

Baten Kaitos Origins FAQ/Walkthrough

by Gbness

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BATEN KAITOS ORIGINS
An FAQ/Walkthrough
For the Nintendo GameCube
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-!NOTE!-

This guide, as you will soon see, is pretty big. Seeing as how this takes effect, you will most likely be lost in trying to find out what you want to read. There is one way to get to it, instantly. Press Ctrl + F, and then look for whatever you want. Let's say you want to go to the Basics section. Type in "IV. Basics", and then you'll go to the basics section, instantly! Pretty neat, eh?

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 ~~~ ~~~ ~~~ I. Introduction ~~~ ~~~ ~~~  
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So... you may recognize me by the fact I did a Baten Kaitos: Eternal Wings guide in addition to this one. Or you may recognize me by the fact I've wasted like, weeks and months of my life writing guides for this awesome site. Or you might recognize me by the fact I'm a moron. Or... you may not recognize me at all. Yeah, some people don't, so for those of you who don't... the name's Richard "Gbness" Beast, and I'm just a normal guy who likes making the experience with these games better for others through guide writing, since, you know, I love almost all the games I write for myself.

Let me diverge and talk about this game... it's great, especially when you get into the second disc. Seriously, I don't know if it surpasses Origins or

not, but I'd check it out and get far into it. Yeah, the beginning's slow, but RPGs these days are not capable of starting fast, so you can forgive that. But anyway, the layout for this guide is simple enough, especially if you've seen my other stuff. Introduction and stuff, basics which are split up, characters which includes special technique descriptions, walkthrough split into two for discs, then side quests, then magnus in general, which will include a list, upgrade list, and a list of technique combos for battle. Then the bestiary is bosses listed at the back for your convenience, the field guide for enemies, frequently asked questions, and conclusion. So enjoy this game. I know I did.

- Richard "Gbness" Beast

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~-- ~-- ~-- II. Legal Disclaimer ~-- ~-- ~--  
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You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good. Also, make sure that no money is involved. If you want this FAQ to be sold on eBay, then just forget about it, man. And don't sell this guide either, or pay people to use it, or you'll be in such big trouble you don't want to think.

Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

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~-- ~-- ~-- III. Contact Rules ~-- ~-- ~--  
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First of all, feel free to check out the stuff I've written on GameFAQs. Those include a guide for Baten Kaitos, a few other sorted RPGs, and tons of random PSX games. Honor to the PSX, yanno? Hopefully, that'll be added with awesome Legend of Zelda: Majora's Mask and Disgaea 2 guides. As you might be able to guess, I'm a large RPG fan and writer.

Alright, enough shameless advertisement about me. You can e-mail me if there is a question you wish to ask that hasn't been answered in the guide, but I REALLY don't want to bother answering questions that have already been done, answered, and done again in the guide, if it isn't too much trouble. Feel free to tell me if there's something I've forgotten, however.

My e-mail address is richard\_power1000 [at] yahoo [dot] com. Except, replace the [at] and spaces with a "@" symbol and the [dot] and spaces with a period; I have to write like that so I don't get a dozen spam bots e-mailing me and getting me viruses. Just be polite in the e-mail, don't talk like "omg wtf rich ur gides r t3h su><0rz & how du i go frm dsq", and don't ask something that's already been answered in the guide, and I'll respond.

And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you

sucks. DIE DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"

"What the hell did you think you were doing writing all that garbage, you piece of crap?"

"I hope you fall down the stairs and break every bone in your body!"

"u su<0rz, eVrYtInG BoUt u sUx, dIe ass!!!!!!1"

I will laugh at such e-mails and delete them. So... if you're not just playing a friendly joke on me or something, don't bother with that crap cos I've been through with it too much.

Okay, that's enough for that. My AIM name is rbeast288; sorry, I don't have MSN or YIM. The list is closed, but I'll add you if you ask politely via e-mail. I like chatting with people, but try not to overdo it on AIM if I add you to my list. Since I am busy a majority of the time and all.

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~ ~ ~ IV. Basics ~ ~ ~  
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Yeah, this game is such a beast that I even separated the game basics section into outside battle... and inside battle. Worship moi. But it's coming soon, I assure you.

~~~~~  
IVa. Inside Battle
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I can and will attempt to explain this as simply yet as precisely as possible, m'kay? Okay, so the battle is played out with cards, just like Eternal Wings, gotcha? It's a lot different though. For one thing, you do not use weapons to attack and such -- you just have weak attack, medium attack, and strong attack. There are five kinds of cards: normal attacks, special skills for the three characters, stratagems (functions like escaping), armor, and items such as Potions which will heal your HP.

Everything depends on your class, though. See, we have a place called the Endmost Bethel where you can increase your class level, and that will allow you to hold more cards at a time (up to a maximum of 60 in a deck), carry more decks, and discard more cards in a turn. That's right, we've got 60 max and you can use any of seven displayed up front, and discard anywhere from 1-8 if you don't want to use them... it all depends on your class. Plus you can see but not use the eighth card, get something good depending on Sagi's relation with his guardian spirit, and rearrange them with the + Control Pad.

As you use more cards, you will gain MP, and you need MP to use specials for characters, as well as artifact items with exceptionally good effects. The MP simply gets charged in levels from 1 to 5, and if your class level is high enough, then at level 5 you can press the Y Button to enter MP Burst, which allows you to use cards freely without delay for one turn, and can be quite, quite useful, even if afterwards MP will charge more slowly. And speaking of which, we also have TP, which you basically get more of, depending on how long your card combos are (i.e., how many you use in one combo). The more TP you have, the higher your class level can go.

Which brings me to spirit numbers. There are weak attacks (level 1), medium



Service of the Alford Empire who eventually finds his way working under the Quaestor Verus. While I'm not going to give him the coolness factor of Kalas, he's fairly intimidating when he gets mad enough (happens a lot in Disc 2), but he'll do pretty much anything for his mom, Gena. Besides being a spiriter, he's a swordsman and seems to have a very strong connection to Malpercio and his afterlings, and is prone to headaches and weird dreams. And believe it or not, Sagi is actually 15. You read that right.

- > Scension - Sagi's default attack and the level one necessary for his ultimate finisher anyway; is basically just a spiral attack
- > Cliffsunder - found in the Emperor's Residence; consists of a sword slash followed by the descent of a beam, only has one EX Combo
- > Heavenfall - found in the Botein Lake; is basically just a jump in the air and landing with an explosion, and leads to probably the first nice EX Combo
- > Icebloom - dropped by the Sandfeeder, Sagi's first level two finisher; creates a large icicle which then shatters; can be combined with Heavenfall for the first good EX Combo, Heavenly Bloom
- > Red Padma - found in Azha second trip, charges Sagi's fist with fires and pummels
- > Ascension - found in the Cloud Passage and creates two whirlwinds instead of one, nice
- > Rime Blade - dropped by Valara/Nasca/Hueghes, Sagi's first level three finisher which is a sweet series of frigid attacks
- > Transcension - dropped by the Afterling in the Veinroots, basically makes one whirlwind stronger
- > Blast Tooth - dropped by the Hearteater, makes Sagi jump in the air and land... while ablaze
- > Godling's Rapture - automatically received in the Vega Building Site when the Guardian Spirit merges; one of two level four finishers, consisting of a series of thrusts which can be chained with the Scension attacks for the game's strongest EX Combo

~~~ GUILLO ~~~~~

Guillo is a puppet who Sagi found once, buried in the Nusakan Thornwood. First of all I refer to Guillo as a "he", but he's actually the most androgynous character I've ever seen... two voices, anyone? Whatever, you'll learn about that later. He looks like a paramachina but can talk and think for himself, and attacks with powerful magic. He's by far the most interesting of the trio in my opinion, and is also by far the most hilarious character in the entire game. "I've seen braver fantails guarding their ducklings!"

- > Firewheel - Guillo's default attack; sends a large sphere of fire hurling at the enemy
- > Fulgadrum - dropped by Giacomo in Mintaka; sends a large sphere of lightning straight at the enemy
- > Icefan - found in the Thornwood; basically shoots a wave of ice into the air to hit all enemies
- > Ghostarrow - found really late, in the Cloud Passage, and yes it is a level one finisher; sends a holy arrow packing at the enemy
- > Levinsnake's Rise - dropped by Valara in Sheratan; Guillo's and the game's first level two finisher, sends a bunch of beams flying
- > Twin Ice Auger - found in the Lava Caves, shoots forward two large icebergs at a target
- > Wickedwing Revels - dropped by the Afterling in Nunki Valley; Guillo's coolest level two because he goes all nuts and demonic with dark waves of energy
- > Spirilight Quiver - found in the Zaurak Keep and is indeed a level two

- finisher and another cool one actually; sends a large holy javelin flying at the enemy
- > Sigil Cry - found in the Zaurak Keep and is indeed a level two finisher because Guillo SURE needed a lot more of those; slides a cold blue sigil to slice through an enemy party
- > Emyreal Wildfire - yes, this is seriously a level three finisher and is obviously the first one by beating the Lord of Lava Caves, and just sends a beam of fire at the enemy
- > Heavenlapse - for the second you seriously do have to beat the Holoholo Bird... what a margin, but whatever... hail! bah, it's just some balls of fire falling from the sky
- > Lightendrake's Drop - dropped by the Afterling in the Veinroots; just drops some lightning from the sky, nothing special
- > Shadowflame Engine - dropped by Rudra in the Zaurak Keep, creates a big circle of dark ghoulish energy
- > Zeniver Cascade - dropped by... the spoilerific boss in Greater Mintaka's craze cycle out to the Battlefields of Atria, breaks up an iceberg and sends cold winds packing
- > Fellstar Gleam - dropped by Seginus, sends a lance down, followed by some shots off of fire, and an explosion and I just love Guillo's voice acting on it
- > Aphelion Dustwake - dropped by Wiseman and sends forth a comet which results in a new ice age; my recommendation is since it is a level four special, get it going with Icefan, Sigil Cry, and Zeniver Cascade, for another incredible EX Combo

~~~ MILLY ~~~~~

Milliarde, who is more commonly referred to as Milly, is a girl who crashes the party at Mintaka to find Sagi and Guillo within inches of their lives, yet despite having formidable strength, portrays herself as just an innocent, formerly sheltered girl who ran away from home and wants to see the outside world. She can be a bit rambunctious but is actually very sweet, plus she has a crush on Sagi, obviously. Her fighting style is quick and fierce, allowing her to link one weapon, six attacks, and three specials.

- > Swallowtail - Milly's default attack, which is basically an uppercut, then a lower kick
- > Sevenstar Dust - dropped by the Hideous Beast in the Botein Like, hits about seven times with pure electricity
- > Emerald Thrush - found in the Sandfeeder's Nest, creates two large icicle kicks
- > Diamond Drop - Milly's first level two finisher, found in the Lava Caves, sends a huge icicle down
- > Arabesque - dropped by the Lord of the Lava Caves, sends Milly's club flying at all enemies
- > Rising Condor - found in Nunki Valley, as the name suggests, Milly just sends an enemy into the air for lightning damage
- > Phoenix Dive - dropped by Shanath as is really Milly's first level three special, in an opposite of Rising Condor, jumps into the air and sends a large explosion down
- > Open Your Eyes - dropped by Mange-Roches in Nekkar, building up power and sending electricity in all directions; and no, Milly does not have a level four finisher
- > Pegasus Jump - found in Greater Mintaka, throwing in a jump head kick right after a level one physical
- > Mirage Turn - found in the Holoholo Jungle, throws a 100% accuracy attack after a level one physical

-> Canyon Wind - found in Nashira, sends a flurry of attacks in after a level two physical

-> Rabbit Dash - found in Pherkad, charges and knocks an enemy down after a level three physical

~~~~ ~~~ VI. Walkthrough (Disc 1) ~~~ ~~~ ~~~

Okay, time to get started on the story that unfolded twenty years before the original Baten Kaitos. Yes, this game rocks. But anyway, a few notes as par usual:

-> For boss strategies, the exact HP is an estimate. This game is a biotch and refuses to give exact totals. It won't be off by like 20,000, but I can't guarantee exact precision.

-> As usual, there are spoilers to be found here, so don't read ahead of where you are and then approach me on the street with a shotgun... cuz that would be bad.

-> I'm a clown. I joke.

And with that, let's go.

~~~~~ VIa. Dark Service HQ ~~~~~

- Magnus: Will, Leather Vest, Herb, Magnus Pack Coupon

As the game begins, the main character, Sagi, wakes up from a nightmare. And although this is spelled out frequently, the person who's really "you" is Sagi's Guardian Spirit, whom I just call Rich because I'm biased and think it's an awesome name (mainly because it's my name), but hey, the first thing you get to do is pick your name, so whatever. You'll also notice your ability to do the "heartwing" dash, i.e. hold the B button down and run faster plus scale cliffs, but that's another matter entirely. Turns out there's a meeting going on in the middle of the night, so no sleep for you.

When you get up, grab the WILL Magnus on the left and head outside, and all you really need to do now is head up the stairs, and once you're there go in the room just to the right, and get the LEATHER VEST that's there. Just a word about those: you've currently got the Punk Knife and two Leather Vests for Sagi (and the whole party because everybody uses the same deck), which are "0" cards that can be used before a combo for added offense/defense. Rather useful I'd say.

Now head to the room to the right of that where the meeting is taking place. Turns out the mission is an assassination on Emperor Olgan. Agree with Sagi when he talks to you, and notice that the woman there is eyeing him. Hmmm. Anyway, try to head out and you'll get eight blank magnus, but right after that, the control panel lights itself on fire. That's a problem; get some Stale Water in the barrel to the right and talk to the guard nearby to douse it. You'll receive a HERB for your lack of troubles.

Head outside to find that woman from earlier, telling Sagi to keep a low profile, and as it turns out some Dark Servicemen run out of the room behind and start a fight. This is the first battle in the game, and as you can imagine it's relatively easy. Just get some combos going and use Scension for some nice damage here and there, and you're fine. Of course, the captain will

break the fight up when you're done, so now it's time to get your paramachina and go.

Go downstairs and then to the left, and examine the locker on the right that seems to be a bit blueish/aquaish, and meet Sagi's paramachina, Guillo, who is one of the most hilarious characters ever, but we'll get to that all in good time. Just head upstairs from there and you'll get attacked by some more Dark Servicemen, and Guillo will help out in the background, but they're no harder than everyone else. When you're done there, head to the right and try to leave.

A guy will stop you and ask you to light the torches on the way, which is a rather easy task. Just go into any room you see and get four essences of Flame from the lights, then head out and you'll find two torches on the upper floor (one is really hard to see because it's near the guy) and two on the lower. When you're done lighting 'em up, you'll get a MAGNUS PACK COUPON which can be used at a shop. Nothing here, so now head up and out to the mission.

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VIb. Emperor's Residence  
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- Magnus: Toxic Dumpling, Flash Dagger, Cliffsunder

So basically that woman who has eyeing Sagi is named Valara, and seems to dislike spiriters. Speaking of which, Sagi is placed in command because of that. After Valara gets done badmouthing you, talk to the Dark Servicemen right behind, and then Sagi cuts through the trees to enter into the back entrance of the Emperor's Residence. Fight off the guards, which is no problem since you have Guillo, who both can heal you and is much stronger than Sagi. Life is good like that.

And with that, Sagi charges in just ignoring the Magnus there. You'll get used to that. \*sigh\* Whatever, head back out and get it for a TOXIC DUMPLING which I suggest passing up from your deck, and then head in to find you need to sneak past the cook. Like hell you do, you can just fight him and then get the Meat Fit For An Emperor Quest Magnus in the center to raise your physical defense a tiny bit, but oh well, whatever. Head south from that room to enter the foyer.

With that, head up the stairs on the right and enter the door just there to find some soldiers over a wounded mechanic. Beat them up to get the valuable Key to Olgan's Residence, and also get the FLASH DAGGER there which can most certainly join the Punk Knife. The mechanic is out cold, so just go outside and get some Stale Water, but while you're at it, enter the room on the left by using the key, and just go ahead and wake the soldiers up and fight... it is worth it.

Inside that room, draw the essence of one Chunk of Rubber, and then get as many Fruits Fit For An Emperor as you can from where the soldiers were, as they raise your HP by 5, which is nice. When you're done, go back to the foyer and examine the crestwall to the north, and then head to the right and pour the Stale Water on the mechanic. Talk to him a bit and then examine the crestwall outside again, taking out all the soldiers. And with that, douse some more water on him, and give him the Chunk of Rubber.

He'll gum the crestwall up, so head upstairs and get the CLIFFSUNDER on the left, which is a special for Sagi. Add it in your deck, save, and barge through the double doors up front to hear a man inside talking to Olgan. Head inside to find Olgan is already dead, plus the guy just leaves. And none other than the Dark Service captain comes in and tells his men to grab Sagi for the death

of the emperor. Yeah, even though he gave the orders right under Lord Baelheit as the guy's name is. So now... you run.

You'll go outside from there, so now head through the door on the right of the save point, and you'll go through some sewer-type passage. Feel free to fight some baddies behind, but be ready to fight a boss right up ahead. Just head forward one screen, and a large monster will come out and head right for Sagi. Ready for your first boss?

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Boss: Hideous Beast
HP   : ~600
EXP  : 250
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Baten Kaitos Origins has some tough bosses, and even this first boss is no exception to that maxim. First of all, Sagi should have about 250 HP if you are as I was, but be ready to face this creature's Mountainmaker, which does about 80 damage to both Sagi and Guillo, the latter of which fights for himself and is also very useful in throwing out Low Potions to heal a bit of HP back to you. While the Hideous Beast is indeed slower than you, its combos are a good 60-80 damage in themselves, so watch it.

Whenever you can, draw the Flash Dagger or even the Punk Knife, and chain together a combo which ends in Scension or Cliffsunder, even if you have to discard a bunch of cards beforehand to do so. It'll definitely pay off when you do about 70-90 damage with your combos themselves, and let's not even get into Guillo, who is well in his ability to use his Firewheel and Fulgadrum, which are stronger than Sagi's stuff anyway. Don't hesitate to use Low Potions when your HP dwindles below 100, and you should be fine. Eventually, this thing knocks both Sagi and Guillo out anyway.

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And after that, Guillo goes berserk and starts ripping this beast to shreds, but for whatever reason this makes Sagi get a headache and collapse. You'll get the EXP, TP, and Gald from that battle, as well as a Flame Sword for Sagi when you're done, but after Sagi gets a few weird visions, you'll awaken in... somewhere else.

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Vic. Albali Sandhollow
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- Magnus: Purple Beans, Flame Mail

Indeed, some strange area of sorts. Sagi sees two guys named Seph and Thoran there, but he has about as much idea who they are as you, the player, do. So there's nothing you can do about that, though Guillo's missing which is bad. Save at the red flower nearby, and let's head up to the right. Do fight both monsters here though, because they give some nifty EXP. With that, head to the upper right at last and let me explain something, starting with those giant red stones.

Most of those have a magnetic pull to them, and if you draw out the Magnetite Waves the bridges around them will disappear, but if you put the waves in one that isn't, a bridge will indeed appear. Simple enough, right? Just head up the path and down the first cliff you can. Gotta love how the heartwings let you do that instantly. Examine the ravine there and then head back up and over down to the right to examine the red stone. Inspect and draw the essence of the waves, and you fall. But you don't break a leg, cuz you have wings.

Head down the cliff and up over to the left and examine the red stone there,

drawing out the Magnetite Waves. Turns out you need to weaken the other side too, so head back up towards that blue bridge that formed, only for a bird to swipe the Magnus there! Gah, head up and beat the crap outta that biotch, and then get the PURPLE BEANS withheld. Now, with that red stone nearby, just draw out the Magnetite Waves to weaken everything, but before anything else, head up the ladder there to get the FLAME MAIL.

You're pretty much done now; just head down the path to the right and push the boulder into the giant red stone nearby, and then head around and up the path to the left to get to the first screen again. From there, make your way to the upper right and then to the path to the left, where Sagi refused to cross earlier. Pour some Magnetite Waves there to form a bridge, and then you will find the whole of that group from earlier: Seph, Thoran, Pieda, and Ven. And apparently, a tragedy has occurred.

~~~~~  
VId. Rasalas
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- Magnus: Fate's Cordial

A truly melancholy and depressing place, this village, huh... no joking, the music is great for the location, even if in the background I'm sure I'm hearing the Chesedonia theme from Tales of the Abyss. But that's beside the point. Right above you is a blue flower which will take you to the Endmost Bethel, aka this game's church. There you can raise a class, which I STRONGLY suggest doing if at all possible. Personally, I was able to rise two classes, allowing me 50 cards and 2 discards, but that's just me. Coincidentally, I had 1337 TP. I'm hardcore like that.

But on a more serious note, enter the shop which is to the north. You can't redeem coupons here, but do buy one more of each kind of attack cards. You can pass on everything else though and move on to your actual mission, which is to talk to everyone here and see if there are any survivors. As you can see, they're all disembodied ghosts. But anyway, there are two people right by the entrance, not to mention Seph. Now head into the house. There's two people at the table, one standing nearby, and one in the room on the right. Plus Pieda.

Leave that house and head to the left a bit, talking to the person there and then entering the building. Turns out this family had a baby... talk to Ven, plus there's two people in the first room, plus to the left are two people, one of which is the baby. Head out of that house and head a bit north to find one person right near the center as well as Thoran, plus two people near the store, and one coming in from the right. After Sagi senses people's... hearts from the lights, he gets a headache and wakes up in the "real world".

You will now be back in the Emperor's Residence, instantly treated to a tasty line from Guillo. With that, the group runs, and Valara appears to grab the beast you killed earlier for some strange reason. But anyway, a man will signal you to go into a nearby passage, and if you didn't already recognize him, that is Geldoblame from Baten Kaitos. As shady as ever. But whatever the case, hear him out, and get the INCREDIBLY important FATE'S CORDIAL nearby, which revives an incapacitated charactr. Very useful indeed. With that, save and head down the passage.

~~~~~  
VIe. Mintaka
~~~~~  
- Magnus: Mattress, Taunt, Fate's Cordial, Firewheel, Magna Mix Recipe, Ice Roue, Herb

Okay, so to start us off you're in a sewer, which in most RPG cases is the worst possible place you could enter under any circumstance or time of a game, but this game is merciful and makes it two screens: just head along the path not bothering with the locked cells, because you lack a key, and then climb up the ladder to enter the grand and glorious city of Mintaka, which just so happens to be sunlit. Looks like you're going to have to get your way through to a skyliner and go to the continent of Hassaleh. No, it wasn't in BK:EW.

Just head a bit to the right, and Guillo will become an active party member, which is a rather nice thing to have now, since relay combos are now available. All he adds to do your deck, however, is his finisher Firewheel, a Heat Robe, and a Sorcery Sophia, which believe it or not is a weapon. But from here, don't even bother going northeast, as that leads to Lord Baelheit's residence, where there is nothing, and no, you can't get the Magnus on the roof either. Guess you gotta head west.

Slash your way past the soldier in front of that house. Recognize it? It's Lyude's place from Eternal Wings. Talk to the housekeeper on the right twice, and draw the essence of two Yesterday's News, and she'll give you a MATTRESS for that. But more importantly, examine the chest on the right after you do that, and draw the essence of the Machina Oil, which you do need. Now head south of there until you find a house with a machina parked right in front so you can't get in. Get the solution?

That's right, give the guy the Machina Oil and he'll zoom off, giving you a TAUNT Magnus. There's nothing to see by going to the right, so just enter the house and go up the stairs to find yourself on the upper sections of Mintaka. From there, head up and across the northeast pathway to come to a FATE'S CORDIAL on the top of Baelheit's house. That's right, you need a lot of those if you can get 'em. Now head back to the left and down the path, then heading to the right to get a FIREWHEEL. Yeah, you'll get a ton of every special, trust me.

Talk to the kid there, and you can trade some Magnus with him, which isn't a bad idea. Personally, for my Toxic Dumpling, Mattress, and Herb, I got a Thunder Roue for Guillo (18 attack power compared to the Sorcery Sophia's 10) and two Full Plates (22 defense compared to a Leather Vest's 12). Good idea, am I right? Whatever, now enter the building nearby and examine the chests to the right for a MAGNA MIX RECIPE. You might also consider drawing the essence of the Spark Shroom there.

Now head back north, and it's time to cross the rooftops again to get out of this place. Just head back up north and to the right across Baelheit's roof again, and then south across the structures. In the next screen, head down and then go north there to get the ICE ROUE for Guillo... and a save point. Guess what that means. Head down and you will have to fight four battles, the fourth of which some chick will come in and help. And then you've got a fifth... which is a rather challenging boss.

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Boss: Giacomo  
HP : ~1600  
EXP : 500

Okay, let me cue you in for this one. If you are unprepared or don't know what the hell you're doing in combat yet, Giacomo will kick your ass. And not just a gentle kick; he will pummel your rear end into the ground swiftly and decisively, spit on its decayed remnants, and laugh at your funeral. Get the point? I absolutely guarantee if you still aren't used to battles, then despite only being 13 (and being voiced by the same guy who did Luke and

Asch in Tales of the Abyss!), you will reduce him to critical every time, and then one of his combos will one hit you.

First of all, I was Level 6 and 5, with Sagi at 400 HP and Guillo at 270. No idea how much the scantily clad chick has, but she can take care of herself with Low Potions. Just some notes on Giacomo's attacks. He has one special, called Thrashingale, which will do a good 160 damage to you, no joke. His combos can do any range of damage from 30 (a welcome to relief) to the upper 100s, and if he links Thrashingale to the end, his whole combo will do about 350 damage. No joke. And yes, he's a little on the fastish side. Not quicker than you, but quicker than you'd think for that kind of strength.

Luckily, the chick is there to take hits, and she seems to have quite a bit of HP on her, which is a good thing. Giacomo himself has a lot of HP for a boss of his time, but note that he is NOT strong against fire, like he was in Eternal Wings. So just punish him with any combo you can rank up, beginning with weapon cards. If you can get a Flame Sword or something, then weak, medium, strong, and a Cliffsunder at the end, that will do a ton of damage, and Guillo can do even more as his physical strength is greater. Plus the girl has Swallowtail and Emerald Thrush for extra damage, but I'll have you know now, that you want to keep Low Potions and Fate's Cordials around for as long as you can, because if he's going to knock you out, you might as well be ready for it.

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Your rewards are a second special for Guillo, Fulgadrums... and an Escape stratagem magnus. Get 'em both in your deck when you can. The girl introduces herself as Milliarde who will henceforth be known as Milly, and thus begins the mutual dislike between her and Guillo. Go figure. But anyway there's a magnus shop right nearby, so enter. I'd personally get another of each type of attack card and throw it into the deck, plus replace Sagi's Punk Knife with a Longsword.

Now head to the east and talk to Milly to get on the skyliner, and then you'll see a cryptic scene of Baelheit talk to the man who killed Olgan, whose name is Shanath... and he denies it. There's Verus's name again too. But with that, Milly tells her rather expected life story to Sagi and Guillo, and as usual the latter is awesome, especially when you actually do land in Hassaleh Port. "You could drop a ton of bricks on her and the bricks would be helpless". LMAO. But anyway, get the HERB and make sure you talk to the guy near the barrel for a Mountain Apple... you need it in Sheratan. With that, leave and go east.

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Vif. Nusakan Thornwood

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- Magnus: Fate's Cordial, Icefan, Whitecap Shield, Power Helmet, Scension

Not bad, another easy dungeon in the likes of the Albali Sandhollow. Just enter to learn a bit about Guillo, and make sure you get the FATE'S CORDIAL by the entrance. Now head one screen north to get attacked by one of those giant bats again, and after that Milly will officially be in the party. She comes with a few items, notably two Swallowtails aka her specials, although I don't know if you need two of them. Speaking of which, open the Magnus chest right by to get the ICEFAN special for Guillo. Awesomeness.

On the next screen, just head north to find a Yesterbean over to the left, and then approach the vine just by the right and use it there to create a bridge to let you go south. Rather convenient and simple, wouldn't you say? Cross it and on that next screen you come to, head to the east for a WHITECAP SHIELD, and then try to go north and over the boulder, but the herder stops you because he

himself needs a Yesterbean. As it turns out you can't get one from that place you did earlier, so that presents a small puzzle of sorts.

Head back up the path and scale the cliff to the far northeast, and then take either path to the east, and you'll find a gator there which just eats the Yesterbean. Examine the thing on the right where it was and then chase the gator around a bit, and as it turns out, it's impossible to catch. Geez, a wild goose chase has never been a more accurate term. Time to find a roadblock; so just head to the screen on the east where the Yesterbean was growed, and scale the cliff to the left, right in the middle.

Push the block of thorns on the left down into the path, and then chase the gator up into it... and it just does itself in. Poor creature, you really are a terrible human being. But whatever, draw the Yesterbean from it and then return up, to the left, and down to find that herder again. Use the Yesterbean on the boulder, and the herder gives you not only a POWER HELMET, but a Speed Charm for the Endmost Bethel. That is good stuff there; now just keep going north, and you'll find where Guillo was originally... buried. Sucks to be him. Anyway, get another SCENSION and then head east to get to Sheratan.

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VIg. Sheratan  
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- Magnus: Quickfreeze Cap, Fire Element, Magna Mix Recipe, Magnus Pack Coupon, Magna Mix Recipe, Magna Mix Recipe, Fulgadrum, Rose Shill, Magna Mix Recipe, Toy Sword, Adhesive Bandages, Blue Beans, Magnus Mixer, Will, Nixie Garb

This place is in my opinion the most boring place in the entire game. You'll be quite happy to hear that when you're out of here the game really starts picking up though, so that's at least a good thing. Enter, and after Sagi and Guillo sort of introduce the place, immediately take a right to enter the magnus shop. I would definitely recommend buying some stuff, most notably the Thunderfish for Sagi, which if you have that Spark Shroom from Mintaka can be made the slightly superior Thunder Edge.

Now head north to see Sagi's mom Gena and some annoying little brat kid who wants to see her wings. This is me mashing the A button to get off of Tik's dialogue. But once that scene is over, head north and talk to the kids on the left, and then enter the house right up front, and get the Magnus over to the right which contains a QUICKFREEZE CAP. Then with that done, head east in the main screen and enter the first building there to find a FIRE ELEMENT sitting there. Plus the lower right cabinets contain a MAGNA MIX RECIPE.

With that, head a little over to the right to find Gena, and then the trio will go in the orphanage she's running. Watch Guillo in the background, it really is a riot. With that, Sagi's going to give Milly the quote on quote grand tour, but before anything, examine the bunk beds on the left for a MAGNUS PACK COUPON, and the one above that for a MAGNA MIX RECIPE. Plus there's another MAGNA MIX RECIPE on the table. With that, leave and walk by that huge tower again, supposedly built in the age of the gods, and yeah, some more Guillo and Milly squabbling.

Head south and get another FULGADRUM, and a ROSE SHILL for Milly. Then enter the house on the right of the orphanage and examine the stuff on the left for a third MAGNA MIX RECIPE. Now I'd suggest returning to the entrance and talking to the kids on the upper left, and after a ridiculous scene you'll get the TOY SWORD quest magnus which raises everybody's offense by 3. See, talking to annoying kids paying off 1 in a 100 times. Then redeem your coupon at the magnus shop. Plus if you got a Blaze from a fireplace you can upgrade Sagi's Flame

Sword into a Blaze Sword.

Said Blaze Sword has 30 attack power compared to the Flame Sword's 20, and trust me you need that extra firepower (no pun intended) for the very next dungeon. Speaking of which, now talk to the woman right outside the orphanage, who just so happens to be a trader. I personally managed to squeeze a Flametongue out of my Taunt, and the Flametongue has 25 attack power, so replace it with that old crappy Crystal Edge if you've got that going. ;] That's right, next dungeon is watery.

Now return to the orphanage and talk to Tik and Wacho. Yeah, you seriously have to get Tik's hat now. Just return to the first screen and talk to the vault guard on the left, and the "password" is a Mountain Apple, which you can get from Hassaleh Port, just don't let it rot. Give it to him and examine the stuff at back and you'll find Tik's hat, so now return to the orphanage and the brats will make up, plus you get some ADHESIVE BANDAGES out of the deal. After Sagi manages to get himself out of bed... it's a new day with more new tedious stuff in this village. Don't worry, it gets better reaaal soon.

Head back to the entrance and talk to the caplin herder, who's missing a black caplin. The black caplin is on the second screen from the eastern entrance of the Nusakan Thornwood, right near the rock you pushed. Inspect it and then talk to the guy again for some BLUE BEANS. How really not worth it that was. But anyway, now head back to the house near the Brierclock, and talk to the elder's granddaughter by the altar, who's of course worried about a guy. So with that, head over to Lake Botein, which is to the south.

There is nothing you can do here, but just examine the shining object on the ground and then go back and give it to the elder's granddaughter, who just lets you keep it as a MAGNUS MIXER, and throws in a WILL on top of it. Okay, back to the orphanage again. \*yawn\* Talk to sis in the lower right corner, who wants some Thornflower Nectar from the next door house. Said house is the one on the right of the orphanage, so talk to the woman there for it and then go back to the orphanage. Talk to sis for a NIXIE GARB and Element Charm.

So after that, Tik and Wacho come running in telling you a story about the monster in Lake Botein which everyone is so worried about. As it turns out, it's exactly like the beast from the Emperor's Residence, so you'd better check it out. Before anything, though, enter the house straight north of the entrance and talk to the Doc sitting in the chair there for the FIELD GUIDE. You will want to have that for your own archives, trust me. But anyway, for the second time, Lake Botein is to the south.

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VIh. Lake Botein  
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- Magnus: Heavenfall, Magnus Pack Coupon, Potion, Lightning Club, Ice Fruit,  
Magnus Pack Coupon, Mattress, Saber

Okay, so for maximum preparation for another nice dungeon, you'll want to have some fire magnus. Sagi can have the Flame/Blaze Sword and a Flametongue, Milly can have a Fire Club, and Guillo can have a Mars Sophia from trading, and a Flame Sophia from upgrading. That's more than enough. Plus I was class level 5, meaning I could discard three cards at a time which is a huge advantage, but whatever. Enter, and it's time to go exploring this place. Tik and Wacho will come in and explain some stuff, but then you're on your own.

Before anything, examine the stuff on the right, and draw as many Photosynth Lillies as you can, since you need them to breathe underwater. There are two sides of this place, so jump in through the side on the right first. The

spirit monsters here can be rather challenging though, just giving you a little heads up. But either way, head down the ladder when you're done, and then push the giant wall in front. How Sagi can do that I don't know, but once you do that the room starts glowing red.

You're done there, so head out of that side and now start jumping across the pillars to the left. Do the same process by heading down the ladder and pushing the wall in, and the lake will be completely drained. So with that, return to the first area, and go over to the right and down for Sagi's HEAVENFALL special, which is quite nice! I'd replace it with Scension myself for now (although Cliffsunder is even more obsolete later), and then head down the elevator in the center. It's... the hideous beast again.

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Boss: Hideous Beast
HP   : ~1450
EXP  : 800
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Okay, as usual I'll give you a bit of an idea as to my HP and levels. I was on average Level 8, with Sagi having 495 HP, Guillo at 355, and Milly at 415. As usual, this thing is a bit strong-ish. Its main special is an attack called Icy Death which does about 200 damage to one character and knocks him or her out, plus it has an attack here and there which pummels the whole party at a little over 100 or so. Apart from that, the maximum the combos can do is about 160, and this thing is the slowest boss yet... much better than Giacomo was.

The strategy isn't really going to differ here, except keep an eye on your HP whenever it gets below 200, as this guy can probably knock it out with about that much. It's not weak against fire, but that being said, if you get Sagi with a Blaze Sword and a combo ending with Heavenfall, you can and will do massive damage. Just regulate your stuff so that it's not all equipment, making use of the fact you can discard three cards at once, and you shouldn't have a problem. It just ends with it knocking you out anyway.

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Guillo ends this battle by going crazy again and blasting this thing to shreds, but it doesn't die afterwards. You'll get the Sevenstar Dust special for Milly, to boot. But anyway, now you'd better search for the villagers. There's two in this room alone; get some Pristine Water from the lake nearby if you don't have any, and splash the elder for a MAGNUS PACK COUPON, and just talk to his secretary, for a POTION. With that, take the elevator back up; we have four more villagers to find.

On that screen, there are two villagers on the left and right respectively, with Wacho and Tik jumping around as easy indication, and they need Pristine Water and a Photosynth Lily respectively. And in similar pattern, they give you a LIGHTNING CLUB and an ICE FRUIT. Now head into the left and right rooms respectively, which contain one and three monsters in said pattern you need to rid the place of. In the right room, that is, you have to clear the room and then examine the... crate.

The villagers will give you a MAGNUS PACK COUPON and a MATTRESS (that explains things). Now take the elevator in the center back down to the place where you fought the Hideous Beast, and speak with the elder. He gives you a SABER on top of all that, so that's another addition to Sagi's library of swords. Now leave Lake Botein and go back to Sheratan to find the inevitable has happened... the place is under Empire control, led by none other than Valara and her machina arma.

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Boss: Valara [Machina Arma]

HP : ~175

EXP : 1040

The first instinct you'll probably have is to laugh at Valara's HP count, but let me spell it out for you: you can't technically win this battle; Valara and her machina arma are just far too powerful for that. You just have to draw that much HP out of her, and believe me that while this battle isn't one of those stay alive for a certain number of turns type, she's strong; her Arma Cannon attack is about 280 damage to one character, and her combos combos can be anywhere between about 40 damage... and 300.

Sagi is nigh on useless in this battle aside from a Thunderfish chained with some extra attacks and a Cliffsunder. Valara has a very slight weakness to lightning, so the number one attack in this fight is Milly's Sevenstar Dust, which can do up to 20 damage. Yeah, I know, the damage you do is pathetic. Guillo is great with a Mars/Fire Sophia finishing off with a Fulgadrum, but you mainly need to focus on healing, since Valara's attacks are, well... powerful. Always keep at least one Fate's Cordial and one Potion ready, and end the fight with everyone alive, since 1040 EXP for everyone isn't bad.

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After Valara blasts the group down, none other than "Malpercio's afterling" from Lake Botein shows up and slashes Valara and her soldiers down, but quite sadly, Valara charges up a large beam and blasts the life out of not only part of the continent of Hassaleh (geez how did you survive for a second against that), and the life of the afterling, and just as before Sagi gets a headache and lapses out. You're back in Rasalas and the guys call you... Marno. Well, guess you have to follow them back to their hometown of Naos. Exit northeast.

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Vii. Sandfeeder's Nest

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- Magnus: Ice Element, Emerald Thrush, Crystal Edge

This place looks very much like the Albali Sandhollow, doesn't it? Yeah... but yes, you're Sagi, not Marno. I might also point out that after "beating" Valara in the other world, you got Levinsnake's Rise, which is the game's first level two special, and it's for Guillo... and it also sucks. There's no EX Combos you can get with it unless you have Lightendrake's Drop, which is a level three finisher, so equip it instead of Icefan if you want (or chain them together for whole enemy party wipeouts), but either way let's go.

Jump down the cliff and go to the left and on that path is an ICE ELEMENT. Not to mention if you go all the way down on the left path from there you can pick up Milly's other level one special... EMERALD THRUSH. I know, it's rather good stuff. Make sure you draw some Balmsand from the "sandfall" on the right, and then head back up and over to the red stone, drawing out the Magnetite Waves from them so that the sand bridge appears over on the right. That is our way of destination now.

Head up and over to the right and down past the sandfall, and you'll find a large creature called the Sandfeeder on the right which won't let you past. So just use that Balmsand you got right near it, and it'll go right to sleep like a good, large overgrown caterpillar. But ignoring that for a second, head down the path that was formerly blocked off, going to the next screen. Now head back up and you'll find... it's gone. Enter the hole it was in and examine the back to get some Magnetite Waves. Good, you need those.

