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## I. Version History

### Version 1.0-3/11/09

Submitted Guide to GameFAQs. Only site permitted to display my guide so far. Only have my path for submitted paths, hoping to get more.

### Version 0.1-12/16/09

Started this guide because I was bored, much like my last two guides. This game is also amazing. Ever wonder how early you can get those uber healing items? This is the guide that will tell you.

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## II. FAQ

### 1) What's new?

This game is over 5 years old, so there's really nothing new about it, but I'm sad to see how little people know about this game. Seeing as how new guides generate new discussion, this guide will serve, hopefully to increase the popularity of the game, or at least make more topics on the board.

### 2) Why Healing Items?

I've already done one on Monster drops and Equipment, this seemed like the natural progression. There are no level gains that get you a new spell to heal with, no equipment that makes you absorb a certain type of damage. This game relies instead on the gaining of item magnus that you can use. Some items are easier to deal with, some require good timing and proper planing. All this works together to create a wonderfully entertaining experience of trying to keep yourself alive!

### 3) I have a healing path for you!

Great, E-mail me the path. Be sure to be specific about item and locations. If you want to include a little bit about why you choose certain items it could

help someone out. Just a quick note about 1 path.

\*\*The "Get to the Ancient Library and wait 80 hours for Wonder MOMO" won't be posted.\*\*

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### III. Healing Items

A complete listing of each item magnus with it's properties (atk and def) and a description of how to obtain it which will correspond to one of the three paths players can choose on how to acquire healing magnus.

This list is sorted by amount healed, the next section contains a guide of how to obtain each of these as quickly as possible. In addition, I've also categorized each item into it's gathering method:

1. Drop - Magnus obtained from a monster drop/treasure/storyline/etc.
2. Time - Magnus obtained from a " " + Time
3. Combo - Magnus obtained from a Special Combo performed in battle. Includes the number of magnus needed for the combo. If you come across a combo with a general item, like "Fire" or "Water" and you aren't getting the item, look at the SP combo guide and see what item you need exactly. As a general rule, using common sense will help in figuring this correctly. If you get something charred or burnt use a weaker level item.

EPO - Earliest Point Obtainable, a general location where you will be able to create/gather/age the healing magnus.

Duration: Listing of how long the item will continue to offer healing benefit, before turning into something else that may or may not heal.

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HP Healed | Item ~ Description ~ Type ~ EPO

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3000 | Deluxe Sushi  
| Effect Atk - Cure Death 50%  
| Effect Def - Resist Death 99%  
| Type - Combo (3): Sushi Rice + Fish + Deluxe Wasabi Root  
| EPO - Wazn  
| Duration: 4 hours -> Rotten Food

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2950 | Japanese Breakfast  
| Effect Atk - Defense +30  
| Effect Def - Defense +120  
| Type - Combo (3): Rice + Stinky Beans + Egg  
| EPO - Celestial Alps  
| Duration: 18 hours -> Rotten Food

---

2800 | Wonder MOMO  
| Effect Atk - Cure All 100%  
| Effect Def - Resist All 100%  
| Type - Time: Peach + 80 Hours  
| EPO - Anuenue\*  
| \*Note - Aging items by leaving the gamecube on all day/night has  
| side effects that are not conducive to getting 100%.  
| Duration: Permenant

