 22500
Habitat: Lava Caves
Dark soldier and servant of the wicked god. Master of "water-based" attributes. It's huge half-man, half-horse physique alone strikes fear in the hearts of most.

#0520 Despina Max Value: 22500
Habitat: Lava Caves
Dark soldier and servant of the wicked god. Master of "time-based" attributes. It's huge half-man, half-horse physique alone strikes fear in the hearts of most.

#0521 Galatea Max Value: 22500
Habitat: Lava Caves
Dark soldier and servant of the wicked god. Master of "wind-based" attributes. It's huge half-man, half-horse physique alone strikes fear in the hearts of most.

#0522 Goddess of Ice Max Value: 48000
Habitat: Lake of the Dragon
The wills of past Ice Queens have bonded together and taken shape as the Goddess of Ice. She tests the courage and strength of Queen Xelha through an arduous trial.

#0523 Folon Max Value: 7500
Habitat: -
An executive in the Empire's Dark Forces. He's a half-crazed joker, but still follows orders faithfully.

#0524 Kalas-Angel of Darkness Max Value: 60000
Habitat: Central Imperial Fortress
Kalas with white wings, and a tainted soul after being touched by the breath of Malpercio. Deep down he's still the same Kalas.

#0525 Aygo Max Value: 60000
Habitat: Zosma Tower
A beastly golem controlled by Krumly. Two bodies with fire and water attributes work together as one. Aygo has "fire-based" attributes.

#0526 Malpercio Max Value: 67500
Habitat: Algorab Village
The various body parts of dead gods have been crudely fused together to form Malpercio. It's a giant walking corpse, but possesses divine and enigmatic powers.

#0527 Wizard Shadow Max Value: 67500
Habitat: Zosma Tower
Shadow of the Ancient Earth Wizards. A collective entity of souls was awakened, and tested Mizuti to see whether she deserved to acquire the ultimate magic.

#0528 Sibling God: He Max Value: 75000

Habitat: Cor Hydrae Castle

A nameless god sacrificed part of its body to aid the formation of Malpercio. Flames of darkness exist where a head once was.

#0529 Sibling God: Che Max Value: 75000

Habitat: Cor Hydrae Castle

A nameless god sacrificed part of its body to aid the formation of Malpercio. Flames of darkness exist where a chest once was.

#0530 Sibling God: Bo Max Value: 75000

Habitat: Cor Hydrae Castle

A nameless god sacrificed part of its body to aid the formation of Malpercio. Flames of darkness exist where a body once was.

#0531 Sibling God: Ar Max Value: 75000

Habitat: Cor Hydrae Castle

A nameless god sacrificed part of its body to aid the formation of Malpercio. Flames of darkness exist where arms once were.

#0533 Sibling God: Le Max Value: 75000

Habitat: Cor Hydrae Castle

A nameless god sacrificed part of its body to aid the formation of Malpercio. Flames of darkness exist where legs once were.

#0534 Ungyo Max Value: 60000

Habitat: Zosma Tower

A beastly golem controlled by Krumly. Two bodies with fire and water attributes work together as one. Aygo has "water-based" attributes.

#0535 Imperial Soldier Max Value: 600

Habitat: -

Soldier of the Imperial Army, and backbone of the Alfard Empire. Take them out before they get you!

#0536 Imperial Elite Max Value: 2400

Habitat: -

High ranking soldier in the Imperial Army. More mature and experienced than those in the lower-ranks.

#0537 Imperial Blackhelm Max Value: 3000

Habitat: -

Well-trained, highly skilled soldier of the Imperial Army. Other soldiers refer to them in awe as part of the "Dark Unit."

#0538 Unuk Max Value: 225

Habitat: Sadal Suud Frontier

This fearsome beast lives in forests. Its enormous fangs are used solely for combat. Swallows its prey in one gulp.

#0539 Striper Max Value: 1500

Habitat: The Cloud Passage

Fierce beast found in Diadem's Cloud Passage. Originally nocturnal, but has recently been spotted both during the day and at night.

#0540 Magma Beast Max Value: 21750

Habitat: The Lava Caves

Fierce beast that thrives in hot climates, such as volcanic regions. High resistance to heat. Can't survive in cooler regions.

#0541 Shawra Max Value: 150

Habitat: Sadal Suud Frontier

Blood-sucking creature that lives in forests. Doesn't have a mouth, but sucks blood from a needle at the tip of its tail.

#0542 Blood Leaf Max Value: 6750

Habitat: Celestial Tree

Vampiric creature found in Anuenu's large colonial trees. Its narrow wings are unfit for flying. Wraps its tail around branches to rest.

#0543 Badwin Max Value: 36000

Habitat: Celestial Alps

Blood-sucking creature that lives in the mountains. Stronger than its relative, the Shawra, as it must survive in harsh environments.

#0544 Doomer Max Value: 375

Habitat: Nunki Valley

Enigmatic flame-filled creature that roams through the valley. A fairly common sight. It's known to swallow wind attacks.

#0545 Gormer Max Value: 9000

Habitat: Detourne, the Mystical Garden

Mysterious flame-filled creature that wanders about mysterious places in a mysterious atmosphere. Its flames look intense, but aren't so hot to the touch.

#0546 Floomer Max Value: 27750

Habitat: The Ice Cliffs of Gomeisa

Mysterious flame-filled creature that wanders the blustery ice cliffs. Its flames are actually incredibly frigid and cause frostbite if touched.

#0547 Zelmer Max Value: 7500

Habitat: Trail of Souls

A fireball-type creature living in the outer dimension. Exhibits a peculiar aura that gives chills to anyone in its path.

#0548 Pul-Puk Max Value: 900

Habitat: Lesser Celestial River

An amphibious creature found in and around the celestial rivers. Tasty, indeed, but if not prepared right, its poisonous meat can be deadly. Better not try it.

#0549 Bar-Mool Max Value: 33000

Habitat: Labyrinth of Duhr

An amphibious creature that lives in humid areas. Often seen in caves. It doesn't need much water to survive. Tasty.

#0550 Gul-Bar-Mool Max Value: 36000

Habitat: Zosma Tower

An amphibious creature that lives in and around old ruins. Unlike others of its kind, it contains no poison. But it tastes awful!

#0551 Cancerite Max Value: 1050

Habitat: Lesser Celestial River

Human-shaped amphibious creature found lurking by the riverside. Communicates in an unknown language, and acts like a rude drunkard!

#0552 Snow Cancerite Max Value: 27000

Habitat: The Ice Cliffs of Gomeisa

Human-shaped amphibious creature that loves cold places. It must continuously drink spiked eggnog to keep from freezing to death.

#0553 Mad Cancerite Max Value: 33000

Habitat: Labyrinth of Duhr

Human-shaped amphibious creature that prefers to live in dark places. Doesn't need water, but can't get to sleep without its special eggnog.

#0554 Albireo Max Value: 1350

Habitat: Cloud Passage

An odd creature found in Diadem. Everything except the head is covered with a slimy mucous. Stinky, slimy, yet surprisingly tasty!

#0555 Flobo Max Value: 24750

Habitat: The Ice Cliffs of Gomeisa

Strange flying creature found in the Ice Cliffs. Everything but the head is covered in mucous. Its fat tastes great!

#0556 Mirabilis Max Value: 6300

Habitat: Holoholo Jungle

Large "mimic" creature found in jungles. Catches prey by imitating giant plants. Sucks juices from its victims with quills at the end of its vine.

#0557 Lanocaulis Max Value: 23250

Habitat: Lava Caves

Heat-resistant "mimic" creature. Its white coloring reduces heat absorption.

#0558 Skeleton Warrior Max Value: 3750

Habitat: Ancient Library of Magic

A wicked ghost residing in the bones of a dead human. It's not possessed with hate-filled strength and bitterness, so it shouldn't be hard to beat.

#0559 Undead Swordsman Max Value: 6000

Habitat: Holoholo Jungle

A powerful ghost residing in a corpse. It is very skilled with a sword, and won't go down easy.

#0560 Ghoulish Skirmisher Max Value: 34500

Habitat: Capella, Garden of Death

An extremely powerful ghost residing in a corpse. The muscles have deteriorated, but it's still very strong. Fight with caution.

#0561 Master Revenant Max Value: 37500

Habitat: Battleship Goldoba

Corpse controlled by an evil will. The bones have been warped by wicked magic, contorting them to look inhuman.

#0562 Spell Shellfish Max Value: 4800

Habitat: Holoholo Jungle

Shellfish floating softly in midair. It's found in jungles, and has the ability to cast spells. Swallows its prey whole.

#0563 Magic Shellfish Max Value: 8250

Habitat: Detourne, the Magical Garden

Strange shellfish found in Mira. Its body-protecting shell is so hard that normal attacks won't scratch it.

#0564 Mysterious Shellfish Max Value: 36000

Habitat: Zosma Tower

Strong shellfish with substantial magical power in Duhr. Smarter than the others of its kind, and knows more powerful magic. Only the truly brave stand a chance!

#0565 Devil Claws Max Value: 7500

Habitat: Celestial Tree

A huge insect that nests in Anuenue's giant trees. So violent that those who attempt to catch it may be killed. Fry up this big bug for an excellent meal!

#0566 Shadow Claws Max Value: 37500

Habitat: Greater Celestial River

A large insect found in the Greater Celestial River. It's attracted to rotten meat. Leaves dead prey for days before eating it.

#0567 Ghost Claws Max Value: 7500

Habitat: Trail of Souls

A huge insect that lives between dimensions. Truly a hideous bug that eats its prey alive. Stay alert!

#0568 Acheron Max Value: 5250

Habitat: Holoholo Jungle

A mollusk-type creature with a shell on its back. It can't bundle its four legs into its shell, but it has great defensive strength.

#0569 Maw-Maw-Goo Max Value: 36000

Habitat: Greater Celestial River

A shelled mollusk that prefers dark, humid places. Its body contains a poisonous liquid. Touching it will give you a nasty ulcer!

#0570 Crystal Spider Max Value: 12750

Habitat: Coccolith, Labyrinth of Mirrors

Crystalline creature from another dimension. Its hard body is difficult to shatter. Very powerful.

#0571 Arachnid Max Value: 24000

Habitat: The Ice Cliffs of Gomeisa

Crystalline creature found in the Ice Lands. It covers itself with ice by releasing cold air from all over its body!

#0572 Devilish Hands Max Value: 9750

Habitat: Detourne, the Mystical Garden

A very peculiar life-form resembling a spider. They say a devil's hands were cut off as punishment. Those hands then developed a will! Creepy.

#0573 Demonic Hands Max Value: 39000

Habitat: Cor Hydrae Castle

A very peculiar life-form resembling a spider. They say a devil's hands were cut off as punishment. Those hands then developed a will! Creepy.

#0574 Wokoob Kakish Max Value: 15000

Habitat: Coccolith, Labyrinth of Mirrors

A strong beast created by evil gods during an ancient war. Its blood still boils with the fighting spirit of old.

#0575 Almanek Max Value: 34500

Habitat: Capella, Garden of Death

Powerful monster created by evil gods during an ancient war. It lost its master long ago, and has been lashing out in fury ever since.

#0576 Mafreega Max Value: 34500

Habitat: Labyrinth of Duhr

Heinous monster created by evil gods during an ancient war. Has vowed to destroy humans and awaits its master's return.

#0577 Sbarb Max Value: 13500

Habitat: Capella, Garden of Death

Feared two-headed hunting dog of the evil gods. Definitely not man's best friend, since it eats him.

#0578 Breacher Max Value: 37500

Habitat: Zosma Tower

Two-headed animal that reigns as king of the animals in the ancient region. Former advance guard of the evil gods. Still hates people.

#0579 Baganum Max Value: 34500

Habitat: Labyrinth of Duhr

Fearful animal that hunts intruders in the old ruins.

#0580 Ceratobus Max Value: 22500

Habitat: Lava Caves

Fierce animal found in volcanoes. Shoots flames from its body, never burning itself. Maybe you can grill it up.

#0581 Foytow Max Value: 21000

Habitat: Lava Caves

Huge insect that lives in volcanoes. Its long beak sucks the bodily juices out of its prey. Moves much faster than it looks.

#0582 Rulug Max Value: 36000

Habitat: Celestial Alps

Gigantic insect that lives high up in the mountains, where it has an array of prey to choose from. Sucks bodily juices from its victims in an instant!

#0583 Imperial Walker Max Value: 19500

Habitat: Alford Empire

An Imperial technological feat. Loaded with the world's first mechanical brain. It can only process basic orders, however.

#0584 Corrupted Walker Max Value: 30000

Habitat: Imperial Fortress

Robotic soldier built with Imperial technology. Its offensive and defensive power has been enhanced by an evil force.

#0585 Contaminated Walker Max Value: 31500

Habitat: Imperial Fortress

This mechanical soldier is a product of Imperial science and engineering. Its functions have been enhanced by a wicked power of some sort.

#0586 Gagarek Max Value: 28500

Habitat: Mintaka Empire

This Imperial soldier used to be quite the lady's man, but ever since his soul was touched by the power of wicked gods, he just hasn't been himself. In fact, he's a full-fledged monster.

#0587 Beberum Max Value: 30750

Habitat: Mintaka Empire

This Imperial soldier was transformed by the powers of darkness. He definitely didn't get chicks, even before his transformation.

#0588 Zuzlani Max Value: 33000

Habitat: Imperial Fortress

This Imperial soldier was transformed by the powers of darkness. Originally he belonged to special forces, suffering from excessive amounts of stress. Very strong.

#0589 Laramooga Max Value: 37500
Habitat: Nihal Desert
One of the desert people killed in Operation Sweep. His hatred and bitterness combined with Malpercio's power brought him back.

#0590 Alavarum Max Value: 37500
Habitat: Illusory Fortress of the Book
Humanoid Guardian, protector of the labyrinth. Created by ancient magicians, this guardian doesn't discriminate good or evil.

#0591 Diabolos Max Value: 39000
Habitat: Cor Hydrae Castle
Low-ranking magical creature that wanders about the castle. Although it's not so tough, its power shouldn't be taken lightly since it's allowed to live in Cor Hydrae.

#0592 Varalba Max Value: 37500
Habitat: Illusory Fortress of the Book
Beast guardian of the labyrinth. Created with magic and modeled after evil beasts. It may not look so bright, but it actually is quite skilled with magic.

#0593 Vorleg Max Value: 39000
Habitat: Cor Hydrae Castle
Crafty, evil animal that wanders through the castle. Its high level of intelligence will turn lower-ranked evil creatures pale with fear.

#0594 Wolgarb Max Value: 40500
Habitat: Cor Hydrae Castle
Loyal watchdog of the gods that wanders freely about the castle. Released to devour unfaithful servants or intruders.

#0595 Apollion Max Value: 40500
Habitat: Cor Hydrae Castle
Servant of the gods in charge of guarding the castle. Its enormous spiked morningstar even strikes fear in the hearts of creatures lurking around the castle.

#0596 Cursed Spell Book Max Value: 3900
Habitat: Ancient Library of Magic
An old spell book animated by the powers of darkness. It eats small animals and insects. Digestive system unknown.

#0597 Cursed Grimoire Max Value: 4500
Habitat: Ancient Library of Magic
An old evil book made more evil with the evil power. Great evil power dwelled in this strong, evil book, but now it's really, really evil.

#0598 Filler Max Value: 11250
Habitat: Nekton, Shrine of the Spirits
Energy-sucking creature which seems to exist between two dimensions. Many have spotted this creature in areas rich in folklore. Stabs victim with a needle to

suck the life out.

#0599 Gray Cancerite Max Value: 12000

Habitat: Nekton, Shrine of the Spirits

Strange creature found lurking in the mystical forest. Looks a bit spooky, but it's probably just a fairy, or is it?

#0600 Ray-Moo Max Value: 10500

Habitat: Nekton, Shrine of the Spirits

Unusual winged creature found in the mystical forest. No one has dared to try eating such an odd creature from such a spooky place.

#0601 Kulcabaran Max Value: 67500

Habitat: Illusory Fortress of the Book

A demi-dragon created by ancient wizards for testing purposes. Resembles the endangered Sabre Dragon, but there's no need to worry about taking it out!

#0602 Brolokis Max Value: 67500

Habitat: Greater Celestial River

Relative of the Thunderfish found in rivers. Its rough surface bears little similarity to a Thunderfish. They say it's endangered, but it seems many still exist.

#0603 Rampulus Max Value: 67500

Habitat: Phantom Goldoba

Strange creature from an outer dimension. Can't study it while it's in another dimension, but it seems to react to human consciousness.

#0604 Fadroh Max Value: 52500

Habitat: Imperial Fortress

Malpercio's power has brought Fadroh close to the pinnacle of evil. He even has a high-ranking appeal among the forces of darkness.

#0605 Sowzana Max Value: 67500

Habitat: Nihal Desert

A former citizen resurrected into darkness by the power of Malpercio. Made extra aggressive with his former hatred and bitterness caused by Operation Sweep.

#0606 Imperial Guard Max Value: 16500

Habitat: Mintaka City

Soldier serving at the Imperial capital, Mintaka. His main duty is to police the area and maintain security. Well-trained and very strong.

#0607 Elite Imperial Guard Max Value: 18000

Habitat: Mintaka City

Senior soldier and guard of the Imperial city. Popular among women because of his dignified look, stable income, and nice uniform. Of course, very strong!

#0608 Slime Max Value: 7950

Habitat: Tower of DRUAGA

Jelly-like creature that lurks about the Tower of DRUAGA. Looks tasty, but doesn't actually taste like a melon!

#0609 Nunkirtanula Max Value: 1200

Habitat: Nunki Valley

A crystal life-form that doesn't exist in our world. Looks quite solid, but looks can be deceiving. Truly a rare specimen!

#0610 Tentacle Max Value: 12000

Habitat: Atop the Celestial Tree

Tentacle of the Tree Guardian watching over the End Magnus in Anuenue. Very skillful and slithery!

#0611 Picture of Kalas Max Value: 100

A youthful profile of Kalas, eyes constantly seeking the enemy. Pictures of monsters fetch good prices, but normal portraits such as these are considered of little value.

#0612 Picture of Xelha Max Value: 100

Xelha's kindness shows in her smile and tender eyes. Pictures of monsters fetch good prices, but normal portraits such as these are considered of little value.

#0613 Picture of Gibari Max Value: 100

Gibari always seems ready to achieve superhuman feats with incredible eyes. Pictures of monsters fetch good prices, but normal portraits such as these are considered of little value.

#0614 Picture of Lyude Max Value: 100

Lyude in his uniform, showing signs of military discipline. Pictures of monsters fetch good prices, but normal portraits such as these are considered of little value.

#0615 Picture of Savyna Max Value: 100

Those who fall under Savyna's glare are but prey awaiting the kill. Pictures of monsters fetch good prices, but normal portraits such as these are considered of little value.

#0616 Picture of Mizuti Max Value: 100

Mysterious, quirky, strange. Mizuti's mask gives little hint of any emotions behind it. Pictures of monsters fetch good prices, but normal portraits such as these are considered of little value.

#0617 Maskless Mizuti Max Value: 20000

A rare photo of Mizuti, taken without her mask. A true collector's item, this picture should fetch a hefty price.

#0618 Rare Shot of Kalas Max Value: 10000

Kalas with a gentle smile, in contrast to his trademark coolness. Considered a high-quality portrait, this picture should fetch a good price.

#0619 Rare Shot of Xelha Max Value: 10000

Xelha making sure Meemai is comfortably nestled in her hood, a token of her kindness. Considered a high-quality portrait, this picture should fetch a good price.

#0620 Rare Shot of Gibari Max Value: 10000

Gibari sporting a big, warm, and encouraging Skyfarer smile. Considered a high-quality portrait, this picture should fetch a good price.

#0621 Rare Shot of Lyude Max Value: 10000

Lyude's military training prevents him from smiling in battle, but all rules have exceptions. Considered a high-quality portrait, this picture should fetch a good price.

#0622 Rare Shot of Savyna Max Value: 10000

Though not exactly friendly by default, Savyna has been known to smile a charming smile once in a great while. Considered a high-quality portrait, this picture should fetch a good price.

#0623 Rare Shot of Mizuti Max Value: 10000

A rare picture showing Mizuti adjusting her mask. Considered a high-quality portrait, this picture should fetch a good price.

#0624 Mega Rare Mizuti Pic Max Value: 100000 (!)

An extremely rare picture of Mizuti smiling. Those who set eyes on the smiling faces of the Earth People are said to be blessed with longlasting fortune.

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Quest Magnus

zzzzzzzzzzzzzz

Quest Magnus are obtained by examing objects in the environments. Some of these objects can be absorbed into Blank Magnus, if you possess them. Once you have them, these Quest Magnus will, over time, change into other types of Quest Magnus. A chart on the Quest Magnus is provided in the Quest Magnus section.

#0625 Unpopular Painting

A terrible painting by the self-proclaimed painter Misjah. Unappreciated by circles throughout the world, the artist's autograph does little to increase its minimal value.

#0626 Popular Pickup Line

A trendy pickup line, popular among the young, used to wind the hearts of cautious members of the opposite gender.

#0627 Outdated Pickup Line

Pickup line that is seldom heard in this day and age, let alone recommended. Guaranteed to turn away even the least cautious members of the opposite gender.

#0628 Girl's Thoughts

The innocent, peaceful thoughts of a girl untainted by Imperial doctrines. The purity of her heart holds the power to calm people's hatred towards the Empire.

#0629 Secret Information

A well-kept secret - bane and blessing of the curious. Yet secrets are never secrets for long.

#0630 Well-known Story

Passed around a network of acquaintances, all swearing not to tell anyone, this former secret is now anything but.

#0631 Blank Magnus

An empty Magnus waiting to be imbued with the Magnus Essence of some object or another. It is considered impossible to contain living creatures within a Magnus.

#0632 Pristine Water

Crystal clear water. This level of pure water is not available in many places in the world. Water can turn stagnant, and should be used or consumed as soon as possible.

#0633 Stagnant Water

Though still fit for drinking, this water has turned stagnant. Even pure water can go stale over time. Bottled water aficionados would have none of this.

#0634 Stroked Flame

Indispensable for everyday life, strong fires can be carried around or stored as Magnus, and used for light, cooking, you name it. Flames tend to weaken with time, though.

#0635 Weak Flame

A flame that has weakened over time. Suitable for all but industrial or extreme purposes.

#0636 Pow Milk

A dairy product characteristic of Cebelrai, this milk is richer than milk from other animals, and is often used for cooking. It can also be left alone and fermented to produce other dairy products.

#0637 Cloud

Diadem is known for its abundance of clouds, and some sources suggest the clouds be placed under legal protection. One reason for this may be the radical gourmets claiming to appreciate their taste...

#0638 Celestial Flower Seed

A seed from the Celestial Tree, said to bloom once every 30 years. The last blooming was 2 cycles ago, making this seed quite valuable at roughly 100 years old.

#0639 Celestial Flower Bud

A bud from the Celestial Tree. Its delicate color is highly valued in Anuenu, traditionally used in weddings for the bride's wedding gown.