Return back down that path, and take a left. You'll need to use some Magnetite Waves on the path to the left to make it, well, exist, and then just keep going further down to another red stone, and use the second pair of Magnetite Waves there to seal the hole below. Okay, that works; now head back up and to the right around, past where that hole was sealed... and save. Head down to find a Sandfeeder just waiting for you, meaning you have to fight, plus Seph and Piedad's magic is ineffective. You know what that means.

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Boss: Sandfeeder

HP : ~2750

EXP : 1250

Who, now that's a whooping high HP count, plus this thing is the first of many bosses that actually drain a little HP every now and then, but believe me, this beast isn't that bad even if it has close to twice the life of the second highest boss aka Giacomo... mainly due to your speed and its lack of defense. Let me just say the usual. If your levels are as mine, Sagi will have 630 HP, Guillo about 480, and Milly about 500. The Sandfeeder's main attack is Paralysis Quills, which does about 150 damage. Bad? No.

However, this attack will usually put you to sleep, and if you're asleep on its next turn, it'll not only do about 250 damage to the character it gets, but it'll heal itself for about 30 HP, which isn't pleasant. But okay, that isn't as bad as you might think; Valara was much worse. Speaking of which, Sagi can make up for his lack of usefulness in the previous fight here, cuz the Sandfeeder's weakest element is pure physical attacks. So just whip out that Saber and do three attacks ending with any finisher, and that's about 300 damage right there. This fight is only a little longish, not hard, trust me.

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Your rewards for that battle are the second level two finisher in the game, Icebloom for Sagi (a perfect complement to Heavenfall because of the EX Combo Heavenly Bloom you can make from that!), and the Sedna Bridge, which I'll get into in a bit. You can now take the Sandfeeder's Silk from the dead remains of that boss if you want (that allows you to fight it again in the end game) but it's not necessary. Head up the cliffs right above, and you'll get a CRYSTAL EDGE out of it. Try and exit, and... Sagi wakes up.

True, the dream is getting interesting, but you have to play it in parts. Back in the "awake world", Valara runs away because of the ruined machina, and Sagi collapses again. Apparently Milly really likes that guy. But anyway, after some planning the trio decides to go to Alford again and see Quaestor Verus, because he likely knows something about all that's going on. But before that, go to the blue flower by the entrance and it'll just grab you and take you to the Magnus Town of Sedna.

Yeah, that Sedna Bridge you got from the Sandfeeder is one of 26 parts of this town, and for every five you bring in, you get a reward. Alright, we'll look for them as we go. Use the Endmost Bethel to level up your class if you want (I got to level 7 which allows you to get to MP Level 5 and use MP Burst, whoo hoo, plus 4 discards a turn), but if you can't that's perfectly fine. Leave the church and go redeem at least one of the coupons from Lake Botein at the Sheratan magnus shop while you're here.

You might also want to turn a Crystal Edge into a Crystal Saber with some Pristine Water, but what do I know. Leave Sheratan, so that Sagi can witness Hassaleh's destruction, and then go up northwest to the Hassaleh Port. After Gena has a quick word with Milly about Sagi's lack of a social life, you're

back in Alfard. "It's time to go home to mommy and daddy's bomb shelter". I love Guillo so much, I swear. But once that scene is done, head to the left, and a guy will force his Coliseum Dog Tags on you. Nice.

Now you can use the blue flowers to go to the Coliseum as well as the Endmost Bethel and Sedna. Head through the door to the left and talk to some people, and then start a battle. And here, the second greatest battle theme ever composed starts playing... the guitar version of The Valedictory Elegy. Geez, this theme kicks so much ass it's not even funny. But anyway, win a battle here and there and then go back to Mintaka. Stop by the shop if you want, but have fun affording the Middle Potion... seriously. Either way, your destination Greater Mintaka is to the west of, well, Mintaka.

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VIj. Greater Mintaka
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- Magnus: Magnus Pack Coupon, Pegasus Jump, Weak Attack B, Chain Mail, Magna Mix Recipe, Magnus Pack Coupon, Hermit's Cane, Scension

Where this place went in Eternal Wings I have no clue, but anyway it appears an election is shortly being held to celebrate Olgan's successor. Cool. When you gain control, be very glad that the crowd dies off a bit, and enter the house on the right. Examine the stuff on the lower left for a MAGNUS PACK COUPON before anything, and then leave to enter the house on the left. Over and up to the left is an addition for Milly called the PEGASUS JUMP, and the alternative WEAK ATTACK B.

Okay, head up into the house on the upper right, but don't bother going right from there... that's the Emperor's Residence. No comment on that. Just go in the house, and to the lower left is a CHAIN MAIL, and to the upper right is a MAGNA MIX RECIPE. I might also add that the Machina Gas you see everywhere can be taken to Mintaka and upgrade various stuff, such as a Solid Plate from the Full Plate, a Blazetongue from the Flametongue, a Thunderslash from the Thunderfish... you get the point.

That's all you can get now, so head up to the plaza to hear the speeches of the two candidates: Lord Baelheit and Quaestor Verus, the latter of who has high hopes and zero talent for winning over a crowd. But moments after that happens, a bomb goes off in the plaza... and you're stuck helping. There are three people injured, one who needs Pristine Water, one who needs a Medic Kit, and one who needs Fruit Fit For an Emperor. All of those are relatively easy to find.

Head back to the main screen and enter the upper right building for the Pristine Water, the upper left building which is Geldoblame's room and not as creepy as it gets in Eternal Wings, for a crate on the upper right which has the Medic Kit, and as for the last bit... talk to the maid on the right in Geldoblame's room and examine the fake fruit on the table, and then go outside and talk to the maid by the stairs, and she'll fork the stuff over. Now go to the plaza again.

The girl on fire needs the water, the young wounded girl on the left needs the medic kit, and the guy at the very top needs the fruit. Now you have to douse the pod with... three Pristine Waters. Get all of it from the upper right room, and then go back to the plaza and use it all on the airpod. The boy from a bit before gives you a MAGNUS PACK COUPON for your troubles, so now it's time to go see Verus. His residence is to the far left of the main screen... you can't miss it.

Tell the guards Geldoblame sent you, and he's his usual fruity self. Enter

Verus's place and enter the first room on the left to find a HERMIT'S CANE and another SCENSION. There's nothing else to see, so head northeast to talk to Verus, who for some suspicious reason seems to know everything about what's going on, and requests your help to stop Baelheit and his promachination efforts. In Sagi's room, he's unsure, so Milly's suggestion is to walk through the desert and think of it. What a fantastic idea. Head south of Greater Mintaka to enter Nihal Desert.

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VIk. Nihal Desert
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- Magnus: Hell-Purged Casque, Black Beans

Now if there is one place in Origins that's less long or annoying than its counterpart in Eternal Wings, it's Nihal Desert. This place is short and sweet, but when you come in you really... cannot move. Speak to the guy right by the entrance and pay him 400 Gald for some Sparkling Snow, and then you can walk... you need it. But in any case, let me explain something. You'll otherwise move slow and need to press A to use some magnus to douse yourself to keep cool, much like Michigan's weather at the time of my writing this (8/3/2007).

But that was really off topic. There's three quest magnus: Drinking Water, which can be found at oasises and let's you run but not heartwing dash for a limited time; Sparkling Snow, which for a limited time let's you move freely; and Flame Ice which can't be found until the end, but permanently lets you run around. You just need one Sparkling Snow; head south to the next screen, talk to the guy if you want, and then head southeast to find an oasis. Make sure you get at least two Drinking Waters.

Now head south again and just follow the path further south, and you'll run into some pathetic guy who wants some rock salt to the east but is scared of the monsters. He gives you some Sparkling Snow though, so gladly oblige, and go over to the east slightly and draw the essence. Bring it back to the guy, and you'll get a HELL-PURGED CASQUE. At least he's a HELPFUL dirty swindler. Now head southwest from there. On this very screen you can get some Rock Salt from the northwest, but anyway. Just keep going south.

This is the exit, and there happens to be a snow saleswoman here. Talk to her, and she'll have a little errand for you; she wants you to take some Flame Ice all the way from the exit, along with some Mother Sunshine at the center, to the guy at the entrance. Now I'd suggest just getting the Flame Ice and going, but otherwise, make sure you LEAVE Nihal Desert first, then go in through the north entrance, hit two screens south and draw the Mother Sunshine, and then talk to the first guy for some BLACK BEANS. How not worth it. Head to Azha.

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VII. Azha
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- Magnus: Magna Mix Recipe, Magnus Pack Coupon, Icebloom, Flame Hood, Firewheel, Medium Attack B, Fate's Cordial, Magna Mix Recipe, Red Padma

When you get here, you'll find it's certainly... different than it was in Eternal Wings. But anyway, you're free to wander around and make up your already made mind. Talk to Guillo first of all, who's being manslaughtered, and then enter the shop on right and redeem your coupon if you have any. SERIOUSLY hope you get a Crystal Cudgel to replace your Fire Club for Milly, since the next dungeon is... you guessed it, fire oriented and requires heavy icepower. An Aqua Truth for Sagi wouldn't hurt either.

I could also add if you upgrade a Full Plate with a Stone, you'll get the very very good Heavy-Duty Plate. But yeah, what do I know, I'm just a guide writer who makes recommendations in the form of statements. ;] After you're done at the store, head one building north of there and then one screen to the east, and examine the large pipe there for a MAGNA MIX RECIPE. That's all for that, so head out and into the building directly north of there, which is by far the largest.

Head to the far northwest and through the invisible path there for a MAGNUS PACK COUPON which I'd actually suggest gambling and using in Azha's shop right here, and then head through the door one bit east. In that area, head northwest through that invisible path for a second ICEBLOOM for Sagi, and through the far, far east for a FLAME HOOD. Alright, that's all for that building; leave it and enter the massive one on the left.

Inside you'll find Almarde, a familiar person from Eternal Wings, and Milly. Yes, apparently Sagi/Milly are BF/GF already, whooda thunkit. Anyway, Sagi still has more thinking to do, so head north from there, and Sagi will start babbling to his Guardian Spirit saying he's made up his mind, and then a miner named Bein will come in and unfold his life story. Hmmm, wonder who that is, eh? Anyway, Sagi's apparently made up his mind now, but there's still stuff to get. Like that Magnus right near where Bein was, which contains a FIREWHEEL.

Head north to the next room, and make absolutely sure you get the MEDIUM ATTACK B and FATE'S CORDIAL here, as you'll have a bit of trouble getting them later, I assure you. Also examine the laundry up towards the north for another MAGNA MIX RECIPE. But anyway, that's all for treasure now. Talk to Milly in the place with the flame ice above the shop, and then leave the village, and it's off to Greater Mintaka with you to accept Verus's proposal.

When you get to Verus's residence in Greater Mintaka, just head straight to your guest room so you can take that long deserved nap, and then Sagi will agree to Verus's proposal in his room, and in the process receive eight blank magnus (YES!) and the Machina Communicator to talk with Verus. Anyway, your first mission under him is to go to Azha and investigate the terrorist attacks, as that is where they originated. Might as well; just leave and go straight back to Azha to find it's a bit... different.

That's right, the Empire is now occupying it. Enter the upper left building to meet Lyuvann (wow where I have seen him before), and you'll need to look for proof that the terrorist, known as the Mourning Mistral, is in Azhani. To start with, talk to people. There's five people you need to speak with - Mallo who is in that first room over to the right; Almarde, who is to the left at the table; Juwar, who is right in the next room by the stairs; Bein, who is to the far right of the second room; and Nollin, who is actually near the lava caves.

For Nollin, just leave the upper left building and enter the direct right one, and he's the guy near the flame ice. That's all, but enter the room straight north of him, and get the RED PADMA finisher for Sagi there, although I think you can tell by the background of the screen that it's a little useless right now. Alright, go outside and talk to Lyuvann again, and suggest checking at the bomb site, and you'll get permission to leave the town. Go back to Greater Mintaka, and to the plaza.

Talk to the kid there, who will give you a suspicious Metal Device. Now return to Azha and talk to Lyuvann about it, and then to Mallo in the first room, who will tell you that that is none other than an Azha exclusive detonator. That's enough evidence; talk to Lyuvann to assemble the villagers, and have Sagi present the Detonator, and then Nollin and Juwar will both claim that they are the Mourning Mistral, meaning you need to pick up which one is lying.

Lyvann tells you that you can trap the essence of testimony, to boot.

Speak to Nollin first, and ask him about the bomb, saying that it sounds suspicious. Which it does, because his work isn't supposed to make him deal with bombs. After talking to him, speak to Mallo and ask about that, only to be told Nollin has never handled explosive. Well, that takes care of that. Trap Mallo's testimony and talk to Lyvann about it, and when he assembles the villagers again, say that Nollin is lying and present Mallo's testimony, and now there are three possible culprits: Juwar, Mallo, and Bein. Take a wild guess.

Either way, start by speaking to Almarde, who says that you don't know all three were in Mintaka that day. Yeah, sure, speak to Lyvann about that, and then talk to Juwar, and ask him until you get his testimony, saying he hit a building. Right... talk to Lyvann again and assemble the villagers to present that, and the culprit is finally revealed to be Bein. Break your way through the villagers and then head to the Lava Caves on the right where Bein broke through, getting the three essences of Eau de Mouche offered, and when the guards don't let you through, use the Machina Communicator. Time for some fun.

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VIm. Lava Caves  
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- Magnus: Crystal Cudgel, Sedna Toadstones 1, Diamond Drop, Middle Potion,  
Twin Ice Auger

Things you'll need going through here: the Eau de Mouche as well as some blank Magnus for Rockfly Corpses later, a lot of ice based weapons, and some Flame Ice, which strengths ice offense. That'll have you good to go. Notice this place is not the same Lava Caves from Eternal Wings, but whatever. Head to the left first of all, and open the chest for a CRYSTAL CUDGEL. Having two of those for Milly is awesome. Make SURE you fight the monster there, because it drops the SEDNA TOADSTONES 1.

With that, head to the right and down, clogging up the blue vent there with the Eau de Mouche, and some bugs will come in and commit suicide so you can pass. Yay! Draw two essences of Rockfly Corpse, and then go back to the man who gave you the stuff in the first place, and get two more Eau de Mouche essences for that. Alright, now you're good to go. Go beyond that point now, and at the fork in the next screen, head north to find another vent. Clog it up, I say.

Right beyond that vent is Milly's first level two finisher, DIAMOND DROP, which is particularly good here, because it with Emerald Thrush makes the Double Frost EX Combo. How perfect for these Lava Caves. Anyway, head south of that point now. There are two ways to go from here: southwest and southeast; head southwest first, and use a Eau de Mouche on the vent there to make a bunch of flies travel to you, but kill themselves in the fire surrounding you first. Hah, owned.

Get the MIDDLE POTION while you're there, and then head back southeast and down the path of flies (I'd sure hate to walk on that...), and then use yet another Eau de Mouche on the vent near the flies there to suck them into a nice, gentle two thousand degree Fahrenheit atmosphere, and then get a second special for Guillo, the TWIN ICE AUGER, which with Firewheel can make an EX Combo for him called Wheel of Fire and Ice, which is better than nothing. That assures everyone can have at least one EX Combo.

Now head just a little bit up from there to the next screen, and you'll find the fifth and last vent. Put that last Eau de Mouche in there and then proceed

to the left, and it's just a straight path to the very end, where Bein awaits you. And after an unintentionally funny quote, he transforms into an umbra. I WAS wondering what the dark flame was for, but I hope your ice magnus is all ready. Boss time.

++++  
Boss: Umbra  
HP : ~2350  
EXP : 1250

This thing is a bit on the powerful side, so I hope that you've got your ice magnus ready, prepared for quite the battle. For me as usual, Sagi had 715 HP while Guillo had 595 and Milly 615. That's enough; you need to worry about the offensive. Sure, you may be slightly faster as usual, but this thing's extremely rare Mountainmaker attack will do almost 300 damage to the entire party, plus there's Hellion Eye, which blasts one character off the ground at about 350-360 damage. Apart from that, the combos are just in the 200 range or so, nothing extremely special.

As you can see, those numbers are a little high, and not one of its attacks can be considered nothing to worry about. Because of that, your interest is in finishing this thing off, but making sure a Middle Potion (which should be replacing if not done replacing all the regular Potions), and stacking up those EX Combos. Even if you're just constantly discarding four cards every turn, make sure you get any of them, order of preference: Double Frost (up to mid 700s if done right), Wheel of Fire and Ice (about 600 damage), Heavenly Bloom (mid 500s). But all of them are good. It all ends with you being blown off your feet anyway.

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As usual, Guillo gets enveloped in blue light, but this time Sagi does want to kill the umbra, not because it's Bein, but he has... a feeling, of sorts. Of course, Valara manages to come in and shoot the umbra to bits, and guess what happens now? Of course, you're in the dream world.

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VIn. Naos  
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- Magnus: Sedna Mailbox, Sevenstar Dust, Fulgadrurn, Magna Mix Recipe, Icefan, Taunt, Magnus Pack Coupon

Geez, this village couldn't be any more depressing if it tried. I'm not joking, this is Seph and everyone else's home? Apparently, a village called Cujam has sided with Wiseman, the person who's turning everyone into magnus, so you'll have to go there soon and take matters into your own hand. But whatever, you're here in Naos right now. Head out of the room you're in, and in the hall you'll find Thoran, who insists on knowing Marno, aka Sagi, but the latter just talks like he doesn't know him. And for rather good reason if you know what I mean.

Back in the room you were in earlier, on the table is the SEDNA MAILBOX. You might just want to draw the essence of the Freezing Rain, but seriously, you see what I was talking about? Freezing rain. Depressing. In the room on the right across the hall is Piedad, so talk to her. Afterwards head upstairs to hear Seph arguing with his girlfriend Quis, and then head in the room to the left which is the magnus shop. The only thing worth buying, in my opinion, is the Breath Jacket.

In the room just across is Ven who will tell you a bit about Wiseman, so after you hear that, head upstairs to find the place gets even more saddening. What is this, a ship? Whatever, get the SEVENSTAR DUST to the lower left, and do

please go to Sedna to restore the pieces, and to the Endmost Bethel. Then go south to find that you're... under the sky. A foreign concept, eh? But moments after Sagi sees this, he wakes up back to the Lava Caves, and the trio gets attacked.

I'm not going to write a strategy for this thing (don't ask why, I have a reason), but just make your way through the battle and let it fall into the lava. There's no EXP by the way. Head south from there and back to the save point for obvious reasons, and just at the lava to the right, the Lord of the Lava Caves attacks again! Oh well, it's the same exact fight. Finish it off and go one screen southeast, and it attacks for a third time. This is the real deal.

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Boss: Lord of the Lava Caves
HP   : ~4300
EXP  : 1510
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Okay, that HP total there is not a joke, or a lie. It's also not a figment of my imagination, although you can give or take a hit point here and there. But that's beside the point; I can understand the point of having higher HP bosses, but this thing just went WAY, WAY too far. 4300 HP, seriously... and I'll add one point, that it hangs to one side that almost looks like it's critical. It's not. It's just mocking you. You may have thought this thing was easy before, but the fact this thing has 4300 HP makes it several exponents more difficult.

You're probably used to this thing's attacks by now, added in with the fact it's a lot faster than the Umbra or other things, plus it has the strongest attack you've seen yet, called Molten Blast or something like that, and it does 450 damage. Not to mention this thing absolutely loves to chain it to the end of a combo and do in excess of 800 damage... pretty hard to live through even at full HP, people. As such, focus on taking as much HP as you can off of this thing. If you get an opportunity, use MP Burst, but don't make a specific attempt for it. You want to chain and relay a lot of ice related stuff, because huge 1500 damage combos which add in causing freeze are by far your best bet. This battle will last a while and is the hardest battle since Giacomo, believe me, but this thing will go down eventually.

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And thus, the Lord of the Lava Caves is finally dead... seriously, it is. Draw the magna essence from it if you want, but otherwise get out into Azha and you'll contact Verus, who wants to see you. Go back to Greater Mintaka and see Verus, and he'll tell you that Baelheit wants to see you personally to take care of Sagi's criminal charge. Okay, so leave for regular Mintaka and head for Baelheit's place, which is if you forgot in the northeast corner of the city.

Inside, Milly goes off to "see a friend". Yeah, sure. Just enter and you'll find Shanath, who is the biggest bastard in the whole game, but let's not get into that. He'll direct you to the upper left where Baelheit, but first, go into the lower right room, and you'll find a FULGADRU for Guillo. In the upper right room you can examine the bookshelf at right for a MAGNA MIX RECIPE and the lower right magnus contains an ICEFAN. Plus the librarian here is a trader, but that's really not worth bothering with.

The lower left room has a TAUNT in it, that's it. Head into the upper left room to meet the one and only Lord Baelheit for the first time, and he just removes the criminal charge without a problem. Suspicious much? But yeah, just to mock you even more, you CANNOT get the magnus on either side. Bastards. Oh

well, leave, Shanath is a jackass again, and meet Milly outside. That's it, time to go back to Greater Mintaka.

