

Final Fantasy: Crystal Chronicles FAQ/Walkthrough

by Shift

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Final Fantasy: Crystal Chronicles
Faq/Walkthrough
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Recent Updates:

Version .83: 08/23/04-08/25/04 (2k)

- Improved Format
- Miscellaneous Updates

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- Completed Stage Overview
- Improved Format
- Updated Walkthrough (Small)
- Miscellaneous Updates

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1. INTRODUCTION [INRO1]

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"Seek the water of life.

Long ago, miasma swallowed the world. It's very touch was fatal, and it claimed many lives. But we have since found a way to hold it at bay.

Crystals protect us from the miasma. Smaller crystals now guard the villages of the world, while greater ones guard the cities. We all live out lives within the embrace of the crystals' blessing.

The power of the crystals is not limitless, however; it gradually diminishes over time. We must rekindle the crystals' radiance each year by purifying them with myrrh. In turn, they protect us from the miasma for another year.

But myrrh cannot be found just anywhere. We must seek it in the dank depths of dungeons, across forbidding mountains, even beyond the sea.

This task falls to groups of young men and women sent off each year by every town the world over. It is their duty to collect myrrh and bring it home. They are known as the crystal caravans.

This is the tale of one such caravan and its adventures."-[Manual Excerpt]

Thus, Final Fantasy: Crystal Chronicles was born. Crystal Chronicles is Square-

Enix's latest addition to the Final Fantasy franchise, although it doesn't play like one. The widely anticipated "return to Nintendo" title is an Action-Adventure game and not an RPG. In fact it has more in common with Square-Enix's other franchise, The Secret of Mana(which has ties to the Gameboy title Final Fantasy Adventure; but let's not get into that). The game supports GBA connectivity, which means whenever you play multi-player, EACH player needs his/her own Gameboy Advanced(or SP) and a GameCube GameBoy Advance Cable(TM). The game has no online support. With connectivity forced, and Crystal Chronicles having little similarities with other games in the series besides the name, have led some to wonder whether or not this title is just a cheap grab for cash. That said, this is a great game.

Although lacking an indepth, multi-layered storyline found elsewhere in the series. Crystal Chronicles' plot is superior to the average Action-Adventure. The graphics, gameplay and sound are all fantastic. The characters(although in my opinion, suffer from bad design) and animations look great. The spell effects, though not as flashy as some games, are up to Squarenix's standards. The gameplay is good but the controls are a little lacking, at least for single player. I should be able to use all my GC remote's buttons(say, bind an ability to the C-stick?) and not be restricted to the same six the GBA has. Overall Final Fantasy: Crystal Chronicles is a great title and is worth picking up.

This is my third full length FAQ/Walkthrough. The goal of this guide is to provide comprehensive coverage of the game, Final Fantasy: Crystal Chronicles, while giving away as little as the story as possible, but by no means is this guide spoiler free.

-Shift

Note: This guide is largely incomplete, and is being written as I progress through the game.

Warning This guide does contain spoilers.

2. BASICS

[BAS02]

Some of the information in this section was taken from the instruction manual, but contains a lot more on how the gameplay works. If you just picked up a copy or are unfamiliar with terms like 'cycle' and 'set' you would do well to read it. Information on character creation, magic, and some general tips can also be found here.

2a. GENERAL INFO

[BASA]

Topics Covered: Game Profile, Controls, Main Menu, World Map Menu, Cycles, Leveling, Bonus Points, Mog, Common Items, Status Ailments.

- GAME PROFILE

Title: Final Fantasy: Crystal Chronicles
Platform: Nintendo Gamecube
Developer: Square Enix
Publisher: Nintendo
Genre: Action-Adventure
Release Dates: JP: 08/08/03
NA: 02/09/04
EU: 03/12/04

- CONTROLS

The Gamecube remote can only be used in single player. A Gameboy Advanced (or SP) is required for multi-player.

Gamecube Remote:

Control Stick: Battle: Move character/Move targeting ring
& D-pad World Map: Move the caravan
Menu: Move the cursor

A Button: Battle: Actions
World Map: Confirm
Menu: Confirm

B Button: Battle: Carry/Drop/Pick up/Throw/Open/Talk/Examine
World Map: Menu
Menu: Cancel

Y Button: Battle: Menu
World Map: Menu
Menu: Leave Menu

X Button: Battle: Tap to have Mog carry/drop chalice.
Hold to have him come to you.
World Map: None
Menu: None

Z Button: Not used

C Stick: Not used

L/R: Battle: Cycle through abilities
World Map: None
Menu: Cycle through menus

Start: Battle: Pause/Resume
World Map: Pause/Resume
Menu: Pause/Resume
Other: Skip cut scenes

Gameboy Advance:

D-pad: Battle: Move characters/Move targeting ring
World Map: Move the caravan
Menu: Move the cursor

A Button: Battle: Actions

World Map: Confirm
 Menu: Confirm

B Button: Battle: Carry/Drop/Pick up/Throw/Open/Talk/Examine
 World Map: Menu
 Menu: Cancel

L/R: Battle: Cycle through abilities
 World Map: None
 Menu: Cycle through menus

Start: Battle: Pause/Resume
 World Map: Pause/Resume
 Menu: Pause/Resume
 Other: Skip cut scenes

Select: Toggle between systems to navigate menus

 - MAIN MENU

By pressing start on the GBA/SP or Y on the Gamecube remote while in a town or a stage you will bring up the main menu. The main menu houses several submenus, which have different options:

- * COMMAND LIST: You can use this menu to assign abilities and items. You only have a limited number of command slots available and the top two will always be Attack and Defend. If at any time you have an empty slot and you pick up either Magicite(Magic) or a Phoenix Down it will automatically fill a slot.
- * ITEMS: This menu allows you to use, drop, or destroy items. You cannot select items that fill a command slot. Note that you cannot drop items while carrying the chalice.
- * EQUIP: You can equip weapons and armour here. There are four slots; one for your weapon, one for body armour, one for tribe-specific armour, and one for an accessory. Note that you cannot equip items while carrying the chalice.
- * ARTIFACTS: Here you can view all the artifacts you own. An artifact will only appear here after you select it at the end of a stage. All artifacts here give a permanent bonus.
- * TREASURES: Here you can view the artifacts you have picked up in the current stage. Artifacts listed here will give you their bonus until you exit the stage.
- * MONEY: Here you can check how much money(Gil) your holding. Money can also be dropped here.
- * FAVORITES: From this menu you can view your characters likes and dislikes of the eight different kinds of food. The longer the meter, the more you like, the more HP the food heals. Tastes can change over time.
- * FAMILY: Shows your family and how they feel about you. Replying favorably to letters makes your family happy.
- * LETTERS: Here you can read the letters you receive or pick up. If an item was attached to a letter and you didn't take it out when you first received it, you can take it out here.

- WORLD MAP MENU

By pressing start on the GBA/SP or B on the Gamecube remote while on the world map you will bring up the world map menu. The world map menu houses several submenus, which have different options:

- * SET OUT: Here you can select your character or create a new one.
- * DIARY: Here you can view your diary entries. You will get a diary entry every time you complete a stage, finish a year or witness a random event.
- * BRING A FRIEND: Import a character from another Memory Card. When transferred back to their old Memory Card they will only retain artifacts gained, anything else will be lost.
- * OPTIONS: You can configure your game settings here:
 - Position Markers: Show or hide position markers.
 - Sound Mode: Select stereo or monaural sound.
 - Music: Adjust the volume of background music.
 - Sound Effects: Adjust the volume of sound effects.
 - GBA Color Balance: Adjust color balance of Game Boy Advance.
- * SAVE GAMES: Saves your current game data to a Memory Card.

- CYCLES

A cycle is how long it takes a Myrrh Tree to produce another drop, which occurs every time you collect four drops of Myrrh. The first time you are able to visit a stage it is considered to be in its first cycle, cycle one. If you visit again after you have collected another four drops, another drop of Myrrh is available. The monsters will be stronger and more of the stage will open up for exploration. This is referred to as cycle two. The third cycle will be available after obtaining four more drops of Myrrh, after completing cycle two. Again there will be stronger monsters and more areas. Each cycle after cycle three will have the same monsters and areas as the third, so once you enter the third cycle, you have complete access to that stage.

Advancing a stage into a higher cycle will cause several different things to happen. In addition to the aforementioned points of new areas and increase monster strength; new types enemies may appear, new treasure chests may appear, and the bosses will become stronger and may even learn new attacks. Know that not every stage will gain new areas, chests or enemies, but most do.

- LEVELING

Not surprising, leveling is different as well. You don't become stronger by killing enemies and gaining experience. Instead, after killing some enemies or opening some chest, you can acquire Artifacts. These Artifacts will grant you higher stats or a different ability. You can carry up to four per stage, which grant their effect immediately. Once you complete a stage, you will have to choose one from a selection of up to 8 Artifacts (four will be determined by how many bonus points you accumulated, explained in detail below), which will be permanent. However you can only hold one of each Artifact, for example if you

already have "Mage Masher Magic +1" it will be grayed out at the selection screen, and you'll have to select an Artifact you don't already have. The Artifacts or items that you did not select will be lost.

Note: When playing multi-player, the player who scored the highest in bonus points gets to choose first.

So in order to get stronger you must replay stages over and over again. Fortunately, not every stage can be fully explored until later parts of the game giving you a reason to replay. This game doesn't require that much leveling but is still an important aspect. After you beat a level it is wise to replay it at least a couple of times, as certain Artifacts grant an extra abilities slot or an extra heart and should not be passed up.

- BONUS POINTS

Each time you complete a stage you will be given a selection of up to eight artifacts or items. Up to four of these artifacts are obtained by finding them in that stage. The other four are based on how many bonus points you accumulated while playing in that stage, this is call a 'set'. Bonus points are accumulated a few of different ways; by defeating enemies, picking up items and by fulfilling your given bonus condition. To check your current bonus condition, look at your GBA screen. If you don't have a GBA, you're out of luck. There are 15 different bonus conditions, 9 of them 'positive' 6 of them 'negative'. Note that you cannot get more then 100 points for any bonus condition.

Sets:

A set is the four items/artifacts the stage's boss drops. There are eight possible sets throughout the three cycles for each stage. The set you get is dependent on four things; the current cycle, the current number of players, how many bonus points you accumulated, and luck. Luck come in because even though you may have enough bonus points for your current cycle and number of players, there is still a chance that you will get a lesser set. For example, you get the required points for set 1 but not enough for set 2, so you have 100% chance to get set 1. If you get enough points for set 2, you have a 50% chance to get set 2, as well as a 50% chance for set 1. If you get enough points for set 3, then its 33% each. Finally, if you get enough for set 4, it's 25% chance for each set.

Remember that you can only get sets 1-4 in cycle 1, sets 3-6 in cycle 2, and sets 5-8 in cycle 3. To check the set requirements for a given stage, check the stage's subsection in the Stage Overview section below.

Positive:

Positive bonus conditions are those that start you with zero points. They increase(up to 100) by varying amounts(depends on stage and bonus) every time you satisfy that condition. To check how much each bonus affects your points for a given stage, check the stage's subsection in the Stage Overview section below. Hope for one of these conditions when trying to score a high number of bonus points for a stage. Following is a list of all the positive bonus conditions as well as my comments on them, although it's possible to get to 100 points with all of them, some are better then others.

* DEFEAT ENEMIES WITH FOCUS ATTACKS: Land the killing blow with a focus attack to earn bonus points. This condition is fairly good when using Selkies but

average when using the other tribes.

- * DEFEAT ENEMIES WITH SPELLS: Land the killing blow with any spell to earn bonus points. Great for Yukes, decent for everyone else.
- * DEFEAT ENEMIES WITH SPELL FUSION: Land the killing blow with a fused spell (Fira, Thundaga, Holy ect.) on an enemy to earn bonus points. This condition is great for Yukes in later stages, but thats about it.
- * INFLICT DAMAGE: Every time you hurt an enemy you will recieve bonus points. The amount of damage you inflict doesn't matter. This is the best overall bonus, you should have no problem getting all 100 points with this one.
- * OPEN TREASURE CHESTS: Everytime you bash open a chest you'll get points. You will even get points for mimics. Good on stages with lots of chests, bad on stages with very few chests.
- * PICK UP MONEY: Picking up gil will increase your bonus points. Note that the amount of gil doesnt matter. Any gil dropped by you or your party will not count. This condition is good on a few stages and not so good on others.
- * PICK UP ITEMS: Picking up any type of item, except gil, will net you some bonus points. Very nice on the larger stages, equally suck on the smaller stages.
- * TAKE PHYSICAL DAMAGE: Every time you're hit with a physical attack you will earn points. The amount of damage you take doesn't matter. This condition is very easy to fulfill, just stand by an enemy and let it whack you while you heal.
- * TAKE MAGIC DAMAGE: Every time you're hit with a magical attack you will earn points. The amount of damage you take doesn't matter. This condition is very easy to fulfill, just stand by an enemy and let it use it's spell of choice while you heal.

Negative:

Negative bonus conditions are those that start you with 100 points. They decrease(down to 0) by varying amounts(depends on stage and bonus) every time you satisfy that condition. To check how much each bonus affects your points for a given stage, check the stage's subsection in the Stage Overview section below. Hope for one of these conditions when trying to score a low number of bonus points for a stage, which is useful for getting low numbered sets in high cycles. Following is a list of all the negative bonus conditions as well as my comments on them, although it's possible to keep the 100 points with all of them, it's a pain in the ass to do so. Some of these are good in the right situations but if you get one of these 'bonuses' it's probably best to exit then re-enter the stage.

- * AVOID DAMAGE: Whenever you take ANY type of damage you will lose points. This is one of the worst condition in the game.
- * DON'T CAST SPELLS: Anytime you cast a spell you will lose some points. This isn't that bad for the Lilties or any other physical characters, as you can heal yourself with food.
- * DON'T HEAL YOURSELF: Anytime you heal yourself with cure OR food, you will lose points. This is one of the worst condition in the game.
- * DON'T PICK ANYTHING UP: Whenever you pick up an item or gil you will lose

some points. The only exception to this is gil your party members drop.

- * DON'T USE FOCUS ATTACKS: Anytime you use a focus attack you will lose some points. It's an easy 100 points if you can go without using your focus. Probably the best of the negative conditions.
- * DON'T USE PHYSICAL ATTACKS: Every time you hit an enemy with a physical attack you will lose some points. Not too bad when using Yukes on later stages, but that's about it.

- MOG

Mog is your trusted single player sidekick. Using the X button you can command Mog to pick up or drop the Chalice. When he is not carrying the Chalice, he will aid you with magic. Mog (and other moogles) are unharmed by enemy attacks as well as the Miasma. What colour you paint him reflects what type of radar is displayed on the GBA (if you are using one) and what type of magic he uses:

Colour	Radar	Magic
None	Terrain	33% chance to cast Fire/Thunder/Blizzard
Red	Monster	50% chance to cast Fire, 25% chance for Thunder/Blizzard
Green	Scouter	50% chance to cast Thunder, 25% chance for Fire/Blizzard
Blue	Treasure	50% chance to cast Blizzard, 25% chance for Thunder/Fire

Whenever you have Mog carry the Chalice for a long amount of time, he will grow tired. Whenever he says "I'm tired, it's your turn Kupo." he will slow down. Carry the chalice until he says "Let me carry the chalice, Kupo." This will happen after you have been running around for awhile without stopping. You can delay this by properly grooming Mog. For hot stages you will want to keep his hair trimmed up. For cold stages you will want to keep it long. Some stages it will make no difference.

Hot Stages:

- Kilanda
- Lynari Desert

Cold Stages:

- Connall Curach
- Mount Vellenge
- Rebena Te Ra
- Selepation Cave
- Tida Village
- Veol Sluice

- COMMON ITEMS

These items are commonly found through most stages:

- * KEYS: Large circular stones used as keys in pedestals. They are often dropped by enemies guarding a pedestal, but there are other ways to find them.
- * PEDESTALS: Small stone pedestals with a relief mimicking the shape of a key. Placing a key on a pedestal will unlock a door or cause something else to

happen.

- * TREASURE CHESTS: Large chests that contain treasure. Bash these open and grab whats inside.
- * SWITCHES: Activate these by stepping on them. Some switches require a heavy object, such as a person or the chalice, to be placed upon them for them to active. Sometimes there will be more then one switch and both must be pressed at the same time before anything happens.
- * OIL URNS: Throw oil urns to break them open and spread oil all over an area. Then cast fire to set it aflame. Any enemy caught in this area will take additional damage.
- * WATER URNS: Throw water urns to break them open and spread water over the ground. Casting blizzard will freeze it, and casting Thunder will electrify it. Any enemy caught in this area will take additional damage.
- * HOT SPOTS: Teleport out of a stage here. You can also change your crystal's element here, which has varying effects:
 - Fire: Grants resistance to fire spells and attacks.
 - Water: Grants resistance to blizzard spells and attacks.
 - Wind: Grants resistance to thunder spells and attacks.
 - Earth: Grants resistance to poison and petrification attacks.
 - Unknown: Grants no resistance.

- STATUS AILMENTS

Note: Most status ailments can be cured with the spell 'Clear'. You can prevent the majority of these outright by equipping armour and/or accessories that have resistance to that particular ailment.

- * BURNING: Fire engulfs you, inflicting damage and lowering your defense, this will also increase your movement speed by about 50%. If you HAVE to have any debuff, this would be it.
- * FROZEN: You become frozen in ice by blizzard attacks. You cannot move and your defense will drop by 50%. If you don't have clear, move the control stick around to break free.
- * PARALYSIS(Shock): Electric shock caused by thunder attacks, immobilizes you. If you don't have clear, move the control stick around to break free faster.
- * STASIS: Time stops, a gold halo will appear around your head and you will be immobilized. Moving the control stick will not work for this one.
- * SLOWNESS: A blue halo will appear around your head and your movement and casting speed decrease by about 50%. This can be deadly in boss fights, but it doesn't last too long.
- * HASTE: Not really an ailment, as it hastens your movement and casting speed around 50%. Even though it's a buff, it still counts as a ailment. This buff is indicated by a purple halo.
- * CURSE: Your attributes are temporally cut in half. Is 'ungood' a word?
- * POISON: Your HP dwindles away while the HP display remains purple. The rate

you lose health is fairly slow so don't worry to much about this ailment.

- * PETRIFICATION: You turn to stone and cannot move, you can however still cast clear.
- * STUN: You get hit hard and pause for a second to shake it off. Some enemies are capable of stunning you, most notably those armed with maces. With some focus attacks you are capable of stunning as well.
- * KNOCKBACK: You flinch and step back, stopping any charged move. Some enemies are capable of knockback, most notably those armed with spears. The third hit in the three hit combo can knock some enemies back.
- * MIASMA EXPOSER: Your HP will slowly decrease if you leave the chalice's protection. A couple of different pieces of equipment will let you live longer but only by returning back into the chalice's protective ring can you get it to stop.
- * DEATH: You die :/. This occurs when you lose all HP. Can be cured with the spell 'Life' or with the item 'Phoenix Down'. Note that if you equip a Phoenix Down in a command slot it is automatically used upon death.

2b. CHARACTER CREATION

[BASB]

Topics Covered: Your Town, The Tribes, Your Family.

- YOUR TOWN

Your town(which default name is Tipa Village, and is refered to as such through out the guide) sets on a small peninsula. It is a small village, providing a place to live for only nine different families, each who practice in a different trade. You start your adventure here and will be making frequent trips back as you progress through the game. The 'ninth' trade/family I am refering to are the village elders, stop asking!

- THE TRIBES

You can have up eight different characters in your caravan. You can choose from four trides with a total of 32 different appearances. Each tribe has it's own combat specialties and exclusive equipment. Note that there is no difference between males and females beside appearance.

The Clavats

A gentle people that value harmony above all.

Description: Many of Tipa's residents belong to this tribe of unity and friendship. They are gentle by nature and dislike conflict. When disputes arise, they do whatever they can to resolve them. It is said that an air of tranquility follow them wherever they go.

Specialty: Defense

Traits: High defense and skill in magic

Weapon: Sword

Armour: Shield

Starting Stats: Strength: 21
Defense: 24
Magic: 13

Starting Equipment: Copper Sword
Travel Clothes
Makeshift Shd.

The Lilties

A proud warrior tribe with infamously short tempers.

Description: These little warriors have lived all over the world since ancient times. Long ago, they ruled the world, and many still believe themselves superior to others. Though they can be hotheaded, they are also confident and down-to-earth. Liltian merchants are some of the best around.

Specialty: Offense

Traits: High strength and proficiency with many types of spears.

Weapon: Spears

Armour: Gloves

Starting Stats: Strength: 23
Defense: 23
Magic: 10

Starting Equipment: Iron Lance
Travel Clothes
Gauntlets

The Yukes

A mysterious tribe of great lore and wisdom.

Description: Many of these sages live quietly in Shella. In the ancient wars, they were able to resist the invading Liltian armies thanks to their magical prowess. Now they spend their days teaching magic to others. Some say that Yukes assumed their current form to augment their magical talents. They are a mysterious people indeed.

Specialty: Magic

Traits: Quicker spellcasting

Weapon: Hammers

Armour: Helmets

Starting Stats: Strength: 20
Defense: 20
Magic: 15

Starting Equipment: Orc Hammer
Travel Clothes
Helm

The Selkies

Independent people who put themselves first.

Description: These rugged individualists clothe themselves in fur decorated with stolen goods. Unlike other tribes, they believe in putting themselves first. Many Selkies are agile and athletic, traits they put to good use as thieves. Though the other tribes tend to scorn them, some selkies now reside in Clavatian villages.

Specialty: Agility

Traits: Quicker focus attacks and longer range

Weapon: Racket

Armour: Belts

Starting Stats: Strength: 22

Defense: 21

Magic: 12

Starting Equipment: Aura Racket

Travel Clothes

Old Belt

- YOUR FAMILY

After you have named your character and selected their tribe and appearance, you will get to choose your family's trade. What trade you pick and how you responded in your letters affect what type of items you will get later on in the game. There are eight different trades to choose from (one for each member of the caravan).

Each family trade has a production level and the higher the production level, the higher the quantity and/or quality of that family's product. To raise the production level for every trade, all you have to do is play as that family's character at least once per year and have them talk to their father a couple of times. Since the Alchemist has the highest production level, 12, it is recommended that your main character's family be of that trade for a couple of reasons. 1) If you are not playing multiplayer and do not use an Alchemist as your main character, you cannot forge some of the best equipment in the game. 2) You won't have to keep switching characters after you reach the highest production level, 3, for the other trades.

Trades:

* FARMER

Grows food from seeds. If you send your father a wheat seed, your parents will give you Bannock Bread, and eventually bundles of wheat.

* FISHERMAN

Guess what? as a fisherman's son or daughter you get, yep you guessed it, fish!

* MILLER

Mills wheat into flour. Exciting.

* RANCHER

Raises cattle for meat. Then after realizing that cattle can produce milk, gives you some of that. Got it?

* ALCHEMIST

Creates designs for weapons and armour depending on production level:

Level 1: Iron Armor	Level 7: Lightning Craft
Level 2: Warrior's Weapon	Level 8: Master's Weapon
Level 3: Flame Armor	Level 9: Ring of Light
Level 4: Clockwork	Level 10: Diamond Armor
Level 5: Mythril Armor	Level 11: Ring of Invincibility
Level 6: Frost Craft	Level 12: Greatest Weapon

* BLACKSMITH

Forges weapons and armour depending on production level:

- Start: Novice's Weapon, Warrior's Weapon, Bronze Armor, Iron Armor, Iron Shield, Bronze Gloves, Iron Gloves, Bronze Belt, Iron Belt.
- Level 1: Master's Weapon, Mythril Shield, Mythril Gloves, Mythril Sallet, Mythril Belt.
- Level 2: Legendary Weapon, Diamond Armor, Diamond Gloves, Diamond Sallet, Diamond Belt.
- Level 3: Greatest Weapon.

* MERCHANT

Offers items for sale depending on production level:

- Start: Alloy, Bronze, Meat, Milk, Iron, Spring Water.
- Level 1: Mythril, Gold, Silver, Bronze Shard, Iron Shard.
- Level 2: Magma Rock, Chilly Gel, Thunderball.
- Level 3: Ultimite, Dark Sphere.

* TAILOR

Crafts various accessories depending on production level:

- Start: Clockwork, Flame Craft, Frost Craft, Lightning Craft.
- Level 1: New Clockwork, Blue Yarn, Tome of Wisdom, Tome of Speed, Fiend Kit, Faerie Kit, Eyewear Techniques, Goggle Techniques.
- Level 2: White Yarn, Gold Craft, Secrets of Wisdom, Secrets of Speed, Daemon Kit, Angel Kit, Designer Glasses, Designer Goggles.
- Level 3: Ring of Invincibility.

Discount

For those last three trades (Blacksmith/Merchant/Tailor) a discount is available depending on that family's character's relationship with his or her father:

- Super Happy Face (Pink): 65% Discount
- Happy Face (Orange): 55% Discount
- Care Face (Green): 30% Discount
- Sad (Blue)/Mad (Purple): Full Price

You can check your current character's family relationships from the Family submenu.

After you choose your family's trade, you will get to meet them. You will have a father, a mother and two siblings. After finding certain items and replying favorably to a few letters, you will begin to reap the rewards your family has to offer you. Since other characters in the caravan can shop from all of the families, it's best to make some of your characters right away (if you don't a moogles will occupy the vacant homes; providing no services) so you can at least get a small benefit from their families.

Note: It is highly recommended that your main character's family are Alchemist. This will allow you access to the best equipment in the game while only

playing as one character. However you will still have to create a Blacksmith, Merchant, and Tailor character as well.

2c. MAGIC

[BASC]

Topics Covered: Spell List, Single Player, Multiplayer.

Magic is uniquely incorporated into Crystal Chronicles. Magic is gained when an enemy drops a stone called 'Magicite', containing one of the six base powers. These powers can be fused and combined to create more powerful spells. Any magic gained by magicite will be lost when you leave a stage.

- SPELL LIST

Elemental/Attack Spells:

Blizzard: A basic ice spell that does damage over a small area. Can freeze enemies weak to ice.

Blizzara: An intermediate ice spell that does damage over a medium area and hits multiple times. Can freeze most enemies.

Blizzaga: The strongest ice spell that does damage over a large area. Can freeze any enemy without ice resistance.

Fire: A basic fire spell that does damage over a small area. Can engulf weak to fire in flames causing a burning effect.

Fira: An intermediate fire spell that does damage over a medium area and hits multiple times. Can burn most enemies.

Firaga: The strongest fire spell that does damage over a large area. Can burn any enemy without fire resistance.

Thunder: A basic thunder spell that does damage over a small area. Can shock enemies weak to thunder.

Thundara: An intermediate thunder spell that does damage over a medium area and hits multiple times. Can shock most enemies.

Thundaga: The strongest thunder spell that does damage over a large area. Can shock any enemy without thunder resistance.

Gravity/Gravira/Graviga: Grounds flying enemies and damages certain enemies over a small/medium/large area. A grounded flying enemy cannot attack and receives full damage from attacks.

Holy/Holyra: Causes undead to materialize, enabling you to damage them. Area of effect is small/medium.

Curative Spells:

Cure/Curaga: Restores health over a small/large area.

Clear/Clearaga: Removes status changes for small/large area.

Life: Brings character back to life and recovers four hearts.

Full-life: Brings character back to life with full health.

Bufs:

Haste: Increases movement speed by 150% and decreases charge time by 50% over a small area.

Hastega: Increases movement speed by 150% and decreases charge time by 50% over a large area.

Debuffs:

Slow: Decreases movement speed by 150% and increases charge time by 50% over a small area.

Slowga: Decreases movement speed by 150% and increases charge time by 50% over a large area.

Stop: Stops time in a small area. Those affected by stop do not take damage right away, but it will catch up.

- SINGLE PLAYER MAGIC

In single player, higher levels of magic are gained by 'fusing' two or more spells together. In order to properly fuse a spell, you must place the correct magicite in a specific order on your command list. For example, you have a Fire and a Life magicite, if you put Fire above Life you will get Holy, if you place Life above Fire you will get Slow. You can also combo certain spells, however, the method in doing so is unreliable.

Fusion Spell List

Note that the magicite(s) that comes first, are placed higher on the command menu. For example, Fire + Life, means Fire will be placed above Life.

