

Tales of Symphonia FAQ/Walkthrough

by Artificer

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Tales of Symphonia FAQ/Walkthrough
For the Nintendo Gamecube
Final Version (Last Updated 9/16/04)
By BMXPro

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1. Version History

Final Version(9/16/04) - Completed sections 5N - 5S and 6.

Version 1.1(9/1/04) - Completed sections 5E - 5M.

Version 1.0(8/8/04) - First Walkthrough. Completed sections 1 - 5D, 7 - 9. Plan to work more on the rest of the walkthrough and side-quests within the week.

2. FAQ

Starting Out

1. Q: What does each button do?

A: L/R - Used for switching to the next party character in the Tech, EX Skill, Status, or Equip screen. Also for switching to the next item type in the Item screen.

Start - Switch between HP/TP display and Status display for all characters. Toggle between Item Stats and Item Description when viewing items. Also pauses in mid-battle only.

Control Stick/Control Pad - Used to highlight menu functions.

C Stick - Scroll down in things like books and the status screen.

Y Button - Change party order when character is highlighted, Auto Tech usage, sort equipment by alphabetical order or parameter. Access the menu screen in and out of battle.

X button - Removing Tech from shortcut control, equipped items. Activate Long-Range Mode.

A Button - Confirm choice or action where the cursor appears.

B Button - Cancel action or return to previous screen. Exit menu.

2. Q: How do I change my onscreen characters?

A: Open the Menu with Y and select the character you want to change to and press the A button to change.

3. Q: How do I change my party order?

A: Open the Menu and select the character you want to change and press the Y button to select him or her. Hover the cursor over another character you want to switch him or her with and press the Y button again to make the change.

4. Q: How do I use items?

A: Open the Menu and select the Items option. Select an item with the cursor and press the A button to use it. Most times another window will pop up asking you to choose which character to use the item on.

5. Q: What is a title and how do I change it?

A: Throughout the game and battles, characters can acquire titles

which affect how their stats are improved when they level up. Titles can also change the characters' costumes.

To change the title, open the Menu and select the Status subscreen. Select the title underneath the character's name and press the A button to bring up another window with all the titles you've acquired. Select one and press the A button to change it.

6. Q: What is the Synopsis window?

A: The Synopsis window, available from the Menu, keeps a log of everything you've done in the game. If you haven't played the game for a couple of days, this is a great place to relearn what you've done and what you should be doing.

7. Q: What is the Strategy window?

A: The Strategy window is a way to command the characters that you do not control. There are three types of commands: Action, Skill/Magic, and Position.

The Action strategy affects how the CPU targets enemies. For example, the "Protect Friend" strategy makes characters target the enemy which is dealing the most damage to an ally.

The Skill/Magic strategy affects how often characters use tech points. Those that you want to use for healing, for example, can have their strategy set to "Heal."

The Position strategy affects the starting place of a character on the field and designates how far the person will go to pursue the foe. There is a map on the bottom of the screen which shows where each character will start. The farther to the right a person is, the closer to the enemy he or she will be.

Try experimenting with these for the best results.

8. Q: How do I save?

A: Insert a Memory Card into the GameCube and open the Menu and select "System." Then select Save and select 1 of 127 save slots. This option is available only in the field.

To save in a dungeon or town, you must first find a Memory Circle. They look like highly decorated blue mystic symbols on the ground. Press the A button to open the Save Menu.

Some Memory Circles are "sealed," and can only be activated by use of a Memory Gem, which one enemy in the dungeon will have.

9. Q: What is HP/TP?

A: HP stands for your Hit Points. When this number reaches zero, you die. If all four of your characters die during one battle you will be forced to start again from your last save point, except in special circumstances.

TP stands for your Tech Points. Techs are special attacks: they include techniques with the sword, magic spells, and special defenses. You can access these from the Tech subscreen under

the main menu. Every tech requires a set number of tech points. If you do not have enough tech points to execute a tech, then you will not be able to execute it.

In order to restore HP and TP, you must either cook food which restores them, use gels (Apple, Orange, Lemon, Pineapple, Melange, and Miracle), or get fully healed.

Towns, Dungeons, and the Field

10. Q: What are the controls in towns and dungeons?

A: Control Stick - Move.

Control Pad - Rotates the character 45 degrees to the left or right.

Y Button - Opens the Main Menu.

B Button - Advance or cancel dialog without accidentally making a choice.

A Button - Miscellaneous. Usually text at the bottom of the screen will tell you what the A button will do.

X Button - Use the Sorcerer's Ring.

Z Button - Trigger skits when the Z button is shown at the bottom of the screen.

11. Q: What is the Sorcerer's Ring?

A: The Sorcerer's Ring, found early in the game, works as a kind of action key which helps in every dungeon, because it has a different function in every dungeon. You'll have to think to figure out most puzzles using this object. It's invaluable.

Special devices which appear in each dungeon change the function of the Sorcerer's Ring. Examine them to change the function; examine them again to change the function back to the normal.

12. Q: What are skits and skit points?

A: Skits are special interactions between characters which are not essential to the story line but often provide a bit of humor and clues as to what to do or what the characters are doing at the moment.

Skit points are special rings on the field map which provide an interaction between Lloyd and another character. They provide a choice of what to say to the character that either helps or hurts your relationship with that character. Try saying the best things in each situation to make your relationships the best with everyone.

13. Q: What is Long-Range Mode?

A: You'll first activate Long-Range Mode at the House of

Salvation south of Iselia. This allows you to ride on Noishe's (Lloyd's "dog") and have a wider view of where you're going as well as greater traveling speed. You won't be able to see skit points, however. Press X to activate this mode.

To activate Long-Range Mode in other regions, seek out stone monuments about as tall as characters themselves. They're usually hidden in remote locations.

Combat Basics

14. Q: What are the controls in battles?

A: Control Stick - Move the character forward or back.

Start - Pauses battle.

Control Pad - Issue pre-determined combat Orders, to change the Strategies of the CPU characters.

C Stick - Tech shortcuts.

L Button - Delay spell casting to avoid attacks.

R Button - View target name and status (after Magic Lens is used). Also, for changing the target your character is attacking.

Z Button - Execute Unison Attacks or Taunt (if you have the proper Ex Skill equipped).

X Button - Cancel spell casting and guarding. Up and X to jump; Down and X to perform a Defensive Tech (after Triet Ruins).

A Button - Attack with weapon.

15. Q: How do my friends participate in the battle?

A: The first four positions in the party correspond to the four controllers that be can put into the GameCube. To let one of your friends use another character, view the character's Tech menu and move the cursor to the upper right corner of the screen. Change the control type to Semi-Auto or Manual.

The difference between the two control types is that in Semi-Auto, guarding is done automatically and to jump, you must press Up and X at the same time. In Manual, you must guard using the X button and can jump by pressing Up only.

16. Q: How do I target specific enemies?

A: Hold the R button during battle to display the target cursor. Continue holding it and move the cursor to another enemy with the Control Stick. Release the R button and the battle continues with your character attacking the targeted foe.

17. Q: What are combos and what do they do?

A: If you hit an opponent successfully, the combo counter appears. With each successive strike, the combo counter rises. Increasing this count may give special titles to certain characters. Bonus Experience is also awarded after the battle for high combos.

18. Q: What is the Combat Menu?

A: Press Y during the battle to bring up the Combat menu. This menu helps you to make character perform certain techs, edit the techs performed during a Unison Attack, change the Strategy of characters—for example, if you want to limit how many tech points they're using—equipping items to characters, using items in battle, and escaping.

19. Q: Why do little chicks circle around my character's head from time to time?

A: This means you are stunned from an attack or series of attacks. Rotate the Control Stick rapidly to reduce the length it lasts.

When enemies become stunned, take the time to use any items to restore HP or TP so you will have the advantage when the monster comes out of stun.

20. Q: What is Over Limit?

A: Over Limit is a special mode in which characters who have taken enough damage have a black halo around them. This enables them not to stagger—not being able to move while being attacked—and halve all damage done to them. This is also the only time Sheena can summon.

21. Q: Is there any way to stop taking damage when I fall to the ground after being thrown into the air?

A: In mid-air, press the X button to recover from the blow to recover your stance.

22. Q: What are all the status effects?

A: There are two types of status effects: physical ailments and magical ailments. The following are physical ailments.

Poison - The character's HP drops over time.

Deadly Poison - The character's HP drops more rapidly than Poison.

Paralysis - Unable to perform attacks.

Petrify - The character is turned to stone and cannot act. The game ends if all players are petrified.

Curse - Cannot cast spells or use Techs.

KO - Character has 0 HP.

The following are magical ailments.

Attack Up/Attack Down - Affects the damaging power of physical

attacks.

Defense Up/Defense Down - Affects the protection of the character.

Accuracy Up/Accuracy Down - Affects damaging power of physical attacks, targeting spells, or Techs.

Magic Attack Up/Magic Attack Down - Affects the damaging power of spells.

Weak - Max HP drops to half.

Heavy - Character's movement is greatly reduced.

The following are beneficial statuses.

Holy Song - Increases Attack and Defense for the entire battle.

Physical Immunity - Cannot be afflicted with physical ailments.

Magical Immunity - Cannot be afflicted with magical ailments.

23. Q: What do all the numbers that show up after the battle mean?

A: EXP - Experience Points. Helps to level up characters.

Bonus - Adds bonus to EXP based on the number of max hits in a combo.

Max - The maximum amount of hits in a combo you performed.

Gald - How much money you gained from the battle.

Time - How much time it took you to win.

Grade - A value from -20 to 20 determined by the amount of damage inflicted, the amount of damage received and the total amount of time required to win. Grade can purchase items from merchants and can be used to make your next game easier or harder.

Techs

24. Q: How do I use a Tech?

A: Outside of battle, techs with a green circle by their name can be executed. Outside of battle, open the Tech screen through the Main Menu. Select the Tech and press the A button to execute the Tech (you may be asked to select a character to use a Tech on).

Inside of battle, Techs can be used for the character you're playing with B button shortcuts. Up to four can be set with the B button, Up and B, Down and B, and Left/Right and B. Open the Tech screen and select your character. Make sure your character is in Semi-Auto or Manual and you'll be able to set your Techs. The way the Control Stick moves in the left window determines how you must activate the Tech assigned to it. Press A when highlighting a space to choose a Tech in the right window. Press A again to confirm your choice. Use these shortcuts in battle to execute Techs.

25. Q: How do I use spells?

A: All spells require casting time. Find a space away from enemies so that you can cast the spell without interruption. If enemies attack you, you don't cast the spell (for the most part). You can cancel casting with the X button and escape from enemies if possible.

During the casting time, you can target which enemy you want to attack using the Control Stick and the A button.

26. Q: How do I summon a spirit?

A: Sheena can summon spirits to help with battle later in the game. She must, however, be in Over Limit mode to cast the summon. This will happen when she has taken enough damage.

27. Q: How do learn a Tech?

A: Learning a Tech depends on the level of the character, the Techs they've already learned, and whether he or she is an S- or a T-Type.

Techs can be learned after another Tech has been used a certain number of times. If a Tech in your menu is blue, then you probably need to execute the tech in the same "family" more. Usually it takes 50 times.

Some Techs will require the character to learn other techs only (using them won't matter). For example, at Level 37, Kratos learns Lightning Blade if he has learned Thunder Blade.

Through influence of EX Gems, characters become S-Type or T-Type. They learn specific techs for each type. It is a general rule that T-Type techs will have more maximum hits and S-Type techs will do more damage.

28. Q: Why would I need to forget Techs?

A: If you are raising a character as an S-Type, you may want at least a few T-Type Techs. To do so, use EX Gems to make the character a T-Type, and then choose which Techs you want to learn. For example, say Lloyd learns Fierce Demon Fang and you would rather have Double Demon Fang. You must change him to a T-Type and forget Fierce Demon Fang (all its derivatives will be deleted as well) to learn Double Demon Fang.

29. Q: How do I make the CPU not use certain Techs?

A: Open the Tech screen and scroll to the character you want to edit using L and R. Highlight a Tech and press the Y button to Disable/Enable the Tech.

30. Q: What are Secret Techs, and who has them?

A: Secret Techs are Techs that are invisible to the Tech Menu but can be used in battle. Here are all the Secret Techs.

Lloyd Irving

Lightning Thrust - Use Sonic Thrust 200 times with a lightning weapon equipped.

Lightning Tiger - Use Tiger Blade 200 times with lightning weapon equipped.