#0640 Celestial Flower

A flower from the Celestial Tree, in full bloom. Its petals are said to be imbued with the magic of the Tree itself, and are often ground into powder to create healing concoctions.

#0641 Fantail Duck Egg

An egg from a duck-like animal often seen in Sadal Suud. Popular breakfast food among people of all classes, these eggs tend to generate heat and cook themselves over time.

#0642 Boiled Egg

Separated from its parent, this egg has cooked itself over time with internal heat. Radical gourmets claim to love the peculiar taste it offers.

#0643 Snow

Snow collected in the Ice Lands of Wazn. Though powdery when falling, this snow hardens over time and forms pure, rigid crystals often used as material for Wazn's famous ice sculptures.

#0644 Lava

With temperatures said to reach 1000 degrees Celcius, the beautiful color and rich appearance of laval compels radical gourmets to have a quick taste, though none have been known to ask for seconds.

#0645 Pebble

A truly mundane pebble, available practically anywhere. Considered of little value and a waste of space.

#0646 Sea Bream Fillet

A fillet from a sea bream, the main catch among Nashira's fishing folk. A chief Diadem export, the reasonable price tag makes this a must for the average citizen's dining table.

#0647 Rotten Fillet

A sea bream fillet left too long at room temperature. Unfit for eating and often thrown away entirely. Strangely enough, this fish never smells bad even when rotten.

#0648 Pow Milk Yogurt

Fermented Pow milk. Good as is, also used for cooking. Popular as a desert among kids. Further aging is also an option.

#0649 Pow Milk Cheese

Derived from Pow milk yogurt, this cheese is a specialty of the Sadal Suud Frontier. Often enjoyed with another local specialty, mountain apple wine.

#0650 Rubber Mud

Rubber-like mud that flows through the Garden of Death in Duhr, a mixture of mud and black sap from trees corrupted by the Taintclouds.

#0651 Chunk of Rubber

Hardened rubber mud looks and acts exactly like regular rubber. Not very useful in itself, yet who knows...it just might come in handy.

#0652 Gold Beetle Carapace

An old shell from the Gold Beetle, known only to live around the Celestial Tree in Anuenue. Highly valued for its magnificent gold sheen, yet collectors prefer to keep these until...

#0653 Gold Nugget

Previously a magical Gold Beetle shell, now a gold nugget. Considered of a higher value than regular, mined gold, these natural gems are traded at astounding prices among select merchants.

#0654 Salty Water

Diadem's trademark clouds turn back into water, given enough time. The original clouds contained salt, hence the salty taste of this water.

#0655 Salt

Leave salty water lying around long enough, and you'll be left with salt. Indispensable for cooking, not to mention everyday health. A chief product of Nashira, together with sea bream fillets.

#0656 Hot Rock

Lava from the Lava Caves in Alford, now cool enough to touch. The rock retains part of its heat, and can be wrapped up in thick cloth and used to keep warm in freezing temperatures.

#0657 Oil

Used for various purposes ranging from everyday cuisine to Imperial Iron Beetle fuel, its unique taste has sparked many an argument among radical gourmets.

#0658 Pressed Flower

A dried, nameless flower. Flowers will wither if left alone, but retain their form if dried and preserved.

#0659 Mountain Apple

The mountain apple industry, along with dairy farming, is widespread in and around Cebelrai village in Sadal Suud. Tasty as is, but can also be left alone and fermented...

#0660 Apple Vinegar

Mountain Apple Wine has fermented further to produce vinegar. Apple Vinegar has stronger sterilizing effects than regular vinegar, and is used for first aid as

well as cooking.

#0661 Warrior's Memories

Tokens of the noble warriors who gave their lives to protect Xelha. Though momentos may be lost over time, the memories of their owners are everlasting.

#0662 Warrior's Mementos

Tokens of the noble warriors who gave their lives to protect Xelha. Gram's armband is inscribed with his wife's name, and Leon's pendant holds his wife's photo.

#0663 Golden Pick Axe

A magical pick axe used to tear down golden walls, with limited use due to its weakened magic. Silver and copper variants are known to exist, though not in this world.

#0664 Diadem Royal Crest

The crest of the royal family of Diadem sports a design combining knights, a sword, and Wings of the Heart. A mere glimpse of this crest is enough to rally the Diadem Knights in any situation.

#0665 Picture Book

An ancient picture book with a heartwarming title. Said to have been created by an anonymous author before the islands left the Earth for the Sky. Once property of the Ancient Library of Magic.

#0666 Adventure Novel

Two unlikely opponents of Imperial might - a boy who refuses to give up, and a girl who stands by him throughout. The author is said to have fled Alfard. Once property of the Ancient Library of Magic.

#0667 Dead Bluebird

The body of a blue-winged bird found in Moonguile Forest. Said to bring good luck, this bird is sought after by many.

#0668 Naughty Novel.

A novel that was banned upon publication because of its...ahem...radical content. Once property of the Ancient Library of Magic.

#0669 Rock Salt

High-quality rock salt, a product of the desert village of Azha. It is often used in pastries due to its subtle sweetness, with the village of Parnasse leading yearly consumption by far.

#0670 Mirage Weed

Illusionary grass seen only in the Mystical Garden in Mira, which disappears into thin air shortly after being uprooted.

#0671 Thunderfish Bone

Bone from the head of a Thunderfish, said to have died out ages ago. There's bound to be someone in this world who would be interested in such a rare specimen.

#0672 Mountain Apple Wine

A specialty of Cebelrai, the main market for mountain apple wine is in and around the city of Pherkad, but exports have started going to other regions, including Diadem and Mira.

#0673 Nameless Flowers

A nameless flower found blooming in non-descript places, its pretty looks soothe a tired mind nevertheless.

#0674 Explosives

Created with Imperial technology, these tubes can be detonated with a fuse, destroying nearby objects with the resulting blast. Why Larikush, a village doctor, would possess these is anybody's guess.

#0675 Sparkling Snow

This snow is purer than normal snow, hence its sparkling sheen. In regions where ice sculptures are popular, some craftsmen insist on using this type of snow for their work.

#0676 Terrible Painting

A painting by the self-proclaimed painter Misjah, who considers it a masterpiece. Unappreciated by circles throughout the world; in short, it's terrible. Will trouble anyone who receives it as a gift.

#0677 Delinquency Stone

A rare stone, found occasionally within Zosma Tower, in Duhr. Not especially valuable, but rumor has it that a certain old man is dying to get his hands on this stone.

#0678 Roasted Bird

An entire bird cooked whole, survival style. Its simple seasoning is increasingly popular among youngsters who appreciate the all-natural flavor of the ingredients.

#0679 Maggot-ridden Meat

Roasted poultry gone bad, rotten and filled with maggots. Eating this is out of the question, and there's no other way this could come in handy...or is there?

#0680 Family Tree

The genealogy of Quzman, an old man who claims his days are numbered. All the blanks must be filled in by his relatives, once they agree to visit him back in Pherkad.

#0681 Treasured Painting

A premium work of art by the renowned Misjah. Neglected at first, her style was recognized over time. Her work now carries exorbitant price tags, sought after

by collectors and curators worldwide.

zzzzzzzzzzzz

Item Magnus

zzzzzzzzzzzz

Item Magnus can be used for a variety of effects, and the text description coupled with the attack/defense description usually describe the effects well enough. Every item can be used by every character, so no listing who can use what here.

```
#0682   Broken Earth Sphere (L)
-----   Attack - HP +1000 (1)
|       | 9 |   Defense - N/A
-----   Buy - N/A
|       |   |   Sell - N/A
-----
```

A sacred treasure of the Earth People. It was stolen two centuries ago by Calbren's ancestor. This sphere was used to seal the evil gods in each island. Its true power was lost when its surface was chipped.

```
#0683   Ocean Mirror (L)
-----   Attack - HP +1000 (1)
|       | 9 |   Defense - 125/75 (1) All effects resistance +100
-----   Buy - N/A
|       |   |   Sell - N/A
-----
```

A sacred treasure of the Ice Lands. The divine light within this mirror contains power that can quell the spirits of darkness. This may be the only way to save Kalas from darkness...

```
#0684   Sword of the Heavens (L)
-----   Attack - 188/113 (1)
|       | 9 |   Defense - 153/113 (2)
-----   Buy - N/A
|       |   |   Sell - N/A
-----
```

A sacred treasure of the Earth People, this sword was used a millenium ago to defeat the gods, along with the Ocean Mirror. Even Malpercio should feel its might.

```
#0685   Broken Heaven Sword (L)
-----   Attack - 63/38 (1)
|       | 9 |   Defense - N/A
-----   Buy - N/A
|       |   |   Sell - N/A
-----
```

A sacred treasure of the Earth People, this sword was used a millenium ago to defeat the gods, along with the Ocean Mirror. Even Malpercio should feel its might.

```

#0686   Broken Ocean Mirror (L)
-----   Attack - HP +250 (1)
|       | 9 |   Defense - 38/23 (1) All effects resistance +20
-----   Buy - N/A
|       |   |   Sell - N/A
-----

```

A sacred treasure of the Ice Lands. The divine light within this mirror contains power that can quell the spirits of darkness. The mirror's true power was lost when it was shattered.

```

#0687   Escape (N)
-----   Attack - Escape from Battle (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |   |   Sell - N/A
-----

```

Allows the party to escape from combat. This can only be used at the beginning of an offensive round.

```

#0688   Camera 1 (N)
-----   Attack - Takes Photo (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |   |   Sell - N/A
-----

```

A basic camera for taking photos of monsters and party members. It takes around 10 minutes for photos to fully develop. Sell monster photos for a nice little profit.

```

#0689   Camera 2 (N)
-----   Attack - Takes Photo (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
| 1-9 |   |   Sell - N/A
-----

```

Easier to carry, easier to snap shots. Allows better focusing on fast-moving targets. Photos still need around 10 minutes to develop fully.

```

#0690   Camera 3 (N)
-----   Attack - Takes Photo (1)
| 7-9 | 1-8 |   Defense - N/A
-----   Buy - N/A
| 1-9 |   |   Sell - N/A
-----

```

Though this deluxe camera may resemble a single-lens reflex, the photos taken are self-developing, needing only 10 minutes to provide proof of your photographic talents - or lack thereof.

```

#0691   Voice 1 (N)
-----   Attack - Taunts the Enemy (1) Adds 5% Prize

```

```
|      | Odds | Defense - N/A
-----
|      |      | Buy - N/A
|      |      | Sell - 1
-----
```

The character taunts the enemy. A Level 1 taunt adds a 5% prize if included in a combo attack.

```
#0692  Voice 2 (N)
-----
Attack - Taunts the Enemy (1) Adds 6% Prize
|      |Evens| Defense - N/A
-----
| 1-8 |      | Buy - N/A
| 1-8 |      | Sell - 1
-----
```

The character taunts the enemy. A Level 2 taunt adds a 6% prize if included in a combo attack.

```
#0693  Voice 3 (N)
-----
Attack - Taunts the Enemy (1) Adds 7% Prize
|      | Odds | Defense - N/A
-----
| 1-9 |      | Buy - N/A
| 1-9 |      | Sell - 1
-----
```

The character taunts the enemy. A Level 3 taunt adds a 7% prize if included in a combo attack.

```
#0694  Voice 4 (N)
-----
Attack - Taunts the Enemy (1) Adds 8% Prize
| 1-9 |Evens| Defense - N/A
-----
| 1-8 |      | Buy - N/A
| 1-8 |      | Sell - 1
-----
```

The character taunts the enemy. A Level 4 taunt adds a 8% prize if included in a combo attack.

```
#0695  Voice 5 (N)
-----
Attack - Taunts the Enemy (1) Adds 9% Prize
| 1-9 | Odds | Defense - N/A
-----
| 1-8 | 7-9 | Buy - N/A
| 1-8 | 7-9 | Sell - 1
-----
```

The character taunts the enemy. A Level 5 taunt adds a 9% prize if included in a combo attack.

```
#0696  Voice 6 (N)
-----
Attack - Taunts the Enemy (1) Adds 10% Prize
| 1-9 |Evens| Defense - N/A
-----
| 1-8 | 7-9 | Buy - N/A
| 1-8 | 7-9 | Sell - 1
-----
```

The character taunts the enemy. A Level 6 taunt adds a 10% prize if included in a combo attack.

```
#0697 Plain Pastry (N)
----- Attack - 0 (1) HPMAX+2%
|      | 1-8 | Defense - 0 (1) HPMAX+2%
----- Buy - 2200
| 1-8 |      | Sell - 22
-----
```

It's only a plain pastry, but its classic taste is enough to make even the hardest adventurer smile. HPMAX+2% (Temporary increase; lasts till the end of the current battle.)

```
#0698 Jumbo Pastry (N)
----- Attack - 0 (1) HPMAX+5%
| 1-8 | 1-8 | Defense - 0 (1) HPMAX+5%
----- Buy - N/A
| 1-8 |      | Sell - 59
-----
```

Incredibly moist, delicious, and bigger than most, just one bite is a little taste of heaven. HPMAX+5% (Temporary increase; lasts till the end of the current battle.)

```
#0699 Shortcake (Small) (N)
----- Attack - 0 (1) Attack+20
|      | 1-8 | Defense - 0 (1) Attack+20
----- Buy - 2200
| 1-8 |      | Sell - 22
-----
```

It's light sponginess combined with the sweet, yet tangy flavor unique to fresh strawberries makes this a winner. Attack+20 (Temporary increase; lasts till the end of the current battle.)

```
#0700 Shortcake (Large) (N)
----- Attack - 0 (1) Attack+40
| 1-8 | 1-8 | Defense - 0 (1) Attack+40
----- Buy - N/A
| 1-8 |      | Sell - 59
-----
```

Four layers of cake with whipped cream sandwiched between layers and mixed with a crushed strawberry topping. Attack+40 (Temporary increase; lasts till the end of the current battle.)

```
#0701 Mini Cream Puff (N)
----- Attack - 0 (1) Defense+20
|      | 1-8 | Defense - 0 (1) Defense+20
----- Buy - 2200
| 1-8 |      | Sell - 22
-----
```

A mini-pastry with fresh whipped cream in the middle. Defense+20 (Temporary

increase; lasts till the end of the current battle.)

#0702 Cream Puff (N)

```
----- Attack - 0 (1) Defense+40
| 1-8 | 1-8 | Defense - 0 (1) Defense+40
----- Buy - N/A
| 1-8 | | Sell - 59
-----
```

A light, flaky pastry with fresh whipped cream in the middle. Sprinkled with a pinch of powdered sugar. Defense+40 (Temporary increase; lasts till the end of the current battle.)

#0703 Magic Beans - Death (N)

```
----- Attack - N/A
| | 1-8 | Defense - 0 (1) Death Resistance +100
----- Buy - 8000
| | | Sell - 80
-----
```

Mysterious, colored beans that boost resistance to death-inducing effects. The beans change their color and effects over time.(Temporary increase; lasts till the end of the current battle.)

#0704 Magic Beans - Sleep (N)

```
----- Attack - N/A
| | 1-8 | Defense - 0 (1) Sleep Resistance +100
----- Buy - N/A
| | | Sell - 80
-----
```

Mysterious, colored beans that boost resistance to sleep-inducing effects. The beans change their color and effects over time.(Temporary increase; lasts till the end of the current battle.)

#0705 Magic Beans - Paralysis (N)

```
----- Attack - N/A
| | 1-8 | Defense - 0 (1) Paralysis Resistance +100
----- Buy - N/A
| | | Sell - 80
-----
```

Mysterious, colored beans that boost resistance to paralyzing effects. The beans change their color and effects over time.(Temporary increase; lasts till the end of the current battle.)

#0706 Magic Beans - Ice (N)

```
----- Attack - N/A
| | 1-8 | Defense - 0 (1) Freezing Resistance +100
----- Buy - N/A
| | | Sell - 80
-----
```

Mysterious, colored beans that boost resistance to freezing effects. The beans change their color and effects over time.(Temporary increase; lasts till the

end of the current battle.)

#0705 Magic Beans - Flame (N)

```
----- Attack - N/A
|      | 1-8 | Defense - 0 (1) Flames Resistance +100
----- Buy - N/A
|      |     | Sell - 80
-----
```

Mysterious, colored beans that boost resistance to flame-inducing effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

#0708 Magic Beans - Poison (N)

```
----- Attack - N/A
|      | 1-8 | Defense - 0 (1) Poison Resistance +100
----- Buy - N/A
|      |     | Sell - 80
-----
```

Mysterious, colored beans that boost resistance to poisoning effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

#0709 Magic Beans - Headache (N)

```
----- Attack - N/A
|      | 1-8 | Defense - 0 (1) Headache Resistance +100
----- Buy - N/A
|      |     | Sell - 80
-----
```

Mysterious, colored beans that boost resistance to headache-inducing effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

#0710 Magic Beans - Confuse (N)

```
----- Attack - N/A
|      | 1-8 | Defense - 0 (1) Confusion Resistance +100
----- Buy - N/A
|      |     | Sell - 80
-----
```

Mysterious, colored beans that boost resistance to confusion-inducing effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

#0711 Magic Beans - All +50 (N)

```
----- Attack - N/A
|      | 1-8 | Defense - 0 (1) All Effects Resistance +50
----- Buy - N/A
|      |     | Sell - 80
-----
```

Mysterious, colored beans that moderately boost resistance to all negative effects. The beans change their color and effects over time. (Temporary

increase; lasts till the end of the current battle.)

```
#0711  Magic Beans - All +100 (N)
-----  Attack - N/A
|      | 1-8 |  Defense - 0 (1) All Effects Resistance +100
-----  Buy - N/A
|      |     |  Sell - 80
-----
```

Mysterious, colored beans that greatly boost resistance to all negative effects. The beans change their color and effects over time. (Temporary increase; lasts till the end of the current battle.)

```
#0712  Beef Jerky (N)
-----  Attack - HP +500 (1)
|      | 1-8 |  Defense - N/A
-----  Buy - N/A
|      |     |  Sell - 12
-----
```

Seasoned with black pepper. Bursts of flavor will tingle your palate with every bite. The more you chew it the better it tastes.

```
#0713  Pet Food (N)
-----  Attack - 66 (1) 30% Chance of Headache
|      | 1-8 |  Defense - 0 (1) 30% Chance of Headache
-----  Buy - N/A
|      |     |  Sell - 3
-----
```

Pet food is food for pets, you know!...Even if it's nutritionally balanced. Not a good idea for humans to eat food made from poor-quality meat.

```
#0714  Grilled Hamburger (F)
-----  Attack - HP +700 (1) 40% of Curing Freezing
|      | 1-8 |  Defense - 0 (1) Freezing Resistance +40
-----  Buy - N/A
|      |     |  Sell - 25
-----
```

Freshly sauteed hamburger. Cooled to a perfect brown just for you. Juicy and full of flavor.

```
#0715  Vanilla Ice Cream (A)
-----  Attack - HP +910 (1) 90% of Curing Freezing
|      | 1-8 |  Defense - 0 (1) 100% of Curing Freezing
-----  Buy - N/A
|      |     |  Sell - 4
-----
```

Rich, creamy ice cream made with fresh milk and vanilla beans. Melts in your mouth - refreshing and delicious.

```
#0716  Beef Stew (F)
```

```

-----      Attack - HP +1200 (1) 99% of Curing Freezing
|      | 1-8 |      Defense - 0 (1) Freezing Resistance +99
-----      Buy - N/A
|      |      |      Sell - 15
-----

```

Simmered on a low flame, and cooked in a stone pot. Its tender beef, carrots, potatoes, and more will take your tastebuds on the ride of their lives.

#0717 Cheese Fondue (N)

```

-----      Attack - HP +125 (1)
|      | 1-8 |      Defense - 0 (1) Headache Resistance +50
-----      Buy - N/A
|      |      |      Sell - 27
-----

```

Creamy melted cheese prepared for dipping French bread and various vegetables. A special treat indeed! For all you cheese lovers.

#0718 Coat of Gallantry (N)

```

-----      Attack - N/A
|      | 1-8 |      Defense - 0 (1) Attack+30
-----      Buy - N/A
|      |      |      Sell - 10
-----

```

Worn by warriors long passed away, this coat draws out raw courage from the depths of one's soul.

#0719 Deluxe Fireworks Set (N)

```

-----      Attack - 145/87 (1) 100% Chance of Flames
|      | 1-8 |      Defense - 0 (1) Freezing Resistance +100
-----      Buy - N/A
|      |      |      Sell - 5
-----

```

This set contains top-quality fireworks. They create huge flower-shaped sparks - ideal for those warm summer nights. Handle with care, as materials may explode...

#0720 Grapes (N)

```

-----      Attack - HP +100 (1)
|      | 1-8 |      Defense - 0 (1) Flames Resistance +35
-----      Buy - 950
|      |      |      Sell - 9
-----

```

Sweet grapes, juicy and ripe! Better eat them quick, as the natural sugars will make them rot before you know it.

#0721 Rotten Grapes (N)

```

-----      Attack - 0 (1) 10% Chance of Poison
|      | 1-8 |      Defense - N/A
-----      Buy - N/A
|      |      |      Sell - 1
-----

```

Eating these is sure to give you a stomachache. They say some of the finest wines are made from rotten grapes though, so maybe you should wait and see.

#0722 Deluxe Sweet Wine (A)
----- Attack - HP +135 (1)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 18

Botrytis cinerea is a phylogenetic bacteria that brings out the moist, condensing sugars within - hence the sweetness. Keep this wine in a cool place. Exposure to light is a no-no.

#0723 Vinegar (A)
----- Attack - 58/35 (2) 25% Chance of Paralysis
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 6

Believe it or not, some people like to drink it straight. Most people, however, are better off sprinkling it on rice to make sushi rice.

#0724 Sun-dried Wine (A)
----- Attack - 0 (2) 20% Chance of Confusion
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 1

This is what you get for exposing your Deluxe Sweet Wine to the light. It's spoiled now! Take a swig to punish yourself. It will teach you the importance of proper storage.

#0725 Uncooked Rice (N)
----- Attack - HP +20 (1)
| | 1-8 | Defense - N/A
----- Buy - 120
| | | Sell - 1

White rice is easily cooked with water in a pot over flames. Long ago it was cooked over a charcoal fire. Make sure to time it right for best results.

#0726 Japanese Rice Wine (A)
----- Attack - HP +100 (1) 66% Chance of Curing Death
| | 1-8 | Defense - 0 (1) Death Resistance +30
----- Buy - N/A
| | | Sell - 80

Premium rice wine with 35% milled rice. Put it over a flame for great Hot Rice

Wine. Goes well with fresh or salt-dried fish.

#0727 Lukewarm Rice Wine (A)

```
----- Attack - 0 (1) 7% Chance of Freezing
|      | 1-8 | Defense - 0 (1) Freezing Resistance +15
----- Buy - N/A
|      |     | Sell - 25
-----
```

Lukewarm Rice Wine. Warmed to body temperature to enhance the flavor and reduce liver strain.