Also, anything that has a 'x 3' next to their power means it has up to three times to hit.

Name	Power	Magicite	Area of Effect
Fire	30	Fire	Small
Fira	15 x3	Fire + Fire	Medium
Firaga	60	Fire + Fire + Fire	Large
Blizzard	30	Blizzard	Small
Blizzara	15 x3	Blizzard + Blizzard	Medium
Blizzaga	60	Blizzard + Blizzard + Blizzard	Large
Thunder	30	Thunder	Small
Thundara	15 x3	Thunder + Thunder	Medium
Thundaga	60	Thunder + Thunder + Thunder	Large
Cure	-----	Cure	Small
Clear	-----	Clear	Small
Life	-----	Life	Small

Gravity	Varies	Element + Different Element	Small	
Holy	30	Element + Life	Small	
Haste	-----	Life + Cure + Cure	Small	
Slow	-----	Life + Element	Small	
Flamestrike	Varies	Fire + Weapon	Replaces Focus	
Icestrike	Varies	Ice + Weapon	Replaces Focus	
Thunderstrike	Varies	Thunder + Weapon	Replaces Focus	

Combo Spell List

In order to combo magic in single player, you have to utilize your sidekick, Mog. This method is fairly unreliable, as Mog only has access to the three basic element spells, and doesn't like to cast much. You'll know when Mog is ready to cast, as he will say "Hang in there, Kupo!". Have Mog drop the chalice while you start casting a spell, he *should* follow shortly, but he doesn't always.

Once he finally does start casting, you'll have to wait awhile; he has slow casting speed. Once he is ready you'll see his targeting ring move over to join yours. When they meet up, both rings will merge into a new ring. That's your cue to cast. Mog should cast just as you do or shortly thereafter. Which spell Mog casts is somewhat random but it can be influenced by what colour you paint him. For example, if you paint him red, he will cast Fire 50% of the time while splitting Blizzard and Thunder at 25% each. Likewise for the other two colours. Note that Mog can only combine Type A and Type B spells.

Name	Power	You Cast	Mog Casts	Area of Effect	Type	
Fira	15 x3	Fire	Fire	Medium	A	
Fira +1	15 x4	Fira	Fire	Medium	B	
Firaga	60	Fira	Fire	Large	A	
Firaga +1	90	Firaga	Fire	Large	B	
Blizzara	15 x3	Blizzard	Blizzard	Medium	A	
Blizzara +1	15 x4	Blizzara	Blizzard	Medium	B	
Blizzaga	60	Blizzara	Blizzard	Large	A	
Blizzaga +1	90	Blizzaga	Blizzard	Large	B	
Thundara	15 x3	Thunder	Thunder	Medium	A	
Thundara +1	15 x4	Thundara	Thunder	Medium	B	
Thundaga	60	Thundara	Thunder	Large	A	
Thundaga +1	90	Thundaga	Thunder	Large	B	
Gravity	Varies	Element	Any	Small	A	
Holy	30	Life	Any	Small	A	
Slow	-----	Life	Any	Small	A	

- MULTIPLAYER MAGIC

INCOMPLETE

Topics Covered: Single Player, Multiplayer.

- SINGLE PLAYER TIPS

- * As with most games, save often.
- * When you start your game you should make all eight characters (even if you won't play as them) right away. This way you can get the benefits of all the different family trades with your main character.
- * Focus attacks are very useful, especially when your target is casting a spell. Move out of their target ring, then charge up your focus attack.
- * Have Mog carry the chalice, that's what he is there for. However when you are fighting and you know you won't have to travel far, have him drop it, as he will occasionally cast a spell.
- * Try to use oil and water urns effectively, as they can be very deadly to your enemies. But be careful not to step on them once used, they will hurt you as well.
- * If you're low on health, run. Most enemies are lazy and won't chase you far, so heal up and attack them again.
- * Equipping a phoenix down is a very, very good idea for single player.
- * Don't underestimate defend, especially as a Yuke. Yuke's defensive stance allows them to be completely invulnerable, at the cost of being not able to move or attack. But you still regenerate life, albeit slowly, which can help keep you alive in dire situations.
- * Since you have a very limited capacity to carry items, go to the nearest town and sell anything extra. Include any already used (or unusable by tribe) designs, excess metals, any non-favorite foods, and extra phoenix downs. There are few things more annoying in this game than having to scroll through your item list looking for something to destroy three or four times a stage.
- * When fighting airborne or stone-based enemies, use the Gravity spells to make quick work of them. Likewise when fighting undead enemies, but use the Holy spells.
- * Scattered throughout most levels are signposts. Not only do some of these signposts have somewhat funny remarks, they change the camera angle which sometimes gives away the location of enemies up ahead.
- * Remember to have your Blacksmith, Merchant, and Tailor characters talk a couple of times to their fathers at the beginning of each year. This will raise their production level for the next year. The maximum production level is three, so you only have to do this for three years.

- MULTIPLAYER TIPS

INCOMPLETE

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This game spans over the course of many years. So the first time you visit a stage you will not be able to explore all the areas it has to offer for several years. This guide follows the game as if you just visited each stage on the year the plot takes you to it. However, it will mention when it is a good time to go back and explore these stages, but it will not cover the extras in this section. For a more detailed overview of each stage, including lists of all available items, artifacts, and sets check out the Stage Overview Section below.

This guide can be used in two different ways: from beginning to end, or as a walkthrough for a specific stage. If you opt to use the latter ignore the 'After the Stage' subsection after each stage's walkthrough. This guide was written for single player, but is still useable for multiplayer. However, I will only mention multiplayer tips and strategies when they are different.

Note: Since most of the small cut scenes are random, I will only mention the important ones.

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3I. YEAR ONE

[WLKA]

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After your ears stop bleeding, you'll get to chose your character's tribe, appearance, family trade (there is a more detailed explanation of this process in the Basic section above) and the name of your town. After which you will end up at the world map. Reenter your town, which will from now on be refered to as the default name: 'Tipa Village'.

Tipa Village:

There's not much to do here except talk to your family, the village elders, and any other character that you created's family. Once your done wondering around, head behind the gaint crystal in the center of town. Keep moving behind it until you see 'Examine' appear in the upper right corner. Enter the door, which leads into a Moogles Nest. Talk to the moogles walking around near the entrance for a Stamp Card. This starts a small side quest where you can get stamps from each moogles nest in the world. When you fill up a section with stamps you will unlock something. More on this in the Side Quest section below. Once your done exit the town to the world map.

Take your caravan north and you'll start a cut scene. Here you'll meet Mog, Sol Racht, and Stilitzkin. Stilitzkin gets suckered into giving you a tutorial, which I highly recommend you take, as it effectively teaches you the basics of combat. After your done you'll return to the world map. Move your caravan to the River Belle Path to the east.

3a. RIVER BELLE PATH

[WLKB]

Enemies: Goblins, Goblin Chieftains, Hedgehog Pies, Mu, Giant Crab.

After you listen to the narrator's intro, you'll be prompted to prepare your command list. There's really nothing you can do since you don't have much, but get used to it as it will happen at the beginning of every stage. Drop the chalice and have Mog pick it up. Take the left path (the right is blocked) and kill the Goblin, who will drop a phoenix down. Pick it up and it will automatically equip itself to one of the command slots (that is, if you didn't add any items at the beginning of the stage). A few steps up the path is another enemy, he will try to cast fire on you, simply move out of his target ring, charge your focus attack and let him have it. He will drop a fire orb, equip it and head to the right. Kill the two Goblins and get their drops, one of them will drop a stone key, ignore it for now, and follow the river south. You should soon come across a chest, which contains a cure stone. Grab it and return to where you left the key. Toss it onto the pedestal to open up the nearby gate. Head on through.

Head up to the next gate and kill the Goblin guarding it. He will drop another key, again ignore it. Grab the brown pot nearby, head south until you see a large Goblin, throw the pot at his feet, and light the area on fire. Grab the drops and heal if you need to, then continue south and kill another Goblin. Kill him and open the nearby chest, which holds a design. Now head back over to the gate, open it, and head through. Kill the Mu that pops up, head north a little for two more Mus, kill them both and grab their drops. Ignore the broken bridge to the left, and head north. Take the left split and kill the large Goblin, he should drop a chunk of bronze. Grab it and head north. Bash the chest for a design, and go and take the right split. Kill the Goblin guarding the chest for another design. Head back to the broken bridge.

Open the nearby chest for a life orb, head south around the bend. Kill the Mu by the gate. You can open it if you want, but it just leads back to the start. Head north into the large field, and kill the two Goblins, the two large Goblins and the Mu. Use the nearby urns if you need any help. Grab all their drops. Once you get to the next sign, take a left to a chest holding another design. Then go right across the river. Once across, go right to a Moogles' Nest in development. You can't do anything here now, just remember where it is. Now go back to the sign on this side of the river, continue north and follow the river upstream, make sure you have a Phoenix Down, an attack spell other than thunder, and cure (if you can) equipped.

Boss: Giant Crab

This guy, being the first boss and all, is easy. He will start off by using either a large bubble or lightning blast. The former has a slight homing capability, and causes slow. The latter is powerful, but he can only fire it straight in front of him. Have Mog drop the chalice, and set yourself opposite of the crab. Whenever he uses one of those two moves, put yourself in a position to dodge it, and charge your attack spell (don't use thunder—he's immune). Right about the time you finish charging, his initial attack will be over, and he'll close the gap between you for a physical attack (which is either a swift slice of his claw, or a quick dash towards you). As long as you are a good distance away he won't connect with his physical attacks. Use your spell attack right as he uses his physical, he should miss, and you should hit. After his physical attack he will just stand there, take this time to hit him with a combo, but don't get greedy. If you stay too close to him he will start jumping around. After your combo, just back off, he'll go back to one of his initial attacks, so just repeat. Be aware that every now and then a Mu will pop up and annoy you, take them out as fast as possible. Once he is done to 1/3 of his life bar, his horn will break off. He still has all his previous attacks, plus Thunder. Just have Mog pick the chalice back up, dodge Thunder and keep attacking him with

combos, he will go down quick.

- AFTER THE STAGE

After the battle, you will get a letter from Roland(the Elder). Reply how you wish. Once you get to pick an artifact, pick anything thats +2(it's rare for this stage), if you don't have that option pick Iron(again, rare). If neither of those are there pick up the Moogle Pocket, it's common but very much worth it. I suggest, that since the only way to get stronger is to collect more artifacts, that you play through the level a few more times, it will help alot.

Once back on the world map, select the only way you can and you'll see another cut scene. It's just a short conversation with Sol Racht. After it's over, take the caravan back to Tipa Village.

Tipa Village:

If your character(or another character in this caravan)'s family trade is blacksmith. Have them forge you a Bronze Plate, and the Bronze-Tribe-Specific-Armour (if available). If you happen to have a Chunk of Iron, grab the Novice's Wpn. as well. Otherwise leave and head northwest to Port Tipa.

Port Tipa:

Look familiar? This is where Stilitzkin runs his tutorial, where you can take it over again if you wish. All you have to do here is enter the Moogle Nest and grab another stamp. If you want you can paint Mog here(more on that in the Basics section above). Once your done, return to the world map and head as far north as possible, to the Miasma Stream.

Miasma Stream:

Talk to Stilitzkin for an explanation about the Miasma Streams. Make sure your Crystal/Chalice is set to Water. To do this, head back to River Belle Path, and select 'Change element to water'. Once done, head on back to the Miasma Stream and carry the chalice across. You will leave Tipa Peninsula Region and enter the Iron Mine Downs Region. Take the caravan North to Marr's Pass.

Marr's Pass:

Talk to everyone here for info on the Region. If you don't have a blacksmith or merchant back in Tipa, you can find a few here. Once your done with that, take the left road until you see some descending stairs. Follow them to another Moogle Nest. They guy with your stamp is asleep upstairs, so go and wake him up. The stamp he gives you will unlock a mini-game for Multiplayer ONLY. When your ready to leave, take the south exit out of town. Now save and take the caravan southwest, to the Mushroom Forest.

3b. THE MUSHROOM FOREST

[WLKC]

Enemies: Tiny Worms, Hell Plants, Gremlins, Hedgehog Pies, Ahrimans, Malboro.

After another introduction from the narrator, prepare your command list. If you

picked up a Moogles Pocket from the last level, you should have three slots free. If your playing single player it's a good idea to keep a phoenix down in a slot just in case. When your ready hit A. Take the left path(the right is blocked). Kill the Tiny Worm and pick up his drop(which should be a spell) and open up the nearby chest. Continue going left, skipping the first path north. You'll run into a Hell Plant, kill it and follow the bend right. Kill the next three enemies and grab their drops. You should have both thunder and blizzard(or fire). Fuse two of them together for the spell, Gravity. Now head right and step onto the orange platform between the cliffs. Quickly kill the Gremlin and then use gravity on the nearby Ahriman. Note that gravity is very effective on flying enemies. Grab the Chunk o' Iron he drops and the item from the nearby chest.

Head south and kill the ????, and follow the path right. Kill the ????, and the ????, and follow the path down and again right. Take out the ????, and the Ahriaman. Bash the chest and kill the two enemies of to the right. Continue right and fight another Ahriman. Keep heading north and take out a ????, for a Chunk of Silver and another chest. The path will soon turn to the west. Kill the ?????? and look for a large spring-mushroom to the north a few steps after. Step on it to spring up onto a ledge with a chest containing a very nice artifact. Head back down and continue going west. Kill the enemies in your way and the path will eventually turn north. Kill the two ?????? guarding the exit. Now equip a phoenix down, cure, and fire, and head through. If you have the Novice's Weapon for your character, re-equip your original weapon, and put the novice weapon in a command slot next to fire, they will fuse, giving you Flame-strike.

Boss: Malboro

Quickly take out the two enemies that flank his sides. Have Mog drop the chalice while you run up and do combos on him. As you physically combo him, he will use several easy to dodge attacks. His tentacles wont hit you if your right next to him. You can easily spot when he will use his breath attack(which can poison you), just side step and attack him from the side. When your close to him, he will cast slowga, constantly. It's not a big deal, so long as he casts it, he's not hurting you. Don't try to engage him from a range, as he will just suck you(and Mog and the Chalice) towards him. Just stick close and do a combo on one side of his face, then run to the other side and do a combo ect. Every now and then the two enemies that guard him will spring up again, quickly take them out(with fire) and resume your beating on the Malboro.

- AFTER THE STAGE

After you get your second drop of myrrh, you'll get another letter. This time it's from your family. Reply how you want, and send an item that the family would need for their trade. For example, if your family are blacksmiths, send some bronze or iron. If your family are farmers send some seeds ect. The artifact you choose this first time should be a no-brainer, the Earth Pendant will give you an extra heart. As always you should replay the level a few more times to strengthen your character.

Once back on the world map, head back to Marr's Pass.

Marr's Pass:

Here you should sell any extra stuff you have and dont need like designs, seeds, bronze ect. You should also have your Novice's Wpn. by now. If you have any extra money and materials upgrade to Iron Armour and your Warrior Weapon. Once

your ready take the east exit out of town. Now move the caravan Northeast to the Mine of Cathuriges.

3c. THE MINE OF CATHURIGES

[WLKD]

Enemies: Orcs, Bombs, Ogre, Orc Mage, Orc King.

Ready your list and head out. Ignore the cart for now, and head left. Kill the Orc and grab his item. You'll come to a room with an Orc and a Bomb. Watch out when you fight bombs, once they die, they will self-destruct. Throw the Chalice onto the nearby hotspot to grant you some protection against fire, this will help against the self-destruct attack. Head back to the start and attack the Mine Cart from behind; this sends it flying down the tracks. Follow it and you will find that it stopped in front of an Orc. Kill him and hit the Cart again to destroy the barricade. Head into the large room and kill all the Orcs and don't forget to open the chest in the top right corner of the room. Head back to the Cart and step on the top switch, then send the Cart flying. If you hit the wrong switch you will have to get another Cart back at the start. Follow the cart and hit it again to destroy the next barricade. Head on through.

Keep hitting the cart as you pass through this long hallway. Once in the next room, kill the Orcs and bash the chest to the left. Head back towards the Cart. From here go left and follow the hall. This way will lead to a dead end, but there are a enemies on the way. Take it if you want a few more items, then come back and start hitting the Cart. Again hit the top switch, and push the cart into the barricade. Head into the next area, don't worry about the Cart, you don't need it anymore. Follow the wall to the left for an Orc and a chest. Do the same to the right side of the room. Don't worry about the stairs as there is nothing up there. Now head back to the tracks and follow them north kill the Ogre, he will drop a key. Follow the tracks a little further to find a gate, unlock and enter.

Keep following the tracks north, killing all the Orcs along the path. When you reach the large platforms, grab the items from the chests. At the second large platform, follow the tracks left. They bring you to another Moogle Nest. Stamp your card, then go back and start following the tracks again. After killing the Orcs on the third large platform, equip a phoenix down, an attacking spell, and the cure spell. Then head into the tunnel.

Boss: Orc King

The Orc King is an Orc, a very large Orc. Despite his massive size, this giant is easily defeated. He predictably uses his hammer in a 'smashing' motion, which deals moderate damage but is easily dodged. If you stay too close for him for too long he will do a 'whirlwind', which will knock you back. If you stay at a ranged distance, he will constantly cast Fira. This is easily dodged as well. The one thing you do need to look out for is if a regular Orc comes in and shield bashes you, you're a prime target for Fira. So take out the regular Orcs as soon as they appear. As for the Orc King, just stay at ranged distance and wait for him to charge Fira. Now move out of his targeting ring and charge your own spell or ranged attack. After your attack succeeds, just back off and start again. Once the King is down to 1/3 of his health, he will begin charging. You can either keep attacking him while he charges and try to finish him off or just go and stand in a corner. Once he is done charging, he will self-destruct dealing massive damage to anyone near him. As long as you

survive this last attack (by either staying out of range or having a Phoenix Down equipped) you will be the victor.

- AFTER THE STAGE

You will now fill your chalice with the last needed drop of myrrh, which will allow your small town to exist for at least another year. You will again receive another letter. This letter will be different depending on what you said in the last one. Respond how you want.

You will see the Crystal ceremony and the text of all your diary entries from the last year will appear on the screen. You can skip this with start if you want. Once it's over you will start year two.

3II. YEAR TWO

[WLKE]

Tipa Village:

Start by talking to everyone in town. Particularly speak with your own family as they may have items or money to give to you. Remember to have your Merchant, Tailor, and Blacksmith characters to talk to their fathers. This will increase their production level, greatly aiding your main character later in the game. Once your ready, attempt to leave the town and you'll have a talk with the elders. Once on the world map, save and head north towards the Miasma Stream. On your way you will see an event involving a Liltie caravan and the Black Knight. Right before you get to the Miasma Stream, notice that a new path has opened up to the east. Take it to the Goblin Wall.

Note: If you didn't change your crystal's element to fire back in the Mines of Cathuriges, you will not be able to go back to the Iron Mine Downs Region until you enter the Goblin Wall, where a fire hotspot is located.

3d. GOBLIN WALL

[WLKF]

Enemies: Goblins, Goblin Mages, Goblin Chieftains, Flans, Bats,
Electric Jellyfish, Goblin King.

The Goblin wall is a stage comprised of two cliffs with several levels or 'floors' connected by a series of ramps. On most of these levels you will see chests blocked off by bone gates. To raise these gates you must hit the skull switch that sets on the floor above them.

Start off by killing the nearby Goblin and Flan. Now head right, ignore the cave entrance and kill the Bat. A little further to the right is a Goblin Mage sitting by a table, kill him and return to the start. From the start, head left and up the ramp, killing the Goblin that guards it. Head right, kill the nearby Goblin and hit the two skull switches. Don't worry about backtracking to get those chest, you will be coming back this way. Keep going right and head up the

ramp. Kill all the monsters here and go left. Kill the Large Goblin and hit the two skulls switches. Continue left, kill the flan and ascend the small ramp to tangle with a bat. A little to the left is another skull switch, hit it and head all the way up the ramp. Hit the next skull switch, descend the ramp, and bash the chest. From here, head right and you should run into an Earth Hotspot. Change your crystal's element and continue right. Hit the skull switch and follow the path downward(the caged chest to the right is unaccessible during this cycle). Kill the Large Goblin and the Bat. Hit the skull switch below the entrance, then enter the second part of the wall.

Head north until you meet a Flan and a Goblin, then ascend the ramp to the right. Follow this north and kill the Goblin and the Electric Jellyfish. Be careful when fighting Electric Jellyfish, as any physical you use against them will end up with you being hurt and shocked. Try using a spell, preferably blizzard to take them out. Hit another skull switch and head left. Note that you are currently unable to destroy the nearby piles of boulders. As you follow the path left to it's end you would have hit four more skull switches. Once all four are hit, head back to the ramp and go downward. Open the chest to the right of the ramp, then the one to your left. Follow the new path off to the left, now unlocked by the third level's switches. Kill the Electric Jellyfish guarding two more skull switches and a chest. Head a little further to the right and you'll come across several enemies guarding a large ramp. Kill the guards and descend the ramp. Follow this path and you will come across two Goblins and a fire hotspot. Kill the Goblins and keep your crystal the earth element. Take the exit to the south.

You will have exited out of a cave near the start, this was the one I had you ignore earlier. Open the chest to the right, then head left. Bash two more chests and head up the ramp. Head into the first 'room' on this level for Moogle nest. Grab another stamp, exit the nest, and head right. Follow this path around to reenter the second part of the wall. Head back to the large ramp which is located on the far left side of this area. This time ascend the ramp. At the top, head right(the only way you can) and you will run into a large group of enemies guarding a gate. Kill all of them, but ignore the gate for now. Head a short distance right for small enemy group guarding a skull switch and a chest. After you have dispatched them, head back to the third level to claim the items in the chests you just made accessible. Once the items are in your possession, go back to the gate located on the top level. Equip a phoenix down, an attack spell, and the cure spell. Setting your crystal to the earth element(it should be already) will help as well. Once your ready, enter the gate.

Boss: Goblin King

Before you can engage the boss you must first deal with waves of Goblins. Just keep killing them and they will drop two keys. Unlock the gate and head up the stairs. Quickly kill off his two lackeys, and turn your attacks against him.

The Goblin King has four different attacks. He knows two spells, Thuderga and Bio, having your crystal set to earth helps against the latter. He can also teleport, which can be annoying but because of the graphic, you will know where he will end up. His fourth and weakest attack is a swing of his staff, which will knock you back. To easily defeat him, stay away from him until he starts charging one of his spells, then run up and do combos on him until he casts, then retreat and repeat. If you get a little greedy he may hit you back with his staff or teleport, but this only delays his death.

- AFTER THE STAGE

After getting your first drop of the year, you will receive another letter. You know the drill. You should probably play through this level a few more times. It's quickly completed once you know the route and can produce some useful items.

First, make sure you crystal's element is set to fire, which can be done from the Goblin Wall. Now take the caravan west and head through the Miasma Stream.

Iron Mine Downs Region:

Stop by the Mushroom Forest to change your crystal's element to water, then head all the way north through the next Miasma Stream. You will enter the Vale of Alfitaria region. Head north to Alfitaria.

Alfitaria:

Despite it's large size, there's not much to do here. There are however, a few points of interest. There is a Moogle Nest inside a drain on the east side of town. There is a Blacksmith on the upper east side, and two Merchants on the west side of town. There is also a hidden item at the base of the stairs to the resident's section on the west side of town. You should also track down Knocfelna, a Liltian guard patrolling the streets. If you are having trouble finding him, just wait in front of the town's crystal, he will walk by sooner or later. This will start a side quest that can't be completed for several years, so might as well start now. When your finished here, move your caravan east to Tida Village.

3e. TIDA VILLAGE

[WLKG]

Enemies: Bombs, Carrion Worms, Gremlins, Hell Plants, Skeletons, Skeleton Mages, Armstrong.

Tida Village is a ghost town. It became this way when Tida's caravan failed to return in time. It is said that not a single resident of Tida tried to escape before their crystal's protection faded. Judging by the resident's actions, it's safe to assume that the intelligence of Tida's caravan wasn't the highest, which is what probably lead them to fail. Anyway the 'hope' the villagers had gave birth to a Myrrh tree, which is why you're here.

To start off, run to the left and pop open a chest setting next to a ruined house. Then run back to the right and head north at the fork to another chest and a wind hotspot. Now head back to the fork and head right, follow this path all the way around and to the north. After battling a couple Gremlins and Carrion Worms, that path will turn west. Follow the path west, until you descend a ramp. You will run into a couple Bombs, a Gremlin, and a Skeleton Mage. Quickly kill them and take the key one of them drops. The pedestal is a few feet away, but is covered with vines. You can't insert the key until the vines are gone, so burn them away with Fire, unlock the door and enter the gated area.

After killing a few Skeletons and a Gremlin, grab the two chests and exit the gated area. Turn south and follow this path to an area with an earth hotspot and a couple chests. Notice the platform where the crystal used to be? Kinda eerie. You should also check out the dilapidated house here; it's another moogle's nest. After grabbing another stamp, backtrack to the gate. From the

gate head north. After a few scuffles, you will run into another gate. The key should have dropped nearby, but ignore it for now. Instead, follow the path to the right, this will lead to another chest guarded by two Hell Plants and a Skeleton. Grab the chest, and backtrack to the unopened gate. Unlock it and head through.

To start off the second half of the level take a few steps to your left. Note the odd looking tree, it is of little interest now, but you may be coming back as part of a side quest later. Now follow the path east. Once you get to the area with a earth hotspot you should notice that small webs block your path. Cast fire on the web blocking off the small alcove housing a Carrion Worm. Go ahead and kill the Worm, during that time you should notice that the web grew back. Now instead of casting fire on the web again, drop or destroy any fire magicite in your inventory(just do it). Now slash/bash/smash/skewer the spore that produces the webbing. After a few hits, it will start dropping fire magicite, but only if you have none in your inventory. Once you have three, fuse them together to create Firaga. This spell is incredibly powerful and will make the rest of this level, as well as the boss, very easy. Note that this trick can be preformed on any of the spores.

Now burn away the webbing to the left and enter. Easily kill the Skeleton Mage and burn away the next web blocking your path. Kill another Skeleton Mage and a Carrion Worm and claim the chest to the north. Now backtrack to the earth hotspot and burn away the webbing to the right. Kill the monsters here and take either path at the fork, since they lead to the same place anyway. Make your way southward to another gated area. Kill the monsters guarding it for the key. Burn away the vines, insert the key and enter the gated area. Take out the two Carrion Worms guarding the two chests here, then head north. Keep going north, burning away webs as well as enemies as you go. Ignore any paths that lead west unless you can't head any further north. This will lead you to a secluded chest, grab it's contents(mainly an artifact) and make your way west. It doesnt matter which path you choose, since the end up at the same place. But it's probably a good idea to clear each path of it's monsters. Remember more monsters dead = more items and more bonus points which is a good thing ;).

Regardless of which way you take, you will end up on what was a farm. Burn away the three Hell Plants on the field, and continue west. Kill the two Skeletons guarding the northern bridge, but before you cross make sure to grab the two nearby chests; one is next to a ruined house a little further west, the second is in a small alcove to the south. Now cross the bridge and take out two more enemies. One of them will drop a key to open the nearby gate. But before you unlock it make sure the Firaga and Cure spells are on your command list. Note that you probably have four slots if you picked up a Chocobo Pocket artifact earlier in the level. If you didn't it's not a big deal as Firaga makes the boss a pushover. When your ready unlock the gate and enter.

Boss: Armstrong

Firaga, Firaga, Firaga. Thats all you need to beat this...thing. Just cast Firaga run to a different spot, and recast. That's it. Every now and then two Skeleton Mages will show up, but guess what? Firaga has such a large area of effect you might not even notice them showing up. But your reading this for a hardcore, over the top strategy right? Heres one: use Firaga. Okay...I'm done. Incase your wondering about his attacks; he shoots needles at meduim range from his 'elbow', has a swinging attack using his 'arm', has a slow attack using 'mist', and shoots stuff at you from his 'cannon'. But don't worry he is easily defeated using...nevermind.

- AFTER THE STAGE

In order for you to open the door switches, the switch must have the same tribe symbol as the character who steps on it. If your character doesn't open the switch at first, just wait as the symbol will change every few seconds. If you are playing multiplayer and have a mix of tribes just keep switching off.