Grave Blade - Use Fierce Demon Fang 200 times with earth weapon equipped.

Rising Phoenix - Use Rising Falcon 200 times with fire weapon equipped.

Falcon's Crest - Obtain title "Eternal Swordsman," equip Material Blade, HP in the red, 100 TP available, press the X, A, and B Buttons.

Colette Brunel

Toss Hammer - Use Pow Hammer 200 times, random chance to happen.

Ice Hammer - Use Pow Hammer 200 times with ice weapon equipped.

Holy Judgment - Use Judgment 50 times, Holy Song 50 times, random chance to happen.

Genis Sage

Indignant Judgment - Use Indignation 200 times, then use again in Over Limit.

Kratos Aurion

Grave Blade - Use Fierce Demon Fang 200 times with earth weapon equipped.

Zelos Wilder

Grave Blade - Use Fierce Demon Fang 200 times with earth weapon equipped.

Regal Bryant

Super Swallow Dance - Use Swallow Dance 200 times with wind weapon equipped.

EX Skills

31. Q: What are EX Gems?

A: EX Gems vary in level from 1 through 4. When a gem is set, four EX Skills become available. Only one EX Skill can be selected at one time for every EX Gem in use. A total of four EX Gems can

be set at a time.

To set them, open the EX Skill Screen and highlight an open "Lv" slot. Press the A Button to set an EX Gem, and choose one of the gems available.

If you set an EX Gem, the only way to remove it is to place another. This, however, destroys the original.

32. Q: What do Skills do and what are Compound EX Skills?

A: Skills are either S-Type or T-Type. Having more of one kind than the other will make your character the type that has more EX Skills of that type. EX Skills have uses in battle and outside of battle. For example, Lloyd's Personal EX Skill allows the characters to run faster in towns and dungeons.

Compound EX Skills are a combination of EX Skills which unlock advanced EX Skills that can have improved benefits during battle. You have to find the right combination to unlock these skills. For example, equipping Rhythm (Lv3), Speed Cast (Lv4), Spell Save (Lv4), and Spell Charge (Lv4) allows Genis to being interrupted while casting spells.

Unison Attacks

33. Q: What are Unison Attacks?

A: You'll learn these after clearing the Ossa Trail. When the gauge is full, press Z to attack an enemy. If the attack hits, press the A, B, X, and Y buttons to command the four members of the party to attack with their Techs. You can change the Techs used in the attack by using the U. Attack option in the Menu during battle, or through the U. Attack option in the Menu out of battle.

Sometimes, like EX Skills, a combination of magic and techniques makes a compound Unison Attack and makes them more powerful than normal Unison Attacks. To discover Compound U. Attacks, two characters must use the right Techs. There are a slew of Unison Attacks out there; try to find a lot of them!

3. Reference Lists

This section includes all of the extra non-story line things which are for reference only, including a tech list, EX skills, Titles, and all the Monsters in the game.

A. Titles

The title will be labeled by character along with their respective stat increases. The higher the number, the higher that stat will go up per level up.

LLOYD IRVING

Title	HP	TP	STR	DEF	INT	EVA	ACC	Conditions
Swordsman	0	0	0	0	0	0	0	Default title.
Drifting Swordsman	1	0	2	2	0	0	0	After being banned from Iselia.
Eternal Swordsman	7	0	7	6	0	0	6	After receiving the Eternal Sword.
Gourmet King	0	0	0	5	4	5	0	Master all recipes and talk to the Wonder Chef in the Altamira Cafe.
Nobleman	0	0	0	0	0	0	0	Get automatically (Dance Party in Meltokio)
Arrgh, Me Hearties	0	0	0	0	0	0	0	Talk to Aifread in Luin during the 11th stage of reconstruction.
Beach Boy	0	0	0	0	0	0	0	Talk to mother looking for children in Altamira after finding them.
Gentle Idealist	0	1	0	4	4	0	0	After visiting Mizuho for the first time.
Peeping Tom	0	0	0	0	5	5	0	Talk to pastor at Hot Spring with Zelos in party. Choose "Females."
Midlife Crisis	0	1	0	0	6	0	0	Clear Uncle game in Triet.
Sword of Swords	4	3	4	4	4	4	4	Complete Advanced Single Mode at Coliseum with Lloyd.
Tactical Leader	0	3	0	0	5	5	5	Complete Party Mode in the Coliseum

with Lloyd in the party.

Grand Swordsman	4	0	4	3	0	0	0	Reach Level 20.
Master Swordsman	5	0	5	4	0	0	4	Reach Level 40.
Holy Sword	0	0	0	10	0	10	0	Reach Level 100.
Combo Newbie	0	0	3	0	0	0	2	Combo over 10 hits.
Comboist	0	1	4	0	0	0	4	Combo over 30 hits.
Combo Expert	6	2	6	0	0	0	2	Combo over 60 hits.
Combo Master	0	5	0	0	0	0	10	Combo over 100 hits.

Tetra Slash 2 0 2 0 0 0 0 0 Combo with three

types of normal

attack followed by

a Special Atk.

Brave Soul 5 0 5 4 0 0 0 0 Clear the battle

with Yuan without

running away from

battles up to that

point.

Lone General 0 0 0 2 0 3 0 0 Fight alone in battle.

Party must have at

least two.

Boorish General 0 1 0 0 3 0 0 0 Use ten shortcuts

during battle.

Gung Ho 6 2 0 5 0 0 0 0 Defeat Rodyle with 4

whose combined level

is less than 145.

Eternal Apprentice 3 0 2 2 0 4 3 3 Defeat Kilia using

only the Wooden Blade

up to that point.

Berserker 10 0 10 0 0 0 6 6 Fight enemies 256

times on hard or

mania.

COLETTE BRUNEL

Title	HP	TP	STR	DEF	INT	EVA	ACC	Conditions
Fledgling Chosen	0	0	0	0	0	0	0	Default title.
Spiritua Reborn	4	0	5	0	0	3	0	During Pope chase.
Klutz	1	0	1	0	0	0	1	Examine hole in Iselia classroom with Genis and Colette.
Charismatic Chef	0	0	0	5	4	5	0	Master all recipes and talk to the Wonder Chef in the Altamira Cafe.
Fair Lady	0	0	0	0	0	0	0	"Dance Party" Choose "Maybe Colette."
Maid	0	0	0	0	0	0	0	"One Day Maid" in Meltokio Castle.
Mermaid	0	0	0	0	0	0	0	Talk to mother searching for her kids in Altamira. Have Colette one of top 3 in relat. value or choose "Maybe Colette."
Ill-fated Girl	3	0	0	3	0	0	0	When Colette's condition revealed at Sybak.
Dog Lover	0	0	0	0	4	4	4	Name all 30 dogs.
Ironing Board at Hot Spring with Zelos in party. Choose "Females."	5	0	0	4	0	0	0	Talk to pastor
Turbo Waitress	0	0	0	2	2	0	0	In Palmacosta's Cafeteria. Become a waitress.
Super Girl	4	3	4	4	4	4	4	Complete Advanced

Single Mode at
Coliseum with
Colette.

Chosen	0	2	0	0	3	0	2	Reach Level 20.
Tiny Angel	0	0	4	0	4	0	3	Reach Level 40.
Angelic Maiden	10	0	0	10	0	0	0	Reach Level 100.
Little Pickpocket	6	0	6	6	0	0	0	Use Item Thief/ Item Rover over 400 times in total.
Oblivious	3	0	0	0	0	0	0	Start a battle while poisoned and finish without curing it.
Single-Minded	0	1	0	0	0	0	2	Use same Lv. 1 Special Attack 10 times in battle.
Self-Control	0	0	0	1	1	0	0	Finish a battle without using Special Attacks.
Don't Run!	0	1	0	0	0	1	0	Finish a battle without running.
Friendship First	3	3	3	3	3	3	3	No party members die till the battle with Iubaris.

GENIS SAGE

Title	HP	TP	STR	DEF	INT	EVA	ACC	Conditions
Magic User	0	0	0	0	0	0	0	Default User.
Honor Roll	0	0	0	0	1	0	1	"Academy Challenge" at the Palmacosta Academy.
Friend	0	0	4	3	0	0	0	From sub-event, "Genis and Mithos' Adventure."
Little Chef	0	0	0	5	4	5	0	Master all recipes and talk to Wonder Chef at Altamira Cafe.
Easter Sunday	0	0	0	0	0	0	0	"Dance Party." "Maybe Genis" in dialogue.
Katz Katz Katz	0	0	0	0	0	0	0	From "Katz Katz

Katz" sub-event
at Meltokio Slums.

Beach Comber	0	0	0	0	0	0	0	Talk to mother searching for her kids in Altamira. Have Colette one of top 3 in relat. value or choose "Maybe Genis."
Brotherly Love	1	0	0	1	0	0	0	Talk to Raine after completing Martel Temple.
Item Collector	10	0	10	0	0	0	0	Get all items and complete the Collector's Book and talk to Koton.
Figurine Collector	0	0	10	10	0	0	0	Complete the Figurine book and talk to Harley.
Strategist	2	0	3	0	0	0	0	Beat the Red Light/Green Light Game.
Ultimate Kid	4	3	4	4	4	4	4	Beat Advanced Single Mode at the Coliseum with Genis.
Mana Master	0	3	0	0	5	2	2	Learn "Meteor Storm" in Heimdall after it's destroyed.
Sorcerer	2	1	0	0	0	0	1	Reach Level 20.
Warlock	3	2	0	0	1	0	2	Reach Level 40.
Experimental	1	0	1	0	0	0	0	Change weapons 5 or more times.
Study Harder!	0	0	0	0	0	2	2	Use magic that the enemy is resistant to 10 times or more.
Dependent	0	0	1	1	0	0	0	Finish a battle without taking damage or attacking.
Magic Cycle	0	1	0	0	2	0	0	Use every elemental spell in one battle.
I Hate Gels!	3	1	3	3	3	3	3	Don't use gels until the party meets Pronyma in the Fooji Mountains.

KRATOS AURION

Title	HP	TP	STR	DEF	INT	EVA	ACC	Conditions
Mercenary	0	0	0	0	0	0	0	Default title.
Traitor	0	2	0	2	2	0	0	Get when going into Iselia Ranch.
Dad	0	0	0	0	3	3	3	During skit "Childhood Memory."
Gourmet Master	0	0	0	5	4	5	0	Master all recipes with Kratos and talk to Wonder Chef in Altamira Cafe.
Judgment	0	0	0	0	0	0	0	Character model in Judgment mode.
Conqueror	4	3	4	4	4	4	4	Complete Advanced Single Mode in Coliseum using Kratos.
Magic Swordsman	2	1	0	0	1	0	0	Reach Level 20.
Battle God	3	0	2	0	1	0	0	Reach Level 40.
War God	10	0	0	0	10	0	3	Reach Level 100.
Tetra Slash	2	0	2	0	0	0	0	Perform a combo of three different normal attack and then a special attack.

RAINE SAGE

Title	HP	TP	STR	DEF	INT	EVA	ACC	Conditions
Teacher	0	0	0	0	0	0	0	Default title.
Archeological Mania	0	1	0	0	2	0	0	Event at Triet Ruins.
Grand Healer	0	1	2	2	0	0	0	Event where you get the Unicorn Horn.
Passable Chef?	0	0	0	5	4	5	0	Master all recipes and talk to the Wonder Chef at Altamira Cafe.
Glamorous Beauty	0	0	0	0	0	0	0	"Dance Party" - "Maybe Raine."
Maiden	0	0	0	0	0	0	0	Return to Asgard and perform the Maiden ritual with Zelos

in the party.

No, Not the Sun!	0	0	0	0	0	0	0	"Swimsuit Event" - "Maybe Raine."
Sisterly Love	0	0	1	0	0	0	1	Return to Triet after clearing Triet Ruins.
Monster Collector	0	3	0	0	10	0	0	Complete the Monster List and talk to the Gypsies.
Gladiator Queen	4	3	4	4	4	4	4	Complete Advanced Single Mode at Coliseum with Raine.
Researcher	2	0	0	0	3	0	0	Reach Level 20.
Professor	4	0	8	0	4	2	0	Reach Level 40.
Wisewoman	10	0	0	0	10	0	0	Reach Level 100.
Item Keeper	0	0	0	3	0	3	0	Raine uses the same item 5 times or more in one battle.
Crimson Rose	0	0	0	0	4	4	0	Fight with three other women.
Never Say Never	5	0	0	4	0	0	0	Die 5 or more times in one battle.
Survivor	2	1	2	2	2	2	2	Finish a battle being the only party member alive.