#0728 Hot Rice Wine (F)

```
----- Attack - 0 (1) 60% Chance of Freezing
|      | 1-8 | Defense - 0 (1) Freezing Resistance +60
----- Buy - N/A
|      |     | Sell - 30
-----
```

It's hot. Commonly made in extremely cold regions. Virtually no smell, but one sip will knock your socks off. Most of the alcohol has evaporated.

#0729 Holy Grail (L)

```
----- Attack - HP +1 (1) 66% Chance of Curing Death
|      | 1-8 | Defense - 0 (1) Death Resistance +80
----- Buy - N/A
|      |     | Sell - 70
-----
```

A grail blessed with holy power. Any liquid poured into it will be purified. Often filled with refined rice wine for rituals.

#0730 Sacred Wine (L)

```
----- Attack - HP +500 (1) 100% Chance of Curing Death
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 100
-----
```

Ceremonial wine offered to the gods. Use this on your enemies, then use Light Yell 1 repeatedly to gain a level.

#0731 Oakwood (N)

```
----- Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 22
-----
```

Very sturdy wood which turns to highly dense, top-quality charcoal when burned at a high temperature.

#0732 Doll of Lies (N)

```
----- Attack - 0 (1) All Effects Resistane -40
```

```
|      | 1-8 |    Defense - N/A
-----
|      |      |    Buy - N/A
|      |      |    Sell - 2
-----
```

"Me? I hate lying! By the way, have you heard of a Sashimi Boat? Basically it's a bunch of raw fish lined up in a little boat. Tastes awful. Don't try it."

#0733 Deluxe Charcoal (F)

```
-----
Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 |    Defense - N/A
-----
|      |      |    Buy - N/A
|      |      |    Sell - 5
-----
```

Its moisture has completely evaporated. Tap on its hard, dense shell to hear a sharp sound. Roast Skipjack with this to make Minced Skipjack.

#0734 Charcoal (F)

```
-----
Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 |    Defense - N/A
-----
|      |      |    Buy - N/A
|      |      |    Sell - 2
-----
```

Wood was cooked over high temperatures and carbonized to make this. Perhaps its infrared rays give meat cooked with it a very special flavor. Use it to cook fluffy, delicious rice as well.

#0735 Rice (N)

```
-----
Attack - HP +800 (1)
|      | 1-8 |    Defense - N/A
-----
|      |      |    Buy - N/A
|      |      |    Sell - 3
-----
```

This fluffy rice should be eaten right away or it will harden and get sticky. For sushi, blend in vinegar and cool with a fan.

#0736 Rice Paste (N)

```
-----
Attack - 0 (1) 100% Chance of Paralysis
|      | 1-8 |    Defense - N/A
-----
|      |      |    Buy - N/A
|      |      |    Sell - 1
-----
```

Sticky rice. Used like paste or glue in the old days for mending doors and whatnot. Use it to put your enemy in a sticky situation.

#0737 Sushi Rice (N)

```
-----
Attack - HP +300 (1) 33% Chance of Curing Death
|      | 1-8 |    Defense - 0 (1) Death Resistance +50
-----
|      |      |    Buy - N/A
|      |      |    Sell - 5
-----
```

Vinegary rice is a must for sushi. Using normal rice would taste like nothing more than sashimi with rice. This special recipe has played a major part in making sushi famous.

#0738 Squid (A)

```
----- Attack - HP +290 (1)
|      | 1-8 | Defense - N/A
----- Buy - 2500
|      |     | Sell - 25
-----
```

This squid is fresh, and it makes great sushi. Roasted over a low flame and fanned carefully, it makes a delicious snack that goes well with rice wine.

#0739 Rotten Fish (A)

```
----- Attack - N/A (1) 20% Chance of Poison
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

Putrid and disgusting. You waited too long and this is what you got.

#0740 Roasted Squid (N)

```
----- Attack - HP +1000 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 30
-----
```

Like mother used to make! This squid has lost its moisture, so it's tough, but chew on it to release hidden bursts of flavor. Great with rice wine.

#0741 The Silent Woman (D)

```
----- Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 60
-----
```

Mysterious, yet pleasing to the eye. The shadowy atmosphere gives this woman a calm, yet contemplative aura as she sits in silence. Set it under a dim light.

#0742 Model Boat (N)

```
----- Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 65
-----
```

Intricate model crafted with care and patience. So realistic that, at a glance with a telescope, one might mistake it for a real boat. Adds a nice touch to any room.

#0743 Green Tea (A)

 Attack - HP +770 (1) 50% Chance of Curing Confusion
 | | 1-8 | Defense - 0 (1) 80% Chance of Curing Confusion

 Buy - N/A
 | | | Sell - 4

Goes with anything. Its therapeutic aspects enhance health and beauty. Green Tea is an amazing drink that tastes great in a large mug.

#0744 Large Teamug (N)

 Attack - Can be used when attacking, but nothing happens. (1)
 | | 1-8 | Defense - N/A

 Buy - N/A
 | | | Sell - 2

Even tea tastes better in a special mug. It complements a great meal, too. Go ahead and try Green Tea in this mug!

#0745 Deluxe Green Tea (A)

 Attack - HP +1500 (1) 100% Chance of Curing Confusion
 | | 1-8 | Defense - 0 (1) 100% Chance of Curing Confusion

 Buy - N/A
 | | | Sell - 9

A hot mug of Deluxe Green Tea is good for the soul. Some people swoosh it around in their mouth instead of brushing their teeth. Maybe that's not such a good idea, though.

#0746 Young Wasabi Root (N)

 Attack - HP +1 (1) 60% Chance of Curing Death
 | | 1-8 | Defense - 0 (1) Death Resistance +60

 Buy - 7100
 | | | Sell - 71

This precious young wasabi root needs to be nurtured and grown in a dark area. Full-grown Japanese horseradish makes quite the spice. It's really hot!

#0747 Deluxe Wasabi Root (N)

 Attack - HP +880 (1) 100% Chance of Curing Death
 | | 1-8 | Defense - 0 (1) Death Resistance +100

 Buy - N/A
 | | | Sell - 105

Top-grade wasabi nurtured with pristine water. Ground up into paste, it is used to spice up sashimi. Careful though, eating a lot can make you cry.

#0748 Wheat (N)

 Attack - 0 (1) Defense +30
 | | 1-8 | Defense - 0 (1) Defense +30


```
----- Buy - 1500
|      |      | Sell - 15
-----
```

Fermented wheat is the chief ingredient for beer. Mixed with water, kneaded, and baked at a medium heat makes it into good bread. It's an all-purpose grain that can be used for numerous recipes.

#0749 Beer (A)

```
----- Attack - HP +850 (1) Defense +30
|      | 1-8 | Defense - 0 (1) Defense +60
----- Buy - N/A
|      |      | Sell - 8
-----
```

Made with 100% malt. A chicken kebab and peanuts go great with it. What a way to wind down after a hard day's work. Prohibited by law for those under age 21.

#0750 Silkworm (N)

```
----- Attack - HP +180 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |      | Sell - 1
-----
```

Silkworms feed on mulberry leaves. They may look gross, but they're valued as nutritious snacks in some regions.

#0751 Cocoon (N)

```
----- Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |      | Sell - 1
-----
```

Made with thread by a silkworm. Cocoons are made up of a special fiber used to make silk. Once the moth comes out though, the value drops dramatically.

#0752 Silk (N)

```
----- Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |      | Sell - 30000
-----
```

Only a small sheet, but it's first-class silk. Fine and glossy. Soft to the touch, and reminiscent of a goddess' dress.

#0753 Fresh Beef (N)

```
----- Attack - 56 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |      | Sell - 9
-----
```

It's fresh beef, but may be harmful when eaten raw. Best eaten rare after being roasted lightly over a fire. Preferably charcoal-broiled.

#0754 Rotten Beef (N)

```
----- Attack - 62 (1) 35% Chance of Poison
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 9
-----
```

Gives out a rotten smell that drives everyone away. Whether stewed or fried, one bite should send you straight to the bathroom.

#0755 Birch (N)

```
----- Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 35
-----
```

Some popular tourist spots display nice birchwood crafts carved with a sculpting knife. Chewing gum made from birch sap is said to prevent tooth decay.

#0756 Birch Sap Gum (N)

```
----- Attack - HP +250 (1) 30% Chance of Curing Confusion
|      | 1-8 | Defense - 0 (1) 50% Chance of Curing Confusion
----- Buy - N/A
|      |     | Sell - 1
-----
```

Gum made from natural tree sap. Chewing it thoroughly kills germs and prevents tooth decay. Also good after a barbecue to freshen the breath.

#0757 Milk (A)

```
----- Attack - HP +115 (1)
|      | 1-8 | Defense - N/A
----- Buy - 250
|      |     | Sell - 2
-----
```

Milk fresh from the cow's udder. Strawberry Milk, made from the best milk, sugar, and fresh strawberries, is as good as milk drinking gets!

#0758 Cheese (A)

```
----- Attack - HP +140 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 3
-----
```

Slice it up with a fork instead of a knife. Cutting it into super-thin slices lets you enjoy the flavor much longer. The perfect complement to wine.

```

#0759    Green Mold (C)
-----
Attack - 0 (1) 70% Chance of Poison
|      | 1-8 | Defense - N/A
-----
Buy - N/A
|      |     | Sell - 1
-----

```

It's slimy and gross. Don't eat it, okay? Use Chronos Yell Level 1 a few times in battle after using Green Mold to gain a level.

```

#0760    Sugar Cane (N)
-----
Attack - HP +10 (1)
|      | 1-8 | Defense - N/A
-----
Buy - N/A
|      |     | Sell - 2
-----

```

A hardy green plant grown down south. Chew on it awhile to fill your mouth with its sweet juices. Usually made into sugar, but some use it for cooking.

```

#0761    Sugar (N)
-----
Attack - HP +30 (1)
|      | 1-8 | Defense - N/A
-----
Buy - N/A
|      |     | Sell - 2
-----

```

Now used in a wide variety of cooking, but formerly valued as a soothing medicine. Indispensable for making fruit tarts.

```

#0762    Strawberries (N)
-----
Attack - HP +220 (1) 33% Chance of Curing Flames
|      | 1-8 | Defense - 0 (1) 33% Chance of Curing Flames
-----
Buy - 3800
|      |     | Sell - 38
-----

```

Big, fresh, juicy strawberries. Great when squeezed over shaved ice or as a topping for sugartarts. Use them for various recipes.

```

#0763    Rotten Fruit (N)
-----
Attack - 0 (1) 10% Chance of Curing Poison
|      | 1-8 | Defense - N/A
-----
Buy - N/A
|      |     | Sell - 1
-----

```

Once a healthy ripe fruit, now it's smelly and gross. Some say eating it just before it gets rotten is best. But letting it go this long is pushing it.

```

#0764    Flower Bud (N)
-----
Attack - 0 (1) 10% Chance of Curing Paralysis
|      | 1-8 | Defense - 0 (1) Paralysis Resistance +30
-----
Buy - 850
|      |     | Sell - 18
-----

```

Just waiting to blossom into the world. Give it some light, and it should open up into a gorgeous flower before you know it.

#0765 Dead Flower (D)
----- Attack - 25/15 (1) 20% Chance of Poison
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 1

What a tragedy. Maybe it didn't get enough sunlight. Or perhaps it longed to be with its fellow flowers in a garden.

#0766 Pretty Flower (N)
----- Attack - HP +50 (1) 30% Chance of Curing Paralysis
| | 1-8 | Defense - 0 (1) Paralysis Resistance +60
----- Buy - N/A
| | | Sell - 10

Careful watering leads to a beautiful flower. But be careful not to water too much. A flower like this doesn't last long.

#0767 Root-rotten Flower (N)
----- Attack - 0 (1) 30% Chance of Sleep
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 1

Sometimes the most vital parts are hidden from the eye. A flower without healthy roots will wilt from lack of nutrition.

#0768 Dried Flowers (N)
----- Attack - HP +1 (1)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 5

A dried flower will last a long time. Just add water to restore its beauty! Good for ornamental, as well as medicinal, purposes.

#0769 Doll (N)
----- Attack - 0 (1) 25% Chance of Sleep
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 3

This is a weird little doll. Give it a flower and it might cheer up. Eventually a soul may decide to reside in this doll. If it does, better hope for a nice one!

#0770 Crying Doll (D)

```
-----      Attack - 0 (1) 30% Chance of Headache
|      | 1-8 |      Defense - 0 (1) 30% Chance of Headache
-----      Buy - N/A
|      |      |      Sell - 7
-----
```

If you have a doll in your room, you'd best examine it closely, especially around the eyes. If it's not normal, place it on a window sill where the sun shines in brightly to cleanse out the evil!

#0771 Cute Doll (N)

```
-----      Attack - HP +270 (1)
|      | 1-8 |      Defense - N/A
-----      Buy - N/A
|      |      |      Sell - 6
-----
```

Popular among collectors of all ages. Innocent, cute design can be very comforting and healing. But if you spoil her too much...WATCH OUT!

#0772 Hate-filled Doll (D)

```
-----      Attack - 0 (1) All Effects Resistance -10
|      | 1-8 |      Defense - N/A
-----      Buy - N/A
|      |      |      Sell - 10
-----
```

Her pouty lips are cute in a way, but looking at her too long could put you in a bad mood. If you want her back to normal, try getting her out of the darkness.

#0773 Apple (N)

```
-----      Attack - HP +590 (1) 60% Chance of Curing Headache
|      | 1-8 |      Defense - 0 (1) 60% Chance of Curing Headache
-----      Buy - 000
|      |      |      Sell - 10
-----
```

Long ago, Chronos was charmed by the red apple, and decided to declare it as a forbidden fruit so he could have them all to himself. Could this story be true? Why don't you take a bite and find out...

#0774 Forbidden Fruit (C)

```
-----      Attack - 0 (1) 100% Chance of Sleep
|      | 1-8 |      Defense - N/A
-----      Buy - N/A
|      |      |      Sell - 500
-----
```

Eating this fruit induces a holy sleep on its victim beyond time and space. After using this in battle, use Chronos Yell Level 3 several times to increase 1 level.

```

#0775  Egg (N)
-----
|      | 1-8 | Attack - HP +350 (1) Defense +40
|      |     | Defense - 0 (1) Defense +80
-----
|      |     | Buy - 800
|      |     | Sell - 8
-----

```

A large bird egg. It's mighty tasty when fried, but controlling the heat is difficult. Maintaning a moderate heat requires special care.

```

#0776  Ugly Duckling (N)
-----
|      | 1-8 | Attack - Can be used when attacking, but nothing happens. (1)
|      |     | Defense - N/A
-----
|      |     | Buy - N/A
|      |     | Sell - 1
-----

```

Truly a lonely duck. He just wants to play with the other ducks, but no one will take him in because of his odd face and misshapen wings. Poor little fella.

```

#0777  Swan (W)
-----
|      | 1-8 | Attack - 0 (1) 100% Chance of Curing Confusion
|      |     | Defense - N/A
-----
|      |     | Buy - N/A
|      |     | Sell - 1
-----

```

The Ugly Duckling has grown into a beautiful swan! After using this Swan in battle, use Wind Yell Level 3 several times to increase 1 level.

```

#0778  Bomb (F)
-----
|      | 1-8 | Attack - 50/30 (1) 33% Chance of Flames
|      |     | Defense - N/A
-----
|      |     | Buy - N/A
|      |     | Sell - 5
-----

```

Jam-packed with explosives and highly sensitive to shock, this bomb will explode on contact. Handle it with care to avoid any serious accidents.

```

#0779  Dud Bomb (F)
-----
|      | 1-8 | Attack - Can be used when attacking, but nothing happens. (1)
|      |     | Defense - N/A
-----
|      |     | Buy - N/A
|      |     | Sell - 1
-----

```

It's a dud. It hasn't been defused though, so be careful with it. Use Fire Yell Level 1 on the enemy several times after using the Dud Bomb to increase 1 level.

```

#0780  Green Light (C)
-----
|      |     | Attack - Can be used when attacking, but nothing happens. (1)

```

```
|      | 1-8 |    Defense - N/A
-----
|      |      |    Buy - N/A
|      |      |    Sell - 1
-----
```

Green light! When the signal is green you may cross. But look both ways before crossing, as there's always the chance of being hit by some maniac in a rush to his own funeral.

#0781 Yellow Light (C)

```
-----
|      | 1-8 |    Defense - N/A
-----
|      |      |    Buy - N/A
|      |      |    Sell - 1
-----
```

Yellow light! when the light is yellow, you must make a split-second judgement whether to slow down...or FLOOR IT! Let's be safe.

#0782 Red Light (C)

```
-----
|      | 1-8 |    Defense - N/A
-----
|      |      |    Buy - N/A
|      |      |    Sell - 1
-----
```

Red light! Now, now. Come to a complete stop at the red light. Failing to do so could be very dangerous.

#0783 Chunk of Ice (A)

```
-----
|      | 1-8 |    Defense - 0 (1) Flames Resistance +50
-----
|      |      |    Buy - 100
|      |      |    Sell - 1
-----
```

This ice is made from pristine water. Makes a great treat when shaved and mixed with fruity flavors. Eat immediately before it melts. Also useful for chilling fruit.

#0784 Mineral Water (A)

```
-----
|      | 1-8 |    Defense - 0 (1) 66% Chance of Curing Poison
-----
|      |      |    Buy - 50
|      |      |    Sell - 1
-----
```

Pristine water from age-old, mountaintop ice. Tasty and cleansing. Water quality is crucial for any recipe.

#0785 Ice Sculpture (A)

```
-----
|      | 1-8 |    Defense - 0 (1) Flames Resistance +99
-----
|      |      |    Buy - N/A
|      |      |    Sell - 50
```

A famous artist won a gold medal at the Snow Festival for this masterpiece. So lifelike it's scary. And to think, if it melts, it's nothing but a pool of water.

#0786 Cherries (N)

Attack - HP +690 (1) 100% Chance of Curing Paralysis
| 1-8 | Defense - 0 (1) Paralysis Resistance +99

Buy - N/A
| | Sell - 75

Sweet cherries. There's nothing like that feeling you get when popping a cheery in your mouth, plucking off the stem, and biting into that sweet goodness. Just don't eat the seeds.

#0787 Orange (N)

Attack - HP +350 (1)
| 1-8 | Defense - N/A

Buy - N/A
| | Sell - 3

Oranges are high in Vitamin C, juicy, and delicious. Thanks to new agricultural techniques, this one is better than ever. Try freezing it for a refreshing summer snack.

#0788 Frozen Tangerine (A)

Attack - 0 (1) 100% Chance of Curing Flames
| 1-8 | Defense - N/A

Buy - 400
| | Sell - 4

It melts in your mouth like sorbet! Go on, give it a try. Use Aqua Yell Level 1 against the enemy several times after the Frozen Tangerine to increase 1 level.

#0789 Melon (N)

Attack - HP +180 (1)
| 1-8 | Defense - N/A

Buy - N/A
| | Sell - 80

Top-quality melon. The sweetest part is towards the center, but it gets juicier towards the peel. One spoonful of melon will bring joy to your heart.

#0790 Pac-Man (N)

Attack - 90 (1)
| 1-8 | Defense - N/A

Buy - N/A
| | Sell - 1

Long ago, this legendary hero took on as many as 4 enemies at once - at times confronting them, and at other times fleeing. Some say he had an addiction to pellets, while others say he fought ghosts.

```
#0791   Pac-Land (N)
-----
Attack - 120 (1)
|       | 1-8 | Defense - N/A
-----
Buy - N/A
|       |     | Sell - 1
-----
```

A hero with a tender heart who took a lost fairy back to fairyland. He may look plump at a glance, but he's got all the moves when it comes to getting out of a pinch!

```
#0792   Pac-Mania (N)
-----
Attack - 150 (1)
|       | 1-8 | Defense - N/A
-----
Buy - N/A
|       |     | Sell - 1
-----
```

He can hop his way out of a jam any day with skillful jumps. No matter how many enemies there are, or how strong they may be, he will face them with dignity.

```
#0793   Peach (N)
-----
Attack - 0 (1) 80% Chance of Curing Flames
|       | 1-8 | Defense - 0 (1) 95% Chance of Curing Flames
-----
Buy - 600
|       |     | Sell - 6
-----
```

Its fuzz is soft to the touch. This peacy is juicy and sweet. It's larger than any peach you've ever seen! A baby could practically fit inside.

```
#0794   The Peach Boy (N)
-----
Attack - 64 (1) 2% Chance of Death
|       | 1-8 | Defense - N/A
-----
Buy - N/A
|       |     | Sell - 1
-----
```

A.K.A. MOMO-Taro, the Peach Boy was born of a giant peach. He's the legendary hero that fought ogres with his companion - a dog, a monkey, and a pheasant.