Return to Verus's residence and he'll send you off to Diadem to further try to prevent promachination there. Okay, good, he's also arranged a private vessel for you. And after that, Baelheit talks to Shanath a bit, and then you hear a voice speaking to his guardian spirit. Whoa... whose voice is that, I wonder. I'm getting ahead of myself. Back in Mintaka, run back to the shop to get a letter from Gena there, a MAGNUS PACK COUPON, and 500G. Go ahead and use the coupon here in Mintaka, and then take the private vessel, the Sfida, to Diadem.

~~~~~  
Vio. Sheliak
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- Magnus: Magnus Pack Coupon, Heavenfall, Magna Mix Recipe, Magnus Pack Coupon, Middle Potion, Sedna Monument, Battle Shield, Will, Swallowtail, Mattress, Grappler's Gi

You'll be instantly greeted by a female knight named Celsica. Remember Baelheit mentioning her, that can't be good. There's a large building straight north of you with two doors, so take the right one first and examine the stuff on the right for a MAGNUS PACK COUPON, then enter the left side and grab a HEAVENFALL in the magnus and a MAGNA MIX RECIPE towards the lower left. Now head into the house just to the left of that and examine the left stuff for a second MAGNUS PACK COUPON.

I'll put out that if you've done rank 1 at the Coliseum yet, which you should by all means do, you can enter this house and talk to the doctor and the girl named Elle as your task to advance to rank 2. So put that in mind. Also, the magnus shop is right ahead and I'd say just cash in both coupons just for the Light Sophias for Guillo and the Grappler's Gi for Milly, as well as the Battle Suit for Sagi with 80 defense power, but it's your say. Go in with some Blazes though, first of all!

Yeah, Blazes, they're in the house with the three items we went in earlier. The Sword of Thirst from the Umbra can become the Parched Sword, which drains MP. The Mars Sophia can be raised 28 attack points into the Meteor Sophia. You get the point. Finally enter the house to the left of the shop to find a lone MIDDLE POTION inside. Alright, time to see King Ladekahn in Castle Elnath. Head to the upper right portion of Sheliak and talk to Celsica, and she'll walk you through the castle, up to some stairs.

Go up the upper left stairs and then through the door at left, and you'll see Ladekahn is a LOT different than in Eternal Wings... Gibari is no different at all. Got to love those two, huh? You meet Gibari's father Rambari though, who rambles a bit about those two, and now you need to go to Nashira and chase the two of them. Before that, though, let's raid the castle. First of all, examine the throne in the room where Rambari was to get the SEDNA MONUMENT. Now to make things easier, start from the entrance.

There are two sets of stairs right at the entrance. Go in the upper left room and all the way to the left to get a BATTLE SHIELD there. With that, leave the room and head up the stairs and to the right up some more stairs, then up the central stairs and up the stairs to the right, then up some more stairs and to the left. Geez, that's a lot. In the training arena is a WILL and a SWALLOWTAIL so get those and head out. Go back down those central stairs, and to boot there is a guy doing push ups on the left who happens to be a trader.

Probably the best items you can get are the Cancerite Booze (restores 900 HP though causes knockdown), and the Sword of Tears, which is a good ice based

weapon for Sagi. There's some other difficult stuff in there, but moving on. Head over to the right, and in that room take the upper right door for a MATTRESS, and the lower right door for a GRAPPLER'S GI. You're done here now though, so leave Sheliak and you have two destinations: the Cloud Passage and Lesser Celestial River. Hit the latter.

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VIP. Lesser Celestial River  
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- Magnus: Frozen Suit, Ghostarrow, Arabesque, Ascension, Aqua Hood, Bandages, Fire-Brewed Tea

The music here rocks, but come the hell on, this place is so long and confusing it makes me psycho. But whatever, you'll find Gibari and Ladekahn right at the entrance, and the trio just stands there watching them... seriously. But whatever, the duo jumps into the clouds, so you need to follow. Examine the cloud machine towards the south, and when you appear in the clouds, you'll find imperial soldiers. Uh oh, that's not good. Everything else here is just for decoration now, so take the northwest vortex down.

Once again, the trio just stares at the duo, the latter two of which are so moronic they can't even tell they're there. Ugh, infuriating, especially the last reaction Milly gives. But anyway, let me explain this. Examine the light above, and you can use the Royal Mirror to melt rainbows which block the path in the Cloud Passage. Gibari does one of them for you (forgetting the Royal Mirror of course), but there's one more, to the northwest. Melt them all and then use the machine to go back to the clouds.

Now head down the path and to the west, jumping in the first vortex there, and then heading just a tad to the west to find another sun spot, where you can use the Royal Mirror to burn down two rainbows: one to the south and one to the north. Do that, rainbows are bad. With the both of them melted, now head back and up to the clouds, and at the fork there go all the way north, and a little to the east is a FROZEN SUIT. I can settle for that; go to the west when you're done.

Just follow the path there until you land in another part of the Lesser Celestial River, where there is, believe it or not, another level one special for Guillo there, called GHOSTARROW. And it's actually good later, but not at the moment. Keep going west and into the cloud machine, and then keep taking that path until you run into another machine with a star thing near it that you can't use right now, and you'll find Ladekahn and Gibari running amuck without a Royal Mirror. Poor guys.

From where you land, head east through the two creatures there to pick up a second ARABESQUE, and then down and to the left to reach some more typical clouds. Okay, head south at the fork... and you'll find Ladekahn and Gibari jumping over a monster to get out, but now the monster's dead, so you need to find your own damn way to get through. I hate this place. Return to the last screen and go east, ignoring the rainbow and following the path until you find the ASCENSION second tier technique for Sagi.

Yeah, you're done with level two techniques for Sagi now, and if you want Scension plus Ascension to replace Heavenfall plus Icebloom you can do that, though my recommendation is stick with the latter for now. Now head to the west and down that vortex for now, and then go to the east to grab the AQUA HOOD that's there, then you'll see a monster head south. Guess you can do the same thing. Once there, use the Royal Mirror to find... you can't break the rainbow below! BLAST IT ALL TO OBLIVION AND BACK!

Just kidding. True, it doesn't reach, but just point it north at the star symbol to have it reflect down at the rainbow to burn it, then head back and use the cloud machine to go up, and then head back to the southwest and down the vortex there to come to... the exit of the Lesser Celestial River! Yay, but too bad you can't effing use it. Get the BANDAGES to the left which at this point should have completely replaced the Adhesive Bandages, and speak to the "cloud instructor" there.

That's right, you need to use synthesis for the first time to get out of this horrid dungeon. The instructor will give you some Salt, plus there's Pristine Water and Blaze behind you, so mix the latter two together and then fight three battles above (yeah, seriously... doesn't matter what against though), and after that's done, add the Salt to create a Diadem Cloud. Now go back to the guy and show it to him for some FIRE-BREWED TEA, then finally take the path Ladekahn and Gibari did to the south to at LAST get out of that hellhole. Nashira is to the west.

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VIQ. Nashira  
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- Magnus: Light Element, Strong Attack B, Magna Mix Recipe, Dark Element,  
Sword of Tears, Canyon Wind

Ouch, the town is under complete empire jurisdiction at the moment, not to mention Ladekahn and Gibari get kidnapped. That's not good. But since you're here in any case, the magnus shop is the building with the orange light coming from it, and you can buy a Strong Attack B while you're here. Otherwise, check out the blue flower and make sure you use the Endmost Bethel and Sedna for their purposes. By now you should get the Migraine Mirror from the latter, but okay, whatever. Just get caught where Ladekahn and Gibari did (northwest).

Inside that ship, the trio will unite with the duo and think about how to escape, when one of the badass characters in the game comes in: enter Palolo II, who's infinitely cooler than Palolo III if you know what I'm sayin'. Well in any case, now you need to remember how many soldiers were in the storehouse, and for exact numbers, there are three on the second floor, five on the first floor, and two machines. Tell all that to Ladekahn, and you'll be ready to go.

How Ladekahn planned this whole operation I have no clue, but Gibari and Palolo manage to lay waste to the whole room of Empire soldiers. On the first floor is a bag on the table which contains all your magnus which they swiped, and the two chests contain a LIGHT ELEMENT and a STRONG ATTACK B. Cool, but just head outside to find the whole place is blocked with armored cars. No, neither Gibari nor Guillo can destroy all of them, so you just need to find your way to the pub somehow.

Enter the nearby house and examine the chest on the right for a MAGNA MIX RECIPE, then climb up the ladder to find Rebllys there, heh. There's also a DARK ELEMENT waiting for you at the top. Now get down there for a SWORD OF TEARS, plus up the ladder for Milly's 2+ special CANYON WIND, then through the east passage. Hah, screw doors. After the scene, talk to Anna for a Basic Medical Primer which is for Gibari, and then jump through the door and go into the Cloud Passage. Onto Elnath, then. Go one screen north and then a bit east to find... Giacomo is back. And he's angry, too.

+++++  
Boss: Giacomo  
HP : ~3600  
EXP : 1660

That's right, Giacomo is back and just to add insult to injury, he's brought two imperial soldiers with him. It is absolutely REQUIRED that you roast the soldiers before you do Giacomo in, because they can do up and past 200 damage per hit, so if you're like me with Sagi at 920 HP, Guillo at 745 and Milly at 765, you'll run into a bit of a problem. So when you finish the first soldier off with some heavy duty combos, move right on to the third target aka the other soldier, and lay him to waste. If you leave all three alive, you will die, and very quickly.

Giacomo himself attacks with combos which can be anywhere from 70 to 350 damage, and a new technique called Thrashingale Redux, which hits one character for about 450 damage and always, ALWAYS knocks that character down. That is quite a pain and should certainly be treated with a Middle Potion after it strikes. As usual, keep a few Fate's Cordials handy and don't let up on the offensive even after the soldiers are gone, and this fight should probably not be quite as bad as the last one, plus if you do a well executed MP Burst you can do perhaps mid thousands worth of damage; as Giacomo in the life department is far more merciful than that last little nuisance.

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Well... it's up to you to guess whether or not Giacomo learned his lesson after that little stomping. Rambari will show up with Celsica to chase Gibari and Ladekahn, but they manage to retreat to Elnath. You'll automatically be taken out of the Cloud Passage, so enter Sheliak and then Elnath to find Rambari scolding the two in the audience chamber, and you'll hear that Baelheit's troops have made it into the Cloudvents which are to the northeast, where the Shrine of the Winds was in Eternal Wings. Eastern passage, ya.

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Vlr. Cloudvents  
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- Magnus: High Potion, Levinsnake's Rise, Sedna Peach Tree, Empyreal Wildfire, Fire Element

Sagi will contact Verus as soon as you enter, just commenting about how the Machina Vanguard is here, but seriously, look at this place. Taken a glance? Yeah, I need not say anything. Start by moving slightly to the right and waiting for the current to die down, and when you get a good opportunity, just storming through the wind and getting the HIGH POTION there. Excellent, even if it's 680 HP compared to the Middle Potion's 500 (wow big transition), replace it with your weakest healing item.

Now go north... and yes, this place is pretty impenetrable, but get the LEVINSNAKE'S RISE right to your left, at left. Then break through to the west when you get an opportunity, getting the SEDNA PEACH TREE there. South from this place will take you to the entrance again, but to get through this place, it is absolutely required that you get the essence of the Gust Boulder on the left. Got that? Great. Now break through to the far northwest, where at the very end you get a second EMPYREAL WILDFIRE for Guillo. Yeah, how about something new, kthx?

I digress, now take the northeast path and you'll come to this strong as all hell current, and this constitutes for all the frustration in this place. Get as close to it as you possibly can without being blown in any direction, and then fuel your heartwings up as much as humanly possible to get to the northeast, and with a little luck you'll make it. In the next screen use the Gust Boulder in the center to stop the winds right there (thank god), then at the fork go south for a FIRE ELEMENT. East is a save point, and you'll run into Shanath, Valara, and two newcomers. More assery from Shanath, and then...

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Boss: Valara & Nasca & Heughes

HP : ~3100 & ~1800 & ~1800

EXP : 1567

Okay, you remember the trio battle from Eternal Wings? If not, let me spell it out for you again: it was arguably the hardest fight in the game. So is this freaking one! I'm not joking; this fight is ridiculously hard and even if you aced everything up to this point this battle will annihilate you. For one thing, these three can team up and do by far the strongest attack up to this point: Machina Formation, which is roughly about 700 damage to one character, though this is honestly the least of your worries as it only hits one character and slows all three of them down, plus they obviously can't chain it to a combo.

I was Level 19 for everyone, Sagi had 960 HP, Guillo 840, and Milly 860. That probably will be enough to get you through this. However, more bad news; you absolutely cannot win this battle without EX Combos, preferably really good ones like True Heavenly Bloom instead of Heavenly Bloom (Weak Attack + Medium Attack + Strong Attack B + Heavenfall + Icebloom). But let's get straight to the point. You should take these three out in the order they're presented: Nasca, then Valara, then Heughes. Why Nasca first? Because despite the fact his attacks are pathetic (200 damage is his max with Stun Grenade plus blind) he uses Gashprin Salve to HEAL these bastards for about 650-750 HP. That, my friend, is absolutely unforgivable.

Nasca is actually kind of strong against elements, so plain out brutality is best against him, with the strongest stuff you can manage. Do not hold back one single thing no matter what state you're at if he's critical and isn't going to go for awhile, since his AI is a bit smart. When you're done with him, make sure you heal yourself as much as possible, because Valara is the strongest of the three, with her Deathdealer attack doing about 450 damage, though there's no Machina Formation anymore, thank god. She's a little strong against lightning, but that's really it. She does have a hell of a lot of HP, though.

Don't let up for one second, like I said. Use Bandages like there's no tomorrow. I'd say keep absolutely no less than one Fate's Cordial and one Middle Potion ready at all times. Ditch those crappy beans and Low Potions and stuff. And use advanced weaponry and stuff like Circuit of Fire and Ice instead of the wheel. With a little luck Valara will go down while you're still alive, and if you can get only Heughes still alive then you're pretty much in the clear, as his Machina Fist, which is rarely used, is only about 330 damage or so, and his attacks are (usually) pitiful, plus he's slow. He's weak against elements, making him a very quick finish. In fact, kill him before Valara if you're paranoid, but just heal, heal, heal. Try not to let your HP sink below 400 if you can help it. If you can do that, you'll emerge victorious.

+++++

And with the fight's conclusion, Guillo starts to attack Nasca, but Shanath like the jackass he is grabs Ladekahn and is about to kill "His Royal Prepubescence", haha, when Rambari dashes in only to be shot to death by Shanath, and Celsica totally loses it and turns into an umbra, just like Bein. However, Nasca manages to kill it with his machina arma, and guess what? Dream world time.

You'll emerge as Marno as usual in Ven's room, but called off by Thoran. Yeah, Sagi wants to go back but that's impossible, so might as well go to Cujam to see Wiseman. Head to the lower-left room on the first floor which is the

meeting room of sorts, and after everyone's little speeches, MAKE SURE YOU GET THREE UNITS OF FREEZING RAIN! That's extremely important. Supposing you do manage it, head outside so that Seph can see Quis off, and then leave to the overworld for the first time. Cool place; Cujam is to the east and there is nothing in the Matar Highlands right now, trust me.

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Vis. Cujam  
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- Magnus: Strong Attack B, Fate Idol, Hermit's Cane, Medium Attack B, Thunder Hat, Magnus Mixer, Sword of Tears, Battle Suit, Sister's Habit, Mephistopheles Cloak

Holy crap, where have I seen this place before? It's so familiar, yet... it's in that dream world. What makes it even more creepy is the music, as well as people flying around everywhere. Creepy! Anyway, time to go loot the town and then find Wiseman. Head in the building to the east first of all to get the STRONG ATTACK B, and then head up, and just for fun, enter the building at the top. No comment. Seriously, none.

With that, head to the east and you'll find the... Brierclock. Nah, not really, but seriously, this place does look so much like Sheratan. With that, enter the Brierclock and get the FATE IDOL on the left, which resurrects the whole party for one MP, sweet. Now head up the stairs for two screens to come to the very top of the Brierclock. And from there, stand over the edge, and as the guardian spirit tell Sagi to jump off it without his wings. It makes three confirmations, but if you're brave enough (damn that looks painful...), you'll get a HERMIT'S CANE.

There are three houses towards the east. Enter the upper one to find a MEDIUM ATTACK B towards the left. The middle one has nothing, and neither does the lower one. Suck ass. Well, head down and you'll meet Wiseman for the first time, who just turns some guy into magnus and then enters his manor. While you're here, get the WILL at the shore to the lower right, and then enter the shop if you want, perhaps getting some Foul Air to the left. Enter Wiseman's manor, and after Seph is about to fight, you flash out back to Diadem. Right, you didn't want to come or go. Plus Nasca wants you dead.

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Boss: Nasca [Machina Arma]  
HP : ~200  
EXP : 1833

As you can tell by the HP count, this is one of those battles in which you do almost no damage but are forced to stay alive for a period of time. And yes, you do even less damage to the Marauder that Nasca is piloting than Valara's thing back in Sheratan, plus Nasca has an attack called the Machina Cannon which does 450 or so damage to the party, and his physicals do about 600 to one character, but what's the catch? He's EXTREMELY slow. You'll seriously get about three turns to one of his, plus he's weak against ice. Making this a great opportunity to test out Sagi's Rime Blade technique. Get a Heaven's Glacier off, and that's almost the whole battle right there. He knocks you out eventually though, obviously.

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Well... after that battle, you'll be back in Castle Elnath, and Rambari dies. That was bound to happen, sad to say. But anyway, before you leave, you have to head all the way back to the end of the Cloudvents. Sorry, but it has to be done. You'll find a magnus there containing the THUNDER HAT, Nasca is still there if you want to fight him again and lose, and there's also something

called the Bloodstained Crest. That's what you came here for, so pick it up and leave.

Out in the path leading to Elnath, give the knight that talks to you the Bloodstained Crest, which you must do to leave Diadem. Oh well, he gives you a MAGNUS MIXER which is superior to the last one, id est faster, and a SWORD OF TEARS. Also while you're here, give the Royal Mirror back to either Gibari or Ladekahn so you can clear that space back up. Going into Sadal Suud which is the next stop, will take up a lot of magnus spaces. And I hope you have three Freezing Rains on you still? Yeah, good.

Talk to the Sfida Attendant and after some last words about Celsica, return to Greater Mintaka in Alfard and speak to Verus. The next stop is to talk to Rodolfo in Sadal Suud, but first Sagi wants to know about the umbras. Verus unfolds the story of the war of the gods and Malpercio, also telling you that the umbras are discarded pieces of Malpercio, and he gives you a BATTLE SUIT, SISTER'S HABIT, and MEPHISTOPHELES CLOAK. In other words, armor for everyone. With that, you're done, so go back to the Sfida in Mintaka and take it away to Sadal Suud.

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VIt. Pherkad
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- Magnus: Rabbit Dash, Sevenstar Dust, Brawn Fruit, Sedna Fence, Magna Mix  
Recipe

Familiarity from Eternal Wings all over the place, eh? When you get off the Sfida, immediately head up and over to the left to find a wanted poster for none other than Guillo, declaring him to be a masked maneater. Bahaha, just take it down, but note you can't enter the shop because of the crowd, yet. Milly will also leave, saying she has to go somewhere. Hmmm... yeah. Now just head out into the street and go north to find Milly running in there. At least you're reunited now.

There's a Sagi Wanted Poster right by the east house, declaring him a wedding con. Hah, Milly has no faith. Draw the essence in any case, and then enter the house to get the 3+ special for Milly there, called the RABBIT DASH. You can also draw the Blaze from the fireplace there, and I would suggest getting three and then mixing two with two of the Freezing Rain you got from Naos... trust me. You may recognize this as Quzman's house, by the way, and of course in the north chest is a Naughty Novel which increases Sagi's HP by 100... really.

Leave that place and enter the northeast alley (the one above the straight east one where you came in from), and get the SEVENSTAR DUST over to the right. And at the top happens to be a wanted poster for Milly, heh. After she and Guillo start squawking, you'll get her's. Now, a word on these wanted posters. After no less than 35 hours (I think) they will age into Local Hero posters, which you need to get if you want to complete the magnus gathering. Otherwise they lower your HP by 5%. Choose wisely.

Now go back out to find the crowd at the bottom has moved on. Take down the Guillo wanted poster before he really does... explode... and then enter the bar. Now, here's why I wanted you to get the Freezing Rain. Talk to the bartender there, and he'll want you to draw Chronic Fatigue from him... three times. That's right, the greedy asshole doesn't mind decreasing your HP and not being able to get rid of it as long as he's happy (which later he isn't and wants you take more but you refuse).

Bah. Take it from him even though it does lower your HP, and you'll get a BRAWN FRUIT and the SEDNA FENCE. Now, to get rid of the Chronic Fatigue, you

have to mix it with the synthesis of a Blaze and Freezing Rain. See where I was coming from now? Yeah... hope you're on your way. Inspect the east crates for a MAGNA MIX RECIPE, and also take down the Milly poster on the right. Then head out and back the way you came in, and it turns out the gossip has died enough so that you can enter the shop. As usual, upgrades are good.

But anyway, go to the north now to find more people are leaving, and in that next area you'll find none other than Giacomo complaining about how he was beaten by Sagi. Yeah, the Dark Service is guarding Rodolfo's lordless mansion, the man of whom which is in Cebalrai. What's more, you can enter the house the kids were in front of and examine the posters inside, then after Guillo and Milly attack the artist, you'll get some PURPLE BEANS. Lastly, try to head out and a woman will request you take care of the lightbugs in Nunki Valley, and will give you a Sacred Leaf for that. Okay, south to Nunki Valley.

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VIu. Nunki Valley  
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- Magnus: Force, Arabesque, Rising Condor

Great, another short and rather easy place, and the enemies in my opinion are not as bad as the ones in the Cloudvents, although fighting five Unuks at once is a fairly nasty exception to that, though. But in any case when you enter, head to the right down that path, and please do ignore the magnus on the left; you can't get it from here. Just head one screen south, and you'll find some blue glittering thing nearby, and that's why you got that Sacred Leaf... so you can trap those Holy Droplets.

When you carry the Holy Droplets with you, the lightbugs will run away, so chase the ones right below out of your path, and since there's nothing to see to the south because some animals are in your way cuz they're making out (that is rather disturbing), head around and jump across to the other side of the river. From there go north to reach the magnus behind the waterfall that we were unable to nail earlier... it contains a FORCE which is pretty much a stronger version of Will. Replace it.

Now with that in your hands, head south back to the previous screen and go on to the southwest, grabbing another Holy Droplet to chase away the lightbugs. And no, don't head west because there is nothing to see on that cliff at the moment. When you do reach the next screen, however, you'll notice an old man there who's waiting to be escorted, but just ignore him for now. Now we do arrive at the forest's hardest place.

Grab a Holy Droplet, and then IMMEDIATELY jump down to the right and across the waterfall again; you can't head south because of the sex crazed animals, once again. Now you need to go south past that waterfall when the water isn't gushing down, so just time that and then scare off the lightbugs with whatever is left of that Holy Droplet which turns into Pristine Water in about fifteen seconds. Head northeast through the water to get an ARABESQUE you don't need behind the animals, and if you hop across the water to the left, you can get a RISING CONDOR special for Milly. That's it, just head south to Cebalrai.

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VIv. Cebalrai  
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- Magnus: Magna Mix Recipe, Magnus Pack Coupon, Sedna Weathervane, Sedna Fern, Heavenbolt Wrap, Thunder Element

Well it certainly did take a while for us to arrive at the first town of Baten Kaitos, Cebalrai. But either way, when you enter you can find the magnus

shop to the left, which does not feature upgrades as Pherkad already nailed that, so whatever. Enter the northernmost house and find a MAGNA MIX RECIPE towards the upper end, and a MAGNUS PACK COUPON over to the right. Might as well redeem it at the shop here, as it will be awhile until we get to the next town.

Now enter the stable which is on the right side of this screen, and talk to one of the ducks to get a SEDNA WEATHERVANE for our favorite little town of discarded magnus. Talk to the kid as well and he'll tell you to venture into Moonguile Forest. Remember that rather nice place from Eternal Wings? Turns out there's absolutely nothing special there now, there's not even any enemies. However, if you head north, then over to the west and south, across the river and to the west, you can find a SEDNA FERN. Good, two pieces at once.

Return to Cebalrai and talk to the kid for a HEAVENBOLT WRAP, and then go one screen east to find Rodolfo (remember him?) speaking to Heughes. Looks like he's actually going along with promachination, making the coolness level of all this suffer. Looks like you're going to have to follow him to his estate aka the Lord's Mansion from Eternal Wings. Also enter the house which belongs to Larikush twenty years later for a THUNDER ELEMENT, and now return to Pherkad to follow Rodolfo. Two screens north, break in.

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VIw. Rodolfo's Estate  
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- Magnus: Fate Idol, Magnus Pack Coupon, Canyon Wind, Dragon Claw, Sedna House 2, Ascalon

You didn't think it would be that easy, did you? Nah, as soon as you walk in Guillo suggests you take care of the guards at the entrance, which the trio promptly does and then hides cuz they're too loud. Okay, there's two doors at the entrance you can go through (actually four but two apiece on each side lead to the same area), and the left gives a save point, the right gives a FATE IDOL. Now return to the foyer with the well up front, and head north to reach the infamous hall.

Head to the far left and make sure you examine those statues which are blocking the way. You could get past if you had smokescreen, so... enter the second door on the right, and examine the bed for a MAGNUS PACK COUPON. The door to the left is locked, however, so to remedy that examine the window to the north and take the ivy to that room to find two soldiers asleep. Beat the ass out of the one that attacks, and pick up the CANYON WIND that's right there. That's the 2+ for Milly if you forgot.

Now return to the last room and just head to the first door to the right of the central thing for a DRAGON CLAW inside. That's all so just leave and head up to the right, and enter the kitchen right above the guard, who won't even do a thing if you go around him. In here you can find some Salty Water which I suggest you get a little of, plus there's Pow Meat if you want it. Just leave and head east to the roof, where at the very far end you can collect the SEDNA HOUSE 2.

Talk to the guy by the Blaze there and he'll tell you that you might be able to get some smoke in the kitchen. With that, go back to the kitchen and take to the cook, who lets you rip the hearth on the left out. After Guillo does something that Namco doesn't even let us see, you're in the guest room right below. You'll notice three women at the bottom left, and the one on the right is a trader. The only really new thing I could get was the Murderous Joker myself, but whatever floats your boat.

The man at the top will tell you that the room on the far left has a crate that contains Billowsmoke, so head in that room with the ivy on the second one on the left, and draw some from the crate. Now return to the entrance and enter the room on the left, putting the smoke in the ventilation shaft, and now you can just run straight to the left of the statues. =) Over there, however, you will run into Giacomo for the third time, who really believes he can beat you this time. Well, let's see!

++++  
Boss: Giacomo  
HP : ~5000  
EXP : 2173

Just as a note before I begin, I did age my Wanted Posters to turn them into Local Hero Posters... but then I ditched the latter, if only for the purpose of this guide and giving my proper HP totals, plus they take up too much magnus space. Anyway, just like before you'll want to take out both of the imperial soldiers first. And as for my HPs, Sagi had 1105, Guillo had 945, and Milly had 975. That's more than enough, plus if you got Mountain Apples in Cebalrai then you will cremate this.

Giacomo's attacks are roughly exactly the same as last time, except now he has a new thingy called Liquid Mettle which increases defense, plus some thing which he rarely ever uses which raises his attack power, but that's it. He does, however, have a lot of HP and finally someone has surpassed that damn Lord of the Lava Caves. However, you're just getting stronger and stronger, while his Thrashingale Redux still rests at about 500+ damage and his combos anywhere from 100-400 damage, so if you have a Fate's Cordial or Fate Idol handy you should definitely be okay. Meanwhile Sagi with Rime Blade is devastating enough for your purposes.

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Your reward for that battle is a Marvelous Sword for Sagi, which has 50 attack power and is thus superior to the Glimmer. Giacomo lies on the floor moaning about how he wants power... so that's all for him. Enter the door behind to find Rodolfo inside, who turns out to have been tricking the empire all along. However, Heughes eavesdrops and tells Sagi to meet him in Nunki Valley to settle it all. Okay, deal. Get the ASCALON nearby (for Sagi again)... and you will find you can only enter northern Nunki Valley... that can't be good.

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VIx. Nunki Valley

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- Magnus: Icefan, Kusanagi, Twin Ice Auger, Emerald Thrush, Heavenfall

Told you. The forest is on fire. After Sagi has a quick word with Verus, head over to the right and down the cliff, and pick up the ironic ICEFAN that lies nearby. Now head south and get some Flame Ice; three should definitely suffice for this place. Now go back up and you'll find there's a bridge installed across the waterfall, making things quick and efficient the promachination way. Now examine the crane there with your Flame Ice, and it'll get out of the way... but you can't move through.

Yeah, that's right, you need to head back up to the top of the cliff and use the crane as a bridge and then jump down. Whatever. When you reach the next screen, just continue along the path straight down southwest, and use some more Flame Ice on the crane you run across, and it'll just fly down and bridge another gap. Whoa, that's cool. Make sure you still have another Flame Ice ready, and then cross the crane to get a KUSANAGI for Sagi, as if we needed more stuff for him, but oh well, it's better than the Sword of Thirst or the

Parched Sword.

Head south and use some more Flame Ice on the crane to bridge a path to the left, where you can get another TWIN ICE AUGER for Guillo. Towards the northwest you can find an EMERALD THRUSH, but otherwise take the crane and head north to reach the other part of the second screen. Continue north for yet another HEAVENFALL for Sagi, and then go to the west to reach that cliff I mentioned earlier... and Heughes is waiting for you there. All pimped out in a machina arma, I might add.

+++++

Boss: Heughes [Machina Arma]

HP : ~385

EXP : 2100

Ugh. This may be a strange looking arma, but did you seriously think that you could actually beat him? When Heughes starts charging his attack, you know he's about to unleash Burning Harken, one killer ass attack that does about 900+ damage to one character, and if he chains it to the end of a combo expect 1700 damage or so... ugh. Just nasty. Plus he even has a huge ton of HP, but he's a little more damageable than the others. You want to set up a large combo starting with an elemental weapon, and if you keep going all the way you'll slay him off eventually. Just be ready with Fate's Cordials constantly. Also, Cebalrai Mountain Apples are good if you're stuck from Burning Harken.

+++++

It's not even over yet. After Heughes gets done wiping the floor with you, Shanath comes in and decides to break some orders, by dropping an umbra aka afterling aka hideous beast on Nunki Valley. I hope you're ready for one hell of a battle...

+++++

Boss: Malpercio's Afterling

HP : ~6250

EXP : 2167

The last boss of Disc 1 is also the hardest boss of Disc 1. Figures. That HP count is the most iffy one yet, because the Afterling likes to suck enormous amounts of HP from you (its signature attack, Feral Death, draws anywhere from about 120 to 250 from you per use, but it's impossible to estimate), and its physical attacks usually end in it drawing 100 HP or so from you. Topping that off with the fact it's the highest total yet, you have a problem on your hands, and what you need to rely on more than ever is ginormous amounts of damage done at a time. You can't win with series' of 300 damage attacks, but with a few 1600+ damage combos, that's the way to go.

An MP Burst will probably be your friend here even though you'll want to have a Fate Idol handy if at all possible. The number one attack, once again, is Sagi's True Heavenly Glacier, so if you've got a Strong Attack B ready, keep it there and pummel this thing with it, but be ready for a long ass fight especially when you get to the later stages when this thing likes to draw massive amounts of health every single turn. Again, keep your HP up and cuss at this thing in bits and pieces for Feral Death, and note that this thing has a slight weakness to light. Plus Mountain Apples, if you're stuck, will do a lot to help you.

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So assuming you got past that nightmare of a battle, the afterling picks up Milly, but Sagi manages to strike it down only to go back to the dream world,

as usual. You're in Cujam now, so leave for Naos only to find everyone is dead... Wiseman is one step ahead of you. Quis too... never thought I'd hear Seph emit a howl of anger. Anyway, he has a plan to go to a place called Zaurak. Piedad knows why... but Thoran and we don't. I like the suspense. The place in question is to the southeast of the overworld.

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VIy. Zaurak Keep  
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- Magnus: Ascension, Evil Mail, Plasma Blade, Spirilight Quiver, Cross Sophia, Sigil Cry, Saber Dragon Horn

And here we arrive at the last dungeon of Disc 1, but before I begin... does this place look at all familiar to you, Eternal Wings players? Yes? No? Maybe so? Whatever. Head to the northeast on the first screen, and then go east, and no, you cannot go north there through that darkness. Not that you would want to past those two ghouls anyway, but whatever. Keep going east, and before scaling that massive jump, head to the far east to get the ASCENSION round up top.

Now make that jump, and Ven will state he can't climb that high. He doesn't contribute much anyway so leave him, and then head north until you reach the top of a cliff, where you'll find an EVIL MAIL at the top. There's a rather hard to see shining dark ladder (they're all like that here) on the right, so use that to get down, and then head up and a bit to the west, jumping up when you can, and then making a second jump to find a PLASMA BLADE there because Sagi still needs more weapons of course.

At the fork to the west, take the upper path first and go down the ladder to find a level two SPIRILIGHT QUIVER there for Guillo because he still needs more finishers... but whatever that one's pretty good. As is Wickedwing Revels, which you got from the boss battle. You get the point. Head back up and then right to the south, where you can follow all the way down for a CROSS SOPHIA for Guillo. Once that's in your inventory, proceed west.

Here you will find a machine in the center that shines a beam of light to the east, which was why you were able to enter. You see... every four directions of this thing, there is darkness. There's something that is currently on the southern side of this machine that you can turn so that you can move the light and head in the direction the beam is pointed at. Make sense? Well, start by turning it to the left, so that the beam is pointing to the south. Now take that path back to virtually the entrance.

On the horizontal screen you come to, head east to find Ven there waiting for you by that cliff, so once he's back, head west and north a couple times over to reach that machine again, and now point the beam to the west. Before anything, though, make sure that you take at least about six Light Powders from the machine. You'll need two to clear this place, and you'll want to have some because of upgrading purposes, plus when they age they become Dark Powder which is also a very handy upgrading ingredient.

Go to the west now, and on that screen you can climb up and find yet another finisher for Guillo, this one titled SIGIL CRY, but believe me when I say you will need that very soon. There's a boulder to the northeast, which only Ven can take care of. Come on, a strong man like Thoran can't handle that? What the hell ever, when you come to the end you'll find a path to the north which is blocked by darkness. Put some Light Powder on the bridge ruins right below before you do anything else.

Now return all the way around and when you're back at the machine, use some

more Light Powder right a bit above it to form a complete bridge across. Now all you need to do is turn the machine so that the beam is pointed to the north, and then when you try and enter, Piedad and Thoran have a quick word... and guess what Sagi does? That's right, has a relapse and goes back to Sadal Suud. As Heughes is about to finish everyone off, Palolo II just randomly comes in and stays a badass.

Now you'll be taken back to the northern entrance of Nunki Valley, but if you go back to the cliff where Heughes is, you can find a SABER DRAGON HORN to the north, so might as well pick that up and then go back to Pherkad and do some magnus upgrades. I might also hope that Milly gets out of that mess alive. But anyways, just go back to the Sfida and take it back to Greater Mintaka so you can report to Verus.

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VIz. Greater Mintaka  
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- Magnus: N/A

Go straight in to Verus's residence and talk to him to report stuff, and he'll tell you that Anuenue is the next target, to gain Queen Corellia's favor. And in the process, Geldoblame will also give you eight new blank magnus, which is a very good thing. Now, Disc 1 is coming to a close and as soon as you take the Sfida to Anuenue, Disc 2 will begin. HOWEVER! I have an extremely important notice to make here. Disc 2 instantly begins with a boss fight that many people think is extremely hard. I disagree, but you might not.

So in preparation, you may wish to go to Cebalrai and stock yourself full of Mountain Apples. And you may want to get your level and class rank as high as you can before making the transition. Plus, you should by all means have at least ten Sedna magnus restored, and be past Rank 2 of the coliseum, escorting the man in Nunki Valley to Cebalrai by selecting closer, down, and then closer. Then Rank 3 can begin, which will be an ongoing thing. When you're ready, go to Mintaka and take the Sfida to Anuenue. Change discs, and...

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~~~ ~~~ ~~~ VII. Walkthrough (Disc 2) ~~~ ~~~ ~~~  

Disc 2 is by far my preferred of the two even though it starts out slow just like the last one did, but that's okay. It's Anuenue from Eternal Wings which was by far my least favorite continent, but it's in your best interest to keep playing and see all the loose ends wrapped up, lemme tell ya. But either way, after Milly is done annotating, a Dark Service ship shoots down the Sfida and it crashes into Holoholo Jungle of Anuenue.

VIIa. Holoholo Jungle

- Magnus: Mirage Turn, White Club, Icebloom, Aqua Camouflage, Red Padma, Sedna Ebonstone Sculpture, Hot Spring

Turns out Sagi emerged from that, and just like any other cliché has it, Guillo and Milly are lying down wounded. If you're brave enough, save right now but have a separate slot ready, because like I've said before, the boss you're about to fight is a bastard. When you're ready, talk to Guillo, Milly, and the Sfida attendant. And wow, Milly is living proof that Origins's voice acting is better than Eternal Wings'. Of course, with that, an enormous bird swoops down from the skies and attacks. Stupid feathered ****ing bird bitch [(C) the AVGN...].

+++++

Boss: Holoholo Bird

HP : ~6600

EXP : 2360

Oh my god. This is the grand champion of most annoying bosses ever created. And I know, most people hate this boss too, but I personally don't think it is that difficult... it's LONG and freaking ANNOYING. I've never once lost to this thing, though, just to give you an idea, but if you want to take out some of the misery that this may bring, you might want to take along some Mountain Apples from Cebalrai. My Sagi had about 1250 HP for this battle, but if you have about 2000+ instead... that's at least one thing you don't have to worry about.

Now let me describe this the way it is. The Holoholo Bird is accompanied by two Holoholo Chicks, which are weak doing combos for about 200 damage at the most, but the problem with them is that they can and WILL heal the bird boss for about 1200 HP every now and then. No joke. 1200 HP. Don't know what you think, but I for one sure hate to take that much life out with anything period all over again, especially considering the HP count is already high albeit slightly inaccurate. The chicks themselves have roughly 1000 HP apiece if I'm not mistaken, but when they die, the Holoholo Bird will crap out an egg, and after a turn it'll hatch into a Holoholo Chick. What an ass.

This basically means that all battle along you will be fighting against the chicks whenever possible, and then landing spare hits on the Holoholo Bird. Which also means your characters need to come prepared. Sagi, for me, is the one to do a little bit of anything, because he's always got Heavenfall and Rime Blade, with either Icebloom or Red Padma in between. Guillo is the primary character here, because with Icefan + Sigil Cry + Emyreal Wildfire he can pull out Fiery Ice Queen (that's an oxymoron) and do absolutely massive damage to the whole enemy party... instantly wiping the Holoholo Chicks out, and plus if the first three attacks are all "B" style, then he'll use... Blazing Glacial Queen, which is even better. You know what to do. As for Milly, if you do a large combo with her that ends in Sevenstar Dust and then Rising Condor, her Thunder Seriatim is GREAT here for doing damage to the Holoholo Bird, which is weak against lightning.

Everyone takes an extremely long time with this battle, and for some it might take longer than an hour. I'm awesome and it took me 16 minutes, so... yeah. ;] You want at any cost to be able to damage those eggs as quickly as you can when they come out of the master bird's ass, meaning weapons and combos on them. I think the damage you do to them carries on to the chicks themselves, though I could be wrong. But either way, conserve combos. And don't even bother with trying to kill the main Holoholo Bird as fast as you can, because no matter what you will fail, and 1200 or maybe even 2400 restored HP later your TV may no longer exist. Just a warning. Focus on the bird whenever you can, but when something else comes, use L or R and hit the egg around. If you play this out smartly, you WILL win. That I promise you.

+++++

And hey, you get rewarded with Guillo's second level three finisher, called Heavenlapse. But now you have to navigate your way out of the Holoholo Jungle, which thankfully is not as bad as it was in the first game. I might also note it's the first place in the game where you can actually get some really high quality treasure from, but that's another story. Spit on the bird corpse that is right above, and at the north-west fork, head west. Certainly a different place, eh?

Jump across the gap and jump up the platform to get a MIRAGE TURN extra 1+

special for Milly there, and then continue to the west to collect a WHITE CLUB. Go the extra mile to the very far west to get an ICEBLOOM, and then on the next screen jump across the stones to the left to get to the far northwest where an AQUA CAMOFLAUGE awaits, and then jump the stones down and head west there, climbing up the stuff nearby to come to another RED PADMA at the top. That's a lot of stuff.

Go to the west here, and you'll come to a rather... large fork. You came in from northeast; don't bother going straight east, there's nothing to see there right now. Start by going north-northeast (the path just left of the one you entered from), and make sure you fight the monster straight ahead for a SEDNA EBONSTONE SCULPTURE, and grab the HOT SPRING that lies right behind. That, I might add, is a very good healing item for the moment.

Now return and head west and examine the olifant lying there. Now head west to find yourself on the exact same screen... and Milly comes up with the bright idea of clearing a path south to Komo Mai. Okay, go north-northwest on that large fork screen and draw some Holoflower Nectar, and then use it on the olifant to send it on a rampage, clearing a path to Komo Mai. That was nice and efficient, right? Yeah. Leave the jungle and go there now, it's right over to the west.

VIIb. Komo Mai

- Magnus: Force, Sedna Mill House, Sedna Waterwheel, Magna Mix Recipe, Magnus Pack Coupon, Magna Mix Recipe, Magna Mix Recipe, Magna Mix Recipe

What a breath of fresh air from that god awful music in the jungle. Not that I like this theme either, but meh. You may want to stop by the Library of Magic before anything and get some Extreme Stress from the librarian, as believe it or not it's an upgrade material... which you can't do here, you have to wait until you reach Opu. In fact, I do recommend going to the Anuenue Port before Komo Mai itself. I have my reasons, ya know.

Once there, talk to the guy that's selling cookies just a bit to the left and at the back of the crowd, and he'll want you to get him 10 traditional cookies, and yes, it is mandatory that you do that, but right now, you can move on. Climb up the ladder nearby and go through the passage over to the left, taking the path all the way over to a FORCE at the end, and while you're there, trust me and draw one Chronic Fatigue from the guy there. Yeah, I told you to do it. I know the consequences.

Now go back and enter Komo Mai for good. Enter the house just to the right of the one with the orange light coming out, and supposing you've been to Sedna and talked with the mayor at the entrance, you'll have the Immigration Papers. If not, do that now and show the guy sitting down on the left them (props for using the word 'feh'), and give the terrible singer the Chronic Fatigue for an Election Ballot, which is part of one side quest that really sucks ass. Now that you're done, enter the magnus shop.

Make sure you buy the SEDNA MILL HOUSE there, and then go to Sedna itself and restore whatever you can. With that, enter the actual mill house on the east part of Sedna, and talk to the man inside. Play his stupid game to get the SEDNA WATERWHEEL, and then restore that as well. When you're done, return to Komo Mai and head up the stairs in the center. Head straight up into Corellia's room, and she'll refuse to help, although she does oppose promachination. I know, she's really annoying.

Back out, Verus gives the order for the group to return to Alford. That's all

well and good, but first enter the bedroom on the right side of Corellia's palace to get a MAGNA MIX RECIPE and a MAGNUS PACK COUPON over to the left side. With that, Milly wants to visit the School of Magic though, so head to the left building first, and in the first door you'll see a typical boring class. You can draw Dull Times from the students here to slow down magnus aging, plus there's a MAGNA MIX RECIPE in the back.

Enter the room on the left of that and learn from the two professors over to the left, and then enter the right side building. The first room there is basically a teacher making her students... disappear... plus there's two MAGNA MIX RECIPES on the sides, and on the far right is two more professors to learn from. That's enough for now, so now you can leave and go back to the god awful Holoholo Jungle.

VIIc. Holoholo Jungle

- Magnus: White Night Beans

Ugh. This music makes me want to throw up. What's worse, it's titled "Holoholo Bird", just to pour further salt on open wounds. Whatever. You'll notice it's raining now, making it dark and a lot harder to see, but that's okay. Just go east one screen and then to the northeast, and jump across the water to head to the east, and you'll find the Sfida there. Apparently the attendant can't fix it, so Sagi has the idea of dialing up Verus... who isn't there. Meaning you're screwed.

Guess the only alternative is to go back and ask Corellia, but the following morning, the rain increases the depth of the water in that large fork, meaning you can't use your wings to jump across. Well, god damn. Take the southeast path there, and the alternative is to take a Stone there, and then time it to hit the fruit in the tree above without hitting the Holoholo Chick (wtf...). I just cut off Sagi's message when the bird runs below, and then throw. With the fruit in your essence, use it by the pond to lure the whale, then jump across for some WHITE NIGHT BEANS. And with that, exit to Komo Mai.

VIId. Komo Mai

- Magnus: Pegasus Anklet, Toxic Dumpling, Tower Shield

I think you can probably guess how this will turn out. Enter the palace and go to Corellia's room to talk with her guard, who turns out not to be able to help you to repair the Sfida. However, he recommends you to the School of Magic. Head outside to find there happens to be someone in Anuenue named Lolo who is really good with machina, so that seems to be your target now. However, you need to cross the Holoholo Jungle to get to Opu, where she is, meaning you arrive at a bit of a pickle.

You need a Landmark Stone from the School of Magic's headmaster to go through there, but you can't get that until you get credits in Magic, Chemistry, and Classics. Guess we have no choice. Make sure you speak with the headmaster in the leftmost room in the left building of the School of Magic, and then enter the right building and enter the first classroom there. Pass this quiz that you are thrust into, and you will get credit in magics. The answers are as follows: Malpercio, the End Magnus, the Bell Which Tolls Time, Children of the Earth, Flight of Time, the Dark Brethren, Beatrix, 5.

With those easy answers all correct you have one of three credits, and a PEGASUS ANKLET. As for chemistry, said professor is in the rightmost room and

wants Rotten Food. You can get it from the salesman by the river in the first screen of Komo Mai. When you have it, take it to the professor for the credit and an ironic TOXIC DUMPLING. Now, the classics is a bit of a pain in the ass. Remember that guy in the Anuenue Port who wants ten traditional Komo Mai cookies? You need to appease him.

However, if you carry more traditional than original cookies to the exit of Anuenue, you won't be let out. So to remedy that, I'd say clear up 11 magnus spaces, and get 6 original cookies from the salesman at the northwest. The guy right towards the south, you can get 5 from and then deliver them to the guy in the Anuenue Port. Then repeat the process again for an Election Ballot, and then draw three Good Times from him. Give them to the classics professor and you get credit and a TOWER SHIELD. Now you can get the landmark stone from the headmaster and return to that hideous jungle.

VIIe. Holoholo Jungle

- Magnus: N/A

Don't worry, this is the LAST time you will come to this putrid jungle and this awful music. I might add that Vatas, which are the birds you find alongside Lesser Cordials (that is, that small monster on the screen with the two pads to jump on in the center, not with water), rarely drop the Siren Sword for Sagi. Check it out if you want, but otherwise continue north of the Sfida attendant, assuming you do of course have that landmark stone.

Whether you do or not, a monkey steals it as soon as you enter the next screen. You HAVE to be joking. Either way, you need to hunt the monkey down, which is harder than it needs to be because it blends into the background. However, you have no choice but to look for that little trace of blue amidst the green, yellow, and orange contrast of this piece of crap screen, so find it in random locations about six times and you'll get the stone. Now head northwest and you will finally get to Opu, with a Speed Amulet on top of things.

VIIIf. Opu

- Magnus: Magna Mix Recipe, Magnus Pack Coupon, Magna Mix Recipe, Classic Cudgel, Sedna Pow House, Rabbit Dash