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2300      | Deluxe Curry with Rice
          | Type - Combo (3): Deluxe Rice + Deluxe Curry + Pickled Item
          | EPO - Lava Caves
          | Duration: 36 hours -> Rotten Food
=====
2200      | Baked Potato
          | Effect Atk - Cure Freeze 80%
          | Effect Def - Resist Freeze 80%
          | Type - Combo (2): Large Fire + Aqua Burst Lvl 5
          | EPO - Zosma
          | Duration: 15 Hours -> Rotten Food
=====
1900      | Fatty Tuna
          | Type - Combo (2): Avocado + Soy Sauce
          | EPO - Celestial Alps
          | Duration: 5 hours -> Rotten Fish
=====
1750      | Deluxe Rice
          | Type - Combo (5): Power Helmet + Uncooked Rice + Water + Deluxe
          |                               Charcoal + Fire
          | EPO - Lava Caves
          | Duration: 16 hours -> Rice Paste
=====
1500      | Deluxe Green Tea
          | Effect Atk - Cure Confusion 100%
          | Effect Def - Cure Confusion 100%
          | Type - Combo (2): Large Teamug + Green Tea
          | EPO - Lava Caves
          | Duration: Permenant
=====
1500      | Toasted Rice Ball
          | Effect Atk - Cure Confusion 100%
          | Effect Def -
          | Type - Combo (3): Rice Ball + Soy Sauce + Fire
          | EPO - Alfard (2nd Visit)
          | Duration: 20 hours -> Rotten Food
=====
1450      | Stinky Beans
          | Type - Combo (2): Straw + Soy Beans
          | EPO - Celestial Alps
          | Duration: 48 hours -> Rotten Food
=====
1400      | Deluxe Curry
          | Effect Atk - Cure Paralysis 80%
          | Effect Def - Resist Paralysis 100%
          | Type - Combo (3): Apple + Honey + Curry
          | EPO - Lava Caves
          | Duration: 36 hours -> Rotten Food
=====
1350      | Extra Fluffy Rice
          | Type - Combo (5): Power Helmet + Uncooked Rice + Water + Charcoal
          |                               + Fire
          | EPO - Class 4- Ancient Library
          | Duration: 8 hours -> Rice Paste
=====
1330      | Western Breakfast
          | Effect Atk - Cure Sleep 100%
          | Effect Def - Resist Sleep 100%
          | Type - Combo (3): Freshly Baked Bread + Strawberry Jam + Milk
          | EPO - Lava Caves*

```

| Note - \*Will need to go from Mintaka to Lava caves within 4 hours.  
| Otherwise, you will need to wait until you revisit Alfard.  
| Duration: 24 hours -> Rotten Food

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1300 | Charcoal Broiled Eel  
| Effect Atk - Attack +20  
| Effect Def - Attack +60  
| Type - Combo (3): Eel + Charcoal + Fire  
| EPO - Wazn  
| Duration: 15 hours -> Rotten Food

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1300 | Sea Urchin  
| Effect Atk - Defense +30  
| Effect Def - Defense +60  
| Type - Combo (2): Custard Pudding + Soy Sauce  
| EPO - Alfard (2nd visit)  
| Duration: 3 hours -> Rotten Fish

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1200 | Beef Stew  
| Effect Atk - Cure Freeze 99%  
| Effect Def - Resist Freeze 99%  
| Type - Combo (4): Bacon or Beef + Deluxe Charcoal + Fire + Birch  
| Sap Gum  
| EPO - Wazn  
| Duration: 18 hours -> Rotten Food

---

1200 | Sea Bream Lunch  
| Type - Combo (2): Rice <-> Sea Bream  
| EPO - Celestial Tree  
| Duration: 12 hours -> Rice Paste

---

1200 | Soft-Boiled Egg  
| Effect Atk - Cure Confuse 33%  
| Effect Def - Cure Confuse 66%  
| Type - Combo (2) : Egg + Fire\*  
| EPO - Labyrinth of Durh  
| \*Notes - If you get a Fried Egg, try a weaker Fire.  
| Duration: 12 hours -> Rotten Food

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1180 | Strange Brew  
| Type - Combo (3): Japanese Rice Wine + Other Wine + Beer  
| EPO - Lava Caves  
| Duration: 10 hours -> Vinegar

---

1150 | Chicken Kebab  
| Effect Atk - Cure Freeze 70%  
| Effect Def - Resist Freeze 100%  
| Type - Combo (3): Rooster + Large Fire + Paper Fan  
| EPO - Nekton\*  
| Note - \*Unless you can make it from the Cloud Passage to Nekton  
| within 3-8 hours you will probably have to wait until  
| Alfard to make this.  
| Duration: 14 hours -> Rotten Food

---

1100 | Rice Ball  
| Effect Atk - Cure Paralysis 70%  
| Effect Def - Resist Paralysis 90%  
| Type - Combo (2): Rice + Pickled Plums  
| EPO - Holoholo Jungle  
| Duration: 12 hours -> Rotten Food

=====  
1030 | Deluxe Sashimi Boat  
| Effect Atk - Cure Flames 75%  
| Effect Def - Resist Flames 100%  
| Type - Combo (3): Model Boat + Fish + Fish + Fish + Fish  
| EPO - Balancoire\*  
| Note - \*Unless you can make it from the Cloud Passage to Nekton  
| within 3-8 hours you will probably have to wait until  
| Alfard to make this.  
| Duration: 5 hours -> Rotten Sashimi Boat 24 hours -> Rotten Food  
=====

1000 | Broken Earth Sphere  
| Effect Atk - Cure Death 100%  
| Effect Def -  
| Type - Drop  
| EPO - Gemma  
| Duration: Permenant  
=====

1000 | Fried Egg  
| Effect Atk - Cure Freeze 33%  
| Effect Def - Resist Freeze 33%  
| Type - Combo (3): Egg + Fire\*  
| EPO - Labyrinth of Durh  
| \*Notes - If you get Soft-Boiled Egg, try a stronger Fire.  
| Duration: 8 hours -> Rotten Food  
=====

1000 | Ocean Mirror  
| Effect Atk -  
| Effect Def - Resist All 100%  
| Type - Drop  
| EPO - Wazn  
| Duration: Changes after story mode events  
=====

1000 | Roasted Squid  
| Type - Combo (3): Squid + Fire + Paper Fan  
| EPO - Nekton\*  
| Note - \*Unless you can make it from the Cloud Passage to Nekton  
| within 3-8 hours you will probably have to wait until  
| Alfard to make this.  
| Duration: 15 hours -> Rotten Food  
=====

990 | Curry with Rice  
| Type - Combo (3): Rice + Pickles + Curry  
| EPO - Detourne  
| Duration: 36 hours -> Rotten Food  
=====

970 | Salted Sweetfish  