To start off head to your immediate left and into a corner for a chest. Then head right, past the starting point to another corner with another chest. Now stand on the nearby door switch and enter room 1. Kill the Gremlin and the Tonberry Chef here. Be careful when fighting Tonberry Chefs, they may be slow but their melee attack hurts and stuns. Grab the treasure in the chest in the top right corner of this room then exit. Hug the wall north to the switch to room 2. Don't enter the middle of the courtyard yet, or you'll be in a tough fight with a couple Gargoyles and Coeurls. Once you inside room 2, kill the three Tonberry Chefs here and exit out of the north door.

Once back in the courtyard, head to the next switch, to room 3. Kill the lone Tonberry Chef hiding behind the bed. Then grab the chest to the left of the fire hotspot at the north end of the room. Before you leave, fuse Gravity, then head back into the courtyard. With Gravity equiped, clear the courtyard of all enemies. Then enter room 4. Kill the two Gargoyles and the two Tonberry Chefs and exit. Head to the left, to room 5. Kill the two Tonberry Chefs browsing the library, then if interested, read some of the books from the three stepladders. They provide some background information on your quest. When you are done here, exit to the courtyard.

Now head southward, but DO NOT enter room 6 yet, instead run past room 6's two switches and enter room 7. This is Jack's wife Maggie's room. Inside is a water hotspot and a chest that yields female-only designs. You can also talk to her, but she confuses you with one of her servants. Now exit and head up to room 6. Kill the last Tonberry Chef, but DO NOT exit. First check under the table (by the chair) for this level's Moogle Nest. Now if your a Yuke, equip Blizzard or Thunder. If your a Liltie or Selkie fuse Ice or Thunderstrike. Clavats can do either. All tribes should equip the Cure spell. When your ready, exit back to the courtyard.

Boss: Gigas Lord

Immediately charge at Jack and attack him once. This will cause Maggie to join in on the fight. Make her your first target and attack her with Thunder or Ice attacks. If you allow her to linger, she will continually cast Slowaga and heal both of them. She doesn't have a life bar, but you'll know when she is beaten when she runs back to her room. When attacking the Gigas Lord, switch to using Fire attacks. Jack is fairly slow, and all his attacks are melee. They include a punch, a breath attack and the powerful butt slam. Just use hit and run tactics with fire attacks and he will fall easily.

- AFTER THE STAGE

Just another year completed. You will see another Crystal recharging ceremony as well as your diary entries. Then it's on to year 3.

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3III. YEAR THREE

[WLKI]

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Once you reach year 3 the stages you completed in year 1 will enter their second cycle. You can, if you wish, get all three drops of myrrh from these stages. Doing this will allow you to easily upgrade your equipment and stats, but it isn't necessary. Keep in mind that this guide will follow the years as if you didn't complete cycle 2 stages for myrrh, so your year 4 will still be year 3 in this guide.

Tipa Village:

Talk to your father to get your allowance for the year. Remember to do the same with your Blacksmith, Tailor, and Merchant characters as well. Remember that this is needed to increase those family's production level, which allows access to some of the best equipment later in the game. When your ready, have another discussion with the Elders and leave.

Veo Lu Region:

Head on up to the Veo Lu Region. To get there, head north to the Vale of Alfitaria region, change your element to water at Moschet Manor and head through the western Miasma Stream. Once there head south and enter the Veo Lu Sluice.

3g. VEO LU SLUICE

[WLKJ]

Enemies: Gigan Toad, Griffin, Ice Bomb, Lizard Mage, Lizardman, Water Flan, Golem.

Veo Lu Sluice channels water from lake Shella into the Jegon river providing the Fields of Fum with the necessary water to grow the crops that feed most of the world. As such, it is left unguarded and is now occupied by several water type monsters. As you play through this level you will see several submerged chests. These chests cannot be accessed as long as the sluice is working. Starting in year 5, the sluice will break giving access to those chests.

Note: If you are not playing as a Yuke make sure to hang on to any Marks of Shella you find. You will need them to enter Shella.

Start off by heading left and open the chest in the ruins. From here head south and kill the Gigan Toad and the Lizardman. Continue south and follow the bend around to the left. Once you can head north, do so. Follow this path around the lake and to the left. Once on the other side you'll spot a chest guarded by a Toad and a Lizardman. Kill your enemies and open the chest. You should also see a switch. Toss the chalice on the switch and the camera angle will change. You'll see a key being pushed up a hole by a geyser. It will stay here as long as the chalice remains on the switch. But because the chalice is on the switch, you will have to leave it's protective field to grab the key. Quickly run out and grab it off the geyser, but you will soon drop it due to the maisma. Once it is off the geyser run back and take the chalice of the switch, then go and pick up the key. Take the key south and follow the path to the right. You will run into another Toad and Lizardman patrol. Take them out and open up the nearby gate. Enter and head south.

Kill the two Lizardmen here and head right down the narrow path to a chest. Backtrack to the where you fought the Lizardmen and search for a chest in the nearby trees. Follow the path south again. Head past the stairs to another

gate. A few steps south is another switch. Get another key like you did before and open the nearby gate. Don't go through it yet, instead follow the path south down the steps and all the way around the lake to a chest guarded by a few monsters. Kill the monsters, open the chest and backtrack to the last set of stairs. This time head to the left and kill the enemies guarding yet another switch. The geyser is alot farther then last time, but the same strategy applies. Take this key to open the nearby gate and head on through it.

Follow this path around until you can head directly north. Kill all the enemies in this area. Just to the right, near the stairs, is another switch. Use the same strategy as before and open the nearby gate. Don't enter this gate quite yet. Instead head north and follow the path around this lake. Examine the wall the Water Flan was guarding, just to the right of the stairs, for this stage's Moogle Nest. Head north and kill off the Griffin and Lizardman. Then head back to the last gate you opened. Equip yourself with a phoenix down, the cure spell, and a second level elemental spell(Blizzara ect.). When ready, head through the gate.

Boss: Golem

Golem is fairly resistant to all magic, so unless your a Yuke try to stick to physical attacks. Quickly take out his Water Flan lackeys, but try to kill them a few seconds apart. This way they both won't spawn on you at once. Golem is fairly slow, but has some powerful attacks. He has a couple of different melee attacks, but wont use them to much unless you repeatedly melee him. What you want to do is stand a meduim distance away until he does one of two attacks. For one he will launch both of his fists straight foward. These are easily dodged by moving to either side or standing between them. After he uses this move he will have a long cooldown until his fist reappear. Take advantage of this and combo him a few times.

For his second ranged attack his eyes will also glow blue for a few seconds before he fires a couple of beams in front of him. These beams can freeze you, but are easily dodged by moving to the right or left of their path. They will not hit you if you are up close and physically attacking him, so use this time to get a few free swipes in. Once he is below half health, his eyes will glow purple, then he will quickly spin around and cause an inferno. If you are comboing him while he does this the only way to dodge is to defend(if you are a Yuke or Selkie otherwise you going to take some damage). Just keep hacking at him and he will fall.

- AFTER THE STAGE

If you didn't get the Ring of Blizzard artifact in the Sluice, run through it again. It shouldn't be to hard to find, it's found in several different sets, and a couple of monsters have a chance to drop it. When you're done, take the caravan west to Shella.

Shella:

In order to actually enter Shella you have to talk to the elder in front of the stream. If youre any tribe except a Yuke, you will need a Mark of Shella, which you probably picked up back at the Sluice. If you meet the criteria the elder will make a bridge appear, allowing you to enter the village. Check for this town's Moogle Nest near the house just past the two merchants. Grab this town's hidden item near the right side of the house on the northeast side. You should also talk to De Nam, a Selkie on the southeast side of town. This will start another sidequest that takes years to finish. There is also a master

tailor near where you find De Nam, he can make any accessory you have found up to this point. When you're done head to the Fields of Fum.

Plains of Fum Region:

To get to the Plains of Fum, head back to the Iron Mine Downs region and enter the Jegon River port. Pay the 50 gil to to cross the river to the Plains of Fum region. Before you exit the west Jegon port, look for a hole in the side of a hill, to the left of the signpost, right before the exit. Here is yet another Moogle Nest. When you're done, move the caravan up north to the Fields of Fum.

Fields of Fum:

Once you enter town follow the path south, then east. You should run into a door on the side of a small hill. Here is this town's Moogle Nest. Now back track up the path until you see a women in pink on the other side of the fence standing near a shed. If you speak with her she will offer to sell you a cow. If you agree to buy one it is sent back to your family in Tipa. A family who owns a cow will send milk in their letters. Since milk isn't all that useful, it's your call. Every now and again a cow race is held in this town. To start one, talk to Morris who is on the other side of the fence, to the west of the town's main crystal. The hidden item in this town is found by a stump near the east side of the bridge. When you're done, head back to the world map and head south at the cross roads to the Selepation Cave.

3h. SELEPATION CAVE

[WLKK]

Enemies: Blazer Beetle, Cockatrice, Electric Jellyfish, Gigas, Killer Bee,
Lizard Captain, Lizard Mage, Lizardman, Sahagin, Sonic Bat, Cave Worm.

Start off by heading left to a locked gate, killing a couple of Electric Jellyfish guarding it. Don't unlock the gate, just continue to go left. After cutting down several enemies you'll reach a chest. Pop it open then head back to the starting point. This time go left and kill the trio of enemies you run into. Now check your command list, you should have Cure, Gravity(for Killer Bees), and Blizzard(for Lizardmen/Beetles/Jellyfish) equipped. Now head farther right, kill a couple more enemies and enter the second area.

Head up the stairs to the left of the waterfall and start working your way down this path. You should notice small pools of water in the ground. From these pools Sahagins will pop out to attack you, but they are easily dispatched. Head up the second set of stairs and brawl with a couple more enemies, continue left down the hallway. At the end of the hallway is a chest guarded by a Cockatrice, kill it and pop open the chest, continue to head left. Soon after killing a Gigas and another Electric Jellyfish the path will open up, and you will be able to go south, do so. This will take you to the middle section of the first area.

Follow the path southward and kill the Jellyfish and Gigas in your way. Ignore the nearby elevator to the left, for now. Instead, continue south. After a bend in the path and a couple of more kills, you will see a set of stairs that lead up to a couple of chests. Head up there, kill the enemies, and bash open the chests. To the left of the first chest is a small set of stairs that lead to this stage's Moogle Nest. You should know what to do. When you're done, head east, jump on the northern most elevator and descend to the lower floor. Kill the nearby Gigas and exit the elevator via it's south side. Head up the

small hill to the right and open the chest there. Using the elevator as a bridge, head to the north platform. Kill the Lizardmen guarding the chest and open it on up. This lone chest will either drop a Ring of Thunder or a Moon Pendant. Don't worry if you didn't get the ring, as you have a fairly good chance to pick one up as part of a set at the end of the stage. Now head back to that first elevator, the one I had you ignore earlier.

This will drop you just north of that gate I had you not unlock earlier. Exit north of the elevator and take out the enemies guarding the chest. Now cross the elevator and follow the path around and head north. Open up the chest on top on the small loft midway up the path. A few more strides later, you'll end up at another gate and this one you'll want to open. First kill off the enemies guarding the gate. Now you must hit both crystals simultaneously with a physical attack. Most focus attacks shouldn't have a problem hitting both, but if you do have a problem, try to use your three hit combo but only hit the crystals with the last swing. Note that in multiplayer, you must hit a third crystal, which requires a second player. Continue to follow this path, handing out death to anything in your way, until you reach the exit to the second area.

Head up the stairs to a fork in the path. Go to the left. This path is fairly straight foward, but it is loaded with enemies. The only chest here is semi hidden behind a rock, just to the right of one of the small Sahagin pools. If you run into a hotspot, you have gone to far. After a couple more waves of enemies, you'll run into another gate. This gate leads right to this level's boss. Skip it for now and head right, to another chest guarded by a trio of monsters. Now return to the Boss gate, equip Cure, a Phoenix Down, and a Blizzard spell.

Boss: Cave Worm

The Cave Worm is resistant to all elemental magic, but you are going to want a Blizzard spell to take care of his Electric Jellyfish guards. Once they are dispatched, you're going to have to engage the Cave Worm at close range. If you try to attack from afar, he will constantly try and suck you towards him. He only has two ranged attacks, a streaming burst of sand that he blows out his mouth and a large blue bolt of freezing ice. Since he is trying to suck you in all the time, you might as well fight him in melee combat. But first, stay a medium distance away and try and bait him into using one of his two ranged attacks.

Both are easily dodged by moving to either side, and gives you a great opportunity for a combo attack. If you stay close for too long, he will thrash back and forth. This move will knock you back and does a fair amount of damage but isn't that big of a deal. When you deplete his life below 1/3 of his bar, he will start to do a new attack. He will 'jump' up and do a body slam to anyone who gets close. DO NOT underestimate this move. Once he starts using this attack, don't physically attack him unless you are at full health... or you risk death. Just keep your health high and wear him down until he falls.

- AFTER THE STAGE

If you didn't get the Ring of Thunder artifact in the Cave, run through it again. It shouldn't be too hard to find, it's found in several different sets, and one specific chest (check the 3rd paragraph above) has a chance to drop it. Once you have it, move your caravan west to the Daemon's Court.

Enemies: Bomb, Coeurl, Killer Bee, Lizard Skirmisher, Lizard Skirmisher(Gold), Lizard Soldier, Lizard Warrior, Lizard Wizard, Wraith, Lizardman King.

Daemon's Court is a fairly small stage. It is small fort with an arena in the center and has a small river running through it. Before you start, you should put the Blizzard ring in one of your command slots. The Lizards and Bombs found here are weak against ice attacks.

To start off, head to your immediate right and open a chest to gain some magicite. Head back to the left and head up the stairs onto the small platform. Utilize the nearby catapult to kill the Lizard Soldier here. Continue left, ignoring the enemies to the north for now. You will pass a small gate requiring two keys, this is the boss room and your current objective is to acquire those keys.

Continue to go left and kill the Coeurl and Killer Bee in your path. A little further you should see a set of stairs that lead to the top of the outer wall. Head on up. Just to the north is a Gold Lizard Skirmisher. Lure it back to the stairs so you don't alert more Lizardmen before you kill it. It will drop one of the keys, take it back and place it on a pedestal. Head back onto the outer wall and run the length of it north. Kill all the Lizards here and open the lone chest, then return to the base of the outer wall stairs. From here head north. Kill the Lizard Warrior guarding the raised platform and keep going north. Kill the Coeurl and Wraith here, you probably won't be able to fuse Holy yet, so just use physical attacks and the catapult. There should be a set of stairs that leads up to a deck just to your right. Don't go up the stairs just yet, instead follow them north. You should run into a Killer Bee, kill it and check under the deck, right by the outer wall, for this stage's Moogle Nest.

Now head back to those stairs and go on top of the deck. Follow the deck south and open another chest, then turn around and head back north. Kill the lone Soldier and head up on top of the north outer wall. Take a left and follow the wall until you come upon a chest guarded by a couple of Lizards. Then head right towards the east wall. About midway through the wall, you'll come across several Lizards right next to each other. Try to pull a couple away at a time, or use blizzard magic. But do not try to take them all at once or you're in for a tough fight. Once they're all dead, open the chest and continue east. At the end of the wall is another staircase that leads back to the yard, take it down.

Kill the nearby Coeurl, then use Blizzard to kill the Bomb that's on the log bridge. Make sure you kill the Bomb while it's on the bridge, you want its self-destruct explosion to destroy the bridge. This will send the logs downriver and give access to a remote area in Conall Curach. Note that you must do this twice, which requires you to reenter the stage. This guide will give an appropriate time to do this later.

Continue south and kill the Wraith, Killer Bee and a Gold Skirmisher. The Skirmisher will drop a key. Leave the key here for now and head up the nearby stairs to the top of the east outer wall. Head south first to find a chest guarded by a couple Lizards. Then head to the north end for the same thing. Now head back down into the yard and pick up the key. Head across the stone bridge and kill the Wraith. Now drop the key near the bridge and head north.

Kill all the monsters on and around the small platform. Remember to open up the chest to the left of the platform. Now head up the stairs onto the deck. There

are two Lizards here, one to the north and one to the south, each guarding a chest. Collect the spoils, then head back to the stone bridge to pick up the key. Take the key back to the gate and put it on the second pedestal. Now equip Cure, a Phoenix Down and Blizzara and enter the gate.

Boss: Lizardman King

Quickly kill off the two Coeurls and any Lizard Skirmishers that show up, before focusing on the Lizardman King himself. Now the Lizardman King is large and has powerful attacks, but he is very slow. Use this against him by dodging an attack and quickly running behind him and performing a combo. He only has three attacks. A sweeping attack that covers his entire front side, but won't hit you if you are directly behind it. A quick jab with the spear like weapon he holds in his left hand. And a five arrow spread attack from the crossbow in his right hand. These are all dodged by quickly moving to his backside when he starts the attack. You should also take note of the two red switches on opposite sides of the arena. If you, or an enemy, steps on one of these switches, several saw blades will raise up through the floor, damaging anything they touch. They are fairly unreliable and you may end up hurting yourself trying to use them. So just keep dodging and backstabbing the King, and freezing any of his Lizard lackeys that show up and he will fall.

- AFTER THE STAGE

Yet another year completed. You will return to Tipa and view another filling ceremony.

3IV. YEAR FOUR [WLKM]

If you are on year four and have yet to complete the second cycle for some of the earlier stages, now would be a great time to do so. Start upgrading your equipment and crafting accessories, particularly the Flame, Frost and Thunder badges. These and any other resistant armour you can get your hands on will be of great help to you later on. You may also want to start, or at least continue doing, a couple sidequest. Especially the Princess' and Cecil's sidequests, more information on them can be found in the sidequest section below.

Keep in mind that this guide will follow the years as if you didn't complete the cycle 2 stages for myrrh, so your year 5 will still be year 4 in this guide. Note that on year 5, the Jegon river will dry up, and you will have to do a sidequest, or wait until year 8 before you can cross. To find out how to refill the Jegon river early, check out the sidequest section below.

Tipa Village:

Talk to your father to get your allowance for the year. Remember to do the same with your Blacksmith, Tailor, and Merchant characters as well. Remember that this is needed to increase those family's production level. If you have done this for the past two years this will be the last time you have too! When your ready, leave and have yet another discussion with the Elders. Move the caravan to Port Tipa. On the way, you will find out more about the Black Knight.

Port Tipa:

Before you enter the port, make sure you are on your main character as you will not be able to change on the way. Head down to the dock but make a quick stop in the Moogle's Nest. Now you probably got the stamp here long ago, but you're here for a different reason. You're about to enter a hot stage, which means if you leave Mog with long hair he will get tired much faster. That in turn, means more complaining, so go ahead and give Mog a trim. Now head down to the dock and buy a trip to Mount Kilanda.

Note: Depending on what year it is, the ferryman may not be docked at Port Tipa. Instead you will then have to go to the east Jegon Port in the Iron Mine Downs Region.

3j. KILANDA

[WLKN]

Enemies: Blazer Beetle, Coeurl, Lamia, Lava Ahriman, Lava Mu, Ogre(Kilanda),
Iron Giant.

Mount Kilanda is a large volcano filled with fire based and flying enemies. So before you set out, ready your command list with Gravity(Blizzard ring + Thunder ring) and equip any Slow and Fire resistant equipment you have.

Start off by following the coastline left until you run into a chest containing some magicite. Now head north, up the hill of cooled lava and kill the Lava Ahriman and Lava Mu. A little to the northeast is some hot lava, from there head right onto a circular sidepath. Kill the two Lava Ahriman and the Lamia here and open the two chests. Now head left, past the hot lava, and up another hill. You should see a signpost and a water urn, ignore them for now and follow the narrow path thats just to the southwest. Kill the Lava Ahriman and Lava Mu here and get the two treasures at the path's end. Now backtrack to the signpost.

If you would read the sign, it tells you that you have to throw the water urn onto the nearby flame. Doing so will raise the rock to the right, to act like a bridge. Don't worry if you messed up and missed the flame with the urn, the rock will raise by itself eventually. Head right across the rock and kill the Blazer Beetle. Continue going right, ignoring the two paths northward. You should run into a Beetle and a Lava Mu guarding a chest. Kill them both, open the chest, and enter the hole just to the left of the chest. Here is this stage's Moogle Nest. Stamp your card and give Mog another trim, especially if you didn't back in Port Tipa. After you exit the Nest, start heading left.

While heading left pass up the northward path. Go until you see another path of cooled lava, you should run right into it. Kill the Blazer Beetle and the Lava Ahriman and toss the water urn onto the nearby flame, just as you did earlier. This will raise another rock, just to the right. Don't worry if you miss, this rock will raise on it's own too. Head back towards the Moogle's Nest, this time take the path northward. The path will fork a few feet in. Kill the Beetle on the right fork, but don't go that way, it leads to one of three entrances to the second area and you don't want to enter from that way. Instead, head left and cross the rock you raise a couple of minutes ago. Follow this path to an entrance to the second area.

As soon as you enter the second area you should see a Goblin carrying a rather large sword. Sprint towards him and attack him to have him drop it. There are

two other Goblins carrying swords, one from each entrance. You should be able to kill the one from the right entrance as well. Just run right, ignoring all other enemies and try to track him down. If you don't see him soon, you won't be able to catch him. Attacking these Goblins will give you a slight advantage in the upcoming boss fight.

Now start exploring the second area. If you are shooting for a high number of bonus points, start killing everything you see. Equiping Gravity for the Ahriman and Thundara for the Orges will help things go smoothly. Avoid going in to one of the three exits at the north end of the screen until you are done, as they all lead to the boss. There are three chests in the area, all in the north central area. One of these chests, the one to the just to the south west of the central boss entrance can drop Kilanda Sulfur(only if you have completed this stage at least once). You may remember that Tristan the ferryman mentioned it, as it is part of his sidequest which will let you ride the ferry for free.

Another point of interest is the chest southwest of the right boss entrance, but not for the chest's contents. One of the monsters near this chest has a chance to drop the Ring of Fire. Don't fret if you didn't get it since you still have a chance to get it as a set drop, especially if you score a high number of points. After you are done scouring the second area, equip a Phoenix Down and the Cure spell and enter any one of the three boss entrances.

Boss: Iron Giant

Make the two Goblin Mages that flank the Giant's sides your first priority. Try to take them out 10 or so seconds apart, so that when they respawn you won't have two on your hands right away. Now the Iron Giant has two sets of attacks: one with his sword and one without. When armed he has two attacks; a vertical slash with the sword, which packs a punch but is easily dodged. And a large projectile attack that will hurt anyone in front of him. This move has a small charge up time, and you should see it coming. While he is armed, sticked next to his left hand and keep comboing him, moving slightly to his side when he does his vertical swipe, and all the way around to his back when he charges up his projectile attack.

When he is unarmed he also has two attacks; a dual fist pound that hits a good distance directly in front of him and a smaller distance on his side. This attack can stun and shuts down melee assaults fairly well. For his other attack he will slowly walk to an edge of the area, turn around, and charge back in the direction he walked. Charge up a Fire or Blizzard spell and let him have it as he rushes by. After being unarmed for awhile, he will jump up and grab another sword. He only has as many sword in reserve as you let the Goblins carry to him earlier. There are also several water urns and fires, similar to those encountered earlier in the stage. If you toss an urn into the fire, a few seconds later a gust of steam will shoot out of the nearby wall. You can utilize this and set the Giant up, just be careful and try not to get hit by the steam yourself.

- AFTER THE STAGE

If you didn't get the Ring of Fire artifact in Kilanda, run through it again. It shouldn't be to hard to find, it's found in several different sets, and one monster(check the sixth paragraph above) has a chance to drop it.

After you read and respond to your new letter, Tristan the ferryman will ask where you want to go. If you still need to get the Ring of Fire, you can pick any destination since you're going back anyway. If you are on Year 4 or 5 and

you don't have the unknown element head to Port Tipa. Now using either River Belle Path or the Goblin Wall, change your crystal's element to water(Year 4) or fire(Year 5). If you are on Year 6 or have the unknown element, take the ferry to the Jegon's west bank and enter the Plains of Fum Region. You can get wind(Year 6) at Selepaton Cave here. Once you have the proper element for your year, head to the Daemon's Court.

Daemon's Court:

You are here for one reason: to blow up the log bridge a second time. But since this is a fairly small stage that is quickly completed, you might as well finish it as you can always use an extra artifact. Blowing up the bridge twice(you should have done it the first time during your initial play through) will give you access to a remote part of the next stage, Conall Curach. If this will be your first time blowing up the bridge, run through it again and do it a second time.

Rebena Plains Region:

To get to Conall Curach, you must enter the Rebena Plains. To get there just walk through the Miasma Stream just to the west of the Daemon's Court. From there head south to Conall Curach.

3k. CONALL CURACH

[WLKO]

Enemies: Abaddon, Behemoth, Dark Flan, Flan(Conall Curach), Ghost, Gigan
Toad(Conall Curach), Ice Bomb, Magic Plant, Sahagin, Sahagin Lord,
Snow Mu, Stone Sahagin, Thunder Bomb, Dragon Zombie.

Conall Curach is a very large stage set in a swamp that spans three areas. Most of the enemies here have attacks that can either freeze or slow you. So equipping armour and an accessory that resist these effects will greatly help you. In terms of offensive magic, Thunder spells are the way to go.

To start off, head straight north and kill the two Snow Mus that pop out of the ground. If you head a little further you should see a large stone slate. This slate and others like it are inscribed in an ancient Selkie script so only characters of the Selkie tribe will be able to read it. From the slate, go directly right. Kill another Snow Mu and continue to go right. You will run right into two Ice Bombs guarding a chest. From the chest follow the waterline north. Kill the Sahagin that ambushes you and the two Magic Plants a little further down.

Continue to head north and there will be two footbridges across the water. As you approach, two Sahagins will jump out of the water in a weak attempt at an ambush, take them out. Head across the footbridge to the left, as the one to the north is a dead end. This will lead to a narrow path surrounded by tall grass. Follow this path until it leads to a large open area. There are four chests here, three towards the south central section, and one just off the north shore. There is also another slate here, a fair distance left from the north shore chest. If you are going for a high number of bonus points, start hunting down the monsters in this area. Most of the enemies here; Ice Bombs, Thunder Bombs, Magic Plants, and Sahagins, are easily defeated using physical attacks or Fire spells. Once you have collected the treasure and/if the monsters are all dead, head to the northwest corner and cross the footbridge

into the second area.

Cross the first footbridge and take the left path that stays on land. Continue down this path killing the Sahagins, Flans, and Gigan Toads in the way. At the end of the path is another slate. Read it if you can, then head back to the first footbridge. Now take the right path and cross the footbridges and kill the enemies on the island it leads to. The path will then fork again, cross the left footbridge. This will lead to a makeshift bridge, made up of the logs from the bridge you should have blown up back in the Deamon's Court. If you didn't blow up the bridge twice, there will not be enough logs to make the bridge. Cross it if it's there, otherwise just skip the next paragraph.

Kill the Magic Plant guarding the first island, and cross the footbridge to the left, open the chest on the south end of this island and then turn back to going north. Kill the two Sahagins that pop up near the next footbridge and walk over to the next island. Slowly head up the stone path until you see a Sahagin Lord. Carefully lure him back towards the bridge before you fight him, if you charge right at him you will have to deal with several Stone Sahagins as well. Once the Lord is dead, fuse Gravity and start slowly walking around the island and kill any Stone Sahagins that pop up. Be sure to hit them with Gravity first, this will make killing them and other stone-based enemies, much easier. Once they are dead, open up the lone chest and head back to the last fork.

Now cross the right footbridge. After cutting down a couple more Sahagins, the path will fork yet again. Cross the right footbridge first, this will lead you to a lone chest. Open it and head back to the fork. This time take the left footbridge. This will lead to a large land mass covered in tall grass, with several side paths. As you head eastward take the first path south you see. This will lead to a rather large island guarded by Gigan Toads and Magic Plants. After your foes have fallen, open up the chest just south of the tree, then move around the tree's north side until you see the Examine icon pop up. Head on in for this level's Moogle Nest. Now backtrack to the main path.