SHEENA FUJIBAYASHI

Title	HP	TP	STR	DEF	INT	EVA	ACC	Conditions
Mysterious Assassin	0	0	0	0	0	0	0	Default Title.
Summoner	0	1	0	0	3	0	0	Form pacts with Water and Lgtng. Spirits.
Elemental Summoner	0	2	0	0	4	0	3	Form pacts with Water, Fire, Wind, Earth, Ice, Lgtng. Spirits.
Master Summoner	0	3	0	0	5	0	4	Form pacts with all summon spirits.
You Look Great!	0	0	0	0	0	0	0	"Dance Party" - "Maybe Sheena."
Successor	0	0	0	0	0	0	0	Revive Igaguri at Mizuho.

Queen of the Beach	0	0	0	0	0	0	0	0	"Swimsuit Event" - "Maybe Sheena."
Master Cook	0	0	0	5	4	5	0	0	Master all recipes and talk to the Wonder Chef in Altamira Cafe.
Treasure Hunter	0	0	5	5	10	0	0	0	Open every dungeon treasure chest, then talk to sleeping Katz in Katz'Village with Sheena.
WOW!	5	0	0	4	0	0	0	0	Talk to pastor at Hot Spring and choose "Females" with Zelos in party.
Rose of Battle	4	3	4	4	4	4	4	4	Complete Advanced Single Mode at the Coliseum with Sheena.
Acrobat	2	0	3	2	0	0	0	0	Reach Level 40.
Ultimate Summoner	10	0	0	10	0	0	0	0	Reach Level 100.
Chicken	0	1	0	0	2	3	0	0	Run away 50 times with Sheena as a party member.
Indecisive	1	0	0	2	0	0	0	0	Attempt to escape from battle and cancel escape 3 times.
Party Comboist	0	0	2	0	0	0	2	2	Sheena starts 2 Unison Attacks in one battle.
Combo Conductor	1	0	3	0	0	0	3	3	Complete a battle with only Unison Attacks.

ZELOS WILDER

Title	HP	TP	STR	DEF	INT	EVA	ACC	Conditions
Magic Swordsman	0	0	0	0	0	0	0	Default title.
Princess Guard	0	0	4	3	0	0	0	Sub-event "Princess Kidnapped."
Gigolo	2	1	2	2	2	2	2	Talk to every woman in the world with the Personal EX Skill

equipped.

Gourmet Prince	0	0	0	5	4	5	0	Master all recipes and talk to the Wonder Chef with Zelos at Altamira Cafe.
Narcissist	0	0	0	0	0	0	0	"Dance Party" - "Maybe Zelos."
Masked Swordsman	0	0	0	0	0	0	0	Get from Zelos' friends in Meltokio.
Pickup Artist	0	0	0	0	0	0	0	"Swimsuit Event" - "Maybe Zelos"
Idiot Chosen	0	0	3	0	0	3	0	Skit, "Mizuho, The Mystical Village."
Grand Champion	4	3	4	4	4	4	4	Complete Advanced Single Mode at Coliseum with Zelos.
Gleaming Knight	3	2	2	0	1	0	0	Reach Level 40.
Elegant Swordsman	10	0	0	10	0	0	0	Reach Level 100.
Tetra Slash	2	0	2	0	0	0	0	Perform a combo of three different normal attack and then a special attack.
Casanova	0	0	0	2	2	2	0	Fight with a party of 3 girls.
Gilgamesh	8	1	8	8	0	0	0	Equip Excalibur, Golden Helm, Golden Armor, Hyper Gauntlet or Blue Shield and finish a battle.
Commander-in-Chief	0	1	0	0	3	0	0	Perform over 4 party commands in one battle.
Loudmouth	0	0	0	0	3	2	2	Hear Zelos' voice over 50 times in one battle.

PRESEA COMBATIR

Title HP TP STR DEF INT EVA ACC Conditions

Taciturn Girl	0	0	0	0	0	0	0	0	Default title.
Mature Kid	7	2	0	0	0	0	0	3	Sub-event "A Mature Kid." Talk to Wells the first time you visit Ozette.
Empty Soul	4	3	4	4	4	4	4	4	Collect the Devil's Arms and defeat Abyssion.
Master Chef	0	0	0	5	4	5	0	0	Master all recipes with Presea and talk to the Wonder Chef in Altamira Cafe.
Little Madam	0	0	0	0	0	0	0	0	"Dance Party" "Maybe Presea."
Dream Traveler	0	0	0	0	0	0	0	0	Sub-event "Klonoa" during an event in Altamira.
First-timer at Sea	0	0	0	0	0	0	0	0	"Swimsuit Event" Top 3 relationship characters include Presea or "Maybe Presea."
Paw Mania	0	1	0	0	5	0	0	0	Skit "Poke Poke."
Deadly Flower	3	2	3	3	3	3	3	3	Complete Advanced Single Mode in Coliseum with Presea.
Axman	2	1	0	3	0	0	0	0	Reach Level 40.
Bursting Girl	10	0	10	0	0	0	0	0	Reach Level 100.
Fragile Shield	2	0	0	3	0	0	0	0	Guard Break over 10 times in a battle.
Lone Girl	0	0	0	2	2	2	0	0	Form a party with Presea and three male characters in a battle.
Associate	0	0	0	3	3	0	0	0	Form a party with only residents from Tethe'alla in a battle.

Hunter	0	0	3	0	0	0	3	Battle over 5 times with the same Monster Type in the field or dungeons.
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REGAL BRYANT

Title	HP	TP	STR	DEF	INT	EVA	ACC	Conditions
Convict	0	0	0	0	0	0	0	Default title.
El Presidente	0	0	5	5	4	0	0	Get it when the members of the party discover he is President of Lezarenno.
Eternal Sinner	0	2	0	0	0	5	5	Talk to George after defeating Vharley.
True Chef	0	0	0	5	4	5	0	Master all recipes and talk to the Wonder Chef at Altamira Cafe.
Dandy	0	0	0	0	0	0	0	"Dance Party" "Maybe Regal."
God of the Kitchen	0	0	0	0	0	0	0	"Iron Chef" in Meltokio.
Swimmer	0	0	0	0	0	0	0	"Swimsuit Event" Top 3 characters in relationship or choose "Maybe Regal."
Paw Dandy	0	1	0	0	5	0	0	Skit "Dandy."
King of the Coliseum	4	2	4	4	4	4	4	Advanced Single Mode at Coliseum completed with Regal.
Battle Artist	5	0	5	0	0	0	4	Reach Level 40.
Perfect Battler	10	0	10	0	0	0	0	Reach Level 100.
Testosterone	0	0	0	0	4	4	0	Battle with four guys in the party.
Potion King	0	0	3	3	0	0	3	Use potions more than five times on Regal in

battle.

Way of the Jungle	4	0	0	3	0	3	0	0	Fight against an enemy with over 8 levels in difference and win.
Pratfall King	2	0	0	4	0	4	0	0	Get knocked down more than 3 times during one battle without air escaping.

B. Techs

Name - Name of the Tech

TT - Strength of the Tech: M - Magic, H - Healing

AT - Lloyd only: Slash or Thrust/Others: Single, Area, or All

Emt - Any elemental properties the Tech may have.

T/S - If the tech is a T or S Type, or neither. If neither, it's left blank.

MH - Max Hits the Tech can do.

TP - How much TP the Tech requires.

FX - Any side effects created by the Tech.

CDN - Conditions to get the Tech. Usually a Level and a number. The number means the number of the tech which you have to execute fifty times. If the number has a % by it, it means you only have to learn the Tech specified to learn the new tech. If you see something like 18/9, it means 18 OR 19. It's shortened for space reasons.

All Secret Techs are listed under the FAQ Section (2).

LLOYD IRVING

#	Name	TT	AT	Emt	T/S	MH	TP	FX	CDN
1	Demon Fang	Lv1	Slash			1	4		
2	Double Demon Fang	Lv2	Slash		T	2	16		Lv16, #1
3	Demonic Chaos	Lv3	Slash		T	5	34		Lv50, #2
4	Fierce Demon Fang	Lv2	Slash		S	4	16		Lv16, #1
5	Demonic Circle	Lv3	Slash		S	3	38		Lv50, #2
6	Tiger Blade	Lv1	Slash			2	8		Lv9

7	Tiger Rage	Lv2	Slash	T	4	19			Lv27, #6
8	Heavy Tiger Blade	Lv2	Slash	S	2	19			Lv27, #6
9	Twin Tiger Blade	Lv3	Slash	S	4	35			Lv54, #8
10	Sword Rain	Lv1	Thrust		5	7			Lv7
11	Sword Rain: Alpha	Lv2	Thrust	T	9	16			Lv21, #10
12	Sword Rain: Beta	Lv3	Thrust	T	11	38			Lv59, #11
13	Sonic Sword Rain	Lv2	Thrust	S	7	16			Lv21, #10
14	Sonic Thrust	Lv1	Thrust		1	5			Lv4
15	Hurricane Thrust	Lv2	Thrust	Wind	T	2	14		Lv18, #14
16	Super Sonic Thrust	Lv2	Thrust	S	1	14			Lv18, #14
17	Tempest	Lv1	Slash		4	8			Lv11
18	Omega Tempest	Lv2	Slash	T	8	17			Lv24, #17
19	Psi Tempest	Lv2	Slash	S	7	17			Lv24, #17
20	Beast	Lv2	Slash		2	12			Lv14
21	Raging Beast	Lv3	Slash	T	3	25			Lv30, #21
22	Hunting Beast	Lv3	Slash	S	3	24			Lv30, #21
23	Demonic Tiger Blade	Lv3	Slash (2)		4	32			Lv35, 2/4 7/8
24	Demonic Thrust	Lv3	Slash, Thrust		3	30			Lv32, 2/4 15/6
25	Raining Tiger Blade	Lv3	Slash, Thrust		11	36			Lv44, 7/8 11/3
26	Tempest Thrust	Lv3	Thrust, Slash		6	32			Lv38, 18/9 15/6
27	Tempest Beast	Lv3	Thrust		5	35			Lv41, 18/9 21/2
28	Beast Sword Rain	Lv3	Slash, Thrust		9	38			Lv47, 11/3 21/2
29	Rising Falcon	Lv3	Thrust		1	32			Lv40
30	Guardian	Lv3					10% Max TP		Triet Ruins

COLETTE BRUNEL

#	Name	TT	AT	Emt	T/S	MH	TP	FX	CDN
1	Ray Thrust	Lv1	Single			1	5		
2	Dual Ray Thrust	Lv2	Single		T	2	10		Lv15, #1
3	Triple Ray Thrust	Lv3	Single		T	3	22		Lv36, #2

4	Ray Satellite	Lv2	Single	S	5	14			Lv15, #1
5	Triple Ray Satellite	Lv3	Single	S	7	26			Lv36, #4
6	Pow Hammer	Lv1	Single		1	8			Lv8
7	Pow Pow Hammer	Lv2	Single	T	4	15			Lv18, #6
8	Hammer Rain	Lv3	Single	T	10	30			Lv44, #7
9	Para Ball	Lv2	Single	Lgtng. S	4	14			Lv18, #6
10	Torrential Para Ball	Lv3	Single	Lgtng. S	8	30			Lv44, #9
11	Ring Whirlwind	Lv2	Single		3	11			Lv12
12	Ring Cyclone	Lv3	Single	T	5	22			Lv40, #11
13	Whirlwind Rush	Lv3	Single	S	6	22			Lv40, #11
14	Item Thief	Lv2	Single		1	10			Lv10
15	Item Rover	Lv3	Single		1	22			Lv28, #14
16	Grand Chariot	Lv3	Single	Lgtng.	3	24			Lv32, 7/9 2/4
17	Stardust Cross	Lv3	Single		14	34			Lv50,7/9 12/3
18	Angel Feathers	Angel	Single	Light	3	20			Fire Seal
19	Holy Song	Angel	All	Light	15	35			Raises ATK/DEF 3 Seals
20	Judgment	Angel	All	Light	15	40			Tower of Salv
21	Sacrifice	Angel	All	Light	2	150			4 Seals
22	Damage Guard	Lv3							10% Max TP Triet Ruins