| Type - Drop  
| EPO - Zosma  
| Duration: 48 hours -> Rotten Food  
=====

950 | Avocado  
| Effect Atk - Cure Headache 100%  
| Effect Def - Cure Headache 100%  
| Type - Drop  
| EPO - Celestial Alps  
| Duration: 12 hours Rotten Food  
=====

910 | Vanilla Ice Cream  
| Effect Atk - Cure Flames 90%  
=====

| Effect Def - Cure Flames 100%  
| Type - Combo (3): Meat + Fire + Birch Sap Gum  
| EPO - Wazn  
| Duration: 6 hours -> Melted Ice Cream 10 hours -> Rotten Food

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900 | A Great Fortune  
| Effect Atk - Resist All 30%  
| Effect Def -  
| Type - Drop  
| EPO - Lava Caves  
| Duration: 36 seconds

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880 | Deluxe Wasabi Root  
| Effect Atk - Cure Death 100%  
| Effect Def - Resist Death 100%  
| Type - Combo (2): Wasabi Root + Water  
| EPO - Wazn  
| Duration: Permenant

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850 | Beer  
| Effect Atk - Defense +30  
| Effect Def - Defense +60  
| Type - Time: Wheat + 4 hours  
| EPO - Lava Caves  
| Duration: Permenant

---

850 | Peanuts  
| Type - Drop  
| EPO - Labyrinth of Durh  
| Duration: 15 hours -> Rotten Food

---

830 | Freshly Baked Bread  
| Type - Combo (3): Wheat + Water + Fire  
| EPO - Lava Caves  
| Duration: 10 hours -> Rotten Food

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800 | Rice  
| Type - Combo (4): Uncooked Rice + Power Helmet + Water + Fire  
| EPO - Castle Elnath  
| Duration: 4 hours -> Rice Paste

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770 | Green Tea  
| Effect Atk - Cure Confuse 100%  
| Effect Def - Cure Confuse 100%  
| Type - Drop  
| EPO - Lava Caves  
| Duration: Permenant

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750 | Strawberry Milk  
| Effect Atk - Attack +15  
| Effect Def - Attack +45  
| Type - Combo (3): Milk + Strawberries + Sugar  
| EPO - Nekton\*  
| \*Notes - You need to go from leaving Anuene to Nekton in 1 hour,  
| and since that's unlikely, your next chance will be in  
| Alfard.  
| Duration: 24 hours -> Green Mold

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700 | Goddess of Victory  
| Effect Atk - Cure All 40%

| Effect Def - Resist All 40%  
| Type - Combo (2): Forlorn Woman + Endeavoring Woman  
| EPO - Gemma  
| Duration: Permenant

---

700 | Grilled Hamburger  
| Effect Atk - Cure Freeze 40%  
| Effect Def -  
| Type - Combo (3): Meat + Charcoal + Fire  
| EPO - Detourne  
| Duration: 12 hours -> Rotten Food

---

690 | Cherries  
| Effect Atk - Cure Paralysis 100%  
| Effect Def - Resist Paralysis 99%  
| Type - Drop  
| EPO - Capaella  
| Duration: 6 hours -> Rotten Food

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660 | Eel  
| Effect Atk - Attack +10  
| Effect Def - Attack +30  
| Type - Drop  
| EPO - Wazn  
| Duration: 5 hours -> Rotten Fish

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650 | Wasabi Root  
| Effect Atk - Cure Death 80%  
| Effect Def - Resist Death 80%  
| Type - Combo (2): Young Wasabi Root + Dark  
| EPO - Wazn  
| Duration: Permenant

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600 | An Average Fortune  
| Type - Drop  
| EPO - Lava Caves  
| Duration: 7 seconds

---

600 | Fruit Tart  
| Type - Combo (2): Fruit + Sugar  
| EPO - Nekton  
| Duration: 12 hours -> Rotten Food

---

590 | Apple  
| Effect Atk - Cure Headache 60%  
| Effect Def - Cure Headache 60%  
| Type - Drop  
| EPO - Lava Caves  
| Duration: 6 hours -> Forbidden Fruit 30 minutes -> Rotten Fruit

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520 | Deluxe Pickles  
| Effect Atk - Attack +30  
| Effect Def - Attack +60  
| Type - Time: Pickled Cucumbers + 15 Hours  
| EPO - Cloud Passage  
| Duration: 72 hours -> Rotten Food

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500 | Beef Jerky  
| Type - Combo (2): Meat + Fire  
| EPO - Detourne



| Duration: 36 hours -> Pet Food

=====  
500 | Sacred Wine  
| Effect Atk - Cure Death 100%  
| Effect Def -  
| Type - Combo (2): Holy Grail + Japanese Rice Wine  
| EPO - Reverence  
| Duration: Permenant  
=====

500 | Sea Bream  
| Effect Atk - Cure Flames 55%  
| Effect Def - Resist Flames 50%  
| Type - Combo (2): Shrimp + Fishing Rod  
| EPO - Celestial Tree  
| Duration: 8 hours -> Rotten Fish  
=====

500 | Sun Coin  
| Effect Atk - Cure Sleep 100%  
| Effect Def -  
| Type - Drop  
| EPO - Labyrinth of Durh  
| Duration: 6 minutes -> Dark coin  
=====

480 | Minced Skipjack  
| Effect Atk - Cure Flames 35%  
| Effect Def - Resist Flames 70%  
| Type - Combo (3): Skipjack + Charcoal + Fire  
| EPO - Holoholo Jungle  
| Duration: 10 hours -> Rotten Fish  
=====

480 | Strawberry Jam  
| Type - Combo (3): Strawberries + Sugar + Fire  
| EPO - Nekton\*  
| \*Notes - You need to go from leaving Anuenue to Nekton in 1 hour,  
| and since that's unlikely, your next chance will be in  
| Alfard.  
| Duration: 48 hours -> Rotten Food  
=====

430 | Dried Persimmons  
| Effect Atk - Cure Headache 100%  
| Effect Def - Cure Headache 100%  
| Type - Combo (2): Persimmons + Light  
| EPO - Detourne  
| Duration: 15 hours -> Rotten Food  
=====

420 | Fresh Sashimi Set  
| Type - Combo (4): Fish + Fish + Fish + Fish  
| EPO - Holoholo Jungle  
| Duration: 5 hours -> Old Sashimi Set 24 hours -> Rotten Food  
=====

400 | Custard Pudding  
| Effect Atk - Cure Flames 10%  
| Effect Def - Resist Flames 50%  
| Type - Drop  
| EPO - Detourne  
| Duration: 16 hours -> Rotten Food  
=====

380 | Cedar Tree Sap  
| Type - Time: Cedar Tree + 3 Hours  
| EPO - Detourne

| Duration: 12 hours -> Amber

=====  
350 | Egg  
| Effect Atk - Defense +40  
| Effect Def - Defense +80  
| Type - Drop  