```
#0795   Wonder MOMO (N)
-----
Attack - HP +2800 (1) 100% Chance of Curing All Status Effects
|       | 1-8 | Defense - 0 (1) All Status Effects Resistance +100
-----
Buy - N/A
|       |     | Sell - 1
-----
```

It's a bird, it's a plane, it's...Wonder MOMO! MOMO is a normal girl, but with that red suit and those hot boots, it's time to kick evil super villain butt!

#0796 Fruit Sorbet (A)

```
-----
Attack - 0 (1) 33% Chance of Headache
|      | 1-8 | Defense - 0 (1) 33% Chance of Headache
-----
Buy - N/A
|      |     | Sell - 6
-----
```

Fresh fruit was cut up into bite-size pieces and frozen to make this yummy treat. Served in a fancy glass dish. Don't eat it too fast or you'll get a headache.

#0797 Fruit Tart (N)

```
-----
Attack - HP +600 (1)
|      | 1-8 | Defense - N/A
-----
Buy - N/A
|      |     | Sell - 15
-----
```

Made with unusual fruit. A favorite among the women. Some even buy a whole tart for lunch. Don't get carried away though, or those extra pounds you've been dreading will sneak up on you again!

#0798 Pine Tree (N)

```
-----
Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 | Defense - N/A
-----
Buy - 1700
|      |     | Sell - 17
-----
```

A fragile bonsai pine that looks as if it may be knocked over by a baseball hit by those pesky brats across the street. It would sure look great if you did something to it with the Sculpting Knife.

#0799 Pine Tree Sap (N)

```
-----
Attack - 0 (1) 20% Chance of Paralysis
|      | 1-8 | Defense - 0 (1)
-----
Buy - N/A
|      |     | Sell - 5
-----
```

Super sticky sap extracted from a pine tree. You could use it to glue furniture to the floor, but it's more commonly used to gum up the enemies.

#0800 Cedar Tree (N)

```
-----
Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 | Defense - N/A
-----
Buy - 2100
|      |     | Sell - 21
-----
```

Some cedar trees are said to grow for 2000 years or more and have enormous trunks. Extract the sap before it dries up.

#0801 Cedar Tree Sap (A)

```
-----      Attack - HP +380 (1)
|      | 1-8 |      Defense - N/A
-----      Buy - N/A
|      |      |      Sell - 3
-----
```

Sap extracted from a cedar tree. Its sweetness explains why stag beetles flock to it (only to become trapped and later turn to fossils).

#0802 Amber (C)

```
-----      Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 |      Defense - N/A
-----      Buy - N/A
|      |      |      Sell - 2000
-----
```

Cedar tree sap turns to precious amber over time. Use Chronos Yell Lv 2 against the enemy several times after using Amber to increase 1 level.

#0803 Dog Carving (N)

```
-----      Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 |      Defense - N/A
-----      Buy - N/A
|      |      |      Sell - 10
-----
```

A very nice dog carving made from white birch. Its expressions seem to change depending on the amount of light shining on it. Would be a faithful companion were it real.

#0804 Monkey Carving (N)

```
-----      Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 |      Defense - N/A
-----      Buy - N/A
|      |      |      Sell - 10
-----
```

This monkey carving was whittled from an expensive bonsai pine tree. Its sharp eye look full of justice. Surely it can see through all those with evil intention.

#0805 Pheasant Carving (N)

```
-----      Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 |      Defense - N/A
-----      Buy - N/A
|      |      |      Sell - 10
-----
```

This work of art was carved from cedar. Beautiful posture from head to tail. An advanced technique was required for the detailed leg design.

#0806 Branches (N)

```
-----      Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 |      Defense - N/A
-----      Buy - N/A
```

| | | Sell - 1

A few twigs and branches. There's still a small trace of the mighty tree they came from in the scent. Other than that, they're just plain old branches. Burn 'em, snap 'em, trade them with your friends...

#0807 Rotten Wood (N)
----- Attack - 2 (1)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 1

Covered with mold and waterlogged, this can't even be used for firewood. Even mushrooms won't dare to grow on this wood.

#0808 Incense (N)
----- Attack - 0 (1) 45% Chance of Sleep
| | 1-8 | Defense - 0 (1) 100% Chance of Sleep
----- Buy - N/A
| | | Sell - 14

Created by natural process. This incense has a mild scent that is sure to relax the mind and soothe the soul. That is, if you're not allergic to it...

#0809 Ashes (N)
----- Attack - Can be used when attacking, but nothing happens. (1)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 1

These are the chief ingredients in certain chemicals of detergents, but they're pretty much useless otherwise. Evil ashes may form if you burn cursed paper.

#0810 Treasure (L)
----- Attack - N/A
| | | Defense - N/A
----- Buy - N/A
| | | Sell - 20000

Valuable treasure that would delight a connoisseur. Amongst the sparkling jewelry are rings and a tiara once owned by an ancient princess.

#0811 Green Bananas (N)
----- Attack - 6 (1)
| | 1-8 | Defense - N/A
----- Buy - 500
| | | Sell - 5

Freshly picked bananas. They're unripe and contain little sugar or nutrition.

Quite bitter and hard to eat like this.

```
#0812 Bananas (N)
----- Attack - HP +90 (1)
|      | 1-8 | Defense - N/A
----- Buy - 180
|      |     | Sell - 1
-----
```

Ripe bananas. These are sweet, tasty, and tender. Full of potassium for beauty and health.

```
#0813 Blackened Bananas (N)
----- Attack - 18 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

The black spots, called sugar spots, indicate their peak in ripeness. Very soft and sweet, but too ripe for eating as is.

```
#0814 Deluxe Bananas (N)
----- Attack - HP +190 (1) 100% Chance of Curing Sleep
|      | 1-8 | Defense - 0 (1) Sleep Resistance +100
----- Buy - 6800
|      |     | Sell - 68
-----
```

Bananas straight from the Big Island. The peels are quite thin and almost give off a citrus smell. These bananas are small, but there are a lot in the bunch, making it a great value.

```
#0815 Shrimp (A)
----- Attack - HP +300 (1) 25% Chance of Curing Sleep
|      | 1-8 | Defense - 0 (1) Sleep Resistance +50
----- Buy - 13500
|      |     | Sell - 135
-----
```

Fresh and tasty, this large, red type of shrimp is known as "the ruby of the sea" among fishermen. It's good, but sea bream are considered better.

```
#0816 Fishing Rod (N)
----- Attack - 18 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 3
-----
```

Fishing rod made from select bamboo. Easy grip for all-day fishing. It's really flexible so it can handle the big game. Electric hook available.

```
#0817 Sea Bream (A)
```

```

-----      Attack - HP +500 (1) 55% Chance of Curing Flames
|      | 1-8 |      Defense - 0 (1) Flames Resistance +80
-----      Buy - N/A
|      |      |      Sell - 135
-----

```

The king of all fish. Essential at celebrations such as weddings. Good whether stewed or fried. This sea bream is quite the lunchtime treat.

#0818 Skipjack (A)

```

-----      Attack - HP +330 (1) 35% Chance of Curing Flames
|      | 1-8 |      Defense - 0 (1) Flames Resistance +60
-----      Buy - 10000
|      |      |      Sell - 100
-----

```

Skipjack season is said to be early summer, but early fall is better. Roast its surface lightly over a charcoal fire for good minced skipjack.

#0819 Eel (A)

```

-----      Attack - HP +660 (1) Attack +10
|      | 1-8 |      Defense - 0 (1) Attack +30
-----      Buy - 8500
|      |      |      Sell - 85
-----

```

Believe it or not, if cooked just right, eel can actually be quite the delicacy. But don't mix it with pickled plum if you know what's good for you.

#0820 Pickled Plums (N)

```

-----      Attack - 0 (1) 100% Chance of Curing Poison
|      | 1-8 |      Defense - 0 (1) 100% Chance of Curing Poison
-----      Buy - N/A
|      |      |      Sell - 8
-----

```

"A pickled plum a day keeps the doctor away." Well maybe that's not how it goes, but they are good for you. Add them to rice balls for a zesty treat.

#0821 Rice Ball (N)

```

-----      Attack - HP +1100 (1) 70% Chance of Curing Paralysis
|      | 1-8 |      Defense - 0 (1) Paralysis Resistance +90
-----      Buy - N/A
|      |      |      Sell - 3
-----

```

Rice balls only taste good if the person who makes them puts his or her heart and soul into them. This one will not disappoint. Made with fresh rice.

#0822 Rotten Food (N)

```

-----      Attack - 14 (1) 15% Chance of Poison
|      | 1-8 |      Defense - 0 (1) 15% Chance of Poison
-----      Buy - N/A
|      |      |      Sell - 1
-----

```

All that can be said about this food is that it's, well...rotten. It once had some appeal, but now it's just...rotten.

#0823 Toasted Rice Ball (F)

```
----- Attack - HP +1500 (1) Resistance to All Status Effects +30
|      | 1-8 | Defense - 0 (1) 15% Chance of Poison
----- Buy - N/A
|      |     | Sell - 4
-----
```

Glazed with soy sauce and roasted to a golden brown, this is sure to tantalize one's tastebuds. Use it, then use "Fire Yell Level 3" on enemies to increase 1 level.

#0824 Crimson Oak Blossom (F)

```
----- Attack - HP +200 (1) 100% Chance of Curing Freezing
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 65
-----
```

A red blossom warped in flames. They say it heals freezing effects. Use Fire Yell Level 2 against the enemy several times after using Crimson Blossom to increase 1 level.

#0825 Tearless Mermaid (N)

```
----- Attack - HP +100 (1) Defense +20
|      | 1-8 | Defense - 0 (1) Defense +40
----- Buy - N/A
|      |     | Sell - 150
-----
```

This mermaid lost her emotions after being cursed by a wizard. No matter how sad she feels, she can never cry. Perhaps someone or something can bring her tears back...

#0826 Mermaid's Tear (A)

```
----- Attack - 0 (1) Resistance to all Status Effects -30
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1500
-----
```

Rare teardrop shed by the tearless mermaid. Use Aqua Yell Level 3 on the enemy several times after using the Mermaid's Tear to increase 1 level.

#0827 Sunflower Coin (L)

```
----- Attack - HP +250 (1) 75% Chance of Curing Sleep
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 25
-----
```

Gold coin with a sunflower engraved on it. It always faces the sun. Use Light

Yell Level 2 on the enemy several times after using the Sunflower Coin to increase 1 level.

#0828 Primrose Coin (D)

```
----- Attack - 80/48 (1) 50% Chance of Sleep
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 25
-----
```

Gold coin with a blooming primrose engraved on it. Use Dark Yell Level 2 on the enemy several times after using the Primrose Coin to increase 1 level.

#0829 Sun Coin (L)

```
----- Attack - HP +500 (1) 100% Chance of Curing Sleep
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 250
-----
```

Gold coin with a sun engraved on it. As time passes, the sun engraving sinks into darkness. Use Light Yell Level 3 against the enemy several times after using the Sun Coin to increase 1 level.

#0830 Dark Coin (D)

```
----- Attack - 125/75 (1) 75% Chance of Sleep
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 250
-----
```

Gold coin with a darkened sun engraved on it. The sun rises as time passes. Use Dark Yell Level 3 against the enemy several times after using the Dark Coin to increase 1 level.

#0831 A Good Fortune (N)

```
----- Attack - HP +300 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

Love Life: You may meet the man of your dreams when least expected.

Lucky Item: Sugar Cane

Lucky Color: Yellow

#0832 A Great Fortune (N)

```
----- Attack - HP +900 (1) All Status Effects Resistance +30
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1000
-----
```

Love Life: Shimmering! Are you ready for the time of your life?

Lucky Item: Dried Persimmons

Lucky Color: Blue

```
#0833    A Bad Fortune (N)
-----
          Attack - 60 (1)
|      | 1-8 |      Defense - N/A
-----
          Buy - N/A
|      |     |      Sell - 1
-----
```

Love Life: You will be stuck in limbo between love and friendship. Tell him how you really feel.

Lucky Item: Fried Egg

Lucky Color: Red

```
#0834    An Average Fortune (N)
-----
          Attack - HP +600 (1)
|      | 1-8 |      Defense - N/A
-----
          Buy - N/A
|      |     |      Sell - 1
-----
```

Love Life: A bold move on your part may leave to love! He should be waiting.

Lucky Item: Beetle

Lucky Color: Orange

```
#0834    An Awful Fortune (D)
-----
          Attack - 88/53 (1) All Status Effects Resistance -20
|      | 1-8 |      Defense - N/A
-----
          Buy - N/A
|      |     |      Sell - 1
-----
```

Love Life: It looks like you may be breaking up. He may be going somewhere far, far away.

Lucky Item: Rotten Grapes

Lucky Color: Black

```
#0835    Intriguing Mystery (N)
-----
          Attack - N/A
|      |     |      Defense - N/A
-----
          Buy - N/A
|      |     |      Sell - 6
-----
```

The pencil was stolen, but everyone has an alibi! How will Colmes, the famous schoolgirl detective, crack this puzzling case? Oh, the suspense. Mystery story set at school.

```
#0836    Unsolved Mystery (D)
-----
          Attack - N/A
|      |     |      Defense - N/A
-----
          Buy - N/A
|      |     |      Sell - 3
-----
```

Boy...the alibis are holding up for everyone. This time a report came in regarding a stolen eraser! Colmes, forgetting all about the pencil, devotes her time to an eraser investigation.

#0837 Evil Ashes (D)

```
----- Attack - 0 (1) 50% Chance of Flames and Poison
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 2
-----
```

These ashes were created by burning cursed items. Use Dark Yell Level 1 on the enemy several times after using Evil Ashes to increase 1 level.

#0838 Persimmons (N)

```
----- Attack - HP +225 (1) 50% Chance of Curing Headache
|      | 1-8 | Defense - 0 (1) 50% Chance of Curing Headache
----- Buy - 1800
|      |     | Sell - 18
-----
```

Pesimmons are abundant in Vitamin C, great for health and beauty, and even help cure headaches. They can also be dried in sunlight, making them sweeter and last longer.

#0839 Dried Persimmons (N)

```
----- Attack - HP +430 (1) 100% Chance of Curing Headache
|      | 1-8 | Defense - 0 (1) 100% Chance of Curing Headache
----- Buy - N/A
|      |     | Sell - 38
-----
```

These persimmons were sun-dried in the cold season. Stretchy on the outside and soft on the inside, they taste much sweeter now that they've been dried.

#0840 The Fool (N)

```
----- Attack - HP +430 (1) 100% Chance of Paralysis
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

Wrapped in negative energy, The Fool takes away all confidence and technique previously built up. But it also foretells that something new and exciting will happen soon.

#0841 The Magician (N)

```
----- Attack - 0 (1) HPMAX+10%
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

The Magician brings out your hidden potential, and allows explosive growth and development to occur. This explosive development will be quite shocking to

those around you.

#0842 The High Priestess (N)

```
----- Attack - 0 (1) 100% Chance of Curing Flames
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

The High Priestess improves your ability to take in and use new knowledge, and bestows an increase in wit. This gain of new knowledge leads to a fresh confidence, which then leads to further growth.

#0843 The Empress (N)

```
----- Attack - HP +2500 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

Filled with the energy of love, peace, and life. Feels sympathy not only for people, but also for the world, nature, and even for enemies.

#0844 The Emperor (N)

```
----- Attack - (1) Attack -30
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

The Emperor is bursting with physical and vital energy. But this overwhelming power leads to overconfidence, bringing on selfish actions which drive away friends.

#0845 The Hierophant (N)

```
----- Attack - 0 (1) 100% Chance of Curing Paralysis
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

The Hierophant provides spiritual comfort and guidance by relaying God's advice and encouragement. God's support, intelligence, and virtue are also relayed to a brave soul.

#0846 The Lovers (N)

```
----- Attack - 0 (1) 100% Chance of Flames
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

The Lovers foretell a vain pleasure which feels good at first, but leads to suffering and mental distress in the end.

#0847 The Chariot (N)
 ----- Attack - 0 (1) Defense +100
 | | 1-8 | Defense - N/A
 ----- Buy - N/A
 | | | Sell - 1

The Chariot brings victory and honor to those who face difficulties maintaining a strong belief in their mission. Increases the chances of success for those in difficult situations.

#0848 Strength (N)
 ----- Attack - 0 (1) Attack +75
 | | 1-8 | Defense - N/A
 ----- Buy - N/A
 | | | Sell - 1

Improves physical, mental, and intellectual strength. Happiness comes to those who control this strength; misfortune befalls those who forsake it.

#0849 The Hermit (N)
 ----- Attack - Escape (1)
 | | 1-8 | Defense - N/A
 ----- Buy - N/A
 | | | Sell - 1

No matter how bleak the situation may be, The Hermit stimulates the knowledge held within you, beaming out ideas, and leading to breakthrough.

#0850 Wheel of Fortune (N)
 ----- Attack - 0 (1) 100% Chance of Confusion
 | | 1-8 | Defense - N/A
 ----- Buy - N/A
 | | | Sell - 1

The Wheel causes dramatic situations to occur, such as "incredible sight" or "unbelievable luck". It not only affects you, but those around you as well.

#0851 Justice (N)
 ----- Attack - 140 (1)
 | | 1-8 | Defense - N/A
 ----- Buy - N/A
 | | | Sell - 1

Calms your spirit in any situation. It also holds perfect and fair judgement with balanced cards.

#0852 The Hanged Man (N)
 ----- Attack - 120 (1) 100% Chance of Headache
 | | 1-8 | Defense - N/A

```
----- Buy - N/A
|      |      | Sell - 1
-----
```

The Hanged Man foretells disaster, and forces you to endure hard times. Pain and difficulties are unavoidable.

#0853 Death (N)

```
----- Attack - N/A (1) 100% Chance of Death
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |      | Sell - 1
-----
```

Takes away all life in this world. But Death also means the beginning of new life, as new life force is generated.

#0854 Temperance (N)

```
----- Attack - HP +1 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |      | Sell - 1
-----
```

Although you start small, you will save up strength and energy to increase your chances of victory and success.

#0855 The Devil (N)

```
----- Attack - 0 (1) 100% Chance of Poison
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |      | Sell - 1
-----
```

Fuels your selfish desires. The evil-minded will fall into temptation, but those who are strong-willed will find a new path.

#0856 The Tower (N)

```
----- Attack - 0 (1) All Status Effects Resistance -100
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |      | Sell - 1
-----
```

Wrath will shower down on the impudent ones. Diseases will be caused, and buildings destroyed.

#0857 The Star (N)

```
----- Attack - HP +1 (1) 100% Chance of Curing All Status Effects
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |      | Sell - 1
-----
```

Bestows unlimited possibilities and luck. It also increases chance of victory,

restores health to the sick, and reveals a path to a bright future.

#0858 The Moon (N)

```
----- Attack - 0 (1) 100% Chance of Confusion
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

Allows you to outsmart or deceive the enemy. But be careful, as it may also allow the enemy to deceive you.

#0859 The Sun (N)

```
----- Attack - 0 (1) 100% Chance of Curing Sleep
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

Explodes with solar energy. If you're knocked out, it recharges you with energy from the sun and gets you right back up on your feet. It also replenishes exhausted morale or bravery.

#0860 Judgement (N)

```
----- Attack - HP +2000 (1) 100% Chance of Curing Death
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

Judgement comes down from heaven to award those who have fought the good fight with diligence, and have righteous intentions. It also grants victory and unleashes potential.

#0861 The World (N)

```
----- Attack - 0 (1) All Status Effects Resistance +100
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

Pessimists are turned into hardy optimists, as The World's positive energy showers down and gives confidence to all beneath her.

#0862 Small Fire (F)

```
----- Attack - 0 (1) 50% Chance of Flames
|      | 1-8 | Defense - 0 (1) 50% Chance of Flames
----- Buy - N/A
|      |     | Sell - 1
-----
```

This small fire has begun to spread due to carelessness. If not extinguished right away, it could spread out of control before you know it.

```

#0863    Large Fire (F)
-----    Attack - 0 (1) 100% Chance of Flames
|        | 1-8 |    Defense - 0 (1) 100% Chance of Flames
-----    Buy - N/A
|        |     |    Sell - 1
-----

```

A massive wildfire has spread a great distance. Failure to put it out earlier has led to these uncontrollable flames of chaos. Water alone is not enough to extinguish it.

```

#0864    Firefighting Medal (A)
-----    Attack - 0 (1) 100% Chance of Curing Flames
|        | 1-8 |    Defense - N/A
-----    Buy - N/A
|        |     |    Sell - 80
-----

```

Awarded for skillful firefighting. Tip: nip a fire in the bud before it gets out of control. Use Aqua Yell Level 2 on the enemy several times after using the Firefighting Medal to increase 1 level.

```

#0865    Forlorn Woman (N)
-----    Attack - 0 (1) Attack -35
|        | 1-8 |    Defense - N/A
-----    Buy - 70000
|        |     |    Sell - 70
-----

```

Before breaking barriers or leaping hurdles to success, one must humble himself. Once this has happened, anything can be overcome.

```

#0866    Endeavoring Woman (N)
-----    Attack - 0 (1) Attack +40
|        | 1-8 |    Defense - 0 (1) Attack +40
-----    Buy - N/A
|        |     |    Sell - 70
-----

```

Keep an optimistic focus on the future, and you will be blessed with glory and victory. But don't get too hasty. It's best to go slowly but surely.

```

#0867    Goddess of Victory (L)
-----    Attack - HP +700 (1) 40% Chance of Curing All Status Effects
|        | 1-8 |    Defense - 0 (1) All Status Effects Resistance +40
-----    Buy - N/A
|        |     |    Sell - 1000
-----

```

An emperor who always proved victorious is said to have owned this statue. Whoever holds this statue will receive sound advice from the Goddess of Victory.

```

#0868    Slight Debt (N)
-----    Attack - N/A

```

```
|      |      |      Defense - N/A
-----
|      |      |      Buy - N/A
|      |      |      Sell - -100
-----
```

Money reluctantly borrowed from a consumer-credit loan machine during the recession. Helpful if budgeted properly. Make a solid plan before borrowing.

```
#0869  Debt with Interest (N)
-----
|      |      |      Attack - N/A
|      |      |      Defense - N/A
-----
|      |      |      Buy - N/A
|      |      |      Sell - -200
-----
```

Interest has compiled, but that's...Okay. It can be paid back if it's a small amount. But if it's left unpaid, will the credit company forget about it?

```
#0870  Snowballing Debt (N)
-----
|      |      |      Attack - N/A
|      |      |      Defense - N/A
-----
|      |      |      Buy - N/A
|      |      |      Sell - -500
-----
```

It's about time to start panicking. You weren't able to pay back the loan, so you borrowed more money from another company to get it paid. Better get this under control soon!

```
#0871  Debt Hell (D)
-----
|      |      |      Attack - N/A
|      |      |      Defense - N/A
-----
|      |      |      Buy - N/A
|      |      |      Sell - -5000
-----
```

Now you've got sky-high interest to pay due to lack of planning. What a mountain of debt. Oh, if only you hadn't borrowed that first little loan...

```
#0872  Savings Book (N)
-----
|      | 1-8 |      Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 |      Defense - N/A
-----
|      |      |      Buy - N/A
|      |      |      Sell - 1000
-----
```

Frugal living has helped you decide to keep strict records. No shopping and hardly any eating hasn't been a picnic, but it sure feels good to have a healthy balance in the bank, doesn't it?

```
#0873  Savings (+Interest) (N)
-----
|      | 1-8 |      Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 |      Defense - N/A
-----
|      |      |      Buy - N/A
|      |      |      Sell - 3000
```

With a healthy savings comes healthy interest. Looking at the balance gives you hope for the future.

#0874 Shampoo (A)

Attack - 0 (1) 1% Chance of Curing Paralysis
| 1-8 | Defense - 0 (1) Paralysis Resistance +20

Buy - 1500
| | Sell - 15

Blended with moisturizer for dry, damaged hair. Try it for two weeks. Your hair won't be able to thank you enough. It'll be shiny and healthy.

#0875 Conditioner (A)

Attack - 0 (1) 2% Chance of Curing Paralysis
| 1-8 | Defense - 0 (1) Paralysis Resistance +40

Buy - N/A
| | Sell - 15

Use it to condition hair after shampooing. Moisturizes everything from roots to ends and protects from further damage.

#0876 Hair Aftercare (A)

Attack - 0 (1) 3% Chance of Curing Paralysis
| 1-8 | Defense - 0 (1) Paralysis Resistance +60

Buy - N/A
| | Sell - 15

Provides scalp care and prevents dandruff and itchiness. Rub it into the scalp, then rinse slightly with water for best results.

#0877 Hair Dryer (F)

Attack - 45/27 (1) 10% Chance of Flames
| 1-8 | Defense - N/A

Buy - N/A
| | Sell - 150

Negative ions from this dryer cause a cluster phenomenon, rearranging various molecules for a healthy scalp. Dry your hair with care.

#0878 Rare Action Figure (C)

Attack - Can be used when attacking, but nothing happens. (1)
| 1-8 | Defense - N/A

Buy - N/A
| | Sell - 30000

This limited edition action figure stars in a certain sci-fi game. What does the future hold for this combat android?

#0879 Sweetheart Picture (N)
 ----- Attack - 0 (1) 60% Chance of Flames
 | | 1-8 | Defense - N/A
 ----- Buy - N/A
 | | | Sell - 1

A picture of her with you on your first date. Just reflecting back on those days fuels the flame of love. At the peak of happiness...hope it lasts forever.