Start heading east again and kill the Flan sitting in the middle of the path. Open up the chest just to the south of where the Flan spawned, then head straight north. Follow this path eastward, killing the Gigan Toads and Flans in the way. Make sure to take the two side paths, as they both lead to a chest. You will run back into the main path when you kill a Flan sitting in a three way intersection. Now head westward for a few yards and open up a couple of chests, this will cover the ground over the main path you skipped when you were on the sidepath. Now head east again until the path turns south. From here you should see another path that goes directly west, but isn't the path you just came from. Start heading down that path.

A few steps in and the path will turn south. Kill the Flan in the way and continue a few more feet until the path splits into opposite directions. Head left first and open an unguarded chest, then turn around and start heading right. After quite a bit of walking you will run into a large island, with a large steep hill on one side. Fuse Gravity if you haven't yet and follow the river south. Kill the three Abaddons and the lone Sahagin in your way and you will find another slate and a chest. This chest is particularly important as it has a chance to drop a Ring of Cure. Don't worry if it didn't drop one, you will still have a chance to get it in a couple of sets, especially if you score a high number of bonus points. Once your done, head all the way back towards the main path, but this time head right, into the third area.

This area is alot more straight foward then the last, it does have side paths, but they are all much shorter. That said this area is filled with tougher enemies, most notably the Behemoth. Combine these with Stone Sahagins and you have a tough fight on your hands. Cross the first footbridge and you should

immediately see a Magic Plant and a Stone Sahagin, kill the quickly and try not to catch the nearby Behemoth's attention. When your ready to take on the Behemoth fuse Thundaga or Thunderstrike. If you must attack it phsyically, equip something resistant to shock or you may not even get the chance to attack more then once. After it's dead you can check for another slate on the northern end of this island. But before you cross the next footbridge fuse Holy. Using Holy, kill the two Ghosts floating around around the path and open the nearby chest. Now head north, taking the left path, and kill the three Stone Sahagins and the lone Dark Flan(use Holy) in the way.

Continue north and kill another Ghost, and take the left footbridge for a small sidepath with a chest. Then start heading north again until you reach another large island. There are four Behemoths and other enemies here, but they are spaced far enough apart so it shouldn't be a tough fight. There are three chests here as well, one off on a footbridge on the west side, one guarded by a Behemoth on the northeast side, and another before the footbridge in the northwest. Once the monsters are dead and the treasure is yours, cross the footbridge on the northeast side.

Kill the Ghost and Stone Sahagin on the first island on continue north. You will run into a Magic Plant just before one of those large rafts. Kill it and it's buddies on the other sides. Take the right footbridge for one last chest. Fuse Holy and Gravity and equip some frost resistance. Now continue to head north until you reach the boss area.

Boss: Dragon Zombie

This boss fight is unlike others. Instead of having a large area to maneuver about in, you only have three rafts that give you about 90 degrees to move around in front of the Dragon. Worse yet, you have to hit it with Holy to even damage it. Oh and there's more: Stone Sahagins are constantly spawning. Despite all that, the Dragon Zombie is fairly easy, at least in this cycle anyway.

Once the Dragon Zombie makes it's entrance, quickly land Gravity on the Stone Sahagin and finish it off with physical combos. Now start hitting the Dragon with a constant stream of Holy while dodging it's attacks. It's two melee attacks, which can stun, can both be easily dodged by standing towards the back of the rafts. It will also use two breath attacks; one is a narrow redish beam that can petrify if it hits, this is easily dodged by moving to a side when the Dragon pulls it's head back in preparation for this attack. The other breath attack is a green poison cloud that will hit everywhere you can move. For it's last move it will flap it's wings and release a large white tornado, this can be dodged in a similar way to how you dodge it's petrification breath. This move can be particularly deadly if you are first frozen by a Stone Sahagin, as you will take 50% more damage. So once the Stone Sahagin is dead keep moving around and casting Holy, although you can sometimes physically attack it, it's much easier to pummel it with Holy.

- AFTER THE STAGE

If you didn't get the Ring of Cure artifact in Conall Curach, run through it again. It shouldn't be to hard to find, it's found in several different sets, and one chest(check the eighth paragraph above) has a chance to drop it.

Since you probably picked up alot of items back in Conall Curach, head back to the Fields of Fum and sell anything you don't need. Once your bag is cleaned out, go back to the Revena Plains Region and take the caravan west to Revena Te

Ra.

31. REBENA TE RA

[WLKP]

INCOMPLETE

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4. SIDEQUESTS

[SDQS4]
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Contained in this section are small step-by-step walkthroughs for all the sidequests. Some sidequests provide great rewards, while others just give you more information. Some sidequests can be completed in a single year, while others take years to complete. All of these sidequests, unless otherwise noted, can be started as soon as you can reach their starting location.

Note: Not all sidequests are yet covered but those that are covered are complete.

4a. THE UNKNOWN ELEMENT

[SDQA]

Reward: Changes crystal's element to unknown. This allows passage through any Miasma stream.

Starting Location: Lynari Desert, Lynari Isle Region

Note: Since this is a hot stage, you may want to trim Mog's hair. If you don't Mog will grow tired faster, and you will be doing alot of running.

Step #1:

Make sure you have the following spells in either magicite or rings: Fire, Blizzard, Thunder, and Life. If you are missing any just keep fighting near the starting point until you get the magicite drops.

Step #2:

Head north from the starting point until you reach a large cactus, if you spot some large rocks, you are just south of the cactus. Cast a Thunder spell on the largest cactus.

Step #3:

From step two, head east and hug the wall until you reach a ruined tent. Cast Gravity on the tent.

Step #4:

From step three, head south east and hug the wall until you reach an odd shaped rock on top of a small cliff. Cast a Fire spell on the rock.

Step #5:

From step four, backtrack all the way to step two then head a little farther south. You should run into a formation of three large rocks. Cast Blizzard spells on them; from the smallest to the largest.

Step #6:

Head south back to the starting point. Once there, head northwest and hug the wall until you see an odd coloured flower. Cast Holy on the flower and it will change into an Unknown Element hotspot. Toss the chalice onto the hotspot to change it's element. You can now teleport out, or finish the stage to return to the world map.

Note: Once you complete this sidequest you will not have to do it again. The hotspot will stay active but you will not be able to change your element from the world map. You must enter the stage and manually toss the chalice onto the hotspot.

4b. REFILLING THE JEGON RIVER

[SDQB]

Reward: Refills the Jegon river early, allowing passage across.

Starting Location: Veo Lu Sluice, Veo Lu Region(Years 5-7)

In order to refill the river you must cast Life or use a Pheonix Down on the six plants that pump the water through the sluice. Note that you must do this on at least three of the plants to even complete that stage while it is in it's dry state. And that once you complete this sidequest, the chests that you could reach when it's dry will not be accessible for the rest of the game.

Plant #1:

Inside the north central reservoir.

Plant #2:

Inside the northwestern reservoir, to the left of the switch. Note that you must revive this plant in order to get enough pressure to push the key out of the geyser.

Plant #3:

Inside the larger(east) southern reservoir.

Plant #4:

Inside the smaller southern reservoir, to the left of the switch. Note that you must revive this plant in order to get enough pressure to push the key out of the geyser.

Plant #5:

To the west of the smaller southern reservoir, to the left of the switch. Note that you must revive this plant in order to get enough pressure to push the key out of the geyser.

Plant #6:

To the west of the central reservoir, to the left of the switch and south of the boss gate. Note that you must revive this plant in order to get enough pressure to push the key out of the geyser.

Now complete the stage and the Jegon river will be refilled.

4c. THE PRINCESS OF ALFITARIA

[SDQC]

Reward: 100,000 Gil.

Starting Location: Alfitaria, Vale of Alfitaria Region

Step #1:

Track down Knocfelna and talk to him. Knocfelna is a Liltian guard patrolling the streets. If you can't find him just wait in front of the crystal and he will show up sooner or later. Once you've spoken with him, go and collect a drop of Myrrh.

Step #2:

Return to Alfitaria and speak with Knocfelna once again. If you are in an odd year, you can go directly to step three.

Step #3:

During an odd year, go to Marr's Pass and speak with Te Odow, a female Selkie. She is on the east side of town near the merchant. Note that she is only in Marr's Pass during odd years. Go and get another drop of Myrrh.

Step #4:

Go to the Jegon's east bank and speak with ???, a female Selkie. She is right next to the dock. Now leave via land, DO NOT take the boat.

Step #5:

Reenter the Jegon's east bank and speak with Knocfelna. He is where ??? was in step four. Collect another drop of Myrrh.

Step #6:

Head to the Fields of Fum and speak with ??? and Knocfelna. They are on the south side of town. Go and get another drop of Myrrh.

Step #7:

Head to Leuda and speak with ??? and Knocfelna. They are on the north side of town. Go and collect yet another drop of Myrrh.

Step #8:

Return to Leuda and speak with ??? and Knocfelna again. Now exit the town via land, DO NOT take the boat. Watch the cutscene.

Step #9:

Return to Alfitaria and accept your reward.

4d. CECIL THE WOMANIZER

[SDQD]

Reward: More items for sale in Leuda shops.

Starting Location: Marr's Pass, Iron Mine Downs Region

Step #1:

Speak with Cecil, a horny old male Clavat loitering around the center of town.

Step #2:

Go to Leuda and talk with Leu Tipa, an old female Selkie. She is standing outside a tent right near the dock.

Step #3: Go to Tida.

Just to the left of the starting point for the second area is an odd looking tree. Examine the tree to find an old letter, which you can read from the Letters submenu. You can now either finish the stage, or teleport out using the nearby hotspot.

Step #4:

Return to Marr's Pass and show the letter to Cecil.

Step #5:

Return to Leuda and show the letter to Lue Tipa.

Step #6:

Return to Tida and examine the tree for another letter.

The following designs will now be for sale one of the Leuda shops: Master's Weapon, Flame Armor, Frost Armor, and Lightning Armor. This shop is run by the male Selkie standing outside the tent just before the world map exit. You will have to talk to him twice before he will sell you the wares.

The following materials will now be for sale in the other Leuda shop: Magma Rock, Chilly Gel, Thunderball, Holy Water, Heavenly Dust, Blue Silk, Fiend's Claw, and Faerie's Tear. This shop is run by the female Selkie standing on the ramp in the middle of town, just to the right of where the jumping game is. You will have to talk to her twice before she will sell you anything.

The prices for the designs are fairly resonable, 500 for the Master's Weapon and 300 each for the others. But all the materials are 1000 a piece, so unless you really don't want to enter a stage to get one of those items you can now buy them from here.

4e. DE NAM THE RESEARCHER

[SDQE]

Reward: Worn Bandana, Remedy(?).

Starting Location: Shella, Veo Lu Region

Step #1:

Speak with De Nam, a male Selkie standing near the tailor on the east side of town.

Step #2:

Sometime later you will start to receive letters from De Nam, updating you on his research. After receiving several letters, you will get a barely readable one titled: 'You come, too.'.

Step #3:

Head to Conall Curach in the Revena Plains Region. In the third area, after the first Behemoth but before the second, sets a small island connected by footbridges. Guarding the island is a lone Dark Flan, but as you approach a Stone Sahagin will pop out of the ground. Kill that Stone Sahagin and it will drop a Worn Bandana.

Note: If that Stone Sahagin didn't drop it (and you had recieved all De Nam's letters) start killing all of the others in the stage. There are a couple more in the third area, and several back in the second area. If you found it on a different Stone Sahagin, please e-mail me.

Sometime later you may receive a letter from someone in Shella. Some people claim that if you send the Worn Bandana in your reply you will get a Remedy in return. While others say they got the Remedy with out sending the Bandana. I have yet to get a letter from Shella (after 10 years no less) so I'm not sure either way. If you have found a different use for the Worn Bandana (besides selling it) please e-mail me. Otherwise I'm assuming it's just part of the plot and there is no other use.

4f. TRISTAN THE FERRYMAN [SDQF]

Reward: Discount on ferry rides, Ferrypass.

Starting Location: Anywhere the ferry is docked.

Step #1:

Speak with Tristan anytime after year 4. Select 'Mount Kilanda' as your destination and he will tell you about Kilanda Sulfur.

Step #2:

After visiting Kilanda at least once* you will be able to find Kilanda Sulfur in a chest. The chest is located in the north central part of the second area, just southwest of the middle boss entrance. The chest won't always contain Kilanda Sulfur, especially in Cycles 1 and 2, but has a high chance to drop it in Cycle 3.

Step #3:

Talk to Tristan again and give him the Kilanda Sulfur. He will now charge you 20% less on all ferry rides.

Step #4:

Speak with Tristan anytime after year 5. Select 'Leuda' as your destination and he will tell you about Cactus Flowers.

Step #5:

After visiating Lynari Desert at least once* you will be able to find a Cactus Flower in one of the destructible cacti. The cactus is located in a remote part of the second area. To get there you must first enter the third area and follow the path past the boss pit and back into the second area to a path leading to the cactus. The cactus won't always drop a Cactus Flower, especially in Cycles 1 and 2, but has a high chance to drop it in Cycle 3.

Step #6:

Talk to Tristan again and give him the Cactus Flower. He will now charge you 50% less on all ferry rides. If you haven't already given him the Kilanda Sulfur it will only be 20%.

Step #7:

Speak with Tristan two years after you gave him the last item, he will then offer to sell you a Ferry Pass for 50,000 gil!

*: This may not be true. Some people claim to have found the items on their initial visits to the areas so there probably is a very low chance you can find one on the first visit.

Since you already have a 50% discount and the Pass is 50,000 I suggest not buying one. But if you have an extra 50,000 (after forging all of your ultimate equipment) or are planning on playing for another 50+ years, go ahead and waste the money. Note that this is NOT a one time offer, he will try to sell you one every time you talk to him.

4g. HIDDEN ITEMS

[SDQG]

Reward: Varies.

Starting Location: Any town.

In each of the six towns there is a spot that acts as a cache for various items. What item is in the cache depends on how many caches you've check thus far. There are a total of 25 items and they will be dropped in that order, for example once you get the first item, the next item in the list will drop. Note there will only be one item in a town's cache per Myrrh drop collected. So if you already cleaned out the town's cache another item won't drop until you collect another drop of Myrrh. Once you collect all 25 items, it starts over again.

Item List:

1. Wheat Seed 11. Spring Water 21. Remedy
2. Bronze Shard 12. VegetableSeed 22. Bannock
3. Bronze 13. Ruby 23. Spring Water
4. Iron Shard 14. Vegetable Seed 24. Spring Water
5. Fruit Seed 15. Jade 25. Ancient Potion
6. Iron 16. Vegetable Seed
7. Fruit Seed 17. Silver
8. Iron 18. Gold
9. Fruit Seed 19. Mythrill
10. Mark of Shella 20. Pressed Flower

Cache Locations:

Alfiteria:

Go to the stairs on the west side of town that lead to the residence area. Check the bushes to the left of the stairs to find a hidden item.

Fields of Fum:

On the north side of town, on the east side of the bridge, sets a small tree stump. Move around in front of the stump until the Examine icon appears.

New Areas:

 In the northwest part of the 2nd area sets a small island that is inaccessible unless you properly destroyed the log bridge in the Daemon's Court twice. If you only did it once there won't be enough logs to make a path. For more information, check the Daemon's Court's Stage Overview section below.

Bonus Points:

 The following is a listing of how the bonus conditions are affected in this stage. Positive bonuses start from zero and add up until 100. Negative bonuses start at 100 and decrease until zero.

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-----
Positive Bonus Conditions      |Rate |
-----|-----
Defeat Enemies With Focus Attacks | +5 |
Defeat Enemies With Spells      | +5 |
Defeat Enemies With Spell Fusion | +5 |
Inflict Damage                  | +1 |
Open Treasure Chests           | +17 |
Pick Up Money                   | +4 |
Pick Up Items                   | +2 |
Take Physical Damage            | +2 |
Take Magical Damage             | +6 |
-----|-----
Negative Bonus Conditions      |Rate |
-----|-----
Avoid Damage                    | -1 |
Don't Cast Spells               | -5 |
Don't Heal Yourself             | -2 |
Don't Pick Anything Up         | -1 |
Don't Use Focus Attacks         | -5 |
Don't Use Physical Attacks      | -5 |
-----|-----
    