GENIS SAGE

#	Name	TT	AT	Emt	T/S	MH	TP	FX	CDN
1	Aqua Edge	Nov M	Single	Water		3	8		Lv7
2	Spread	Mid M	Area	Water	T	4	22		Lv17, #1
3	Tidal Wave	Adv M	All	Water	T	12	60		Lv38, #2
4	Aqua Laser	Mid M	Single	Water	S	3	20		Lv17, #1
5	Fire Ball	Nov M	Single	Fire		3	7		
6	Eruption	Mid M	Area	Fire	T	3	24		Lv23, #5
7	Explosion	Adv M	Area	Fire	T	1	55		Lv56, #6
8	Flame Lance	Mid M	Single	Fire	S	2	24		Lv23, #5

9	Wind Blade	Nov M	Single	Wind		3	8	Lv5
10	Air Thrust	Mid M	Area	Wind	T	7	22	Lv20, #9
11	Cyclone	Adv M	Area	Wind	T	12	50	Lv50, #10
12	Air Blade	Mid M	Single	Wind	S	3	22	Lv20, #9
13	Stone Blast	Nov M	Single	Earth		3	7	Lv3
14	Stalagmite	Mid M	Area	Earth	T	5	20	Lv14, #13
15	Ground Dasher	Adv M	Area	Earth	T	10	46	Lv46, #14
16	Grave	Mid M	Single	Earth	S	5	22	Lv14, #13
17	Lightning	Nov M	Single	Lgtng		1	9	Lv9
18	Thunder Blade	Mid M	Area	Lgtng	T	4	28	Lv26, #17
19	Indignation	Adv M	All	Lgtng	T	1	60	Lv60, #18
20	Spark Wave	Mid M	Single	Lgtng	S	8	26	Lv26, #17
21	Icicle	Nov M	Single	Ice		2	10	Lv11
22	Ice Tornado	Mid M	Area	Ice	T	6	30	Lv29, #21
23	Freeze Lancer	Mid M	Single	Ice	S	6	29	Lv29, #21
24	Raging Mist	Adv M	Area	Fr/Wtr	T	5	38	Lv35, %2 %7
25	Gravity Well	Adv M	Area	Er/Lgt	T	8	42	Lv42, %14/8
26	Spiral Flare	Adv M	Area	Fr/Wnd	S	5	38	Lv35, %8/12
27	Thunder Arrow	Adv M	Area	Fr/Lgt	S	10	42	Lv40, %8/20
28	Dreaded Wave	Adv M	Area	Earth		8	34	Lv32
29	Atlas	Adv M	Area	Wd/Wtr	S	9	42	Lv48, %4/12
30	Absolute	Adv M	Area	Er/Ice	S	2	46	Lv44, %16/23
31	Earth Bite	Adv M	Area	Er/Lgt	S	10	44	Lv53, %16/20
32	Prism Sword	Adv M	Area	Light	S	7	58	Lv58, %29/30
33	Meteor Storm	Adv M	Area			14	80	Subevent
34	Force Field	Adv M				10% Max	TP	Triet Ruins

RAINE SAGE

#	Name	TT	AT	T/S	TP	FX	CDN
1	First Aid	Nov H	Single		8	30% HP	

2	Nurse	Mid H	All	T 28	40% HP All	Lv26, #1
3	Healing Circle	Adv H	Area	T 56	60% HP Area	Lv42, #2
4	Heal	Mid H	Single	S 20	60% HP	Lv26, #1
5	Cure	Adv H	Single	S 64	100% HP	Lv42, #4
6	Recover	Nov H	Single	12	Fix Phys Ail	Lv12
7	Purify	Mid H	Area	T 24	Fix Phys Ail	Lv32, %6
8	Restore	Mid H	Single	S 24	Fix Phys Ail w/ Immunity	Lv32, %6
9	Dispel	Nov H	Single	16	Fix Magc Ail	Lv16
10	Nullify	Mid H	All	T 28	Fix Magc Ail	Lv38, %9
11	Anti-Magic	Mid H	Single	S 28	Fix Magc Ail w/ Immunity	Lv38, %9
12	Sharpness	Nov H	Single	12	Rse Atk 10%	Lv14
13	Acuteness	Mid H	All	T 32	Rse Atk 10%	Lv35, #12
14	Keeness	Mid H	Single	S 32	Rse Atk 15%	Lv35, #12
15	Barrier	Nov H	Single	8	Rse Def 10%	Lv10
16	Field Barrier	Mid H	All	T 40	Rse Atk 10%	Lv29, #12
17	Permaguard	Mid H	Single	S 40	Rse Atk 15%	Lv29, #12
18	Photon	Mid M	Single	Lgt. 2 MH, 16 TP		Lv18
19	Ray	Adv M	Area	Lgt. 9 MH, 35 TP, T		Lv46, #18
20	Holy Lance	Adv M	Area	Lgt. 5 MH, 40 TP, S		Lv46, #18
21	Charge	Nov H	Single	24	Rstr. 15 TP	Lv8
22	Resurrection	Adv H	Single	48	Revive one	Rsce. Unicorn
23	Revitalize	Adv H	All	96	70% HP All	Lv50, #3
24	Revive	Adv H	Single	96	Auto-revive	Lv50, #6
25	Force Field	Lv3		10% Max TP		Triet Ruins

SHEENA FUJIBAYASHI

#	Name	TT	AT	T/S	MH	TP	FX	CDN
1	Power Seal	Lv1	Single		1	5	May lower Def 10%	
2	Power Seal Pinion	Lv2	Single	T	2	18	May lower Def 10%	Lv37, #1

3	Power Seal Absolute	Lv2	Single	S	1	22	Lower Def 10%	Lv37, #1
4	Serpent Seal	Lv1	Single		1	5	May lower Eva 10%	Lv34
5	Serpent Seal Pinion	Lv2	Single	T	2	12	May lower Eva 10%	Lv52, #4
6	Serpent Seal Absolute	Lv2	Single	S	1	24	Lower Eva 10%	Lv52, #4
7	Pyre Seal	Lv3	Single		1	15		
8	Life Seal	Lv2	Single		1	15	Restore TP.	Lv22
9	Mirage Seal	Lv1	Single		1	5	May lower Acc 10%	Lv26
10	Mirage Seal Pinion	Lv2	Single	T	2	12	May lower Acc 10%	Lv44, #9
11	Mirage Seal Absolute	Lv2	Single	S	1	20	Decrease Acc 10%	Lv44, #9
12	Spirit Seal	Lv2	Single		1	15	Restore TP.	Lv30
13	Sylva Seal	Seal	Single			14	Add elmntl. atks. Pacts w/ Sylv. Spirits	
14	Tethe Seal	Seal	Single			14	Add elmntl. atks. Pacts w/ Tethe. Spirits	
15	Force Seal	Lv3	Single			25	Inc. stagger time	Lv40
16	Demon Seal	Lv3	Single	Lgt.	1	35		Lv60, #7
17	Purgatory Seal	Seal	Single			40	Revive with 0 HP	Lv48
18	Cyclone Seal	Lv3	Area		2	35		Lv56
19	Summon: Corrine	Summon	Single		1	30		
20	Summon: Fire	Summon	Area	Fire	1	100	Raises Atk Contract with Efreet	
21	Summon: Water	Summon	Area	Water	4	100	Recovers HP Contract with Undine	
22	Summon: Wind	Summon	Area	Wind	5	100	Increases Spd Contract with Efreet	
23	Summon: Ice	Summon	All	Ice	2	100	Raises Acc Contract with Celsius	
24	Summon: Lightning	Summon	Area	Lgtng	10	100	No stat. abnorm	

Contract with Volt

25	Summon: Earth	Summon	Area	Earth	1	100	Raises Def	Contract with Gnome
26	Summon: Light	Summon	All	Light	1	100	Raises Mag Atk	Contract with Luna
27	Summon: Darkness	Summon	Area	Darkness	1	100	No stat fx	Contract with Shadow
28	Summon: Origin	Summon	Area		1	100	Raises Atk/Def	Contract with Origin
29	Summon: Birth	Summon	Area		1	100	Raises Mag Def	Contract with Maxwell
30	Guardian Seal	Lv3					10% Max TP	

KRATOS AURION

#	Name	TT	AT	Emt	T/S	MH	TP	FX	CDN
1	Demon Fang	Lv1	Slash			1	4		
2	Double Demon Fang	Lv2	Slash		T	2	16		Lv15, #1
3	Fierce Demon Fang	Lv2	Slash		S	4	16		Lv15, #1
4	Sonic Thrust	Lv1	Thrust			1	5		
5	Hurricane Thrust	Lv2	Thrust	Wind	T	2	18		Lv28, #4
6	Super Sonic Thrust	Lv2	Thrust		S	1	18		Lv28, #4
7	Light Spear	Lv2	Thrust			4	18		Lv23
8	Victory Light Spear	Lv3	Thrust		T	4	26		Lv43, #7
9	Light Spear Cannon	Lv3	Thrust		S	6	26		Lv43, #7
10	Fire Ball	Nov M	Single	Fire		3	7		
11	Eruption	Mid M	Area	Fire		3	24		Lv31, #11
12	Wind Blade	Nov M	Single	Wind		3	8		Lv8
13	Air Thrust	Mid M	Area	Wind		7	22		Lv18, #12
14	Stone Blast	Nov M	Single	Earth		3	7		Lv10
15	Grave	Mid M	Single	Earth		5	22		Lv34, #14
16	Lightning	Nov M	Single	Lgtng		1	9		Lv12
17	Thunder Blade	Mid M	Single	Lgtng		4	28		Lv21, #16
18	First Aid	Nov H	Single					8	30% HP Rcvr.

19	Hell Pyre	Lv3	Slash	Fire	4	22				Lv40, %11
20	Lightning Blade	Lv2	Thrust	Lgtng	2	22				Lv37, %17
21	Healing Stream	Adv H	Area			45	45%			HP Rcvr. Lv46, %15
22	Healing Wind	Adv H	Area			35	30%			HP Rcvr. Lv26, %13
23	Demon Spear	Lv3	Slash, Thrust		6	30				Lv49, 2/3 8/9
24	S. Lightning Blade	Lv3	Thrust	Lgtng	2	34				Lv52, %13/7
25	Judgment	Angel	All	Light	15	40				Join the party again
26	Guardian	Lv3								10% Max TP

ZELOS WILDER

#	Name	TT	AT	Emt	T/S	MH	TP	FX	CDN
1	Demon Fang	Lv1	Slash			1	4		
2	Double Demon Fang	Lv2	Slash		T	2	16		Lv15, #1
3	Fierce Demon Fang	Lv2	Slash		S	4	16		Lv15, #1
4	Sonic Thrust	Lv1	Thrust			1	5		
5	Hurricane Thrust	Lv2	Thrust	Wind	T	2	18		Lv28, #4
6	Super Sonic Thrust	Lv2	Thrust		S	1	18		Lv28, #4
7	Light Spear	Lv2	Thrust			4	18		Lv23
8	Victory Light Spear	Lv3	Thrust		T	4	26		Lv43, #7
9	Light Spear Cannon	Lv3	Thrust		S	6	26		Lv43, #7
10	Fire Ball	Nov M	Single	Fire		3	7		
11	Eruption	Mid M	Area	Fire		3	24		Lv31, #11
12	Wind Blade	Nov M	Single	Wind		3	8		Lv8
13	Air Thrust	Mid M	Area	Wind		7	22		Lv18, #12
14	Stone Blast	Nov M	Single	Earth		3	7		Lv10
15	Grave	Mid M	Single	Earth		5	22		Lv34, #14
16	Lightning	Nov M	Single	Lgtng		1	9		Lv12
17	Thunder Blade	Mid M	Single	Lgtng		4	28		Lv21, #16
18	First Aid	Nov H	Single				8	30%	HP Rcvr.