| EPO - Labyrinth of Durh  
| Duration: 3 hours -> Ugly Duckling 4 hours -> Swan  
=====

350 | Grilled Fish  
| Type - Combo (2): Fish + Fire  
| EPO - Holoholo Jungle  
| Duration: 13 hours -> Rotten Food  
=====

350 | Orange  
| Type - Time: Frozen Tangerine + 2.5 hours  
| EPO - Nekton  
| Duration: 8 hours -> Rotten Fruit  
=====

340 | Deluxe Red Wine  
| Type - Drop  
| EPO - Coccolith  
| Duration: 24 hours -> Yesterday's Wine  
=====

340 | Fruit Cornucopia  
| Type - Combo (4): Fruit + Fruit + Fruit + Fruit  
| EPO - Lesser Celestial River  
| Duration: 10 hours -> Rotten Cornucopia 24 hours -> Rotten Food  
=====

330 | Skipjack  
| Effect Atk - Cure Flames 35%  
| Effect Def - Resist Flames 60%  
| Type - Drop  
| EPO - Holoholo Jungle  
| Duration: 8 hours -> Rotten Fish  
=====

300 | A Good Fortune  
| Type - Drop  
| EPO - Lava Caves  
| Duration: 7 seconds  
=====

300 | Shrimp  
| Effect Atk - Cure Sleep 25%  
| Effect Def - Resist Sleep 25%  
| Type - Drop  
| EPO - Celestial Tree  
| Duration: 8 hours -> Rotten Fish  
=====

300 | Sushi Rice  
| Effect Atk - Cure Death 33%  
| Effect Def - Resist Death 50%  
| Type - Combo (3): Rice + Vinegar + Paper Fan  
| EPO - Nekton  
| Duration: 10 hours -> Rotten Food  
=====

290 | Squid  
| Type - Drop  
| EPO - Detourne  
| Duration: 4 hours -> Rotten Fish  
=====

270 | Cute Doll  
| Type - Combo (2): Doll + Pretty Flower  
| EPO - Alfard (2nd Visit)  
| Duration: 3 hours -> Hate-filled Doll

---

250 | Birch Sap Gum  
| Effect Atk - Cure Confusion 30%  
| Effect Def - Cure Confusion 50%  
| Type - Time: Birch + 3.5 Hours  
| EPO - Wazn  
| Duration: Permenant

---

250 | Broken Ocean Mirror  
| Effect Atk -  
| Effect Def - Resist All 20%  
| Type - Drop  
| EPO - Alfard (2nd Visit)  
| Duration: Permenant

---

250 | Pretty Flowers  
| Effect Atk - Cure Paralysis 50%  
| Effect Def - Resist Paralysis 100%  
| Type - Combo (4): Pretty Flower x 4  
| EPO - Cloud Passage  
| Duration: 10 hours Dead Flowers

---

250 | Sunflower Coin  
| Effect Atk - Cure Sleep 75%  
| Effect Def -  
| Type - Drop  
| EPO - Lava Caves  
| Duration: 18 minutes -> Primrose Coin

---

240 | Pickled Eggplant  
| Type - Drop  
| EPO - Holoholo Jungle  
| Duration: 72 hours -> Rotten Food

---

225 | Persimmons  
| Effect Atk - Cure Headache 50%  
| Effect Def - Cure Headache 50%  
| Type - Drop  
| EPO - Detourne  
| Duration: 7 hours -> Rotten Fruit

---

220 | Chestnuts  
| Effect Atk - Cure Poison 75%  
| Effect Def - Cure Poison 100%  
| Type - Combo (2): Cheese + Honey  
| EPO - Cloud Passage  
| Duration: Permenant

---

220 | Strawberries  
| Effect Atk - Cure Flames 33%  
| Effect Def - Cure Flames 66%  
| Type - Drop  
| EPO - Ancient Library  
| Duration: 5 hours -> Rotten Fruit

---

210 | Curry

| Effect Atk - Cure Paralysis 40%  
| Effect Def - Resist Paralysis 80%  
| Type - Drop  
| EPO - Mira  
| Duration: 24 hours -> Last Night's Curry

=====  
210 | Last Night's Curry  
| Effect Atk - Cure Paralysis 100%  
| Effect Def - Resist Paralysis 100%  
| Type - Time: Curry + 24 Hours  
| EPO - Mira  
| Duration: 5 hours -> Rotten Food  
=====

200 | Crimson Oak Blossom  
| Effect Atk - Cure Freeze 100%  
| Effect Def -  
| Type - Drop  
| EPO - Lava Caves  
| Duration: Permenant  
=====

190 | Deluxe Bananas  
| Effect Atk - Cure Sleep 100%  
| Effect Def - Resist Sleep 100%  
| Type - Drop  
| EPO - Anuenue  
| Duration: 6 hours -> Rotten Fruit  
=====

180 | Melon  
| Type - Combo (2): Cucumber + Honey  
| EPO - Cloud Passage  
| Duration: 6 hours -> Rotten Fruit  
=====

180 | Silkworm  
| Type - Drop  
| EPO - Ancient Library  
| Duration: 7 hours -> Cocoon 17 hours -> Silk  
=====

150 | Milk  
| Type - Drop  
| EPO - Cloud Passage  
| Duration: 4 hours -> Cheese  
=====

150 | Soy Beans  
| Type - Drop  
| EPO - Alfard (2nd Visit)  
| Duration: 7 hours -> Soy Sauce  
=====

140 | Cheese  
| Effect Atk -  
| Effect Def - Resist Headache 30%  
| Type - Time: Milk + 4 Hours  
| EPO - Cloud Passage  
| Duration: 17 hours -> Green Mold  
=====

135 | Deluxe Sweet Wine  
| Type - Time/Drop: Grapes + 6 hours  
| EPO - Lesser Celestial River  
| Duration: 7 hours -> Vinegar  
=====

125 | Cheese Fondue

| Effect Atk -  
| Effect Def - Resist Headache 50%  
| Type - Combo (2): Wine + Cheese  
| EPO - Cloud Passage  
| Duration: 10 hours -> Green Mold

=====  
120 | Pickled Cucumbers  
| Effect Atk - Attack +20  
| Effect Def - Attack +40  
| Type - Time: Cucumbers + 3 Hours  
| EPO - Cloud Passage  
| Duration: 15 hours -> Deluxe Cucumbers

=====  
100 | Grapes  
| Effect Atk -  
| Effect Def - Resist Flames 35%  
| Type - Drop  
| EPO - Lesser Celestial River  
| Duration: 3 hours -> Rotten Grapes 3 hours -> Deluxe Sweet Wine

=====  
100 | Japanese Rice Wine  
| Effect Atk - Cure Death 66%  
| Effect Def - Resist Death 66%  
| Type - Time: Uncooked Rice + 3 Hours  
| EPO - Castle Elnath  
| Duration: Permenant

=====  
100 | Tearless Mermaid  
| Effect Atk - Defense +20  
| Effect Def - Defense +40  
| Type - Drop  
| EPO - Balancoire  
| Duration: Permenant

=====  
90 | Bananas  
| Type - Drop  
| EPO - Moonguile Forest  
| Duration: 3 hours -> Blackened Bananas 7 hours -> Rotten Food

=====  
80 | Honey  
| Type - Drop  
| EPO - Diadem  
| Duration: Permenant

=====  
50 | Pretty Flower  
| Effect Atk - Cure Paralysis 30%  
| Effect Def - Resist Paralysis 60%  
| Type - Combo (2): Flower Bud + Light  
| EPO - Cloud Passage  
| Duration: 5 hours -> Dried Flowers

=====  
45 | Bamboo Shoot  
| Type - Drop  
| EPO - Moonguile Forest  
| Duration: 3 hours -> Young Bamboo 5 hours -> Fishing Rod

=====  
30 | Sugar  
| Type - Time: Sugar Cane + 4 Hours  
| EPO - Nekton  
| Duration: Permenant