#0880 Broken Heart Picture (N)
 ----- Attack - 44 (1)
 | | 1-8 | Defense - N/A
 ----- Buy - N/A
 | | | Sell - 1

Everything that has a beginning has an end. An experience that leaves you broken-hearted will give you food for thought in the future.

#0881 Nostalgic Picture (C)
 ----- Attack - 0 (1) 95% Chance of Curing Confusion
 | | 1-8 | Defense - 0 (1) Confusion Resistance +95
 ----- Buy - N/A
 | | | Sell - 1

For most, this is just an old withered sepia photo. But to those in the picture, the color, style, and memories triggered sweeps them off to the good old days.

#0882 Cursed Picture (D)
 ----- Attack - 0 (1) 35% Chance of Paralysis
 | | 1-8 | Defense - N/A
 ----- Buy - N/A
 | | | Sell - 1

She feels like the breakup is her fault. Everytime you look at this picture, the darkness and sadness hits you like a brick. Her eyes are haunting.

#0883 Chump Change (N)
 ----- Attack - 16 (1)
 | | 1-8 | Defense - N/A
 ----- Buy - N/A
 | | | Sell - 1000

Just a few measly coins that even a child wouldn't take time to pick up. But who knows, hang on to them awhile and they might become collector's items.

#0884 Vintage Coins (C)
 ----- Attack - 75/45 (1)
 | | 1-8 | Defense - N/A

```
----- Buy - N/A
|      |      | Sell - 5000
-----
```

Pelt a criminal with these coins to slow him down temporarily. Their age makes them valuable, so they can be sold for a high price.

#0885 Styx Passage Coins (D)

```
----- Attack - 75/45 (3) 80% Chance of Death
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |      | Sell - 25000
-----
```

Souls possessing the powers of darkness are said to reside in these. One that wishes to cross the river of Hades must use these for passage fare.

#0886 Mattress (N)

```
----- Attack - 0 (2) 75% Chance of Sleep
|      | 1-8 | Defense - 22 (1)
----- Buy - 4000
|      |      | Sell - 40
-----
```

Nice and soft, this mattress is fashioned to fit the natural curvature of your body, resulting in a good night's rest. It's also a handy shield.

#0887 Broken Mattress (N)

```
----- Attack - 0 (2) 33% Chance of Paralysis
|      | 1-8 | Defense - 30 (1)
----- Buy - 4000
|      |      | Sell - 40
-----
```

Springs are out of whack, it's moldy, smelly, and guaranteed to give you a backache. If you're a sucker for pain, this is just what the doctor ordered.

#0888 Maple Leaf (N)

```
----- Attack - 0 (1) 20% Chance of Curing Poison
|      | 1-8 | Defense - 0 (1) Poison Resistance +100
----- Buy - N/A
|      |      | Sell - 1
-----
```

Each yellow leaf that falls is telling us of autumn's return. A bleak winter is just around the corner, bringing death and despair.

#0889 Bookmark (N)

```
----- Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |      | Sell - 2
-----
```

A maple leaf used as a bookmark...Isn't it cute? The book immediately opens at

the page it's in...(in other words, it's a useless old leaf).

#0890 Fading Notebook (C)

```
-----      Attack - Can be used when attacking, but nothing happens. (1)
|          | 1-8 |      Defense - N/A
-----      Buy - N/A
|          |     |      Sell - 1
-----
```

A special pen was used to write notes in this notebook. Perhaps a power unseen has caused the letters to fade. At this point the notes are unreadable.

#0891 Blank Notebook (N)

```
-----      Attack - Can be used when attacking, but nothing happens. (1)
|          | 1-8 |      Defense - N/A
-----      Buy - N/A
|          |     |      Sell - 1
-----
```

The once faded letters are now gone completely. Nothing is left but crisp white sheets of paper. It looks like a brand new, unused notebook.

#0892 Magic Pen (N)

```
-----      Attack - 0 (2) HPMAX+2%
|          | 1-8 |      Defense - 0 (1) HPMAX+2%
-----      Buy - N/A
|          |     |      Sell - 10
-----
```

When gripped lightly, the pen begins writing regardless of the holder's will. Seeming to have a will of its own, this pen madly scribbles down future events.

#0893 Grumble Pen (N)

```
-----      Attack - 0 (2) HPMAX+3%
|          | 1-8 |      Defense - 0 (1) HPMAX+3%
-----      Buy - N/A
|          |     |      Sell - 1
-----
```

Though fully aware that writing down the problem won't solve anything, this pen writes selfishly in the direction it pleases, constantly defying the holder, and writing complaints.

#0894 Prophet's Notebook (C)

```
-----      Attack - Can be used when attacking, but nothing happens. (1)
|          | 1-8 |      Defense - N/A
-----      Buy - N/A
|          |     |      Sell - 50
-----
```

A special notebook that's powered by a prophet's magic and reveals Magnus that have changed over time (can only be used in camp). A brand new item in the Magnus menu!

#0895 Director's Notebook (D)

```
----- Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

I'm exhausted. How am I supposed to work like this? We've taken 132 takes and he still can't get it right. The line is so simple...it's a lack of motivation!

#0896 Unicorn Horn (L)

```
----- Attack - 0 (1) 20% Chance of Sleep
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 60
-----
```

A rare horn in its original shape. Unicorn horns are often carved with a knife into some other pattern or shape. This baby is a work of art as it is.

#0897 Unicorn Blow Horn (L)

```
----- Attack - 0 (1) 65% Chance of Sleep
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 150
-----
```

A rare unicorn-horn bugle. Produces a high pitch sound when blown, echoing throughout the mountains.

#0898 Jill's Jewelry Box (N)

```
----- Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 5000
-----
```

A very nice jewelry box with the name "Jill" etched in gold. Maybe the best thing to do is find Jill and return it.

#0899 Jack-in-the-box (N)

```
----- Attack - Escape (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

Although your search for Jill was fruitless, you found Jack in the box. His psychotic clown garb is enough to make you run for cover!

#0900 Magical Piggy Bank (N)

```
----- Attack - N/A
|      |     | Defense - N/A
----- Buy - N/A
|      |     | Sell - 2000
```

Such a cute widdle piggy bank with cute widdle eyes and a spinning tail! It's empty now, but give it time and money will magically save up!

#0901 Full Piggy Bank (N)
----- Attack - N/A
| | Defense - N/A
----- Buy - N/A
| | Sell - 10000

A plump piggy bank. Too full to fit anymore money in the belly. So heavily loaded that just holding it will make you jump with joy, anticipating how much is inside.

#0902 Broken Piggy Bank (N)
----- Attack - N/A
| | Defense - N/A
----- Buy - N/A
| | Sell - 1

A broken piggy bank with its contents spilled out everywhere. It got too greedy and bit off more than it could chew. Moderation is the key to happiness.

#0903 Pot of Air (W)
----- Attack - 8/5 (1)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | Sell - 1

A pot filled to the brim with air. In other words...empty. Use Wind Yell Level 1 on an enemy several times after using Pot of Air to increase 1 level.

#0904 Cloudy Emblem (D)
----- Attack - 90/54 (1) 45% Chance of Poison
| | 1-8 | Defense - 0 (1) 45% Chance of Poison
----- Buy - N/A
| | Sell - 3

An emblem portraying a black cloud. Looks like rain clouds are approaching from the west and rain's starting to fall. Staring at this too long will cloud up your heart and make you feel gloomy.

#0905 Rainy Emblem (A)
----- Attack - 90/54 (1) 45% Chance of Freezing
| | 1-8 | Defense - 0 (1) 45% Chance of Freezing
----- Buy - N/A
| | Sell - 3

An emblem with an umbrella on it. Rain blesses the earth and grows the crops.

When light streams through the mist, it will blossom into a beautiful rainbow.

```
#0906  Rainbow Emblem (W)
-----
Attack - 110/66 (1)
|      | 1-8 | Defense - N/A
-----
Buy - N/A
|      |     | Sell - 10
-----
```

This arc of dreams in the sky offers an entrance to fairyland. Use Wind Yell Level 2 on an enemy several times after using the Rainbow Emblem to upgrade 1 level.

```
#0907  Fried Egg (F)
-----
Attack - HP +1000 (1) 33% Chance of Curing Freezing
|      | 1-8 | Defense - 0 (1) Freezing Resistance +50
-----
Buy - N/A
|      |     | Sell - 5
-----
```

Just a simple fried egg, also called "sunny-side up." That classic and delicious taste. Thank you, chicken...thank you.

```
#0908  Sculpting Knife (N)
-----
Attack - 40 (1)
|      | 1-8 | Defense - N/A
-----
Buy - 450
|      |     | Sell - 4
-----
```

A Sculpting Knife is often used for whittling or sculpting various works of art. Often used with wood, but a veteran could use it to carve great art out of anything.

```
#0909  Divorce Papers (N)
-----
Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 | Defense - N/A
-----
Buy - N/A
|      |     | Sell - 1
-----
```

The result of a failed marriage. All the Ts are crossed and the Is are dotted. All that's needed now is a signature from John Hancock's Pen. Where is that thing...

```
#0910  Pegasus Horn (L)
-----
Attack - 0 (1) 20% Chance of Sleep
|      | 1-8 | Defense - N/A
-----
Buy - N/A
|      |     | Sell - 70
-----
```

Horn of the mighty Pegasus. But is it the real thing? Perhaps it's only good for poking your friends when they don't shut up.

```

#0911  John Hancock's Pen (N)
-----  Attack - 0 (1) 3% Chance of Confusion
|      | 1-8 |  Defense - N/A
-----  Buy - N/A
|      |     |  Sell - 2
-----

```

A fancy pen ideal for signing documents, autographs, or whatever else might be waiting for a John Hancock.

```

#0912  Consolation Pen (D)
-----  Attack - N/A
|      |     |  Defense - N/A
-----  Buy - N/A
|      |     |  Sell - 30000
-----

```

Whether to settle a score, shut someone up, or in this case, finalize a divorce, sometimes it takes a healthy sum of money to make things better.

```

#0913  Beetle (N)
-----  Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 |  Defense - N/A
-----  Buy - N/A
|      |     |  Sell - 16
-----

```

Wrapped in a hard shell, which serves as its armor. Were it any bigger, it might have been a fearful creature. Large beetles are very valuable.

```

#0914  Peanuts (N)
-----  Attack - HP +850 (1)
|      | 1-8 |  Defense - N/A
-----  Buy - 1500
|      |     |  Sell - 15
-----

```

Peanuts are the poor man's snack, but if lightly salted and roasted like these, they are enough to please anyone. They go great with beer, too.

```

#0915  Chicken Kebab (N)
-----  Attack - HP +1150 (1) 70% Chance of Curing Freezing
|      | 1-8 |  Defense - 0 (1) Freezing Resistance +100
-----  Buy - N/A
|      |     |  Sell - 8
-----

```

Tasty chunks of chicken barbequed to perfection and poked on a skewer. Seasoned with salt and spices, a chicken kebab and peanuts go great with beer.

```

#0916  Charred Meat (D)
-----  Attack - 93/56 (1) 45% Chance of Paralysis
|      | 1-8 |  Defense - N/A
-----  Buy - N/A

```


| | | Sell - 1

Must've been overcooked. Too late to do anything about it now. Eating charred meat could be hazardous to your health.

#0917 Grilled Fish (F)
----- Attack - HP +350 (1)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 5

Fresh fish grilled to a light brown. Though filled with bones and having a bitter taste, the oily belly's rich flavor makes up for it all.

#0918 Baked Potato (F)
----- Attack - HP +2200 (1) 80% Chance of Freezing
| | 1-8 | Defense - 0 (1) Freezing Resistance +80
----- Buy - N/A
| | | Sell - 4

Freshly baked potato found in the ashes of the fire. The steam that rises from the broken skins make your mouth water.

#0919 Splendid Hair (W)
----- Attack - N/A
| | | Defense - N/A
----- Buy - N/A
| | | Sell - 1

Two weeks of constant use has resulted in amazingly moist and lively hair. To reward your patience, all the game music will be turned on and made available for your listening pleasure.

#0920 Monolith Pen (N)
----- Attack - 0 (1) 33% Chance of Curing Sleep
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 10

A pen that draws the world in numerous perspectives from Sci-Fi to fantasy. It is said that using it along with a tri-Crescendo Pen brings out more strength and creativity.

#0921 tri-Crescendo Pen (N)
----- Attack - 0 (1) 33% Chance of Curing Sleep
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 10

The name of some software company is etched on the side. Use this pen to write and the ink will leak out all over. Hey you! Don't be thinking yuo can trash this pen!

#0922 Monolith Brochure (N)

```
-----      Attack - Can be used when attacking, but nothing happens. (1)
|          | 1-8 |      Defense - N/A
-----      Buy - N/A
|          |     |      Sell - 20
-----
```

Brochure with Monolith Software printed on the cover. Nothing written inside. Its contents are said to change from good to bad, depending on the reader.

#0923 tri-Cres Job Offer (N)

```
-----      Attack - Can be used when attacking, but nothing happens. (1)
|          | 1-8 |      Defense - N/A
-----      Buy - N/A
|          |     |      Sell - 20
-----
```

You wanna work for us? It gets pretty hectic! You may want to look somewhere else. You don't mind, eh? In that case, check out our website.

#0924 Paper Fan (W)

```
-----      Attack - 63/38 (1) 10% Chance of Sleep
|          | 1-8 |      Defense - N/A
-----      Buy - N/A
|          |     |      Sell - 2
-----
```

Paper fans are essential for surviving a sticky summer. If the world didn't have any paper fans, Chicken Kebab joints would go out of business.

#0925 Soft-boiled Egg (N)

```
-----      Attack - HP +1200 (1) 33% Chance of Curing Confusion
|          | 1-8 |      Defense - 0 (1) 66% Chance of Curing Confusion
-----      Buy - N/A
|          |     |      Sell - 1
-----
```

Soft-boiled eggs are really difficult to cook just right. Wait too long and the yolk gets hard. Then you can't call it a soft-boiled egg!

#0926 Charcoal Broiled Eel (F)

```
-----      Attack - HP +1300 (1) Attack +20
|          | 1-8 |      Defense - 0 (1) Attack +60
-----      Buy - N/A
|          |     |      Sell - 115
-----
```

Broiled carefully over a charcoal flame, this is quite a culinary masterpiece. Not too rich and not at all bland, just very, very good.

```

#0927   Minced Skipjack (N)
-----   Attack - HP +480 (1) 33% Chance of Curing Flames
|       | 1-8 |   Defense - 0 (1) Flames Resistance +70
-----   Buy - N/A
|       |     |   Sell - 180
-----

```

Skipjack lightly grilled over a charcoal fire. Fresh red in the center to pink near the skin is a sign that it's been cooked with care. Simply scrumptious.

```

#0928   Small Knife (N)
-----   Attack - 1 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 2
-----

```

Not much as a weapon, but its sharp edge can cut fairly well. Perfect size for shaving ice or whittling wood.

```

#0929   Secret Recipe 1 (N)
-----   Attack - 0 (1) 1% Chance of Sleep
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 10
-----

```

Listen up good. I've devoted my life to finding special combos, and I've decided to write 'em down for future generations - in the form of secret recipes. It's my life's work, so read carefully!

```

#0930   Secret Recipe 2 (N)
-----   Attack - 0 (1) 2% Chance of Sleep
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 20
-----

```

Let's start simple. How to cook tasty rice: Get a pot, put rice in it, add water, and put it over a flame. What's that? You ain't got a pot? Well then, find the next closest thing, and use that!

```

#0931   Secret Recipe 3 (N)
-----   Attack - 0 (1) 3% Chance of Sleep
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 30
-----

```

Come to think of it, I forgot to tell ya. Get a pot, put the rice in, and add water like before. But then after that, place some charcoal down, and then use fire. That combo makes BETTER rice!

```

#0932   Secret Recipe 4 (N)
-----   Attack - 0 (1) 4% Chance of Sleep

```

```
|      | 1-8 |   Defense - N/A
-----
|      |     |   Buy - N/A
|      |     |   Sell - 40
-----
```

Put some strawberries down, add sugar, and torch 'em. That combo makes some mighty fine strawberry jam. Slop it on some bread for a taste of heaven!

```
#0933   Secret Recipe 5 (N)
-----
|      | 1-8 |   Defense - N/A
-----
|      |     |   Buy - N/A
|      |     |   Sell - 50
-----
```

By golly, how time flies. We're already on the fifth secret recipe. Now I'd like to tell y'all about my hound dog Blue...not, that won't do...uh...okay now, let's get back on track here...

```
#0934   Secret Recipe 6 (N)
-----
|      | 1-8 |   Defense - N/A
-----
|      |     |   Buy - N/A
|      |     |   Sell - 60
-----
```

Sorry about the last recipe. Kinda got off track there. I'll make up for it. By the way, I've got a lot less hair than I used to. Gotta make sure to use conditioner, and that hair dryin' gadget...

```
#0935   Secret Recipe 7 (N)
-----
|      | 1-8 |   Defense - N/A
-----
|      |     |   Buy - N/A
|      |     |   Sell - 70
-----
```

I love gettin' fortunes. If I get a Great Fortune, I feel happy as a lark all day. I take them things seriously, I tell ya. I wonder what my lucky color will be...

```
#0936   Secret Recipe 8 (N)
-----
|      | 1-8 |   Defense - N/A
-----
|      |     |   Buy - N/A
|      |     |   Sell - 80
-----
```

"Raw wheat with raw rice requires raw egg for light red rouge." This tongue twister is actually a special combo.

```
#0937   Secret Recipe 9 (N)
-----
|      | 1-8 |   Defense - N/A
-----
|      |     |   Buy - N/A
```

| | | Sell - 90

Speaking from my vast romantic experiences, I'll tell you what...listen to her. Just lend an ear, and keep on sendin' love letters, and eventually she'll warm up to ya.

#0938 Secret Recipe 10 (N)
----- Attack - 0 (1) 100% Chance of Sleep
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 100

Suppose I got a little off track with those "recipes," but I'm sure you got somethin' out of 'em, right? What? A splitting headache? Blah!

#0939 Charred Fish (D)
----- Attack - 73/44 (1) 25% Chance of Poison
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 1

Overcooked to a crips black. It's hardly recognizeable as fish now. You might as well call it charcoal. Use lower heat next time.

#0940 Melted Ice Cream (A)
----- Attack - N/A
| | 1-8 | Defense - 0 (1) Flames Resistance +10
----- Buy - N/A
| | | Sell - 1

This used to be perfectly good ice cream, but you didn't eat it fast enough, so now it's a stickey mess. No time for regret.

#0941 Soybeans (N)
----- Attack - HP +150 (1)
| | 1-8 | Defense - N/A
----- Buy - 20
| | | Sell - 1

Soybeans are packed with protein. These can be served in various ways, but stinky beans raised in straw are the best.

#0942 Soy Sauce (N)
----- Attack - 2 (1)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 3

Magical black liquid that goes well with just about anything. Don't use too

much, though - it's pretty salty. Spread it on a rice ball and toast it for a toasted rice ball treat!

#0943 Straw (N)

```
----- Attack - Can be used when attacking, but nothing happens. (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

These stalks were left behind after the grain harvest. This straw turns into a wicked straw voodoo doll if trapped by a dark curse.

#0944 Stinky Beans (N)

```
----- Attack - HP +1450 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 1
-----
```

Fermented soybeans may smell bad, but they're chock full of protein, healthy, and delicious. All in all these stretchy beans are a blessing in disguise.

#0945 Avocado (N)

```
----- Attack - HP +950 (1) 100% Chance of Curing Headache
|      | 1-8 | Defense - 0 (1) 100% Chance of Curing Headache
----- Buy - N/A
|      |     | Sell - 5
-----
```

An organically grown, ripe avocado. Some say a drop of soy sauce makes it taste like faty tuna. What a bizarre concept!

#0946 Fatty Tuna (A)

```
----- Attack - HP +1900 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 90
-----
```

High-quality slabs of tuna seasoned by the sea. Rich and oily, this fish will melt in your mouth. It's truly addictive.

#0947 Custard Pudding (A)

```
----- Attack - HP +400 (1) 10% Chance of Curing Flames
|      | 1-8 | Defense - 0 (1) Flames Resistance +50
----- Buy - 2700
|      |     | Sell - 27
-----
```

Some say soy sauce over custard pudding tastes like sea urchin. A new way to enjoy sea urchin at a reasonable price. Try it, but there's no guarantee you'll like it.

```

#0948   Sea Urchin (A)
-----
Attack - HP +1300 (1) Defense +30
|       | 1-8 | Defense - 0 (1) Defense +90
-----
Buy - N/A
|       |     | Sell - 80
-----

```

This is top-quality sea urchin. Naturally seasoned in the ocean, it has a smooth and rich flavor. Some have gone so far to say it's like butter!

```

#0949   Red Pickled Veggies (N)
-----
Attack - 0 (1) 60% Chance of Curing Paralysis
|       | 1-8 | Defense - 0 (1) Paralysis Resistance +80
-----
Buy - 380
|       |     | Sell - 3
-----

```

Seven types of vegetables pickled and seasoned to perfection. Red pickled veggies go great with curry dishes.

```

#0950   Honey (N)
-----
Attack - HP +80 (1)
|       | 1-8 | Defense - N/A
-----
Buy - 200
|       |     | Sell - 2
-----

```

Honey, sweet honey. It has that wholesome taste that sugar just can't offer. Believe it or not, pour a little honey on cheese, and it tastes like chestnuts! I'm serious!

```

#0951   Chestnuts (N)
-----
Attack - HP +220 (1) 75% Chance of Curing Poison
|       | 1-8 | Defense - 0 (1) 100% Chance of Curing Poison
-----
Buy - N/A
|       |     | Sell - 13
-----

```

Sweet chestnuts. Their hard shells keep in the flavor and nutrients. There's something about the sound of shells cracking that just makes you want to crack open more!

```

#0952   Cucumbers (N)
-----
Attack - HP +10 (1) Attack +10
|       | 1-8 | Defense - 0 (1) Attack +20
-----
Buy - 700
|       |     | Sell - 7
-----

```

Crispy, juicy cucumbers. Breaking one creates a popping sound and reveals the juicy center. Do they really taste like melons if you add honey?