Time to find this Lolo chick, eh? Well, you'll be taken right into the house just on the left of the bridge, and it turns out she's really energetic and develops an instant liking to Sagi, which pisses Milly off obviously... as well as Guillo. That's creepy. After a rather awkward scene that follows, head right into the house on the left to find a MAGNA MIX RECIPE to the left and a MAGNUS PACK COUPON right above. As much as the stuff that the magnus shop gives you for the coupon sucks, might as well cash it in here, right by the entrance.

Feel free to finally make those upgrades, and then head down the stairs. Talk to the guy on the left of the waterfall for a MAGNA MIX RECIPE, and at the bottom you will see the olifant that Sagi chased out of Holoholo Jungle... really depressed. Give it a Holoholo Fruit (yeah sorry but I lied, you might indeed have to return to that awful jungle) and it will give you a CLASSIC CUDGEL and SEDNA POW HOUSE in return. Lastly, enter the house at the bottom for a RABBIT DASH, and then be on your way to the Celestial Tree.

Once there, the keepers refuse to let you take branches for Lolo, and suggest you talk to Corellia. Hah, like that bitch will help you. Once again there are magnus sitting around to tantalize you, which you can't get, but we'll be back.

Head back to the palace in Komo Mai, and you'll hear that the Veinroots of the Celestial Tree are already being attacked. After that scene, return to the Celestial Tree yourself, and go to the right of the tree itself.

VIIg. Veinroots

- Magnus: Cliffsunder, Apsu Sophia, Pyre Frock, Sigil Cry, Scarlet Crown,
High Potion, Sedna Windmill

Guess the attacker this time is going to be Valara. That'll be cool. In any case, take the lower left path down when you come in, past the red save flower, and you'll find that the Dark Service has already burned down the roots up front. So the answer is to talk to Lolo to build a way across, right Milly? Haha. Just leave the Veinroots and you'll find her right there, and she'll give you something called the Woodfella that will let you grab hold of the five elemental dagroots that she needs.

With that in mind, take the furthest upper right path on the first screen of the Veinroots, and get the CLIFFSUNDER at the top. There's nothing more you can do there, so just look at the amount of territory cut off of this place now! But speaking of which, the paths here are very narrow, making monsters hard to dodge. I remedied that by mixing five Mounds of Soot from Lolo's place in the process to give them a point, but okay, I'm getting off topic. Take the path that's right below that one next.

When you reach that screen, head north at the fork there and then take an immediate left to find an APSU SOPHIA for Guillo. Now you'll get your first opportunity to use the Woodfella to get stuff. Deploy it by the branch on the right, and you will have to navigate it down first, avoiding the two monsters there, to get the Lightning Dagroot, and then drag it back. It's a pain, I'll agree, but at least the monsters go back with you and disappear when fought. So give it a few tries, and that's 1/5 dagroots.

Now go ahead and try for the Fire Dagroot which is the one above. That one's easy too; when you get it, return to the first screen, and this time take the root path straight below, which splits into three. Take the lower right path and follow it to the right for a PYRE FROCK, then head back down the path below, and deploy the Woodfella in the gap there so it can walk to the upper right and grab the Holy Dagroot, which is a little harder, but certainly doable.

With that, return and take the path in the center of that root down to the next area, where you can deploy the Woodfella below and have it move down below to grab the Ice Dagroot. However, the Dark Dagroot is just a little bit different. Make an attempt to move the Woodfella to the upper right, only for it to run away because as every cliché has it, darkness attracts monsters. So decide to try again, and this time have the Woodfella go to the left and knock the torch down to burn the root down. Hahaha.

I feel so good now. I don't know why. In any case, use Sagi to just manually go through and get the SIGIL CRY which is below, and then go up and grab the Dark Dagroot which is to the northeast past the monsters. With that, return to the entrance of the Celestial Tree itself, and give all the dagroots to Lolo, who then creates a cable car. Get the SCARLET CROWN from her and go all the way to the left for a HIGH POTION and SEDNA WINDMILL, then enter the passage in between on the previous screen. Turns out I was right, Valara is here with Shanath. And an afterling shows up, which Sagi refuses to kill, but...

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Boss: Malpercio's Afterling
HP : ~5500
EXP : 2500

This is certainly one of the more interesting battles in the game. This, the last umbra in the game, is much different, in that you're trying to attack the roots that surround it. Let me explain -- this thing has two forms that it will frequently shift between. When its head is drawn out in front, do NOT attack it. You don't want it to die, but Valara will hit it with all she's got, be it her 500 damage combos or her 700 damage Arma Cannon. You don't want to hit that. However, when it's standing up and behind the roots, you have about 5500 HP you need to wear thin.

This thing isn't very powerful, plus it's quite slow as well especially compared to its counterpart back in Nunki Valley; its Veinroot Pulse attack will do about 500 damage and drain some HP when it's in the form Valara attacks, and it has another attack that drains about 100 HP to what you need to hit (naturally...) and does about 800 damage, but that's about it. Main attacks are 200 damage, so basically hit it with ALL you have when it's out, and when it's Valara's turn, make sure you heal if necessary and use Force cards so that you can get a massive combo going when you come back. Remember, 2000+ damage combos will win you this battle.

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As it turns out, the effort to save the afterling was all in vain, as Valara blasts it to shreds, and Ssgi gets the usual flashbacks and goes right back to the dream world.

VIIh. Zaurak Keep

- Magnus: Spirilight Quiver, Force, Negative Hat, Efreeti Saber, Wickedwing Revels, Diamond Drop, Hidden Sophia, Weak Attack B

Yeah, I'm not joking, you're only halfway through the Zaurak Keep, which Milly also remarks that it seems familiar. Ignore the ladder right to your left when you come in, and just head over to the left. That screen there is littered with enormous spiders. I was wondering when they were going to do that. But either way, one of them will move eventually, so sneak past them then, and the next screen is another large ghoulish dance. Head north past them and then climb up for another SPIRILIGHT QUIVER and FORCE.

Don't bother going down the ladder now; just return to the ghoulish dancing room and head east, where you will find another hub beam machine. This one's a tad bit more complex of a puzzle than the last one, but we'll manage. Start by turning the beam to the south to break past that darkness, and then beat that enormous demon dog off for a NEGATIVE HAT that was revealed in the darkness. Yeah, that's all you can get from doing that, but grab the EFREETI SABER right above while you're here, since it's better than the Kusanagi Blade.

Also since you're around, get a little Light Powder. But otherwise turn the beam to the right, and at the north-south fork you then come to, go south and... god damn. That is the most intimidating thing you've ever seen, don't deny it. Only the ghoulish in the center gives a damn, though, so get the WICKEDWING REVELS everyone is dancing around, and then go up the ladder on the right and use some Light Powder on the broken bridge. The other end is the cliff about four screens into the very entrance of this place, if you're wondering.

Now return to that fork and go north, and there you will find two more spiders and a DIAMOND DROP waiting for you. Plus if you climb up the ladder there you

can find a not so hidden HIDDEN SOPHIA. Now go to the northwest of there, and you will find a path shrouded in darkness with... two save flowers, one on either end, one red and one blue. Suspicious, much? Either way, use the Endmost Bethel to level up and receive auras as you wish, and now let's work on a way to get in there.

With the beam still pointed to the right, go around past the north exit, and leave Ven at the ladder just to the left of it. Now you need to return to where you came in and go up the ladder just to the left, and from there point the beam to the north. Now go to the right and all the way around back to Ven, and now you can save and go north. Seph then reveals who he was searching for... the Dark Brethren. Seph, Thoran, Pieda, Ven, and... Sagi's Guardian Spirit all agree to give their lives, but of course you need to be tested first.

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Boss: Rudra
HP : ~8500
EXP : 2733
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Many people consider this fight rather difficult, I do not. In fact, I would even consider it to be easy were it not for its dreaded Heathen Melody attack which blasts the whole group at about 700 damage. I will say one thing before we start though, and that is that the Rudra is slow. You can very easily pull off perhaps four or five turns from the party before this thing gets a chance to pull off one. Its attacks besides that are combos for 300-500 damage and draining 100 HP (yeah that HP count wasn't high enough as was), and Feral Proof, which is roughly 900 damage... not something you want to run into.

Thankfully, the Rudra uses Heathen Melody very scarcely, so you'll be in good hands. Meanwhile, it's weak against light, so your best option is Guillo with Ghostarrow, then Spirilight Quiver, then Heavenlapse, even though the latter has no EX Combos, but Spirit Ward/Enchantment will blast this thing to nirvana. Meanwhile, Sagi with the Apostolos and Milly with her White Club will absolutely kick ass with the typical Flame Ice Flurry/Heaven's Glacier and Thunder Seriatim. Pray that your guardian spirit will bring you healing cards when necessary, because stuff like Cancerite Booze and Hot Springs will go a long way here. Eventually you'll win.

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And with that, the Dark Brethren give the five siblings the power of darkness. Back in Naos, a name is suggested for them, and Pieda comes up with the death defying, SPOILERS name. It's Malpercio. END SPOILERS! That means that this unknown world you keep entering is the age of the gods. Why you're here, we still do not know, though. In any case, rest up and go to Cujam. Everyone is gone, so time to fight the War of the Gods in the east, which is called the Battlefields of Atria. Get the WEAK ATTACK B before you go though.

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VIII. Battlefields of Atria
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- Magnus: Sedna Orange Tree, Sublime Garb, Fulgadrum, Hot Spring, Twelve Layered Kimono, Lightendrake's Drop, Fair Guardian, Chalice of Freedom, Warrior's Scarf, Empyreal Wildfire
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Wiseman is in here somewhere, so we have to find him. Too bad there's dragons flying everywhere and the people of Cujam are also encountered here, looking like angels. But that's beside the point. Get the SEDNA ORANGE TREE when you enter, and then proceed to the next screen to find a SUBLIME GARB immediately. Speaking of which, the angels will shoot blue fire at you that stuns you and leaves you quite vulnerable to enemy attack, so try and avoid that. The dragons

you fight are particularly unfriendly.

At the top is a FULGADRUM; get that if you wish and then continue northeast. Right to the east is a HOT SPRING, and over to the west which is your destination anyway is a TWELVE LAYERED KIMONO. So yeah, head west while avoiding that huge scourge around you, and to the south is a LIGHTENDRAKE'S DROP for Guillo, and a FAIR GUARDIAN for Guillo. Speaking of which, the Rudra dropped yet another finisher for him, called Shadowflame Engine, which is great with Ghostarrow and Wickedwing Revels.

Now make one last detour over to the left, dodging Cujam citizens on every corner for a CHALICE OF FREEDOM. And with that, go north, and Malpercio will face Cujam's citizens as a whole, only for Marno to get another headache, and you're back as Sagi in the Veinroots, surrounded by Valara and Dark Service men. The former wants to handle you with her machina arma... herself.

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Boss: Valara [Machina Arma]
HP   : ~525
EXP  : 2666
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A typical machina arma battle that you can't win, but this one's a bit easier than the one against Heughes. For one thing, Valara's Arma Cannon attack is about 700 damage to the group, but hey... that's old news. Her combos are about the same to one character, but hey, the damage you're doing to the arma is a little higher this time. For one thing, the aforementioned combo I talked about with Guillo does about 200 damage, so that's a good start. Make sure you use elemental damage as always, and watch out when she starts the Hurricane Stance; the attack will be about 900+ damage. But apart from that she's still weak against ice and lightning, so you're good.

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As usual, Valara blasts the group to shreds but actually gives them some mercy this time around, continuing with promachination. And here, Sagi does the first of several angry rants that ensue for the rest of the game. It's hilarious when he does it, believe me. But anyway, we need to retreat from here, so go back to the surface to collect those two chests from earlier: a WARRIOR'S SCARF and an EMPYREAL WILDFIRE. Now just return to Komo Mai.

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VIIj. Komo Mai
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- Magnus: Citrine Arc
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Once here, go straight up to the palace to talk to Corellia, who will hint that she'll leave the fell branches in the Veinroots unexposed so you can take them for yourself. Not bad. However, she still refuses to join the battle against promachination, so that's that. While you're here, you may want to sell your junkpile and stock up on things here and in Opu, because very soon you will fight an EXTREMELY hard battle, so you'll need preparation in every way imaginable.

Since we're wrapping up Anuenue anyway, take the Poor Excuse for a Joke on the leftside room of the palace from the minister, and then go down the stairs of upper Komo Mai. Milly will say she needs to do something, so leave briefly and she'll come out all depressed. Hmmm, I wonder. Well in any case, head for Opu now and give the Poor Excuse for a Joke to the man near the waterfall at the bottom for a CITRINE ARC. Might as well restore Sedna a bit while you're here... I was up to the Rainbow Fruit myself.

Anyway, back to the Veinroots now. Enter and head to the southeast where the fell-branches were, and just draw the essence of one. Now return to Opu and talk to Lolo... who gets happy and Milly gets angry. Guess why. Now enter Holoholo Jungle from the east and just go one screen west to the Sfida, and then it gets repaired, and once in the skies, the funniest Guillo and Milly interaction yet takes place. Enjoy.

VIIk. Greater Mintaka

- Magnus: High Potion, Magna Mix Recipe

Need I remind you that the hardest boss in the entire game is about to be done battle with... very soon? With that in mind, make sure your stuff is ready to go, and you certainly want to have Level 2 Attack Auras going into it. Assuming you have that, head into Greater Mintaka and note the election is about to begin with everyone in favor of Baelheit, and then go to Verus's room to see Geldoblame. Supposedly Verus isn't back yet, so Geldoblame will treat you to his own room.

If you forgot where Geldoblame's room is, just leave Verus's residence and enter the first door that you see on the main screen of Greater Mintaka. When you get there, the group discusses various things, such as Shanath murdering Olgan, promachination... the whole nine yards. After a rest, get the HIGH POTION at left and a MAGNA MIX RECIPE in the crate on the upper right, and now let's go see Verus. Take note, this is the last opportunity you'll get. Make sure you're ready.

But okay, let's get on with it. The election speeches are soon to begin, and with that, they really do start. Geldoblame's for Verus is boring, but when you get up to Shanath's for Baelheit... he brings Gena in to demonstrate his policies. And with that, he cuts her wings off, which sends Sagi into a total rage. Milly also calls Baelheit by a strange name, hmmm... still, Sagi is the problem. After screaming at the soldiers... he turns into an afterling. With that, Shanath shoots Sagi down, and you're back in Atria. Whoa, look at Seph's and everyone else's full names, though... see something? But anyway, the sorcerers are going to kill Marno just like anyone else, but what is...

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Boss: Guillo
HP : ~4200
EXP : 2833

Yeah, you read that name right... he himself is fighting you. And god damn, this fight is HARD. In my opinion, the most difficult battle in the game without a shadow of a doubt, and just to properly begin to describe how hard this fight is, let me note that Guillo (hereafter to be referred to as Dark Guillo to avoid confusion with the real Guillo, who is for some reason fighting alongside you with Milly) does indeed have only about 4000 HP, but defense from hell. A normal combo will only do about 40-70 damage, depending on who it's coming for. I'm dead serious, and that's with Level 2 Attack Auras on everyone. If that wasn't enough, his attacks drain HP, be it 130 or 250.

But let's get into Dark Guillo's attacks. You have physical attacks, which do either about 300, 650, or 1100 damage, and drain about 120 HP. Then you have Fellstar Gleam, and I guarantee you that by the end of this battle you will have "FLY, FLAIL, AND SLAUGHTER!" burned into your earlobes. But either way that attack does about 1200 damage and can indeed be chained to the end of a combo for pure devastation, and now you have the most evil thing that

will ever strike you in this entire game: Heavenlapse. Oh god, that attack is deadly... it randomly hits the group for about 2700 damage in total, meaning on average about 900 damage to everyone. Just to give you a hint, I was at Level 30, Sagi had 1530 HP, Guillo had 1300, and Milly had 1350. And I could discard six cards per turn.

Speaking of discarding cards, that's absolutely essential here. Unless you are either overleveled or using Mountain Apples cheaply, the only character here who is worth a damn for anything is Guillo. That's right, if you get a finisher for Sagi and Milly up, just toss it. You want Guillo to be able to use Blackest Yang as frequently as possible -- that's Weak Attack B, Medium Attack, Strong Attack, Ghostarrow, Wickedwing Revels, Shadowflame Engine. Dark Guillo ironically has a weakness to darkness (and S defense to anything else), so the darkness will help a ton. Blackest Yang will do 2000+ damage, and everyone else attacking is only meant to build up the MP and to nullify the HP Dark Guillo will drain from you. Nothing more, nothing less. Speaking of which, I'd also equip all the Weak Attack B's you have in your inventory. Good luck, because this fight may very well take you in the double digits with attempts it'll take to finally win aka get blasted with Heavenlapse.

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Guess what happens next. That's right, Guillo walks up to Marno and stabs him to death. The screen goes red, and the game gets super merciful and lets you save so you don't have to go through that monster of a battle again. Thank you, Namco. Thank you. And you emerge in...

VIII. Vega Building Site

- Magnus: The Godling's Rapture, Magnus Pack Coupon, Magnus Mixer, Zelos Kune, First Aid Kit, Thunderer's Shield, Efreeti Horn, Ghostarrow, Rising Condor, Rime Blade, Golden Helm, Golden Armor

You're back as Sagi, about to be crucified. What an image; guess he survived Shanath's onslaught. But anyway, after he starts ranting on and on, you have a very important decision: to have Marno become part of Sagi, or Sagi part of Marno. What a joke. If Sagi becomes part of Marno, then the game is over. If you do indeed choose to have his Guardian Spirit become one with him, then Sagi is engulfed in white light with power's enhanced, plus Guillo and Milly come running in to join you again. Now... to escape.

After that scene you will receive THE GODLING'S RAPTURE, which is one of two level four specials in the game, this one for Sagi and being absolutely great, but there's one thing to note. If you use Weak Attack -> Medium Attack -> Strong Attack -> Scension -> Ascension -> Transcension -> Godling's Rapture, then you will get The Apotheosis, which is the Orlandu/Beatrix of this game in a way, in the sense that it is cheap and way too powerful for its own good. Feel free to equip Godling's Rapture, but not the others unless you're a cheap ass. You also have Zeniver Cascade from that battle, by the way. Rewards, yo!

Now examine the block that Sagi was pinned to for a MAGNUS PACK COUPON, and then get the chests on either side for a MAGNUS MIXER and a ZELOS KUNE. Now head outside and you will find the first of two opportunities in the game to get a lot of Spark Shrooms, and trust me I'd say load up all your magnus slots with them, because two Spark Shrooms make a Jolt Shroom. Two Jolt Shrooms make a Lightning Shroom, and those three items are great for upgrades, but you need them in the first place. Four Sparks = Lightning.

But anyway, I digress. You need one Spark Shroom to get on the cab that's behind the soldier, so do that and go to the walkway on the left, get the FIRST

AID KIT, and grab another Spark Shroom on the left if you need one, then take the lower of the two cabs to the southern path. On the next screen, veer right when you come in for a THUNDERER'S SHIELD, and left for another Spark Shroom to take the cab to where you finally get a bit of a fork in ways.

If you take the cab to the left, you will come to a machine that will turn Spark Shrooms into Jolt Shrooms instantly. I'd suggest doing that for a good majority, because the cab on the right will require a Jolt Shroom to power it and go down. But once you do go down using it, the right will take you to another one of the same machines plus an EFREETI HORN nearby, and the left will take you up into a new area. You know what to do.

You come to a three way fork here; left, up, and the elevator in the center. Left takes you to a GHOSTARROW and RISING CONDOR, up takes you to a RIME BLADE... and the center takes you to none other than Shanath, who shows up to stop you. "Go to hell, you son of a bitch! You hurt my mother!" (C) Sagi. I have no idea why that quote is hilarious, it just is. But anyway, the battle with Shanath begins, and naturally he's in an arma. Do about 400 damage and then Sagi will give up, but Marno manages to help him and thus begins the real fight.

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Boss: Shanath
HP   : ~8200
EXP  : 933
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Shanath is easy as hell. By far the boss that poses the least difficult, ever since at the very least Disc 2. Sure, the HP is highish but he has the least defense of any boss you've fought since perhaps the beginning of the game, which is a really nice breath of fresh air compared to Guillo. Sure, his Machina Sweep attack may be a fairly brutal delivery of about 1000+ damage, but he can't hit more than one character at a time, and meanwhile, take a look at Sagi. Use The Godling's Rapture and every hit will be critical, amounting in 2000+ damage and also knockdown. Seriously, just beat him up and heal a bit if needed; even the EXP given afterward blows.

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Shanath will then go into detail about the whole malideiter project that Sagi was involved in, and also hints that Olgan was his father. But after he's done, he just runs away, so get a Spark Shroom and take the cab to the west, and then just follow the path to the west to find him there, but make sure you get the GOLDEN HELM and GOLDEN ARMOR therefirst! After that, just tell Sagi that it's enough, and his spirit will just give in. Too bad Savyna (remember her?) comes in and witnesses that spectacle.

So back in the Vega Building Site. Take the cab back to that elevator and head south to find yourself back in Mintaka, Alford. I will add now that Milly has FINALLY gotten her first level three finisher, Phoenix Dive, which is good with Emerald Thrush and Diamond Drop, plus you have the Ravensbrood now, which is a nice sword for Sagi. But speaking of Sagi, he only wants to go one place now though, and that's to the orphanage in Sheratan to see Gena. So head for Hassaleh; you can't go anywhere else anyway.

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VIIm. Sheratan
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- Magnus: Hermit's Cane, Fate Idol, Harp of Slumber, Poison Ashes, Berserker
  Drink
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Head right into the orphanage on the second screen of Sheratan and you'll

find Gena there, rather unheartful, no pun intended. But in any case, Sagi wants to find some way to help her, and here opens up three character quests of sorts that need to be done before you can progress with the battle against Baelheit and promachination -- Sagi and his trip to Matar Highlands for Gena, Milly in Nekkar Quietlands, and Guillo in Duhr. Since Sagi's is pretty much right here, let's do that one first.

Go to the entrance of Sheratan and the doctor will run in telling you that there's an herb called heartenbrace from ancient times that would help Gena, but to get to ancient times... you need Marno's help. You can now go to the age of the gods whenever you want by just examining the Brierclock, but there are of course, side quests all over the place. First of all, the Coliseum. You should be at Rank 4 by now. All you need to do for the transition is talk to Panie in the first house of Komo Mai.

Also, while you're here in Sheratan, head to the doctor's house (first screen) and talk to him with a bit of a filled up field guide. You might not have it that filled up, but that's okay, you can come back later. Probably what you'll get is a HERMIT'S CANE, a FATE IDOL, a HARP OF SLUMBER, POISON ASHES, and a BERSERKER DRINK. There's also someone in there to show the Immigration Papers to for Sedna's purposes. But anyway, examine the Brierclock to appear in Cujam, and then leave and head for the northernmost location: Matar.

VIIn. Matar Highlands

- Magnus: Crown of Bubbles, Sedna Well, Armor Alma, Elixir, Ascalon,
Laevateinn the Flameking

Another nice, quick, easy place, except there's just one thing you are going to have to watch out for: the rain. That's right, this place has a special kind called heartfall rain, that will knock you out and pit you right back at the entrance should you be out in it. So to avoid it, use save flowers, tunnels, or lotus flowers. And when you come in, take a quick left and get the CROWN OF BUBBLES there, and then the place of destination is straight east. There, fight one of the large stalking monsters to get a SEDNA WELL. Always a good thing to do.

To the lower left here is the ARMOR ALMA, which has a whooping 168 defense that virtually guarantees Sagi to be well defended. If you're looking to get out of the rain, there's a lotus flower on the right. Not to mention your destination is straight north of that, climbing up and pushing the boulder off the cliff. After you do that, jump across to the left to get the ELIXIR, which I fully recommend switching the Hot Spring(s) out for. Now just return to the entrance, or let the rain do it for you.

After that, take the path that's directly under the one you went, aka in the sand and through the water. This tunnel, if you get under the paths above, is also free from the rain, so keep that in mind. Follow the path up for an ASCALON, which is altogether better than the Apostolos and even the Efreeti Saber and Ravensbrood. Don't worry, you'll get something even better by the time you're out of this place. Now once again return to the entrance; this time we're going west. That means under the path.

Just follow it up, to the left, down and up. There's not much else to see. At the set of lotus flowers, grab a Lotus Leaf or two, and then return to the entrance for the last time. Now head north, and on the new screen, plant a lotus flower there, and then you wait for it to rain... twice. The boulder prevents the water from leaving, so the level just keeps rising. When it's finally high enough to fly across, and you'll find a save point plus the

heartenbrace... but naturally it's guarded. Heartwing dash!

+++++

Boss: Hearteater
HP : ~9100
EXP : 3167

This thing isn't bad. It's particularly easy if you just heartwing dash around in circles before fighting so that when you run into it, your MP is already at Level 2. Its main attack is Ovulate, which does a fair bit of damage and makes a counter appear that when it reaches 0, will hatch and eliminate you in one shot. Its main attacks are about 600 damage, nothing you haven't seen before. Don't bother using Fate's Cordials all over the place, you're better off timing a Fate Idol along with Hatch and the Hearteater's attacks. And as for damaging it, it's strong against physical attacks, so the best bet is elemental weapons everywhere, plus The Godling's Rapture will eliminate it as always. Just keep your MP up and you'll be fine.

+++++

After that, a bunch of them show up, but none other than the White Dragon of Wazn shows up and burns them all to oblivion. Then you will receive your EXP and Sagi's final finisher, Blast Tooth, and after that, your reward for this entire thing is LAEVATEINN THE FLAMEKING, which is likely the best weapon you will come across (110 attack power compared to the Ascalon's 80). Pick some heartenbrace and then return to Cujam and ride the Brierclock back to Sheratan. Now give it to Gena.

Some flashbacks will occur of young Sagi, and now it's all well and good. That settles Sagi's quest, so now we have Milly's, Guillo's, two others that will turn up a bit later, plus we still need to settle the score with Valara, Nasca, and Heughes. Let's take care of Milly's first, so start by leaving Hassaleh and spinning the dial around on the map until you get to Nekkar, which is only a dungeon to the west of Alfard.

VIIo. Nekkar Quietlands

- Magnus: First Aid Kit, Sedna Main Gate, Anubis Shield, Jiraiya's Robe

This place is retarded. I have no idea why we're even here. But since you are, just go straight northwest to that magnus there, and... whoa! We fell through the ground. Yeah, you'll get used to that. You'll fall into a cave with naught more than some monsters, ladders, and Fire Moss, but head all the way to the west and go up the ladder there for a FIRST AID KIT, but going anywhere beyond will just pit you back in the cave. That's fine though, it was the only way to get that. Head back to the east and take that ladder back up.

Now take the upper path here and go around to the west, and from there just go north and down the first ladder there. In this cave you will see the rather famous Sabre Dragon from Eternal Wings, which is a rather menacing opponent. You can get around it though, so there's a SEDNA MAIN GATE at west, and if you go up the ladder you can get an ANUBIS SHIELD there. But enough, go back around the Sabre Dragon and head east.

From here, go northeast and get that chest that taunted you from the first screen, which contains a JIRAIYA'S ROBE, and then it's just one more screen northeast. After a rather emotional scene with Milly finally telling the truth, that Baelheit sent her to observe Sagi, she'll want you to see something else. There just so happens to be a save point at east, I wonder why. But in any case, head northeast to the actual summit, and your opponent is a Holoholo Bird

lookalike.

++++
Boss: Mange-Roches
HP : ~9600
EXP : 3000

This thing is certainly no Holoholo Bird, despite the fact it uses Wingflail and has about 3000 more HP. Indeed, Wingflail is about 650 damage to the party, plus Mange-Roches also has an attack called Trample that does about 900+ damage to one character, but that's pretty much it. The field guide says that said bird has a weakness to lightning, but I don't find it to be any more efficient. Sure, Milly can pull off Thunder Seriatim as usual, adding on Phoenix Dive for more damage, but I certainly wouldn't opt for Guillo to use Goddrake's Thunderclap, for instance. =) Face it, you've beaten bosses before, you can do the same to this one.

++++
And your reward for that one is Milly's last level three finisher, which is rather inappropriately called Open Your Eyes. Okay, I don't get it, but you can get an even better EX Combo by attaching it to the end of Thunder Seriatim, plus it hits all enemies, which is a good thing. Now you get the definition of retardation in this next side quest, to push the statues located around Nekkar up to the summit. How about no. Head to Duhr (Guillo rocks) and you will land in Duhr Port. Go west to Algorab.

VIIp. Algorab

- Magnus: Magnus Pack Coupon, Magna Mix Recipe, Magnus Pack Coupon, Sedna Toadstones 2

As soon as you enter Algorab, the Children of the Earth will get all psyched, but they get calmed down by none other than Krumly. Remember him, from Eternal Wings mucho? In any case, there's another godcraft here similar to Guillo, and it's in Gemma. And fortunately, there's none of that awful Labyrinth of Duhr, Garden of Death, or Zosma Tower in this game's incarnation of Duhr, just a little bit of treasure to be found. Start by getting the MAGNUS PACK COUPON just on the left of this house.

When you do that, exit and enter the upper left house, just to examine the stuff at upper left for a MAGNA MIX RECIPE. Return out and enter the upper right house, examining stuff at north for a second MAGNUS PACK COUPON. And how convenient it is that there happens to be a magnus shop just below you and to the right, though I'd save one coupon for later myself. Plus there's good upgrades to be done in Algorab, plus SEDNA TOADSTONES 2 to buy, but supposing you're done, head west to Gemma.

VIIq. Gemma

- Magnus: Sedna Pier, Magna Mix Recipe, Frozen Gown

Not much to say about this place, it's the same old Duhr type depressing place. And speaking of depressing, go up to the very top of this place and to the right, and you'll find a guy on the right to show the Immigration Papers to. And with that, enter the westmost house. Head to the far left here, and the guy will want Mountain Apple Wine. To make it, you need to mix two Mountain Apples and then a Holy Droplet, which can be found in the barrels of Nunki Valley. If you do that, you will get an Ancient Mask and a SEDNA PIER.

You can also find a MAGNA MIX RECIPE to the left of there. Afterwards, enter the house that's on the right, and get the FROZEN GOWN over to the left. Also, straight in front of you when you enter is a man named Garm, who is a rather good trader. I'd say invest some time in that. But when you're done, enter the manor at the top, and after speaking with Kamroh and The Great Kamroh (geez, creative), enter the door on the left to find a clone of Guillo there, called Seginus. After Guillo touches it, you're in...

VIIr. Seginus

- Magnus: Holy Shroud, Zeniver Cascade, Book of Mana, Deluge The Seabane

...Yeah, I bet you didn't see that coming. Time to find out who Guillo really is, then, but at least you get one good quote from Guillo upon entrance. Head north, and on that slightly larger screen north again, to reach what is essentially the top of this place. When the whole crest in the center lights up, you're done here. To start us off, though, head south and examine the red sphere there, and automatically one part of the crest will light up. That means progress.

Head south there, and yes, you can walk through the squirming stuff and it'll disappear. Just follow the path and you will come across another red sphere, but this one will show you some of Seginus's memories. Turns out Guillo and Seginus were two of four puppets created by the Children of the Earth to stop Malpercio, aka Seph and the others. With that, return to the center of this place, where the crest was, and head southwest now. Pick up the HOLY SHROUD on the way, and continue to another red sphere.

With those two memories and things lit in the center, you can now return to the normal southern path again, and just follow it further down past some squirming stuff. You'll find another ZENIVER CASCADE for Guillo there, then if you head east, another memory. You can now go north of the crest, so return there, and you'd better save. Just saying. Also, MAKE ABSOLUTELY SURE YOU GET THE BOOK OF MANA TO THE NORTHEAST! Get the BOOK OF MANA. Do it. After that, examine the north memory for all to come lose about Guillo slaughtered Marno and his family, then go south... somehow Seginus is responding.

++++
Boss: Seginus
HP : ~8000
EXP : 3159

Ugh. This battle is really rough, although some may disagree I don't think it's a fraction as difficult as Seginus's counterpart from Atria, let me tell you. He's got Heavenlapse, which is almost the exact same damage, maybe very slightly more, and Shadowflame Engine, which is about 900 damage, weaker than Fellstar Gleam. Which is great, considering you have more HP than than now. The key thing is to knock Seginus down as much as you can, since you waste way too much time healing, due to his speed. For example, Thunder Seriatim, The Godling's Rapture... you get the point. Also, abuse Guillo with a Book of Mana and/or Ghostarrow + Spirilight Quiver, and maybe some Heavenlapse here and there, since Seginus is weak against light. Really, this battle does come down to luck more than anything.

++++

And now you finally have Fellstar Gleam, which is Guillo's last level three finisher. What's to say he doesn't have a level four though? ;] Anyway, with that Seginus's mission to kill Malpercio (heh, Marno) was "fulfilled", and

he's sealed away. Plus The Great Kamroh steps down and gives the title of "the great" Kamroh, to our very own Kamroh. There we go. And your final gift is DELUGE THE SEABANE, a marvelous weapon for Guillo.

Okay, now you're done with three of three character quests. There's still the three machina arma to settle the score with, and plus, believe it or not, if you go back to the Battlefields of Atria, you will initiate combat with two other bosses. I would suggest gathering up some Sedna magnus at this point, that is finishing out those Immigration Papers plus finding others here and there, but there's one other little quest to do now. Go to any town where you get mail, and read Geldoblame's newest letter. Off to the Dark Service HQ.

VIIs. Dark Service HQ

- Magnus: Ravensbrood, Jupiter Sword, Magnus Pack Coupon, Pegasus Anklet, Sigil Cry

So as it seems, the paramachina are going on a rampage, and there are dead or wounded soldiers all over the place. Just as soon as you enter, you'll get into a battle with some soldiers being ordered around by a paramachina. For this place, get some lightning weapons, because the paramachina for one are quite weak against it. Milly is great for that, obviously. So when you come in, you'd better save first of all, and then enter the room just to the left. Choose to save the soldiers, of course.

When the paramachina are finished, get the RAVENSBROOD and JUPITER SWORD (oh yeah for the second one) on either side. Take note that those elusive second and third spaces in your field guide should now be filled in. With that, talk to the wounded but not dead soldier right above, and he'll tell you that the paramachina are being assembled in their usual locker room, but to get in you need to override the authorization code to open it. Before anything, though, examine the blueprint in the center for a MAGNUS PACK COUPON.

Override Code A is in the room just to the left of the strategy room, over to the left. Override Code C is in the next door room to the left, over on the right. Go downstairs to find Savyna there for some reason, and enter the first room on the right to find Override Code B inside, at the far upper side, and as for Override Code D, that's in the room on the very far right, where you'll also find Savyna, who gets saved by Guillo in a slightly ironic fashion. Grab it from the table, and let's go back to the strategy room.

Input the digits corresponding from A to D in the green panel just to the right of the front board, then go to the paramachina locker room. You'll have to fight four battles which just consist of three paramachina, and then it looks like you're done. Get the PEGASUS ANKLET and SIGIL CRY, then talk to the soldier at the foot of Verus's residence, back in Greater Mintaka. Your reward is the Attack Talisman... OH YEAH! How convenient that the next stop is to take down the three machina armas! Starting with Nasca. Head to Diadem.

VIIIt. Cloudvents

- Magnus: Sedna Flower Bed

There's a lot less going in Diadem in Origins than in Eternal Wings, but when you enter Sheliak, just go through Elnath and go straight into the Cloudvents. You might want to pick up a Gust Boulder when you come in, plus Sheliak has one of the immigrants that you're looking for, not to mention if you first go to Azha for some Eau de Mouche and give it to the woman on the westmost screen,

you will get the SEDNA FLOWER BED. But enough talk. Return to the room where you fought the trio back so many moons ago. Nasca mentions Tarazed, but Sagi doesn't really... you know. Care.

++++
Boss: Nasca [Machina Arma]
HP : ~7500
EXP : 4807

This is a rather interesting fight. Nasca's Machina Arma, the Marauder, comes in four parts: the body, which has somewhere around 7500 HP, two cannons, which I think have about 2000 HP each, and a cockpit which opens occasionally to heal any of the three, be it restoring the cannons to full HP when they're already destroyed, or healing the body for about 1200 HP, which is annoying as all hell. Ultimately though, your target is going to be the body though, so change targets immediately and head for it.

Remember, if you're going to hit the cannons, then the cockpit will open and just bring them back to full. There is a point where Nasca just stops, but it's really not worth going up to that, since the cannons do 250 or 500 respectively (hint, one's faster than the other), but that's not the problem. It's the body shooting that evil Plasma Cannon for about 800 damage to the group, with shock, AND knockdown. That's despicable. However, Guillo is just awesome here because with his Subzero Festival (Icefan + Sigil Cry + Zeniver Cascade), you can hit all three targets for mass damage, and if you're going for one hit wonders, remember that Sagi hits critical with every strike done by The Godling's Rapture.

++++

The Marauder is gone, and only Nasca is left. And now you have a choice: let him live and get a better ending, or kill him off to start a battle. He's easy as hell, has about 4000 HP, heals himself which is annoying... and your reward is a Hades Sophia for Guillo (far inferior to Deluge the Seabane), and about 1800 EXP. Your choice. Either way, you'll arrive back at the entrance to the Cloudvents. Nothing more to do in Diadem, so why don't we check up on Sadal Suud and settle the score with Heughes, hrm?

VIIu. Nunki Valley

- Magnus: Sedna Odd Sculpture

The final person to give the Immigration Papers to is in the laundry area of Pherkad. That is, northeast of the first screen from the entrance, not where you come in from the Sfidia. Get it mucho? After you're done there, go back to Sedna and speak to the mayor for a SEDNA ODD SCULPTURE, plus that's one more free spot on your magnus. As for the score to settle, just enter Nunki Valley and go west of the middle screen. There, just speak with Heughes and let's finish that bad boy off.

++++
Boss: Heughes [Machina Arma]
HP : ~9900
EXP : 4635

Despite the rather large HP count, Heughes is quite a bit easier than Nasca. And here's why: as usual, he can only hit one character at a time. I'll admit, when he uses Charge you should be quite alert, because the next turn he will use Burning Harken, an attack that does 1800+ damage to one character and can quite easily knock Guillo or even Milly out at full HP. But that being said,

Heughes himself is weak against fire, so if you have Sagi pull out Crimson Skytooth (Heavenfall + Red Padma + Blast Tooth), or better yet, The Godling's Rapture which is still critical with every strike, you'll have Heughes on his knees very shortly. Plus too much fire and his machina will take about 400 damage naturally. He's strong and a little fast, but quite beatable.

+++++

Once again, you can kill off Heughes for that extra field guide space, some EXP, a rather easy fight (he has about 6000 HP I think), and a Cold God for Milly. As for Sadal Suud, there are indeed asserted side quests here, such as guys in Rodolfo's estate who want, for instance, Mountain Apple Wine or Warm Cheers (talk to the guy in Greater Mintaka at the entrance to Verus's manor). Now we only have one machina arma left to break, so let's do it.

VIIv. Veinroots

- Magnus: Twelve-Layered Kimono, Thor Sophia, Heavenlapse, Herb Flower

There's one notable thing to do here, and that is get that Gust Boulder I told you to get in Diadem's Cloudvents, and give it to Lolo in Opu. After you do that, the waterwheel will work again, and you get a TWELVE-LAYERED KIMONO out of the deal. But anyway, time to tackle the Veinroots. Restore your auras if need be, and head for the Celestial Tree and then the Veinroots. It's the same usual place to get to Valara, but while you're there pick up the THOR SOPHIA and HEAVENLAPSE at left, and the HERB FLOWER at right. Now let's finish this with Valara.

+++++

Boss: Valara [Machina Arma]

HP : ~11500

EXP : 5150

Uh... huh. Valara is by far the hardest of the three machina armas, because of her Arma Cannon attack, which blasts the whole group down at about 1050 damage. That's right, to the whole party, plus knockdown. And you thought Nasca's special was nasty. However, the easiest part of this battle is by far when Valara goes into Hurricane Stance, and just uses her slightly strong (1200 or so) damage Hurricane Punch attack, which only hits one character so isn't much to worry about. The same strategy with armas applies: have Sagi use his usual combos, because yet again, every strike of The Godling's Rapture is critical. Milly with Lightning Turkey is devastating because of Valara's weakness to lightning, and as for Guillo, you'll want to have a Book of Mana ready whenever Valara uses Arma Cannon. Keep your HP well above 1000 and/or have a Fate Idol ready, and you should emerge victorious.

+++++

And with final use of The Godling's Rapture, Sagi burns Valara's arma, the Razer, to the ground. Obviously, Valara will want to settle the score with Sagi, and if you fight her she's really easy like all the others, plus she drops the Arondite which is a fantastic sword for Sagi, but you CAN get it later, so I say no, just let her live and get the better ending. But anyway, while you're here in Anuenue, talk to the woman on the left of the Celestial Tree entrance for a MAGNA MIX RECIPE.

Well... now we have only one major side quest besides the Coliseum and Sedna to do now... and it takes place back in the age of the gods, because it seems Wiseman is still alive. So go back to Hassaleh, ride the Brierclock to Cujam, and why don't we go over to Atria, supposing you're ready. I was Level 40, and who knows, if you're higher you're probably better off.

VIIw. Battlefields of Atria

- Magnus: Transcension, Heavenlapse, Spirilight Quiver, Golden Helm, Magnus Mixer

As it seems, there is a much greater power within Atria, as can be sensed by the music and the dark clouds. Time to finish what Malpercio started, then. Atria is much easier to traverse now, as the shamans from Cujam are much less in number, although there are dragons swooping down from the skies. Head three screens north, that's it, then northeast of where the War of Gods was fought. There you'll find a save point, a TRANSCENSION, HEAVENLAPSE, and SPIRILIGHT QUIVER. Keep going, and you'll find Wiseman, who sics his "pet" on you.

++++
Boss: Black Dragon
HP : ~11000
EXP : 3433

This fight is a total nightmare... totally unlike his white counterpart. The Black Dragon has only one special, and it's devastating -- Crimson Catharsis is about 3200 damage randomly spread throughout the group, which is a lot better comparatively than Guillo's Heavenlapse on everyone, for instance. However, the Black Dragon does have quite a bit of a weakness to light, despite its rather great defense in general. So before you enter this fight, I'd suggest everyone have Level 3 Attack Auras on them.

So, back to the battle. Crimson Catharsis has a nice tendency to leave one character or more alive, as usual, so if anything you may just want to take some cards out of your arsenal and just have a Book of Mana and Fate Idol ready to go, so that they have a greater chance of showing up. Just, as usual, have The Godling's Rapture ready to go, and take this fight slowly, just doing smaller combos at a time, because if you get on the offensive for too long, Crimson Catharsis will burn you. Feel free to enter with a few Mountain Apples to raise your HP, and with a little effort you should win. Enter round two.

++++
Your reward for that battle, before anything else, is the Apocalypse Sword, which is of course inferior to Laevateinn the Flameking, but you can get a lot of different upgrades with it, so use it wisely. But I digress, let's move on. Wiseman, of course, wants to feed on your hearts, and without anything really in between, the second battle begins.

++++
Boss: Wiseman
HP : ~10500
EXP : 4120

And here we have a fight that's extremely annoying. Wiseman is a real pain in the ass, and here's the lowdown on him. At any time he can use Illusory Chaos which does about 1200 damage to the whole party... almost as bad if not worse than Crimson Catharsis. He also has one technique that is seriously called Cast Away Your Carnal Robes, which blasts the whole party for about... 300 damage, but unequips them. Which is all well and good because usually I have nothing equipped when he uses it anyway. And as for his physical attacks, they drain MP AND HP, and each one is about 400 damage. As you can see, you have a royal pain in the ass fighting you.

Wiseman is weak against light, making Guillo awesome with his typical Fellstar Quiver/Trebuchet, plus I say this every battle and will say it again: Sagi with The Godling's Rapture is decimating, as long as you aren't being cheap and using The Apotheosis. However, let me point out that Wiseman can use Illusory Chaos over and over again, and because of that, you need to be on your toes and have a Book of Mana constantly ready to be thrown out for absolute recovery. Really, if you have less than 1000 HP for one or two character, have a Fate's Cordial or Fate Idol ready to use, and if you end up losing this battle, really, start removing some cards. You don't need 60; if you have 54, well, that's six less that might get in your way when you desperately need to heal. With that in mind, go out and slay Wiseman.

+++++

And then the darkness over Atria clears, and the only remains of both the Black Dragon and Wiseman are their corpses. Speaking of which, if you want to fight the Black Dragon later at the Coliseum, draw the essence of its horn. It's in your best interest to do so if you want extra Apocalypse Swords. But above all of that, you now have Guillo's level four finisher, which is called Aphelion Dustwake, and if you use it at the end of what you already have in Icefan, Sigil Cry, and Zeniver Cascade, plus alternate attacks at the start of the combo, you then have Frigid Queen's Festival. Pure destruction.

Now we really are ready to make some progress towards the game's conclusion. So now that you've gone from curing Sagi's mom in Matar to killing a godlike being in Atria, ride the Brierclock in Cujam back to Sheratan, and go right to the orphanage, and you'll be informed that the Empire has a fortress called Tarazed that's creating a problem. Go back to Greater Mintaka, and let's grab a word with Verus about that.

After you talk to Verus, a rumbling is heard, darkness is cast across Alfard, and the island leaders look on as Tarazed is launched into the skies, as big as a continent. Now the only thing left to do is storm Tarazed via the Sfida, and settle it with Baelheit once and for all. So with that, go back to Mintaka, and go to Baelheit's residence. No one's there anymore, so enter the second room for those two chests: a GOLDEN HELM and MAGNUS MIXER. Target Tarazed on the map via the Sfida... we aren't there quite yet.

VIIx. Vega

- Magnus: Magnus Pack Coupon, Pyre Frock, Sedna House 3, Trigon Band, Book of Mana, Fate's Kiss, Freezing Gown

And here we are at last... just head one screen east and you can just gape at this place in its entirety. Huge, isn't it. Time to get going through it, however. On the hi-tech area, just go to the east to find an elevator that doesn't happen to be working. Talk to the mechanic standing right by the switch in the center, and he'll ask you to go talk to the old mechanic in the cafe about it. Alright... head north to find a blue save flower already. Huh, I wonder why. First: the east door for a MAGNUS PACK COUPON. Alright, back.

Go through the straight north exit, and at the northwest-northeast fork, just go northwest to enter the cafe. Get the PYRE FROCK at the upper right and speak with the third guy on the second floor up, and he'll tell you that you need to take the blue wire and attach it to the green. Simple enough. Return to the fork and then head northeast, and through the northern door for a TRIGON BAND; in the southeast, open up the bath stalls there for a SEDNA HOUSE 3. Hellz yeah! Plus, go back to the elevator and reiterate the scheme to the mechanic.

Not only does he lower it, but he gives you a BOOK OF MANA too! Wow, how nice! But anyway, when you're on that floor, there's nothing to see to the east except some Fresh Air from the vents. If you head west, however, you'll come to another elevator, and if you go north you'll find the magnus shop. SWEET, this... cash in all your coupons that you have left over, the fantastic magnus will pay off. Hint: Elixirs and Fate's Kisses are awesome. Plus the upgrades, don't forget those.

But alright, back to the elevator right below that magnus shop. Take that up and you come to a three-way fork: south gives nothing, northwest goes to a very good magnus trader by the name of Lalune whom I'd definitely recommend checking out, and east leads to Tarazed, but on the way you'll find three guys there with machina who will transport you anywhere in Vega, plus give you a FATE'S KISS, all for just a Lightning Shroom. But anyway, if you're going east, get the FREEZING GOWN along the way and enter Tarazed. However...

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VIIy. Final Preparations  
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- Magnus: Sedna's Light, Sword-Shaped Earrings

There's not a whole lot to say in the transition between Vega and Tarazed, except now really is the time to wrap up both the Coliseum and Sedna. Starting with the Coliseum, assuming you haven't been small talking the registration lady too much, after a certain amount of time lapsed, you should be able to progress from Level 4 to Level 5, simply by going to Vega and talking to Panie in his residence once more. That's easy enough for a promotion. Do that... and then get the necessary RP to move on to a qualifier.

The champion round in the Coliseum is five battles, with only the fifth being really difficult. I recommend setting up a special deck of about 35-40 cards, only consisting of the major combos for everyone (if you want, go ahead and use The Apotheosis and Frigid Queen's Festival), and you should be able to win that. And when Sagi becomes champion, go back to Diadem if you want and talk to Lance and Elle, and now you can also fight several old bosses (Sandfeeder, Lord of the Lava Caves, Black Dragon, etc.) if you have their carcasses. Plus the Wicked Gawd, but save that for... later.

As for Sedna, you should be moving on to getting every last piece, but the twenty-fifth one is in Vega's bath stalls. There are 26, however; talk to the girl in Sedna by the tree and she'll tell you that there's one final piece. The SEDNA'S LIGHT is located in The Endmost Bethel just to the left. You will also find a note saying that none other than Wiseman was the one to destroy Sedna, and when you give it to the chick, she'll tell you her life story and fork over the SWORD-SHAPED EARRINGS.