```
=====
20      | Uncooked Rice
      | Type - Drop/Buy
      | EPO - Castle Elnath/Alfard
      | Duration: 3 hours -> Japanese Rice Wine
=====
```

```
10      | Cucumbers
      | Effect Atk - Attack +10
      | Effect Def - Attack +20
      | Type - Drop
      | EPO - Cloud Passage
      | Duration: 3 hours -> Pickled Cucumbers
=====
```

```
10      | Sugar Cane
      | Type - Drop
      | EPO - Nekton
      | Duration: 4 hours -> Sugar
=====
```

```
1       | Holy Grail
      | Effect Atk - Cure Death 66%
      | Effect Def - Resist Death 80%
      | Type - Combo (2): Monolith Pen + tri-Cresendo Pen
      | EPO - Reverence
      | Duration: Permanent
=====
```

```
1       | Young Wasabi Root
      | Effect Atk - Cure Death 60%
      | Effect Def - Resist Death 60%
      | Type - Drop
      | EPO - Wazn
      | Duration: Permanent
=====
```

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=====
Notes:
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\*\*\*If you choose to age peaches at Ancient Library overnight, while leaving your gamecube on, you will miss out on the Auras from your gathering unless you check your inventory every 5 hours in between changes.

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=====
```

#### IV. Healing Paths

The paths below are the general consensus on how to get healing items in this game, sorted in terms of effort, are as follows:

Maximum Healing - Getting the healing item with the biggest heal.  
Cure Death 100%\*- Getting the healing item with the 100% cure death effect.  
Survivalist - Getting only healing items that drop from monsters or that you can purchase. This includes magnus obtained after time.

\*The first item you can get with the Cure Death 100% effect is Sacred Wine, in Mira. This path is not in use until there is an item with the cure death effect available.

Tips:

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- 1) Putting the better healing items in the person's deck with the highest agility will make it easier for you to effectively heal, simply due to the fact that you don't want to have a healing item available only to have a monster kill you before you get a chance to use it.
- 2) Keep tabs on your healing items, as many decay and no longer heal at all.
- 3) It's really a personal preference what healing items to use, and in what quantities to use them. As a general rule if you are using healing items outside of battle you may want to get a stronger healing item or more of what you are already using.

Area

=====

A. Sudal Suud

=====

Moonguile Forest

-----

At the start of the game, you will have only Bamboo Shoots, which should be more than enough. Before long, during the first boss fight you will get the next item, at least for the time being.

=====

New Items:

Bamboo Shoot - Drop from Unuks  
 Bananas - Obtain from Xelha's Deck

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Survivalist		Max Healing
Bamboo Shoot		Bananas/Bamboo Shoot

=====

Nunki Valley

-----

If you didn't remove the Bananas from Xelha's deck before the boss fight, you are going to have to settle for Bamboo Shoots, which should be fine at this point.

=====

New Items:

n/a

-----

Survivalist		Max Healing
Bamboo Shoot		Bananas/Bamboo Shoot

=====

The Lord's Mansion

-----

You can purchase bananas at the town shop before entering the mansion, and the enemies here also drop Green Bananas which turn into Bananas in 2 hours.

=====

New Items:

n/a

-----

Survivalist		Max Healing
-------------	--	-------------

Bananas | Bananas

B. Diadem

Lesser Celestial River

Lots of new things here, and your first chance to use a SP combo to get a much better healing item than the Survivalist path. It may take you a few hours to get, but if you are into that sort of thing...

New Items:

- Honey - Drop from Pul-Puks
- Grapes - Drop from Cancerites
- Deluxe Sweet Wine - Age Grapes 2 hours
- Fruit Cornucopia - Grapes x 4, need Class 3 item.

Survivalist | Max Healing  
|  
Grapes/Honey | Fruit Cornucopia

Cloud Passage

A LOT more items here, and a few more things to use SP combos for. A note for some people who see Deluxe Pickles as a lazy man's answer to everything. If you choose to, you can leave your game on for 18 hours and come back to as many 520 Healing Items as you farm without worrying about aura changes.

New Items:

- Cucumbers - Drop from Albireos
- Pretty Flower - Flower Bud + Light Flare
- Pickled Cucumbers - Age Cucumbers 3 Hours
- Cheese Fondue - Deluxe Sweet Wine + Cheese
- Cheese - Age Milk 4 hours
- Milk - Drop from Stripers
- Melon - Honey + Cucumbers
- Chestnuts - Cheese + Honey
- Pretty Flowers - Pretty Flower x 4
- Deluxe Pickles - Age Pickled Cucumbers 15 Hours

Survivalist | Max Healing  
|  
Milk/Deluxe S.Wine | Fruit Cornucopia

Castle Elnath

Your first chance to get RICE! The more rice you get the better. Since these guys don't respawn you should aim for picking up at least 2 Uncooked Rice magnus. The rice itself turns into wine after 3 hours, so better get to work as soon as you can. Hope you didn't sell your Power Helmets.