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*****
~ ITEM SETS
*****
    
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Every time you clear a stage you will see a selection of up to eight artifacts. Up to four of them can be collected throughout the stage, these are the ones listed under the 'Treasure' submenu. The other four artifacts or items that appear are based on how many bonus points you accumulated while playing. Depending on how many points you scored, and how many people are playing, different item sets will drop. Below is a list of all available item sets for this stage. Note that even if you get the required points for set 8, you still only have a 25% chance to get that set.

```

-----
Set 1 |Cycle One      |Cycle Two      |Cycle Three      |Artifacts & Items |
-----|-----|-----|-----|-----
1P |More then Opts |N/A            |N/A              |Giant's Glove     |
2P |More then Opts |N/A            |N/A              |Goblin Pocket     |
3P |More then Opts |N/A            |N/A              |Rat's Tail        |
4P |More then Opts |N/A            |N/A              |Sage's Staff      |
-----|-----|-----|-----|-----
    
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Set 2	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 193pts	N/A	N/A	Flametongue
2P	More than 208pts	N/A	N/A	Gold Hairpin
3P	More than 237pts	N/A	N/A	Ring of Cure
4P	More than 260pts	N/A	N/A	Teddy Bear

Set 3	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 240pts	More than 0pts	N/A	Ice Brand
2P	More than 260pts	More than 0pts	N/A	Star Pendant
3P	More than 295pts	More than 0pts	N/A	Wonder Wand
4P	More than 324pts	More than 0pts	N/A	Wonder Bangle

Set 4	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 301pts	More than 193pts	N/A	Loaded Dice
2P	More than 325pts	More than 208pts	N/A	Rat's Tail
3P	More than 370pts	More than 237pts	N/A	Ring of Cure
4P	More than 406pts	More than 260pts	N/A	Rune Bell

Set 5	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 240pts	More than 0pts	Gold Hairpin
2P	N/A	More than 260pts	More than 0pts	Ogrekiller
3P	N/A	More than 295pts	More than 0pts	Teddy Bear
4P	N/A	More than 324pts	More than 0pts	Star Pendant

Set 6	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 301pts	More than 193pts	Kris
2P	N/A	More than 325pts	More than 208pts	Sasuke's Blade
3P	N/A	More than 370pts	More than 237pts	Ring of Cure
4P	N/A	More than 406pts	More than 260pts	Orichalcum

Set 7	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More than 240pts	Dragon's Fang
2P	N/A	N/A	More than 260pts	Twisted Headband
3P	N/A	N/A	More than 295pts	Lunar Weapon
4P	N/A	N/A	More than 324pts	Red Slippers

Set 8	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More than 301pts	Diamond Armor
2P	N/A	N/A	More than 325pts	Engetsurin
3P	N/A	N/A	More than 370pts	Ring of Life
4P	N/A	N/A	More than 406pts	Tome of Ultima

~ ENEMY LIST

Cycle One	Cycle Two	Cycle Three
Abaddon	Abaddon	Abaddon
Behemoth	Behemoth	Behemoth
Dark Flan	Dark Flan	Dark Flan
Flan (Conall Curach)	Flan (Conall Curach)	Flan (Conall Curach)
Ghost	Ghost	Ghost
Gigan Toad(Conall Curach)	Gigan Toad(Conall Curach)	Gigan Toad(Conall Curach)
Ice Bomb	Ice Bomb	Ice Bomb
Magic Plant	Magic Plant	Magic Plant
Sahagin	Sahagin	Sahagin
Sahagin Lord	Sahagin Lord	Sahagin Lord
Snow Mu	Snow Mu	Snow Mu
Stone Sahagin	Stone Sahagin	Stone Sahagin
Thunder Bomb	Thunder Bomb	Thunder Bomb

~ AVAILABLE ITEMS

Designs |

Name	Cycle One	Cycle Two	Cycle Three
Diamond Armor	N/A	N/A	Common
Diamond Belt	N/A	N/A	Uncommon
Diamond Gloves	N/A	N/A	Uncommon
Diamond Sallet	N/A	N/A	Uncommon
Diamond Shield	N/A	N/A	Uncommon
Eternal Armor	Common	Common	N/A
Eternal Sallet	N/A	Rare	Rare
Gold Armor	N/A	Rare	Rare
Gold Gloves	N/A	Uncommon	Uncommon
Holy Armor	N/A	Uncommon	Uncommon
Holy Shield	N/A	Uncommon	Uncommon
Legendary Weapon	N/A	N/A	Common
Lightning Belt	Uncommon	Uncommon	N/A
Lightning Gloves	Uncommon	Uncommon	N/A
Lightning Sallet	Uncommon	Uncommon	N/A
Lightning Shield	Uncommon	Uncommon	N/A
Magic Shield	N/A	Rare	Rare
Master's Weapon	Uncommon	Uncommon	Uncommon
Mighty Weapon	Uncommon	Uncommon	Uncommon
Mythril Armor	Common	Common	N/A
Mythril Belt	Uncommon	N/A	N/A
Mythril Gloves	Uncommon	N/A	N/A
Mythril Sallet	Uncommon	N/A	N/A
Mythril Shield	Uncommon	N/A	N/A
Pure Armor	N/A	Common	Common
Pure Belt	N/A	Uncommon	Uncommon
Soul of the Dragon	N/A	Rare	Rare
Soul of the Lion	Rare	Rare	N/A
Time Sallet	N/A	Uncommon	Uncommon
Valiant Weapon	Uncommon	Uncommon	Uncommon
Victorious Weapon	Uncommon	Uncommon	Uncommon
Wind Belt	N/A	Rare	Rare

Materials |

Name	Cycle One	Cycle Two	Cycle Three
Alloy	N/A	Common	Common
Ancient Potion	N/A	N/A	Common
Blue Silk	Common	Common	N/A
Bronze	Common	N/A	N/A
Chilly Gel	Common	Common	Common
Diamond Ore	N/A	Common	Common
Iron	Common	Common	N/A
Jagged Scythe	Common	Common	Common
Mythril	N/A	N/A	Common
Orichalcum	Common	Common	Common
Pressed Flower	Rare	Rare	Rare
Remedy	Rare	Rare	Rare
Thunderball	Common	Common	Common
Toad Oil	Common	Common	Common
White Silk	N/A	N/A	Common

Artifacts (Treasures) |

Name	Cycle One	Cycle Two	Cycle Three
Candy Ring	Uncommon	Uncommon	N/A
Chicken Knife	N/A	N/A	Uncommon
Dark Matter	N/A	N/A	Uncommon
Faerie Ring	Uncommon	N/A	N/A
Flametongue	N/A	Uncommon	Uncommon
Giant's Glove	N/A	N/A	Uncommon
Green Beret	Uncommon	Uncommon	N/A
Heavy Armband	N/A	N/A	Uncommon
Kaiser Knuckles	Uncommon	N/A	N/A
Loaded Dice	Uncommon	Uncommon	N/A
Mage Masher	Uncommon	N/A	N/A
Main Gauche	Uncommon	Uncommon	N/A
Maneater	Uncommon	N/A	N/A
Mjollnir	N/A	Uncommon	Uncommon
Noah's Lute	N/A	Uncommon	Uncommon
Red Slippers	Uncommon	Uncommon	N/A
Ring of Cure	Uncommon	Uncommon	Uncommon
Sage's Staff	N/A	Uncommon	Uncommon
Sparkling Bracer	Uncommon	N/A	N/A
Star Pendant	Uncommon	Uncommon	Uncommon
Teddy Bear	N/A	Uncommon	Uncommon
Tome of Ultima	N/A	N/A	Uncommon

Up to four of them can be collected throughout the stage, these are the ones listed under the 'Treasure' submenu. The other four artifacts or items that appear are based on how many bonus points you accumulated while playing. Depending on how many points you scored, and how many people are playing, different item sets will drop. Below is a list of all available item sets for this stage. Note that even if you get the required points for set 8, you still only have a 25% chance to get that set.

Set 1	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 0pts	N/A	N/A	Loaded Dice
2P	More than 0pts	N/A	N/A	Winged Cap
3P	More than 0pts	N/A	N/A	Buckler
4P	More than 0pts	N/A	N/A	Chocobo Pocket

Set 2	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 103pts	N/A	N/A	Shuriken
2P	More than 111pts	N/A	N/A	Wonder Wand
3P	More than 126pts	N/A	N/A	Silver Spectacles
4P	More than 138pts	N/A	N/A	Moon Pendant

Set 3	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 128pts	More than 0pts	N/A	Maneater
2P	More than 138pts	More than 0pts	N/A	Candy Ring
3P	More than 157pts	More than 0pts	N/A	Rat's Tail
4P	More than 172pts	More than 0pts	N/A	Chocobo Pocket

Set 4	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 160pts	More than 103pts	N/A	Double Axe
2P	More than 173pts	More than 111pts	N/A	Dragon's Whisker
3P	More than 197pts	More than 126pts	N/A	Sparkling Bracer
4P	More than 216pts	More than 138pts	N/A	Moon Pendant

Set 5	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 128pts	More than 0pts	Giant's Glove
2P	N/A	More than 138pts	More than 0pts	Rune Bell
3P	N/A	More than 157pts	More than 0pts	Wonder Bangle
4P	N/A	More than 172pts	More than 0pts	Moon Pendant

Set 6	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 160pts	More than 103pts	Ogrekiller
2P	N/A	More than 173pts	More than 111pts	Dark Matter
3P	N/A	More than 197pts	More than 126pts	Chocobo Pocket
4P	N/A	More than 216pts	More than 138pts	Orichalcum

Set 7	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More than 128pts	Flametongue

2P	N/A	N/A	More then 138pts	Kris
3P	N/A	N/A	More then 157pts	Diamond's Gloves
4P	N/A	N/A	More then 172pts	King's Scale

Set 8	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 160pts	Ice Brand
2P	N/A	N/A	More then 173pts	Red Slippers
3P	N/A	N/A	More then 197pts	Aegis
4P	N/A	N/A	More then 216pts	Diamond Shield

~ ENEMY LIST

Cycle One	Cycle Two	Cycle Three
Bomb	Bomb	Bomb
Cocurl	Cocurl	Cocurl
Killer Bee	Killer Bee	Killer Bee
Lizard Skirmisher	Lizard Skirmisher	Lizard Skirmisher
Lizard Skirmisher (Gold)	Lizard Skirmisher (Gold)	Lizard Skirmisher (Gold)
Lizard Soldier	Lizard Soldier	Lizard Soldier
Lizard Warrior	Lizard Warrior	Lizard Warrior
Lizard Wizard	Lizard Wizard	Lizard Wizard
Wraith	Wraith	Wraith

~ AVAILABLE ITEMS

Designs |

Name	Cycle One	Cycle Two	Cycle Three
Designer Glasses	N/A	N/A	Uncommon
Eyewear Techniques	Uncommon	Uncommon	N/A
Master's Weapon	Uncommon	Uncommon	Uncommon
Mighty Weapon	N/A	N/A	Uncommon
Valiant Weapon	N/A	N/A	Uncommon
Victorious Weapon	N/A	Uncommon	Uncommon
Warrior's Weapon	Uncommon	N/A	N/A

Materials |

Name	Cycle One	Cycle Two	Cycle Three
Alloy	N/A	N/A	Common
Cocurl's Whisker	Common	Common	Common
Heavenly Dust	Uncommon	Common	Common
Holy Water	Uncommon	Common	Common
Iron	Common	N/A	N/A
Mythril	Common	Common	Common

Set 3	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 138pts	More than 0pts	N/A	Ashura
2P	More than 148pts	More than 0pts	N/A	Faerie Ring
3P	More than 169pts	More than 0pts	N/A	Helm of Arai
4P	More than 185pts	More than 0pts	N/A	Moogles Pocket

Set 4	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 172pts	More than 110pts	N/A	Dark Matter
2P	More than 186pts	More than 119pts	N/A	Fang Charm
3P	More than 211pts	More than 135pts	N/A	Moogles Pocket
4P	More than 232pts	More than 148pts	N/A	Sparkling Bracer

Set 5	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 138pts	More than 0pts	Ancient Potion
2P	N/A	More than 148pts	More than 0pts	Helm of Arai
3P	N/A	More than 169pts	More than 0pts	Mjollnir
4P	N/A	More than 185pts	More than 0pts	Red Slippers

Set 6	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 172pts	More than 110pts	Engetsurin
2P	N/A	More than 186pts	More than 119pts	Helm of Arai
3P	N/A	More than 211pts	More than 135pts	Noah's Lute
4P	N/A	More than 232pts	More than 148pts	Orichalcum

Set 7	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More than 138pts	Candy Ring
2P	N/A	N/A	More than 148pts	Diamond Belt
3P	N/A	N/A	More than 169pts	Fang Charm
4P	N/A	N/A	More than 185pts	Wonder Bangle

Set 8	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More than 172pts	Cursed Crook
2P	N/A	N/A	More than 186pts	Galatyn
3P	N/A	N/A	More than 211pts	Green Beret
4P	N/A	N/A	More than 232pts	Sparkling Bracer

 ~ ENEMY LIST

Cycle One	Cycle Two	Cycle Three
Bat	Bat	Bat
Electric Jellyfish	Cerberus	Cerberus
Flan	Electric Jellyfish	Electric Jellyfish

Goblin	Flan	Flan	
Goblin Chieftain	Ghost	Ghost	
Goblin Mage	Goblin	Goblin	
-	Goblin (Mace)	Goblin (Mace)	
-	Goblin (Spear)	Goblin (Spear)	
-	Goblin Chieftain	Goblin Chieftain	
-	Goblin Mage	Goblin Mage	

~ AVAILABLE ITEMS

Designs |

Name	Cycle One	Cycle Two	Cycle Three	
Flame Gloves	N/A	N/A	Uncommon	
Flame Shield	N/A	N/A	Uncommon	
Gold Gloves	N/A	N/A	Uncommon	
Holy Armor	N/A	N/A	Uncommon	
Holy Shield	N/A	N/A	Uncommon	
Iron Armor	Uncommon	Uncommon	N/A	
Iron Belt	Uncommon	N/A	N/A	
Iron Gloves	Uncommon	N/A	N/A	
Iron Sallet	Uncommon	N/A	N/A	
Iron Shield	Uncommon	N/A	N/A	
Lightning Belt	N/A	Uncommon	Uncommon	
Lightning Gloves	N/A	Uncommon	Uncommon	
Lightning Sallet	N/A	Uncommon	Uncommon	
Lightning Shield	N/A	Uncommon	Uncommon	
Master's Weapon	Uncommon	Common	Common	
Mighty Weapon	N/A	Uncommon	Common	
Mythril Armor	Uncommon	Uncommon	Uncommon	
Mythril Belt	Uncommon	Uncommon	N/A	
Mythril Gloves	Uncommon	Uncommon	Uncommon	
Mythril Sallet	Uncommon	Uncommon	N/A	
Mythril Shield	Uncommon	Uncommon	Uncommon	
Pure Armor	N/A	N/A	Uncommon	
Pure Belt	N/A	N/A	Uncommon	
Secrets of Wisdom	N/A	N/A	Uncommon	
Time Armor	N/A	Uncommon	Uncommon	
Time Sallet	N/A	N/A	Uncommon	
Tome of Wisdom	Uncommon	Uncommon	Uncommon	
Valiant Weapon	N/A	N/A	Common	
Victorious Weapon	N/A	Uncommon	Common	
Warrior's Weapon	Uncommon	Uncommon	N/A	

Materials |

Name	Cycle One	Cycle Two	Cycle Three	
Alloy	N/A	Common	Common	
Blue Silk	N/A	Common	N/A	
Bronze	Common	N/A	N/A	
Cerberus's Fang	N/A	Uncommon	Uncommon	
Crystal Ball	Uncommon	Uncommon	N/A	

New Areas:

None.

Other Notes:

-You can find Kilanda Sulfur, an important item in Tristan's side quest in a chest in the second area. The chest won't always contain Kilanda Sulfur, especially in Cycles 1 and 2, but has a high chance to drop it in Cycle 3.

-If you need to leave the stage early, you must speak to Tristan the Ferryman near the starting point.

Bonus Points:

The following is a listing of how the bonus conditions are affected in this stage. Positive bonuses start from zero and add up until 100. Negative bonuses start at 100 and decrease until zero.

Positive Bonus Conditions	Rate
Defeat Enemies With Focus Attacks	+6
Defeat Enemies With Spells	+6
Defeat Enemies With Spell Fusion	+6
Inflict Damage	+1
Open Treasure Chests	+17
Pick Up Money	+7
Pick Up Items	+5
Take Physical Damage	+2
Take Magical Damage	+6
Negative Bonus Conditions	Rate
Avoid Damage	-1
Don't Cast Spells	-5
Don't Heal Yourself	-2
Don't Pick Anything Up	-1
Don't Use Focus Attacks	-5
Don't Use Physical Attacks	-5

~ ITEM SETS

Every time you clear a stage you will see a selection of up to eight artifacts. Up to four of them can be collected throughout the stage, these are the ones listed under the 'Treasure' submenu. The other four artifacts or items that appear are based on how many bonus points you accumulated while playing. Depending on how many points you scored, and how many people are playing, different item sets will drop. Below is a list of all available item sets for this stage. Note that even if you get the required points for set 8, you still only have a 25% chance to get that set.

Set 1	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More then Opts	N/A	N/A	Engetsurin
2P	More then Opts	N/A	N/A	Book of Light
3P	More then Opts	N/A	N/A	Drill
4P	More then Opts	N/A	N/A	Moon Pendant

Set 2	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More then 102pts	N/A	N/A	Power Wristband
2P	More then 110pts	N/A	N/A	Kris
3P	More then 125pts	N/A	N/A	Drill
4P	More then 137pts	N/A	N/A	Star Pendant

Set 3	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More then 127pts	More then Opts	N/A	Green Beret
2P	More then 137pts	More then Opts	N/A	Silver Bracer
3P	More then 156pts	More then Opts	N/A	Main Gauche
4P	More then 171pts	More then Opts	N/A	Ring of Fire

Set 4	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More then 159pts	More then 102pts	N/A	Fang Charm
2P	More then 172pts	More then 110pts	N/A	Cat's Bell
3P	More then 195pts	More then 125pts	N/A	Drill
4P	More then 214pts	More then 137pts	N/A	Ring of Fire

Set 5	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More then 127pts	More then Opts	Mjollnir
2P	N/A	More then 137pts	More then Opts	Red Slippers
3P	N/A	More then 156pts	More then Opts	Chicken Knife
4P	N/A	More then 171pts	More then Opts	Star Pendant

Set 6	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More then 159pts	More then 102pts	Flametongue
2P	N/A	More then 172pts	More then 110pts	Mage's Staff
3P	N/A	More then 195pts	More then 125pts	Ring of Fire
4P	N/A	More then 214pts	More then 137pts	Orichalcum

Set 7	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 127pts	Twisted Headband
2P	N/A	N/A	More then 137pts	Wonder Wand
3P	N/A	N/A	More then 156pts	Legendary Weapon
4P	N/A	N/A	More then 171pts	Red Eye

Set 8	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 159pts	Masamune
2P	N/A	N/A	More then 172pts	Rune Bell

3P N/A	N/A	More then 195pts	Main Gauche	
4P N/A	N/A	More then 214pts	Celestial Weapon	

 ~ ENEMY LIST

Cycle One	Cycle Two	Cycle Three
Blazer Beetle	Blazer Beetle	Blazer Beetle
Cocurl	Cocurl	Cocurl
Lamia	Lamia	Lamia
Lava Ahriman	Lava Ahriman	Lava Ahriman
Lava Mu	Lava Mu	Lava Mu
Ogre (Killanda)	Ogre (Killanda)	Ogre (Killanda)

 ~ AVAILABLE ITEMS

Designs |

Name	Cycle One	Cycle Two	Cycle Three
Diamond Armor	N/A	N/A	Common
Flame Armor	N/A	Common	Common
Flame Belt	Uncommon	Uncommon	Uncommon
Flame Craft	Common	Common	N/A
Flame Gloves	Uncommon	Uncommon	Uncommon
Flame Sallet	Uncommon	Uncommon	Uncommon
Flame Shield	Uncommon	Uncommon	Uncommon
Healing Kit	N/A	N/A	Common
Legendary Weapon	N/A	N/A	Common
Master's Weapon	Common	Uncommon	Uncommon
Mighty Weapon	N/A	N/A	Uncommon
Valiant Weapon	N/A	Uncommon	Uncommon
Victorious Weapon	N/A	N/A	Uncommon
Warrior's Weapon	Common	N/A	N/A
Zeal Kit	N/A	Common	Common

Materials |

Name	Cycle One	Cycle Two	Cycle Three
Alloy	N/A	Uncommon	Uncommon
Ancient Potion	N/A	N/A	Uncommon
Angel's Tear	N/A	N/A	Uncommon
Cocurl's Whisker	Common	Uncommon	Uncommon
Diamond Ore	N/A	N/A	Uncommon
Faerie's Tear	Common	Common	Common
Hard Shell	Uncommon	Uncommon	Uncommon
Iron	Uncommon	Uncommon	N/A
Magma Rock	Common	Common	Common
Mythril	Uncommon	Uncommon	Uncommon

Ogre Fang | Common | Common | Common |

Artifacts (Treasures) |

Name	Cycle One	Cycle Two	Cycle Three
Black Hood	Uncommon	Uncommon	N/A
Buckler	Uncommon	N/A	N/A
Cat's Bell	Uncommon	N/A	N/A
Chicken Knife	N/A	Uncommon	Uncommon
Engetsurin	Uncommon	Uncommon	N/A
Faerie Ring	Uncommon	N/A	N/A
Flametongue	Uncommon	N/A	N/A
Giant's Glove	Uncommon	Uncommon	N/A
Gold Hairpin	N/A	N/A	Uncommon
Heavy Armband	N/A	Uncommon	Uncommon
Kris	N/A	Uncommon	Uncommon
Masquerade	N/A	N/A	Uncommon
Moon Pendant	Uncommon	Uncommon	Uncommon
Noah's Lute	Uncommon	Uncommon	N/A
Onion Sword	N/A	N/A	Uncommon
Power Wristband	Uncommon	N/A	N/A
Red Slippers	N/A	Uncommon	Uncommon
Ring of Fire	Uncommon	Uncommon	Uncommon
Sage's Staff	Uncommon	Uncommon	N/A
Star Pendant	N/A	N/A	Uncommon
Teddy Bear	N/A	N/A	Uncommon
Twisted Headband	N/A	Uncommon	Uncommon
Wonder Wand	N/A	N/A	Uncommon

6e. LYNARI DESERT

[SGOE]

Topics Covered: General Info, Item Sets, Enemy List, Available Items.

~ GENERAL INFO

Stage Profile:

Year Available: 5th
Region: Lynari Isle
Boss: Antlion
Hotspot(s): Earth, Unknown
Unique Items: Hero's Weapon, Set 5(180/0 pts.)
Desert Fang, Set 7(180 pts.)
Sun Pendant, Set 8(226 pts.)

New Areas:

None.

~ ENEMY LIST

Cycle One	Cycle Two	Cycle Three
Cactuar	Cactuar	Cactuar
Chimera	Chimera	Chimera
Lamia	Electric Scorpion	Electric Scorpion
Sand Sahagin	Lamia	Lamia
Scorpion	Rock Scorpion	Rock Scorpion
Zu	Sand Sahagin	Sand Sahagin
-	Scorpion	Scorpion
-	Skeleton Mage	Skeleton Mage
-	Zu	Zu

~ AVAILABLE ITEMS

Designs |

Name	Cycle One	Cycle Two	Cycle Three
Clockwork	Uncommon	Uncommon	Uncommon
Designer Goggles	N/A	N/A	Uncommon
Diamond Armor	N/A	N/A	Uncommon
Eternal Armor	Uncommon	Uncommon	N/A
Flame Craft	Uncommon	Uncommon	Uncommon
Frost Craft	Uncommon	Uncommon	Uncommon
Goggle Techniques	Uncommon	Uncommon	Uncommon
Gold Armor	N/A	Uncommon	Uncommon
Gold Craft	Uncommon	Uncommon	Uncommon
Legendary Weapon	N/A	N/A	Common
Lightning Craft	Uncommon	Uncommon	Uncommon
Master's Weapon	Uncommon	Uncommon	N/A
Mighty Weapon	Uncommon	Uncommon	Uncommon
Mythril Armor	Uncommon	Uncommon	N/A
New Clockwork	Uncommon	Uncommon	Uncommon
Pure Armor	N/A	Uncommon	Uncommon
Radiant Armor	N/A	N/A	Uncommon
Valiant Weapon	Uncommon	Uncommon	Uncommon
Victorious Weapon	Uncommon	Uncommon	Uncommon

Materials |

Name	Cycle One	Cycle Two	Cycle Three
Alloy	Uncommon	Uncommon	Uncommon
Coeurl's Whisker	Common	Common	Common
Diamond Ore	N/A	N/A	Uncommon
Needle	Common	Common	Common
Orichalcum	N/A	N/A	Common
Thunderball	N/A	Rare	Uncommon
Zu's Beak	Common	Common	Common

1P	More then 145pts	More then 0pts	N/A	Maneater
2P	More then 156pts	More then 0pts	N/A	Rune Ball
3P	More then 178pts	More then 0pts	N/A	Buckler
4P	More then 195pts	More then 0pts	N/A	Earth Pendant

Set 4	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More then 181pts	More then 116pts	N/A	Double Axe
2P	More then 196pts	More then 125pts	N/A	Black Hood
3P	More then 222pts	More then 142pts	N/A	Silver Bracer
4P	More then 244pts	More then 156pts	N/A	Moogle Pocket

Set 5	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More then 145pts	More then 0pts	Sasuke's Blade
2P	N/A	More then 156pts	More then 0pts	Cat's Bell
3P	N/A	More then 178pts	More then 0pts	Wonder Bangle
4P	N/A	More then 195pts	More then 0pts	Legendary Weapon

Set 6	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More then 181pts	More then 116pts	Green Beret
2P	N/A	More then 196pts	More then 125pts	Mage's Staff
3P	N/A	More then 222pts	More then 142pts	Wonder Bangle
4P	N/A	More then 244pts	More then 156pts	Orichalcum

Set 7	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 145pts	Kaiser Knuckles
2P	N/A	N/A	More then 156pts	Faerie Ring
3P	N/A	N/A	More then 178pts	Ultimate Pocket
4P	N/A	N/A	More then 195pts	Orc Belt

Set 8	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 181pts	Onion Sword
2P	N/A	N/A	More then 196pts	Winged Cap
3P	N/A	N/A	More then 222pts	Earth Pendant
4P	N/A	N/A	More then 244pts	Murasame

~ ENEMY LIST

Cycle One	Cycle Two	Cycle Three	
Bomb	Bat	Bat	
Orge	Bomb	Bomb	
Orc	Cockatrice	Cockatrice	
Orc Mage	Ice Bomb	Ice Bomb	
-	Orge	Orge	
-	Orc	Orc	
-	Orc (Mace)	Orc (Mace)	

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- |Orc (Spear) |Orc (Spear) |
- |Orc Mage |Orc Mage |
- |Thunder Bomb |Thunder Bomb |
- |Wraith |Wraith |

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*****
~ AVAILABLE ITEMS
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Designs |

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-----
Name | Cycle One | Cycle Two | Cycle Three |
-----|-----|-----|-----|
Bronze Armor | N/A | Uncommon | N/A |
Flame Armor | N/A | N/A | Common |
Flame Craft | N/A | Common | Common |
Frost Armor | N/A | N/A | Uncommon |
Frost Craft | N/A | Uncommon | Uncommon |
Lightning Armor | N/A | N/A | Uncommon |
Master's Weapon | N/A | Uncommon | Uncommon |
Mythril Armor | N/A | Uncommon | Uncommon |
Secrets of Speed | N/A | N/A | Uncommon |
Tome of Speed | N/A | Uncommon | Uncommon |
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Materials |

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-----
Name | Cycle One | Cycle Two | Cycle Three |
-----|-----|-----|-----|
Alloy | N/A | Common | Uncommon |
Bronze | Common | N/A | N/A |
Bronze Shard | Common | N/A | N/A |
Chilly Gel | N/A | Uncommon | Uncommon |
Cockatrice Scale | N/A | Common | Uncommon |
Crystal Ball | N/A | Common | N/A |
Diamond Ore | N/A | N/A | Common |
Iron | Common | Common | N/A |
Iron Shard | Common | Common | N/A |
Magma Rock | N/A | Uncommon | Uncommon |
Mythril | N/A | Common | Common |
Ogre Fang | N/A | Uncommon | Uncommon |
Shiny Shard | N/A | Uncommon | N/A |
Thunderball | N/A | Uncommon | Uncommon |
Tiny Crystal | N/A | N/A | Uncommon |
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Artifacts (Treasures) |

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-----
Name | Cycle One | Cycle Two | Cycle Three |
-----|-----|-----|-----|
Black Hood | N/A | Uncommon | Uncommon |
Buckler | Uncommon | N/A | N/A |
Cat's Bell | Uncommon | Uncommon | N/A |
Double Axe | Uncommon | Uncommon | N/A |
Dragon's Whisker | Uncommon | N/A | N/A |
Earth Pendant | Uncommon | Uncommon | Uncommon |

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Flametongue	N/A	Uncommon	Uncommon	
Green Beret	Uncommon	Uncommon	N/A	
Ice Brand	N/A	Uncommon	Uncommon	
Kris	N/A	Uncommon	Uncommon	
Loaded Dice	N/A	N/A	Uncommon	
Mage Masher	Uncommon	N/A	N/A	
Mage's Staff	N/A	N/A	Uncommon	
Maneater	Uncommon	N/A	N/A	
Moogles Pocket	N/A	Uncommon	Uncommon	
Rune Bell	N/A	N/A	Uncommon	
Sage's Staff	N/A	Uncommon	Uncommon	
Sasuke's Blade	N/A	N/A	Uncommon	
Shuriken	Uncommon	N/A	N/A	
Silver Bracer	Uncommon	Uncommon	N/A	
Silver Spectacles	Uncommon	Uncommon	N/A	
Wonder Bangle	N/A	N/A	Uncommon	

6g. MOUNT VELLENGE

[SGOG]

Topics Covered: General Info, Enemy List, Available Items.

 ~ GENERAL INFO

Stage Profile:

 Year Available: 5th
 Region: The Abyss
 Boss: Meteor Parasite/R***
 Hotspot(s): None
 Unique Items: None

Other Notes:

 -Since completion of this stage will end the game, there are no item sets, or extra cycles.

 ~ ENEMY LIST

Cycle One
 Chimera |
 Death Knight |
 Shade |
 Shade (Mace) |
 Shade (Spear) |
 Sphere |
 Tentacle (Various) |
 Tonberry |

~ AVAILABLE ITEMS

Artifacts (Treasures)

Name	Cycle One
Aegis	Uncommon
Dark Matter	Common
Elven Mantle	Common
Flametongue	Common
Ice Brand	Common
Kris	Common
Mage's Staff	Common
Masamune	Uncommon
Mjollnir	Common
Ribbon	Uncommon
Sage's Staff	Common
Sasuke's Blade	Common
Wonder Bangle	Common

6h. MOSCHET MANOR [SGOH]

Topics Covered: General Info, Item Sets, Enemy List, Available Items.

~ GENERAL INFO

Stage Profile:

Year Available: 2nd
Region: Vale of Alfitaria
Boss: Gigas Lord
Hotspot(s): Fire, Water
Rare Items: Lord's Robe, Set 7(105 pts.)
 Gekkabijin, Set 8(132 pts.)
 Legendary Shield, Set 8(132 pts.)

New Areas:

None!

Bonus Points:

The following is a listing of how the bonus conditions are affected in this stage. Positive bonuses start from zero and add up until 100. Negative bonuses start at 100 and decrease until zero.

Positive Bonus Conditions |Rate |

Defeat Enemies With Focus Attacks	+7
Defeat Enemies With Spells	+7
Defeat Enemies With Spell Fusion	+7
Inflict Damage	+1
Open Treasure Chests	+15
Pick Up Money	+8
Pick Up Items	+10
Take Physical Damage	+2
Take Magical Damage	+10

Negative Bonus Conditions	Rate
Avoid Damage	-1
Don't Cast Spells	-5
Don't Heal Yourself	-2
Don't Pick Anything Up	-1
Don't Use Focus Attacks	-5
Don't Use Physical Attacks	-5

~ ITEM SETS

Every time you clear a stage you will see a selection of up to eight artifacts. Up to four of them can be collected throughout the stage, these are the ones listed under the 'Treasure' submenu. The other four artifacts or items that appear are based on how many bonus points you accumulated while playing. Depending on how many points you scored, and how many people are playing, different item sets will drop. Below is a list of all available item sets for this stage. Note that even if you get the required points for set 8, you still only have around a 25% chance to get that set.

Set 1	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 0pts	N/A	N/A	Flametongue
2P	More than 0pts	N/A	N/A	Rune Staff
3P	More than 0pts	N/A	N/A	Buckler
4P	More than 0pts	N/A	N/A	Chocobo Pocket

Set 2	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 84pts	N/A	N/A	Green Beret
2P	More than 91pts	N/A	N/A	Red Slippers
3P	More than 103pts	N/A	N/A	Silver Spectacles
4P	More than 113pts	N/A	N/A	Earth Pendant

Set 3	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 105pts	More than 0pts	N/A	Fang Charm
2P	More than 113pts	More than 0pts	N/A	Book of Light
3P	More than 129pts	More than 0pts	N/A	Black Hood
4P	More than 141pts	More than 0pts	N/A	Moon Pendant

Set 4	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
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1P	More then 132pts	More then 84pts	N/A	Kaiser Knuckles
2P	More then 142pts	More then 91pts	N/A	Faerie Ring
3P	More then 161pts	More then 103pts	N/A	Helm of Arai
4P	More then 177pts	More then 113pts	N/A	Chocobo Pocket

Set 5	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More then 105pts	More then 0pts	Ice Brand
2P	N/A	More then 113pts	More then 0pts	Sage's Staff
3P	N/A	More then 129pts	More then 0pts	Chocobo Pocket
4P	N/A	More then 141pts	More then 0pts	Moon Pendant

Set 6	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More then 132pts	More then 84pts	Masquerade
2P	N/A	More then 142pts	More then 91pts	Mage's Staff
3P	N/A	More then 161pts	More then 103pts	Wonder Bangle
4P	N/A	More then 177pts	More then 113pts	Orichalcum

Set 7	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 105pts	Power Wristband
2P	N/A	N/A	More then 113pts	Lord's Robe
3P	N/A	N/A	More then 129pts	Chocobo Pocket
4P	N/A	N/A	More then 141pts	Legendary Weapon

Set 8	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 132pts	Gekkabijin
2P	N/A	N/A	More then 142pts	Candy Ring
3P	N/A	N/A	More then 161pts	Chocobo Pocket
4P	N/A	N/A	More then 177pts	Legendary Shield

~ ENEMY LIST

Cycle One	Cycle Two	Cycle Three	
Coeurl	Coeurl	Coeurl	
Gargoyle	Gargoyle	Gargoyle	
Gremlin	Gremlin	Gremlin	
Tonberry Chef	Tonberry Chef	Ochu	
-	-	Tonberry Chef	

~ AVAILABLE ITEMS

Designs

Cycle One	Cycle Two	Cycle Three
Fashoin Kit	Fashoin Kit	Fashoin Kit
Lady's Accessories	Lady's Accessories	Lady's Accessories

Materials|

Cycle One	Cycle Two	Cycle Three
Alloy	Alloy	Alloy
Coearl's Whisker*	Coearl's Whisker	Coearl's Whisker
Holy Water*	Ruby	Holy Water
Iron	Silver	Mythril
Ruby*	-	Ruby
Silver*	-	Silver
-	-	Tiny Crystal
-	-	Yellow Feather

*= Multiplayer only(3 or more players)

Artifacts (Treasures)|

Cycle One	Cycle Two	Cycle Three
Ashura	Candy Ring	Candy Ring
Chocobo Pocket	Earth Pendant	Earth Pendant
Earth Pendant	Elven Mantle	Elven Mantle
Faerie Ring	Fang Charm	Engetsurin
Flametongue	Flametongue	Fang Charm
Helm of Arai	Helm of Arai	Mjollnir
Kaiser Knuckles	Kaiser Knuckles	Moon Pendant
Rune Staff	Ogrekiller	Noah's Lute
Shuriken	Red Slippers	Ogrekiller
Sparkling Bracer	Winged Cap	Red Slippers
Winged Cap	Wonder Wand	Wonder Bangle
Wonder Wand	-	-

6i. THE MUSHROOM FOREST

[SGOI]

Topics Covered: General Info, Item Sets, Enemy List, Available Items.

~ GENERAL INFO

Stage Profile:

Year Available: 1st
Region: Iron Mine Downs
Boss: Malboro
Hotspot(s): Water

Rare Items: Malboro Seed, Set 8(169 pts.)
 Diamond Armor, Set 7(135 pts.)
 Ashura, Set 8(169 pts.) This item is fairly common in Cycles 1 and 2 of most stages, but you can only get it here in Cycle 3.
 Ancient Potion, Set 5(135/0 pts.) This item can easily be obtained in Cycle 3 by running straight to the boss while having a positive bonus condition. This will net you a low number of bonus points making the Ancient Potion will appear at the item select.

New Areas:

Starting in Cycle Two, a new springin' orange mushroom bridge platform thingy will appear just down the left path from the start. This leads to a long path which leads to several chests. You are going to have to take the first part of this path anyway, since the are now mushrooms blocking the old path. Starting in Cycle Three, yet another springin' mushroom will appear, this time south of the winding path on the way to the boss. This new path leads to a chest and a water hotspot.

Bonus Points:

The following is a listing of how the bonus conditions are affected in this stage. Positive bonuses start from zero and add up until 100. Negative bonuses start at 100 and decrease until zero.

Positive Bonus Conditions	Rate
Defeat Enemies With Focus Attacks	+5
Defeat Enemies With Spells	+5
Defeat Enemies With Spell Fusion	+5
Inflict Damage	+1
Open Treasure Chests	+10
Pick Up Money	+7
Pick Up Items	+5
Take Physical Damage	+2
Take Magical Damage	+10
Negative Bonus Conditions	Rate
Avoid Damage	-1
Don't Cast Spells	-5
Don't Heal Yourself	-2
Don't Pick Anything Up	-1
Don't Use Focus Attacks	-5
Don't Use Physical Attacks	-5

 ~ ITEM SETS

Every time you clear a stage you will see a selection of up to eight artifacts. Up to four of them can be collected throughout the stage, these are the ones listed under the 'Treasure' submenu. The other four artifacts or items that appear are based on how many bonus points you accumulated while playing. Depending on how many points you scored, and how many people are playing, different item sets will drop. Below is a list of all available item sets for this stage. Note that even if you get the required points for set 8, you still

only have around a 25% chance to get that set.

Set 1	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 0pts	N/A	N/A	Shuriken
2P	More than 0pts	N/A	N/A	Dragon's Whisker
3P	More than 0pts	N/A	N/A	Buckler
4P	More than 0pts	N/A	N/A	Earth Pendant

Set 2	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 108pts	N/A	N/A	Flametongue
2P	More than 116pts	N/A	N/A	Mage Masher
3P	More than 132pts	N/A	N/A	Moogle Pocket
4P	More than 145pts	N/A	N/A	Silver Spectacles

Set 3	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 135pts	More than 0pts	N/A	Maneater
2P	More than 145pts	More than 0pts	N/A	Sage's Staff
3P	More than 165pts	More than 0pts	N/A	Buckler
4P	More than 181pts	More than 0pts	N/A	Earth Pendant

Set 4	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 169pts	More than 108pts	N/A	Double Axe
2P	More than 182pts	More than 116pts	N/A	Black Hood
3P	More than 207pts	More than 132pts	N/A	Silver Bracer
4P	More than 227pts	More than 145pts	N/A	Moogle Pocket

Set 5	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 135pts	More than 0pts	Sasuke's Blade
2P	N/A	More than 145pts	More than 0pts	Cat's Bell
3P	N/A	More than 165pts	More than 0pts	Wonder Bangle
4P	N/A	More than 181pts	More than 0pts	Ancient Potion

Set 6	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 169pts	More than 108pts	Green Beret
2P	N/A	More than 182pts	More than 116pts	Mage's Staff
3P	N/A	More than 207pts	More than 132pts	Wonder Bangle
4P	N/A	More than 227pts	More than 145pts	Orichalcum

Set 7	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More than 135pts	Double Axe
2P	N/A	N/A	More than 145pts	Silver Bracer
3P	N/A	N/A	More than 165pts	Moogle Pocket
4P	N/A	N/A	More than 181pts	Diamond Armor

Set 8	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
-------	-----------	-----------	-------------	-------------------

1P	N/A	N/A	More then 169pts	Ashura
2P	N/A	N/A	More then 182pts	Cat's Bell
3P	N/A	N/A	More then 207pts	Earth Pendant
4P	N/A	N/A	More then 227pts	Malboro Seed

 ~ ENEMY LIST

Cycle One	Cycle Two	Cycle Three	
Ahriman	Ahriman	Ahriman	
Gremlin	Gremlin	Gremlin	
Hedgehog	Hedgehog	Hedgehog	
Hell Plant	Hell Plant	Hell Plant	
Tiny Worm	Ice Ahriman	Ice Ahriman	
-	Ochu	Ochu	
-	Stone Plant	Stone Hedgehog	
-	Tiny Worm	Stone Plant	
-	-	Tiny Worm	

 ~ AVAILABLE ITEMS

 Designs|

Cycle One	Cycle Two	Cycle Three	
Bronze Armor	Bronze Armor	Daemon Kit	
Bronze Belt	Bronze Belt	Fiend Kit	
Bronze Gloves	Bronze Gloves	Gold Gloves	
Bronze Sallet	Bronze Sallet	Holy Armor	
Novice's Weapon	Fiend Kit	Holy Shield	
-	Iron Belt	Magic Shield	
-	Iron Gloves	Master's Weapon	
-	Iron Sallet	Mighty Weapon	
-	Iron Shield	Mythril Armor	
-	Master's Weapon	Mythril Belt	
-	Mythril Armor	Mythril Gloves	
-	Mythril Belt	Mythril Sallet	
-	Mythril Gloves	Mythril Shield	
-	Mythril Sallet	Pure Armor	
-	Mythril Shield	Time Sallet	
-	Novice's Weapon	Tome of Speed	
-	Valiant Weapon	Valiant Weapon	
-	-	VictoriousWeapon	

 Materials|

Cycle One	Cycle Two	Cycle Three	
Bronze	Bronze	Alloy	

Bonus Points:

 The following is a listing of how the bonus conditions are affected in this stage. Positive bonuses start from zero and add up until 100. Negative bonuses start at 100 and decrease until zero.