```

#0953   Curry (N)
-----
Attack - HP +210 (1) 40% Chance of Curing Paralysis
|       | 1-8 | Defense - 0 (1) Paralysis Resistance +80

```

```
----- Buy - N/A
|      |      | Sell - 4
-----
```

Superb flavor with 27 types of spices. Tastes good as it is, but letting it sit overnight makes it even better, and gives it a rich flavor.

#0954 Last Night's Curry (N)

```
----- Attack - HP +900 (1) 100% Chance of Curing Paralysis
|      | 1-8 | Defense - 0 (1) Paralysis Resistance +100
----- Buy - N/A
|      |      | Sell - 9
-----
```

Thoroughly cooked and richly flavored with spices, but it's lacking a certain tart/sweet appeal. Try adding something else to capture those flavors.

#0955 Deluxe Curry (N)

```
----- Attack - HP +1400 (1) 80% Chance of Curing Paralysis
|      | 1-8 | Defense - 0 (1) Paralysis Resistance +100
----- Buy - N/A
|      |      | Sell - 12
-----
```

Exhibiting a tart apple flavor and the mild sweetness of honey, it ranks up there with the best. A multitude of flavors taking turns on your tongue means you'll never get tired of it.

#0956 Bacon (N)

```
----- Attack - 56 (1)
|      | 1-8 | Defense - N/A
----- Buy - 580
|      |      | Sell - 5
-----
```

Cured marble bacon with a savory appeal. Fry it up for a crispy, delicious snack.

#0957 Bamboo Shoot (N)

```
----- Attack - HP +45 (1)
|      | 1-8 | Defense - N/A
----- Buy - 160
|      |      | Sell - 1
-----
```

Raise it up into a healthy young bamboo tree, or sink your teeth into this tender bamboo shoot for a taste of spring.

#0958 Young Bamboo (N)

```
----- Attack - 22 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |      | Sell - 1
-----
```


Young, green bamboo. Gluing rice paper to young bamboo sticks makes a nice paper fan. If there's no glue, then rice paste should do the trick.

```
#0959   Pork Ribs (N)
-----   Attack - 56 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 2
-----
```

The sweetest, tastiest meat is found around the ribs. Cook up this choice pork for a rich, zesty, and delightful meal.

```
#0960   Red and Blue Pencil (N)
-----   Attack - Can be used when attacking, but nothing happens. (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 1
-----
```

One pencil with two colors, red and blue. One end has a blue tip and the other has a red one. Clever little invention, isn't it? Whoever suggested making the red side longer is brilliant.

```
#0961   Pickled Cucumbers (N)
-----   Attack - HP +120 (1) Attack +20
|       | 1-8 |   Defense - 0 (1) Attack +40
-----   Buy - N/A
|       |     |   Sell - 1
-----
```

The trick is to roll fresh cucumbers on the cutting board to smooth their surface before picking them. One bite will fill you with zest.

```
#0962   Deluxe Pickles (C)
-----   Attack - HP +520 (1) Attack +30
|       | 1-8 |   Defense - 0 (1) Attack +60
-----   Buy - N/A
|       |     |   Sell - 3
-----
```

Letting the pickled cukes sit for a long while gives them a refined quality. Only time can bring out such a wonderful flavor.

```
#0963   Beef (N)
-----   Attack - 40 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - 3800
|       |     |   Sell - 38
-----
```

Frst stomach of a cow. The thick part is considered good beef and very popular for its unique flavor. Don't forget to chew it well.

```

#0964  Beef (Good) (N)
-----      Attack - 50 (1)
|          | 1-8 |      Defense - N/A
-----      Buy - N/A
|          |     |      Sell - 38
-----

```

Second stomach of a cow. Also called a "honeycomb" due to its shape. Extremely chewy, though broiling softens it and adds a little flare to its otherwise bland flavor.

```

#0965  Beef (Better) (N)
-----      Attack - 60 (1)
|          | 1-8 |      Defense - N/A
-----      Buy - N/A
|          |     |      Sell - 38
-----

```

Third stomaach of a cow. Also called a "fern" due to it's leaf-shaped folds inside. The folds have a unique texture, but not much flavor.

```

#0966  Beef (Best) (N)
-----      Attack - 70 (1)
|          | 1-8 |      Defense - N/A
-----      Buy - N/A
|          |     |      Sell - 38
-----

```

Fourth stomach of a cow. This is the last of the cow's stomachs. Very popular for its fatty, richly-flavored meat, which has lots of chewy folds.

```

#0967  Ox Tongue (N)
-----      Attack - 56 (1)
|          | 1-8 |      Defense - N/A
-----      Buy - N/A
|          |     |      Sell - 50
-----

```

That's right, it's ox tongue - fresh, nutritious, and low in fat. Make sure to cook it well before eating, though.

```

#0968  Deluxe Red Wine (A)
-----      Attack - HP +340 (1)
|          | 1-8 |      Defense - N/A
-----      Buy - 17000
|          |     |      Sell - 170
-----

```

The vivid color and fragrance of this wine stimulate the appetite. Its elegant flavor is truly a blessing to the tastebuds.

```

#0969  Yesterday's Wine (A)
-----      Attack - 0 (1) 90% Chance of Confusion
|          | 1-8 |      Defense - 0 (1) 90% Chance of Confusion
-----      Buy - N/A

```

| | | Sell - 1

A bottle of un-drunk wine from yesterday with no cork. Even its label seems faded. The awful taste will drive you nuts.

#0970 Strawberry Milk (A)
----- Attack - HP +750 (1) Attack +15
| | 1-8 | Defense - 0 (1) Attack +45
----- Buy - N/A
| | | Sell - 6

Strawberries squashed with a spoon, mixed with sugar and milk. Pink, sweet, nutritious, and delicious. It's good...and good for you!

#0971 Strawberry Shaved Ice (A)
----- Attack - 0 (1) 100% Chance of Headache
| | 1-8 | Defense - 0 (1) 100% Chance of Headache
----- Buy - N/A
| | | Sell - 6

Red strawberry syrup stands out vividly on the white, slushy ice. Ice and syrup should be eaten in a balanced manner so you're not left with a bunch of sticky sweet syrup.

#0972 Melon Shaved Ice (A)
----- Attack - 0 (1) 50% Chance of Headache
| | 1-8 | Defense - 0 (1) 50% Chance of Headache
----- Buy - N/A
| | | Sell - 10

Has more of a high-class taste than strawberry. If you find someone eating a strawberry one, don't hesitate to yell, "Down with the commoners!"

#0973 Pretty Flowers (N)
----- Attack - HP +250 (1) 50% Chance of Curing Paralysis
| | 1-8 | Defense - 0 (1) Paralysis Resistance +100
----- Buy - N/A
| | | Sell - 28

There's nothing like a bouquet of pretty flowers to cheer up someone sick in bed.

#0974 Dead Flowers (N)
----- Attack - 48 (1) 40% Chance of Paralysis
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 1

Terribly dry and withered. If placed on a fire, they'd burn to a crisp in no

time. No value as ornamental flowers. Send them to someone you care nothing for.

```
#0975   Fruit Cornucopia (N)
-----   Attack - HP +340 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 98
-----
```

A basket of freshly picked fruits - straight from the orchard. A sweet smell hangs over it. Various kinds of fruit are included. The perfect gift to send to someone that's helped you out recently.

```
#0976   Rotten Cornucopia (N)
-----   Attack - 50 (1) 50% Chance of Poison
|       | 1-8 |   Defense - 0 (1) 50% Chance of Poison
-----   Buy - N/A
|       |     |   Sell - 1
-----
```

Going off a moldy, rotten smell. Small bugs are attracted to it and buzzing about. Sending it to someone would be trribly rude. You wouldn't dare!

```
#0977   Fresh Sashimi Set (A)
-----   Attack - HP +420 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 58
-----
```

A tasty meal at a great price, featuring a variety of freshly sliced fish. Presented with such a gorgeous spread, it's hard to decide which tantalizing goody to eat first.

```
#0978   Old Sashimi Set (D)
-----   Attack - 0 (1) Defense -30
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 1
-----
```

Sashimi that was forgotten and left behind. The fish has produced a juice with a putrid odor, penetrating the sealed package. Don't even think about opening it!

```
#0979   Deluxe Sashimi Boat (A)
-----   Attack - HP +1030 (1) 75% Chance of Curing Flames
|       | 1-8 |   Defense - 0 (1) Flames Resistance +100
-----   Buy - N/A
|       |     |   Sell - 280
-----
```

Seasonal fish selected at the fish market, sliced intricately, and carefully arranged by a fine gourmet chef.

#0980 Rotten Sashimi Boat (D)
 ----- Attack - 113/68 (1) 80% Chance of Poison
 | | 1-8 | Defense - 0 (1) 80% Chance of Poison
 ----- Buy - N/A
 | | | Sell - 1

Rotten sashimi placed in a boat dish. Putrid and disgraceful.

#0981 Japanese Breakfast (N)
 ----- Attack - HP +2950 (1) Defense +30
 | | 1-8 | Defense - 0 (1) Defense +120
 ----- Buy - N/A
 | | | Sell - 10

Contains all the nutrition required for the most important meal of the day. A good day starts with a good breakfast.

#0982 Loveletter (Part 1) (N)
 ----- Attack - 0 (1) 25% Chance of Confusion
 | | 1-8 | Defense - 0 (1) 25% Chance of Confusion
 ----- Buy - N/A
 | | | Sell - 1

I've always liked you. I've always longed for you. I can no longer resist this feeling of mine that's deeper than the ocean and hotter than the sun...

#0983 Loveletter (Part 2) (N)
 ----- Attack - 0 (1) 50% Chance of Confusion
 | | 1-8 | Defense - 0 (1) 50% Chance of Confusion
 ----- Buy - N/A
 | | | Sell - 1

You're being a slinky snake. You know how I feel about you, yet you're seeing someone else. I even get jealous when I see you with your family or a friend...

#0984 Loveletter (Part 3) (N)
 ----- Attack - 0 (1) 75% Chance of Confusion
 | | 1-8 | Defense - 0 (1) 75% Chance of Confusion
 ----- Buy - N/A
 | | | Sell - 1

I'll give up anything for you. My family, my friends, wealth...I don't care if the whole world hates me. I only want you to live solely for me...

#0985 Stalker's Letter (N)
 ----- Attack - 126 (1) 60% Chance of Death
 | | 1-8 | Defense - N/A
 ----- Buy - N/A

| | | Sell - 1

I know everything about you...what you're wearing, what you're thinking, what time you come home...I won't sleep...till you are with me...

#0986 Lovey-dovey Diary 1 (N)

----- Attack - N/A
| | 1-8 | Defense - 0 (1) All Status Effects Resistance +25
----- Buy - N/A
| | | Sell - 1

Girl: "I've never loved anyone this much before..."

#0987 Lovey-dovey Diary 2 (N)

----- Attack - N/A
| | 1-8 | Defense - 0 (1) All Status Effects Resistance +50
----- Buy - N/A
| | | Sell - 1

Girl: "I've never loved anyone this much before..."

Boy: "Me neither. I'll get you a nice gift for your birthday."

#0988 Lovey-dovey Diary 3 (N)

----- Attack - N/A
| | 1-8 | Defense - 0 (1) All Status Effects Resistance +75
----- Buy - N/A
| | | Sell - 1

Girl: "I've never loved anyone this much before..."

Boy: "Me neither. I'll get you a nice gift for your birthday."

Girl: "First pay me back for last week's dinner."

#0989 Hateful Diary 1 (N)

----- Attack - 104 (1) All Status Effects Resistance -25
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - N/A

Boy: "You are the worst kind of woman!"

#0990 Doodle Book (N)

----- Attack - 0 (1) Defense -15
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 1

A drawing scribbled in red and blue. Some say that a child's hidden talents can be found in doodles. But this mess is hopeless...

```

#0991   Voodoo Doll (D)
-----   Attack - 105/63 (1) 60% Chance of Paralysis
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 1
-----

```

This voodoo doll has been used in cursing ceremonies. Evil invocations not being enough for a successful curse, hair from the victim must be placed inside the doll.

```

#0992   Pickled Eggplant (N)
-----   Attack - HP +240 (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 1
-----

```

Pickled eggplant chunks of a brilliant navy blue. Their moist texture and sour taste will make anyone drool. They go well with curry.

```

#0993   Insurance Money (N)
-----   Attack - Can be used when attacking, but nothing happens. (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 10000
-----

```

This money is all that's left after losing everything. Mementos from the past can never be replaced. Still, thank heavens for insurance...

```

#0994   Blue-only Pencil (N)
-----   Attack - Can be used when attacking, but nothing happens. (1)
|       | 1-8 |   Defense - N/A
-----   Buy - N/A
|       |     |   Sell - 1
-----

```

It's almost been used up. Funny how only the blue remains, even though the red part was longer.

```

#0995   Green Plums (N)
-----   Attack - 0 (1) 100% Chance of Poison
|       | 1-8 |   Defense - 0 (1) 100% Chance of Poison
-----   Buy - 100
|       |     |   Sell - 1
-----

```

They may look like miniature apples, but they're actually plums. Harmful to eat like this, but pickling them removes toxins and even makes them an antidote to poisons!

```

#0996   Rooster (N)
-----   Attack - 0 (1) 50% Chance of Curing Sleep

```

```
|      | 1-8 |   Defense - 0 (1) Sleep Resistance +80
-----
|      |     |   Buy - 150
|      |     |   Sell - 1
-----
```

A healthy, free-range rooster. It's hard not to be thrown out of bed by its shrill crow. Yummy...Ooops, did I say that out loud?

#0997 Rice Paper (N)

```
-----
Attack - 0 (1) 33% Chance of Curing Confusion
|      | 1-8 |   Defense - 0 (1) Confusion Resistance +33
-----
|      |     |   Buy - N/A
|      |     |   Sell - 15
-----
```

This paper was made from natural plant fibers. Its uses vary because it's strong, durable, and breathes well.

#0998 Seed of Headaches (N)

```
-----
Attack - 0 (1) 100% Chance of Headache
|      | 1-8 |   Defense - 0 (1) 100% Chance of Headache
-----
|      |     |   Buy - N/A
|      |     |   Sell - 1
-----
```

Very rare indeed. One nibble on this seed creates an instant headache. Just try to ignore the pain and let it pass.

#0999 Tonguetwister Rouge (N)

```
-----
Attack - 0 (1) HPMAX+4%
|      | 1-8 |   Defense - 0 (1) HPMAX+4%
-----
|      |     |   Buy - N/A
|      |     |   Sell - 18
-----
```

Stylish, light-red lipstick. Enables the wearer to speak eloquently and move quickly. For Xelha and Savyna only. Not for you, Gibari!

#1000 Extra Fluffy Rice (N)

```
-----
Attack - HP +1350 (1)
|      | 1-8 |   Defense - N/A
-----
|      |     |   Buy - N/A
|      |     |   Sell - 60
-----
```

This beautiful, extra fluffy rice was cooked with care and tastes better than normal rice.

#1001 Deluxe Rice (L)

```
-----
Attack - HP +1750 (1)
|      | 1-8 |   Defense - N/A
-----
|      |     |   Buy - N/A
|      |     |   Sell - 90
-----
```


How could rice taste so sweet? I envy anyone who has a chance to eat this heavenly rice.

#1002 Plum & Eel Surprise (N)

```
----- Attack - 86 (1) 10% Chance of Confusion
|      | 1-8 | Defense - 0 (1) 10% Chance of Confusion
----- Buy - N/A
|      |     | Sell - 1
-----
```

Pickled plum wrapped with a slab of eel. It must look yummu, but don't forget the old saying, "pickled plums and eel don't mix." Eat at your own risk.

#1003 Freshly Baked Bread (N)

```
----- Attack - HP +830 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 25
-----
```

Freshly baked bread smells wonderful. Follow your nose to the bakery. Fresh bread with strawberry jam and milk make a great breakfast!

#1004 Strange Brew (N)

```
----- Attack - HP +1180 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 16
-----
```

They always say that mixing drinks is a bad idea, but this concoction somehow looks promising.

#1005 Strawberry Jam (N)

```
----- Attack - HP +480 (1)
|      | 1-8 | Defense - N/A
----- Buy - N/A
|      |     | Sell - 8
-----
```

Sweet jam packed with strawberries. Great on bread.

#1006 Western Breakfast (N)

```
----- Attack - HP +1330 (1) 100% Chance of Curing Sleep
|      | 1-8 | Defense - 0 (1) Sleep Resistance +100
----- Buy - N/A
|      |     | Sell - 17
-----
```

Compared to a Japanese breakfast, this is light and easy. A healthy and refreshing alternative for those on the go.

#1007 Curry with Rice (N)

```
----- Attack - HP +990 (1)
```

```
|      | 1-8 |    Defense - N/A
-----
|      |      |    Buy - N/A
|      |      |    Sell - 9
-----
```

Unique flavor abounds in this great curry dish packed with exotic herbs and spices. It's spicy, but tasty. Easy to cook and very satisfying. Popular with everyone.

```
#1008    Deluxe Curry with Rice (N)
-----
|      | 1-8 |    Defense - N/A
-----
|      |      |    Buy - N/A
|      |      |    Sell - 25
-----
```

Just the right blend of spices make this curry of the utmost quality. Pickled veggies make a great garnish.

```
#1009    Sea Urchin Surprise (N)
-----
|      | 1-8 |    Defense - 0 (1) 100% Chance of Headache
-----
|      |      |    Buy - N/A
|      |      |    Sell - 25
-----
```

I didn't think anyone had the guts to try such a wild combo. What a waste of bread and sea urchin. Sure to ruin the appetite of anyone who tries it.

```
#1010    Beautiful Hair (N)
-----
|      | 1-8 |    Defense - N/A
-----
|      |      |    Buy - N/A
|      |      |    Sell - 1
-----
```

Soft and silky to the touch. This nicely groomed hair gives off a pleasant scent when blowing in the wind. It'll knock your socks off!

```
#1011    Angelic Hair (L)
-----
|      | 1-8 |    Defense - 0 (1) 100% Chance of Confusion
-----
|      |      |    Buy - N/A
|      |      |    Sell - 1
-----
```

These angelic strands of hair shimmer like light from a halo. As if fine strands of silk, just looking at this hair will make you want to reach out and touch it.