~~~~~  
VIIz. Tarazed  
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- Magnus: Idios Pyr, Wild God, Elixir, Saint's Armor, Blast Tooth, Shadowflame Engine, Phoenix Helm, Phoenix Dive, Open Your Eyes, Lightendrake's Drop, Transcension, Book of Mana, Fellstar Gleam

So! You actually have the GALL to set forth in the final dungeon of a game that is legitimately harder than almost all of the RPGs released in today's day and age? Excellent, so do I! Start by just mowing through the defenses by going one screen north, and there you'll find yourself in the Main Block of Tarazed. Let me explain this: you've got the Main Block, Blocks A-D which can be accessed through trolleys and must all be completed to continue past the Main Block... and what lies beyond. Let's do this.

Just for the record, I also happened to be at Level 43 at this point, with my class level at 19 although it doesn't matter at 16+. The Coliseum does that for you. At the two save points, you have three ways to go: east, which goes nowhere at the moment, northeast which leads to an escalator that you need to walk up but it goes down and is thus useless, and northwest. Go there, examine the paper on the floor which starts you off on the recipe for the Celestial Tree, an IDIOS PYR, and a control panel at left.

Fiddle with it to make the trolley work, and then take it to Block A. When you get there, you'll find it's rather... similar to the Imperial Fortress of Eternal Wings, in a way. Start by heading one screen west, and go north from there to find three things, besides a soldier: two more continuations of the Celestial Tree mix report, and a WILD GOD, which is a rather good weapon for Milly. Gather all of those up and then go back to the hall from whence you entered, and keep on going east.

Two screens east of where you came in, head north because it's the only way, go up the escalator and out of that room, then west. Three screens in said west direction, go north up the escalator to the third floor, and then go two more screens west back out in the hall, then north, and you will come to the Hassaleh Control, or whatever. Well, not bad, this is the end of Block A! Just get the Elite Imperial Crest at west, and you'll find you can't open the door there... without it. Wow, this game has mercy.

Take the conveyor belt to the left and you'll find yourself at a bit of a puzzle of sorts. Well, not really, but basically, navy blocks that are in your way can be moved through using your heartwing dash, blue blocks are just places for you to rest, and red blocks are bad; run into those and you start back. Just for landmark purposes reading through these mountains of text, and to save me the frustration of guiding you through these, I'll handle this ASCII style. Dig? Just follow the numbers and rest on them. Don't bother with zeros, or hit the x's. The "E" is the exit.

```
-- Ex-  
-xxx4-  
-----  
x--xx-  
0-x---  
xxxx3x  
2----x  
x-xx--  
----x0  
xx01xx
```

And when you finally do arrive at the northern end, you'll find one of Malpercio's afterlings there. After Marno frees it, the room collapses, which sends a quarter of soldiers in a large room running. Better head south and go back to the halls of the third floor and go back to the Main Block now, so that means in the halls, three screens east to get down to the second floor, three west to get to the first, and then two to the east to return to the Main Block.

Remember that screen with the save flowers on each side? Go back there and head east this time, and fiddle with the control panel the same usual way, and in the process you'll reverse the Main Block escalators. Good, head northeast on that screen now and up to the second floor. Just head to the west to get up to the third, and over to the east in the center you'll see a screen where on the other side you can see Baelheit and his men. We're coming, I promise ya. Right after we make a big distraction. East for an ELIXIR.

Go up to the fourth floor, and go through the door just to your left to find some SAINT'S ARMOR there, and after some more crappy monotonous identification the elevator will activate to take you down to the first floor if you want, but who wants to do that. Keep going west, and in that room you'll find the fourth piece of research for the Celestial Tree mixer, plus the trolley which can take you to any of the remaining three blocks. I opt for Block B.

When you do arrive in Block B, go to the halls and head east as far as you can; I think it's four screens, and then go north to find you're ALREADY at the Diadem controls... or in other words, the end. However, take the northeast door and head out on the conveyor belt to find puzzle two out of four. ASCII, peoples? This one's different, though. I'm not going to outline the whole thing as that's pointless... because this consists of some teleports. Simple, though... 4 connects to 4, etc.

```
5xEx--
---x-0
-x0xx-
x--3-- -xx0--
4-xxx- -xxxxx
-x---- -x0---
-x01x2 4x---0
```

F for theory, A for execution? Whatever. Enter the room up ahead and free the afterling to have the place collapse, then head all the way back east to the beginning of Block B. From here, you can either go to the Main Block, heading all the way back to the first floor and entering Block B through there, then trekking your way up to the third floor just for the fifth piece of the recipe if you want, but otherwise, let's go straight to Block C from Block B, shall we? Completion is of the essence.

Once on Block C, go one screen west and ride the escalator to the third floor, then head two screens to the west to find a room with a hologram of Tarazed there. Not to mention two more entries on the Celestial Tree report. That makes seven, but let's keep going. Head one more screen west and let's return to the fourth floor. Just one screen east, and we're on the fifth floor. Go twice to the east and you will find... Tarazed's bathroom. In the fifth stall, oddly, you'll find a BLAST TOOTH.

Equally unusual is, in the first stall, an eighth report on the Celestial Tree mixture. That's enough already, but oh well, leave, and head as far as you can to the west to find Sadal Suud's control area. Just keep going past the same old conveyor belts until you come to the usual puzzle room before the afterling. ASCII, as par usual. Oh yeah, fail enough because half of these are camouflaged, and Guillo and Milly will help you out so that you can go for about three times as long.

```
4xxE-x
--xx--
---xx-
-x-5--
-xxxxx
---2--
--xxx-
3x----
xx01xx
```

Release the afterling, part of this man made world collapses, and go back to the halls. East twice, down to the fourth floor, then east all the way back to

get back to the control area. Now we're on to Block D, which just so happens to be the last block. Just go four screens over to the east and enter that room to find a SHADOWFLAME ENGINE inside, as well as the ninth and very final piece of the report on the Celestial Tree recipe. Good, if you mix the Celestial Tree itself with the Arondite, you'll get none other than the Excalibur.

Return three screens to the west, and then ride up to the fifth floor again. In fact, you can just go three more screens to the east and you're already at the Anuenue controls. That was rather fast, once again. Just head up, and you come to another one of those funky teleport rooms. Don't worry, it's the last puzzle and last diagram. Oh yeah, and the A is a 10. Just saying.

```
4---x-
xxx3x-          9x---x
2---x-   5xxxx-  -xxx--
-xxxx-   -----6  ----x0   9x
-x--x-   -xxxx-   -8x-x-   -xE
--10x0   4x7---   xx7-x-   ---A
```

So when you get done with all that, release the afterling there, and then the room preceding Baelheit's chambers has only the captain left. So with that in mind, we've gotta leave Block D. On the fifth floor, go west twice to reach the fourth floor, and then go west three more times to return to the trolley. And now, if you go to the Main Block, you'll have to start from the first floor, make your way up to the third and crash the window, then head through the door and save. Baelheit is in that room, and after some talking, shoots Milly (that's a nice thing to do to your daughter)... and only Sagi remains.

```
+++++
Boss: Baelheit
HP   : ~1000 / ~10750
EXP  : 6180
```

This is my favorite battle of the entire game. It's epic and climactic in every way, from the fact it's two fights with one being solo, two swordsmen spiriters in style, from the music. The True Mirror, the orchestral version, is nothing short of stunning. But anyway, like I said, the first part of the battle is just Sagi vs. Baelheit, and you only need to do about 1000 damage to him before it fades back into the cutscenes. And you can pretty much win this based on speed alone; Sagi can get about 1.5 hits for every one of Baelheit's, so if you use an Apocalypse Sword, Ascalon, or anything better, plus a finisher or two with an EX Combo, you can win.

Watch for Seraphim Soul, however, which is quite reminiscence of Eternal Wings, so if you don't want to rush this or build that MP up to the point of being able to use Blast Tooth or the like, you can go defensive and succeed. So then Baelheit reveals his life story to the party, and then round two of the battle begins. Once again, Baelheit is neither too easy nor too hard, just a perfect medium. Ironically, the character that Baelheit will most frequently target is Milly, so you might want to have your eyes kept on her. Baelheit's attacks are as follows: his combos will do about 300, 700, or 1200 damage, usually leaning toward the first two.

His Hellfire attack, once again Eternal Wings stuff, is about 1200 to the party, plus knockdown and flames, but he doesn't use it too often, making a Book of Mana generally adequate. Plus he still has Seraphim Soul for about 1400. Although Baelheit is weak against darkness, there really is no need to use it instead of anything else Guillo has, such as Aphelion Dustwake for instance. There's no real need to still rely on High Potions either, because if Guillo is equipped with one or especially two Books of Mana, Baelheit

really can't touch you. He doesn't have a whole lot of HP, but do enjoy this battle and DON'T ruin it by just overkilling him with The Apotheosis.

+++++

Besides the tremendous EXP amount, your gift for that victory is a Prominence Sword for Sagi and a Fate's Kiss. However, you won't have time to notice it, because Verus manages to walk in, kills Milly's father himself, laughs evilly, and says that basically he used Shanath, the group, and everyone else in accordance of his plans, and after ditching Geldoblame and stating that he had the "whore" Gena's wings pulled out, he goes into Tarazed to rule the world. The bastard. Now the real villain is out.

Talk to Baelheit one more time... you'd never think that his death would be as tragic as this. Oh well, time to chase Verus into Tarazed's core. Interestingly enough, however, if right now you leave Tarazed (yes you can get out by defeating the captain, which will disable the crestwall), Verus's manor is now deserted... too bad there's nothing there. Oh well, when you get to the floor just below, Verus sends some machina after you and just retreats further down. Trample them underfoot, and let's chase him.

Jump down the pipe right below, get the PHOENIX HELM, then jump down. Head up that pipe and then jump down for a PHOENIX DIVE (hey that works). Keep hopping down and then head west. In the next room, follow the path east, and at that fork, get the OPEN YOUR EYES at north. No, you can't avoid getting attacked; don't try. In any case, the north and west paths will meet up at the end and net you a LIGHTENDRAKE'S DROP. Keep going west from there, past the shutter.

You'll find a TRANSCENSION at the end of the path. Jump down again to find the game's final save point. Nice, might as well use it. One more time, jump down the pipe and get a third BOOK OF MANA to the right, which is rather excessive but hey, it's the best accessory in the game. Now jump down into the pit below, and if you want, climb up the pipes on the left for a FELLSTAR GLEAM. That's it, though... head one screen north past the dragon, and you'll find Verus there, now manipulating the machina. With that, he throws his staff down and takes you on himself.

+++++

Boss: Verus & Machinaguis B x4

HP : ~4000 & ~1500

EXP : ~14077

You read those HP totals correctly. However, there's a lot more to this fight than that. For one thing, the battle begins with two battles against two Machinaguis A's. They're easy as hell, so just strike them down. As for the third battle, you're faced with Verus and the Machinaguis's, and your targets are the machina. Hear me out: if you attack Verus while the machina are alive, you can't damage him. Either it'll do 0 damage, or one will swoop in and defend him. So don't even try that. Instead, switch over to the fourth target; that way, it'll go from 4 to 5 to 1 to 2 to 3, which is Verus.

Verus himself isn't really that bad, although he is slightly stronger than Baelheit. He's got combos anywhere from 300 to 1200 damage, plus he has a special called Death By Stomping, which does roughly around 1500 damage. But trust me, most of the time you'll just be cursing at him because he's using Tentacle Recharge to bring the machina back to life, which annoys anyone to no end. You have options though, ESPECIALLY if you beat Wiseman back in Atria which you definitely should have. Then Guillo will have Aphelion Dustwake, which is the number one skill in this battle. If you use Frigid Queen's Festival or even Parade, all of the machina will be wiped out, and Verus will only really bring back one at a time if he's left alone at one point, so you

can hit that, and then Verus with his puny 4000 HP will die VERY fast. Also, Sagi with The Godling's Rapture will hit critical every time, meaning it'll instantly eliminate any target of the five. Easy battle.

+++++

What an epic battle that could have been, challenging the likes of Baelheit, but instead it was annoying but easy. Damn. Well, I hate to say it, but if you were an idiot (sorry) and didn't go back into the past and fight Wiseman, then that really was the final battle. Hey, if you're disappointed, you deserve it for not fighting him. But if you DID beat Wiseman... then you'll hear his voice cue in right now after the machina devour Verus... and then they merge into a godlike being. And then the final battle is staged within the stars.

+++++

Boss: Verus-Wiseman
HP : ~16000
EXP : 6666

The god in nature is rather more similar to Wiseman than Verus, but that's to be expected because the latter is so much more developed in the battle department. What you have before you is a far more worthy final boss than the last one, although two Books of Mana still does make it cheap, as do things like The Apotheosis and other such crap that no one valuing the beauty of this game's combat will use. But that's beside the point. Verus-Wiseman's attacks each do about 400 damage, and there are up to three of them, as par usual. But to end the dull silence, just use anything and do somewhere around 2000 damage, and it's a fade out.

With that, the god attacks the whole party, but guess what? Malpercio comes to your aide, and Le Ali de Principio, which really is an incredible theme, is your BGM. But now, let's focus on some more attacks. The god can use Cast Away Your Carnal Robes, which still drains about 700 HP and does about 300 to the group; but much worse is its ultimate Magnus Of Life, which also drains an amount I can't calculate because of the speed of the green numbers that show up, but overall does 1000+ to the group, knocks them down, and causes freeze. Always bad. But anyway, as always, a Book of Mana will get you out of this, and although the battle may very well drag out rather long, all you need to do is use what's worked well for you in the past, and you shouldn't have a problem.

+++++

Now enjoy the ending. I know, it's not technically the ending yet, because Tarazed will start collapsing, and you actually do have to backtrack your way out of Tarazed and Vega all over again, but there's plenty of cutscenes along the way, some tragic, some happy, some caught right in between. And no, I do not get it either, but that's not entirely a bad thing. Hope you enjoyed Baten Kaitos Origins, and here's to a new entry on the DS.

=====
~ ~ ~ VIII. Side Quests ~ ~ ~
=====

Probably the most nightmarish part to do about this thing... ugh. That is of course referring to the sub quests, because the coliseum and fun and a good opportunity to level, and Sedna is rather interesting.

~~~~~  
VIIIa. Sub Quests  
~~~~~

Okay, sub quests, by definition, are pretty much when someone in the world asks you a favor and then you do it for them, and it can be of any varying difficulty or complication. Some of them are necessary in the story anyway (most are a royal pain in the ass though shhh...)

1. Put out the fire!

-> Dark Service HQ, Dark Serviceman

Required in the storyline. Your reward: an Herb.

2. Relight the torches!

-> Dark Service HQ, Dark Serviceman

When you're about to leave, talk to the soldier by the exit, and he'll ask you to relight the torches. Do so (two on each floor), for a Magnus Pack Coupon.

3. Wake up the mechanic

-> Emperor's Residence, Mechanic

Splash water on the mechanic to wake up. Your reward: nada.

4. Wake up, take two

-> Emperor's Residence, Mechanic

Same thing as above.

5. Turn off the shield!

-> Emperor's Residence, Mechanic

Required in the storyline. Once again, no reward.

6. My girl's waiting!

-> Sewer prison cell, Guy in a cell

Find the key in Mintaka (inside the building blocked by an airpod), then go back to the sewers and unlock one of the guys in there, and you're given a Medium Attack.

7. The gripes of wrath

-> Mintaka, Housekeeper

Required in the storyline, but whatever, you get two Yesterday's News and some Machina Oil, plus a Mattress.

8. No gas is no good

-> Mintaka, Man in a bind

Required in the storyline, your reward 'tis a Taunt.

9. Insomnia

-> Mintaka, Puffy-eyed Woman

Give the woman in the house left of the magnus shop a Fluffy Pillow. Your rewards: a Life Charm and a Magnus Pack Coupon.

10. The old man with a bracelet

-> Mintaka, Old man with a Bracelet

Unlock the old man's cell in the Mintaka sewers (see sub quest #6), and talk to him. Your reward: a Strong Attack.

11. Love syrup

-> Mintaka, Drunkard's Wife

Give the drunkard in the Mintaka port some Love Syrup. You'll get a Magnus Pack Coupon for your troubles.

12. Boulder in the road

-> Nusakan Thornwood, Caplin Herder

Required in the storyline. Rewards: a Power Helmet and a Speed Charm.

13. Tik's hat

-> Sheratan, Tik

Required in the storyline for Adhesive Bandages.

14. Little lost caplin

-> Sheratan, Caplin herder

Talk to the caplin herder in the first screen of Sheratan, and then the black caplin (it really stands out) in the Nusakan Thornwood. Talk to the herder again for

15. Errand for the orphanage

-> Sheratan, Sis

Required in the storyline for a Nixie Garb and Element Charm.

16. Imperial Wanderer

-> Sheratan, Elder's granddaughter

Required in the storyline for a Magnus Mixer and Will.

17. Rescue the villagers 1

-> Lake Botein, Sagi

Why this is seven quests I have no idea. Whatever, see Lake Botein. Lightning Club.

18. Rescue the villagers 2

-> Lake Botein, Sagi

See Lake Botein, again. Ice Fruit and 10G.

19. Rescue the villagers 3

-> Lake Botein, Sagi

Lake Botein, once again. Mattress.

20. Rescue the villagers 4

-> Lake Botein, Sagi

Lake Botein, yet again. Magnus Pack Coupon.

21. Rescue the secretary

-> Lake Botein, Sagi

Guess where this is and what to do. In any case, a Potion.

22. Rescue the elder
-> Lake Botein, Sagi

...a Magnus Pack Coupon.

23. Rescue the villagers finale
-> Lake Botein, Sagi

...yeah, talk to the elder after you do the previous six quests for a Saber and a Guard Charm.

24. Man of broken dreams
-> Mintaka, Man of Broken Dreams

Give the man of broken dreams in northern Mintaka a Gold Nugget. You get a Magnus Pack Coupon for your troubles.

25. Save the bomb victims
-> Greater Mintaka, Conscientious Boy

Required in the storyline. Your reward: a Magnus Pack Coupon.

26. Rock salt in the desert
-> Nihal Desert, Desert Loiterer

Give the guy in the middle of the desert some Rock Salt, and your rewards are Sparkling Snow and a Hell-Purged Casque.

27. Flame ice delivery
-> Nihal Desert, Snow Saleswoman

Go all the way back through the desert to give the first snow saleswoman some flame ice for some Black Beans. Worth it, you think?

28. Precious rock salt
-> Azha, Rock Salt Merchant

Give some Rock Salt to the guy on the platform to the west of the first screen in Azha, and for the first time, you get a Scale Mail. Repeat for some 150G.

29. Eau de mouche, please!
-> Lava Caves, Bug Hunter

Talk to the boy in the mines, then the researcher, then the boy, the messenger girl, then trade a Mountain Apple for some Eau de Mouche from the researcher, and give that to the boy. Ugh. You just get a Fire Fruit anyway.

30. Where's that assistant?!
-> Azha, Mallo

Go to the room with the researcher who gave you the Eau de Mouche. Examine the boy sleeping under the desk, and then talk to Mallo for a Medium Attack B.

31. Smelly clothes
-> Naos, Little Girl

Give some Balmsand to the girl on the railing in the building of Naos for a Toxic Dumpling.

32. Almarde's Request 1

-> Azha, Almarde

Give a Medic Kit to Almarde after the events in Azha, and your prize is... a Magnus Pack Coupon. Cliche, but it works.

33. Sing, for love's sake 1

-> Azha, Singing Man

Mix some Terrible Song and Love Syrup to make a Sweet Song, and give it to the girl in the large house in western Sheliak, and then talk again to the man in Azha. Your rewards: Herb Powder and an Attack Charm.

34. My deeeear, sweette Verus!

-> Greater Mintaka, Obnoxiously Whiny Girl

Give some Fresh Air or Foul Air to the girl near the entrance Greater Mintaka for a Weak Attack B.

35. The forgotten heart

-> Greater Mintaka, Girl who lost her heart

Give some Heartenbrace to the girl in the house above the save flower of Greater Mintaka, for some White Night Beans.

36. A gift for my wife

-> Greater Mintaka, Hen-Pecked Husband

Give a Fireglow Stone to the man in the house near the save flower of Greater Mintaka (Pretty Stone + Blaze)... for a Battle Shield.

37. Something shocking

-> Baelheit's residence, Sheltered Girl

Give a Jolt Shroom to the girl in the library of Baelheit's residence for a... Lightning Fruit. Shocking.

38. Celebrity needs

-> Sheliak, Celeb Lady

Give some Eau de Mouche to the celebrity in the far west of Sheliak for a crappy... wait, a Sedna Flower Bed? Oh shoot, this one's necessary, isn't it.

39. Two-generation household

-> Sheliak, Young Mother

In the large house of Sheliak, talk to the young mother, then talk to the Mother-in-Law to draw her secret, then give it to her, for a Fate's Cordial.

40. Medicine delivery

-> Coliseum, Registration Lady

Deliver medicine from the doctor in Sheliak to the coliseum, and your reward is progression to Rank 2. Dat's sweet.

41. I'm still growing!

-> Castle Elnath, Knight of Diadem

One of the shortish knights in Elnath wants some Pow Cheese... and he'll give you a Taunt for that.

42. Crash course in cloudmaking
-> Lesser Celestial River, Cloudmeister

Required in the storyline. Your reward: Fire-Brewed Tea.

43. The crest of a knight
-> Sheliak, Knight of Diadem

Required in the storyline. Rewards: Next-Gen Mixer and a Sword of Tears.

44. Anuelegumes
-> Sheratan, Plant-Watching Girl

Give the plant watching girl in the orphanage of Sheratan a Yesterbean, and come back way later for an Aqua Camoflauge.

45. Un-wanted posters
-> Pherkad, Sagi

Rip down the five unwanted posters in Pherkad, then speak to the artist for Purple Beans.

46. The search for Quzman
-> Pherkad, Taymiya

Talk to Taymiya, and then send Quzman (old man in Mintaka sewers) home for a Magnus Pack Coupon.

47. Pac-Man
-> Pherkad, Quzman

By far the hardest side quest in the game... oh god. You need to get Pac-Man from Quzman, and then using your quest magnus, Pac-Man will eat up 147 different adjacent quest magnus. Your problem is just finding them. They include everything from flames/blazes to local hero posters to the Celestial Tree, so have fun, seriously, god damn it. Your rewards are the magnus of Pac-Land and Pac-Mania, The Beast's Chains, The Beast's Collar, and The Beast's Shackles, the third of which makes all your attacks critical. Hard to argue the quality of that.

48. Is my husband unfaithful?
-> Mintaka, Camilla

Get some Paramour's Secret from Almarde, gotten from giving her a Medic Kit. Afterwards, give this to Camilla in Mintaka, and she'll give you a mere Mars Sophia.

49. I'm totally beat...
-> Pherkad, Chubby Bartender

Talk to the bartender in Pherkad, and he'll want you to draw Chronic Fatigue from him three times. You actually have to do this, but for doing it, he'll give you a Brawn Fruit and the Sedna Fence.

50. The lightbugs of Nunki
-> Pherkad, Tree-hugging Granny

After the scene before actually entering Rodolfo's Estate, talk to the woman right near the entrance of Pherkad, who wants you to deal with the light bugs of the Nunki Valley. She'll give you the Holy Leaf, so go get some Holy Droplets

which are scattered all throughout the valley, and get them out of the way. When you do this your prize is an Elemental Talisman.

51. Citizens wanted!

-> Sedna, Mayor

Here's basically what you have to do. Get ten of the Sedna magnus, then the mayor will show up near the entrance. Talk to him, and he'll want you to show some Immigration Papers to get some people in the village. You need to track them down, so here they are:

- Hassaleh: the girl in the doc's house in Sheratan
- Diadem: the man in the main square of Sheliak
- Sadal Suud: the girl in the laundry room in Pherkad
- Anuenu: the guy in Komo Mai next to the terrible singer
- Duhr: the crazy guy in Gemma outside to the upper right

Your reward for all that is simply another piece of Sedna, the Sedna Odd Sculpture.

52. The lost grandpa

-> Coliseum, Registration Lady

This is your little task that you need to do before unlocking Rank 3 in the Coliseum. Basically talk to the registration lady, then go to Nunki Valley and give Mr. Lance there directions. They're "Walk closer", then "Walk down", then "Walk closer". All this does is unlock Rank 3.

53. Moonguile Forest

-> Cebalrai, Know-It-All Kid

Talk to the kid in the barn in Cebalrai, who will dare you to enter the Moonguile Forest. Just enter, go back out, and talk to the kid to get a Heavenbolt Wrap.

97. Ruler of the skies

-> Coliseum, Old Researcher

Give the old researcher in the Coliseum a Holoholo Bird Plume.

98. A living fossil

-> Coliseum, Old Researcher

Give the old researcher in the Coliseum a Lava Lord Skull.

99. Relive the Nightmare

-> Coliseum, Old Researcher

Give the old researcher in the Coliseum a Black Dragon Horn.

100. Peril of the sands

-> Coliseum, Old Researcher

Give the old researcher in the Coliseum Sandfeeder Silk.

VIIIb. The Coliseum

VIIIc. Sedna

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You'll get your first Sedna magnus in the Sandfeeder's Nest. After that, you can warp to Sedna and gradually rebuild it into a bustling, beautiful city of pure magnus.

1. Sedna Bridge - defeat Sandfeeder
2. Sedna Mailbox - found in Naos on a globe
3. Sedna Toadstones 1 - defeat the enemy to the left of the Lava Caves entrance
4. Sedna House 1 - defeat the Lord of the Lava Caves
5. Sedna Flower Bed - give a Eau de Mouche to the Celeb Lady in Sheliak
6. Sedna Bluefruit Tree - defeat the first Bar-Mool in the Celestial River
7. Sedna Monument - found in Castle Elnath, on Ladekahn's throne
8. Sedna Peach Tree - found in the Cloudvents
9. Sedna Beanstalk - found in Cujam after the city becomes empty
10. Sedna Fence - found by drawing three Chronic Fatigues from the Pherkad bartender
11. Sedna Weathervane - found from the fantail in the Cebalrai barn
12. Sedna Fern - found in the Moonguile Forest
13. Sedna House 2 - found on the roof of Rodolfo's Estate
14. Sedna Ebonstone Sculpture - dropped by a turtle in the Holoholo Jungle
15. Sedna Mill House - buy in Komo Mai
16. Sedna Waterwheel - get from the guy in the Sedna Mill House
17. Sedna Pow House - found by giving a Holoholo Fruit to the olifant in Opu
18. Sedna Windmill - found in the Celestial Tree
19. Sedna Orange Tree - found in the Battlefields of Atria
20. Sedna Pier - give the guy in Gemma some Mountain Apple Wine, then draw the Ancient Mask to clear the way to it
21. Sedna Toadstones 2 - buy in Algorab
22. Sedna Odd Sculpture - complete the Sedna Immigration quest
23. Sedna Main Gate - found in Nekkar Quietlands
24. Sedna House 3 - found in Vega
25. Sedna Well - dropped by a Lanocaulis in western Matar Highlands
26. Sedna Light - after obtaining all 25 other Sedna magnus, go to the bottom of the Endmost Bethel and open the chest

The prizes are as follows:

- 5 - Migraine Mirror
- 10 - Star-Shaped Earrings
- 15 - Rainbow Fruit
- 20 - Moon-Shaped Earrings
- 26 - Sword-Shaped Earrings

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 ~~~ ~~~ ~~~ IX. Magnus ~~~ ~~~ ~~~  

Yeah, the topic that's so broad I have to split it in three and it's still huge anyway. So yeah, there's the magnus list, the upgrades, and all of the EX Combos, which I assume half the people reading this are probably looking for anyway. Ta ta.

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 IXa. Magnus List  
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This beast is finally complete. Do I rock, or what?

| No. | Name | Description/Found |
|-----|-----------------------|---|
| 1 | Weak Attack | Initially equipped |
| 2 | Medium Attack | Initially equipped |
| 3 | Strong Attack | Initially equipped |
| 4 | Weak Attack B | Found in Greater Mintaka; different combos |
| 5 | Medium Attack B | Found in Azha; different combos |
| 6 | Strong Attack B | Found in Nashira; different combos |
| 7 | Mirage Turn | Found in Holoholo Jungle; 1+ for Milly |
| 8 | Pegasus Junp | Found in Greater Mintaka; 1+ for Milly |
| 9 | Canyon Wind | Found in Nashira; 2+ for Milly |
| 10 | Rabbit Dash | Found in Pherkad; 3 for Milly |
| 11 | Scension | Initially equipped; 4 for Sagi |
| 12 | Heavenfall | Found in Botein Lake; 4 for Sagi |
| 13 | Cliffsunder | Found in Emperor's Residence; 4 for Sagi |
| 14 | Ascension | Found in Lesser Celestial River; 5 for Sagi |
| 15 | Red Padma | Found in Azha; 5 for Sagi |
| 16 | Icebloom | Dropped by Sandfeeder; 5 for Sagi |
| 17 | Transcension | Dropped by afterling in Veinroots; 6 for Sagi |
| 18 | Blast Tooth | Dropped by Hearteater; 6 for Sagi |
| 19 | Rime Blade | Dropped by trio in Cloudvents; 6 for Sagi |
| 20 | The Godling's Rapture | Found in Vega Building Site; 7 for Sagi |
| 21 | Swallowtail | Initially equipped; 4 for Milly |
| 22 | Emerald Thrush | Found in Sandfeeder's Nest; 4 for Milly |
| 23 | Sevenstar Dust | Dropped by beast in Botein Lake; 4 for Milly |
| 24 | Arabesque | Dropped by Lord of Lava Caves; 5 for Milly |
| 25 | Diamond Drop | Found in Lava Caves; 5 for Milly |
| 26 | Rising Condor | Found in Nunki Valley; 5 for Milly |
| 27 | Phoenix Dive | Dropped by Shanath; 6 for Milly |
| 28 | Open Your Eyes | Dropped by Mange-Roches; 6 for Milly |
| 29 | Firewheel | Initially equipped; 4 for Guillo |
| 30 | Icefan | Found in Thornwood; 4 for Guillo |
| 31 | Fulgadrum | Dropped by Giacomo; 4 for Guillo |
| 32 | Ghostarrow | Found in Lesser Celestial River; 4 for Guillo |
| 33 | Sigil Cry | Found in Zaurak Keep; 5 for Guillo |
| 34 | Twin Ice Auger | Found in Lava Caves; 5 for Guillo |
| 35 | Levinsnake's Rise | Dropped by Valara; 5 for Guillo |
| 36 | Spirilight Quiver | Found in Zaurak Keep, 5 for Guillo |
| 37 | Wickedwing Revels | Dropped in Nunki Valley; 5 for Guillo |
| 38 | Heavenlapse | Dropped by Holoholo Bird; 6 for Guillo |
| 39 | Empyrean Wildfire | Dropped by Lord of Lava Caves; 6 for Guillo |
| 40 | Zeniver Cascade | Dropped by Guillo; 6 for Guillo |
| 41 | Lightendrake's Drop | Dropped by Veinroots afterling; 6 for Guillo |
| 42 | Fellstar Gleam | Dropped by Seginus; 6 for Guillo |
| 43 | Shadowflame Engine | Dropped by Rudra; 6 for Guillo |
| 44 | Aphelion Dustwake | Dropped by Wiseman; 7 for Guillo |
| 45 | Punk Knife | Initially equipped |
| 46 | Longsword | Found in Mintaka |
| 47 | Saber | Buy in Sheratan |
| 48 | Freesword | Buy in Sheliak |
| 49 | Marvelous Sword | Dropped by Giacomo in Rodolfo's Estate |
| 50 | Aroundite | Dropped by Valara in Veinroots |
| 51 | Apocalypse Sword | Dropped by Black Dragon |
| 52 | Flame Sword | Dropped by Emperor's Residence Afterling |
| 53 | Flametongue | Found in Botein Lake |
| 54 | Sword of Thirst | Dropped by Umbra |
| 55 | Kusanagi | Found in Nunki Valley |
| 56 | Efreeti Saber | Found in Zaurak Keep |
| 57 | Prominence Sword | Dropped by Baelheit |

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| 58 | Laevateinn the FK | Found in Matar Highlands | |
| 59 | Ice Dagger | Buy in Rasalas | |
| 60 | Crystal Edge | Found in Sandfeeder's Nest | |
| 61 | Aqua Truth | Buy in Azha | |
| 62 | Sword of Tears | Found in Nashira | |
| 63 | Siren Sword | Dropped by a Vata (Holoholo Jungle) | |
| 64 | Frozen Sword | Buy in Gemma | |
| 65 | Flash Dagger | Found in Emperor's Residence | |
| 66 | Thunderfish | Buy in Sheratan | |
| 67 | Glimmer | Dropped by Giacomo in Cloud Passage | |
| 68 | Jupiter Sword | Found in Dark Service HQ later | |
| 69 | Plasma Blade | Found in Zaurak Keep | |
| 70 | Ray of Truth | Coupon in Mintaka | |
| 71 | Apostolos | Found in Rodolfo's Estate | |
| 72 | Ascalon | Found in Matar Highlands | |
| 73 | Murderous Joker | Dropped by Shadow Claws (Cloudvents) | |
| 74 | Ravensbrood | Dropped by Shanath | |
| 75 | Cutthroat Knife | Punk Knife + Yesterbean | |
| 76 | Greatsword | Longsword + Stone | |
| 77 | Sleepsword | Freesword + Fluffy Pillow | |
| 78 | Victory Sword | Marvelous Sword + Boulder | |
| 79 | Excalibur | Arondite + Celestial Tree | |
| 80 | Longfire | Longsword + Blaze | |
| 81 | Fire Saber | Saber + Blaze | |
| 82 | Scorching Sword | Flame Sword + Machina Gas | |
| 83 | Blaze Sword | Flame Sword + Blaze | |
| 84 | Blazetongue | Flametongue + Machina Gas | |
| 85 | Flametongue Rekindled | Flametongue + Blaze | |
| 86 | Desert Moon | Sword of Thirst + Machina Gas | |
| 87 | Parched Sword | Sword of Thirst + Blaze | |
| 88 | Amenohabagiri | Kusanagi + Rotten Food | |
| 89 | Efreeti Heart | Efreeti Saber + Blaze | |
| 90 | Efreeti Blade | Efreeti Saber + Fireglow Stone | |
| 91 | Fiery Apocalypse | Apocalypse Sword + Fireglow Stone | |
| 92 | Sol Sword | Prominence Sword + Fireglow Stone | |
| 93 | Helios Sword | Prominence Sword + Lava | |
| 94 | Ice Soldier | Ice Dagger + Pristine Water | |
| 95 | Ice Saber | Saber + Pristine Water | |
| 96 | Crystalsword | Freesword + Pristine Water | |
| 97 | Crystal Saber | Crystal Edge + Pristine Water | |
| 98 | Aqua Brand | Aqua Truth + Pristine Water | |
| 99 | Sword of Destiny | Sword of Tears + Pristine Water | |
| 100 | Mermaid Sword | Siren Sword + Sparkling Snow | |
| 101 | Silent Sword | Siren Sword + Fluffy Pillow | |
| 102 | Icy Apocalypse | Apocalypse Sword + Sparkling Snow | |
| 103 | Frozen Edge | Frozen Sword + Sparkling Snow | |
| 104 | Thundersword | Freesword + Spark Shroom | |
| 105 | Thunderfish Rex | Thunderfish + Jolt Shroom | |
| 106 | Thunder Edge | Thunderfish + Spark Shroom | |
| 107 | Thunderslash | Thunderfish + Machina Gas | |
| 108 | Levinlight | Glimmer + Machina Gas | |
| 109 | True Glimmer | Glimmer + Yesterbean | |
| 110 | Galantyne | Arondite + Lightning Shroom | |
| 111 | Jupiter's Rage | Jupiter Sword + Machina Gas | |
| 112 | Gaea Sword | Jupiter Sword + Lightning Shroom | |
| 113 | Thunderous Apocalypse | Apocalypse Sword + Lightning Shroom | |
| 114 | Coruscant Blade | Plasma Blade + Lightning Shroom | |
| 115 | Rem Truth | Ray of Truth + Fluffy Pillow | |
| 116 | El Truth | Ray of Truth + Light Powder | |
| 117 | Galahad | Arondite + Light Powder | |

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|-----|--|----------------------|--|-------------------------------------|--|
| 118 | | Apostolos Duo | | Apostolos + Yesterbean | |
| 119 | | Divine Apocalypse | | Apocalypse Sword + Light Powder | |
| 120 | | Dragonbuster | | Ascalon + Yesterbean | |
| 121 | | Double Joker | | Murderous Joker + Dark Powder | |
| 122 | | Murderous Soul | | Murderous Joker + Soot Soup | |
| 123 | | Dark Apocalypse | | Apocalypse Sword + Dark Powder | |
| 124 | | Ravensblood | | Ravensbrood + Fluella Cooties | |
| 125 | | Wooden Club | | Initially equipped | |
| 126 | | Panther Bludgeon | | Buy in Opu | |
| 127 | | Rose Shill | | Found in Sheratan | |
| 128 | | Classic Cudgel | | Buy in Cebalrai | |
| 129 | | Golden Cudgel | | Buy in Algorab | |
| 130 | | Heat Club | | Buy in Sheratan | |
| 131 | | Drakeshead Stave | | Found in Nashira | |
| 132 | | Efreeti Horn | | Found in Vega Building Site | |
| 133 | | Crystal Cudgel | | Found in Lava Caves | |
| 134 | | Glacial Bludgeon | | Buy in Pherkad | |
| 135 | | Cold Queen | | Dropped by Heughes | |
| 136 | | Lightning Club | | Found in Botein Lake | |
| 137 | | Luciferous Stave | | Dropped by Juggler (Zaurak Keep) | |
| 138 | | Wild God | | Found in Tarazed | |
| 139 | | Vajra the Indestruct | | Found in Nekkar Quietlands | |
| 140 | | White Club | | Found in Holoholo Jungle | |
| 141 | | Demon Cudgel | | Dropped by Monoceros (Zaurak Keep) | |
| 142 | | Rosevine | | Rose Shill + Stone | |
| 143 | | Classic Impact | | Classic Cudgel + Boulder | |
| 144 | | Heat Cudgel | | Heat Club + Machina Gas | |
| 145 | | Poison Heat | | Heat Club + Rotten Food | |
| 146 | | Fire Panther | | Panther Bludgeon + Fireglow Stone | |
| 147 | | Drakeslord Stave | | Drakeshead Stave + Blaze | |
| 148 | | Efreeti Tusk | | Efreeti Horn + Fireglow Stone | |
| 149 | | Ice Club | | Wooden Club + Pristine Water | |
| 150 | | Crystal Blue | | Crystal Cudgel + Pristine Water | |
| 151 | | Glacial Mass | | Glacial Bludgeon + Sparkling Snow | |
| 152 | | Diamond Queen | | Cold Queen + Sparkling Snow | |
| 153 | | Queen's Breath | | Cold Queen + Flame Ice | |
| 154 | | Thunder Club | | Wooden Club + Spark Shroom | |
| 155 | | Lightning Strike | | Lightning Club + Spark Shroom | |
| 156 | | Thunder Panther | | Panther Bludgeon + Lightning Shroom | |
| 157 | | Auriferous Stave | | Luciferous Stave + Yesterbean | |
| 158 | | Plasma Cudgel | | Golden Cudgel + Lightning Shroom | |
| 159 | | Astratheos | | Wild God + Lightning Shroom | |
| 160 | | Holy Cudgel | | Golden Cudgel + Light Powder | |
| 161 | | White Wish | | White Club + Light Powder | |
| 162 | | Cerberus Cudgel | | Demon Cudgel + Fluella Cooties | |
| 163 | | Sorcery Sophia | | Initially equipped | |
| 164 | | Hidden Sophia | | Found in Zaurak Keep | |
| 165 | | Mars Sophia | | Use coupon in Mintaka | |
| 166 | | Idios Pyr | | Found in Tarazed | |
| 167 | | Ice Roue | | Found in Mintaka | |
| 168 | | Apsu Sophia | | Found in Veinroots | |
| 169 | | Deluge the Seabane | | Found after beating Seginus | |
| 170 | | Thunder Roue | | Buy in Mintaka | |
| 171 | | Thor Sophia | | Found in Veinroots | |
| 172 | | Light Sophia | | Buy in Cujam | |
| 173 | | Fair Guardian | | Found in Battlefields of Atria | |
| 174 | | Cross Sophia | | Found in Zaurak Keep | |
| 175 | | Hades Sophia | | Dropped by Nasca | |
| 176 | | Fire Sophia | | Sorcery Sophia + Blaze | |
| 177 | | Burning Revelation | | Hidden Sophia + Fireglow Stone | |