```

-----
Positive Bonus Conditions      |Rate |
-----|
Defeat Enemies With Focus Attacks | +5 |
Defeat Enemies With Spells      | +5 |
Defeat Enemies With Spell Fusion | +5 |
Inflict Damage                  | +1 |
Open Treasure Chests           | +7 |
Pick Up Money                   | +5 |
Pick Up Items                   | +3 |
Take Physical Damage            | +2 |
Take Magical Damage             | +5 |
-----|
Negative Bonus Conditions      |Rate |
-----|
Avoid Damage                    | -1 |
Don't Cast Spells               | -5 |
Don't Heal Yourself             | -2 |
Don't Pick Anything Up         | -1 |
Don't Use Focus Attacks         | -5 |
Don't Use Physical Attacks      | -5 |
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*****
~ ITEM SETS
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Every time you clear a stage you will see a selection of up to eight artifacts. Up to four of them can be collected throughout the stage, these are the ones listed under the 'Treasure' submenu. The other four artifacts or items that appear are based on how many bonus points you accumulated while playing. Depending on how many points you scored, and how many people are playing, different item sets will drop. Below is a list of all available item sets for this stage. Note that even if you get the required points for set 8, you still only have a 25% chance to get that set.

```

-----
Set 1 |Cycle One      |Cycle Two      |Cycle Three     |Artifacts & Items |
-----|
  1P |More then 0pts |N/A            |N/A             |Main Gauche       |
  2P |More then 0pts |N/A            |N/A             |Mjollnir          |
  3P |More then 0pts |N/A            |N/A             |Star Pendant      |
  4P |More then 0pts |N/A            |N/A             |Sage's Staff      |
-----|
-----
Set 2 |Cycle One      |Cycle Two      |Cycle Three     |Artifacts & Items |
-----|
  1P |More then 149pts |N/A           |N/A             |Flametongue      |
  2P |More then 160pts |N/A           |N/A             |Black Hood        |
  3P |More then 182pts |N/A           |N/A             |Goblin Pocket     |
  4P |More then 200pts |N/A           |N/A             |Mage's Staff      |
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Set 3	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More then 186pts	More then 0pts	N/A	Chicken Knife
2P	More then 200pts	More then 0pts	N/A	Star Pendant
3P	More then 228pts	More then 0pts	N/A	Ice Brand
4P	More then 250pts	More then 0pts	N/A	Wonder Wand

Set 4	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More then 232pts	More then 149pts	N/A	Goblin Pocket
2P	More then 250pts	More then 160pts	N/A	Helm of Arai
3P	More then 284pts	More then 182pts	N/A	Loaded Dice
4P	More then 312pts	More then 200pts	N/A	Rune Bell

Set 5	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More then 186pts	More then 0pts	Elven Mantle
2P	N/A	More then 200pts	More then 0pts	Kris
3P	N/A	More then 228pts	More then 0pts	Masquerade
4P	N/A	More then 250pts	More then 0pts	Star Pendant

Set 6	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More then 232pts	More then 149pts	Goblin Pocket
2P	N/A	More then 250pts	More then 160pts	Noah's Lute
3P	N/A	More then 284pts	More then 182pts	Ogrekiller
4P	N/A	More then 312pts	More then 200pts	Orichalcum

Set 7	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 186pts	Dark Weapon
2P	N/A	N/A	More then 200pts	Engetsurin
3P	N/A	N/A	More then 228pts	Ethereal Orb
4P	N/A	N/A	More then 250pts	Red Slippers

Set 8	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 232pts	Drill
2P	N/A	N/A	More then 250pts	Forbidden Tome
3P	N/A	N/A	More then 284pts	Ribbon
4P	N/A	N/A	More then 312pts	Twisted Headband

~ ENEMY LIST

Cycle One	Cycle Two	Cycle Three
Cerberus	Cerberus	Cerberus
Gargoyle	Gargoyle	Gargoyle
Ghost	Ghost	Ghost
Nightmare	Nightmare	Nightmare
Skeleton	Skeleton	Skeleton

Skeleton (Mace)	Skeleton (Mace)	Skeleton (Mace)	
Skeleton (Spear)	Skeleton (Spear)	Skeleton (Spear)	
Skeleton Mage (RebenaTeRa)	Skeleton Mage (RebenaTeRa)	Skeleton Mage (RebenaTeRa)	
Skeleton Mage (Fire)	Skeleton Mage (Fire)	Skeleton Mage (Fire)	
Skeleton Mage (Ice)	Skeleton Mage (Ice)	Skeleton Mage (Ice)	
Skeleton Mage (Lightning)	Skeleton Mage (Lightning)	Skeleton Mage (Lightning)	
Vampire Bat	Vampire Bat	Vampire Bat	
Wraith	Wraith	Wraith	

~ AVAILABLE ITEMS

Designs|

Cycle One	Cycle Two	Cycle Three	
Blue Yarn	Blue Yarn	Blue Yarn	
Eternal Sallet	Eternal Sallet	Diamond Armor	
Gold Gloves	Gold Gloves	Holy Armor	
Holy Shield	Holy Armor	Pure Armor	
Pure Belt	Holy Shield	Tome of Magic	
Tome of Magic	Pure Armor	Tome of Scrcery	
White Yarn	Pure Belt	White Yarn	
-	Tome of Magic	-	
-	White Yarn	-	

Materials|

Cycle One	Cycle Two	Cycle Three	
Blue Silk	Alloy	Alloy	
Cerberus's Fang	Blue Silk	Ancient Potion	
Fiend's Claw	Cerberus's Fang	Cerberus's Fang	
Gear	Diamond Ore	Devil's Claw	
Heavenly Dust	Fiend's Claw	Diamond Ore	
Holy Water	Gear	Gear	
Tiny Crystal	Heavenly Dust	Heavenly Dust	
-	Holy Water	Holy Water	
-	Mythril	Mythril	
-	Tiny Crystal	White Silk	

Artifacts (Treasures)|

Cycle One	Cycle Two	Cycle Three	
Elven Mantle	Cat's Bell	Cat's Bell	
Fang Charm	Elven Mantle	Chicken Knife	
Goblin Pocket	Engetsurin	Engetsurin	
Ice Brand	Fang Charm	Giant's Glove	
Power Wristband	Goblin Pocket	Goblin Pocket	
Rune Bell	Heavy Armband	Gold Hairpin	
Rune Staff	Ice Brand	Mage Masher	
Shuriken	Mage Masher	Mage Staff	

Silver Bracer	Rune Bell	Onion Sword	
Silver Spectacles	Star Pendant	Star Pendant	
Star Pendant	Teddy Bear	Teddy Bear	
Winged Cap	Winged Cap	-	

6k. RIVER BELLE PATH [SGOK]

Topics Covered: General Info, Item Sets, Enemy List, Available Items.

 ~ GENERAL INFO

Stage Profile:

Year Available: 1st
 Region: Tipa Peninsula
 Boss: Giant Crab
 Hotspot(s): Water, Wind
 Rare Items: Ancient Sword, Set 8(149 pts.)
 Save the Queen, Set 8(149 pts.)

New Areas:

There are no new areas to explore. But if your bored talk to the moogles, what they have to say depends on what cycle you are in.

Bonus Points:

The following is a listing of how the bonus conditions are affected in this stage. Positive bonuses start from zero and add up until 100. Negative bonuses start at 100 and decrease until zero.

Positive Bonus Conditions	Rate
Defeat Enemies With Focus Attacks	+5
Defeat Enemies With Spells	+5
Defeat Enemies With Spell Fusion	+5
Inflict Damage	+1
Open Treasure Chests	+15
Pick Up Money	+7
Pick Up Items	+5
Take Physical Damage	+2
Take Magical Damage	+10
Negative Bonus Conditions	Rate
Avoid Damage	-1
Don't Cast Spells	-5
Don't Heal Yourself	-2
Don't Pick Anything Up	-1
Don't Use Focus Attacks	-5
Don't Use Physical Attacks	-5

~ ITEM SETS

Every time you clear a stage you will see a selection of up to eight artifacts. Up to four of them can be collected throughout the stage, these are the ones listed under the 'Treasure' submenu. The other four artifacts or items that appear are based on how many bonus points you accumulated while playing. Depending on how many points you scored, and how many people are playing, different item sets will drop. Below is a list of all available item sets for this stage. Note that even if you get the required points for set 8, you still only have around a 25% chance to get that set.

Set 1	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 0pts	N/A	N/A	Buckler
2P	More than 0pts	N/A	N/A	Dragon's Whisker
3P	More than 0pts	N/A	N/A	Moogle Pocket
4P	More than 0pts	N/A	N/A	Shuriken

Set 2	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 95pts	N/A	N/A	Mage Masher
2P	More than 102pts	N/A	N/A	Maneater
3P	More than 116pts	N/A	N/A	Moogle Pocket
4P	More than 127pts	N/A	N/A	Silver Spectacles

Set 3	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 119pts	More than 0pts	N/A	Buckler
2P	More than 128pts	More than 0pts	N/A	Double Axe
3P	More than 146pts	More than 0pts	N/A	Iron
4P	More than 160pts	More than 0pts	N/A	Kris

Set 4	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 149pts	More than 95pts	N/A	Ice Brand
2P	More than 160pts	More than 102pts	N/A	Iron
3P	More than 182pts	More than 116pts	N/A	Silver Bracer
4P	More than 200pts	More than 127pts	N/A	Silver Spectacles

Set 5	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 119pts	More than 0pts	Loaded Dice
2P	N/A	More than 128pts	More than 0pts	Mage's Staff
3P	N/A	More than 146pts	More than 0pts	Mythril
4P	N/A	More than 160pts	More than 0pts	Wonder Bangle

Set 6	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 149pts	More than 95pts	Black Hood
2P	N/A	More than 160pts	More than 102pts	Flametongue

3P	N/A	More then 182pts	More then 116pts	Legendary Weapon	
4P	N/A	More then 200pts	More then 127pts	Sasuke's Blade	

Set 7	Cycle One	Cycle Two	Cycle Three	Artifacts & Items	
1P	N/A	N/A	More then 119pts	Dragon's Whisker	
2P	N/A	N/A	More then 128pts	Orichalcum	
3P	N/A	N/A	More then 146pts	Shuriken	
4P	N/A	N/A	More then 160pts	Silver Spectacles	

Set 8	Cycle One	Cycle Two	Cycle Three	Artifacts & Items	
1P	N/A	N/A	More then 149pts	Ancient Sword	
2P	N/A	N/A	More then 160pts	Mage Masher	
3P	N/A	N/A	More then 182pts	Maneater	
4P	N/A	N/A	More then 200pts	Save The Queen	

 ~ ENEMY LIST

Cycle One	Cycle Two	Cycle Three	
Goblin	Goblin	Dark Hedgehog	
Goblin Chieftain	Goblin (Spear)	Goblin	
Hedgehog	Goblin Chieftain	Goblin (Mace)	
Mu	Goblin Mage	Goblin (Spear)	
-	Griffin	Goblin Chieftain	
-	Hedgehog	Goblin Mage	
-	Mu	Griffin	
-	Stone Hedgehog	Mu	
-	-	Stone Hedgehog	

 ~ AVAILABLE ITEMS

 Designs|

Cycle One	Cycle Two	Cycle Three	
Bronze Armor	Bronze Armor	Flame Craft	
Bronze Belt	Bronze Gloves	Frost Craft	
Bronze Gloves	Bronze Sallet	Iron Belt	
Bronze Sallet	Flame Craft	Iron Gloves	
Iron Shield	Frost Craft	Iron Sallet	
Novice's Weapon	Iron Belt	Lightning Craft	
-	Iron Gloves	Mythril Armor	
-	Iron Sallet	Mythril Belt	
-	Iron Shield	Mythril Sallet	
-	Lightning Craft	Mythril Shield	
-	Novice's Weapon	Valiant Weapon	

The following is a listing of how the bonus conditions are affected in this stage. Positive bonuses start from zero and add up until 100. Negative bonuses start at 100 and decrease until zero.

```

-----
Positive Bonus Conditions      |Rate |
-----|-----
Defeat Enemies With Focus Attacks | +5 |
Defeat Enemies With Spells      | +5 |
Defeat Enemies With Spell Fusion | +5 |
Inflict Damage                  | +1 |
Open Treasure Chests           | +9 |
Pick Up Money                   | +5 |
Pick Up Items                   | +3 |
Take Physical Damage           | +2 |
Take Magical Damage            | +6 |
-----|-----
Negative Bonus Conditions      |Rate |
-----|-----
Avoid Damage                    | -1 |
Don't Cast Spells              | -5 |
Don't Heal Yourself            | -2 |
Don't Pick Anything Up         | -1 |
Don't Use Focus Attacks        | -5 |
Don't Use Physical Attacks     | -5 |
-----|-----

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*****
~ ITEM SETS
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Every time you clear a stage you will see a selection of up to eight artifacts. Up to four of them can be collected throughout the stage, these are the ones listed under the 'Treasure' submenu. The other four artifacts or items that appear are based on how many bonus points you accumulated while playing. Depending on how many points you scored, and how many people are playing, different item sets will drop. Below is a list of all available item sets for this stage. Note that even if you get the required points for set 8, you still only have around a 25% chance to get that set.

```

-----
Set 1 |Cycle One      |Cycle Two      |Cycle Three      |Artifacts & Items |
-----|-----|-----|-----|-----
1P |More then Opts |N/A            |N/A              |Ogrekiller        |
2P |More then Opts |N/A            |N/A              |Dragon's Whisker  |
3P |More then Opts |N/A            |N/A              |Buckler            |
4P |More then Opts |N/A            |N/A              |Chocobo Pocket    |
-----|-----|-----|-----|-----
Set 2 |Cycle One      |Cycle Two      |Cycle Three      |Artifacts & Items |
-----|-----|-----|-----|-----
1P |More then 158pts |N/A            |N/A              |Ashura             |
2P |More then 170pts |N/A            |N/A              |Rune Bell          |
3P |More then 193pts |N/A            |N/A              |Silver Spectacles |
4P |More then 212pts |N/A            |N/A              |Ring of Thunder    |
-----|-----|-----|-----|-----
Set 3 |Cycle One      |Cycle Two      |Cycle Three      |Artifacts & Items |
-----|-----|-----|-----|-----
1P |More then 197pts |More then Opts |N/A              |Kaiser Knuckles   |
-----|-----|-----|-----|-----

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2P	More then 212pts	More then 0pts	N/A	Mage Masher
3P	More then 241pts	More then 0pts	N/A	Sparkling Bracer
4P	More then 265pts	More then 0pts	N/A	Moon Pendant

Set 4	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More then 246pts	More then 158pts	N/A	Power Wristband
2P	More then 266pts	More then 170pts	N/A	Rune Staff
3P	More then 302pts	More then 193pts	N/A	Teddy Bear
4P	More then 332pts	More then 212pts	N/A	Ring of Thunder

Set 5	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More then 197pts	More then 0pts	Sasuke's Blade
2P	N/A	More then 212pts	More then 0pts	Kris
3P	N/A	More then 241pts	More then 0pts	Black Hood
4P	N/A	More then 265pts	More then 0pts	Diamond Armor

Set 6	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More then 246pts	More then 158pts	Twisted Headband
2P	N/A	More then 266pts	More then 170pts	Gold Hairpin
3P	N/A	More then 302pts	More then 193pts	Moon Pendant
4P	N/A	More then 332pts	More then 212pts	Orichalcum

Set 7	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 197pts	Loaded Dice
2P	N/A	N/A	More then 212pts	Sage's Staff
3P	N/A	N/A	More then 241pts	Ring of Thunder
4P	N/A	N/A	More then 265pts	Wind Crystal

Set 8	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 246pts	Ogrekiller
2P	N/A	N/A	More then 266pts	Wonder Wand
3P	N/A	N/A	More then 302pts	Earth Armor
4P	N/A	N/A	More then 332pts	Ring of Protection

~ ENEMY LIST

Cycle One	Cycle Two	Cycle Three
Blazer Beetle	Blazer Beetle	Blazer Beetle
Cockatrice	Cockatrice	Cockatrice
Electric Jellyfish	Electric Jellyfish	Electric Jellyfish
Gigas	Gigas	Gigas
Killer Bee	Killer Bee	Killer Bee
Lizard Captain	Lizard Captain	Lizard Captain
Lizard Mage	Lizard Mage	Lizard Mage
Lizardman	Lizardman	Lizardman

Sahagin	Lizardman (Spear)	Lizardman (Mace)	
-	Sahagin	Lizardman (Spear)	
-	Sonic Bat	Sahagin	
-	-	Sonic Bat	

 ~ AVAILABLE ITEMS

 Designs|

Cycle One	Cycle Two	Cycle Three	
Iron Armor	Iron Armor	Gold Gloves	
Iron Belt	Lightning Belt	Holy Armor	
Iron Gloves	Lightning Gloves	Holy Shield	
Iron Sallet	Lightning Sallet	Lightning Belt	
Iron Shield	Lightning Shield	Lightning Gloves	
Master's Weapon	Master's Weapon	Lightning Sallet	
Mythril Armor	Mythril Armor	Lightning Shield	
Mythril Belt	Mythril Belt	Master's Weapon	
Mythril Gloves	Mythril Gloves	Mighty Weapon	
Mythril Sallet	Mythril Sallet	Mythril Armor	
Mythril Shield	Mythril Shield	Pure Armor	
Ring of Light	Ring of Light	Pure Belt	
Warrior's Weapon	Time Armor	Ring of Light	
-	Valiant Weapon	Time Armor	
-	Warrior's Weapon	Time Sallet	
-	-	Valiant Weapon	
-	-	Victorious Weapon	

 Materials|

Cycle One	Cycle Two	Cycle Three	
Alloy	Alloy	Chilly Gel	
Cockatrice Scale	Cockatrice Scale	Griffin's Wing	
Gigas Claw	Gigas Claw	Gigas Claw	
Hard Shell	Hard Shell	Hard Shell	
Mythril	Mythril	Mythril	
Thunderball	Thunderball	Thunderball	

 Artifacts (Treasures)|

Cycle One	Cycle Two	Cycle Three	
Book of Light	Cat's Bell	Chicken Knife	
Cat's Bell	Faerie Ring	Faerie Ring	
Drill	Heavy Armband	Gold Hairpin	
Green Beret	Main Gauche	Heavy Armband	
Mage Masher	Mjollnir	Masquerade	
Main Gauche	Moon Pendant	Mjollnir	
Moon Pendant	Power Wristband	Onion Sword	
Power Wristband	Rat's Tail	Rat's Tail	

 ~ ITEM SETS

Every time you clear a stage you will see a selection of up to eight artifacts. Up to four of them can be collected throughout the stage, these are the ones listed under the 'Treasure' submenu. The other four artifacts or items that appear are based on how many bonus points you accumulated while playing. Depending on how many points you scored, and how many people are playing, different item sets will drop. Below is a list of all available item sets for this stage. Note that even if you get the required points for set 8, you still only have around a 25% chance to get that set.

Set 1	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 0pts	N/A	N/A	Twisted Headband
2P	More than 0pts	N/A	N/A	Dragon's Whisker
3P	More than 0pts	N/A	N/A	Silver Spectacles
4P	More than 0pts	N/A	N/A	Chocobo Pocket

Set 2	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 155pts	N/A	N/A	Shuriken
2P	More than 167pts	N/A	N/A	Kris
3P	More than 190pts	N/A	N/A	Sparkling Bracer
4P	More than 208pts	N/A	N/A	Moogle Pocket

Set 3	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 193pts	More than 0pts	N/A	Maneater
2P	More than 208pts	More than 0pts	N/A	Silver Bracer
3P	More than 237pts	More than 0pts	N/A	Elven Mantle
4P	More than 260pts	More than 0pts	N/A	Chocobo Pocket

Set 4	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 241pts	More than 155pts	N/A	Power Wristband
2P	More than 260pts	More than 167pts	N/A	Cat's Bell
3P	More than 295pts	More than 190pts	N/A	Sasuke's Blade
4P	More than 325pts	More than 208pts	N/A	Sparkling Bracer

Set 5	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 193pts	More than 0pts	Giant's Glove
2P	N/A	More than 208pts	More than 0pts	Flametongue
3P	N/A	More than 237pts	More than 0pts	Wonder Bangle
4P	N/A	More than 260pts	More than 0pts	Ancient Potion

Set 6	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 241pts	More than 155pts	Rune Bell
2P	N/A	More than 260pts	More than 167pts	Gold Hairpin
3P	N/A	More than 295pts	More than 190pts	Wonder Bangle

4P |N/A |More then 325pts |More then 208pts |Orichalcum |

Set 7	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 193pts	Power Wristband
2P	N/A	N/A	More then 208pts	Silver Bracer
3P	N/A	N/A	More then 237pts	Chocobo Pocket
4P	N/A	N/A	More then 260pts	Legendary Weapon

Set 8	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 241pts	Cat's Bell
2P	N/A	N/A	More then 260pts	Brigandology
3P	N/A	N/A	More then 295pts	Green Beret
4P	N/A	N/A	More then 325pts	Dweomer Spore

 ~ ENEMY LIST

Cycle One	Cycle Two	Cycle Three
Bomb	Abaddon	Abaddon
Carrion Worm	Bomb	Bomb
Gremlin	Carrion Worm	Carrion Worm
Hell Plant	Gremlin	Gremlin
Skeleton	Hell Plant	Hell Plant
Skeleton Mage	Magic Plant	Magic Plant
-	Skeleton	Skeleton
-	Skeleton (Mace)	Skeleton (Mace)
-	Skeleton (Spear)	Skeleton (Spear)
-	Skeleton Mage	Skeleton Mage
-	Stone Plant	Stone Plant

 ~ AVAILABLE ITEMS

 Designs|

Cycle One	Cycle Two	Cycle Three
Faerie Kit	Faerie Kit	Angel Kit
Iron Armor	Flame Craft	Eternal Sallet
Iron Belt	Frost Belt	Faerie Kit
Iron Gloves	Frost Gloves	Flame Armor
Iron Sallet	Frost Sallet	Flame Craft
Iron Shield	Frost Shield	Frost Belt
Master's Weapon	Gold Gloves	Frost Gloves
Mythril Armor	Iron Armor	Frost Sallet
Mythril Belt	Master's Weapon	Frost Shield
Mythril Gloves	Mythril Armor	Lightning Shield
Mythril Sallet	Mythril Belt	Holy Armor
Mythril Shield	Mythril Gloves	Magic Shield

this stage. Note that even if you get the required points for set 8, you still only have around a 25% chance to get that set.

Set 1	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 0pts	N/A	N/A	Ice Brand
2P	More than 0pts	N/A	N/A	Silver Bracer
3P	More than 0pts	N/A	N/A	Buckler
4P	More than 0pts	N/A	N/A	Ring of Blizzard

Set 2	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 92pts	N/A	N/A	Green Beret
2P	More than 99pts	N/A	N/A	Sage's Staff
3P	More than 112pts	N/A	N/A	Silver Spectacles
4P	More than 123pts	N/A	N/A	Moon Pendant

Set 3	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 115pts	More than 0pts	N/A	Fang Charm
2P	More than 124pts	More than 0pts	N/A	Cat's Bell
3P	More than 140pts	More than 0pts	N/A	Elven Mantle
4P	More than 154pts	More than 0pts	N/A	Moon Pendant

Set 4	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	More than 143pts	More than 92pts	N/A	Shuriken
2P	More than 155pts	More than 99pts	N/A	Faerie Ring
3P	More than 176pts	More than 112pts	N/A	Sparkling Bracer
4P	More than 193pts	More than 123pts	N/A	Ring of Blizzard

Set 5	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 115pts	More than 0pts	Heavy Armband
2P	N/A	More than 124pts	More than 0pts	Wonder Wand
3P	N/A	More than 140pts	More than 0pts	Rat's Tail
4P	N/A	More than 154pts	More than 0pts	Moon Pendant

Set 6	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	More than 143pts	More than 92pts	Loaded Dice
2P	N/A	More than 155pts	More than 99pts	Noah's Lute
3P	N/A	More than 176pts	More than 112pts	Ring of Blizzard
4P	N/A	More than 193pts	More than 123pts	Orichalcum

Set 7	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More than 115pts	Green Beret
2P	N/A	N/A	More than 124pts	Winged Cap
3P	N/A	N/A	More than 140pts	Diamond Helm
4P	N/A	N/A	More than 154pts	Green Sphere

Set 8	Cycle One	Cycle Two	Cycle Three	Artifacts & Items
1P	N/A	N/A	More then 143pts	Fang Charm
2P	N/A	N/A	More then 155pts	Candy Ring
3P	N/A	N/A	More then 176pts	Taotie Motif
4P	N/A	N/A	More then 193pts	Diamond Armor

 ~ ENEMY LIST

Cycle One	Cycle Two	Cycle Three
Gigan Toad	Gigan Toad	Gigan Toad
Griffin	Griffin	Griffin
Ice Bomb	Ice Bomb	Ice Bomb
Lizard Mage	Lizard Mage	Lizard Mage
Lizardman	Lizardman	Lizardman
Lizardman (Spear)	Lizardman (Spear)	Lizardman (Spear)
Water Flan	Water Flan	Water Flan

 ~ AVAILABLE ITEMS

 Designs|

Cycle One	Cycle Two	Cycle Three
Frost Armour	Frost Armour	Frost Armour
Frost Belt	Frost Belt	Frost Belt
Frost Gloves	Frost Gloves	Frost Gloves
Frost Sallet	Frost Sallet	Frost Sallet
Frost Shield	Frost Shield	Frost Shield

 Materials|

Cycle One	Cycle Two	Cycle Three
Alloy	Alloy	Chilly Gel
Chilly Gel	Chilly Gel	Griffin's Wing
Griffin's Wing	Griffin's Wing	Iron Shard
Iron Shard	Iron Shard	Toad Oil
Toad Oil	Toad Oil	-

 Artifacts (Treasures)|

Cycle One	Cycle Two	Cycle Three
Ashura	Engetsurin	Chicken Knife
Book of Light	Kris	Dark Matter
Dragon's Whisker	Main Gauche	Engetsurin

Drill	Moon Pendant	Masquerade	
Kaiser Knuckles	Ogrekiller	Ogrekiller	
Kris	Power Wristband	Onion Sword	
Main Gauche	Rat's Tail	Rat's Tail	
Moon Pendant	Red Slippers	Red Slippers	
Power Wristband	Ring of Blizzard	Ring of Blizzard	
Ring of Blizzard	Sage's Staff	Sage's Staff	
Silver Bracer	Silver Bracer	Tome of Ultima	
Twisted Headband	Twisted Headband	-	

7. REGION OVERVIEW

[RGOV7]

This section covers each region in greater detail. Here you can find what year a stage or town is first available. What items the merchants have for sale. Which designs the blacksmiths will forge. Each town's hidden item and moogle nest. Information on the stages in the region. And what element you will need to pass through a Miasma Stream on any year.

7a. THE ABYSS

[RGOA]

Topics Covered: Mag Mell, Stage, Miasma Stream.

- MAG MELL

Year Available: 5th

Hidden Item

There is no hidden item here.

Moogle Nest

Look for a hole in the wall just to the right if the cocoon on the southwest side of town. Examine the hole to find this town's Moogle Nest. For more information on Moogle Nests, check the Sidequest section above.

Other Notes

-At the very north end of town sets a partially opened cocoon. Speak with the Carbuncle inside each time you collect a drop of Myrrh. It has many things to say.

- STAGE

Mount Vellenge

Year Available: 5th
Boss: Meteor Parasite/R***
Hotspot(s): None
Unique Items: None

- MIAMSA STREAMS

East Miasma Stream

Leads to: Revena Plains Region

Element: Year 1: Unkown Year 5: Unkown Year 9: Unkown
Year 2: Unkown Year 6: Unkown Year 10: Unkown
Year 3: Unkown Year 7: Unkown Year 11: Unkown
Year 4: Unkown Year 8: Unkown Year 12: and so on...

7b. IRON MINE DOWNS

[RGOB]

Topics Covered: Marr's Pass, Jegon Port(East), Stages, Miasma Streams.

- MARR'S PASS

Year Available: 1st

Hidden Item

There is a well just to the southwest of the town's crystal. Move around in front of the well until the Examine icon appears. Here is this town's hidden item. For more information on Hidden Items, check the Sidequest section above.

Moogle Nest

Head towards the west exit and you should spot a small wooden deck just to the south. Head down those stairs and enter the cave for this town's Moogle Nest. For more information on Moogle Nests, check the Sidequest section above.

Merchant(Various)

Every odd year you can find Ji Meon, a male Selkie, hawking his goods on the east side of town.

For Sale |

Item(Materials) |Price |Item(Designs) |Price |
-----|-----|
Bronze | 300 |Warrior's Weapon | 300 |
Iron | 500 |Iron Armor | 150 |
Mythril | 5000 |Mythril Armor | 300 |
Bronze Shard | 100 |Mythril Shield | 250 |

Iron Shard	100	Iron Gloves	100	
Alloy	250	Mythril Gloves	250	
-----		Iron Sallet	100	
		Mythril Sallet	250	
		Iron Belt	100	
		Mythril Belt	250	

Blacksmith(Armour)

Arneaus, a male Clavat, specializes in the forging of body armour, but can also forge low level tribal armours. He is found on the west side of town.

Forges |

Design(Body)	Creates	Price	

Bronze Armor	Bronze Plate	100	
Diamond Armor	Diamond Plate	2500	
Earth Armor	Gaia Plate	5000	
Eternal Armor	Eternal Mail	500	
Flame Armor	Flame Mail	500	
Frost Armor	Frost Mail	500	
Gold Armor	Gold Mail	500	
Holy Armor	Saintly Mail	500	
Iron Armor	Iron Plate	200	
Lightning Armor	Storm Mail	500	
Mythril Armor	Mythril Haub.	500	
Pure Armor	Blessed Mail	500	
Radiant Armor	Crystal Mail	500	
Time Armor	Time Mail	500	

Design(Tribal)	Creates	Price	

Bronze Belt	Bronze Belt	80	
Bronze Gloves	Bronze Gauntlets	80	
Bronze Sallet	Bronze Helm	80	
Iron Belt	Iron Belt	150	
Iron Gloves	Iron Gauntlets	150	
Iron Sallet	Iron Helm	150	
Iron Shield	Iron Shield	150	
Mythril Belt	Mythril Belt	400	
Mythril Gloves	Mythril Gauntlets	400	
Mythril Sallet	Mythril Sallet	400	
Mythril Shield	Mythril Shield	400	

Blacksmith(Weapons)

Nat Dennim is a skilled Lilty weaponsmith operating on the east side of town. Note that in the table below, four weapons are listed for some of the designs. This is because those designs will make different weapons depending on which tribe has them forged. The order is as such: Clavat, Lilty, Yuke, Selkie.

Forges |

Design(Weapon)	Creates	Price	

Celestial Weapon	Longinus	8000
Dark Weapon	Ragnarok	5000
Hero's Weapon	Dragoon's Spear	5000
Legendary Weapon	Excalibur, Gungnir, Mystic Hammer, Queen's Heel	2500
Lunar Weapon	Dreamcatcher	5000
Master's Weapon	Rune Blade, Dragon Lance, Mythril H*, Butterfly Head	700
Mighty Weapon	Bastard Sword, Halberd, Sonic Hammer, Steel Cudgel	500
Novice's Weapon	Iron Sword, Partisan, Wave Hammer, Solid Racket	100
Valiant Weapon	Feather Saber, Titan Lance, Goblin H*, Elemental Cudgel	500
Victorious Weapon	Defender, Highwind, Prism Hammer, Prism Bludgeon	500
Warrior's Weapon	Steel Blade, Sonic Lance, Rune Hammer, Dual Shooter	300

*: Hammer

Other Notes

-Cecil's side quest can be started here. For more information check the sidequest section above.

- JEGON PORT (East)

The ferry will sail across the river starting in Year 3. In Year 4 Mount Kilanda will be added as a destination. Finally, Lueda and Port Tipa will not be available until Year 5. To complicate things, the river will dry up in Year 5, making crossing the river impossible. You can find out how to refill it in the Sidequest section above.

Fare Costs

Destination	Price
Jegon Port (West)	50
Mount Kilanda	500
Lueda	300
Port Tipa	100

Note: The prices can be lowered depending on how far along you are in Tristan's sidequest. For more information check the Sidequest section above.

Moogles Nest

The Moogles Nest is on the west side of the river.

- STAGES

The Mushroom Forest

Year Available: 1st

Boss: Malboro

Hotspot(s): Water

Unique Items: Malboro Seed, Set 8 (169 pts.)

Diamond Armor, Set 7 (135 pts.)

Ashura, Set 8 (169 pts.) This item is fairly common in Cycles 1 and 2 of most stages, but you can only get it here in Cycle 3.

Ancient Potion, Set 5(135/0 pts.) This item can easily be obtained in Cycle 3 by running straight to the boss while having a positive bonus condition. This will net you a low number of bonus points making the Ancient Potion will appear at the item select.

The Mine of Cathuriges

Year Available: 1st
Boss: Orc King
Hotspot(s): Fire
Unique Items: Murasame, Set 8(181 pts.)
Ultimate Pocket, Set 7(145 pts.)
Orc Belt, Set 7(145 pts.)

- MIAMSA STREAMS

North Miasma Stream

Leads to: Vale of Alfitaria Region

Element: Year 1: Earth Year 5: Earth Year 9: Earth
 Year 2: Water Year 6: Water Year 10: Water
 Year 3: Fire Year 7: Fire Year 11: Fire
 Year 4: Wind Year 8: Wind Year 12: and so on...

South Miasma Stream

Leads to: Tipa Peninsula Region

Element: Year 1: Water Year 5: Water Year 9: Water
 Year 2: Fire Year 6: Fire Year 10: Fire
 Year 3: Wind Year 7: Wind Year 11: Wind
 Year 4: Earth Year 8: Earth Year 12: and so on...

7c. KILANDA ISLANDS

[RGOC]

Topics Covered: Kilanda Port, Stage.

- KILANDA PORT

Year Available: 4th

This port is just behind the starting point of Kilanda. If you wish to leave early, talk to Tristan and he will take you to either Jegon Port. If you are in Year 5 or later you can go to Port Tipa or Lueda as well.

- STAGE

Kilanda

Year Available: 4th

Boss: Iron Giant

Hotspot(s): None

Unique Items: Masamune, Set 8(159 pts.)
Celestial Weapon, Set 8(159 pts.)
Red Eye, Set 7(171 pts.)
Ring of Fire, Sets 3(127/0 pts.), 4(159/102 pts.),
6(159/102 pts.)

7d. LYNARI ISLE

[RGOD]

Topics Covered: Leuda, Stage.

- LEUDA

Year Available: 5th

Hidden Item

Check the crates just before the bridge until the Examine icon appears. Here is this town's hidden item. For more information on Hidden Items, check the Sidequest section above.

Moogle Nest

Walk behind the purple tent on the northwest side of town and you will run right into the Moogle Nest. For more information on Moogle Nests, check the Sidequest section above.

Merchant(Designs)

Talk to Beh Aou, a male Selkie standing outside a tent near the town's exit, twice in a row to get him to sell his goods.

For Sale |

Item(Designs) |Price |
-----|
Valiant Weapon | 500 |
Mighty Weapon | 500 |
Victorious Weapon | 500 |
Master's Weapon* | 500 |
Mythril Armor | 300 |
Flame Armor* | 300 |
Frost Armor* | 300 |
Lightning Armor* | 300 |
Mythril Shield | 250 |
Mythril Gloves | 250 |
Mythril Sallet | 250 |
Mythril Belt | 250 |

*: These items will not be for sale until you complete Cecil's sidequest.

Merchant (Materials)

Talk to Karl Linay, a female Selkie standing around the center of town, twice in a row to get her to sell her wares.

For Sale |

Item (Materials)	Price
Bronze	300
Iron	500
Mythril	5000
Crystal Ball	100
Ruby	200
Jade	200
Alloy	250
Magma Rock*	1000
Chilly Gel*	1000
Thunderball*	1000
Holy Water*	1000
Heavenly Dust*	1000
Blue Silk*	1000
Fiend's Claw*	1000
Faerie's Tear*	1000

*: These items will not be for sale until you complete Cecil's sidequest.

Leuda Port

Tristan the Ferryman is docked on the south end of town.

Fare Costs |

Destination	Price
Jegon Port (East)	300
Jegon Port (West)	300
Mount Kilanda	500
Port Tipa	300

Note: The prices can be lowered depending on how far along you are in Tristan's sidequest. For more information check the Sidequest section above.

Other Notes

-Any Selkie character can play a Jumping minigame by talking to ????, a young Selkie, near the net in the center of town.

-Any non-Selkie with over 100 gil on them will be robbed of 1-20 gil every time they talk to a resident.

- STAGE

Lynari Desert

Year Available: 5th

Boss: Antlion

Hotspot(s): Earth, Unknown

Unique Items: Hero's Weapon, Set 5(180/0 pts.)

Desert Fang, Set 7(180 pts.)

Sun Pendant, Set 8(226 pts.)

7e. PLAINS OF FUM

[RGOE]

Topics Covered: Fields of Fum, Jegon Port(West), Stages, Miasma Stream.

- FIELDS OF FUM

Year Available: 3rd*

*: You will not be able to enter the Plains of Fum and the regions beyond in years 5-7 unless you manually refill the Jegon River.

Hidden Item

On the north side of town, on the east side of the bridge, sets a small tree stump. Move around in front of the stump until the Examine icon appears. Here is this town's hidden item. For more information on Hidden Items, check the Sidequest section above.

Moogle Nest

From the town's main crystal, take the southeast road until you see a door in the side of a hill(with a mailbox and flowers nearby). Examine the door to find this town's Moogle Nest. For more information on Moogle Nests, check the Sidequest section above.

Merchant(Various)

Every few years you can find Gi Luben, a male Selkie, standing on the west end of the bridge on the north side of town. He has various goods up for sale.

For Sale

Item(Materials)	Price	Item(Designs)	Price
Bronze	300	Warrior's Weapon	300
Iron	500	Iron Armor	150
Mythril	5000	Mythri Armor	300
Bronze Shard	100	Mythril Shield	250
Iron Shard	100	Iron Gloves	100
Alloy	250	Mythril Gloves	250
		Iron Sallet	100

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|Mythril Sallet | 250 |
|Iron Belt      | 100 |
|Mythril Belt   | 250 |
-----
```