```
#1012    Mark of Death (D)
-----
|      | 1-8 |    Defense - N/A
-----
|      |      |    Buy - N/A
|      |      |    Sell - 1
```

This paper contains the mark of death. It's more than enough to curse and kill an enemy. Just stick it to an enemy's forehead and the fear of death becomes too overwhelming to bear.

#1013 Sea Bream Lunch (N)
----- Attack - HP +1200 (1)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 55

Steamed rice mixed with wild sea bream. Simple, yet very tasty. Regarded as a lucky dish.

#1014 Salted Sweetfish (N)
----- Attack - HP +970 (1)
| | 1-8 | Defense - N/A
----- Buy - 7500
| | | Sell - 75

Salted guts of fresh sweetfish. Mild, yet bitter taste is appetizing for adults. Goes perfectly well with Japanese Rice Wine.

#1015 Hateful Diary 2 (N)
----- Attack - 124 (1) All Status Effects Resistance -50
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - N/A

Boy: "You are the worst kind of woman!"
Girl: "What have I done?!"

#1016 Hateful Diary 2 (N)
----- Attack - 144 (1) All Status Effects Resistance -75
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - N/A

Boy: "You are the worst kind of woman!"
Girl: "What have I done?!"
Boy: "You double-dipped your chips at the restaurant! I hate that!"

#1017 Deluxe Sushi (N)
----- Attack - HP +3000 (1)
| | 1-8 | Defense - N/A
----- Buy - N/A
| | | Sell - 153

The perfect balance of sashimi and rice melts in your mouth. Sushi of this

Magnus	1	Magnus 2	2	Magnus 3	3	Magnus4
Apple	6h	Forbidden Fruit	30m	Rotten Fruit		
Aqua Yell Lv 4	20h	Aqua Yell Lv 3	15h	Aqua Yell Lv 2*	10h	Aqua Yell Lv 1*
Avocado	12h	Rotten Food				
Bacon	5h	Rotten Meat				
Baked Potato	15h	Rotten Food				
Bamboo Shoot	3h	Young Bamboo	5h	Fishing Rod		
Beef	2h	Beef (Good)	3h	Beef (Better)	3h	Beef (Best)
	2h	Rotten Meat				
Beef Jerky	36h	Pet Food				
Beef Stew	18h	Rotten Food				
Birch	210m	Birch Sap Gum				
Bomb	3h	Dud Bomb				
Cedar Tree	3h	Cedar Tree Sap	12h	Amber		
Charcoal	15h	Rotten Food				
Broiled Eel						
Cheese Fondue	10h	Green Mold				
Cherry	6h	Rotten Fruit				
Chicken Kebab	14h	Rotten Food				
ChronosYellLV4	20h	ChronosYell LV3	15h	ChronosYell LV2	10h	ChronosYell LV1*
Chump Change	12h	Vintage Coins	22h	Styx Passage Coins		
Chunk of Ice	18m	Mineral Water*	22h			
Cucumber	3h	Pickled Cucumbers	15h	Deluxe Pickles	72h	Rotten Food
Curry	24h	Last Night's Curry	5h	Rotten Food		
Curry with Rice	36h	Rotten Food				
Cute Doll	3h	Hate-filled Doll				
Dark Yell LV4	20h	Dark Yell LV3	15h	Dark Yell LV2	10h	Dark Yell LV1*
Deluxe Bananas	6h	Rotten Fruit				
Deluxe Curry	36h	Rotten Food				
Deluxe Curry with Rice	3h	Rotten Food				

Deluxe Fireworks Set	24h	Dud Bomb				
Deluxe Red Wine	24h	Yesterday's Wine				
Deluxe Rice	16h	Rice Paste				
Deluxe Sashimi Boat	5h	Rotten Sashimi Boat	24h	Rotten Food		
Deluxe Sushi	4h	Rotten Food				
Director's Notebook	1h	Fading Notebook	30m	Blank Notebook		
Doll	3h	Crying Doll				
Dried Persimmon	15h	Rotten Food				
Eel	15h	Rotten Fish				
Egg	3h	Ugly Duckling	4h	Swan		
Extra Fluffy Rice	8h	Rice Paste				
Fatty Tuna	5h	Rotten Fish				
Fire Yell LV4	20h	Fire Yell LV3	15h	Fire Yell LV2*	10h	Fire Yell LV1*
Flame Sword	1h	Short Sword*				
Flower Bud	3h	Dead Flower				
Fresh Beef	9h	Rotten Meat				
Fresh Sashimi Set	5h	Old Sashimi Set	24h	Rotten Food		
Freshly Baked Bread	10h	Rotten Food				
Fried Egg	8h	Rotten Food				
Frozen Tangerine	150m	Orange	8h	Rotten Food		
Fruit Cornucopia	10h	Rotten Cornucopia	24h	Rotten Food		
Fruit Sorbet	6h	Melted Ice Cream	10h	Rotten Food		
Fruit Tart	12h	Rotten Food				
Grapes	3h	Rotten Grapes	3h	Deluxe Sweet Wine	7h	Vinegar
Green Bananas	2h	Bananas*	3h	Blackened Bananas	7h	Rotten Food
Green Plum	5h	Pickled Plum				
Grilled Fish	13h	Rotten Food				
Grilled Hamburger	12h	Rotten Food				
Hateful Diary 1	24h	Hateful Diary 2	24h	Hateful Diary 3		
Ice Sculpture	90m	Mineral Water*				

Intriguing Mystery 30m Unsolved Mystery			
Japanese Breakfast 18h Rotten Food			
Jill's Jewelry Box 5h Jack-in-the-Box			
Light Saber 1h Rotten Food			
Light Yell 4 20h Light Yell 3 15h Light Yell LV2 10h Light Yell LV1			
Lovey Dovey Diary 1 24h Lovey Dovey Diary 2 24h Lovey Dovey Diary 3			
Magical Piggybank 4h Full Piggybank 5h Broken Piggybank			
Maple Leaf 3h Bookmark			
Mattress 6h Broken Mattress			
Milk 4h Cheese* 17h Green Mold			
Minced Skipjack 10h Rotten Fish			
Melon 6h Rotten Fruit			
Melon Shave Ice 4h Melted Ice Cream 10h Rotten Food			
Oakwood 12h Doll of LIes			
Ox Tongue 4h Rotten Meat			
Pac-Man 7h Pac-Land 7h Pac-Mania			
Peach 8h The Peach Boy 72h Wonder MOMO			
Peanuts 15h Rotten Food			
Persimmon 7h Rotten Food			
Pickled Eggplant 72h Rotten Food			
Pine Tree 10h Pine Tree Sap			
Pork Ribs 10h Rotton Meat			
Pretty Flower 5h Dried Flowers			
Pretty Flowers 10h Dried Flowers			
Prophet's Notebook 10h Fading Notebook 30m Blank Notebook			
Pudding 16h Rotten Food			
Red & Blue Pencil 18h Blue-only Pencil			
Red Pickled Veggies 72h Rotten Food			
Rice 4h Rice Paste			
Rice Ball 12h Rotten Food			

Roasted Squid	15h	Rotten Food					
Rotten Wood	5h	Incense					
Salted Sweetfish	48h	Rotten Food					
Savings Book	1h	Savings (+Interest)					
Sea Bream	8h	Rotten Fish					
Sea Bream Lunch	12h	Rice Paste					
Sea Urchin	3h	Rotten Fish					
Sea Urchin Surprise	10h	Rotten Food					
Shrimp	8h	Rotten Fish					
Shampoo	336h	Splendid Hair					
Silkworm	7h	Cocoon	17h	Silk			
Skipjack	8h	Rotten Fish					
Slight Debt	2h	Debt with Interest	4h	Snowballing Debt	8h	Debt Hell	
Small Fire	1h	Large Fire	36h	Firefighting Medal			
Soy Beans	7h	Soy Sauce					
Soft Boiled Egg	12h	Rotten Food					
Squid	4h	Rotten Fish					
Stinky Beans	48h	Rotten Food					
Strange Brew	10h	Vinegar					
Straw	100h	Voodoo Doll					
Strawberry	5h	Rotten Fruit					
Strawberry Jam	48h	Rotten Food					
Strawberry Milk	24h	Green Mold					
Strawberry Shave Ice	4h	Melted Ice Cream	10h	Rotten Food			
Sugar Cane	4h	Sugar					
Sushi Rice	10h	Rotten Food					
Sweetheart Picture	2h	Broken Heart Picture	18h	Nostalgic Picture			
Toasted Rice Ball	20h	Rotten Food					
Uncooked Rice	3h	Japanese Rice Wine					
Vanilla Ice Cream	6h	Melted Ice Cream	10h	Rotten Food			


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-----
|Western Breakfast|24h|Rotten Food | | | | |
-----
|Wheat |4h|Beer |10h| | | |
-----
|Wind Yell LV4|20h|Wind Yell LV3 |15h|Wind Yell LV2 |10h|Wind Yell LV1 |
-----

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Quest

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-----
| Magnus | 1 | Magnus 2 | 2 | Magnus 3 |
-----
|Celestial Flower Seed|5h |Celestial Flower Bud | 10h |Celestial Flower |
-----
|Cloud | 1h |Salty Water* | 2h |Salt* |
-----
|Delinquency Stone | 1h |Pebble* | | |
-----
|Egg | 30m |Boiled Egg* | | |
-----
|Gold Beetle Carapace| 4h |Gold Nugget | | |
-----
|Lava | 30m |Hot Rock |10m |Pebble |
-----
|Mirage Weed | 10m |Blank Magnus* | | |
-----
|Mountain Apple | 2h |Mountain Apple Wine* | |Apple Vinegar |
-----
|Nameless Flower | 30m |Pressed Flower | | |
-----
|Popular Pickup Line | 1h |Outdated Pickup Line | | |
-----
|Pow Milk | 30m |Pow Milk Yogurt | 1h |Pow Milk Cheese |
-----
|Roasted Bird | 1h |Maggot-ridden Meat | | |
-----
|Rubber Mud | 30m |Chunk of Rubber | | |
-----
|Sea Bream Fillet | 1h |Rotten Fillet | | |
-----
|Secret Information | 1h |Well-known Story | | |
-----
|Snow | 30m |Stagnant Water* | | |
-----
|Sparkling Snow | 20m |Pristine Water* | 2h |Stagnant Water* |
-----
|Stoked Flame | 30m |Weak Flame* | 30m |Blank Magnus* |
-----
|Unpopular Painting | 50h |Treasured Painting | | |
-----
|Warriors' Mementos | 40h |Warriors' Memory | | |
-----

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Coin + Emblems

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-----	Dark Flare Level 3	Doll of Lies
A Good Fortune	Dark Flare Level 4	Fishing Rod
A Great Fortune	Dark Flare Level 5	Monkey Carving
An Average Fortune	Dark Flare Level 6	Monolith Pen
Blank Notebook	-----	Oakwood
Broken Heart Picture		Pheasant Carving
Death	-----	Pine Tree
Divorce Papers	Good Wood	Red Oak
Doodle Book	-----	Young Bamboo
Fading Notebook	Apple	-----
Japanese Rice Paper	Avocado	
Judgment	Bananas	-----
Justice	Cherries	Good Dolls
Loveletter 1	Deluxe Bananas	-----
Loveletter 2	Forbidden Fruit	Cute Doll
Loveletter 3	Grapes	Doll
Lovey Dovey Diary 1	Melon	-----
Lovey Dovey Diary 2	Orange	
Lovey Dovey Diary 3	Peach	-----
Monolith Brochure	Persimmon	Good Wine
Nostalgic Picture	Strawberry	-----
Paper Fan	-----	Deluxe Red Wine
Prophet's Notebook		Deluxe Sweet Wine
Savings (+Interest)	-----	-----
Savings Book	Bad Paper	
Secret Recipe 1	-----	-----
Secret Recipe 2	A Bad Fortune	Good Flowers
Secret Recipe 3	An Awful Fortune	-----
Secret Recipe 4	Director's Notebook	Maple Leaf
Secret Recipe 5	Hateful Diary 1	Pretty Flower
Secret Recipe 6	Hateful Diary 2	-----
Secret Recipe 7	Hateful Diary 3	
Secret Recipe 8	Insurance Money	-----
Secret Recipe 9	Mark of Death	Good Fish
Secret Recipe 10	Stalker Letter	-----
Strength	The Fool	Fatty Tuna
Sweetheart Picture	The Hanged Man	Minced Skipjack
Temperance	The Tpwer	Sea Bream
The Chariot	Tri-Cres Job Offer	Sea Urchin
The Devil	-----	Shrimp
The Emperor		Skipjack
The Empress	-----	Squid
The Hierophant	Blades	Tearless Mermaid
The High Priestess	-----	-----
The Lovers	Air Slash	
The Magician	Apocalypse Sword	-----
The Moon	Aqua Truth	Bad Wood
The Star	Blood Sword	-----
The Sun	Cetaka's Sword	Rotten Wood
The World	Chaos Edge	tri-Crescendo Pen
Wheel of Fortune	Crystal Edge	-----
-----	Dark Sword	
	Death Pendulum	-----
	Dimension Blade	Bad Fruit
-----	Duel Sword	-----
Good Meat	Efreeti Saber	Blackened Bananas
-----	Esperanza	Green Bananas
Bacon	Flame Sword	Rotten Fruit
Beef	Flametongue	Rotten Grapes
Beef (Best)	Gladius	-----

Beef (Better)		Ice Dagger	
Beef (Good)		Kusanagi Blade	-----
Fresh Beef		Light Saber	Bad Dolls
Ox Tongue		Long Sword	-----
Pork Ribs		Marvelous Sword	Crying Doll
-----		Murasama Blade	Hate-filled Doll
-----		Ray of Truth	Voodoo Doll
-----		Saber	-----
Pickles		Sculpting Knife	
-----		Shadow Thruster	-----
Deluxe Pickles		Short Sword	Bad Flowers
Pickled Cucumber		Silver Sword	-----
Pickled Eggplant		Small Knife	Dead Flower
Pickled Plum		Void Phantom	Root-rotten flower
Red Pickled Veggies		Wind God Blade	-----
-----		-----	

-----	-----	-----	-----
Bad Fish	Bad Meat	Rice Wine	Ice
-----	-----	-----	-----
Charred Fish	Rotten Meat	Hot Rice Wine	Chunk of Ice
Rotton Fish	Charred Meat	Japanese Rice Wine	Ice Sculpture
-----	-----	Lukewarm Rice Wine	-----
-----	-----	Sacred Wine	
-----	-----	-----	-----
White Rice	Birds		Cold Food
-----	-----	-----	-----
Deluxe Rice	Rooster	Charcoal	Frozen Tangerine
Extra Fluffy Rice	Swan	-----	Fruit Sorbet
Rice	Ugly Duckling	Charcoal	Melon Shave Ice
-----	-----	Deluxe Charcoal	Strawberry-
		-----	Shave Ice
			Vanilla Ice-
			Cream

Up to five different Magnus can be in a combo. If five Magnus aren't required, additional spaces will be left blank with a -. There are a few exceptions to Magnus, right below;

EXCEPTIONS

1. For recipe #46, using an Orange will create a Frozen Tangerine.
2. When using Birch, Pinewood, or Cedar Tree for #54, they end up creating #51, #52, and #53 respectively instead.
3. Recipe #140, when used with Oakwood, Doll of Lies, or Red Oak, instead yields Deluxe Charcoal.

READ THIS

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Numbers with a * next to them do not require any specific order to the Magnus; you can play them in whatever order you wish to, so long as you do not play any other Magnus.

READ THIS 2

γγγγγγγγγγγγγγ

Any title that is not a Magnus (ie. Good Wine, Light) means that it must be a

Magnus of the group that was listed above (ie. Light Burst Level 3 for Light)

#	Yield	Magnus 1	Magnus 2	Magnus 3	Magnus 4	Magnus 5
1	Sun-Dried Wine	Good Wine	Light			
2	Lukewarm Rice Wine	Japanese Rice Wine	Weak Fire			
3	Hot Rice Wine	Japanese Rice Wine	Medium/Strong Fire			
4*	Sacred Wine	Holy Grail	Rice Wine			
5	Rice	Power Helmet	Uncooked Rice	Water	Fire	
6	Extra Fluffy Rice	Power Helmet	Uncooked Rice	Water	Charcoal	Fire
7	Deluxe Rice	Power Helmet	Uncooked Rice	Water	Deluxe Charcoal	Fire
8*	Sushi Rice	White Rice	Vinegar	Paper Fan		
9	Roasted Squid	Squid	Weak Fir	Paper Fan		
10	Model Boat	Lukewarm Rice Wine	Roasted Squid	The Silent Woman	Weak Light	
11*	Deluxe Green Tea	Green Tea	Large Teamug			
12	Wasabi Root	Young Wasabi Root	Dark			
13	Deluxe Wasabi Root	Wasabi Root	Water			
14*	Deluxe Sushi	Sushi Rice	Good Fish	Deluxe Wasabi Root		
15*	Sweatband	Sushi Rice	Good Fish	Deluxe Wasabi Root	Deluxe Green Tea	
16*	Poisonous Sushi	Sushi Rice	Bad Fish	Deluxe Wasabi Root		
17*	Karate Headband	Sushi Rice	Bad Fish	Deluxe Wasabi Root	Deluxe Green Tea	
18	Freshly Baked Bread	Wheat	Water	Medium Fire		

19	Beef Jerky	Good Meat	Weak/Medium			
			Fire			

20	Grilled	Good Meat	Charcoal	Weak/Medium		
	Hamburger			Fire		

#	Yield	Magnus 1	Magnus 2	Magnus 3	Magnus 4	Magnus 5
---	-------	----------	----------	----------	----------	----------

21	Melted	Bad Meat	Fire	Birch Sap		
	Ice Cream			Gum		

22	Beef Stew	Good Meat	Deluxe	Weak/Medium	Birch Sap	
			Charcoal	Fire	Gum	

23*	Cheese	Good Wine	Cheese			
	Fondue					

24	Cheese	Cheese	Fire	Freshly		
	Fondue			Baked Bread		

25*	Green	Bad Wine	Cheese			
	Mold					

26*	Coat of	Rice Wine	Good Fish/	Salted		
	Gallantry		Roasted	Sweetfish		
			Squid			

27*	Deluxe	Beer	Peanuts	Chicken		
	Fireworks			Kebab		
	Set					

28*	Strange	Rice Wine	Good/Bad	Beer		
	Brew		Wine			

29*	Strawberry	Strawberry	Milk	Sugar		
	Milk					

30	Pretty	Flower Bud	Light			
	Flower					

31	Pretty	Dried	Water			
	Flower	Flowers				

32	Root-rotten	Good	Water			
	Flower	Flower				

33	Dead	Bad	Water			
	Flower	Flower				

34	Dead	Good/Bad	Dark			
	Flower	Flower				

35	Pretty	Good	Good	Good	Good	
	Flowers	Flower	Flower	Flower	Flower	

36*	Pretty	A Good	Sugar Cane	Yellow		
	Flowers	Fortune		Light/		

				Bananas		
37	Dead Flowers	Bad Flower	Bad Flower	Bad Flower	Bad Flower	
38*	Cute Doll	Good Doll	Good Flower			
39	Doll	Bad Doll	Light			
40*	Crying Doll	Good Doll/ Bad Doll	Bad Flower			
#	Yield	Magnus 1	Magnus 2	Magnus 3	Magnus 4	Magnus 5
41	Soft Boiled Egg	Egg	Weak Fire			
42	Fried Egg	Egg	Medium Fire			
43	Tonguetwister Rpige	Wheat	Uncooked Rice	Egg		
44*	Frozen Tangerine	Orange	Ice			
45	Pac-Man	Cherries	Strawberry	Orange	Apple	Melon
46	Fruit Sorbet	Good Fruit	Ice			
47	Fruit Tart	Good Fruit	Sugar			
48	Fruit Cornucopia	Good Fruit	Good Fruit	Good Fruit	Good Fruit	
49	Rotten Cornucopia	Bad Fruit	Bad Fruit	Bad Fruit	Bad Fruit	
50	Seed of Headaches	Cold Food	Cold Food	Cold Food	Cold Food	
51*	Dog Carving	Birch	Sculpting Knife			
52*	Monkey Carving	Pine Tree	Sculpting Knife			
53*	Pheasant Carving	Cedar Tree	Sculpting Knife			
54	Branches	Good Wood/ Bad Wood	Blade			

55	Rotten Wood	Good Wood/	Dark/Water			
		Bad Wood				
56	Treasure	The Peach	Dog Carving	Monkey	Pheasant	
		Boy		Carving	Carving	
57*	Strawberry	Ice	Blade	Strawberry		
	Shave Ice					
58*	Melon	Ice	Blade	Melon		
	Shave Ice					
59*	Sea Bream	Shrimp	Fishing Rod	Melon		
60	Fresh	Good Fish	Good Fish	Good Fish	Good Fish	
	Sashimi Set					
#	Yield	Magnus 1	Magnus 2	Magnus 3	Magnus 4	Magnus 5
61	Old	Bad Fish	Bad Fish	Bad Fish	Bad Fish	
	Sashimi Set					
62	Deluxe	Model Boat	Good Fish	Good Fish	Good Fish	Good Fish
	Sashimi Set					
63	Rotten	Model Boat	Bad Fish	Bad Fish	Bad Fish	Bad Fish
	Sashimi Set					
64	Minced	Skipjack	Charcoal	Weak Fire		
	Skipjack					
64	Minced	Skipjack	Deluxe	Fire		
	Skipjack		Charcoal			
65*	Plum & Eel	Eel	Pickled			
	Surprise		Plum			
66*	Rice Ball	White Rice	Pickled			
			Plum			
67	Toasted	Rice Ball	Soy Sauce	Weak/Medium		
	Rice Ball			Fire		
68	Charcoal	Eel	Charcoal	Weak/Medium		
	Broiled Eel			Fire		
68	Charcoal	Eel	Deluxe	Fire		
	Broiled Eel		Charcoal			
69*	Mermaid's	Tearless	Deluxe			
	Tear	Mermaid	Wasabi Root			
70	Fire Yell	Dud Bomb	Fire Yell	Fire Yell		
	Level 2		Level 1	Level 1		

71	Aqua Yell	Frozen	Fire Yell	Fire Yell		
	Level 2	Tangerine	Level 1	Level 1		

72	Light Yell	Sacred	Light Yell	Light Yell		
	Level 2	Wine	Level 1	Level 1		

73	Dark Yell	Evil Ashes	Dark Yell	Dark Yell		
	Level 2		Level 1	Level 1		

74	ChronosYell	Green Mold	ChronosYell	ChronosYell		
	Level 2		Level 1	Level 1		

75	Wind Yell	Pots of Air	Wind Yell	Wind Yell		
	Level 2		Level 1	Level 1		

76	Fire Yell	Crimson Oak	Fire Yell	Fire Yell	Fire Yell	
	Level 3	Blossom	Level 2	Level 2	Level 2	

77	Aqua Yell	Firefighti-	Aqua Yell	Aqua Yell	Aqua Yell	
	Level 3	ng Medal	Level 2	Level 2	Level 2	

78	Light Yell	Sunflower	Light Yell	Light Yell	Light Yell	
	Level 3	Coin	Level 2	Level 2	Level 2	

79	Dark Yell	Primrose	Dark Yell	Dark Yell	Dark Yell	
	Level 3	Coin	Level 2	Level 2	Level 2	

80	ChronosYell	Amber	ChronosYell	ChronosYell	ChronosYell	
	Level 3		Level 2	Level 2	Level 2	

#	Yield	Magnus 1	Magnus 2	Magnus 3	Magnus 4	Magnus 5

81	Wind Yell	Rainbow	Wind Yell	Wind Yell	Wind Yell	
	Level 3	Emblem	Level 2	Level 2	Level 2	

82	Fire Yell	Toasted	Fire Yell	Fire Yell	Fire Yell	Fire Yell
	Level 4	Rice Ball	Level 3	Level 3	Level 3	Level 3

83	Aqua Yell	Mermaid's	Aqua Yell	Aqua Yell	Aqua Yell	Aqua Yell
	Level 4	Tear	Level 3	Level 3	Level 3	Level 3

84	Light Yell	Sun Coin	Light Yell	Light Yell	Light Yell	Light Yell
	Level 4		Level 3	Level 3	Level 3	Level 3

85	Dark Yell	Dark Coin	Dark Yell	Dark Yell	Dark Yell	Dark Yell
	Level 4		Level 3	Level 3	Level 3	Level 3

86	ChronosYell	Forbidden	ChronosYell	ChronosYell	ChronosYell	ChronosYell
	Level 4	Fruit	Level 3	Level 3	Level 3	Level 3

87	Wind Yell	Swan	Wind Yell	Wind Yell	Wind Yell	Wind Yell
	Level 4		Level 3	Level 3	Level 3	Level 3

88*	Loveletter	A Great	Dried	Young		
	1	Fortune	Persimmon	Bamboo/		
				Green		
				Bananas		

89*	Loveletter 2	A Great Fortune	Dried Persimmon	Green Mold/ Green Plum		
90*	Loveletter 3	A Great Fortune	Dried Persimmon	Blue-only Pencil/ Green Light		
91*	Hateful Diary 1	A Bad Fortune	Fried Egg	Red Light/ Crimson Oak Blossom		
92*	Lovey Dovey Diary 1	An Average Fortune	Beetle	Orange/ Frozen Tangerine		
93*	Voodoo Doll	An Awful Fortune	Rotten Grapes	Charred Meat/Dark Coin/ Charred Fish/ Blackened Bananas		
94	Voodoo Doll	Straw	Dark			
95	Evil Ashes	Bad Paper	Fire			
96	Evil Ashes	tri-Cresce- ndo Pen	Fire			
97	Dried Persimmon	Persimmon	Light			
98	Firefighti- ng Medal	Small Fire	Water			
99	Goddess of Victory	Forlorn Woman	Endeavoring Woman			
100	Secret Recipe 10	A special SP Combo, Secret Recipe 10 requires that you use the first 9 Secret Recipes in order of 1-9.				

#	Yield	Magnus 1	Magnus 2	Magnus 3	Magnus 4	Magnus 5
101	Angelic Hair	Shampoo	Conditioner	Hair Aftercare	Water	Hair Dryer
102	Cursed Picture	Broken Heart Picture	Dark			
103	Prophet's Notebook	Blank Notebook	Magic Pen			

104	Director's	Blank	Grumble Pen			
	Notebook	Notebook				

105	Unicorn	Unicorn	Blade			
	Blow Horn	Horn				

106	Rainbow	Rainy	Light			
	Emblem	Emblem				

107	John	Pegasus	Blade			
	Hancock's	Horn				
	Pen					

108*	Consolation	Divorce	John			
	Pay	Papers	Hancock's			
			Pen			

109*	Beetle	Branches	Cedar Tree			
			Sap			

110	Grilled	Good Fish	Weak/Medium			
	Fish		Fire			

111	Charred	Good Fish	Strong Fire			
	Fish					

112	Baked	Large Fire	Strong			
	Potato		Water			

113*	Monolith	Blank	Monolith			
	Brochure	Notebook	Pen			

114*	tri-Cres	Blank	tri-Cresce-			
	Job Offer	Notebook	ndo Pen			

115*	Stinky	Soy Beans	Straw			
	Beans					

116*	Fatty Tuna	Avocado	Soy Sauce			

117*	Sea Urchin	Custard	Soy Sauce			
		Pudding				

118*	Chestnuts	Cheese	Honey			

119*	Melon	Cucumber	Honey			

120*	Deluxe	Apple	Honey	Curry/Last		
	Curry			Night's		
				Curry/		
				Deluxe		
				Curry		

121*	Curry with Rice	White Rice	Pickles	Curry/Last Night's Curry		
122*	Deluxe Curry with Rice	Deluxe Rice	Deluxe Curry	Pickles		
123*	Japanese Breakfast	White Rice	Stinky Beans	Soft Boiled Egg/Fried Egg/Egg		
124	Stalker Letter	Loveletter 1	Loveletter 2	Loveletter 3		
125*	Doodle Book	Blank Notebook	Red & Blue Pencil/Blue-only Pencil			
126	Ice Sculpture	Chunk of Ice	Small Knife			
127	Chicken Kebab	Bird	Weak/Medium Fire	Paper Fan		