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| 178 | Meteor Sophia | Mars Sophia + Blaze | |
| 179 | Deuteros Pyr | Idios Pyr + Fireglow Stone | |
| 180 | Ice Sophia | Sorcery Sophia + Pristine Water | |
| 181 | Ice Sense | Ice Roue + Pristine Water | |
| 182 | Apsu Logos | Apsu Sophia + Sparkling Snow | |
| 183 | Thunder Sense | Thunder Roue + Spark Shroom | |
| 184 | Thor Pathos | Thor Sophia + Lightning Shroom | |
| 185 | Holy Vein | Light Sophia + Light Powder | |
| 186 | Sophic Guardian | Fair Guardian + Light Powder | |
| 187 | Cross Sagesse | Cross Sophia + Fluella Cooties | |
| 188 | Hades Sagesse | Hades Sophia + Dark Powder | |
| 189 | Leather Vest | Initially equipped | |
| 190 | Full Plate | Buy in Mintaka | |
| 191 | Chain Mail | Found in Greater Mintaka | |
| 192 | Scale Mail | Buy in Nashira | |
| 193 | Battle Suit | Received from Verus after Cujam | |
| 194 | Golden Armor | Found in Vega Building Site | |
| 195 | Armor Alma | Found in Matar Highlands | |
| 196 | Flame Mail | Found in Albali Sandhollow | |
| 197 | Salamander Tongue | Dropped by a Dragon (Battlefields of Atria) | |
| 198 | Snow Mail | Buy in Algorab | |
| 199 | Breath Jacket | Buy in Naos | |
| 200 | Armor of Tonritus | Dropped by Holoholo Bird | |
| 201 | Saint's Armor | Dropped by a King Caracal (Matar Highlands) | |
| 202 | Evil Mail | Found in Zaurak Keep | |
| 203 | Pow Vest | Leather Vest + Machina Gas | |
| 204 | Crocodile Vest | Leather Vest + Stone | |
| 205 | Solid Plate | Full Plate + Machina Gas | |
| 206 | Heavy-Duty Plate | Full Plate + Stone | |
| 207 | Luentskin Mail | Scale Mail + Stone | |
| 208 | Crossbone Mail | Scale Mail + Machina Gas | |
| 209 | Grand Armor | Golden Armor + Machina Gas | |
| 210 | Queen Armor | Golden Armor + Machina Gas | |
| 211 | Divine Armor | Golden Armor + Boulder | |
| 212 | Passio Alma | Armor Alma + Machina Gas | |
| 213 | Amatrix Alma | Armor Alma + Boulder | |
| 214 | Blaze Mail | Flame Mail + Lava | |
| 215 | Flame Armor | Flame Mail + Blaze | |
| 216 | Flamelink Mail | Chain Mail + Blaze | |
| 217 | Fiery Battle Suit | Battle Suit + Blaze | |
| 218 | Salamander Eyes | Salamander Tongue + Ancient Mask | |
| 219 | Salamander Scales | Salamander Tongue + Sparkling Snow | |
| 220 | Icy Battle Suit | Battle Suit + Pristine Water | |
| 221 | Blizzard Mail | Snow Mail + Boulder | |
| 222 | Snowwind Mail | Snow Mail + Rotten Food | |
| 223 | Levinlink Mail | Chain Mail + Spark Shroom | |
| 224 | Temper of Tonitrus | Armor of Tonitrus + Boulder | |
| 225 | Fires of Tonitrus | Armor of Tonitrus + Lava | |
| 226 | Ice of Tonitrus | Armor of Tonitrus + Flame Ice | |
| 227 | Thunder of Tonitrus | Armor of Tonitrus + Jolt Shroom | |
| 228 | Light of Tonitrus | Armor of Tonitrus + Light Powder | |
| 229 | Shadow of Tonitrus | Armor of Tonitrus + Soot Soup | |
| 230 | Grandmail of Tonitrus | Armor of Tonitrus + Machina Gas | |
| 231 | Saint-Knight's Armor | Saint's Armor + Machina Gas | |
| 232 | Saint-Champion's Armor | Saint's Armor + Dark Powder | |
| 233 | Brilliant Armor | Saint's Armor + Light Powder | |
| 234 | Karma Mail | Evil Mail + Fluffy Pillow | |
| 235 | Chaos Mail | Evil Mail + Extreme Stress | |
| 236 | Grappler's Gi | Found in Elnath | |
| 237 | Twelve-Layered Kimono | Found in Battlefields of Atria | |

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|-----|------------------------|---|--|
| 238 | Firedrake Regalia | Trade in Gemma | |
| 239 | Heat Camouflage | Found in Cebalrai | |
| 240 | Frozen Suit | Found in Cloud Passage | |
| 241 | Aqua Camouflage | Found in Holoholo Jungle | |
| 242 | Heavenbolt Wrap | Found in Moonguiel Forest | |
| 243 | Jaraiya's Robe | Found in Nekkar Quietlands | |
| 244 | Sister's Habit | Received from Verus after Cujam | |
| 245 | Mourning Dress | Dropped by a Shaman (Battlefields of Atria) | |
| 246 | Fighter's Gi | Grappler's Gi + Medic Kit | |
| 247 | Warrior's Gi | Grappler's Gi + Primordial Cactus | |
| 248 | Fifteen-Layered Komono | Twelve-Layered Kimono + Fresh Air | |
| 249 | Aetherdrake Regalia | Firedrake Regalia + Lava | |
| 250 | Hazyfire Camouflage | Heat Camouflage + Ancient Mask | |
| 251 | Diamond Suit | Frozen Suit + Flame Ice | |
| 252 | Hazyrain Camouflage | Aqua Camouflage + Ancient Mask | |
| 253 | Heavengale Wrap | Heavenbolt Wrap + Fresh Air | |
| 254 | Saizou's Robe | Jiraiya's Robe + Jolt Shroom | |
| 255 | M. Superior's Habit | Sister's Habit + Primordial Cactus | |
| 256 | Confessional Clothes | Sister's Habit + Celestial Tree | |
| 257 | Mournful Dress | Mourning Dress + Soot Soup | |
| 258 | Heat Robe | Buy in Mintaka | |
| 259 | Robe of Firelight | Coupon in Mintaka | |
| 260 | Pyre Frock | Found in Veinroots | |
| 261 | Nixie Garb | Found in Sheratan | |
| 262 | Sleet Shawl | Buy in Sheliak | |
| 263 | Freezing Gown | Found in Gemma | |
| 264 | Thunder Robe | Found in Mintaka | |
| 265 | Thunderhead Cloak | Buy in Pherkad | |
| 266 | Holy Shroud | Found in Seginus | |
| 267 | Mephistopheles Cloak | Received from Verus after Cujam | |
| 268 | Sublime Garb | Found in Battlefields of Atria | |
| 269 | Flame Robe | Heat Robe + Blaze | |
| 270 | Indigo Flame Robe | Heat Robe + Rotten Food | |
| 271 | Firedawn Robe | Robe of Firelight + Blaze | |
| 272 | Firemoon Robe | Robe of Firelight + Lava | |
| 273 | Burning Pyre Frock | Pyre Frock + Fireglow Stone | |
| 274 | Canonical Pyre Frock | Pyre Frock + Lava | |
| 275 | Undine Garb | Nixie Garb + Pristine Water | |
| 276 | Snowstorm Shawl | Sleet Shawl + Flame Ice | |
| 277 | Jinni's Frost | Freezing Gown + Sparkling Snow | |
| 278 | Iceberg | Freezing Gown + Machina Gas | |
| 279 | Frozen Gown | Freezing Gown + Flame Ice | |
| 280 | Lightning Robe | Thunder Robe + Fresh Air | |
| 281 | Thundergod Cloak | Thunderhead Cloak + Lightning Shroom | |
| 282 | Whitebolt Cloak | Thunderhead Cloak + Light Powder | |
| 283 | Blackbolt Cloak | Thunderhead Cloak + Dark Powder | |
| 284 | Holy Fireshroud | Holy Shroud + Fireglow Stone | |
| 285 | Holy Lightshroud | Holy Shroud + Light Powder | |
| 286 | Holy Vigilshroud | Holy Shroud + Fluffy Pillow | |
| 287 | Flamistopheles Cloak | Mephistopheles Cloak + Blaze | |
| 288 | Levistopheles Cloak | Mephistopheles Cloak + Spark Shroom | |
| 289 | Inferno Cloak | Mephistopheles Cloak + Dark Powder | |
| 290 | Sacrosanct Robes | Sublime Garb + Boulder | |
| 291 | Garb of Atonement | Sublime Garb + Light Powder | |
| 292 | Garb of Thorns | Sublime Garb + Soot Soup | |
| 293 | Hero Mask | Trade in Mintaka | |
| 294 | Power Helmet | Buy in Sheratan | |
| 295 | Golden Helm | Found in Vega Building Site | |
| 296 | Hell-Purged Casque | Found in Nihal Desert | |
| 297 | Phoenix Helm | Trade in Duhr | |

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| 298 | Crystal Helm | Dropped by a Geryon (Zaurak Keep) | |
| 299 | Kappa Helmet | Dropped by an Armored Cancerite (C. River) | |
| 300 | Electric Helm | Buy in Sheratan | |
| 301 | Helm of Indra | Buy in Cebalrai | |
| 302 | Angel's Helm | Buy in Algorab | |
| 303 | Skull Mask | Buy in Naos | |
| 304 | Negative Hat | Found in Zaurak Keep | |
| 305 | Mk. II Mask | Hero Mask + Medic Kit | |
| 306 | Heavy-Duty Helmet | Power Helmet + Stone | |
| 307 | Justice Helm | Golden Helm + Fireglow Stone | |
| 308 | Divine Helm | Golden Helm + Light Powder | |
| 309 | Golden Knightshelm | Golden Helm + Celestial Tree | |
| 310 | Hell-Baked Casque | Hell-Purged Casque + Lava | |
| 311 | Phoenix Head | Phoenix Helm + Rotten Food | |
| 312 | Phoenix Heart | Phoenix Helm + Lava | |
| 313 | Glacial Helm | Crystal Helm + Flame Ice | |
| 314 | Kappa Helmet, Jr. | Kappa Helmet + Fluffy Pillow | |
| 315 | Blitz Helm | Electric Helm + Spark Shroom | |
| 316 | Grandhelm of Indra | Helm of Indra + Boulder | |
| 317 | War Helm of Indra | Helm of Indra + Jolt Shroom | |
| 318 | Innocent's Helm | Angel's Helm + Fresh Air | |
| 319 | Foxfire Cap | Use coupon in Sheratan | |
| 320 | Flame Hood | Found in Azha | |
| 321 | Scarlet Crown | Found in Veinroots | |
| 322 | Zelos Kune | Found in Vega Building Site | |
| 323 | Frost Cap | Found in Vega Building Site | |
| 324 | Aqua Hood | Found in Celestial River | |
| 325 | Crown of Bubbles | Found in Matar Highlands | |
| 326 | Quickfreeze Cap | Found in Sheratan | |
| 327 | Thunder Hat | Dropped by a Blood Leaf (Nunki Valley) | |
| 328 | Indiglow Cowl | Buy in Cebalrai | |
| 329 | Welkinsire Cap | Buy in Gemma | |
| 330 | Nurse's Cap | Buy in Sheliak | |
| 331 | Hymnos Kune | Buy in Algorab | |
| 332 | Trigon Band | Dropped by a Skeleton Warrior (Zaurak Keep) | |
| 333 | Sparkfire Cap | Foxfire Cap + Spark Shroom | |
| 334 | Blaze Hood | Flame Hood + Lava | |
| 335 | Ardor Kune | Zelos Kune + Machina Gas | |
| 336 | Zelos Kapelo | Zelos Kune + Fireglow Stone | |
| 337 | Icicle Cap | Frost Cap + Machina Gas | |
| 338 | Marine Hood | Aqua Hood + Flame Ice | |
| 339 | Crown of Seaspray | Crown of Bubbles + Boulder | |
| 340 | Crown of Ice Pearls | Crown of Bubbles + Flame Ice | |
| 341 | Big Thunder Hat | Thunder Hat + Lightning Shroom | |
| 342 | Thunderhead Cowl | Indiglow Cowl + Boulder | |
| 343 | Astral Cowl | Indiglow Cowl + Sparkling Snow | |
| 344 | Thunderpeal Cap | Welkinsire Cap + Lightning Shroom | |
| 345 | Welkinswrath Cap | Welkinsire Cap + Machina Gas | |
| 346 | Mary's Cap | Nurse's Cap + Light Powder | |
| 347 | Happiness Kune | Hymnos Kune + Light Powder | |
| 348 | Rock Kune | Hymnos Kune + Fluffy Pillow | |
| 349 | Gloam Band | Trigon Band + Soot Soup | |
| 350 | The Adversary's Band | Trigon Band + Dark Powder | |
| 351 | Round Shield | Found in Mintaka | |
| 352 | Buckler | Buy in Sheratan | |
| 353 | Tower Shield | Buy in Pherkad | |
| 354 | Battle Shield | Buy in Azha | |
| 355 | Platinum Shield | Buy in Gemma | |
| 356 | Versed Shield | Dropped by a Mad Cancerite (Veinroots) | |
| 357 | Whitecap Shield | Found in Nusakan Thornwood | |

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| 358 | Thunderer's Shield | Found in Vega Building Site | |
| 359 | Anubis Shield | Trade in Gemma | |
| 360 | Coin Shield | Round Shield + Stone | |
| 361 | Strongshield | Buckler + Machina Gas | |
| 362 | Devil Tower Shield | Tower Shield + Extreme Stress | |
| 363 | Mount Shield | Tower Shield + Machina Gas | |
| 364 | Valor Shield | Battle Shield + Boulder | |
| 365 | Silver Shield | Platinum Shield + Boulder | |
| 366 | Mellow Shield | Versed Shield + Extreme Stress | |
| 367 | Shield for T. Waters | Whitecap Shield + Sparkling Snow | |
| 368 | Greatcap Shield | Whitecap Shield + Machina Gas | |
| 369 | Fulminator's Shield | Thunderer's Shield + Extreme Stress | |
| 370 | Osiris Shield | Anubis Shield + Machina Gas | |
| 371 | Moon-Shaped Earring | Prize for Sedna | |
| 372 | Star-Shaped Earring | Prize for Sedna | |
| 373 | Sword-Shaped Earring | Prize for Sedna | |
| 374 | Cross Pendant | Give M. Apple to Celestial Tree zoologist | |
| 375 | Hermit's Cane | Found in Greater Mintaka | |
| 376 | Warrior's Scarf | Found in Celestial Tree | |
| 377 | Pegasus Anklet | Found in Komo Mai | |
| 378 | Imperial Ward | Found in Nekkar Quietlands, statue quest | |
| 379 | Vanishing Cloak | Found in Sheratan, greythorne quest | |
| 380 | Crimson Love | Dropped by a Ceratobus (Lava Caves) | |
| 381 | Azure Lotus | Dropped by an Ogopogo (Lake Botein) | |
| 382 | Citrine Arc | Give PE for a Joke to Opu laughing man | |
| 383 | Ebon Slash | Dropped by a Ghost Claws (Veinroots) | |
| 384 | True Verdure | Dropped by a Fogg (Cloud Passage) | |
| 385 | Violet Taboo | Dropped by a Unuk (Nunki Valley) | |
| 386 | Purest Gold | Complete field guide | |
| 387 | Low Potion | Initially equipped | |
| 388 | Potion | Buy in Sheratan | |
| 389 | Middle Potion | Buy in Azha | |
| 390 | High Potion | Find in Cloudvents -> buy in Komo Mai | |
| 391 | Adhesive Bandages | Initially equipped | |
| 392 | Bandages | Find in Cloud Passage | |
| 393 | First Aid Kit | Find in Vega Building Site | |
| 394 | Fate's Cordial | Find in Emperor's Residence | |
| 395 | Red Beans | Buy in Mintaka | |
| 396 | Blue Beans | Buy in Sheratan | |
| 397 | Yellow Beans | Buy in Mintaka | |
| 398 | Black Beans | Buy in Naos | |
| 399 | Green Beans | Buy in Mintaka | |
| 400 | Purple Beans | Buy in Vega | |
| 401 | Pink Beans | Prize in Coliseum | |
| 402 | Herb | Found in Dark Service HQ | |
| 403 | Herb Powder | Buy in Cujam | |
| 404 | Alarm Clock | Coupon in Pherkad | |
| 405 | Brawn-Brewed Tea | Coupon in Pherkad | |
| 406 | Fire-Brewed Tea | Found in Cloud Passage | |
| 407 | Ice-Brewed Tea | Coupon in Pherkad | |
| 408 | Lightning-Brewed Tea | Coupon in Komo Mai | |
| 409 | Elbow Grease Tea | Ballot quest in Komo Mai | |
| 410 | Brawn Fruit | Take Chronic Fatigue in Pherkad | |
| 411 | Fire Fruit | Give Eau de Mouche to Azha kid | |
| 412 | Ice Fruit | Found in Lake Botein | |
| 413 | Lightning Fruit | Give Jolt Shroom to Baelheit's library girl | |
| 414 | Rainbow Fruit | Prize for Sedna | |
| 415 | Berserker Drink | Field guide prize | |
| 416 | Hot Spring | Found in Holoholo Jungle | |
| 417 | Cancerite Booze | Trade in Elnath | |

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| 418 | Dragon Claw | Found in Rodolfo's Estate |
| 419 | Bomb | Buy in Vega |
| 420 | Toxic Dumpling | Found in Emperor's Residence |
| 421 | Mattress | Found in Mintaka |
| 422 | Elixir | Found in Matar Highlands |
| 423 | Book of Mana | Found in Seginus |
| 424 | Fate Idol | Found in Rodolfo's Estate |
| 425 | Fate's Kiss | Use coupon/found in Vega |
| 426 | Chalice of Freedom | Buy in Gemma |
| 427 | CF King's Whiskers | Greythorne quest in Sheratan |
| 428 | Herb Flower | Found in Veinroots |
| 429 | White Night Beans | Found in Holoholo Jungle (second trip) |
| 430 | Poison Ashes | Field guide prize |
| 431 | Harp of Slumber | Field guide prize |
| 432 | Hero's Crest | Field guide prize |
| 433 | Emperor's Crest | Coliseum prize |
| 434 | The Beast's Chains | Quzman; Pac-Man quest |
| 435 | The Beast's Collar | Quzman; Pac-Man quest |
| 436 | The Beast's Shackles | Quzman; Pac-Man quest |
| 437 | Saber Dragon Horn | Found in Nunki Valley |
| 438 | Pegasus Feather | Coliseum prize |
| 439 | Migraine Mirror | Sedna prize |
| 440 | Tarot Card: Death | Field guide prize |
| 441 | Fire Element | Found in Sheratan |
| 442 | Ice Element | Found in Sandfeeder's Nest |
| 443 | Thunder Element | Found in Emperor's Residence |
| 444 | Light Element | Found in Nashira |
| 445 | Dark Element | Found in Nashira |
| 446 | Flare Element | Fire Element + Blaze |
| 447 | Freeze Element | Ice Element + Pristine Water |
| 448 | Plasma Element | Thunder Element + Spark Shroom |
| 449 | Holy Element | Light Element + Light Powder |
| 450 | Shade Element | Dark Element + Dark Powder |
| 451 | Taunt | Found in Mintaka |
| 452 | Will | Found in Dark Service HQ |
| 453 | Force | Found in Nunki Valley |
| 454 | Escape | Dropped by Giacomo, all three fights |
| 455 | Blank Magnus | First in Dark Service HQ, later from Verus |
| 456 | Pristine Water | Found in Mintaka fountain/Pherkad laundry |
| 457 | Drinking Water | Found in Nihal Desert oasis |
| 458 | Stale Water | Found in Dark Service HQ or really anywhere |
| 459 | Fireglow Stone | Pretty Stone + Blaze |
| 460 | Blaze | Fireplaces around the world |
| 461 | Flame | Age Blaze (doesn't take long at all) |
| 462 | Mother Sunshine | Center of Nihal Desert |
| 463 | Lightning Shroom | Jolt Shroom + Jolt Shroom |
| 464 | Jolt Shroom | Two Spark Shrooms, or buy in Hassaleh Port |
| 465 | Spark Shroom | Dark Service HQ, Vega, or in Hassaleh Port |
| 466 | Treasure Lowdown | Mother-in-Law's Secret + Paramour's Secret |
| 467 | Mother-in-Law's Secret | Sheliak, rightmost house |
| 468 | Yesterday's News | Found in Mintaka from Camille's maid |
| 469 | Stone | Found in Nihal Desert or Hassaleh Port |
| 470 | Boulder | Stone + Stone + Chunk of Rubber |
| 471 | Pow Milk | Found in Cebalrai stables |
| 472 | Pow Milk Yogurt | Age Pow Milk |
| 473 | Pow Milk Cheese | Age Pow Milk Yogurt |
| 474 | Glubberfish Filet | Found in Nashira |
| 475 | Rotten Food | Found in School of Magic, or by aging food |
| 476 | Celestial Flower Seed | Found in Queen Corellia's room |
| 477 | Celestial Flower Bud | Flower Seed + Freezing Rain + Fresh Air |

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| 478 | Celestial Flower | Flower Bud + Mother Sunshine + Fresh Air x2 | |
| 479 | Cloud | Found in Pherkad | |
| 480 | Salty Water | Found in Sheratan elder's house | |
| 481 | Salt | Age Salty Water or get from Cloudmaster | |
| 482 | Lava | Found in Lava Caves, or Stone + Blaze | |
| 483 | Hot Rock | Age Lava, or Stone + Flame | |
| 484 | Mountain Apple | Found in Cebalrai, far right house | |
| 485 | Mountain Apple Vinegar | Age Mountain Apple Wine | |
| 486 | Mountain Apple Wine | Mountain Apple x2 + Holy Droplet | |
| 487 | Magna Mess-Up | In the middle of a mixture, leave the ! | |
| 488 | Chronic Fatigue | Draw from bartender at Pherkad | |
| 489 | Rotting Mountain Apple | Dark Service HQ, or age Mountain Apple | |
| 490 | Fruit Fit for an Emp. | Found in Emperor's Residence | |
| 491 | Meat Fit for an Emp. | Found in Emperor's Residence | |
| 492 | Well-Done Meat | Found in Emperor's Residence | |
| 493 | Juwar's Testimony | Found in Azha during investigation | |
| 494 | Mallo's Testimony | Found in Azha during investigation | |
| 495 | Rock Salt | Found in Nihal Desert | |
| 496 | Diadem Cloud | Pristine Water + Blaze + Salt | |
| 497 | Pac-Man | Get from Quzman after talking to his wife | |
| 498 | Pac-Land | Have Pac-Man eat 75 magnus | |
| 499 | Pac-Mania | Have Pac-Man eat 147 magnus | |
| 500 | Chunk of Rubber | Found in Emperor's Residence | |
| 501 | Hero's Pickax | Talk to Juwar after Lava Caves | |
| 502 | Lava Lord's Skull | Draw from Lord of the Lava Cave remains | |
| 503 | Sandfeeder Silk | Draw from Sandfeeder remains | |
| 504 | Sparkling Snow | Buy in Nihal Desert | |
| 505 | Nameless Flower | Found in Quzman's house in Pherkad | |
| 506 | Pressed Flower | Age Nameless Flower | |
| 507 | Bloodstained Crest | Drawn where Celsica dies in Cloudvents | |
| 508 | Diadem Royal Crest | Found in Castle Elnath | |
| 509 | Egg | Found in Komo Mai's second house | |
| 510 | Boiled Egg | PW + Egg + Blaze + Flame x2 + F. Rain + Salt | |
| 511 | Machina Oil | Found in Mintaka | |
| 512 | Gold Beetle Carapace | Found in Celestial Tree entrance | |
| 513 | Gold Nugget | Age Gold Beetle Carapace | |
| 514 | Adventure Novel | Empty Book + Hero's Pickax | |
| 515 | Naughty Novel | Found in Quzman's house in Pherkad | |
| 516 | Dense Medical Tome | Found in doctor's office in Sheliak | |
| 517 | Read-to-Death Book | Age any book | |
| 518 | Chef-Prepared Meal | Blaze + Meat FFE + HH Fruit + Holoflower N. | |
| 519 | Empty Book | Found in School of Magic | |
| 520 | Pow Meat | Found in Rodolfo's Estate | |
| 521 | Shaved Ice of Love | Sparkling Snow + Sparkling Snow + Love Syrup | |
| 522 | Portrait of Verus | ??? prize in Coliseum after Wicked Gawd | |
| 523 | Extreme Stress | Drawn in Library of Magic | |
| 524 | Mound of Soot | Found in Greater Mintaka | |
| 525 | Soot Soup | Mound of Soot + Salty Water | |
| 526 | Withered Branch | Age Celestial Fell-Branch | |
| 527 | Pretty Stone | Found in Emperor's Residence | |
| 528 | Plain Old Shaved Ice | Age Shaved Ice of Love | |
| 529 | Dark Powder | Age Light Powder | |
| 530 | Travel Log | Received in Dark Service HQ | |
| 531 | Basic Medical Primer | Received from Anna in Nashira | |
| 532 | Heartflask | Received from Georg in Nihal Desert | |
| 533 | Heartflask | Final level of hearts | |
| 534 | Heartflask | Second level of hearts | |
| 535 | Heartflask | Third level of hearts | |
| 536 | Heartflask | Fourth level of hearts | |
| 537 | Paramour's Secret | Talk to Almarde after Azha | |

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| 538 | Stinging Antiseptic | Eau de Mouche+ Thornflower Nectar | |
| 539 | Cottoncap Gauze | Age Cottoncap Fruit | |
| 540 | Flueella Cooties | Drawn from patient in Sheliak | |
| 541 | Warm Cheers | Drawn in Verus's house (before Baelheit) | |
| 542 | Icy Jeers | Age Warm Cheers | |
| 543 | Real-Deal Mask | Found in Sheratan late, from Toy Sword kids | |
| 544 | Thornflower | Found in Nusakan Thornwood | |
| 545 | Thornflower Nectar | Age Thornflower | |
| 546 | Fluffy Pillow | Cottoncap Fruit + Cottoncap Fruit | |
| 547 | Sandcap Scores | Drawn in Rasalas | |
| 548 | Love Syrup | Found in Nunki Valley | |
| 549 | Sandcaps | Age Sandcap Spores | |
| 550 | Machina Gas | Found in Mintaka | |
| 551 | Yesterbean Variant | Use Foul Air on a Yesterbean bush | |
| 552 | Poor Excuse for a Joke | Drawn in Corellia's palace | |
| 553 | Phantasmagoria | Drawn in Coliseum late | |
| 554 | Cottoncap Fruit | Drawn in Sheratan orphanage | |
| 555 | Machina Communicator | Receive automatically from Verus | |
| 556 | Heartenbrace | Found in Matar Highlands | |
| 557 | Immigration Papers | Received in Sedna | |
| 558 | Holoholobird's Plume | Drawn from Holoholo Bird after it dies | |
| 559 | Celestial Fell-Branch | Drawn in Veinroots after guards leave | |
| 560 | Fire Dagroot | Drawn in Veinroots | |
| 561 | Ice Dagroot | Drawn in Veinroots | |
| 562 | Lightning Dagroot | Drawn in Veinroots | |
| 563 | Dark Dagroot | Drawn in Veinroots | |
| 564 | Holy Dagroot | Drawn in Veinroots | |
| 565 | Black Dragon's Horn | Drawn from Black Dragon after it dies | |
| 566 | Balmsand | Drawn in Sandfeeder's Nest | |
| 567 | Goopy Machina Oil | Age Machina Oil | |
| 568 | Foul Air | Drawn in Vega | |
| 569 | Fresh Air | Drawn in Corellia's palace | |
| 570 | Power Pellet | Found in School of Magic after Pac-Man - 100 | |
| 571 | Light Powder | Found in Zaurak Keep | |
| 572 | Traditional KM Cookie | Found in Anuenue | |
| 573 | Original KM Cookie | Found in Anuenue | |
| 574 | Lotus Leaf | Drawn in Matar Highlands | |
| 575 | Photosynth Lily | Drawn in Lake Botein | |
| 576 | Freezing Rain | Drawn in Naos | |
| 577 | Olefour | Drawn in Naos | |
| 578 | Gust Boulder | Drawn in the Cloudvents | |
| 579 | Yesterbean | Use Fresh Air on Nusakan Thornwood bushes | |
| 580 | Medic Kit | Stinging Antiseptic + Cottoncap Gauze | |
| 581 | Gena's Pinion | Give Gena the Portrait of Verus | |
| 582 | Toy Sword | Get from kids in Sheratan | |
| 583 | Dull Times | Drawn in School of Magic | |
| 584 | Gold Beetle Wallet | Gold Beetle Carapace x2 + Gold Nugget | |
| 585 | Hero License | Toy Sword + Real-Deal Mask | |
| 586 | Magnetite Waves | Drawn in Albali Sandhollow | |
| 587 | Good Times | Drawn in Anuenue Port | |
| 588 | Eau de Mouche | Drawn in Lava Caves | |
| 589 | Holy Droplet | Drawn in Pherkad or Nunki Valley barrels | |
| 590 | Terrible Song | Drawn in Azha or Komo Mai | |
| 591 | Sweet Song | Terrible Song + Love Syrup | |
| 592 | Heartbreaking Song | Terrible Song + Salt | |
| 593 | Flame Ice | Drawn in Azha | |
| 594 | Coliseum Dog Tags | Received in Mintaka | |
| 595 | Metal Device | Received in Greater Mintaka during Azha | |
| 596 | Bomb Detonator | Metal Device during Azha | |
| 597 | Rockfly Corpse | Drawn in Lava Caves | |

IXb. Magnus Mixes

This is just what the recipes are, not like, commentary on them like I usually do in stuff like this. =P Or where they're found, because you can make recipes regardless.

1. Drinking Water + Drinking Water = Pristine Water
2. Stale Water + Stale Water = Drinking Water
3. Blaze + Pretty Stone = Fireglow Stone
4. Flame + Flame = Blaze
5. Jolt Shroom + Jolt Shroom = Lightning Shroom
6. Spark Shroom + Spark Shroom = Jolt Shroom
7. Stone + Stone + Chunk of Rubber = Boulder
8. Mother-in-Law's Secret + Paramour's Secret = Treasure Lowdown
9. Celestial Flower Seed + Freezing Rain + Fresh Air = Celestial Flower Bud
10. Mother Sunshine + Celestial Flower Bud + Fresh Air x2 = Celestial Flower
11. Drinking Water + Blaze = Cloud
12. Stale Water + Salt = Salty Water
13. Blaze + Stone = Lava
14. Flame + Stone = Hot Rock
15. Boulder + Salt = Rock Salt
16. Pristine Water + Blaze + Salt = Diadem Cloud
17. Flame Ice + Primordial Cactus = Sparkling Snow
18. Pristine Water + Egg + Blaze + Flame x2 + Freezing Rain + Salt = Boiled Egg
19. Hero's Pickax + Empty Book = Adventure Novel
20. Empty Book + Love Syrup = Naughty Novel
21. Empty Book + Medic Kit = Dense Medical Tome
22. Blaze + Meat Fit For An Emperor + Holoholo Fruit + Holoholo Nectar = Chef-Prepared Meat
23. Sparkling Snow + Sparkling Snow + Love Syrup = Shaved Ice of Love
24. Blaze + Withered Branches = Mound of Soot
25. Salty Water + Mound of Soot = Soot Soup

26. Empty Book + Cottoncap Gauze = Basic Medical Primer
27. Thornflower Nectar + Eau de Mouche = Stinged Antiseptic
28. Chronic Fatigue + Extreme Stress + Foul Air = Fluella Cooties
29. Cottoncap Fruit + Cottoncap Fruit = Fluffy Pillow
30. Pristine Water + Oleflour + Celestial Flower Seed + Holoholo Fruit + Love Syrup = Traditional Komo Mai Cookie
31. Stale Water + Oleflour + Celestial Flower Seed + Holoholo Fruit + Holoflower Nectar = Original Komo Mai Cookie
32. Blaze + Pow Meat = Well-Done Meat
33. Golden Beetle Carapace + Golden Beetle Carapace + Gold Nugget = Gold Beetle Wallet
34. Love Syrup + Terrible Song = Sweet Song
35. Salt + Terrible Song = Heartbreaking Song
36. Empty Book + Greythorne's Song = Greythorne Storybook
37. Cottoncap Fruit + Half-Baked Greythorne + Cottoncap Fruit x2 = Floppy Greythorne
38. Cottoncap Fruit + Floppy Greythorne + Cottoncap Fruit x3 = Fluffy Greythorne
39. Mother Sunshine + Holy Droplet + Pristine Water x3 = Rainbow
40. Celestial Flower + Flowerpot + Freezing Rain x3 = Potted Celestial Flower
41. Heartenbrace + Flowerpot + Pristine Water x2 = Potted Heartenbrace
42. Nameless Flower + Flowerpot + Pristine Water = Potted Nameless Flower
43. Celestial Flower + Celestial Fell-Branch + Dark Dagroot + Lightning Dagroot + Ice Dagroot + Fire Dagroot + Holy Dagroot + Rainbow = Celestial Tree
44. Mount of Soot x5 = Pretty Stone
45. Stinging Antiseptic + Cottoncap Gauze = Medic Kit
46. Real-Deal Mask + Toy Sword = Hero License
47. Salty Water + Greythorne Storybook + Greythorne's Song x6 = Half-Baked Greythorne
48. Mountain Apple + Mountain Apple + Holy Droplet = Mountain Apple Wine
49. Freezing Rain + Blaze + Chronic Fatigue = Fresh Air
50. Extreme Stress + Good Times = Fresh Air

 IXc. EX Combo List

Like I said earlier, anyone reading this list is probably looking for these anyway, so here they are. More coming soon...

Sagi

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1. Scension Flurry
-> Combo: Weak Attack B + Medium Attack + Strong Attack + Scension
2. Anti-Scension Fury
-> Combo: Weak Attack + Medium Attack + Strong Attack B + Scension
3. Scension Blitz
-> Combo: Scension + Ascension
4. True Scension Blitz
-> Combo: Weak Attack B + Medium Attack + Strong Attack + Scension + Ascension
5. Anti-Scension Blitz
-> Combo: Weak Attack + Medium Attack + Strong Attack B + Scension + Ascension
6. Scension Onslaught
-> Combo: Scension + Ascension + Transcension
7. True Scension Onslaught
-> Combo: Weak Attack B + Medium Attack + Strong Attack + Scension + Ascension
+ Transcension
8. Anti-Scension Onslaught
-> Combo: Weak Attack + Medium Attack + Strong Attack B + Scension + Ascension
+ Transcension
9. Fire Forged Transcension
-> Combo: fire weapon + Weak Attack B + Medium Attack + Strong Attack B +
Transcension
10. Heaven Forged Transcension
-> Combo: holy weapon + Weak Attack B + Medium Attack + Strong Attack B +
Transcension
11. True Transcension
-> Combo: Weak Attack B + Medium Attack + Strong Attack B + Transcension
12. Fire Forged Ascension
-> Combo: fire weapon + Weak Attack + Medium Attack B + Strong Attack B +
Ascension
13. Heaven Forged Ascension
-> Combo: holy weapon + Weak Attack + Medium Attack B + Strong Attack B +
Ascension
14. True Ascension
-> Combo: Weak Attack + Medium Attack B + Strong Attack B + Ascension
15. Blessed Ascension
-> Combo: holy weapon + Weak Attack + Ascension
16. Sunderbolt
-> Combo: lightning weapon + Weak Attack B + Medium Attack B + Strong Attack
+ Cliffsunder
17. Heavenflame's Tongue
-> Combo: Weak Attack + Medium Attack + Strong Attack B + Heavenfall
18. Crimson Skies
-> Combo: Heavenfall + Red Padma
19. True Crimson Skies
-> Combo: Weak Attack + Medium Attack + Strong Attack B + Heavenfall + Red
Padma
20. Crimson Sky Tooth
-> Combo: Heavenfall + Red Padma + Blast Tooth
21. True Crimson Sky Tooth
-> Combo: Weak Attack + Medium Attack + Strong Attack B + Heavenfall + Red
Padma + Blast Tooth
22. Flame Ice Flurry
-> Combo: Heavenfall + Red Padma + Rime Blade
23. True Flame Ice Flurry
-> Combo: Weak Attack + Medium Attack + Strong Attack B + Heavenfall + Red

Padma + Rime Blade

24. Heavenly Bloom
-> Combo: Heavenfall + Ice Bloom
25. True Heavenly Bloom
-> Combo: Weak Attack + Medium Attack + Strong Attack B + Heavenfall + Icebloom
26. Heaven's Glacier
-> Combo: Heavenfall + Icebloom + Rime Blade
27. True Heaven's Glacier
-> Combo: Weak Attack + Medium Attack + Strong Attack B + Heavenfall + Icebloom
+ Rime Blade
28. True Smoldering Pike
-> Combo: fire weapon + Weak Attack B + Medium Attack B + Strong Attack B +
Red Padma
29. Smoldering Pike
-> Combo: Weak Attack B + Medium Attack B + Strong Attack B + Red Padma
30. Icy Hellpike
-> Combo: Red Padma + Rime Blade
31. True Icy Hellpike
-> Combo: Weak Attack B + Medium Attack B + Strong Attack B + Red Padma +
Rime Blade
32. Icegleam Shield
-> Combo: Weak Attack B + Strong Attack + Icebloom
33. Icegleam Assault
-> Combo: Armor + Weak Attack B + Medium Attack B + Strong Attack + Icebloom
34. Rime Flower
-> Combo: Icebloom + Rime Blade
35. Rime Flower Guardian
-> Combo: Weak Attack B + Strong Attack + Icebloom + Rime Blade
36. True Rime Flower
-> Combo: Weak Attack B + Medium Attack B + Strong Attack + Icebloom + Rime
Blade
37. Rime Gleam Armor
-> Combo: ice weapon + Weak Attack B + Strong Attack B + Rime Blade
38. Godspeed The Ice
-> Combo: Armor + Weak Attack B + Medium Attack B + Strong Attack B + Rime
Blade
39. Healing Wings
-> Combo: Weak Attack + Medium Attack + Strong Attack B + The Godling's
Rapture
40. The Apotheosis
-> Combo: Weak Attack + Medium Attack + Strong Attack + Scension + Ascension
+ Transcension + The Godling's Rapture

Milly

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41. Reverse Knight
-> Combo: Weak Attack B + Medium Attack
42. Reverse Tail
-> Combo: Weak Attack B + Medium Attack + Swallowtail
43. Trail Rush
-> Combo: Pegasus Jump + Medium Attack B
44. Horse Prance
-> Combo: Weak Attack + Pegasus Jump + Medium Attack B
45. Capricorn Header
-> Combo: Mirage Turn + Medium Attack + Strong Attack
46. Moon Crash
-> Combo: Weak Attack + Mirage Turn + Medium Attack + Strong Attack
47. Paralysis Ball
-> Combo: Weak Attack + Mirage Turn + Medium Attack + Strong Attack + Open
Your Eyes