19	Hell Pyre	Lv3	Slash	Fire	4	22		Lv40, %11
20	Lightning Blade	Lv2	Thrust	Lgtng	2	22		Lv37, %17
21	Healing Stream	Adv H	Area			45	45% HP Rcvr.	Lv46, %15
22	Healing Wind	Adv H	Area			35	30% HP Rcvr.	Lv26, %13
23	Demon Spear	Lv3	Slash, Thrust		6	30		Lv49, 2/3 8/9
24	S. Lightning Blade	Lv3	Thrust	Lgtng	2	34		Lv52, %13/7
25	Guardian	Lv3						10% Max TP

PRESEA COMBATIR

#	Name	TT	AT	Emt	T/S	MH	TP	CDN
1	Destruction	Lv1	Slash	Earth		6	6	
2	Deadly Destruction	Lv2	Slash	Earth	T	11	10	Lv39, #1
3	Infinite Destruction	Lv3	Slash	Earth	T	15	38	Lv56, #2
4	Fiery Destruction	Lv2	Slash	Earth	S	5	12	Lv39, #1
5	Punishment	Lv1	Slash			1	5	Lv25
6	Dual Punishment	Lv2	Slash		T	2	16	Lv36, #5
7	Rising Punishment	Lv3	Slash		T	4	28	Lv44, #6
8	Finality Punishment	Lv2	Slash		S	3	12	Lv36, #5
9	Infliction	Lv1	Slash			1	4	
10	Dual Infliction	Lv2	Slash		T	2	13	Lv33, #9
11	Endless Infliction	Lv3	Slash		T	5	28	Lv40, #10
12	Resolute Infliction	Lv2	Slash		S	2	15	Lv33, #9
13	Devastation	Lv1	Slash			1	8	Lv28
14	Finite Devastation	Lv2	Slash		T	2	11	Lv42, #13
15	Mass Devastation	Lv2	Slash		S	5	12	Lv42, #13
16	Eternal Devastation	Lv3	Slash	Earth	S	7	26	Lv54, #15
17	Fiery Infliction	Lv3	Slash	Earth		8	18	Lv48, #2/3 #10/2
18	Eternal Damnation	Lv3	Slash	Earth		11	20	Lv51, #2/3 #14/6
19	Beast	Lv3	Slash			2	14	

20 Earthly Protection Lv3 10% Max TP

REGAL BRYANT

#	Name	TT	AT	T/S	MH	TP	FX	CDN
1	Crescent Moon	AA	Single		1	8		
2	Spin Kick	Grd	Single		1	6		
3	Triple Kick	Grd	Single		3	14		Lv38, #2
4	Wolverine	Grd	Single		5	28		Lv60, #3
5	Swallow Kick	AA	Single		1	8		Lv31
6	Swallow Dance	AA	Single	T	3	16		Lv40, #6
7	Dragon Dance	AA	Single	S	3	16		Lv40, #6
8	Eagle Dive	Midair	Single		1	8		
9	Eagle Rage	Midair	Single	T	3	18		Lv43, #8
10	Eagle Fall	Midair	Single	S	2	18		Lv43, #8
11	Rising Dragon	AA	Single		1	10		Lv34
12	Dragon Fury	AA	Single	T	2	18		Lv46, #11
13	Dragon Rage	AA	Single	S	2	24		Lv46, #11
14	Heaven's Charge	Grd	Single		1	14		Lv49
15	Healer	Single	Single			15	Recovers HP	
16	Chi Healer	Single	Single	T		30	Recovers HP	Lv52, #15
17	Grand Healer	Single	Single	S		30	Recovers HP	Lv52, #15
18	Triple Rage Kick	Midair	Single		4	26		Lv55, #3/4 #9/10
19	Crescent Dark Moon	AA	Single		4	30		Lv57
20	Mirage	Grd	Single			12	Sneak behind enemy.	
21	Bastion	Lv3						10% Max TP

C. EX Skills

To learn about EX Gems and Skills, review the FAQ section.

This section outlines all the EX Skills and Compound EX Skills for each character, as well as what they do and their types.

The skill "Eternal" has no effect on its own, but is used mainly in Compound EX Skills.

The letters NAE mean "not always effective."

LLOYD IRVING

Regular EX Skills

Lvl	Type	Name	Effects
1	S	Strong	Increases strength.
1	S	Tough	Increases defense.
1	T	Taunt	Taunt opponents with Z to raise U. Atk gauge.
1	T	Sharp-Eyed	Increases accuracy.
2	S	Vitality	Increases max HP.
2	S	Personal	Increases speed in towns/dungeons.
2	T	Dodge	Increases evasion.
2	T	Dash	Increases speed in battle.
3	S	Eternal	
3	S	Guard Plus	Decreases damage taken while guarding.
3	T	Spirit	Increases max TP.
3	T	Add Combo	Increases basic attack combo by one.
4	S	Immunity	Occasionally avoid receiving status effects.
4	S	Ability +	Follow a Spcl Atk with another Spcl Atk.
4	T	Sky Combo	Increases midair basic attack combo by one.
4	T	Follow-Up	Increases the time enemy staggers after hit.

Compound EX Skills

Name	Combination	Effects
EX Attack	Strong + Tough	Increases damage against guarding enemies
EX Defend	Dodge + Vitality	Occasionally avoid staggering (phys atks only).
L. Unison	Taunt + Personal	U. Atk Gauge occasionally stays full after a U. Attack.

Counter	Guard Plus + Follow-Up	Press A when the character guards to atk without lag time.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
Over Limit	Eternal + Personal	Over Limit Time increased.
R. Arts	Sharp-Eyed + Sky Combo	Can attack after recovering from a mid- air hit.
T. Guard	Strong + Taunt	Avoid staggering if hit during taunt (NAE)
Life Up	Vitality + Eternal	Max HP increases rarely.
Spirit Up	Spirit + Eternal	Max TP increases rarely.
T. Cancel	Dodge + Taunt	Cancel taunt by guarding.
Quick Turn	Dash + Tough	Can turn around instantly, even while dashing.
B. Guard	Dash + Sharp-eyed	Avoid staggering if hit during backstep (NAE).
Unison Force	Eternal + Tough	Increases U. Attack power.
Relax	Dodge + Spirit	Recover TP during battle if no action is taken for a while.
Critical Up	Strong + Personal	Increases chances of Critical Hit.
Sky Attack	Sky Combo + Attack Plus	Use some Special Attacks in midair.
Run Away!	Dash + Taunt	Reduce time needed to escape.
Exp Plus	Taunt + Eternal + Personal	Increases experience earned.
Jump Combo	Sharp-eyed + Add Combo + Follow-up	Can link normal attacks after landing from jump attack.
Aerial Guard	Guard Plus + Immunity + Sky Combo	Possible to guard in midair.
Technical	Spirit + Add Combo + Follow-up	Reduces amount of TP consumed in battle.
C. Combo	Guard Plus + Follow-up + Ability Plus	Able to link combo attacks to counters.

Self Cure Immunity + Tough Recover from status effects automatically
+ Vitality

COLETTE BRUNEL

Regular EX Skills

Lvl	Type	Name	Effects
1	S	Strong	Increases strength.
1	S	Tough	Increases defense.
1	T	Taunt	Taunt opponents with Z to raise U. Atk gauge.
1	T	Sharp-Eyed	Increases accuracy.
2	S	Vitality	Increases max HP.
2	S	Personal	Increases duration of Holy Bottle's effect.
2	T	Dodge	Increases evasion.
2	T	Magical	Increases intelligence.
3	S	Eternal	
3	S	Resurrect	Occasionally revive automatically.
3	T	Spirit	Increases max TP.
3	T	Lucky	Increases luck.
4	S	Immunity	Occasionally avoid receiving status effects.
4	S	Angel Song	Decrease casting time for angel-type spells.
4	T	Stat Boost	Increases the effect of healing and spell-based status boosts.
4	T	Sky Combo	Increases midair basic attack combo by one.

Compound EX Skills

Name	Combination	Effects
Spirit Up	Spirit + Eternal	Max TP increases rarely.
Regenerate	Strong + Taunt	Recover HP and TP during battle if no action is taken for a while.
T. Cancel	Dodge + Taunt	Able to cancel Taunt by guarding.
Item Finder	Tough + Sharp-eyed	Increases chances of finding items after battles.
Gald Finder	Dodge + Sharp-eyed	Occasionally increases amount of Gald earned after battles.

Critical Up	Strong + Tough	Increases chances of a Critical Hit.
L. Unison	Taunt + Personal	The U. Atk gauge occasionally stays full after using a U. Atk.
Super Guard	Resurrect + Tough	No damage taken if Spcl Guard is used when health is low.
Reflect	Tough + Immunity	Occasionally reflect damage against the enemy.
Nullify	Vitality + Dodge	Occasionally nullifies received damage.
Life Up	Vitality + Eternal	Max HP increases rarely.
Exp Plus	Taunt + Eternal + Personal	Increases amount of experience earned.
Life Thief	Vitality + Stat Boost	Recover HP in relation to the number of successful hits landed.
Spirit Thief	Spirit + Stat Boost	Recover TP in relation to the number of successful hits landed.
Pow Hammer	Lucky + Sharp-eyed	Occasionally counter with Pow Hammer when attacked.
Over Limit	Eternal + Personal	Over Limit time increased.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
C. Counter	Eternal + Strong	Damage increases when attack hits an attacking enemy.
Battle Cry	Personal + Stat Boost + Sky Combo	Character status increases at the start of battle.
Exp Plus A	Angel Song + Taunt + Eternal + Personal	Increases the party's earned experience.
Angel's Tear	Resurrect + Angel Song + Stat Boost + Eternal	Revive automatically once per battle.
S. Guard	Immunity + Eternal + Angel Song + Lucky	Nullifies all physical ailments.
Resilience	Angel Song + Magical + Resurrect	Prevents staggering while casting Angel-type spells.
Item Getter	Lucky + Sharp-eyed + Stat	Guaranteed to steal items when using Item Thief and Item Rover.

Boost + Magical

GENIS SAGE

Regular EX Skills

Lvl	Type	Name	Effects
1	S	Tough	Increases defense.
1	T	Magical	Increases intelligence.
1	T	Taunt	Taunt opponents with Z up U. Atk gauge.
1	T	Dodge	Increases evasion.
2	S	Personal	Increases effects of cooking.
2	S	Guard Plus	Decreases damage taken while guarding.
2	T	Spirit	Increases max TP.
2	T	Dash	Increases speed during battle.
3	S	Eternal	
3	S	E. Guard	Increases elemental defense.
3	T	Add Combo	Increases basic attack combo by one.
3	T	Rhythm	Press A rapidly while casting spells to decrease casting time.
4	S	Immunity	Occasionally avoid receiving status effects
4	S	Spell Save	Decreases casting time of the same spell if the spell is interrupted by the enemy.
4	T	Speed Cast	Decreases spell casting time.
4	T	Spell Charge	Press A after casting to set a spell. It activates at the end of an attack.

Compound EX Skills

Name	Combination	Effects
Magic Boost	Magical + Tough	Occasionally increases the effect of spells.
E. Block	E. Guard + Guard Plus	Avoid staggering when hit with an elemental attack.
L. Unison	Taunt + Personal	U. Atk gauge occasionally stays full after using a U. Atk.
Mag. Status	E. Guard + Immunity	Prevents magical ailments.

Phys. Status	Immunity + Eternal	Prevents physical ailments.
Over Limit	Eternal + Personal	Over Limit time is increased.
Hard Hit	Add Combo + Dash	Increases the time an enemy staggers after a basic attack.
Lucky Soul	Magical + Personal	Occasionally recover TP when character is knocked to the ground.
Air Brake	Add Combo + Taunt	Increases the time an enemy staggers after a midair attack.
Spirit Up	Spirit + Eternal	Max TP increases rarely.
T. Cancel	Dodge + Taunt	Able to cancel Taunt by guarding.
Reducer	Speed Cast + Rhythm	Decreases TP consumption when spell is used twice a row.
Technical	Spirit + Magical	Reduces the amount of TP consumed during battle.
Randomizer	Rhythm + Tough	Randomizes spell casting time.
Relax	Dodge + Spirit	Recover TP during battle if no action is taken for a while.
Reprise	Spell Save + Dash	Reduce casting time of a spell the second time it is used in a row.
Nimble Mage	Add Combo + Spell Charge	Move around immediately after casting.
Roll	Tough + Dash	Decreases amount of damage taken when knocked to the ground.
Exp Plus	Taunt + Eternal + Personal	Increases amount of experience earned.
Spell Defense	Spell Charge + Spell Save + Guard Plus	May avoid staggering when hit with an elemental attack during Spell Charge.
Blood Spirit	Guard Plus + E. Guard + Magical	TP recovers when damaged.
Spell Revenge	Speed Cast + Spell Charge + E. Guard	Cast a novice spell while knocked away to execute that spell in midair.
Self Cure	Immunity + Magical + E. Guard	Recover from status effects automatically.
Concentrate	Rhythm + Speed	Avoid staggering while casting.