=====  
New Items:

Uncooked Rice - Drop  
Japanese Rice Wine - Age Uncooked Rice 3 hours  
Rice - Power Helmet + Uncooked Rice + Water + Fire

-----  
Survivalist | Max Healing  
|  
Deluxe Sweet Wine | Rice

=====  
C. Anuenu

-----  
Ancient Library

I'm including two items that you can get in town here, since you can't really use them until you get into a dungeon. 5 new items here, although you may have a tough time getting a few of them if you aren't quick. Not to worry, they will be available in the next dungeon as well. Max healing will be sticking with Extra Fluffy Rice for the next 2 islands, so you can continue making them as needed. Remember, however many peaches you get will be how many Wonder MOMOs you will have at the end of the game (or at the end of 80 hours). Deluxe Bananas cure sleep 100%, but they turn into rotten fruit after 6 hours.

=====  
New Items:

Deluxe Bananas - Found in Anuenu (only 1)  
Silkworm - Drop from Cursed Grimoires  
Strawberries - Drop from Skeleton Warriors  
Extra Fluffy Rice - Power Helmet + Uncooked Rice + Water + Charcoal + Fire  
Wonder MOMO - Age Peach 80 Hours

-----  
Survivalist | Max Healing  
|  
Strawberries | Extra Fluffy Rice

-----  
Holoholo Jungle

In case all your uncooked rice turned into wine before you could make rice, you can get more here. We get our first fish magnus here, helpful for making more SP combo healing magnus.

=====  
New Items:

Pickled Eggplant - Drop from Mirabilis  
Skipjack - Drop from Spell Shellfish  
Grilled Fish - Fish + Fire  
Fresh Sashimi Set - Fish x 4  
Minced Skipjack - Skipjack + Charcoal + Fire

-----  
Survivalist | Max Healing  
|  
Skipjack | Extra Fluffy Rice

-----  
Celestial Tree

-----  
If you want to wait for Green Plums to turn into Pickled Plums you can make a few more SP combos, but nothing will top the Extra Fluffy Rice. Your Bamboo Shoots will hopefully have turned into Fishing Rods by now, so making Sea Bream will be a quick combo that will get you a 500 healing item. Once you have enough Rice items you can make an easy 1200 healing item as well.

=====  
New Items:

Shrimp - Drop from Blood Leafs  
Sea Bream - Shrimp + Fishing Rod  
Sea Bream Lunch - Rice + Sea Bream  
Rice Ball - Rice + Pickled Plums

-----  
Survivalist | Max Healing  
|  
Skipjack | Extra Fluffy Rice  
=====

D. Mira  
=====

Portal to Another Dimension  
-----

To be honest I can't remember if you can add items to your deck while in here, but I'll just include this in its own section. If I find out later that you can't add items to your deck, it'll be updated. You should really just worry about the items that are missable in this section anyway. Go look at my other guide if you want to know what those are.

=====  
New Items:

Curry - Drop from Zelmers  
Last Night's Curry - Age Curry 24 Hours  
Curry with Rice - Rice + Pickled Item + Curry

-----  
Survivalist | Max Healing  
|  
Skipjack | Extra Fluffy Rice  
=====

Detourne  
-----

Lot of new things here, not very good things, but still. You can pick up some meat in the town before coming here, but you can't make it a healing item until you come to the dungeon. I'm going to make a special note for anything that gives you a 100% effect. In this case, Dried Persimmons cure headaches 100%. Last Night's Curry cures Paralysis 100% as well, but that one takes a bit longer to get to.

=====  
New Items:

Persimmons - Drop from Gormers  
Squid - Drop from Slimes  
Cedar Tree Sap - Age Cedar Tree 3 Hours  
Custard Pudding - Drop from Slimes  
Dried Persimmons - Persimmons + Light

Beef Jerky - Meat + Fire  
Grilled Hamburger - Meat + Charcoal + Fire

-----  
Survivalist | Max Healing  
|  
Custard Pudding | Extra Fluffy Rice  
=====

Reverence  
-----

I wouldn't add a section just for this, since it isn't a dungeon, but technically you can get the items needed for the below SP combos and go back to Detourne. So, you really only need to go this far before having access to these items. I'm really doing this for those people that would care to point out such technicalities. I also get to point out that we finally have an item that has the 100% Cure Death ability.

-----  
New Items:

Holy Grail - Monolith Pen + tri-Cresendo Pen  
Sacred Wine - Holy Grail + Japanese Rice Wine  
=====

Nekton  
-----

Quite a few things here, but unless you made it here from the start of Diadem within a few hours you won't be able to make many of them. Don't worry, you'll have another chance in Alfard. If you are wondering why this is, 2 items are to blame: Strawberries and Bamboo Shoot. For 3 of the SP combos you need a Paper fan, and in order to make it, you need Rice Paper from Nekton, and Young Bamboo. If you are playing along average times, all your Young Bamboo will have turned to Fishing Rods by the time you reach Nekton. Another 2 SP combos require Strawberries, which again, if you are playing along average times, will have turned into rotten fruit by now. Both of these items are available in Alfard, which will be coming up soon.

-----  
New Items:

Sugar Cane - Drop from Ray-Moos  
Sugar - Age Sugar Cane 4 Hours  
Sushi Rice - Rice + Vinegar + Paper Fan  
Orange - Age Frozen Tangerine 2.5 Hours  
Strawberry Jam - Strawberries + Sugar + Fire  
Fruit Tart - Fruit + Sugar  
Strawberry Milk - Milk + Strawberries + Sugar  
Roasted Squid - Squid + Fire + Paper Fan  
Chicken Kebab - Rooster + Large Fire + Paper Fan  
-----

Survivalist | Cure Death 100% | Max Healing  
| |  
Custard Pudding | Sacred Wine | Extra Fluffy Rice  
=====

Balancoire  
-----

2 things to point out here, one will be much harder to get than the other, in fact, it will be impossible to get under normal (read non-cheating) methods.

=====  
New Items:

Tearless Mermaid - Found in the Mansion  
Deluxe Sashimi Boat - Model Boat + Fish x 4  
=====

Coccolith  
-----

Only 1 new item here. Mizuti will have a Sacred Wine for you, but I'm not going to include that in the Survivalist path, because you only get 1 of them.