Merchant (Food)

Nina, a female Clavat, sells different types of fruits and vegetables just north of the town's main crystal.

For Sale |

Item(Food) |Price |
-----|
Striped Apple | 40 |
Cherry Cluster | 40 |
Rainbow Grapes | 40 |
Star Carrot | 40 |
Gourd Potato | 40 |
Round Corn | 40 |

Other Notes

-Cow Races are randomly held here. To start a cow race, talk to Morris, a male Clavat, while he is standing near the fence just to the west of the main crystal. If he is off tending to one of the cows, you cannot start a race.

-Miley, Morris' wife, will sell you one of their cows for a mere 500 gil. You can find Miley standing by a shed on the east side of the fenced area.

-The apple thief many of the residence talk about cannot be caught.

- JEGON PORT (West)

The ferry will sail across the river starting in Year 3. In Year 4 Mount Kilanda will be added as a destination. Finally, Lueda and Port Tipa will not be available until Year 5. To complicate things, the river will dry up in Year 5, making crossing the river impossible. You can find out how to refill it in the Sidequest section above.

Fare Costs |

Destination |Price |
-----|
Jegon Port (East) | 50 |
Mount Kilanda | 500 |
Lueda | 300 |
Port Tipa | 100 |

Note: The prices can be lowered depending on how far along you are in Tristan's sidequest. For more information check the Sidequest section above.

Moogles Nest

If you read the signpost just before you enter the Plains of Fum, you should clearly see a hole in the side of the nearby hill. Head in for this port's Moogle Nest. For more information on Moogle Nests, check the Sidequest section above.

- STAGES

Selepation Cave

Year Available: 3rd

Boss: Cave Worm

Hotspot(s): Wind

Unique Items: Earth Armor, Set 8(246 pts.)
Ring of Protection, Set 8(246 pts.)
Ring of Thunder, Sets 2(158 pts.), 4(246/158 pts.), 7(197 pts.)

Daemon's Court

Year Available: 3rd

Boss: Lizard King

Hotspot(s): None

Unique Items: King's Scale, Set 7(128 pts.)
Aegis, Set 8(160 pts.)

- MIAMSA STREAMS

West Miasma Stream

Leads to: Revena Plains Region

Element: Year 1: Fire Year 5: Fire Year 9: Fire
 Year 2: Wind Year 6: Wind Year 10: Wind
 Year 3: Earth Year 7: Earth Year 11: Earth
 Year 4: Water Year 8: Water Year 12: and so on...

7f. REBENA PLAINS

[RGOF]

Topics Covered: Stages, Miasma Streams.

- STAGES

Conall Curach

Year Available: 3rd

Boss: Dragon Zombie

Hotspot(s): None

Unique Items: Dragon's Fang, Set 7(240 pts.)
Lunar Weapon, Set 7(240 pts.)
Ring of Life, Set 8(301 pts.)

Rebena Te Ra

Year Available: 4th
Boss: Lich
Hotspot(s): None
Unique Items: Dark Weapon, Set 7(186 pts.)
Ethereal Orb, Set 7(186 pts.)
Forbidden Tome, Set 8(232 pts.)
Ribbon, Set 8(232 pts.)

- MIAMSA STREAMS

East Miasma Stream

Leads to: Plains of Fum Region

Element: Year 1: Fire Year 5: Fire Year 9: Fire
 Year 2: Wind Year 6: Wind Year 10: Wind
 Year 3: Earth Year 7: Earth Year 11: Earth
 Year 4: Water Year 8: Water Year 12: and so on...

West Miasma Stream

Leads to: The Abyss Region

Element: Year 1: Unkown Year 5: Unkown Year 9: Unkown
 Year 2: Unkown Year 6: Unkown Year 10: Unkown
 Year 3: Unkown Year 7: Unkown Year 11: Unkown
 Year 4: Unkown Year 8: Unkown Year 12: and so on...

7g. TIPA PENINSULA [RGOG]

Topics Covered: Tipa, Port Tipa, Stages, Miasma Streams.

- TIPA

Year Available: 1st

Hidden Item

Run up the hill on the northwest side of town. Check by the large rock for this town's hidden item. For more information on Hidden Items, check the Sidequest section above.

Moogle Nest

Just walk around behind the town's crystal until the Examine icon appears to find your hometown's Moogle Nest. For more information on Moogle Nests, check the Sidequest section above.

Merchant (Various)

If you created a character with a Merchant family, you can then buy various goods from that character's father. He will be standing outside of the first house you see coming across the bridge (in the middle of the path). He will be of the same tribe as the character. What goods he sells are based on his production level. For more information on production levels check the Basics section above.

Note: All prices listed are before any discounts.

For Sale |

Item (Food)	Level	Price	Item (Materials)	Level	Price
Meat	Start	40	Bronze	Start	300
Fish	Start	40	Iron	Start	500
Spring Water*	Start	20	Mythril	One	5000
Milk	Start	20	Gold	One	500
			Silver	One	500
			Bronze Shard	One	100
			Iron Shard	One	100
			Alloy	Start	250
			Magma Rock	Two	1000
			Chilly Gel	Two	1000
			Thunderball	Two	1000
			Ultimate	Three	5000
			Dark Sphere	Three	5000

*: This will be unavailable once the Merchant becomes level three.

Blacksmith (Various)

If you created a character with a Blacksmith family, you can have that character's father forge various designs. He will be standing outside of the house just to the south of the town's crystal. He will be of the same tribe as the character. The designs he forges are based on his production level. For more information on production levels check the Basics section above.

Note: All prices listed are before any discounts.

Forges |

Design (Weapon)	Creates	Level	Price
Greatest Weapon	Varies by tribe	Three	50000
Legendary Weapon	Varies by tribe	Two	2500
Master's Weapon	Varies by tribe	One	700
Novice's Weapon	Varies by tribe	Start	100
Warrior's Weapon	Varies by tribe	Start	300

Design (Body)	Creates	Level	Price
Bronze Armor	Bronze Plate	Start	100
Diamond Armor	Diamond Plate	Two	2500
Iron Armor	Iron Plate	Start	200

Design(Tribal)	Creates	Level	Price
Bronze Belt	Bronze Belt	Start	80
Bronze Gloves	Bronze Gauntlets	Start	80
Diamond Belt	Diamond Belt	Two	2000
Diamond Gloves	Diamond Armlets	Two	2000
Diamond Sallet	Diamond Helm	Two	2000
Iron Belt	Iron Belt	Start	150
Iron Gloves	Iron Gauntlets	Start	150
Iron Shield	Iron Shield	Start	150
Mythril Belt	Mythril Belt	One	400
Mythril Gloves	Mythril Gauntlets	One	400
Mythril Sallet	Mythril Sallet	One	400
Mythril Shield	Mythril Shield	One	400

Tailor(Accessory)

If you created a character with a Tailor family, you can have that character's father craft various designs. He will be standing outside of the house just to the northwest of the town's crystal. He will be of the same tribe as the character. The designs he forges are based on his production level. For more information on production levels check the Basics section above.

Note: All prices listed are before any discounts.

Crafts |

Design(Accessory)	Creates	Level	Price
Clockwork	Accurate Watch	Start	300
Flame Craft	Flame Badge	Start	300
Frost Craft	Frost Badge	Start	300
Lightning Craft	Thunder Badge	Start	300
New Clockwork	Unfaltering Watch	One	300
Blue Yarn	Blue Misanga	One	300
Tome of Wisdom	Charm of Wisdom	One	400
Tome of Speed	Charm of Speed	One	400
Fiend Kit	Daemon's Earring	One	400
Faerie Kit	Pixie's Earring	One	400
Eyewear Techniques	Twisted Spectacles	One	400
Goggle Techniques	Power Goggles	One	400
White Yarn	White Misanga	Two	300
Gold Craft	Gold Necklace	Two	300
Secrets of Wisdom	Tailsman of Wisdom	Two	1200
Secrets of Speed	Tailsman of Speed	Two	1200
Daemon Kit	Devil's Earring	Two	1200
Angel Kit	Angel's Earring	Two	1200
Designer Glasses	Twisted Scope	Two	1200
Designer Goggles	Eagle Goggles	Two	1200
Ring of Invincibility	Force Ring	Three	50000

Other Notes

-The name of the town, port, and region will change based on what you name your hometown. Tipa is the default name.

-If you don't create a character for every trade, a moogle will occupy the vacant house(s).

- PORT TIPA

The ferry will not dock at Port Tipa until Year 5 (when the river dries up). You can then take it to Mount Kilanda and Lueda. The river must be full before either Jegon Port is available.

Fare Costs |

Destination | Price |
-----|
Mount Kilanda | 500 |
Lueda | 300 |
Jegon Port (East) | 100 |
Jegon Port (West) | 100 |

Note: The prices can be lowered depending on how far along you are in Tristan's sidequest. For more information check the Sidequest section above.

Moogle Nest

You can't miss this one. Just walk down the ramp towards the beach and you will notice a large cave half way down. Enter for the Moogle Nest.

Other Notes

-Stilitzkin runs a tutorial down on the beach.

- STAGES

River Belle Path

Year Available: 1st
Boss: Giant Crab
Hotspot(s): Water, Wind
Unique Items: Ancient Sword, Set 8 (149 pts.)
Save the Queen, Set 8 (149 pts.)

Goblin Wall

Year Available: 2nd
Boss: Goblin King
Hotspot(s): Fire, Earth
Unique Items: Cursed Crook, Set 8 (172 pts.)
Galatyn, Set 8 (172 pts.)
Ancient Potion, Set 5 (138/0 pts.) This item can easily be obtained in Cycle 3 by running straight to the boss while having a positive bonus condition. This will net you a low number of bonus points making the Ancient Potion will appear at the item select.

- MIAMSA STREAMS

North Miasma Stream

Leads to: Iron Mine Downs Region

Element: Year 1: Water Year 5: Water Year 9: Water
 Year 2: Fire Year 6: Fire Year 10: Fire
 Year 3: Wind Year 7: Wind Year 11: Wind
 Year 4: Earth Year 8: Earth Year 12: and so on...

7h. VALE OF ALFITARIA [RGOH]

Topics Covered: Alfitaria, Stages, Miasma Streams.

- ALFITARIA

Year Available: 2nd

Hidden Item

Go to the stairs on the west side of town that lead to the residence area. Check the bushes to the left of the stairs to find a hidden item. For more information on Hidden Items, check the Sidequest section above.

Moogleg Nest

Go to the east side of town and head down the stairs you find. Follow this path west along the river until you run into a sewer drain. Check the drain for the Moogleg Nest. For more information on Moogleg Nests, check the Sidequest section above.

Merchant (Various)

Every even year you can find Ji Meon, a male Selkie, hawking his goods on the west side of town down by the river.

For Sale

Item (Materials)	Price	Item (Designs)	Price
Bronze	300	Warrior's Weapon	300
Iron	500	Iron Armor	150
Mythril	5000	Mythril Armor	300
Bronze Shard	100	Mythril Shield	250
Iron Shard	100	Iron Gloves	100
Alloy	250	Mythril Gloves	250
		Iron Sallet	100
		Mythril Sallet	250
		Iron Belt	100
		Mythril Belt	250

Merchant (Food)

Jona Esla, a female Lilty, sells meat and beverages just west of the town's crystal.

For Sale |

Item (Food)	Price
Meat	40
Fish	40
Spring Water	20
Milk	40

Blacksmith (Armour)

?????, a male Lilty, specializes in the forging of tribal armour, but can also forge low level body armours. He is found on the east side of town, just to the right of the castle's bridge.

Forges |

Design (Body)	Creates	Price
Bronze Armor	Bronze Plate	100
Iron Armor	Iron Plate	200
Mythril Armor	Mythril Haub.	500

Design (Tribal)	Creates	Price
Bronze Belt	Bronze Belt	80
Bronze Gloves	Bronze Gauntlets	80
Bronze Sallet	Bronze Helm	80
Iron Belt	Iron Belt	150
Iron Gloves	Iron Gauntlets	150
Iron Sallet	Iron Helm	150
Iron Shield	Iron Shield	150
Mythril Belt	Mythril Belt	400
Mythril Gloves	Mythril Gauntlets	400
Mythril Sallet	Mythril Sallet	400
Mythril Shield	Mythril Shield	400

Other Notes

-The Princess' side quest can be started here. For more information check the sidequest section above.

- STAGES

Tida Village

Year Available: 2nd

Boss: Armstrong
Hotspot(s): Wind, Earth
Unique Items: Brigandology, Set 8(241 pts.)
Dweomer Spore, Set 8(241 pts.)

Moschet Manor

Year Available: 2nd
Boss: Gigas Lord
Hotspot(s): Fire, Water
Unique Items: Lord's Robe, Set 7(105 pts.)
Gekkabijin, Set 8(132 pts.)
Legendary Shield, Set 8(132 pts.)

- MIAMSA STREAMS

West Miasma Stream

Leads to: Veo Lu Region

Element: Year 1: Wind Year 5: Wind Year 9: Wind
 Year 2: Earth Year 6: Earth Year 10: Earth
 Year 3: Water Year 7: Water Year 11: Water
 Year 4: Fire Year 8: Fire Year 12: and so on...

South Miasma Stream

Leads to: Iron Mine Downs Region

Element: Year 1: Earth Year 5: Earth Year 9: Earth
 Year 2: Water Year 6: Water Year 10: Water
 Year 3: Fire Year 7: Fire Year 11: Fire
 Year 4: Wind Year 8: Wind Year 12: and so on...

7i. VEO LU [RGOI]

Topics Covered: Shella, Stage, Miasma Stream.

- SHELLA

Year Available: 2nd

Hidden Item

Near the house on the north side of town. Check by the right side until the Examine icon appears. For more information on Hidden Items, check the Sidequest section above.

Moogle Nest

Just past the two merchants is a tree. Check the tree for the Moogle Nest. For

more information on Moogle Nests, check the Sidequest section above.

Merchant (Accessory)

?????, a male Yuke, sells accessory designs just past the main bridge.

For Sale |

Item(Designs)	Price
---------------	-------

-----|

Flame Craft	100
-------------	-----

Frost Craft	100
-------------	-----

Lightning Craft	100
-----------------	-----

Clockwork	100
-----------	-----

New Clockwork	100
---------------	-----

Blue Yarn	100
-----------	-----

Whit Yarn	100
-----------	-----

Gold Craft	100
------------	-----

-----|

Item(Other)	Price
-------------	-------

-----|

Mark of Shella	50
----------------	----

Merchant (Various)

?????, a female Yuke, sells a couple of items just past the main bridge.

For Sale |

Item	Price
------	-------

-----|

Strange Liquid	20
----------------	----

Mark of Shella	50
----------------	----

Blacksmith (Accessory)

?????, a male Yuke, can craft any accessory except the Ring of Invincibility. His shop is on the east side of town.

Other Notes

-De Nam's sidequest can be started here. For more information check the sidequest section above.

-Any non-Yuke character will need a Mark of Shella EVERY time they want to enter the town. The mark is used to have the Yuke elder raise the bridge. Marks of Shella can be found in Veo Lu Sluice or bought at the Shella shops.

- STAGES

Veo Lu Sluice

Year Available: 2nd

Boss: Golem

Frost Armlets	17	Resist Ice	400	Frost	Iron x2, Chilly Gel
Storm Armlets	17	Lightning*	400	Lightning	Iron x2, Thunderball
Gold Armlets	18	Stone**	400	Gold	Gold, Mythril,
-----	--	-----	----	-----	+ Cackatrice Scale
Diamond Armlets	22	None	2000	Diamond	Diamond Ore, Orichalum

*= Resist Lightning
**= Resist Stone

Listing:

-Gauntlets-

Description: A pair of gauntlets. Your first gauntlets.

Defense: +5

Effect: None

Design: None

Materials: None

Found: Initial equipment.