Cast + Spell
Save + Spell
Charge

RAINE SAGE

Regular EX Skills

Lvl	Type	Name	Effects
1	S	Tough	Increases defense.
1	T	Magical	Increases intelligence.
1	T	Taunt	Taunt opponents with Z up U. Atk gauge.
1	T	Dodge	Increases evasion.
2	S	Personal	Decreases non-battle TP usage to 1 at Save points.
2	S	E. Guard	Increases elemental defense.
2	T	Spirit	Increases max TP.
2	T	Neutralizer	Occasionally nullifies received damage.
3	S	Eternal	
3	S	Guard Plus	Decreases damage taken while guarding.
3	T	Add Combo	Increases basic attack combo by one.
3	T	Speed Cast	Decreases spell casting time.
4	S	Immunity	Occasionally avoid receiving status effects
4	S	Spell Save	Decreases casting time of the same spell if the spell is interrupted by the enemy.
4	T	Item Pro	Decreases time character is unable to move after using items.
4	T	Happiness	Occasionally increases amount of Gald and Experience earned after battles.

Compound EX Skills

Name	Combination	Effects
Magic Boost	Magical + Tough	Occasionally increases the effect of spells.
E. Block	E. Guard + Guard Plus	Avoid staggering when hit with an elemental attack.
L. Unison	Taunt + Personal	U. Atk gauge occasionally stays full after using a U. Atk.

Mag. Status	E. Guard + Immunity	Prevents magical ailments.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
Over Limit	Eternal + Personal	Over Limit time is increased.
Hard Hit	Add Combo + Speed Cast	Increases the time an enemy staggers after a basic attack.
Lucky Soul	Magical + Add Combo	Occasionally recover TP when character is knocked to the ground.
Auto Aid	Item Pro + Guard Plus	Occasionally cast First Aid when damaged.
Spirit Up	Spirit + Eternal	Max TP increases rarely.
T. Cancel	Dodge + Taunt	Able to cancel Taunt by guarding.
Anti-Element	Neutralizer + E. Guard	Occasionally reduce elemental damage by half.
Technical	Spirit + Item Pro	Reduces the amount of TP consumed during battle.
Unison Force	Eternal + Tough	Increases U. Attack power.
Relax	Dodge + Spirit	Recover TP during battle if no action is taken for a while.
Reduce	Add Combo + Spell Save	Decreases TP consumption if spell is cast twice in a row.
Nimble Mage	Personal + Speed Cast	Move around immediately after casting.
Lucky Magic	Neutralizer + Happiness	Occasionally cast magic without any TP.
Exp Plus	Taunt + Eternal + Personal	Increases amount of experience earned.
Quick Spell	Neutralizer + Happiness + Spell Save	Occasionally use a spell without any casting time.
Blood Spirit	Guard Plus + E. Guard + Magical	TP recovers when damaged.
Item Master	Item Pro + Neutralizer + Happiness	Increases the effectiveness of items used on Raine in battle.
Self Cure	Immunity + Magical + E.	Recover from status effects automatically.

Guard

Concentrate Item Pro + Speed Avoid staggering while casting.
Cast + Spell
Save + Happiness

KRATOS AURION

Regular EX Skills

Lvl	Type	Name	Effects
1	S	Strong	Increases strength.
1	T	Magical	Increases intelligence.
1	T	Taunt	Taunt opponents with Z up U. Atk gauge.
1	T	Dodge	Increases evasion.
2	S	Personal	Recover HP if moving in a town or dungeon.
2	S	Vitality	Increases max HP.
2	T	Spirit	Increases max TP.
2	T	Dash	Increases speed during battle.
3	S	Eternal	
3	S	Guard Plus	Decreases damage taken while guarding.
3	T	Slasher	Increases basic attacks combos to six (not linkable to special attacks after 4th)
3	T	Super Chain	Able to link Lvl, 2, and 3 Spcl Atks in any order.
4	S	Immunity	Occasionally avoid receiving status effects
4	T	Sky Combo	Increases midair basic attack combo by one.
4	T	Speed Cast	Decreases spell casting time.
4	T	Spell Charge	Press A after casting to set a spell. It activates at the end of an attack.

Compound EX Skills

Name	Combination	Effects
EX Attack	Personal + Dash	Increases damage against guarding enemies
EX Defend	Dodge + Vitality	Occasionally avoid staggering (phys atks only).
Skill Boost	Magical + Spirit	Increases effectiveness and TP consumption of skills.

Solid Guard	Guard Plus + Dodge	Decreases amount of damage taken when guarding for a set period of time.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
Over Limit	Eternal + Personal	Over Limit Time increased.
Reprise	Magical + Personal	Reduce casting time of a spell the second time it is used in a row.
T. Guard	Strong + Taunt	Avoid staggering if hit during taunt (NAE)
Life Up	Vitality + Eternal	Max HP increases rarely.
Spirit Up	Spirit + Eternal	Max TP increases rarely.
T. Cancel	Dodge + Taunt	Cancel taunt by guarding.
Landing	Super Chain + Sky Combo	Decreases amount of time character is unable to move after landing.
B. Guard	Dash + Spirit	Avoid staggering if hit during backstep (NAE).
Super Blast	Slasher + Super Chain + Eternal	Able to connect special attacks after the sixth hit of Slasher.
Critical Up	Strong + Personal	Increases chances of Critical Hit.
Chivalry	Slasher + Strong	Character status increases depending on number of females in battle.
Healing	Guard Plus + Vitality	HP recovers during battle if character stands still.
Exp Plus	Taunt + Eternal + Personal	Increases experience earned.
Combo Force	Taunt + Slasher	Increases damage of combo hits.
Aerial Guard	Guard Plus + Immunity + Sky Combo	Possible to guard in midair.
Dash Guard	Dash + Magical + Guard Plus	Avoid staggering when hit with magic while dashing (NAE).
Spell Revenge	Guard Plus + Spell Charge + Speed Cast	Cast a novice spell while knocked away to execute that spell in midair.
Concentrate	Super Chain + Spell Charge + Speed Cast	Avoid staggering while casting.

Aerial Spell Sky Combo + Cast a basic spell immediately after
 Spell Charge + a midair attack.
 Speed Cast

SHEENA FUJIBAYASHI

Lvl	Type	Name	Effects
1	S	Strong	Increases strength.
1	S	Tough	Increases defense.
1	T	Taunt	Taunt opponents with Z to raise U. Atk gauge.
1	T	Sharp-Eyed	Increases accuracy.
2	S	Vitality	Increases max HP.
2	S	Personal	Slows reaction time of enemies in dungeons.
2	T	Dodge	Increases evasion.
2	T	Dash	Increases speed in battle.
3	S	Eternal	
3	S	E. Guard	Increases elemental defense.
3	T	Spirit	Increases max TP.
3	T	Prolong	Increases the duration of Card-type spell effects.
4	S	Guard Plus	Decreases damage taken while guarding.
4	S	Immunity	Occasionally avoid receiving status effects.
4	T	Speed Cast	Decreases spell casting time.
4	T	Add Combo	Increases basic attack combo by one.

Compound EX Skills

Name	Skills	Effects
EX Attack	Strong + Tough	Increases damage against guarding enemies
EX Defend	Dodge + Vitality	Occasionally avoid staggering (phys atks only).
L. Unison	Taunt + Personal	U. Atk Gauge occasionally stays full after a U. Attack.
M. Guardian	Guard Plus + E. Guard	Reduces the amount of damage taken when using Guardian Seal
Phys. Status	Immunity + Eternal	Prevents physical ailments.

Over Limit	Eternal + Personal	Over Limit Time increased.
Spirit Healer	Guard Plus + Spirit	Increases amount of TP recovered after a battle.
T. Guard	Strong + Taunt	Avoid staggering if hit during taunt (NAE)
Life Up	Vitality + Eternal	Max HP increases rarely.
Spirit Up	Spirit + Eternal	Max TP increases rarely.
T. Cancel	Dodge + Taunt	Cancel taunt by guarding.
Quick Turn	Dash + Tough	Can turn around instantly, even while dashing.
Hard Hit	Prolong + Dash	Increases time an enemy staggers when hit with a basic attack.
Unison Force	Eternal + Tough	Increases U. Attack power.
Combo Force	Add Combo + Dash	Increases damage of combo hits.
Critical Up	Strong + Personal	Increases chances of Critical Hit.
Blood Spirit	Guard Plus + Speed Cast + Prolong	TP recovers when damaged.
Anti-Element	Add Combo + Immunity + E. Guard	Occasionally reduce elemental damage by half.
Exp Plus	Taunt + Eternal + Personal	Increases experience earned.
Jump Combo	Tough + Add Combo	Can link normal attacks after landing from jump attack.
Life Drain	Strong + E. Guard + Vitality	Increases the amount of HP drained by Life Seal.
Spirit Drain	Strong + E. Guard + Spirit	Increases the amount of TP drained by Spirit Seal.
E. Plus	Speed Cast + E. Guard + Eternal	Increases damage of elemental attacks.
Self Cure	Immunity + Tough + Vitality	Recover from status effects automatically

Regular EX Skills

Lvl	Type	Name	Effects
1	S	Strong	Increases strength.
1	T	Magical	Increases intelligence.
1	T	Taunt	Taunt opponents with Z up U. Atk gauge.
1	T	Dodge	Increases evasion.
2	S	Personal	Receives items when talking to females.
2	S	Vitality	Increases max HP.
2	T	Spirit	Increases max TP.
2	T	Dash	Increases speed during battle.
3	S	Eternal	
3	S	Guard Plus	Decreases damage taken while guarding.
3	T	Slasher	Increases basic attacks combos to six (not linkable to special attacks after 4th)
3	T	Super Chain	Able to link Lvl, 2, and 3 Spcl Atks in any order.
4	S	Immunity	Occasionally avoid receiving status effects
4	T	Sky Combo	Increases midair basic attack combo by one.
4	T	Speed Cast	Decreases spell casting time.
4	T	Spell Charge	Press A after casting to set a spell. It activates at the end of an attack.

Compound EX Skills

Name	Combination	Effects
EX Attack	Personal + Dash	Increases damage against guarding enemies
EX Defend	Dodge + Vitality	Occasionally avoid staggering (phys atks only).
Skill Boost	Magical + Spirit	Increases effectiveness and TP consumption of skills.
Solid Guard	Guard Plus + Dodge	Decreases amount of damage taken when guarding for a set period of time.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
Over Limit	Eternal + Personal	Over Limit Time increased.

Reprise	Magical + Personal	Reduce casting time of a spell the second time it is used in a row.
T. Guard	Strong + Taunt	Avoid staggering if hit during taunt (NAE)
Life Up	Vitality + Eternal	Max HP increases rarely.
Spirit Up	Spirit + Eternal	Max TP increases rarely.
T. Cancel	Dodge + Taunt	Cancel taunt by guarding.
Landing	Super Chain + Sky Combo	Decreases amount of time character is unable to move after landing.
B. Guard	Dash + Spirit	Avoid staggering if hit during backstep (NAE).
Super Blast	Slasher + Super Chain + Eternal	Able to connect special attacks after the sixth hit of Slasher.
Critical Up	Strong + Personal	Increases chances of Critical Hit.
Chivalry	Slasher + Strong	Character status increases depending on number of females in battle.
Healing	Guard Plus + Vitality	HP recovers during battle if character stands still.
Exp Plus	Taunt + Eternal + Personal	Increases experience earned.
Combo Force	Taunt + Slasher	Increases damage of combo hits.
Aerial Guard	Guard Plus + Immunity + Sky Combo	Possible to guard in midair.
Dash Guard	Dash + Magical + Guard Plus	Avoid staggering when hit with magic while dashing (NAE).
Spell Revenge	Guard Plus + Spell Charge + Speed Cast	Cast a novice spell while knocked away to execute that spell in midair.
Concentrate	Super Chain + Spell Charge + Speed Cast	Avoid staggering while casting.
Aerial Spell	Sky Combo + Spell Charge + Speed Cast	Cast a basic spell immediately after a midair attack.

PRESEA COMBATIR

Regular EX Skills

Lvl	Type	Name	Effects
1	S	Strong	Increases strength.
1	S	Tough	Increases defense.
1	T	Taunt	Taunt opponents with Z to raise U. Atk gauge.
1	T	Sharp-Eyed	Increases accuracy.
2	S	Vitality	Increases max HP.
2	S	Personal	Able to find food in dungeons.
2	T	Rear Guard	Able to guard attacks from behind.
2	T	Dash	Increases speed in battle.
3	S	Eternal	
3	S	Guard Plus	Decreases damage taken while guarding.
3	T	Endure	Decrease time needed to recover from a stagger.
3	T	P. Charge	Hold A to temporarily raise attack.
4	S	Immunity	Occasionally avoid receiving status effects.
4	S	Savior	Increases stats when alone in battle.
4	T	Heavy Hit	Increases probability of stunning enemies.
4	T	Revive	Automatically recovers some HP when near death.