=====  
New Items:

Deluxe Red Wine - Drop from Sbarbs  
-----

Survivalist		Cure Death 100%		Max Healing
Custard Pudding		Sacred Wine		Extra Fluffy Rice

=====

E. Alfard  
=====

Mintaka  
-----

Nothing new here, but you get Strawberries from the Soldiers and Bamboo Shoots from the shop, so you can make everything that you couldn't make before. I should point out that if you wanted to make anything with Milk you should have picked some up just before leaving Mira, in Nekton to give you the best chance to use it.

Goldoba  
-----

Really nothing new here.

Lava Caves  
-----

To make up for the last two spots, the game decides to give you a plethora of new items in this dungeon. More new items than at any point in the game. Let's get started. A Great Fortune will not be included in the Survivalist path due to its predictable, but unreliable nature.

=====  
New Items:

Crimson Oak Blossom - Drop from Foytows  
Sunflower Coin - Drop from Magma Beasts  
A Good Fortune - Drop from Ceratobus  
Apple - Drop from Lanocaulis  
An Average Fortune - Drop as Good Fortunes from Ceratobus  
Green Tea - Drop from Foytows  
Freshly Baked Bread - Wheat + Water + Fire  
Beer - Age Wheat 4 hours  
A Great Fortune - Drop as Good Fortunes from Ceratobus  
Strange Brew - Japanese Rice Wine + Other Wine + Beer  
Western Breakfast - Freshly Baked Bread + Strawberry Jam + Milk

Deluxe Curry - Apple + Honey + Curry  
Deluxe Green Tea - Large Teamug + Green Tea  
Deluxe Rice - Power Helmet + Uncooked Rice + Water + Deluxe Charcoal + Fire  
Deluxe Curry with Rice - Deluxe Rice + Deluxe Curry + Pickled Item

-----  
Survivalist | Cure Death 100% | Max Healing  
| |  
Green Tea | Sacred Wine | Deluxe Curry with Rice  
=====

F. Wazn  
=====

Gomeisa  
-----

I'm sure you are still catching up from all the items from the Lava Caves, but here comes some more. A lot of great healing magnus here, including a new 100% cure death magnus. Anything that requires Young Wasabi Root will have to wait until you actually get it in town. You can go back to the cliffs and start working on the SP combos once you obtain it however. We also end the Max Healing path here, and get a 99/99% heal for Freeze, 90/100% heal for Flames. Not exactly 100%, but close enough.

-----  
New Items:

Young Wasabi Root - Found in town  
Birch Sap Gum - Age Birch 3.5 Hours (Drop from Snow Cancerites)  
Wasabi Root - Young Wasabi Root + Dark  
Eel - Drop from Flobos  
Deluxe Wasabi Root - Wasabi Root + Water  
Vanilla Ice Cream - Meat + Fire + Birch Sap Gum  
Ocean Mirror - Obtain after story events  
Beef Stew - Bacon/Beef + Deluxe Charcoal + Fire + Birch Sap Gum  
Charcoal Broiled Eel - Eel + Charcoal + Fire  
Deluxe Sushi - Sushi Rice + Fish + Deluxe Wasabi Root

-----  
Survivalist | Cure Death 100% | Max Healing  
| |  
Green Tea | Deluxe Wasabi Root | Deluxe Sushi  
=====

G. Alfard (2nd Visit)  
=====

Mintaka (2nd visit)  
-----

Only thing new here is Soy Beans, which are used in quite a few SP combos, but I'll combine it with the next section.

Imperial Fortress  
-----

Along with the Soy Beans there are 5 new items in this area, and 3 of them are or require Soy Beans in the form of Soy Sauce.

-----  
New Items:

Soy Beans - Drop from Gagareks in Mintaka  
 Broken Ocean Mirror - Obtain after story events  
 Cute Doll - Doll + Pretty Flower  
 Sea Urchin - Custard Pudding + Soy Sauce  
 Toasted Rice Ball - Rice Ball + Soy Sauce + Fire

```
-----
Survivalist      |      Cure Death 100%      |      Max Healing
                  |                              |
Green Tea        |      Deluxe Wasabi Root    |      Deluxe Sushi
=====
```

H. Durh  
 =====

Labyrinth of Durh  
 -----

Anyone crazy enough to do the Survivalist path will get an upgrade here. This place only has a few new SP combos to go with the few new items you can get here. One of them is the incredible, edible, egg, which has the best Defense modifier in the game: +40/+80. I still prefer the attack modifier from pickles though.

=====

New Items:  
 Egg - Drop from Bar-Mools  
 Sun Coin - Obtain from a chest  
 Peanuts - Drop from Mafreegas  
 Fried Egg - Egg + Fire (Level 3/4)  
 Soft Boiled Egg - Egg + Fire (Level 1/2)

```
-----
Survivalist      |      Cure Death 100%      |      Max Healing
                  |                              |
Peanuts          |      Deluxe Wasabi Root    |      Deluxe Sushi
=====
```

Gemma/Capaella  
 -----

Combining these two locations, because you get 2 items in Gemma and one item in Capaella. The two locations are close enough time wise that you shouldn't care. The Goddess of Victory has 40/40% cure all, pretty nifty if you ask me. The Broken Earth Sphere would be included in the Cure Death 100% path, but you only get one, so I'm leaving it out.

=====

New Items:  
 Cherries - Drop from Ghoulish Skirmishers  
 Goddess of Victory - Forlorn Woman + Endeavoring Woman  
 Broken Earth Sphere - Obtain after story events

```
-----
Survivalist      |      Cure Death 100%      |      Max Healing
                  |                              |
Peanuts          |      Deluxe Wasabi Root    |      Deluxe Sushi
=====
```

Zosma  
 -----

This fun little place has 2 new items for you, one of which seems to make very

little sense. Survivalist obtain their best item here as well (without waiting for other items to change in game).