48. Empyrean Thunder
 - > Combo: Weak Attack + Mirage Turn + Medium Attack + Strong Attack + Sevenstar Dust + Rising Condor + Open Your Eyes
49. Dancing Doll
 - > Combo: Weak Attack + Pegasus Jump + Medium Attack B + Rabbit Dash
50. Dancing Drop
 - > Combo: Weak Attack + Pegasus Jump + Medium Attack B + Rabbit Dash + Diamond Drop
51. Dancing Condor
 - > Combo: Weak Attack + Pegasus Jump + Medium Attack B + Rabbit Dash + Rising Condor
52. Arabesque Dance
 - > Combo: Weak Attack + Pegasus Jump + Medium Attack B + Rabbit Dash + Arabesque
53. Arabesque Doll
 - > Combo: fire weapon + Weak Attack + Pegasus Jump + Medium Attack B + Rabbit Dash + Arabesque
54. Arabesque Thunder
 - > Combo: lightning weapon + Weak Attack + Pegasus Jump + Medium Attack B + Rabbit Dash + Arabesque
55. Secret Queen
 - > Combo: Rabbit Dash (enemy down)
56. Secret Queen II
 - > Combo: Rabbit Dash + Swallowtail (enemy down)
57. Swallow's Flight
 - > Combo: Weak Attack B + Medium Attack + Strong Attack B + Swallowtail
58. Stardust
 - > Combo: Weak Attack B + Medium Attack + Strong Attack B + Sevenstar Dust
59. Emerald Guard
 - > Combo: ice weapon + Weak Attack + Medium Attack + Strong Attack B + Emerald Thrush
60. Starbreaker
 - > Combo: lightning weapon + Weak Attack + Medium Attack + Strong Attack + Sevenstar Dust
61. Thunder Seriatim
 - > Combo: Sevenstar Dust + Rising Condor
62. Thunder Seriatim II
 - > Combo: Weak Attack B + Medium Attack + Strong Attack B + Sevenstar Dust + Rising Condor
63. Lightning Turkey
 - > Combo: Sevenstar Dust + Rising Condor + Open Your Eyes
64. Lightning Turkey II
 - > Combo: Weak Attack B + Medium Attack + Strong Attack B + Sevenstar Dust + Rising Condor + Open Your Eyes
65. Double Frost
 - > Combo: Emerald Thrush + Diamond Drop
66. Double Frost II
 - > Combo: Weak Attack + Medium Attack + Strong Attack B + Emerald Thrush + Diamond Drop
67. Burning Frost
 - > Combo: Emerald Thrush + Diamond Drop + Phoenix Dive
68. Burning Frost II
 - > Combo: Weak Attack + Medium Attack + Strong Attack B + Emerald Thrush + Diamond Drop + Phoenix Dive

Guillo

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69. Raging Firewheel
 - > Combo: fire weapon + Weak Attack + Medium Attack + Strong Attack B + Firewheel

70. Wheel of Fire and Ice
-> Combo: Firewheel + Twin Auger
71. Circuit of Fire and Ice
-> Combo: Weak Attack + Medium Attack + Strong Attack B + Firewheel + Twin Ice Auger
72. Goddrake's Thunderclap
-> Combo: Levinsnake's Rise + Lightendrake's Drop
73. Goddrake's Thunderblast
-> Combo: Weak Attack + Medium Attack B + Strong Attack + Levinsnake's Rise + Lightendrake's Drop
74. Curseddealer's Revels
-> Combo: Wickedwing Revels + Shadowflame Engine
75. Curseddealer's Bacchanal
-> Combo: Weak Attack B + Medium Attack + Strong Attack + Wickedwing Revels + Shadowflame Engine
76. Divine Ward
-> Combo: accessory + Weak Attack + Medium Attack + Strong Attack B + Ghostarrow
77. Spirit Ward
-> Combo: Ghostarrow + Spirilight Quiver
78. Spirit Enchantment
-> Combo: Weak Attack + Medium Attack B + Strong Attack + Ghostarrow + Spirilight Quiver
79. Fellstar Quiver
-> Combo: Ghostarrow + Spirilight Quiver + Fellstar Gleam
80. Fellstar Trebuchet
-> Combo: Weak Attack + Medium Attack B + Strong Attack + Ghostarrow + Spirilight Quiver + Fellstar Gleam
81. Yin and Yang
-> Combo: Ghostarrow + Wickedwing Revels
82. Yin and Yang Integration
-> Combo: Weak Attack B + Medium Attack + Strong Attack + Ghostarrow + Wickedwing Revels
83. Black Yang
-> Combo: Ghostarrow + Wickedwing Revels + Shadowflame Engine
84. Blackest Yang
-> Combo: Weak Attack B + Medium Attack + Strong Attack + Ghostarrow + Wickedwing Revels + Shadowflame Engine
85. White Yin
-> Combo: Ghostarrow + Spirilight Quiver + Shadowflame Engine
86. Whitest Yin
-> Combo: Weak Attack + Medium Attack B + Strong Attack + Ghostarrow + Spirilight Quiver + Shadowflame Engine
87. Ice Blast
-> Combo: ice weapon + Weak Attack B + Medium Attack B + Strong Attack B + Icefan
88. Ice Queen
-> Combo: Icefan + Sigil Cry
89. Glacial Queen
-> Combo: Weak Attack B + Medium Attack B + Strong Attack B + Icefan + Sigil Cry
90. Subzero Parade
-> Combo: Icefan + Sigil Cry + Zeniver Cascade
91. Subzero Festival
-> Combo: Weak Attack B + Medium Attack B + Strong Attack B + Icefan + Sigil Cry + Zeniver Cascade
92. Fiery Ice Queen
-> Combo: Icefan + Sigil Cry + Empyrean Wildfire
93. Blazing Glacial Queen
-> Combo: Weak Attack B + Medium Attack B + Strong Attack B + Icefan + Sigil

Cry + Empyrean Wildfire

94. Frigid Queen's Parade

-> Combo: Icefan + Sigil Cry + Zeniver Cascade + Aphelion Dustwake

95. Frigid Queen's Festival

-> Combo: Weak Attack B + Medium Attack B + Strong Attack B + Icefan + Sigil Cry + Zeniver Cascade + Aphelion Dustwake

96. Levingod's Quiver I

-> Combo: lightning weapon + Weak Attack + Medium Attack B + Strong Attack + Fulgadrum

97. Levingod's Quiver II

-> Combo: armor + Weak Attack + Medium Attack B + Strong Attack + Fulgadrum

98. Two-Palmed Defense

-> Combo: ice weapon + Weak Attack + Medium Attack B + Strong Attack + Twin Ice Auger

99. Two-Palmed Attack

-> Combo: armor + Weak Attack + Medium Attack B + Strong Attack + Twin Ice Auger

100. Celestial Catastrophe

-> Combo: Weak Attack + Medium Attack B + Strong Attack + Heavenlapse

101. Guardian Comet

-> Combo: accessory + Weak Attack + Medium Attack + Strong Attack + Aphelion Dustwake

~ ~ ~ ~ ~ X. Bestiary ~ ~ ~ ~ ~

And with that, you see before you a list of all the enemies in the game (at least whatever's in the field guide)... and a separate section for the boss strategies. Not that this game has a billion of them, but yeah, quality over quantity.

Xa. Field Guide

Yeah, it has holes in it in random places, it's incomplete... but at least I started it. You can't finish something you don't start... right? Everything should be self-explanatory, but as for the equal marks by the stats; the more there are, the higher the stat, but it does go the standard EDCBAS from lower to higher.

001. Dark Service Peon

| | | | |
|---------------------------|---------|------|-----------------|
| Habitat - Dark Service HQ | HP | - E | |
| Sleep resistance - 24% | Offense | - E | |
| Poison resistance - 24% | Defense | - | |
| EXP - 15 | Phys | - E | ; Lightning - E |
| Gald - 7 | Fire | - E | ; Ice - E |
| TP - 5 | Holy | - E | ; Dark - E |
| Items - None | Speed | - D= | |
| Skills - None | | | |

002. Fallen Serviceman

| | | | |
|---------------------------|---------|-------|------------------|
| Habitat - Dark Service HQ | HP | - E | |
| Sleep resistance - 35% | Offense | - D== | |
| Poison resistance - 35% | Defense | - | |
| EXP - 450 | Phys | - D= | ; Lightning - D= |
| Gald - 250 | Fire | - D= | ; Ice - D= |

| | | | |
|---------------------------------------|----------------|------------------|--------|
| TP - 180 | Holy - E= | ; Dark | - C=== |
| Items - Taunt | Speed - D= | | |
| Skills - Slumber Shot, Gashprin Slave | | | |
| 003. Upgraded Paramachina | | | |
| Habitat - Dark Service HQ | HP - E | | |
| Sleep resistance - 0% | Offense - C=== | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 500 | Phys - D= | ; Lightning - E= | |
| Gald - 200 | Fire - D= | ; Ice - D= | |
| TP - 185 | Holy - D= | ; Dark - C=== | |
| Items - Wickedwing Revels | Speed - C== | | |
| Skills - Saber Hand, Rampage Chomp | | | |
| 004. Alpha Paramachina | | | |
| Habitat - Emperor's Residence | HP - E | | |
| Sleep resistance - 0% | Offense - E | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 30 | Phys - E | ; Lightning - E | |
| Gald - 15 | Fire - E | ; Ice - E | |
| TP - 5 | Holy - E | ; Dark - E | |
| Items - Low Potion | Speed - D= | | |
| Skills - None | | | |
| 005. Dark Serviceman | | | |
| Habitat - Emperor's Residence | HP - E | | |
| Sleep resistance - 25% | Offense - E | | |
| Poison resistance - 25% | Defense - | | |
| EXP - 40 | Phys - E | ; Lightning - E | |
| Gald - 26 | Fire - E | ; Ice - E | |
| TP - 25 | Holy - E | ; Dark - E | |
| Items - Low Potion | Speed - C=== | | |
| Skills - None | | | |
| 006. Imperial Battle Machina | | | |
| Habitat - Emperor's Residence | HP - E | | |
| Sleep resistance - 0% | Offense - E | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 35 | Phys - E | ; Lightning - E | |
| Gald - 18 | Fire - E | ; Ice - E | |
| TP - 10 | Holy - E | ; Dark - E | |
| Items - Low Potion | Speed - E | | |
| Skills - None | | | |
| 007. Hideous Beast | | | |
| Habitat - Emperor's Residence | HP - E | | |
| Sleep resistance - 0% | Offense - E | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 500 | Phys - E | ; Lightning - E | |
| Gald - 250 | Fire - E | ; Ice - E | |
| TP - 30 | Holy - E | ; Dark - E= | |
| Items - Flame Sword | Speed - E | | |
| Skills - Mountainmaker | | | |
| 008. Empire Grunt | | | |
| Habitat - Mintaka | HP - E | | |
| Sleep resistance - 24% | Offense - E | | |
| Poison resistance - 24% | Defense - | | |
| EXP - 30 | Phys - E | ; Lightning - E | |
| Gald - 17 | Fire - E | ; Ice - E | |

| | | | |
|-------------------------------------|----------------|-------------|------|
| TP - 10 | Holy - E | ; Dark | - E |
| Items - Punk Knife | Speed - C== | | |
| Skills - None | | | |
| 009. Imperial Swordsman | | | |
| Habitat - Mintaka | HP - E | | |
| Sleep resistance - 19% | Offense - E | | |
| Poison resistance - 32% | Defense - | | |
| EXP - 60 | Phys - E | ; Lightning | - E |
| Gald - 27 | Fire - E | ; Ice | - E |
| TP - 25 | Holy - E | ; Dark | - E |
| Items - Flash Dagger | Speed - C== | | |
| Skills - None | | | |
| 010. Giacomo | | | |
| Habitat - Mintaka | HP - E | | |
| Sleep resistance - 58% | Offense - E | | |
| Poison resistance - 64% | Defense - | | |
| EXP - 1500 | Phys - E | ; Lightning | - E |
| Gald - 300 | Fire - E | ; Ice | - E |
| TP - 60 | Holy - E | ; Dark | - E |
| Items - Fulgadrum, Escape | Speed - B===== | | |
| Skills - Thrashingale | | | |
| 011. Doomer | | | |
| Habitat - Nihal Desert | HP - E | | |
| Sleep resistance - 56% | Offense - E= | | |
| Poison resistance - 70% | Defense - | | |
| EXP - 140 | Phys - E | ; Lightning | - E |
| Gald - 80 | Fire - E= | ; Ice | - E |
| TP - 65 | Holy - E | ; Dark | - E |
| Items - Icefan, Fire Element | Speed - D== | | |
| Skills - Flaming Powder | | | |
| 012. Devil Claws | | | |
| Habitat - Nihal Desert | HP - E | | |
| Sleep resistance - 14% | Offense - E= | | |
| Poison resistance - 42% | Defense - | | |
| EXP - 130 | Phys - E= | ; Lightning | - E= |
| Gald - 75 | Fire - E= | ; Ice | - E |
| TP - 65 | Holy - E | ; Dark | - E= |
| Items - Emerald Thrush, Flame Sword | Speed - B===== | | |
| Skills - Carcass of Power | | | |
| 013. Gigim | | | |
| Habitat - Nihal Desert | HP - E | | |
| Sleep resistance - 49% | Offense - D== | | |
| Poison resistance - 49% | Defense - | | |
| EXP - 130 | Phys - E= | ; Lightning | - E= |
| Gald - 73 | Fire - E= | ; Ice | - E |
| TP - 65 | Holy - E= | ; Dark | - E= |
| Items - Ray of Truth | Speed - E | | |
| Skills - Armadillo Attack | | | |
| 014. Magma Beast | | | |
| Habitat - Lava Caves | HP - E | | |
| Sleep resistance - 35% | Offense - E= | | |
| Poison resistance - 56% | Defense - | | |
| EXP - 160 | Phys - E= | ; Lightning | - E= |
| Gald - 68 | Fire - E= | ; Ice | - E |

| | | | |
|--|----------------|-------------|-------|
| TP - 65 | Holy - E= | ; Dark | - E= |
| Items - Sedna Toadstones 1 | Speed - D== | | |
| Skills - Inferno | | | |
| 015. Ceratobus | | | |
| Habitat - Lava Caves | HP - E | | |
| Sleep resistance - 14% | Offense - D= | | |
| Poison resistance - 42% | Defense - | | |
| EXP - 150 | Phys - E | ; Lightning | - E |
| Gald - 64 | Fire - E= | ; Ice | - E |
| TP - 65 | Holy - E | ; Dark | - E |
| Items - None | Speed - D== | | |
| Skills - Dynamite Rush, Fuzzy-Wuzzy Coat | | | |
| 016. Foytow | | | |
| Habitat - Lava Caves | HP - E | | |
| Sleep resistance - 28% | Offense - E= | | |
| Poison resistance - 28% | Defense - | | |
| EXP - 145 | Phys - E | ; Lightning | - E |
| Gald - 63 | Fire - E= | ; Ice | - E |
| TP - 65 | Holy - E | ; Dark | - E |
| Items - None | Speed - D== | | |
| Skills - Bloodsucker Blaze | | | |
| 017. Phoelix | | | |
| Habitat - Lava Caves | HP - E | | |
| Sleep resistance - 49% | Offense - E== | | |
| Poison resistance - 35% | Defense - | | |
| EXP - 200 | Phys - E= | ; Lightning | - E= |
| Gald - 100 | Fire - E= | ; Ice | - E |
| TP - 65 | Holy - E= | ; Dark | - E= |
| Items - Mars Sophia | Speed - D== | | |
| Skills - Incendiary Voice, Insanity's Song | | | |
| 018. Lord of the Lava Caves | | | |
| Habitat - Lava Caves | HP - D== | | |
| Sleep resistance - 49% | Offense - D== | | |
| Poison resistance - 35% | Defense - | | |
| EXP - 4530 | Phys - E= | ; Lightning | - E= |
| Gald - 500 | Fire - D== | ; Ice | - E |
| TP - 140 | Holy - E= | ; Dark | - E= |
| Skills - Molten Lunge | Speed - A===== | | |
| Items - Arabesque, Emyreal Wildfire, Sedna House 1 | | | |
| 019. Umbra | | | |
| Habitat - Lava Caves | HP - D= | | |
| Sleep resistance - 0% | Offense - D== | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 3750 | Phys - E= | ; Lightning | - E= |
| Gald - 400 | Fire - D== | ; Ice | - E |
| TP - 130 | Holy - E | ; Dark | - C== |
| Items - Sword of Thirst | Speed - C=== | | |
| Skills - Mountainmaker, Hellion Eye | | | |
| 020. Shawra | | | |
| Habitat - Nusakan Thornwood | HP - E | | |
| Sleep resistance - 39% | Offense - E | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 73 | Phys - E | ; Lightning | - E |
| Gald - 27 | Fire - E | ; Ice | - E |

| | | | |
|----------------------------------|--------------|-------------|-------|
| TP - 35 | Holy - E | ; Dark | - E |
| Items - Wooden Club | Speed - D== | | |
| Skills - None | | | |
| 021. Balloona | | | |
| Habitat - Nusakan Thornwood | HP - E | | |
| Sleep resistance - 32% | Offense - E | | |
| Poison resistance - 45% | Defense - | | |
| EXP - 90 | Phys - E | ; Lightning | - E |
| Gald - 31 | Fire - E | ; Ice | - E |
| TP - 35 | Holy - E | ; Dark | - E |
| Items - Sorcery Sophia, Potion | Speed - D= | | |
| Skills - None | | | |
| 022. Mite | | | |
| Habitat - Lake Botein Ruins | HP - E | | |
| Sleep resistance - 59% | Offense - E | | |
| Poison resistance - 66% | Defense - | | |
| EXP - 120 | Phys - E | ; Lightning | - E |
| Gald - 52 | Fire - E | ; Ice | - E= |
| TP - 40 | Holy - E | ; Dark | - E |
| Items - Mars Sophia | Speed - D== | | |
| Skills - Mitochondria | | | |
| 023. Pul-Puk | | | |
| Habitat - Lake Botein Ruins | HP - E | | |
| Sleep resistance - 33% | Offense - E | | |
| Poison resistance - 33% | Defense - | | |
| EXP - 80 | Phys - E | ; Lightning | - E |
| Gald - 38 | Fire - E | ; Ice | - E= |
| TP - 40 | Holy - E | ; Dark | - E |
| Items - Cliffsender | Speed - C=== | | |
| Skills - Healing Droplets | | | |
| 024. Ogopogo | | | |
| Habitat - Lake Botein Ruins | HP - E | | |
| Sleep resistance - 46% | Offense - E= | | |
| Poison resistance - 46% | Defense - | | |
| EXP - 95 | Phys - E= | ; Lightning | - E= |
| Gald - 32 | Fire - E | ; Ice | - E= |
| TP - 40 | Holy - E= | ; Dark | - E= |
| Items - Swallowtail, Azure Lotus | Speed - D== | | |
| Skills - None | | | |
| 025. Hideous Beast | | | |
| Habitat - Lake Botein Ruins | HP - E= | | |
| Sleep resistance - 0% | Offense - E= | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 2400 | Phys - E= | ; Lightning | - E= |
| Gald - 320 | Fire - E | ; Ice | - D== |
| TP - 80 | Holy - E | ; Dark | - D== |
| Items - Sevenstar Dust | Speed - C=== | | |
| Skills - Icy Death | | | |
| 026. Machina Arma: Razer | | | |
| Habitat - Lake Botein Ruins | HP - E= | | |
| Sleep resistance - 0% | Offense - E= | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 3120 | Phys - E= | ; Lightning | - E |
| Gald - 320 | Fire - E= | ; Ice | - E |

| | | | |
|---|---------------|-------------|------|
| TP - 90 | Holy - E= | ; Dark | - E= |
| Items - Levinsnake's Rise | Speed - D== | | |
| Skills - Arma Cannon | | | |
| 027. Cancerite | | | |
| Habitat - C. River / Cloud Passage | HP - E= | | |
| Sleep resistance - 51% | Offense - D== | | |
| Poison resistance - 22% | Defense - | | |
| EXP - 180 | Phys - E= | ; Lightning | - E= |
| Gald - 28 | Fire - E | ; Ice | - E= |
| TP - 80 | Holy - E= | ; Dark | - E= |
| Items - Cancerite Booze | Speed - D== | | |
| Skills - None | | | |
| 028. Armored Cancerite | | | |
| Habitat - C. River / Cloud Passage | HP - E= | | |
| Sleep resistance - 51% | Offense - D== | | |
| Poison resistance - 22% | Defense - | | |
| EXP - 180 | Phys - E= | ; Lightning | - E= |
| Gald - 28 | Fire - E | ; Ice | - E= |
| TP - 80 | Holy - E= | ; Dark | - E= |
| Items - Cancerite Booze | Speed - D== | | |
| Skills - None | | | |
| 029. Ray-Moo | | | |
| Habitat - C. River / Cloud Passage | HP - E | | |
| Sleep resistance - 36% | Offense - D= | | |
| Poison resistance - 36% | Defense - | | |
| EXP - 170 | Phys - E= | ; Lightning | - D= |
| Gald - 55 | Fire - E | ; Ice | - E= |
| TP - 80 | Holy - E= | ; Dark | - E= |
| Items - Cancerite Booze | Speed - C=== | | |
| Skills - Electro Crash, Mucky-Yucky Mucus | | | |
| 030. Bar-Mool | | | |
| Habitat - C. River / Cloud Passage | HP - E | | |
| Sleep resistance - 36% | Offense - E= | | |
| Poison resistance - 36% | Defense - | | |
| EXP - 175 | Phys - E= | ; Lightning | - E= |
| Gald - 50 | Fire - E | ; Ice | - E= |
| TP - 80 | Holy - E= | ; Dark | - E= |
| Items - Scension, Sedna BF Tree | Speed - C=== | | |
| Skills - Healing Droplets | | | |
| 031. Fogg | | | |
| Habitat - C. River / Cloud Passage | HP - E | | |
| Sleep resistance - 36% | Offense - D= | | |
| Poison resistance - 51% | Defense - | | |
| EXP - 190 | Phys - E= | ; Lightning | - E= |
| Gald - 40 | Fire - D= | ; Ice | - E |
| TP - 80 | Holy - E= | ; Dark | - E= |
| Items - True Verdure | Speed - D= | | |
| Skills - Overheat | | | |
| 032. Vodnik | | | |
| Habitat - C. River / Cloud Passage | HP - E | | |
| Sleep resistance - 51% | Offense - D== | | |
| Poison resistance - 51% | Defense - | | |
| EXP - 200 | Phys - D= | ; Lightning | - E= |
| Gald - 53 | Fire - E | ; Ice | - D= |

| | | | |
|--|----------------|-------------|-------|
| TP - 85 | Holy - E= | ; Dark | - D= |
| Items - Whitecap Shield | Speed - D== | | |
| Skills - Armadillo Attack, Armored Dillo | | | |
| 033. Magician Mite | | | |
| Habitat - C. River / Cloud Passage | HP - E | | |
| Sleep resistance - 66% | Offense - E= | | |
| Poison resistance - 73% | Defense - | | |
| EXP - 180 | Phys - E | ; Lightning | - E= |
| Gald - 60 | Fire - E | ; Ice | - E= |
| TP - 85 | Holy - E= | ; Dark | - E= |
| Items - Sword of Tears | Speed - D== | | |
| Skills - Ice Rubble, Mitochondria | | | |
| 034. Giacomo | | | |
| Habitat - C. River / Cloud Passage | HP - E | | |
| Sleep resistance - 66% | Offense - D== | | |
| Poison resistance - 74% | Defense - | | |
| EXP - 4600 | Phys - D= | ; Lightning | - E= |
| Gald - 550 | Fire - E= | ; Ice | - E= |
| TP - 180 | Holy - E= | ; Dark | - E= |
| Items - Glimmer, Escape | Speed - D= | | |
| Skills - Thrashingale Redux | | | |
| 035. Dark Service Swordsman | | | |
| Habitat - Nashira | HP - E | | |
| Sleep resistance - 22% | Offense - D= | | |
| Poison resistance - 37% | Defense - | | |
| EXP - 190 | Phys - E= | ; Lightning | - E= |
| Gald - 60 | Fire - E= | ; Ice | - E= |
| TP - 90 | Holy - E= | ; Dark | - E= |
| Items - Red Padma | Speed - C== | | |
| Skills - Fryercracker, Gashprin Salve | | | |
| 036. Imperial Elite | | | |
| Habitat - Nashira | HP - E | | |
| Sleep resistance - 29% | Offense - E= | | |
| Poison resistance - 29% | Defense - | | |
| EXP - 195 | Phys - E= | ; Lightning | - E= |
| Gald - 55 | Fire - E= | ; Ice | - E= |
| TP - 85 | Holy - E= | ; Dark | - E= |
| Items - Chain Mail | Speed - D== | | |
| Skills - None | | | |
| 037. Autonomous Battle Machina | | | |
| Habitat - Nashira | HP - E | | |
| Sleep resistance - 0% | Offense - D== | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 220 | Phys - E= | ; Lightning | - E= |
| Gald - 43 | Fire - E= | ; Ice | - E= |
| TP - 90 | Holy - E= | ; Dark | - E= |
| Items - Bandages | Speed - E | | |
| Skills - Force Ring Alpha, Self-Repair | | | |
| 038. Cloud Cancerite | | | |
| Habitat - Cloudvents | HP - E | | |
| Sleep resistance - 62% | Offense - C=== | | |
| Poison resistance - 27% | Defense - | | |
| EXP - 550 | Phys - D= | ; Lightning | - D== |
| Gald - 228 | Fire - E= | ; Ice | - D== |

| | | | |
|---|------------------|-------------|---------|
| TP - 180 | Holy - D= | ; Dark | - D= |
| Items - Ray of Truth, C. Booze | Speed - D= | | |
| Skills - Collar Lop | | | |
| 039. Shadow Claws | | | |
| Habitat - Cloudvents | HP - E | | |
| Sleep resistance - 15% | Offense - E= | | |
| Poison resistance - 44% | Defense - | | |
| EXP - 185 | Phys - E= | ; Lightning | - E= |
| Gald - 75 | Fire - E | ; Ice | - E= |
| TP - 85 | Holy - E= | ; Dark | - E= |
| Items - Ascension, Murderous Joker | Speed - B===== | | |
| Skills - Carcass of Power, Jitterjinx | | | |
| 040. Valara | | | |
| Habitat - Cloudvents | HP - E= | | |
| Sleep resistance - 67% | Offense - D== | | |
| Poison resistance - 75% | Defense - | | |
| EXP - 1800 | Phys - D= | ; Lightning | - D== |
| Gald - 400 | Fire - E= | ; Ice | - E= |
| TP - 190 | Holy - E= | ; Dark | - E= |
| Items - Rime Blade | Speed - D= | | |
| Skills - Machina Formation, Deathdealer | | | |
| 041. Heughes | | | |
| Habitat - Cloudvents | HP - E | | |
| Sleep resistance - 67% | Offense - D== | | |
| Poison resistance - 75% | Defense - | | |
| EXP - 1500 | Phys - D= | ; Lightning | - E= |
| Gald - 350 | Fire - E= | ; Ice | - E= |
| TP - 190 | Holy - E= | ; Dark | - E= |
| Items - None | Speed - C==== | | |
| Skills - Machina Fist | | | |
| 042. Nasca | | | |
| Habitat - Cloudvents | HP - E | | |
| Sleep resistance - 45% | Offense - E= | | |
| Poison resistance - 75% | Defense - | | |
| EXP - 1400 | Phys - E | ; Lightning | - D= |
| Gald - 300 | Fire - D= | ; Ice | - D= |
| TP - 190 | Holy - D= | ; Dark | - D= |
| Items - None | Speed - E | | |
| Skills - Stun Grenade, Gashprin Salve | | | |
| 043. Machina Arma: Marauder | | | |
| Habitat - Cloudvents | HP - E= | | |
| Sleep resistance - 0% | Offense - C==== | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 5500 | Phys - D== | ; Lightning | - D== |
| Gald - 0 | Fire - D== | ; Ice | - E= |
| TP - 200 | Holy - D== | ; Dark | - D== |
| Items - None | Speed - E | | |
| Skills - Plasma Cannon | | | |
| 044. Machina Arma: Marauder | | | |
| Habitat - Cloudvents | HP - D== | | |
| Sleep resistance - 0% | Offense - A===== | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 14000 | Phys - C==== | ; Lightning | - C==== |
| Gald - 500 | Fire - C==== | ; Ice | - D= |

| | |
|---------------------------------------|------------------------------|
| TP - 390 | Holy - C=== ; Dark - B===== |
| Items - None | Speed - D== |
| Skills - Plasma Cannon, Self-Repair | |
| 046. Unuk | |
| Habitat - Nunki Valley | HP - E |
| Sleep resistance - 38% | Offense - D== |
| Poison resistance - 46% | Defense - |
| EXP - 250 | Phys - D== ; Lightning - E= |
| Gald - 105 | Fire - E= ; Ice - E= |
| TP - 105 | Holy - E= ; Dark - D== |
| Items - Violet Taboo, Battle Shield | Speed - D== |
| Skills - None | |
| 048. Blood Leaf | |
| Habitat - Nunki Valley | HP - E |
| Sleep resistance - 45% | Offense - E= |
| Poison resistance - 0% | Defense - |
| EXP - 160 | Phys - E= ; Lightning - E= |
| Gald - 108 | Fire - E= ; Ice - E |
| TP - 95 | Holy - E= ; Dark - E= |
| Items - Red Padma, Thunder Hat | Speed - D== |
| Skills - Enervating Waves | |
| 049. Gormer | |
| Habitat - Nunki Valley | HP - E |
| Sleep resistance - 71% | Offense - C=== |
| Poison resistance - 89% | Defense - |
| EXP - 450 | Phys - D== ; Lightning - E= |
| Gald - 270 | Fire - C=== ; Ice - E |
| TP - 180 | Holy - E= ; Dark - D== |
| Items - Citrine Arc | Speed - D== |
| Skills - Flamethrower, Flaming Powder | |
| 050. Armored Baloona | |
| Habitat - Nunki Valley | HP - E |
| Sleep resistance - 44% | Offense - C===== |
| Poison resistance - 62% | Defense - |
| EXP - 500 | Phys - D== ; Lightning - D= |
| Gald - 255 | Fire - C=== ; Ice - E= |
| TP - 180 | Holy - D= ; Dark - D== |
| Items - Luciferous Stave | Speed - D== |
| Skills - Overheat | |
| 051. Mobile Turret | |
| Habitat - Nunki Valley | HP - E |
| Sleep resistance - 44% | Offense - C===== |
| Poison resistance - 62% | Defense - |
| EXP - 500 | Phys - D== ; Lightning - E= |
| Gald - 255 | Fire - D== ; Ice - E= |
| TP - 180 | Holy - D== ; Dark - D== |
| Items - Hidden Sophia | Speed - D== |
| Skills - None | |
| 052. Elite Swordsman | |
| Habitat - Nunki Valley | HP - E |
| Sleep resistance - 27% | Offense - C=== |
| Poison resistance - 45% | Defense - |
| EXP - 400 | Phys - D== ; Lightning - D== |
| Gald - 285 | Fire - D== ; Ice - D== |

| | |
|---------------------------------------|--------------------------------|
| TP - 190 | Holy - D== ; Dark - D== |
| Items - None | Speed - C=== |
| Skills - Shock Bomb, Gashprin Salve | |
| 053. Malpercio's Afterling | |
| Habitat - Nunki Valley | HP - D== |
| Sleep resistance - 0% | Offense - C=== |
| Poison resistance - 0% | Defense - |
| EXP - 6500 | Phys - E= ; Lightning - E= |
| Gald - 650 | Fire - E= ; Ice - E= |
| TP - 230 | Holy - E ; Dark - D== |
| Items - Wickedwing Revels | Speed - C=== |
| Skills - Feral Death | |
| 054. Promachina Heughes | |
| Habitat - Nunki Valley | HP - D== |
| Sleep resistance - 0% | Offense - C=== |
| Poison resistance - 0% | Defense - |
| EXP - 6300 | Phys - D== ; Lightning - D== |
| Gald - 0 | Fire - E= ; Ice - D== |
| TP - 220 | Holy - D== ; Dark - D== |
| Items - None | Speed - B===== |
| Skills - Charge, Burning Harken | |
| 055. Promachina Heughes | |
| Habitat - Nunki Valley | HP - C=== |
| Sleep resistance - 0% | Offense - A===== |
| Poison resistance - 0% | Defense - |
| EXP - 13500 | Phys - C=== ; Lightning - C=== |
| Gald - 600 | Fire - D= ; Ice - C=== |
| TP - 410 | Holy - C=== ; Dark - B===== |
| Items - None | Speed - A===== |
| Skills - Charge, Burning Harken | |
| 057. Dark Service Swordsman | |
| Habitat - Rodolfo's Estate | HP - E |
| Sleep resistance - 23% | Offense - D== |
| Poison resistance - 38% | Defense - |
| EXP - 260 | Phys - E= ; Lightning - E= |
| Gald - 120 | Fire - E= ; Ice - E= |
| TP - 205 | Holy - E= ; Dark - D= |
| Items - Whitecap Shield | Speed - C== |
| Skills - Shock Bomb, Gashprin Salve | |
| 058. Dark Service Officer | |
| Habitat - Rodolfo's Estate | HP - E |
| Sleep resistance - 30% | Offense - E= |
| Poison resistance - 30% | Defense - |
| EXP - 240 | Phys - E= ; Lightning - E= |
| Gald - 115 | Fire - E= ; Ice - E= |
| TP - 100 | Holy - E ; Dark - D= |
| Items - Battle Shield | Speed - C== |
| Skills - Slumber Shot, Gashprin Salve | |
| 059. Beta Paramachina | |
| Habitat - Rodolfo's Estate | HP - E |
| Sleep resistance - 0% | Offense - D== |
| Poison resistance - 0% | Defense - |
| EXP - 270 | Phys - D= ; Lightning - E |
| Gald - 110 | Fire - E= ; Ice - E= |

| | | | |
|--|----------------|------------------|------|
| TP - 105 | Holy - E= | ; Dark | - D= |
| Items - Diamond Drop, Light Element | Speed - D= | | |
| Skills - Saber Hand | | | |
| 060. Giacomo | | | |
| Habitat - Rodolfo's Estate | HP - D== | | |
| Sleep resistance - 69% | Offense - C=== | | |
| Poison resistance - 76% | Defense - | | |
| EXP - 6000 | Phys - D= | ; Lightning - E= | |
| Gald - 600 | Fire - E= | ; Ice - E= | |
| TP - 210 | Holy - E= | ; Dark - D= | |
| Items - Marvelous Sword, Escape | Speed - D= | | |
| Skills - Thrashingale Redux, Liquid Mettle, Energy Injection | | | |
| 061. Spell Shellfish | | | |
| Habitat - Holoholo Jungle | HP - E | | |
| Sleep resistance - 48% | Offense - D= | | |
| Poison resistance - 48% | Defense - | | |
| EXP - 270 | Phys - D= | ; Lightning - D= | |
| Gald - 130 | Fire - E= | ; Ice - D= | |
| TP - 130 | Holy - D= | ; Dark - E= | |
| Items - Sedna Ebonstone Sculpture | Speed - D= | | |
| Skills - Water of Life, Adamant Shell | | | |
| 062. Undead Swordsman | | | |
| Habitat - Holoholo Jungle | HP - E | | |
| Sleep resistance - 0% | Offense - D= | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 300 | Phys - E= | ; Lightning - E= | |
| Gald - 144 | Fire - E= | ; Ice - E= | |
| TP - 135 | Holy - E | ; Dark - D== | |
| Items - Chalice of Freedom | Speed - D= | | |
| Skills - Nether Whistle | | | |
| 063. Mirabilis | | | |
| Habitat - Holoholo Jungle | HP - E | | |
| Sleep resistance - 64% | Offense - D== | | |
| Poison resistance - 56% | Defense - | | |
| EXP - 290 | Phys - D== | ; Lightning - D= | |
| Gald - 121 | Fire - E | ; Ice - D= | |
| TP - 130 | Holy - D= | ; Dark - D= | |
| Items - Scale Mail | Speed - D= | | |
| Skills - None | | | |
| 064. Acheron | | | |
| Habitat - Holoholo Jungle | HP - E | | |
| Sleep resistance - 56% | Offense - D== | | |
| Poison resistance - 56% | Defense - | | |
| EXP - 300 | Phys - D== | ; Lightning - E | |
| Gald - 154 | Fire - E | ; Ice - D= | |
| TP - 130 | Holy - D= | ; Dark - D= | |
| Items - Scale Mail | Speed - D== | | |
| Skills - None | | | |
| 065. Lesser Caracal | | | |
| Habitat - Holoholo Jungle | HP - E | | |
| Sleep resistance - 24% | Offense - D= | | |
| Poison resistance - 24% | Defense - | | |
| EXP - 280 | Phys - E | ; Lightning - E= | |
| Gald - 114 | Fire - E= | ; Ice - E | |

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|--|------------------|-------------|--------|
| TP - 130 | Holy - E= | ; Dark | - E= |
| Items - Canyon Wind | Speed - C=== | | |
| Skills - None | | | |
| 066. Vata | | | |
| Habitat - Holoholo Jungle | HP - E | | |
| Sleep resistance - 41% | Offense - C== | | |
| Poison resistance - 57% | Defense - | | |
| EXP - 320 | Phys - D= | ; Lightning | - E= |
| Gald - 124 | Fire - E= | ; Ice | - E= |
| TP - 135 | Holy - E= | ; Dark | - D= |
| Items - Rising Condor, Siren Sword | Speed - C=== | | |
| Skills - Predation, Hover Strike, Earsplitting Whoop | | | |
| 067. Alraune | | | |
| Habitat - Holoholo Jungle | HP - E= | | |
| Sleep resistance - 81% | Offense - C== | | |
| Poison resistance - 73% | Defense - | | |
| EXP - 320 | Phys - D== | ; Lightning | - D== |
| Gald - 126 | Fire - E= | ; Ice | - E= |
| TP - 135 | Holy - D== | ; Dark | - D== |
| Items - Taunt | Speed - E | | |
| Skills - Poison Breath | | | |
| 068. Holoholo Chick | | | |
| Habitat - Holoholo Jungle | HP - E | | |
| Sleep resistance - 24% | Offense - D== | | |
| Poison resistance - 64% | Defense - | | |
| EXP - 290 | Phys - E= | ; Lightning | - E |
| Gald - 0 | Fire - E= | ; Ice | - E= |
| TP - 260 | Holy - E= | ; Dark | - D= |
| Items - None | Speed - B===== | | |
| Skills - Angelic Song | | | |
| 069. Holoholobird | | | |
| Habitat - Holoholo Jungle | HP - D== | | |
| Sleep resistance - 80% | Offense - D== | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 6500 | Phys - D== | ; Lightning | - E= |
| Gald - 670 | Fire - D== | ; Ice | - D== |
| TP - 260 | Holy - D== | ; Dark | - D== |
| Items - Heavenlapse, A. of Tonitrus | Speed - D== | | |
| Skills - Wingflail, Egg | | | |
| 087. Promachina Shanath | | | |
| Habitat - Vega | HP - C== | | |
| Sleep resistance - 69% | Offense - B===== | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 14000 | Phys - D= | ; Lightning | - D= |
| Gald - 500 | Fire - C=== | ; Ice | - D= |
| TP - 390 | Holy - D= | ; Dark | - C=== |
| Items - None | Speed - B===== | | |
| Skills - Plasma Cannon, Self-Repair | | | |
| 088. Baelheit | | | |
| Habitat - Tarazed | HP - C=== | | |
| Sleep resistance - 0% | Offense - A===== | | |
| Poison resistance - 0% | Defense - | | |
| EXP - 2800 | Phys - C=== | ; Lightning | - C=== |
| Gald - 930 | Fire - C=== | ; Ice | - C=== |

TP - 330

Holy - C=== ; Dark - D==

Items - Phoenix Dive, Ravensbrood Speed - B=====

Skills - Machina Sweep

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Xb. Bosses  
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You could look in the walkthrough at the appropriate section... but who wants to do that. Here are them bosses. ;]

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Boss: Hideous Beast
HP : ~600
EXP : 250

Baten Kaitos Origins has some tough bosses, and even this first boss is no exception to that maxim. First of all, Sagi should have about 250 HP if you are as I was, but be ready to face this creature's Mountainmaker, which does about 80 damage to both Sagi and Guillo, the latter of which fights for himself and is also very useful in throwing out Low Potions to heal a bit of HP back to you. While the Hideous Beast is indeed slower than you, its combos are a good 60-80 damage in themselves, so watch it.