Compound EX Skills

Name	Combination	Effects
EX Attack	Strong + Dash	Increases damage against guarding enemies
Solid Guard	Guard Plus + P. Charge	Decreases amount of damage taken when guarding for a set period of time.
L. Unison	Taunt + Personal	U. Atk Gauge occasionally stays full after a U. Attack.
Over Charge	Taunt + P. Charge	Increases strength of P. Charge (NAE).
Phys. Status	Immunity + Eternal	Prevents physical ailments.
Over Limit	Eternal + Personal	Over Limit Time increased.
R. Arts	Sharp-Eyed + Sky Combo	Can attack after recovering from a mid-air hit.

T. Guard	Strong + Taunt	Avoid staggering if hit during taunt (NAE)
Life Up	Vitality + Eternal	Max HP increases rarely.
Hot Shot	Taunt + Revive	Recover HP during taunt.
Variable	Strong + Heavy Hit	Attack power fluctuates depending on HP.
G. Breaker	Savior + P. Charge	Guard Break enemy defenses during P. Charge.
Healing	Rear Guard + Revive	HP recovers during battle if standing still.
Unison Force	Eternal + Tough	Increases U. Attack power.
Nullify	Endure + Savior	Occasionally nullifies received damage.
Critical Up	Strong + Personal	Increases chances of Critical Hit.
Survivor	Tough + Endure + Immunity + Savior	Some HP will always remain if Earthly Protection is used.
Pain Suppress	Guard Plus + Vitality + Heavy Hit	Nullifies damage less than a certain amount.
Exp Plus ST	Revive + Endure + Personal	Increases experience earned depending on amount of HP left.
P. Defense	Guard Plus + P. Charge	Avoid staggering when hit with non-elemental attacks during P. Charge
Aerial Guard	Guard Plus + Immunity + Sky Combo	Possible to guard in midair.
Power Dash	Dash + P. Charge + Sharp-eyed	Avoid staggering while dashing during P. Charge.
Glory	Guard Plus + Endure + Revive + Vitality	Avoid staggering while hit (NAE).
Self Cure	Immunity + Tough + Vitality	Recover from status effects automatically

REGAL BRYANT

Regular EX Skills

Lvl	Type	Name	Effects
1	S	Strong	Increases strength.
1	S	Tough	Increases defense.

1	T	Taunt	Taunt opponents with Z to raise U. Atk gauge.
1	T	Sharp-Eyed	Increases accuracy.
2	S	Vitality	Increases max HP.
2	S	Personal	Prices at shops go to 90%, sold items to 110%.
2	T	Dodge	Increases evasion.
2	T	Dash	Increases speed in battle.
3	S	Eternal	
3	S	Guard Plus	Decreases damage taken while guarding.
3	T	Spirit	Increases max TP.
3	T	Add Combo	Increases basic attack combo by one.
4	S	Immunity	Occasionally avoid receiving status effects.
4	S	Guilt	Increases stats when Presea is on the field.
4	T	Sky Combo	Increases midair basic attack combo by one.
4	T	Follow-Up	Increases the time enemy staggers after hit.

Compound EX Skills

Name	Combination	Effects
EX Attack	Strong + Tough	Increases damage against guarding enemies
EX Defend	Dodge + Vitality	Occasionally avoid staggering (phys atks only).
L. Unison	Taunt + Personal	U. Atk Gauge occasionally stays full after a U. Attack.
Counter	Vitality + Flash	Press A when the character guards to atk without lag time.
Phys. Status	Immunity + Eternal	Prevents physical ailments.
Over Limit	Eternal + Personal	Over Limit Time increased.
R. Arts	Sharp-Eyed + Sky Combo	Can attack after recovering from a mid-air hit.
Armor	Strong + Guard Plus	Avoid staggering when hit in the first hit of the basic combo (NAE)
Life Up	Vitality + Eternal	Max HP increases rarely.

Spirit Up	Spirit + Eternal	Max TP increases rarely.
T. Cancel	Dash + Taunt	Cancel taunt by guarding.
Quick Turn	Dash + Tough	Can turn around instantly, even while dashing.
B. Guard	Dash + Sharp-eyed	Avoid staggering if hit during backstep (NAE).
HP Recover	Tough + Eternal	Slowly recover half the amount of the last hit.
Relax	Dodge + Spirit	Recover TP during battle if no action is taken for a while.
Healer Taunt	Taunt + Guilt	Recover HP and TP during taunt.
Aerial Jump	Add Combo + Flash	Jump in midair.
Combo Force	Sky Combo + Flash	Increases damage of combo hits.
Exp Plus	Taunt + Eternal + Personal	Increases experience earned.
Jump Combo	Sharp-eyed + Add Combo + Follow-up	Can link normal attacks after landing from jump attack.
Aerial Guard	Guard Plus + Immunity + Sky Combo	Possible to guard in midair.
M. Guardian	Guard Plus + Dodge	Reduces the amount of damage taken while using Bastion.
C. Combo	Guard Plus + Follow-up + Ability Plus	Able to link combo attacks to counters.
Glory	Vitality + Guard Plus + Guilt + Flash	Avoid staggering when hit (NAE).

D. Compound Unison Attacks

Certain attacks used during a Unison Attack can combine into a more powerful combo attack, or "Compound Unison Attack." Here are listed all possible combinations.

Name - Name of the Compound Unison Attack

1T - 1st Tech in the combo

1C - 1st Character that uses the 1st Tech. Only the first two letters of the name are mentioned.

2T - 2nd Tech in the combo

2C - 2nd Character that uses the 2nd Tech.

Dam - Estimated Damage.

MH - Max Hits

Name	1T	1C	2T	2C	DAM	MH
Cross Thrust	Sonic Thrust	Ll, Ze, Kr	Sonic Thrust	Ll, Ze, Kr	600	2
	Hurricane Thrust	"	Hurricane Thrust	"	600	2
	S. Sonic Thrust	"	S. Sonic Thrust	"	600	2
Pow Devastation	Devastation	Pr	Pow Hammer	Co	600	2
	F. Devastation	Pr	Pow Pow Hammer	Co	600	2
	M. Devastation	Pr	Pow Pow Hammer	Co	600	2
	F. Devastation	Pr	Hammer Rain	Co	600	2
	M. Devastation	Pr	Hammer Rain	Co	600	2
Pow Spear	Light Spear	Ze, Kr	Pow Hammer	Co	600	4
	V. Light Spear	Ze, Kr	Pow Pow Hammer	Co	600	4
	Light Spear C.	Ze, Kr	Pow Pow Hammer	Co	600	4
	V. Light Spear	Ze, Kr	Hammer Rain	Co	600	4
	Light Spear C.	Ze, Kr	Hammer Rain	Co	600	4
Pow Blade	Tiger Blade	Ll	Pow Hammer	Co	600	2
	Tiger Rage	Ll	Pow Pow Hammer	Co	600	2
	H. Tiger Blade	Ll	Pow Pow Hammer	Co	600	2
	T. Tiger Blade	Ll	Hammer Rain	Co	600	2
Mirage Thrust	Mirage Seal	Sh	Sonic Thrust	Ll, Ze, Kr	750	1
	Mirage Seal P.	Sh	Hurricane Thrust	"	750	1
	Mirage Seal A.	Sh	S. Sonic Thrust	"	750	1
Dark Serpent	Serpent Seal	Sh	Sonic Thrust	Ll, Ze, Kr	750	1
	Serpent Seal P.	Sh	Hurricane Thrust	"	750	1
	Serpent Seal A.	Sh	S. Sonic Thrust	"	750	1
Power Thrust	Power Seal	Sh	Sonic Thrust	Ll, Ze, Kr	750	1
	Power Seal P.	Sh	Hurricane Thrust	"	750	1
	Power Seal A.	Sh	S. Sonic Thrust	"	750	1
Photon Blast	Photon	Ra	Ring Whirlwind	Co	790	7
	Photon	Ra	Ring Cyclone	Co	790	7
	Photon	Ra	Whirlwind Rush	Co	790	7
Lightning T. Blade	T. Blade	Ll	Lightning	Ge, Ze, Kr	800	7
	Tiger Rage	Ll	Thunder Blade	Ge, Ze, Kr	800	7
	Tiger Rage	Ll	Spark Wave	Ge	800	7
	H. Tiger Blade	Ll	Thunder Blade	Ge, Ze, Kr	800	7
	H. Tiger Blade	Ll	Spark Wave	Ge	800	7
	T. Tiger Blade	Ll	Indignation	Ge	800	7
Photon Tempest	Photon	Ra	Tempest	Ll	800	3
	Photon	Ra	Tempest	Ll	800	3
	Photon	Ra	Tempest	Ll	800	3

Plasma Blade	Photon	Ra	Lightning Blade	Ze, Kr	800	3
	Photon	Ra	S. Lightning Blade	"	800	3
Thunder T. Blade	Tiger Blade	Ll	Lightning Blade	Ze, Kr	800	4
	Tiger Rage	Ll	Lightning Blade	Ze, Kr	800	4
	H. Tiger Blade	Ll	Lightning Blade	Ze, Kr	800	4
	T. Tiger Blade	Ll	S. Lightning Blade	"	800	4
	D. Tiger Blade	Ll	S. Lightning Blade	"	800	4
Arch Wind	Punishment	Pr	Hell Pyre	Ze, Kr	840	12
	D. Punishment	Pr	Hell Pyre	Ze, Kr	840	12
	F. Punishment	Pr	Hell Pyre	Ze, Kr	840	12
	R. Punishment	Pr	Hell Pyre	Ze, Kr	840	12
Lightning Punishment						
	Punishment	Pr	Lightning	Ge, Ze, Kr	840	12
	D. Punishment	Pr	Thunder Blade	Ge, Ze, Kr	840	12
	F. Punishment	Pr	Spark Wave	Ge	840	12
	R. Punishment	Pr	Indignation	Ge	840	12
Fiery Beast	Beast	Ll	Eruption	Ge, Ze, Kr	1000	2
	Beast	Ll	Flame Lance	Ge	1000	2
	R. Beast	Ll	Explosion	Ge	1000	2
	H. Beast	Ll	Explosion	Ge	1000	2
Stardust Rain	Hammer Rain	Co	Sword Rain: Alpha	Ll	1000	112
	Hammer Rain	Co	S. Sword Rain	Ll	1000	112
Mjollnir	Pow Hammer	Co	Lightning	Ge, Ze, Kr	1000	2
	Pow Pow Hammer	Co	Thunder Blade	Ge, Ze, Kr	1000	2
	Pow Pow Hammer	Co	Spark Wave	Ge	1000	2
	Hammer Rain	Co	Indignation	Ge	1000	2
Prism Stars	Ray	Ra	Explosion	Ge	1200	30
	Ray	Ra	Tidal Wave	Ge	1200	30
	Ray	Ra	Cyclone	Ge	1200	30
	Ray	Ra	Indignation	Ge	1200	30
	Ray	Ra	Ground Dasher	Ge	1200	30

E. Items and Equipment

This section outlines all common items and equippable items, as well as their cost, description of the item, stats (for weapons), and type of item.