Incomplete

~~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

~ HELMS (Yukes)

~~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

Name	+DEF	Effect	Price	Sallet	Design	Materials
Helm	5	None	N/A	N/A		N/A
Bronze Helm	8	None	80	Bronze		Bronze
Iron Helm	12	None	150	Iron		Iron
Mythril Helm	15	None	400	Mythril		Mythril
Flame Helm	17	Resist Fire	400	Flame		Iron x2, Magma Rock
Frost Helm	17	Resist Ice	400	Frost		Iron x2, Chilly Gel
Storm Helm	17	Lightning*	400	Lightning		Iron x2, Thunderball
Time Helm	18	Resist Slow	400	Time		Mythril, Worm Antenna
Diamond Armlets	22	None	2000	Diamond		Diamond Ore, Orichalum

*= Resist Lightning

Listing:

-Helm-

Description: A helm. Your first helmet.

Defense: +5

Effect: None

Design: None

Materials: None

Found: Initial equipment.

Incomplete

~~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

~ BELTS (Selkies)

~~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

Name	+DEF	Effect	Price	Belt	Design	Materials
Old Belt	5	None	N/A	N/A		N/A

Name	Effect	Price	Design	Materials
Flower Bracer	Faster Casting	400	Ladys Accessories	Ruby, Sliver x2, + Pressed Flower
Jade Bracer	+Life Regeneration	2500	Fashion Kit	Jade, Silver x2 + Pressed Flower

Incomplete

 ~ CLAVAT ONLY

Name	Effect	Price	Design	Materials
Devil's Earring	+Status Change(?)	1200	Daemon Kit	Silver, Devil's Claw
Tailsman/Wisdom	Faster Casting	1200	Secret/Wisdom	Needle, Chimera's Horn
Twisted Scope	+Spell Range	1200	DesignerGlass	Gold, Crystal Ball x 2 + Chimera's Horn

Incomplete

 ~ LILTY ONLY

Name	Effect	Price	Design	Materials
Dragon's Heart	+Focus Attack	2000	Soul of Dragon	Dragon's Fang, Ruby x2, + Orc Belt
Lion's Heart	+Focus Attack	800	Soul of Lion	Ruby, Cerberus's Fang
Pixie's Earring	ResistBadStatus	400	Faerie Kit	Silver, Faerie's Tear
Power Goggles	+Focus Range	400	Goggle Tech.	Crystal Ball, Bronze

Incomplete

 ~ YUKE ONLY

Name	Effect	Price	Design	Materials
Bishop's Soul	+Magic Power	2000	Tome o Sorcery	Jade x2. Cursed Crook
Charm of Wisdom	Faster Casting	400	Tome of Wisdom	Needle, Coeurl's Whisker
Daemon's Earring	StatusChangeEfx	400	Fiend Kit	Silver, Fiend's Claw
Elemental's Soul	+Spell Damage	5000	Forbidden Tome	Dweomer Spore, Ethereal + Orb, Malbore Seed
Twisted Specs.	+Spell Range	400	Eyewear Tech.	Crystal Ball x2, Silver
Wizard's Soul	+Spell Damage	800	Tome of Magic	Jade, Coeurl's Whisker

Incomplete

Ogrekiller	+2	Tida	Cycle 1	
Onion Sword	+1	Veo Lu Sluice	Cycle 3	
Power Wristband	+1	Veo Lu Sluice	Cycle 1	
Sasuke's Blade	+3	River Belle Path	Cycle 1	
Shuriken	+1	River Belle Path	Cycle 1	
Twisted Headband	+2	Veo Lu Sluice	Cycle 1	

~ DEFENSE

Name	DEF	Common Location	Cycle/Set	
Aegies	+5	Daemon's Court	Set 8	
Black Hood	+2	Lynari Desert	Cycle 2	
Buckler	+1	River Belle Path	Cycle 1	
Chicken Knife	+3	Kilanda	Cycle 2	
Drill	+1	Veo Lu Sluice	Cycle 1	
Elven Mantle	+2	Rebena Te Ra	Cycle 1	
Helm of Arai	+2	Tida	Cycle 1	
Main Gauche	+2	Veo Lu Sluice	Cycle 1	
Rat's Tail	+2	Veo Lu Sluice	Cycle 2	
Ring of Protection	+4	Selepation Cave	Set 8	
Svae the Queen	+4	River Belle Path	Set 8	
Silver Spectacles	+1	River Belle Path	Cycle 1	
Sparkling Bracer	+1	Tida	Cycle 1	
Teddy Bear	+2	Lynari Desert	Cycle 2	
Wonder Bangle	+3	River Belle Path	Cycle 2	

~ MAGIC

Name	MAG	Common Location	Cycle/Set	
Book of Light	+1	Veo Lu Sluice	Cycle 1	
Candy Ring	+1	Tida	Cycle 1	
Cat's Bell	+1	Selepation Cave	Cycle 1	
Dark Matter	+5	Tida	Cycle 3	
Dragon's Whisker	+1	River Belle Path	Cycle 1	
Faerie Ring	+1	Tida	Cycle 1	
Galatyn	+7	Goblin Wall	Set 8	
Gold Hairpin	+5	Daemon's Court	Cycle 2	
Kris	+3	Veo Lu Sluice	Cycle 1	
Mage Masher	+1	River Belle Path	Cycle 1	
Mage's Staff	+5	Daemon's Court	Cycle 2	
Noah's Lute	+5	Kilanda	Cycle 1	
Red Slippers	+3	Conall Curach	Cycle 1	
Ribbon	+9	Rebena Te Ra	Set 8	
Rune Bell	+3	Rebena Te Ra	Cycle 2	
Rune Staff	+1	Moschet Manor	Cycle 1	
Sage's Staff	+3	Kilanda	Cycle 1	
Silver Bracer	+1	River Belle Path	Cycle 1	
Taotie Motif	+7	Veo Lu Sluice	Set 8	
Tome of Ultima	+10	Conall Curach	Set 8	
Winged Cap	+1	Tida	Cycle 1	

Wonder Wand | +3 |Tida |Cycle 1 |

~ COMMAND SLOT

Name	SLOT	Common Location	Cycle/Set
Chocobo Pocket	+1	Tida	Cycle 1
Gobbie Pocket	+1	Lynari Desert	Cycle 1
Moogles Pocket	+1	River Belle Path	Cycle 1
Ultimate Pocket	+1	Cathuriges Mine	Set 8

~ HEARTS

Name	HRT	Common Location	Cycle/Set
Earth Pendant	+1	River Belle Path	Cycle 1
Moon Pendant	+1	Veol Lu Sluice	Cycle 1
Star Pendant	+1	Lynari Desert	Cycle 1
Sun Pendant	+1	Lynari Desert	Set 8

~ MAGICITE

Name	MAG	SPELL	Common Location	Cycle	Set
Ring of Blizzard	+1	Blizzard	Veol Lu Sluice	Cycle 1	Sets 1, 4, 6
Ring of Cure	+1	Cure	Conall Curach	Cycle 1	Sets 2, 4, 6
Ring of Fire	+1	Fire	Kilanda	Cycle 1	Sets 3, 4, 6
Ring of Life	+1	Life	Conall Curach	None	Set 8
Ring of Thunder	+1	Thunder	Selepation Cave	Cycle 1	Sets 2, 4, 7

11. ENEMY LIST [BSS01]

INCOMPLETE

11a. BOSSES [BSSA]

- GIANT CRAB

Location: River Belle Path
Resistant to: Thunder, Slow, Stop
Vulnerable to: Fire
Lackeys: Mu
Recommended Crystal Element: Wind

This guy, being the first boss and all, is easy. He will start off by using either a large bubble or lightning blast. The former has a slight homing capability, and causes slow. The latter is powerful, but he can only fire it straight in front of him. Have Mog drop the chalice, and set yourself opposite of the crab. Whenever he uses one of those two moves, put yourself in a position to dodge it, and charge your attack spell(don't use thunder-he's immune). Right about the time you finish charging, his initial attack will be over, and he'll close the gap between you for a physical attack(which is either a swift slice of his claw, or a quick dash towards you). As long as you are a good distance away he won't connect with his physical attacks. Use your spell attack right as he uses his physical, he should miss, and you should hit. After his physical attack he will just stand there, take this time to hit him with a combo, but don't get greedy. If you stay too close to him he will start jumping around. After your combo, just back off, he'll go back to one of his initial attacks, so just repeat. Be aware that every now and then a Mu will pop up and annoy you, take them out as fast as possible. Once he is done to 1/3 of his lifebar, his horn will break off. He still has all his previous attacks, plus Thunder. Just have Mog pick the Chalice back up, dodge Thunder and keep attacking him with combos, he will go down quick.

- MALBORO

Location: The Mushroom Forest
Resistant to: Slow, Stop
Vulnerable to: Fire
Lackeys: Hell Plants
Recommended Crystal Element: Earth

Quickly take out the two enemies that flank his sides. Have Mog drop the chalice while you run up and do combos on him. As you physically combo him, he will use several easy to dodge attacks. His tentacles won't hit you if you're right next to him. You can easily spot when he will use his breath attack(which can poison you), just side step and attack him from the side. When you're close to him, he will cast slowga, constantly. It's not a big deal, so long as he casts it, he's not hurting you. Don't try to engage him from a range, as he will just suck you(and Mog and the Chalice) towards him. Just stick close and do a combo on one side of his face, then run to the other side and do a combo ect. Every now and then the two enemies that guard him will spring up again, quickly take them out(with fire) and resume your beating on the Malboro.

- ORC KING

Location: The Mine of Cathuriges
Resistant to: Slow, Stop
Vulnerable to: Fire
Lackeys: Orcs
Recommended Crystal Element: Fire

The Orc King is an Orc, a very large Orc. Despite his massive size, this giant is easily defeated. He predictably uses his hammer in a 'smashing' motion, which deals moderate damage but is easily dodged. If you stay too close for him for too long he will do a 'whirlwind', which will knock you back. If you stay at a ranged distance, he will constantly cast Fira. This is easily dodged as well. The one thing you do need to look out for is if a regular Orc comes in and shield bashes you, you're a prime target for Fira. So take out the regular Orcs as soon as they appear. As for the Orc King, just stay at ranged distance and wait for him to charge Fira. Now move out of his targeting ring and charge your own spell or ranged attack. After your attack succeeds, just back off and start again. Once the King is down to 1/3 of his health, he will begin charging. You can either keep attacking him while he charges and try to finish him off or just go and stand in a corner. Once he is done charging, he will self-destruct dealing massive damage to anyone near him. As long as you survive this last attack (by either staying out of range or having a Phoenix Down equipped) you will be the victor.

- GOBLIN KING

Location: Goblin Wall
Resistant to: Slow, Stop
Vulnerable to: None
Lackeys: Goblins
Recommended Crystal Element: Wind or Earth

Before you can engage the boss you must first deal with waves of Goblins. Just keep killing them and they will drop two keys. Unlock the gate and head up the stairs. Quickly kill off his two lackeys, and turn your attacks against him.

The Goblin King has four different attacks. He knows two spells, Thuderga and Bio, having your crystal set to wind helps against the former while earth helps against the latter. He can also teleport, which can be annoying but because of the graphic, you will know where he will end up. His fourth and weakest attack is a swing of his staff, which will knock you back. To easily defeat him, stay away from him until he starts charging one of his spells, then run up and do combos on him until he casts, then retreat and repeat. If you get a little greedy he may hit you back with his staff or teleport, but this only delays his death.

- ARMSTRONG

Location: Tida Village
Resistant to: Thunder, Slow, Stop
Vulnerable to: Fire
Lackeys: Skeleton Mages
Recommended Crystal Element: Earth

Firaga, Firaga, Firaga*. That's all you need to beat this...thing. Just cast Firaga run to a different spot, and recast. That's it. Every now and then two Skeleton Mages will show up, but guess what? Firaga has such a large area of effect you might not even notice them showing up. But your reading this for a hardcore, over the top strategy right? Here's one: use Firaga. Okay...I'm done. In case you're wondering about his attacks; he shoots needles at medium range from his 'elbow', has a swinging attack using his 'arm', has a slow attack using 'mist', and shoots stuff at you from his 'cannon'. But don't worry he is easily defeated using...nevermind.

*Note: Firaga can easily be obtained, even in cycle one, by repeatedly attacking the web spores found in the second area. This will not work if you already have any fire magicite in your inventory. For more information, check Tida's walkthrough above.

- GIGAS LORD

Location: Moschet Manor

Jack(Gigas Lord)

Resistant to: Thunder, Slow, Stop

Vulnerable to: Fire

Maggie(Lamia)

Resistant to: Slow, Stop

Vulnerable to: Blizzard, Thunder, Gravity

Recommended Crystal Element: Any

Immediately charge at Jack and attack him once. This will cause Maggie to join in on the fight. Make her your first target and attack her with Thunder or Ice attacks. If you allow her to linger, she will continually cast Slowaga and heal both of them. She doesn't have a life bar, but you'll know when she is beaten when she runs back to her room. When attacking the Gigas Lord, switch to using Fire attacks. Jack is fairly slow, and all his attacks are melee. They include a punch, a breath attack and the powerful butt slam. Just use hit and run tactics with fire attacks and he will fall easily.

- GOLEM

Location: Veo Lu Sluice

Resistant to: Slow, Stop

Vulnerable to: None

Lackeys: Water Flans

Recommended Crystal Element: Fire or Water

Golem is fairly resistant to all magic, so unless your a Yuke try to stick to physical attacks. Quickly take out his Water Flan lackeys, but try to kill them a few seconds apart. This way they both won't spawn on you at once. Golem is fairly slow, but has some powerful attacks. He has a couple of different melee attacks, but won't use them too much unless you repeatedly melee him. What you want to do is stand a medium distance away until he does one of two attacks. For one he will launch both of his fists straight forward. These are easily dodged by moving to either side or standing between them. After he uses this move he will have a long cooldown until his fist reappears. Take advantage of this and combo him a few times.

For his second ranged attack his eyes will also glow blue for a few seconds before he fires a couple of beams in front of him. These beams can freeze you, but are easily dodged by moving to the right or left of their path. They will not hit you if you are up close and physically attacking him, so use this time to get a few free swipes in. Once he is below half health, his eyes will glow purple, then he will quickly spin around and cause an inferno. If you are comboing him while he does this the only way to dodge is to defend (if you are a Yuke or Selkie otherwise you're going to take some damage). Just keep hacking at

him and he will fall.

- CAVE WORM

Location: Selepation Cave
Resistant to: Fire, Blizzard, Thunder, Slow, Stop
Vulnerable to: Holy
Lackeys: Electric Jellyfish
Recommended Crystal Element: Water or Wind

The Cave Worm is resistant to all elemental magic, but you are going to want a Blizzard spell to take care of his Electric Jellyfish guards. Once they are dispatched, you're going to have to engage the Cave Worm at close range. If you try to attack from afar, he will constantly try and suck you towards him. He only has two ranged attacks, a streaming burst of sand that he blows out his mouth and a large blue bolt of freezing ice. Since he is trying to suck you in all the time, you might as well fight him in melee combat. But first, stay a medium distance away and try and bait him into using one of his two ranged attacks.

Both are easily dodged by moving to either side, and gives you a great opportunity for a combo attack. If you stay close for too long, he will thrash back and forth. This move will knock you back and does a fair amount of damage but isn't that big of a deal. When you deplete his life below 1/3 of his bar, he will start to do a new attack. He will 'jump' up and do a body slam to anyone who gets close. DO NOT underestimate this move. Once he starts using this attack, don't physically attack him unless you are at full health... or you risk death. Just keep your health high and wear him down until he falls.

- LIZARDMAN KING

Location: Daemon's Court
Resistant to: Fire, Slow, Stop
Vulnerable to: Holy
Lackeys: Coeurl, Lizard Skirmisher
Recommended Crystal Element: Any

Quickly kill off the two Coeurls and any Lizard Skirmishers that show up, before you focus on the Lizardman King himself. Now the Lizardman King is large and has powerful attacks, but he is very slow. Use this against him by dodging an attack and quickly running behind him and performing a combo. He only has three attacks. A sweeping attack that covers his entire front side, but won't hit you if you are directly behind it. A quick jab with the spear like weapon he holds in his left hand. And a five arrow spread attack from the crossbow in his right hand. These are all dodged by quickly moving to his backside when he starts the attack. You should also take note of the two red switches on opposite sides of the arena. If you, or an enemy, steps on one of these switches, several saw blades will raise up through the floor, damaging anything they touch. They are fairly unreliable and you may end up hurting yourself trying to use them. So just keep dodging and backstabbing the King, and freezing any of his Lizard lackeys that show up and he will fall.

- IRON GIANT

Location: Kilanda
Resistant to: Thunder, Slow, Stop, Gravity
Vulnerable to: None
Lackeys: Goblin Mage
Recommended Crystal Element: Any

Make the two Goblin Mages that flank the Giant's sides your first priority. Try to take them out 10 or so seconds apart, so that when they respawn you won't have two on your hands right away. Now the Iron Giant has two sets of attacks: one with his sword and one without. When armed he has two attacks; a vertical slash with the sword, which packs a punch but is easily dodged. And a large projectile attack that will hurt anyone in front of him. This move has a small charge up time, and you should see it coming. While he is armed, sticked next to his left hand and keep comboing him, moving slightly to his side when he does his vertical swipe, and all the way around to his back when he charges up his projectile attack.

When he is unarmed he also has two attacks; a dual fist pound that hits a good distance directly in front of him and a smaller distance on his side. This attack can stun and shuts down melee assaults fairly well. For his other attack he will slowly walk to an edge of the area, turn around, and charge back in the direction he walked. Charge up a Fire or Blizzard spell and let him have it as he rushes by. After being unarmed for awhile, he will jump up and grab another sword. He only has as many sword in reserve as you let the Goblins carry to him earlier. There are also several water urns and fires, similar to those encountered earlier in the stage. If you toss an urn into the fire, a few seconds later a gust of steam will shoot out of the nearby wall. You can utilize this and set the Giant up, just be careful and try not to get hit by the steam yourself.

- DRAGON ZOMBIE

Location: Conall Curach
Resistant to: Slow, Stop, Gravity
Vulnerable to: Fire, Holy
Lackeys: Stone Sahagin
Recommended Crystal Element: Water or Earth

This boss fight is unlike others. Instead of having a large area to maneuver about in, you only have three rafts that give you about 90 degrees to move around in front of the Dragon. Worse yet, you have to hit it with Holy to even damage it. Oh and there's more: Stone Sahagins are constantly spawning. Despite all that, the Dragon Zombie is fairly easy, at least in cycle one anyway.

Once the Dragon Zombie makes it's entrance, quickly land Gravity on the Stone Sahagin and finish it off with physical combos. Now start hitting the Dragon with a constant stream of Holy while dodging it's attacks. It's two melee attacks, which can stun, can both be easily dodged by standing towards the back of the rafts. It will also use two breath attacks; one is a narrow redish beam that can petrify if it hits, this is easily dodged by moving to a side when the Dragon pulls it's head back in preparation for this attack. The other breath attack is a green poison cloud that will hit everywhere you can move. For it's last move it will flap it's wings and release a large white tornado, this can be dodged in a similar way to how you dodge it's petrification breath. This move can be particularly deadly if you are first frozen by a Stone Sahagin, as you will take 50% more damage. So once the Stone Sahagin is dead keep moving around and casting Holy, although you can sometimes physically attack it, it's much

easier to pummel it with Holy.

INCOMPLETE

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12. FREQUENTLY ASKED QUESTIONS

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[FAQS2]

Topics Covered: Game Help, General.

Have a question? Send it to me using the contacts below.

- GAME HELP

Q: How do I save?

A: Go to the world map, press B, select save. ;)

Q: How do I sell my old equipment?

A: You can't. The only way you can get rid of it is to destroy it. You should always keep an extra weapon on hand, so you are able to fuse the element strikes. And destroying any resistance-bearing armour is also unwise, you never know when it could come in handy.

Q: How do I check my bonus conditions without a GBA?

A: You can't.

Q: What is the earliest year I can complete the game?

A: Year 5.

Q: How many years are there?

A: There are infinite years. You can play for as long as you want, but the average game that completes all sidequests and forges all the ultimate equipment takes around 15 years. But collecting every artifact and item in the game can take significantly longer.

Q: What is the average time it takes to complete?

A: An average play through is around 15 to 20 hours.

Q: How do I get the Father's Weapon?

A: Over the course of the game you should get a letter from your mother entitled "Hurt his back.". It will mention that your father's back went out and that an Orc Belt will make it better. An Orc Belt can be found in Set 7(135pt) in The Mine of Cathuriges stage. Send an Orc Belt in your reply and you will receive your Father's weapon with the next letter. Note that you must have an Orc Belt in your possession before you receive the letter or you cannot get the weapon.

Q: How do I get more than one Ring of Invincibility/Greatest weapon designs?

A: You can't on the same file, you will need to create a whole new game, get the designs and transfer them through multiplayer.

Q: What is a 'cycle'?

A: A cycle is how long it takes a Myrrh Tree to produce another drop, which occurs every time you collect four drops of Myrrh. The first time you are

able to visit a stage it is considered to be in it's first cycle, cycle one. If you visit again after you have collected another four drops, another drop of Myrrh is available. The monsters will be stronger and more of the stage will open up for exploration. This is referred to as cycle two. The third cycle will be available after obtaining four more drops of Myrrh, after completing cycle two. Again there will be stronger monsters and more areas. Each cycle after cycle three will have the same monsters and areas as the third, so once you enter the third cycle, you have complete access to that stage.

Q: What are the differences between the cycles?

A: New enemies may appear. The existing enemies will become stronger and more numerous. Some stages have areas that will only be available in later cycles. The most important change is that the sets change. A stage that is in a later cycle is able to give out higher sets, which contain better and in set 8 of most stages, rare items and artifacts.

Q: I am on X year and I need to start a fresh character, but everything is too hard, what do I do?

A: Try going back to the River Belle Path or Goblin Wall. Now use hit and run tactics against an enemy...and hope for a expensive drop. Once you get one, find a merchant and sell it. Use this money to upgrade your equipment to make the level easier.

Q: I got XXX points needed for Set X on [Stage Name Here] and I am in the right cycle but I'm not getting Set X, what gives?

A: Getting the right amount of points just gives you the chance to get that set, you can and most likely will get a lesser set. Each time you meet the requirement for a set, you still have an equal chance to get a lesser set. For example, you get the required points for set 1 but not enough for set 2, so you have 100% chance to get set 1. If you get enough points for set 2, you have a 50% chance to get set 2, as well as a 50% chance for set 1. If you get enough points for set 3, then its 33% each. Finally, if you get enough for set 4, it's 25% chance for each set.

Q: I am on Year 5 and the Jegon river has dried up and I can't get the earth element to go to the Vale of Alfitaria region. I have collected all available Myrrh, what should I do?

A: Go back to Port Tipa in the Tipa Peninsula region. You can now sail to Lynari Desert or Mount Kilanda. You can then complete both of these stages for Myrrh or get the Unkown Element from Lynari desert(check Sidequest section above) and use it to go to the Vale of Alfitaria region. From which you can travel to Veo Lu Sluice and refill the Jegon river, also found in the Sidequest section above.

- GENERAL

Q: Rent or buy?

A: Tough question. Don't just go out and buy it just because it has Final Fantasy in the title, as it is very different then the main series. If you already have multiple GBAs or the money to buy them and the game, then I suggest buying the game for it's superb multiplayer. If you don't want to spend the money or are only planning to play single player, you should rent it first.

Q: When playing multiplayer does everyone need a Gameboy Advance(or SP) or can...?

A: Everyone who plays in multiplayer needs their own Gameboy Advance, or their

own gamecube and tv, period.

Q: So that means 1 player can use a controller and the others use Gameboy Advances, right?

A: No, it doesn't. Again. EACH PLAYER NEEDS THEIR OWN GAMEBOY ADVANCE IN ORDER TO PLAY MULTIPLAYER. Does it suck? Yea, but there is no way around it.

Q: Is this game online?

A: Sadly, no.

Q: What the hell does 'Kupo' mean?

A: It doesn't mean anything. It's just a sound the Moogles make, like 'meow' is to a cat.

Q: Everytime I save I get a message telling me that my Memory Card needs to be formatted/my data was randomly deleted, what should I do?

A: For some reason this game does not like third party memory cards. If you are saving to a third party memory card, your data may be erased, or you will get a message telling you to format(which erases the data). Your best bet is to use an offical Nintendo Memory Card. Even if you are currently have no problems saving to a third party memory card, you are still at risk. I myself didn't get a message until I had put 50+ hours in, but I was able to transfer the data without incident.

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13. VERSION HISTORY

[VERH3]

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Version .83: 08/23/04-08/25/04 (2k)

- Improved Format
- Miscellaneous Updates

Version .82: 08/08/04-08/22/04 (20k)

- Completed Stage Overview
- Improved Format
- Updated Walkthrough(Small)
- Miscellaneous Updates

Version .80: 07/10/04-08/01/04 (59k)

- Completed Region Overview
- Improved Format
- Updated Walkthrough(Small)
- Updated Sidequests
- Updated Stage Overview
- Miscellaneous Updates

Version .74: 06/28/04-07/02/04 (19k)

- Updated Basics
- Updated Walkthrough
- Updated Sidequests

Version .70: 06/20/04-06/22/04 (17k)

- Improved Format
- Updated Walkthrough(Small)
- Updated Stage Overview
- Miscellaneous Updates

Version .65: 06/06/04-06/13/04 (27k)

- Changed section order
- Improved Format
- Updated Basics
- Updated Walkthrough
- Updated Stage Overview(Formerly The Later Years)
- Updated Sidequests

Version .51: 05/23/04-05/24/04 (22k)

- Updated Walkthrough
- Updated The Later Years
- Updated Sidequests

Version .48: 05/09/04-05/11/04 (23k)

- Updated Basics
- Updated Walkthrough
- Updated The Later Years
- Updated Sidequests

Version .45: 04/27/04-04/30/04 (36k)

- Updated Basics
- Updated Walkthrough
- Updated The Later Years
- Updated Sidequests
- Updated Bosses
- Miscellaneous Updates

Version .38: 04/15/04-04/17/04 (>1k)

- Improved Format

Version .37: 04/10/04-04/14/04 (16k)

- Updated Basics
- Updated Walkthrough
- Updated The Later Years

Version .35: 03/28/04-04/05/04 (19k)

- Updated Basics
- Updated Walkthrough
- Updated The Later Years

Version .33: 03/21/04-03/23/04 (11k)

- Improved Format
- Updated Basics

Version .31: 03/15/04-03/16/04 (4k)

- Fixed 46(give or take a couple) spelling/grammar errors
- Updated The Later Years

Version .30: 02/23/04-03/01/04 (21k)

- Updated Basics
- Updated Walkthrough(Small)
- Updated The Later Years
- Updated Equipment
- Updated Artifacts

Version .25: 02/15/04-02/23/04 (60k)

- Updated Basics
- Updated Walkthrough
- Updated The Later Years
- Updated Equipment

Version .12: 02/11/04-02/12/04 (7k)

-Updated Walkthrough

Version .10: 02/09/04-02/11/04 (41k)

-Started guide

-Started work on Walkthrough and Basics

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14. CONTACTS/CREDITS/COPYRIGHT

[CCC34]
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- CONTACTS

E-mail:

If you want to email please look at what I'll accept/respond to:

-Put 'Final Fantasy CC FAQ' or something similar in the title.

-Please use some punctuation so I can read it :)

-DO NOT SEND ME MAIL IN ALL CAPS!

-Any corrections on spelling or bad/missing info.*

-Questions not fully covered or answered in the guide.

-I will only reply to the address that the message is emailed from.

-Any feedback.

*=You'll get credit.

Please give me a day or two to respond.

Email: shiftfaqs@hotmail.com

NeoPM:

If you have a registered account at www.neoseeker.com you can send me a private message by clicking on my name found next to this page's link on neoseeker. The above rules still apply.

If you have something urgent it's better to just go onto the message boards.

- CREDITS

Myself ;)

Square-Enix

Nintendo

Cerebral Assassin

SlashZero

Hotaka

Wei Nan

Sanguis

ShiNoKarasu

weirdofreak64

silktaill

Nintendo Power's Official Players Guide: Used for artifact/cycle tables(no way in hell I would figure that out in any reasonable time frame). Also used as reference in Item/Equipment/Artifact sections.

- COPYRIGHT

Authorized Sites:

<http://www.gamefaqs.com>
<https://www.neoseeker.com>
<http://faq.ign.com>
<http://n-cubed.com>
<http://www.supercheats.com>

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