Whenever you can, draw the Flash Dagger or even the Punk Knife, and chain together a combo which ends in Scension or Cliffsunder, even if you have to discard a bunch of cards beforehand to do so. It'll definitely pay off when you do about 70-90 damage with your combos themselves, and let's not even get into Guillo, who is well in his ability to use his Firewheel and Fulgadrum, which are stronger than Sagi's stuff anyway. Don't hesitate to use Low Potions when your HP dwindles below 100, and you should be fine. Eventually, this thing knocks both Sagi and Guillo out anyway.

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Boss: Giacomo
HP : ~1600
EXP : 500

Okay, let me cue you in for this one. If you are unprepared or don't know what the hell you're doing in combat yet, Giacomo will kick your ass. And not just a gentle kick; he will pummel your rear end into the ground swiftly and decisively, spit on its decayed remnants, and laugh at your funeral. Get the point? I absolutely guarantee if you still aren't used to battles, then despite only being 13 (and being voiced by the same guy who did Luke and Asch in Tales of the Abyss!), you will reduce him to critical every time, and then one of his combos will one hit you.

First of all, I was Level 6 and 5, with Sagi at 400 HP and Guillo at 270. No idea how much the scantily clad chick has, but she can take care of herself with Low Potions. Just some notes on Giacomo's attacks. He has one special, called Thrashingale, which will do a good 160 damage to you, no joke. His combos can do any range of damage from 30 (a welcome to relief) to the upper 100s, and if he links Thrashingale to the end, his whole combo will do about 350 damage. No joke. And yes, he's a little on the fastish side. Not quicker than you, but quicker than you'd think for that kind of strength.

Luckily, the chick is there to take hits, and she seems to have quite a bit of HP on her, which is a good thing. Giacomo himself has a lot of HP for a boss of his time, but note that he is NOT strong against fire, like he was in

Eternal Wings. So just punish him with any combo you can rank up, beginning with weapon cards. If you can get a Flame Sword or something, then weak, medium, strong, and a Cliffsunder at the end, that will do a ton of damage, and Guillo can do even more as his physical strength is greater. Plus the girl has Swallowtail and Emerald Thrush for extra damage, but I'll have you know now, that you want to keep Low Potions and Fate's Cordials around for as long as you can, because if he's going to knock you out, you might as well be ready for it.

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Boss: Hideous Beast
HP : ~1450
EXP : 800

Okay, as usual I'll give you a bit of an idea as to my HP and levels. I was on average Level 8, with Sagi having 495 HP, Guillo at 355, and Milly at 415. As usual, this thing is a bit strong-ish. Its main special is an attack called Icy Death which does about 200 damage to one character and knocks him or her out, plus it has an attack here and there which pummels the whole party at a little over 100 or so. Apart from that, the maximum the combos can do is about 160, and this thing is the slowest boss yet... much better than Giacomo was.

The strategy isn't really going to differ here, except keep an eye on your HP whenever it gets below 200, as this guy can probably knock it out with about that much. It's not weak against fire, but that being said, if you get Sagi with a Blaze Sword and a combo ending with Heavenfall, you can and will do massive damage. Just regulate your stuff so that it's not all equipment, making use of the fact you can discard three cards at once, and you shouldn't have a problem. It just ends with it knocking you out anyway.

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Boss: Valara [Machina Arma]
HP : ~175
EXP : 1040

The first instinct you'll probably have is to laugh at Valara's HP count, but let me spell it out for you: you can't technically win this battle; Valara and her machina arma are just far too powerful for that. You just have to draw that much HP out of her, and believe me that while this battle isn't one of those stay alive for a certain number of turns type, she's strong; her Arma Cannon attack is about 280 damage to one character, and her combos can be anywhere between about 40 damage... and 300.

Sagi is nigh on useless in this battle aside from a Thunderfish chained with some extra attacks and a Cliffsunder. Valara has a very slight weakness to lightning, so the number one attack in this fight is Milly's Sevenstar Dust, which can do up to 20 damage. Yeah, I know, the damage you do is pathetic. Guillo is great with a Mars/Fire Sophia finishing off with a Fulgadrum, but you mainly need to focus on healing, since Valara's attacks are, well... powerful. Always keep at least one Fate's Cordial and one Potion ready, and end the fight with everyone alive, since 1040 EXP for everyone isn't bad.

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Boss: Sandfeeder
HP : ~2750
EXP : 1250

Whoop, now that's a whooping high HP count, plus this thing is the first of many bosses that actually drain a little HP every now and then, but believe me, this beast isn't that bad even if it has close to twice the life of the second highest boss aka Giacomo... mainly due to your speed and its lack of defense. Let me just say the usual. If your levels are as mine, Sagi will have 630 HP, Guillo about 480, and Milly about 500. The Sandfeeder's main attack is Paralysis Quills, which does about 150 damage. Bad? No.

However, this attack will usually put you to sleep, and if you're asleep on its next turn, it'll not only do about 250 damage to the character it gets, but it'll heal itself for about 30 HP, which isn't pleasant. But okay, that isn't as bad as you might think; Valara was much worse. Speaking of which, Sagi can make up for his lack of usefulness in the previous fight here, cuz the Sandfeeder's weakest element is pure physical attacks. So just whip out that Saber and do three attacks ending with any finisher, and that's about 300 damage right there. This fight is only a little longish, not hard, trust me.

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Boss: Umbra
HP : ~2350
EXP : 1250

This thing is a bit on the powerful side, so I hope that you've got your ice magnus ready, prepared for quite the battle. For me as usual, Sagi had 715 HP while Guillo had 595 and Milly 615. That's enough; you need to worry about the offensive. Sure, you may be slightly faster as usual, but this thing's extremely rare Mountainmaker attack will do almost 300 damage to the entire party, plus there's Hellion Eye, which blasts one character off the ground at about 350-360 damage. Apart from that, the combos are just in the 200 range or so, nothing extremely special.

As you can see, those numbers are a little high, and not one of its attacks can be considered nothing to worry about. Because of that, your interest is in finishing this thing off, but making sure a Middle Potion (which should be replacing if not done replacing all the regular Potions), and stacking up those EX Combos. Even if you're just constantly discarding four cards every turn, make sure you get any of them, order of preference: Double Frost (up to mid 700s if done right), Wheel of Fire and Ice (about 600 damage), Heavenly Bloom (mid 500s). But all of them are good. It all ends with you being blown off your feet anyway.

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Boss: Lord of the Lava Caves
HP : ~4300
EXP : 1510

Okay, that HP total there is not a joke, or a lie. It's also not a figment of my imagination, although you can give or take a hit point here and there. But that's beside the point; I can understand the point of having higher HP bosses, but this thing just went WAY, WAY too far. 4300 HP, seriously... and I'll add one point, that it hangs to one side that almost looks like it's critical. It's not. It's just mocking you. You may have thought this thing was easy before, but the fact this thing has 4300 HP makes it several exponents more difficult.

You're probably used to this thing's attacks by now, added in with the fact

it's a lot faster than the Umbra or other things, plus it has the strongest attack you've seen yet, called Molten Blast or something like that, and it does 450 damage. Not to mention this thing absolutely loves to chain it to the end of a combo and do in excess of 800 damage... pretty hard to live through even at full HP, people. As such, focus on taking as much HP as you can off of this thing. If you get an opportunity, use MP Burst, but don't make a specific attempt for it. You want to chain and relay a lot of ice related stuff, because huge 1500 damage combos which add in causing freeze are by far your best bet. This battle will last a while and is the hardest battle since Giacomo, believe me, but this thing will go down eventually.

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Boss: Giacomo
HP : ~3600
EXP : 1660

That's right, Giacomo is back and just to add insult to injury, he's brought two imperial soldiers with him. It is absolutely REQUIRED that you roast the soldiers before you do Giacomo in, because they can do up and past 200 damage per hit, so if you're like me with Sagi at 920 HP, Guillo at 745 and Milly at 765, you'll run into a bit of a problem. So when you finish the first soldier off with some heavy duty combos, move right on to the third target aka the other soldier, and lay him to waste. If you leave all three alive, you will die, and very quickly.

Giacomo himself attacks with combos which can be anywhere from 70 to 350 damage, and a new technique called Thrashingale Redux, which hits one character for about 450 damage and always, ALWAYS knocks that character down. That is quite a pain and should certainly be treated with a Middle Potion after it strikes. As usual, keep a few Fate's Cordials handy and don't let up on the offensive even after the soldiers are gone, and this fight should probably not be quite as bad as the last one, plus if you do a well executed MP Burst you can do perhaps mid thousands worth of damage; as Giacomo in the life department is far more merciful than that last little nuisance.

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Boss: Valara & Nasca & Heughes
HP : ~3100 & ~1800 & ~1800
EXP : 1567

Okay, you remember the trio battle from Eternal Wings? If not, let me spell it out for you again: it was arguably the hardest fight in the game. So is this freaking one! I'm not joking; this fight is ridiculously hard and even if you aced everything up to this point this battle will annihilate you. For one thing, these three can team up and do by far the strongest attack up to this point: Machina Formation, which is roughly about 700 damage to one character, though this is honestly the least of your worries as it only hits one character and slows all three of them down, plus they obviously can't chain it to a combo.

I was Level 19 for everyone, Sagi had 960 HP, Guillo 840, and Milly 860. That probably will be enough to get you through this. However, more bad news; you absolutely cannot win this battle without EX Combos, preferably really good ones like True Heavenly Bloom instead of Heavenly Bloom (Weak Attack + Medium Attack + Strong Attack B + Heavenfall + Icebloom). But let's get straight to the point. You should take these three out in the order they're presented: Nasca, then Valara, then Heughes. Why Nasca first? Because despite the fact his attacks are pathetic (200 damage is his max with Stun Grenade plus blind)

he uses Gashprin Salve to HEAL these bastards for about 650-750 HP. That, my friend, is absolutely unforgivable.

Nasca is actually kind of strong against elements, so plain out brutality is best against him, with the strongest stuff you can manage. Do not hold back one single thing no matter what state you're at if he's critical and isn't going to go for awhile, since his AI is a bit smart. When you're done with him, make sure you heal yourself as much as possible, because Valara is the strongest of the three, with her Deathdealer attack doing about 450 damage, though there's no Machina Formation anymore, thank god. She's a little strong against lightning, but that's really it. She does have a hell of a lot of HP, though.

Don't let up for one second, like I said. Use Bandages like there's no tomorrow. I'd say keep absolutely no less than one Fate's Cordial and one Middle Potion ready at all times. Ditch those crappy beans and Low Potions and stuff. And use advanced weaponry and stuff like Circuit of Fire and Ice instead of the wheel. With a little luck Valara will go down while you're still alive, and if you can get only Heughes still alive then you're pretty much in the clear, as his Machina Fist, which is rarely used, is only about 330 damage or so, and his attacks are (usually) pitiful, plus he's slow. He's weak against elements, making him a very quick finish. In fact, kill him before Valara if you're paranoid, but just heal, heal, heal. Try not to let your HP sink below 400 if you can help it. If you can do that, you'll emerge victorious.

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Boss: Nasca [Machina Arma]

HP : ~200

EXP : 1833

As you can tell by the HP count, this is one of those battles in which you do almost no damage but are forced to stay alive for a period of time. And yes, you do even less damage to the Marauder that Nasca is piloting than Valara's thing back in Sheratan, plus Nasca has an attack called the Machina Cannon which does 450 or so damage to the party, and his physicals do about 600 to one character, but what's the catch? He's EXTREMELY slow. You'll seriously get about three turns to one of his, plus he's weak against ice. Making this a great opportunity to test out Sagi's Rime Blade technique. Get a Heaven's Glacier off, and that's almost the whole battle right there. He knocks you out eventually though, obviously.

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Boss: Giacomo

HP : ~5000

EXP : 2173

Just as a note before I begin, I did age my Wanted Posters to turn them into Local Hero Posters... but then I ditched the latter, if only for the purpose of this guide and giving my proper HP totals, plus they take up too much magnus space. Anyway, just like before you'll want to take out both of the imperial soldiers first. And as for my HPs, Sagi had 1105, Guillo had 945, and Milly had 975. That's more than enough, plus if you got Mountain Apples in Cebalrai then you will cremate this.

Giacomo's attacks are roughly exactly the same as last time, except now he has a new thingy called Liquid Mettle which increases defense, plus some thing which he rarely ever uses which raises his attack power, but that's it.

He does, however, have a lot of HP and finally someone has surpassed that damn Lord of the Lava Caves. However, you're just getting stronger and stronger, while his Thrashingale Redux still rests at about 500+ damage and his combos anywhere from 100-400 damage, so if you have a Fate's Cordial or Fate Idol handy you should definitely be okay. Meanwhile Sagi with Rime Blade is devastating enough for your purposes.

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Boss: Heughes [Machina Arma]

HP : ~385

EXP : 2100

Ugh. This may be a strange looking arma, but did you seriously think that you could actually beat him? When Heughes starts charging his attack, you know he's about to unleash Burning Harken, one killer ass attack that does about 900+ damage to one character, and if he chains it to the end of a combo expect 1700 damage or so... ugh. Just nasty. Plus he even has a huge ton of HP, but he's a little more damageable than the others. You want to set up a large combo starting with an elemental weapon, and if you keep going all the way you'll slay him off eventually. Just be ready with Fate's Cordials constantly. Also, Cebalrai Mountain Apples are good if you're stuck from Burning Harken.

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Boss: Malpercio's Afterling

HP : ~6250

EXP : 2167

The last boss of Disc 1 is also the hardest boss of Disc 1. Figures. That HP count is the most iffy one yet, because the Afterling likes to suck enormous amounts of HP from you (its signature attack, Feral Death, draws anywhere from about 120 to 250 from you per use, but it's impossible to estimate), and its physical attacks usually end in it drawing 100 HP or so from you. Topping that off with the fact it's the highest total yet, you have a problem on your hands, and what you need to rely on more than ever is ginormous amounts of damage done at a time. You can't win with series' of 300 damage attacks, but with a few 1600+ damage combos, that's the way to go.

An MP Burst will probably be your friend here even though you'll want to have a Fate Idol handy if at all possible. The number one attack, once again, is Sagi's True Heavenly Glacier, so if you've got a Strong Attack B ready, keep it there and pummel this thing with it, but be ready for a long ass fight especially when you get to the later stages when this thing likes to draw massive amounts of health every single turn. Again, keep your HP up and cuss at this thing in bits and pieces for Feral Death, and note that this thing has a slight weakness to light. Plus Mountain Apples, if you're stuck, will do a lot to help you.

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Boss: Holoholo Bird

HP : ~6600

EXP : 2360

Oh my god. This is the grand champion of most annoying bosses ever created. And I know, most people hate this boss too, but I personally don't think it is that difficult... it's LONG and freaking ANNOYING. I've never once lost to this thing, though, just to give you an idea, but if you want to take out

some of the misery that this may bring, you might want to take along some Mountain Apples from Cebalrai. My Sagi had about 1250 HP for this battle, but if you have about 2000+ instead... that's at least one thing you don't have to worry about.

Now let me describe this the way it is. The Holoholo Bird is accompanied by two Holoholo Chicks, which are weak doing combos for about 200 damage at the most, but the problem with them is that they can and WILL heal the bird boss for about 1200 HP every now and then. No joke. 1200 HP. Don't know what you think, but I for one sure hate to take that much life out with anything period all over again, especially considering the HP count is already high albeit slightly inaccurate. The chicks themselves have roughly 1000 HP apiece if I'm not mistaken, but when they die, the Holoholo Bird will crap out an egg, and after a turn it'll hatch into a Holoholo Chick. What an ass.

This basically means that all battle along you will be fighting against the chicks whenever possible, and then landing spare hits on the Holoholo Bird. Which also means your characters need to come prepared. Sagi, for me, is the one to do a little bit of anything, because he's always got Heavenfall and Rime Blade, with either Icebloom or Red Padma in between. Guillo is the primary character here, because with Icefan + Sigil Cry + Emyreal Wildfire he can pull out Fiery Ice Queen (that's an oxymoron) and do absolutely massive damage to the whole enemy party... instantly wiping the Holoholo Chicks out, and plus if the first three attacks are all "B" style, then he'll use... Blazing Glacial Queen, which is even better. You know what to do. As for Milly, if you do a large combo with her that ends in Sevenstar Dust and then Rising Condor, her Thunder Seriatim is GREAT here for doing damage to the Holoholo Bird, which is weak against lightning.

Everyone takes an extremely long time with this battle, and for some it might take longer than an hour. I'm awesome and it took me 16 minutes, so... yeah. ;] You want at any cost to be able to damage those eggs as quickly as you can when they come out of the master bird's ass, meaning weapons and combos on them. I think the damage you do to them carries on to the chicks themselves, though I could be wrong. But either way, conserve combos. And don't even bother with trying to kill the main Holoholo Bird as fast as you can, because no matter what you will fail, and 1200 or maybe even 2400 restored HP later your TV may no longer exist. Just a warning. Focus on the bird whenever you can, but when something else comes, use L or R and hit the egg around. If you play this out smartly, you WILL win. That I promise you.

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Boss: Malpercio's Afterling
HP : ~5500
EXP : 2500

This is certainly one of the more interesting battles in the game. This, the last umbra in the game, is much different, in that you're trying to attack the roots that surround it. Let me explain -- this thing has two forms that it will frequently shift between. When its head is drawn out in front, do NOT attack it. You don't want it to die, but Valara will hit it with all she's got, be it her 500 damage combos or her 700 damage Arma Cannon. You don't want to hit that. However, when it's standing up and behind the roots, you have about 5500 HP you need to wear thin.

This thing isn't very powerful, plus it's quite slow as well especially compared to its counterpart back in Nunki Valley; its Veinroot Pulse attack will do about 500 damage and drain some HP when it's in the form Valara attacks, and it has another attack that drains about 100 HP to what you need

to hit (naturally...) and does about 800 damage, but that's about it. Main attacks are 200 damage, so basically hit it with ALL you have when it's out, and when it's Valara's turn, make sure you heal if necessary and use Force cards so that you can get a massive combo going when you come back. Remember, 2000+ damage combos will win you this battle.

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Boss: Rudra
HP : ~8500
EXP : 2733

Many people consider this fight rather difficult, I do not. In fact, I would even consider it to be easy were it not for its dreaded Heathen Melody attack which blasts the whole group at about 700 damage. I will say one thing before we start though, and that is that the Rudra is slow. You can very easily pull off perhaps four or five turns from the party before this thing gets a chance to pull off one. Its attacks besides that are combos for 300-500 damage and draining 100 HP (yeah that HP count wasn't high enough as was), and Feral Proof, which is roughly 900 damage... not something you want to run into.

Thankfully, the Rudra uses Heathen Melody very scarcely, so you'll be in good hands. Meanwhile, it's weak against light, so your best option is Guillo with Ghostarrow, then Spirilight Quiver, then Heavenlapse, even though the latter has no EX Combos, but Spirit Ward/Enchantment will blast this thing to nirvana. Meanwhile, Sagi with the Apostolos and Milly with her White Club will absolutely kick ass with the typical Flame Ice Flurry/Heaven's Glacier and Thunder Seriatim. Pray that your guardian spirit will bring you healing cards when necessary, because stuff like Cancerite Booze and Hot Springs will go a long way here. Eventually you'll win.

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Boss: Valara [Machina Arma]
HP : ~525
EXP : 2666

A typical machina arma battle that you can't win, but this one's a bit easier than the one against Heughes. For one thing, Valara's Arma Cannon attack is about 700 damage to the group, but hey... that's old news. Her combos are about the same to one character, but hey, the damage you're doing to the arma is a little higher this time. For one thing, the aforementioned combo I talked about with Guillo does about 200 damage, so that's a good start. Make sure you use elemental damage as always, and watch out when she starts the Hurricane Stance; the attack will be about 900+ damage. But apart from that she's still weak against ice and lightning, so you're good.

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Boss: Atria Boss
HP : ~4200
EXP : 2833

Yeah, you read that name right... he himself is fighting you. And god damn, this fight is HARD. In my opinion, the most difficult battle in the game without a shadow of a doubt, and just to properly begin to describe how hard this fight is, let me note that Guillo (hereafter to be referred to as Dark Guillo to avoid confusion with the real Guillo, who is for some reason fighting alongside you with Milly) does indeed have only about 4000 HP, but defense from hell. A normal combo will only do about 40-70 damage, depending

on who it's coming for. I'm dead serious, and that's with Level 2 Attack Auras on everyone. If that wasn't enough, his attacks drain HP, be it 130 or 250.

But let's get into Dark Guillo's attacks. You have physical attacks, which do either about 300, 650, or 1100 damage, and drain about 120 HP. Then you have Fellstar Gleam, and I guarantee you that by the end of this battle you will have "FLY, FLAIL, AND SLAUGHTER!" burned into your earlobes. But either way that attack does about 1200 damage and can indeed be chained to the end of a combo for pure devastation, and now you have the most evil thing that will ever strike you in this entire game: Heavenlapse. Oh god, that attack is deadly... it randomly hits the group for about 2700 damage in total, meaning on average about 900 damage to everyone. Just to give you a hint, I was at Level 30, Sagi had 1530 HP, Guillo had 1300, and Milly had 1350. And I could discard six cards per turn.

Speaking of discarding cards, that's absolutely essential here. Unless you are either overleveled or using Mountain Apples cheaply, the only character here who is worth a damn for anything is Guillo. That's right, if you get a finisher for Sagi and Milly up, just toss it. You want Guillo to be able to use Blackest Yang as frequently as possible -- that's Weak Attack B, Medium Attack, Strong Attack, Ghostarrow, Wickedwing Revels, Shadowflame Engine. Dark Guillo ironically has a weakness to darkness (and S defense to anything else), so the darkness will help a ton. Blackest Yang will do 2000+ damage, and everyone else attacking is only meant to build up the MP and to nullify the HP Dark Guillo will drain from you. Nothing more, nothing less. Speaking of which, I'd also equip all the Weak Attack B's you have in your inventory. Good luck, because this fight may very well take you in the double digits with attempts it'll take to finally win aka get blasted with Heavenlapse.

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Boss: Shanath
HP : ~8200
EXP : 933

Shanath is easy as hell. By far the boss that poses the least difficult, ever since at the very least Disc 2. Sure, the HP is highish but he has the least defense of any boss you've fought since perhaps the beginning of the game, which is a really nice breath of fresh air compared to Guillo. Sure, his Machina Sweep attack may be a fairly brutal delivery of about 1000+ damage, but he can't hit more than one character at a time, and meanwhile, take a look at Sagi. Use The Godling's Rapture and every hit will be critical, amounting in 2000+ damage and also knockdown. Seriously, just beat him up and heal a bit if needed; even the EXP given afterward blows.

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Boss: Hearteater
HP : ~9100
EXP : 3167

This thing isn't bad. It's particularly easy if you just heartwing dash around in circles before fighting so that when you run into it, your MP is already at Level 2. Its main attack is Ovulate, which does a fair bit of damage and makes a counter appear that when it reaches 0, will hatch and eliminate you in one shot. Its main attacks are about 600 damage, nothing you haven't seen before. Don't bother using Fate's Cordials all over the place, you're better off timing a Fate Idol along with Hatch and the Hearteater's attacks. And as for damaging it, it's strong against physical attacks, so

the best bet is elemental weapons everywhere, plus The Godling's Rapture will eliminate it as always. Just keep your MP up and you'll be fine.

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Boss: Mange-Roches
HP : ~9600
EXP : 3000

This thing is certainly no Holoholo Bird, despite the fact it uses Wingflail and has about 3000 more HP. Indeed, Wingflail is about 650 damage to the party, plus Mange-Roches also has an attack called Trample that does about 900+ damage to one character, but that's pretty much it. The field guide says that said bird has a weakness to lightning, but I don't find it to be any more efficient. Sure, Milly can pull off Thunder Seriatim as usual, adding on Phoenix Dive for more damage, but I certainly wouldn't opt for Guillo to use Goddrake's Thunderclap, for instance. =) Face it, you've beaten bosses before, you can do the same to this one.

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Boss: Seginus
HP : ~8000
EXP : 3159

Ugh. This battle is really rough, although some may disagree I don't think it's a fraction as difficult as Seginus's counterpart from Atria, let me tell you. He's got Heavenlapse, which is almost the exact same damage, maybe very slightly more, and Shadowflame Engine, which is about 900 damage, weaker than Fellstar Gleam. Which is great, considering you have more HP than than now. The key thing is to knock Seginus down as much as you can, since you waste way too much time healing, due to his speed. For example, Thunder Seriatim, The Godling's Rapture... you get the point. Also, abuse Guillo with a Book of Mana and/or Ghostarrow + Spirilight Quiver, and maybe some Heavenlapse here and there, since Seginus is weak against light. Really, this battle does come down to luck more than anything.

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Boss: Nasca [Machina Arma]
HP : ~7500
EXP : 4807

This is a rather interesting fight. Nasca's Machina Arma, the Marauder, comes in four parts: the body, which has somewhere around 7500 HP, two cannons, which I think have about 2000 HP each, and a cockpit which opens occasionally to heal any of the three, be it restoring the cannons to full HP when they're already destroyed, or healing the body for about 1200 HP, which is annoying as all hell. Ultimately though, your target is going to be the body though, so change targets immediately and head for it.

Remember, if you're going to hit the cannons, then the cockpit will open and just bring them back to full. There is a point where Nasca just stops, but it's really not worth going up to that, since the cannons do 250 or 500 respectively (hint, one's faster than the other), but that's not the problem. It's the body shooting that evil Plasma Cannon for about 800 damage to the group, with shock, AND knockdown. That's despicable. However, Guillo is just awesome here because with his Subzero Festival (Icefan + Sigil Cry + Zeniver Cascade), you can hit all three targets for mass damage, and if you're going for one hit wonders, remember that Sagi hits critical with every strike done

by The Godling's Rapture.

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Boss: Heughes [Machina Arma]

HP : ~9900

EXP : 4635

Despite the rather large HP count, Heughes is quite a bit easier than Nasca. And here's why: as usual, he can only hit one character at a time. I'll admit, when he uses Charge you should be quite alert, because the next turn he will use Burning Harken, an attack that does 1800+ damage to one character and can quite easily knock Guillo or even Milly out at full HP. But that being said, Heughes himself is weak against fire, so if you have Sagi pull out Crimson Skytooth (Heavenfall + Red Padma + Blast Tooth), or better yet, The Godling's Rapture which is still critical with every strike, you'll have Heughes on his knees very shortly. Plus too much fire and his machina will take about 400 damage naturally. He's strong and a little fast, but quite beatable.

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Boss: Valara [Machina Arma]

HP : ~11500

EXP : 5150

Uh... huh. Valara is by far the hardest of the three machina armas, because of her Arma Cannon attack, which blasts the whole group down at about 1050 damage. That's right, to the whole party, plus knockdown. And you thought Nasca's special was nasty. However, the easiest part of this battle is by far when Valara goes into Hurricane Stance, and just uses her slightly strong (1200 or so) damage Hurricane Punch attack, which only hits one character so isn't much to worry about. The same strategy with armas applies: have Sagi use his usual combos, because yet again, every strike of The Godling's Rapture is critical. Milly with Lightning Turkey is devastating because of Valara's weakness to lightning, and as for Guillo, you'll want to have a Book of Mana ready whenever Valara uses Arma Cannon. Keep your HP well above 1000 and/or have a Fate Idol ready, and you should emerge victorious.

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Boss: Black Dragon

HP : ~11000

EXP : 3433

This fight is a total nightmare... totally unlike his white counterpart. The Black Dragon has only one special, and it's devastating -- Crimson Catharsis is about 3200 damage randomly spread throughout the group, which is a lot better comparatively than Guillo's Heavenlapse on everyone, for instance. However, the Black Dragon does have quite a bit of a weakness to light, despite its rather great defense in general. So before you enter this fight, I'd suggest everyone have Level 3 Attack Auras on them.

So, back to the battle. Crimson Catharsis has a nice tendency to leave one character or more alive, as usual, so if anything you may just want to take some cards out of your arsenal and just have a Book of Mana and Fate Idol ready to go, so that they have a greater chance of showing up. Just, as usual, have The Godling's Rapture ready to go, and take this fight slowly, just doing smaller combos at a time, because if you get on the offensive for too long, Crimson Catharsis will burn you. Feel free to enter with a few Mountain Apples to raise your HP, and with a little effort you should win.

Enter round two.

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Boss: Wiseman
HP : ~10500
EXP : 4120

And here we have a fight that's extremely annoying. Wiseman is a real pain in the ass, and here's the lowdown on him. At any time he can use Illusory Chaos which does about 1200 damage to the whole party... almost as bad if not worse than Crimson Catharsis. He also has one technique that is seriously called Cast Away Your Carnal Robes, which blasts the whole party for about... 300 damage, but unequips them. Which is all well and good because usually I have nothing equipped when he uses it anyway. And as for his physical attacks, they drain MP AND HP, and each one is about 400 damage. As you can see, you have a royal pain in the ass fighting you.

Wiseman is weak against light, making Guillo awesome with his typical Fellstar Quiver/Trebuchet, plus I say this every battle and will say it again: Sagi with The Godling's Rapture is decimating, as long as you aren't being cheap and using The Apotheosis. However, let me point out that Wiseman can use Illusory Chaos over and over again, and because of that, you need to be on your toes and have a Book of Mana constantly ready to be thrown out for absolute recovery. Really, if you have less than 1000 HP for one or two character, have a Fate's Cordial or Fate Idol ready to use, and if you end up losing this battle, really, start removing some cards. You don't need 60; if you have 54, well, that's six less that might get in your way when you desperately need to heal. With that in mind, go out and slay Wiseman.

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Boss: Baelheit
HP : ~1000 / ~10750
EXP : 6180

This is my favorite battle of the entire game. It's epic and climactic in every way, from the fact it's two fights with one being solo, two swordsmen spiriters in style, from the music. The True Mirror, the orchestral version, is nothing short of stunning. But anyway, like I said, the first part of the battle is just Sagi vs. Baelheit, and you only need to do about 1000 damage to him before it fades back into the cutscenes. And you can pretty much win this based on speed alone; Sagi can get about 1.5 hits for every one of Baelheit's, so if you use an Apocalypse Sword, Ascalon, or anything better, plus a finisher or two with an EX Combo, you can win.

Watch for Seraphim Soul, however, which is quite reminiscence of Eternal Wings, so if you don't want to rush this or build that MP up to the point of being able to use Blast Tooth or the like, you can go defensive and succeed. So then Baelheit reveals his life story to the party, and then round two of the battle begins. Once again, Baelheit is neither too easy nor too hard, just a perfect medium. Ironically, the character that Baelheit will most frequently target is Milly, so you might want to have your eyes kept on her. Baelheit's attacks are as follows: his combos will do about 300, 700, or 1200 damage, usually leaning toward the first two.

His Hellfire attack, once again Eternal Wings stuff, is about 1200 to the party, plus knockdown and flames, but he doesn't use it too often, making a Book of Mana generally adequate. Plus he still has Seraphim Soul for about 1400. Although Baelheit is weak against darkness, there really is no need to

use it instead of anything else Guillo has, such as Aphelion Dustwake for instance. There's no real need to still rely on High Potions either, because if Guillo is equipped with one or especially two Books of Mana, Baelheit really can't touch you. He doesn't have a whole lot of HP, but do enjoy this battle and DON'T ruin it by just overkilling him with The Apotheosis.

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Boss: Tarazed Boss & Machinaguis B x4

HP : ~4000 & ~1500

EXP : ~14077

You read those HP totals correctly. However, there's a lot more to this fight than that. For one thing, the battle begins with two battles against two Machinaguis A's. They're easy as hell, so just strike them down. As for the third battle, you're faced with Verus and the Machinaguis's, and your targets are the machina. Hear me out: if you attack Verus while the machina are alive, you can't damage him. Either it'll do 0 damage, or one will swoop in and defend him. So don't even try that. Instead, switch over to the fourth target; that way, it'll go from 4 to 5 to 1 to 2 to 3, which is Verus.

Verus himself isn't really that bad, although he is slightly stronger than Baelheit. He's got combos anywhere from 300 to 1200 damage, plus he has a special called Death By Stomping, which does roughly around 1500 damage. But trust me, most of the time you'll just be cursing at him because he's using Tentacle Recharge to bring the machina back to life, which annoys anyone to no end. You have options though, ESPECIALLY if you beat Wiseman back in Atria which you definitely should have. Then Guillo will have Aphelion Dustwake, which is the number one skill in this battle. If you use Frigid Queen's Festival or even Parade, all of the machina will be wiped out, and Verus will only really bring back one at a time if he's left alone at one point, so you can hit that, and then Verus with his puny 4000 HP will die VERY fast. Also, Sagi with The Godling's Rapture will hit critical every time, meaning it'll instantly eliminate any target of the five. Easy battle.

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Boss: Final Boss

HP : ~16000

EXP : 6666

The god in nature is rather more similar to Wiseman than Verus, but that's to be expected because the latter is so much more developed in the battle department. What you have before you is a far more worthy final boss than the last one, although two Books of Mana still does make it cheap, as do things like The Apotheosis and other such crap that no one valuing the beauty of this game's combat will use. But that's beside the point. Verus-Wiseman's attacks each do about 400 damage, and there are up to three of them, as par usual. But to end the dull silence, just use anything and do somewhere around 2000 damage, and it's a fade out.

With that, the god attacks the whole party, but guess what? Malpercio comes to your aide, and Le Ali de Principio, which really is an incredible theme, is your BGM. But now, let's focus on some more attacks. The god can use Cast Away Your Carnal Robes, which still drains about 700 HP and does about 300 to the group; but much worse is its ultimate Magnus Of Life, which also drains an amount I can't calculate because of the speed of the green numbers that show up, but overall does 1000+ to the group, knocks them down, and causes freeze. Always bad. But anyway, as always, a Book of Mana will get you out of this, and although the battle may very well drag out rather long,

all you need to do is use what's worked well for you in the past, and you shouldn't have a problem.

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~ ~ ~ ~ ~ XI. FAQ ~ ~ ~ ~ ~

This will come soon, just like everything else, I assure you. These things do indeed take my life out of me...

[Q] HELP I CAN'T BEAT THE HOLOHOLO BIRD UGH I'VE BEEN STUCK ON IT FOR 6 MONTHS HOW DO I BEAT IT UGH UGH UGH HELP ME HELP ME!!!

[A] Dude. Calm the hell down. It's not that hard as long as you configure your magnus appropriately and take care of the small chicks appropriately. Check my boss strategy for it, seriously... and if that doesn't help, others.

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[Q] How do I beat the Holoholo Bird? Nah, just kidding. When did this game come out, how good is it, and does it require knowledge of Eternal Wings?

[A] Phew. Well, the game came out in Japan on February 23, 2006, and it entered North America on September 25, 2006. The game is great and I highly suggest playing it, and as for Eternal Wings knowledge, I would recommend it just because you will gain much more appreciation seeing characters in the first game and then the prequel, than vice versa. But apart from that, it really doesn't matter. If you're comparing them, I personally enjoy this game's plot slightly more, but Eternal Wings's gameplay/combat more. Play both, I say.

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[Q] Help me. Why can't I unlock Rank 5 in the Coliseum?

[A] Okay, let me say what I can. You need to go see Panie in Vega as your task, but for some reason, for some people this doesn't advance you to Rank 5. What I understand it as is this: if you make small talk to the registration lady after Tarazed has appeared but before unlocking Rank 5, a glitch occurs and you absolutely cannot unlock Rank 5. So for all you people reading this who aren't at that point yet: DON'T MAKE SMALL TALK TO THE REGISTRATION LADY!

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[Q] Please explain the ending. I don't get it.

[A] Not here. If you're curious though, please do e-mail me and I'll give you whatever my theory is.

~ ~ ~ ~ ~ XII. Outro/Credits ~ ~ ~ ~ ~

XIIa. Version History

For my own use, and for you decent people out there who love me enough to want

to know my progress on things. I love you guys as always.

v. 0.90 // July 14, 2008 // 386 KB

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- * Yeah, I take extremely long breaks sometimes. Whatever.
- * The magnus list is absolutely complete.
- * I finished up that basic sections finally.
- * Actually did the Sedna list, plus most of the side-quests. Go me.

v. 0.80 // August 31, 2007 // 354 KB

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- * Yeah. I take breaks a lot. Oh well.
- * The magnus list is almost done. Next update it will be.
- * Major field guide update. Soon it'll just be side quests.
- * Walkthrough up through Tarazed. Get it?

v. 0.65 // August 23, 2007 // 253 KB

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- * Here's a hint: I actually did the whole magnus mix list.
- * In other news, I also started up the field guide. Just barely though.
- * This update DID focus on lists more than anything. Magnus list some too.
- * Walkthrough is up to Seginus. That's rather far.

v. 0.50 // August 20, 2007 // 194 KB

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- * Sorry. I took a rather long break.
- * I added about 90 new magnus to the big list. Makin' progress, eh?
- * Field guide will be started tomorrow. Milly's EX Combos added, though.
- * Walkthrough is up to Opu. See, I AM making progress.

v. 0.35 // August 5, 2007 / 146 KB

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- * An update I actually like. Now that is a good thing.
- * So in other news the magnus list got some more updating, about 40 more.
- * Field guide is postponed. But I actually did some game basics! Oh yeah.
- * Walkthrough is up to Nunki Valley. That's a big jump.

v. 0.20 // August 3, 2007 // 91 KB

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- * I am rather disappointed in this update, but all in a day's work.
- * Magnus list added about 80 more on there. I'm going to do that every day.
- * Unfortunately, no other lists got work. Hence my first note.
- * Walkthrough is up through the first half of Azha. Moving at least a bit.

v. 0.10 // August 2, 2007 // 55 KB

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- * Well, I at least started a new guide after ToA. That counts, right?
- * Whatever. I ripped the format from all of my other guides, and got a layout.
- * Started up a few lists, actually. Not bad in this game.
- * Walkthrough is up through the Nusakan Thornwood. This takes time.

XIIb. Credits

You have just gone through yet another huge RPG guide, copyrighted and written by none other than a lifeless nerd. Or, in other words, me. Interpret that in any way you wish. So with that, hope you enjoyed this guide and this game, and expect to see my name on many more guides in the future. I'm awesome like that and stuff. With that, buhhh-bye.

- Jeff "CJayC" Veasey: For running the whole site of GameFAQs, the main site that I work for. It's an awesome site, and I must commend CJayC for running this great site for 6 whole years and posting this guide.

- Stephen Ng: For being the FAQ editor for IGN, which is the other site that I write for. I am honored to write for IGN, since it is a great site. I was also very glad to do an exclusive for IGN.

- Led Zeppelin, Pink Floyd, U2, The Eagles, Queen, Van Halen, The Beatles, and many others: You probably know why I'm thanking you, but I don't believe this guide would be up as quickly if it weren't for all of you.

- All the guys who first got me started writing from GameFAQs and all of my best friends like SinirothX, Psycho Penguin, Meowthnum1, CVXFREAK, Karpah, ZoopSoul, Crazyreyn, Gobicamel, asa2377 (OH EM GEE YOU TROLL), Warhawk, Cyril, supernova54321, Minesweeper, AlaskaFox, me frog, RHarrison, masterzero99, Tom Hayes, wayalla, djg40, MTincher, NickBush24, BurningFox, AquaBlast, and definitely more that I'm forgetting: you are some of the best friends that anyone can have, and I may have quit FAQing/left FCB forever without all of you. Thank you for everything and for motivating me to get my ass in gear.

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