128*	Paper Fan	Japanese Rice Paper	Rice Paste	Young Bamboo		
129	Strawberry Jam	Strawberry	Sugar	Fire		
130*	Western Breakfast	Freshly Baked Bread	Strawberry Jam	Milk		
131*	Sea Urchin Surprise	Freshly Baked Bread	Sea Urchin			
132*	Mark of Death	Voodoo Doll	Beautiful Hair/Angelic Hair			
133*	Sea Bream Lunch	Sea Bream	Rice			
134	Beautiful Hair	Shampoo	Conditioner	Hair Aftercare	Hair Dryer	
134	Beautiful Hair	Shampoo	Conditioner	Hair Dryer		
135	Vanilla Ice Cream	Good Meat	Weak/Medium Fire	Birch Sap Gum		
135	Vanilla Ice Cream	Good Meat	Charcoal	Weak/Medium Fire	Birch Sap Gum	

136	Pet Food	Bad Meat	Fire				

136	Pet Food	Bad Meat	Charcoal	Fire			

137	Charred	Bad Meat	Strong Fire				
	Meat						

137	Charred	Good Meat	Charcoal	Strong Fire			
	Meat						

137	Charred	Good Meat	Strong Fire	Birch Sap			
	Meat			Gum			

137	Charred	Good Meat	Charcoal	Strong Fire	Birch Sap		
	Meat				Gum		

137	Charred	Bird	Strong Fire	Paper Fan			
	Meat						

138	Ashes	Wheat	Water	Strong Fire			

138	Ashes	Egg	Strong Fire				

138	Ashes	Rotten Wood	Fire				

138	Ashes	Skipjack	Charcoal	Medium/			
				Strong Fire			

138	Ashes	Rice Ball	Soy Sauce	Strong Fire			

138	Ashes	Eel	Charcoal	Strong Fire			

138	Ashes	Good Paper	Fire				

138	Ashes	Good Flower	Fire				
		/Bad Flower					

139	Deluxe	Oakwood	Strong Fire				
	Charcoal						

139	Deluxe	Doll of	Strong Fire				
	Charcoal	Lies					

139	Deluxe	Red Oak	Strong Fire				
	Charcoal						

140	Charcoal	Good Wood	Fire				

141	Holy Grail	Monolith	tri-Cresce-				
		Pen	ndo Pen				

5. Bestiary

(5BSTRY)

HP - How much HP the enemy has.

AGL - How fast the enemy is.

EXP - How much experience the enemy gives you.

+ numbers means that you do that much more damage to a monster, and - numbers means you do that much less. Effects is how much resistance the monster has against said effect.

Acheron

A mollusk-type creature with a shell on its back. It can't bundle its four legs into its shell, but it has great defensive strength. Habitat: Holoholo Jungle

HP: 380 AGL: 51 EXP: 68

Water: -60% Fire: +60%

Alavarum

Humanoid Guardian, protector of the labyrinth. Created by ancient magicians, this guardian doesn't discriminate good or evil. Habitat: Illusory Fortress of the Book

HP: 1420 AGL: 159 EXP: 8200

Water: -30% Fire: +30% Chronos: +30% Wind: -30% Light: -30% Dark: +30%

Sleep: 100 Paralysis: 100 Confusion: 50

Albireo

An odd creature found in Diadem. Everything except the head is covered with a slimy mucus. Stinky, slimy, yet surprisingly tasty! Habitat: Cloud Passage

HP: 155 AGL: 38 EXP: 20

Wind: -50% Chronos: +50%

Almanek

Powerful monster created by evil gods during an ancient war. It lost its master long ago, and has been lashing out in fury ever since. Habitat: Capella, Garden of Death

HP: 1300 AGL: 130 EXP: 5820

Darkness: -80% Light: +80%

Death: 50

Apollion

Servant of the gods in charge of guarding the castle. Its enormous spiked morningstar even strikes fear in the hearts of creatures lurking around the castle. Habitat: Cor Hydrae Castle

HP: 2300 AGL: 200 EXP: 15600

Light: +30% Darkness: -30%

Arachnid

Crystal creature found in the Ice Lands. It covers itself with ice by releasing cold air from all over its body! Habitat: The Ice Cliffs of Gomeisa

HP: 680 AGL: 125 EXP: 960

Water: -80% Fire: +80% Dark: +30% Light: -30%

Paralysis: 50 Freezing: 100

Badwin

Blood-sucking creature that lives in the mountains. Stronger than its relative, the Shawra, as it must survive in harsh environments. Habitat: Celestial Alps

HP: 1100 AGL: 151 EXP: 8000

Wind: -50% Chronos: +50%

Sleep: 50

Bar-Mool

An amphibious creature that lives in humid areas. Often seen in caves. It doesn't need much water to survive. Tasty. Habitat: Labyrinth of Duhr

HP: 1040 AGL: 115 EXP: 3070

Wind: +30% Chronos: -30% Water: -50% Fire: +50%

Bauganum

Fearful animal that hunts intruders in the old ruins. Habitat: Labyrinth of Duhr

HP: 1170 AGL: 120 EXP: 3870

Water: -50% Fire: +50%

Freezing: 50

Beberum

This Imperial soldier was transformed by the powers of darkness. He definitely didn't get chicks, even before his transformation. Wanders in: Mintaka Empire

HP: 860 AGL: 116 EXP: 2145

Water: +20% Fire: -20% Darkness: -80% Light: +80%

Paralysis: 50

Blood Leaf

Vampiric creature found in Anuenue's large colonial trees. Its narrow wings are unfit for flying. Wraps its tail around branches to rest. Habitat: Celestial Tree

HP: 360 AGL: 75 EXP: 98

Wind: -80% Chronos: +80%

Breacher

Two-headed animal that reigns as king of the animals in the ancient region.

Former advance guard of the evil gods. Still hates people. Habitat: Zosma Tower

HP: 1600 AGL: 155 EXP: 8600

Water: +75% Fire: -75%

Flames: 100

Cancerite

Human-shaped amphibious creature found lurking by the riverside. Communicates in an unknown language, and acts like a rude drunkard! Habitat: Lesser

Celestial River

HP: 130 AGL: 33 EXP: 16

Water: -50% Fire: +50%

Freezing: 20

Ceratobus

Fierce animal found in volcanoes. shoots flames from its body, never burning itself. Maybe you can grill it up. Habitat: Lava Caves

HP: 760 AGL: 55 EXP: 780

Water: +100% Fire: -100%

Freezing: 100 Flames: 100

Contaminated Walker

This mechanical soldier is a product of Imperial science and engineering. Its functions have been enhanced by a wicked power of some sort. Wanders within: Imperial Fortress.

HP: 920 AGL: 118 EXP: 2445

Water: +20% Fire: -20% Light: +20% Darkness: -20% Wind: +20% Chronos: -20%

Headache: 100 Death: 100 Confusion: 100

Corrupted Walker

Robotic soldier built with Imperial technology. Its offensive and defensive power has been enhanced by an evil force. Wanders within: Imperial Fortress

HP: 820 AGL: 115 EXP: 1920

Water: +20% Fire: -20% Light: +20% Darkness: -20% Wind: +20% Chronos: -20%

Headache: 100 Death: 100

Crystal Spider

Crystalline creature from another dimension. Its hard body is difficult to shatter. Very powerful. Habitat: Coccolith, Labyrinth of Mirrors

HP: 540 AGL: 88 EXP: 278

Water: -30% Fire: +30% Light: -50% Darkness: +50%

Freezing: 100

Cursed Grimoire

An old evil book made more evil with the evil power. Great evil power dwelled evilly in this strong, evil book, but now it's really, really evil. Habitat:

Ancient Library of Magic

HP: 290 AGL: 46 EXP: 53

Water: -30% Fire: +30% Light: -30% Darkness: +30% Wind: -30% Chronos: +30%

Sleep: 50

Cursed Spell Book

An old spell book animated by the powers of darkness. It eats small animals and insects. Digestive system unknown. Habitat: Ancient Library of Magic

HP: 225 AGL: 44 EXP: 47

Water: -30% Fire: +30% Light: -30% Darkness: +30% Wind: -30% Chronos: +30%

Confusion: 50

Demonic Hands

A very peculiar life-form resembling a spider. They say a demon's hands were cut off as punishment. Those hands then developed a will! Creepy. Habitat: Cor Hydrae Castle

HP: 1900 AGL: 187 EXP: 9600

Light: +50% Darkness: -50% Wind: +20% Chronos: -20%

Paralysis: 50

Devil Claws

A huge insect that nests in Anuenue's giant trees. So violent that those who attempt to catch it may be killed. Fry up this big bug for an excellent meal!

Habitat: Celestial Tree

HP: 495 AGL: 54 EXP: 110

Wind: +20% Chronos: -20% Water: +30% Fire: -30%

Flames: 100

Devilish Hands

A very peculiar life-form resembling a spider. They say a demon's hands were cut off as punishment. Those hands then developed a will! Creepy. Habitat:

Detourne, the Magical Garden

HP: 600 AGL: 79 EXP: 172

Light: +20% Darkness: -20% Wind: +20% Chronos: -20% Water: +20% Fire: -20%

Paralysis: 50

Diabolos

Low-ranking magical creature that wanders about the castle. Although it's not so tough, its power shouldn't be taken lightly since it's allowed to live in Cor Hydrae Castle. Habitat: Cor Hydrae Castle

HP: 2000 AGL: 192 EXP: 10700

Light: +50% Darkness: -50% Wind: -20% Chronos: +20% Water: -30% Fire: +30%

Paralysis: 100 Sleep: 100 Freezing: 50

Doomer

Enigmatic flame-filled creature that roams through the valley. A fairly common sight. It's known to swallow wind attacks. Habitat: Nunki Valley

HP: 45 AGL: 19 EXP: 7

Water: +100% Fire: -100%

Flames: 100

Elite Imperial Guard

Senior soldier and guard of the Imperial city. Popular among women because of his dignified look, stable income, and nice uniform. Of course, very strong!

Habitat: Mintaka City

HP: 585 AGL: 97 EXP: 426

Light: +50% Darkness: -50% Water: +30% Fire: -30%

Filler

Energy-sucking creature which seems to exist between two dimensions. Many have spotted this creature in areas rich in folklore. Stabs victim with a needle to suck the life out. Habitat: Nekton, Shrine of the Spirits

HP: 480 AGL: 95 EXP: 213

Light: -50% Darkness: +50%

Flobo

Strange flying creature found in the Ice Cliffs. Everything but the head is covered in mucous. Its fat tastes great! Habitat: The Ice Cliffs of Gomeisa
HP: 720 AGL: 120 EXP: 1090
Water: -60% Fire: +60%
Headache: 50

Floomer

Mysterious flame-filled creature that wanders the blustery ice cliffs. Its flames are actually incredibly frigid and cause frostbite if touched. Habitat: The Ice Cliffs of Gomeisa
HP: 720 AGL: 155 EXP: 1570
Water: -100% Fire: +100% Wind: -30% Chronos: +30%
Freezing: 100

Foytow

Huge insect that lives in volcanoes. Its long beak sucks the bodily juices out of its prey. Moves much faster than it looks. Habitat: Lava Caves
HP: 560 AGL: 108 EXP: 605
Water: +80% Fire: -80% Wind: -60% Chronos: +60%
Flames: 70

Gagarek

This Imperial soldier used to be quite the lady's man, but ever since his soul was touched by the power of wicked gods, he just hasn't been himself. In fact, he's a full-fledged monster. Wanders in: Mintaka Empire
HP: 790 AGL: 110 EXP: 1645
Water: +20% Fire: -20% Darkness: -80% Light: +80%
Paralysis: 50

Ghost Claws

A huge insect that lives between dimensions. Truly a hideous bug that eats its prey alive. Stay alert! Habitat: Trail of Souls
HP: 315 AGL: 68 EXP: 123
Water: -60% Fire: -60% Darkness: -60% Light: -60% Wind: -60% Chronos: -60%
Poison: 100

Ghoulish Skirmisher

An extremely powerful ghost residing in a corpse. The muscles have deteriorated, but it's still very strong. Fight with caution. Habitat: Capella, Garden of Death
HP: 1120 AGL: 135 EXP: 5070
Darkness: -80% Light: +80%
Paralysis: 50

Gormer

Mysterious flame-filled creature that wanders about mysterious places in a mysterious atmosphere. Its flames look intense, but aren't so hot to the touch. Habitat: Detourne, the Mystical Garden
HP: 450 AGL: 10 EXP: 159
Fire: -100% Water: +100%
Flames: 100

Gray Cancerite

Strange creature found lurking in the mystical forest. Looks a bit spooky, but it's probably just a fairy, or is it? Habitat: Nekton, Shrine of the Spirits

HP: 520 AGL: 75 EXP: 240

Fire: +30% Water: -30% Dark: +30% Light: -30%

Gul-Bar-Mool

An amphibious creature that lives in and around old ruins. Unlike others of its kind, it contains no poison. But it tastes awful! Habitat: Zosma Tower

HP: 1150 AGL: 145 EXP: 7620

Fire: +50% Water: -50% Light: +30% Dark: -30%

Death: 50

Imperial Blackhelm

Well-trained, highly skilled soldier of the Imperial Army. Other soldiers refer to them in awe as part of the "Dark Unit."

HP: 280 AGL: 42 EXP: 38

Light: +50% Dark: -50%

Imperial Elite

High ranking soldiers in the Imperial Army. More mature and experienced than those in the lower-ranks.

HP: 230 AGL: 42 EXP: 38

Light: +50% Dark: -50%

Sleep: 50

Imperial Guard

Soldier serving at the Imperial capital, Mintaka. His main duty is to police the area and maintain security. Well-trained and very strong! Appearance:

Mintaka City

HP: 630 AGL: 103 EXP: 475

Light: +50% Dark: -50% Water: +30% Fire: -30%

Paralysis: 50

Imperial Soldier

Soldier of the Imperial Army, and backbone of the Alfard Empire. Take them out before they get you!

HP: 70 AGL: 19 EXP: 11

Water: +20% Fire: -20%

Imperial Walker

An Imperial technological feat. Loaded with the world's first mechanical brain. It can only process basic orders, however. Area of Manufacture: Alfard Empire

HP: 660 AGL: 110 EXP: 535

Water: +20% Fire: -20% Light: +20% Dark: -20% Wind: +20% Chronos: -20%

Iron Beetle II

Based on the original Iron Beetle and specially manufactured for the Emperor's personal guards. Looks similar to its predecessor, but performance is superior. Area of Manufacture: Alfard Empire

HP: 960 AGL: 98 EXP: 1770

Water: +50% Fire: -50% Light: +30% Dark: -30%

Sleep: 100 Paralysis: 100

Lanocaulis

Heat-resistant "mimic" creature. Its white coloring reduces heat absorption.

Habitat: Lava Caves

HP: 750 AGL: 110 EXP: 890

Water: +30% Fire: -30% Wind: +30% Chronos: -30%

Flames: 100 Poison: 50

Laramooga

One of the desert people killed in Operation Sweep. His hatred and bitterness combined with Malpercio's power brought him back. Wanders in: Nihal Desert

HP: 1510 AGL: 163 EXP: 8400

Water: +20% Fire: -20% Light: +80% Dark: -80%

Paralysis: 50

Mad Cancerite

Human-shaped amphibious creature that prefers to live in dark places. Doesn't need water, but can't get to sleep without its special eggnog. Habitat:

Labyrinth of Duhr

HP: 1100 AGL: 113 EXP: 3420

Water: -50% Fire: +50% Wind: +30% Chronos: -30%

Confusion: 50

Mafreega

Hideous monster created by evil gods during an ancient war. Has vowed to destroy humans and awaits it's master's return. Habitat: Labyrinth of Duhr

HP: 1240 AGL: 125 EXP: 4420

Water: +80% Fire: -80% Wind: +20% Chronos: -20%

Death: 50 Paralysis: 100

Magic Shellfish

Strange shellfish found in Mira. Its body-protecting shell is so hard that normal attacks won't scratch it. Habitat: Detourne, the Mystical Garden

HP: 200 AGL: 77 EXP: 149

Water: +20% Fire: +20% Wind: +20% Chronos: +20% Dark: +20% Light: +20%

Death: 30 Sleep: 30 Paralysis: 30 Freezing: 30 Flames: 30 Headaches: 30

Poison: 30 Confusion: 30

Magma Beast

Fierce beast that thrives in hot climates, such as volcanic regions. High resistance to heat. Can't survive in cooler regions. Habitat: The Lava Caves

HP: 720 AGL: 106 EXP: 685

Water: +90% Fire: -90%

Flames: 100

Master Revenant

Corpse controlled by an evil will. The bones have been warped by wicked magic, contorting them to look unhuman. Habitat: Battleship Goldoba

HP: 760 AGL: 55 EXP: 780

Water: +100% Fire: -100%

Flames: 100 Freezing: 100

Maw-Maw-Goo

A shelled mollusk that prefers dark, humid places. Its body contains a poisonous liquid. Touching it will give you a nasty ulcer! Habitat: Greater Celestial River

HP: 1390 AGL: 80 EXP: 8200

Water: -80% Fire: +80%

Confusion: 50

Mirabilis

Large "mimic" creature found in jungles. Catches prey by imitating giant plants. Sucks juices from its victims with quills at the end of its vines.

Habitat: Holoholo Jungle

HP: 450 AGL: 55 EXP: 87

Water: -30% Fire: +30% Wind: +30% Chronos: -30%

Mysterious Shellfish

Strong shellfish with substantial magical power in Duhr. Smarter than the others of its kind, and knows more powerful magic. Only the truly brave stand a chance! Habitat: Zosma Tower

HP: 550 AGL: 165 EXP: 6670

Water: +20% Fire: +20% Wind: +20% Chronos: +20% Dark: +20% Light: +20%

Death: 30 Sleep: 30 Paralysis: 30 Freezing: 30 Flames: 30 Headaches: 30

Poison: 30 Confusion: 30

Pul-Puk

An amphibious creature found in and around the celestial rivers. Tasty, indeed, but if not prepared right, it's poisonous meat can be deadly. Better not try it. Habitat: Lesser Celestial River

HP: 110 AGL: 27 EXP: 13

Water: -80% Fire: +80%

Paralysis: 50

Ray-moo

Unusual winged creature found in the mystical forest. No one has dared to try eating such an odd creature from such a spooky place. Habitat: Nekton, Shrine of the Spirits

HP: 495 AGL: 90 EXP: 190

Light: -30% Dark: +30% Wind: -30% Chronos: +30%

Paralysis: 50

Rulug

Gigantic insect that lives high up in the mountains, where it has an array of prey to choose from. Sucks bodily juices from its victims in an instant!

Habitat: Celestial Alps

HP: 1290 AGL: 154 EXP: 8000

Light: +30% Dark: -30% Wind: -60% Chronos: +60%

Poison: 50

Sbarb

Feared two-headed hunting dog of the evil gods. Definitely not man's best friend, since it eats him. Habitat: Coccolith, Labyrinth of Mirrors

HP: 570 AGL: 86 EXP: 327

Water: +75% Fire: -75%

Sleep: 50

Shadow Claws

A huge insect found in the Greater Celestial River. It's attracted to rotten meat. Leaves dead prey for days before eating it. Habitat: Greater Celestial River

HP: 950 AGL: 160 EXP: 8600

Water: -80% Fire: -80% Wind: -80% Chronos: -80% Dark: -80% Light: -80%

Poison: 100

Shawra

Blood-sucking creature that lives in forests. Doesn't have a mouth, but sucks blood from a needle at the tip of its tail. Habitat: Sadal Suud Frontier

HP: 15 AGL: 8 EXP: 2

Chronos: +30% Wind: -30%

Skeleton Warrior

A wicked ghost residing in the bones of a dead human. It's not possessed with hate-filled strength and bitterness, so it shouldn't be hard to beat. Habitat: Ancient Library of Magic

HP: 285 AGL: 42 EXP: 42

Water: -30% Fire: +30% Light: +60% Dark: -60%

Slime

Jelly-like creature that lurks about the Tower of DRUAGA. Looks tasty, but doesn't actually taste like a melon! Habitat: Tower of DRUAGA

HP: 540 AGL: 76 EXP: 142

Water: -80% Fire: +80%

Snow Cancerite

Human-shaped amphibious creature that loves cold places. It must continuously drink spiked eggnog to keep from freezing to death. Habitat: The Ice Cliffs of Gomeisa

HP: 660 AGL: 110 EXP: 1290

Water: -80% Fire: +80% Dark: +25% Light: -25%

Death: 50 Freezing: 100

Spell Shellfish

Shellfish floating softly in midair. It's found in jungles, and has the ability to cast spells. Swallows its prey whole. Habitat: Holoholo Jungle

HP: 180 AGL: 49 EXP: 60

Water: +20% Fire: +20% Wind: +20% Chronos: +20% Dark: +20% Light: +20%

Death: 30 Sleep: 30 Paralysis: 30 Freezing: 30 Flames: 30 Headaches: 30

Poison: 30 Confusion: 30

Striper

Fierce beast found in Diadem's Cloud Passage. Originally nocturnal, but has recently been spotted both during the day and at night. Habitat: The Cloud Passage

HP: 170 AGL: 31 EXP: 25

Chronos: +50% Wind: -50%

Poison: 50

Undead Swordsman

A powerful ghost residing in a corpse. It is very skilled with a sword, and won't go down easy. Habitat: Holoholo Jungle

HP: 340 AGL: 52 EXP: 77

Light: +50% Dark: -50% Wind: -30% Chronos: +30%

Poison: 60

Unuk

This fearsome beast lives in forests. Its enormous fangs are used solely for combat. Swallows its prey in one gulp. Habitat: Sadal Suud Frontier

HP: 23 AGL: 8 EXP: 4

Water: +30% Fire: -30%

Poison: 50

Varalba

Beast guardian of the labyrinth. Created with magic and modeled after evil beasts. It may not look so bright, but it actually is quite skilled with magic.

Habitat: Illusory Fortress of the Book

HP: 1650 AGL: 161 EXP: 8600

Water: +30% Fire: -30% Light: +30% Dark: -30% Chronos: -30% Wind: +30%

Sleep: 100 Paralysis: 100

Vorleg

Crafty, evil animal that wanders through the castle. Its high level of intelligence will turn lower-ranked evil creatures pale with fear. Habitat: Cor Hydrae Castle

HP: 2100 AGL: 195 EXP: 12000

Water: +30% Fire: -30% Light: +30% Dark: -30%

Sleep: 100 Paralysis: 100 Death: 50

Wokob Kakish

A strong beast created by evil gods during an ancient war. Its blood still boils with the fighting spirit of old. Habitat: Coccolith, Labyrinth of Mirrors

HP: 600 AGL: 87 EXP: 386

Light: -50% Dark: +50%

Death: 50

Wolgarb

Loyal watchdog of the gods that wanders freely about the castle. Released to devour unfaithful servants or intruders. Habitat: Cor Hydrae Castle

HP: 2350 AGL: 235 EXP: 13600

Light: +30% Dark: -30%

Headache: 70

Zelmer

A fireball-type creature living in the outer dimension. Exhibits a peculiar aura that gives chills to anyone in its path. Habitat: Trail of Souls

HP: 270 AGL: 93 EXP: 137

Water: -60% Fire: -60% Wind: -60% Chronos: -60% Dark: -60% Light: -60%

Flames: 100

Zeuzlani

/\ (6BCRDS)

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- Dark Vortex, again, for the ASCII up top.
- Brian Walsh; making a note that Ungyo and Aygo DO have Finishing Attacks.

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