=====  
New Items:

Salted Sweetfish - Drop from

Baked Potato - Large Fire + Water (Level 5/6)

-----  
Survivalist | Cure Death 100% | Max Healing  
| | |  
Salted Sweetfish | Deluxe Wasabi Root | Deluxe Sushi  
=====

I. Celestial Alps  
=====

This area is the final location for new healing magnus, so it will contain the end line items for each path, including those that can obtained through aging that would not be obtained in a normal playthrough. For the Survivalist Path, you could include any time product at the end, namely Wonder MOMO, but I think the whole point of that path is see the challenge of using only what you find, like that Discovery Channel program.

=====  
New Items:

Avocado - Obtain from chest/Drop from Breachers in Zosma (lower levels)

Stinky Beans - Straw + Soy Beans

Fatty Tuna - Avocado + Soy Sauce

Japanese Breakfast - Rice + Stinky Beans + Egg

-----  
Survivalist | Cure Death 100% | Max Healing  
| | |  
Salted Sweetfish | Wonder MOMO | Deluxe Sushi  
=====

V. Healing Path Recaps  
=====

A Quick Snapshot of progression for each path, just in case you want to keep a little cheat sheet of when you should change healing items for a particular path.

=====  
A. Survivalist (aka the Grylls path)  
-----

Healing-Item	Location
1.   (45) Bamboo Shoot	Moonguile Forest
2.   (90) Bananas	The Lord's Mansion
3.   (100) Grapes	Lesser Celestial River
4.   (150) Milk	Cloud Passage
5.   (220) Strawberries	Ancient Library
6.   (330) Skipjack	Holoholo Jungle
7.   (400) Custard Pudding	Detourne
8.   (770) Green Tea	Lava Caves
9.   (850) Peanuts	Labyrinth of Durh
10.   (970) Salted Sweetfish	Zosma

Difficulty Rating: 9/10

Pros: Only worry about healing when you have to. This path means you won't care about what you put in your mouth, so long as you don't have to work for it.

Cons: Certain fights will depend 100% on Luck. Geldoblame for one has a nasty 100% death attack, which will mean that unless you happen upon the 1 Holy Grail or 1 Sacred Wine you should have at this point, you will be out a character in a very tough boss fight.

Summary - This path should be taken by people looking for a challenge, and unfortunately by people who don't know any better.

-----  
B. Cure Death 100% (aka the "I DON'T WANNA DIE!" path)  
-----

Healing-Item	Location
1.   (500) Sacred Wine	Reverence
2.   (880) Deluxe Wasabi Root	Wazn
3.   (2800) Wonder MOMO	End Game

Difficulty Rating: 3/10

Pros: If you have enough of these items you don't have to worry about dying, and the rest of the fight is just a matter of how long the enemy lasts. Only 4 items in the game cure death 100%, so you won't be doing a lot of switching between items.

Cons: Only 4 items in the game cure death 100%, so you need a lot of items per character to compensate. You will also have to pick another path prior to getting to Reverence.

Summary - I really don't have much to base this on, but I believe a lot of people end up going this path since the game forces you to have at least 1 item with the Cure Death effect. 2nd play throughs will mostly consist of getting as many of these items as quickly as possible, leading to this path being the supposed standard.

-----  
C. Max Healing (aka the "My ego is based on seeing big numbers" path)

Healing-Item	Location
1.   (45) Bamboo Shoot	Moonguile Forest
2.   (90) Bananas	The Lord's Mansion
3.   (340) Fruit Cornucopia	Lesser Celestial River
4.   (800) Rice	Castle Elnath
5.   (1350) Extra Fluffy Rice	Ancient Library
6.   (2300) Deluxe Curry with Rice	Lava Caves
7.   (3000) Deluxe Sushi	Wazn

Difficulty Rating: 8/10

Pros: Over healing will be your forte. I'm not sure if it is possible, but



just based on the numbers the maximum theoretical heal is 82,620. Good Grief! Anyone know if Deluxe Sushi can get a 1-9? Also a plus, you won't have to have as many healing items in your deck as with the other paths.

Cons: This is really overkill in a game, where frankly, healing just isn't that necessary. The first SP combo you use will literally take longer to make than is beneficial, and even though it gets easier after that, getting uncooked rice becomes quite a chore in some parts of the game. The other side of the coin to not using as many healing items is that you may have trouble getting a healing item when you need it.

Summary - To clarify, this path is not difficult because of the game play, but because of how difficult it will be to make these items as you play the game. Some of these items are not only difficult to make, but require you to keep opposing elements in your deck...not a good thing in case you didn't know. I'm sure there are some people that take this path from Rice on, but many people just won't bother with a 5 part SP combo for a healing item.

-----

#### D. Other Submitted Paths

##### 1. My path (aka the lazy man path)

Healing-Item	Location
1.   Bamboo Shoot	Moonguile Forest
2.   Bananas	The Lord's Mansion
3.   Grapes/Honey	Lesser Celestial River
4.   Melon	Cloud Passage
5.   Strawberries	Ancient Library
6.   Sea Bream	Celestial Tree
7.   Sacred Wine	Reverence
8.   Deluxe Wasabi Root	Wazn
9.   Wonder MOMO	End Game

Difficulty Rating: 3/10

Pros: Nothing in this path takes more than a 2 item SP combo. Follows the Cure Death 100% path, so you don't have to worry about dying, or really much of anything. You can add in items in this path to supplement the bland path. I normally add Deluxe Pickles from around Alfard onward. 520 healing and +30/60 Attack bonus is nice.

Cons: Same as the Cure Death 100% Path cons.

Summary - This is the path I took on my 100% completion file. You get to the end game with 10 SP combos or so, which means I had a lot to still do after getting to the Celestial Alps, but everything is obtainable at that point. Again, not hard, just healing to get by while you wait for the Wonder MOMOs.

-----

#### VI. End Credits

I'll be thanking people here who point out errors, submit paths, etc.

Alfieri X - Gave me that little push to get me to finish this. Thanks pal!

THE END

You're Still here??? Go Home the guide is over! Go on now! Go!

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