TOOLS

Name	Description	Type	Cost (Gald)
Apple Gel	Restores 30% of Max HP.	Gel	100
Lemon Gel	Restores 60% of Max HP.	Gel	1000
Melange Gel	Restores 30% of Max HP/TP.	Gel	500

Miracle Gel	Restores 60% of Max HP/TP.	Gel	3000
Orange Gel	Restores 30% of Max TP.	Gel	200
Pineapple Gel	Restores 60% of Max TP.	Gel	1200
Elixir	Restores 100% of Max HP/TP.	Medicine	NA
Enrgy Tablets	Restores 30% of Max HP for all	Medicine	NA
Spirit Bottle	Restores 30% of Max TP for all	Medicine	NA
Dark Bottle	Temp. increases enemy encounter rate.	Bottle	200
Holy Bottle	Temp. reduces enemy encounter rate.	Bottle	200
Life Bottle	Revives a KO'd ally.	Bottle	300
Miracle Btle.	Cures all status effects except KO.	Bottle	3000
Panacea Btle.	Cures Poison, D. Poison, Paralysis, Petrify, Curse.	Bottle	150
Rune Bottle	Can transform into other items	Bottle	NA
Bellebane	Increases Defense by 1.	Herb	NA
Lavender	Increases Strength by 1.	Herb	NA
Red Bellebane	Increases Defense by 3.	Herb	NA
Red Lavender	Increases Strength by 3.	Herb	NA
Red Rosemary	Increases Accuracy by 3.	Herb	NA
Red Saffron	Increases Evasion by 3.	Herb	NA
Red Sage	Increases Max HP by 10%.	Herb	NA
Red Savory	Increases Max TP by 10%.	Herb	NA
Rosemary	Increases Accuracy by 1.	Herb	NA
Saffron	Increases Evasion by 1.	Herb	NA
Sage	Increases Max HP by 5%.	Herb	NA
Savory	Increases Max TP by 5%.	Herb	NA
EX Gem Max	Enables all EX Skills.	Gem	NA
EX Gem Lv1	Enables Lv1 EX Skills.	Gem	NA
EX Gem Lv2	Enables Lv2 EX Skills.	Gem	NA
EX Gem Lv3	Enables Lv3 EX Skills.	Gem	NA

EX Gem Lv4	Enables Lv4 EX Skills.	Gem	NA
Acuity Bottle	Temp. increases Accuracy by 10%.	Bottle	1000
Anti-Mgc Btle	Counteracts Mgcl Ailments in battle.	Bottle	1000
Flanoir Ptn.	Temp. increases Attack by 10%.	Bottle	1000
Flare Bottle	Temp. increases Attack by 10%.	Bottle	1000
Guard Bottle	Temp. increases Defense by 10%	Bottle	1000
Mizuho Potion	Protects against Mgcl Ailments but reduces Attack by 20%.	Bottle	1000
Palma Potion	Protects against Phys Ailments but reduces Attack by 20%.	Bottle	1000
Shell Bottle	Protects against Mgcl Ailments but reduces Attack by 20%.	Bottle	1000
Syrup Bottle	Protects against Phys Ailments but reduces Attack by 20%.	Bottle	1000
Memory Gem	Removes the seal on a hidden save point.	Gem	NA
Aqua Quartz	Temp. adds power of water to a weapon.	Quartz	NA
Black Quartz	Temp. adds power of darkness to a weapon.	Quartz	NA
Blue Quartz	Temp. adds power of ice to a weapon.	Quartz	NA
Green Quartz	Temp. adds power of wind to a weapon.	Quartz	NA
Purple Quartz	Temp. adds power of lightning to a weapon.	Quartz	NA
Red Quartz	Temp. adds power of fire to a weapon.	Quartz	NA
White Quartz	Temp. adds power of light to a weapon.	Quartz	NA
Yellow Quartz	Temp. adds power of earth to a weapon.	Quartz	NA
All-Divide	Reduces all damage inflicted on all by 50%.	Btl Item	NA
Hourglass	Temp. freezes the enemy during battle.	Btl Item	NA

Magic Lens	Scans enemy's HP and attributes.		Btl Item 10
Beast Fang	Trade for Customization, etc.	Trade	NA
Beast Hide	Trade for Customization, etc.	Trade	NA
Black Silver	Trade for Customization, etc.	Trade	NA
Brass	Trade for Customization, etc.	Trade	NA
Magical Cloth	Trade for Customization, etc.	Trade	NA
Mermaid's Tear	Trade for Customization, etc.	Trade	NA
Metal Sphere	Trade for Customization, etc.	Trade	NA
Mystic Herb	Trade for Customization, etc.	Trade	NA
Mythril	Trade for Customization, etc.	Trade	NA
White Silver	Trade for Customization, etc.	Trade	NA
Fine Pellets	Makes Lv2 figurine.	Pellet	NA
Pellet	Makes Lv1 figurine.	Pellet	NA
Rare Pellets	Makes Lv4 figurine.	Pellet	NA
Super Pellets	Makes Lv3 figurine.	Pellet	NA

WEAPONS

Twin Blade (Lloyd)

Name	Slash	Thrust	Other	Gald	How to Get
Wooden Blade	+70	+60	None	700	Purchase: Iselia
Knight's Saber	+100	+90	None	800	Purchase: Triet
Mumei	+115	+100	None	NA	Treasure: Triet Ruins
Rapier	+130	+155	None	1300	Purchase: Luin, Palmacosta
Masamune	+190	+165	None	1500	Purchase: Asgard Customize: Luin, Palmacosta
Osafune	+220	+200	None	1950	Purchase: Hima (early) Customize: Asgard, Luin
Sinclair	+235	+265	None	2100	Purchase: Hima (late)

					Customize: Asgard, Luin
Nimble Rapier	+265	+295	None	2800	Purchase: Meltokio Customize: Hima
Ogre Sword	+320	+300	None	3000	Purchase: Meltokio, Sybak Customize: Meltokio
Kotetsu	+350	+320	None	3300	Purchase: Sybak Customize: Sybak, Mizuho
Shiden	+410	+380	Atk Lgtng	4000	Purchase: Mizuho Customize: Mizuho, Ozette
Saint Rapier	+410	+440	Atk Light	NA	Treasure: Toize Valley Mine
Dragon Tooth	+440	+470	None	4800	Purchase: Flanoir Treasure: Tethe'alla Base
Defenser	+500	+490	Def +15	5000	Purchase: Altamira Treasure: Temple of Ice
Elemental Brand	+530	+510	None	5200	Purchase: Altamira Customize: Altamira
Muramasa	+590	+560	None	NA	Treasure: Iselia Human Ranch
Wasier Rapier	+600	+630	Def +15	6400	Purchase: Heimdall Customize: Heimdall
Angel's Tear	+750	+730	None	NA	Treasure: Torent Forest
Material Blade	+820	+820	None	NA	From Dirk after Torent Forest
Paper Fan	+850	+750	Acc/Lck +30	40000	Purchase: Luin (late)
Ninja Sword	+860	+820	Atk Dark	NA	Treasure: Vinheim
Valkyrie Saber	+850	+930	None	NA	Advanced Class at Coliseum cleared
Kusanagi Blade	+930	+850	None	NA	Defeat Sword Dancer 3
Nebilim	0	0	Eva/Lck -20	NA	From Abyssion at Flanoir

Ring (Colette)

Name	Atk	Other	Gald	How to Get
Chakram	+68	None	200	Purchase: Iselia
Flying Disk	+100	None	880	Purchase: Triet, Customize: Triet
Duel Ring	+130	None	1140	Customize: Triet, Luin, Purchase: Palmacosta, Luin
Slicer Ring	+160	None	1380	Customize: Palmacosta, Luin, Purchase: Asgard
Mystic Ring	+235	None	NA	Customize: Asgard, Luin
Stinger Ring	+280	None	NA	Customize: Hima, Treasure: Tower of Mana
Ray Thrust	+320	Atk Lght	3000	Purchase: Meltokio, Sybak Customize: Meltokio
Mythril Ring	+350	None	3400	Purchase: Sybak, Customize: Sybak, Mizuho
Shuriken	+410	None	4000	Purchase: Mizuho, Altamira Customize: Mizuho, Ozette
Lunar Ring	+500	None	5000	Purchase: Altamira, Customize: Altamira
Solar Spinner	+590	None	5980	Purchase: Heimdall, Customize: Heimdall, Treasure: Iselia Human Ranch
Toroid	+670	None	6600	Treasure: Lantheon Gorge, Purchase: Flanoir (late), Customize: Flanoir
Tambourine	+740	Acc -20 Lck +50	40000	Purchase: Luin (late)
Stardust	+750	None	NA	Treasure: Torent Forest
Angel's Halo	+850	None	NA	Advanced Class at Meltokio Coliseum as Colette.
Evil Eye	0	None	NA	Treasure: Toize Valley Mine

Kendama (Genis)

Name	Atk	Other	Gald	How to Get
Nova	+60	Int +1	600	Purchase: Iselia
Fine Star	+80	Int +2	800	Purchase: Triet
Duel Star	+120	Int +3	1180	Purchase: Palmacosta, Asgard, Luin, Customize: Luin

Falling Star	+188	Int +4	NA	Customize: Asgard, Luin
Cool Orbit	+250	Int +5 Atk Ice	2250	Purchase: Meltokio, Treasure: Fooji Mountains
Thunderbolt	+304	Int +6 Atk Lgtng	NA	Treasure: Meltokio Sewers
Shining Star	+356	Int +7	3600	Purchase: Flanoir, Altamira Treasure: Temple of Lightning
Shadow Dancer	+416	Int +8 Atk Drk	NA	Treasure: Temple of Darkness
Cor Leonis	+464	Int +9	NA	Treasure: Iselia Human Ranch
Nrthrn Lights	+504	Int +10	5400	Purchase: Heimdall, Flanoir (late)
Sthrn Cross	+550	Int +11	NA	Treasure: Tower of Salvation
Phntasmagoria	+600	Def +20 Acc +50 Eva +10	40000	Purchase: Luin (late)
Final Player	+650	Int +12	NA	Advanced Class at Meltokio Coliseum
One World	+680	Int +14	NA	Clear R Light/G Light after using Vinheim Key.
Disaster	0	Acc -30 Eva + 100 Int -30 Lck -50	NA	Purchase from man outside the casino in Altamira.
Rod (Raine)				
Name	Atk	Other	Gald	How to Get
Rod	+80	Int +1	800	Purchase: Triet
Battle Staff	+115	Int +2	1150	Purchase: Palmacosta, Luin Treasure: Ossa Trail
Gem Rod	+140	Int +2	1550	Purchase: Asgard, Customize: Palmacosta, Luin
Earth Rod	+192	Int +3 Atk Eth	NA	Customize: Asgard
Ruby Wand	+212	Int +4	NA	Customize: Luin, Hima
Gale Staff	+268	Int +5 Atk Wnd	NA	Customize: Meltokio, Sybak, Mizuho, Ozette
Phoenix Rod	+316	Int +6 Atk Fre	NA	Treasure: Gaoracchia Forest
Thndr Scepter	+336	Int +7 Atk Ltg	3200	Purchase: Flanoir, Altamira Treasure: Temple of Lightning
Ancient Rod	+364	Int +8	4200	Purchase: Altamira Treasure: Temple of Earth

Holy Staff	+436	Int +9	Atk Lgt	NA	Treasure: Remote Island Human Ranch
Rune Staff	+472	Int +10		5000	Purchase: Heimdall, Flanoir (late), Treasure: Iselia Human Ranch
Deck Brush	+550	Lck +30	Acc +50	40000	Purchase: Luin (late)
		Eva +20	Atk Wnd		
Crystal Rod	+640	Int +12		NA	Advanced Class at Meltokio Coliseum
Heart of Chaos	0	Acc -30		NA	From Koton at Hakonesia Peak after collecting 8 Devil's Arms.
		Lck -30			
		Int +50			

Card (Sheena)

Name	Atk	Other		Gald	How to Get
Spell Card	+135	None		1350	Purchase: Mizuho
Card of Water	+175	Atk/Def	Water(+)	1600	Purchase: Mizuho
Card of Earth	+240	Atk/Def	Earth(+)	2400	Treasure: Asgard Human Ranch, Purchase: Mizuho Meltokio
Card of Fire	+270	Atk/Def	Fire(+)	3500	Treasure: Meltokio Sewers Purchase: Mizuho
Card of Lgtng	+350	Atk/Def	Lgtng(+)	3800	Purchase: Mizuho
Card of Wind	+380	Atk/Def	Wind(+)	3800	Purchase: Mizuho
Card of Ice	+430	Atk/Def	Ice(+)	4300	Treasure: Tethe'alla Base Purchase: Mizuho
Vajra	+520	None		NA	Treasure: Remote Island Human Ranch
Yaksa	+590	None		5900	Purchase: Heimdall
Asura	+650	None		6400	Defeat: Kuchinawa, Purchase: Flanoir (late)
Acalanatha	+720	Atk/Def	Fire(+) Def Dark+	NA	Treasure: Torent Forest
Money Bag	+760	Acc +10	Eva +10	NA	Purchase: Luin (late)
		Lck +50	2x Gald		
Divine Jdgmt.	+810	None		NA	Win Advanced Class at Meltokio Coliseum.
Gates of Hell	0	Def -40	Acc -20	NA	Treasure: Temple of Earth
		Eva +60	Int +10		

Sword (Kratos, Zelos)

Name	Atk	Other	Gald	How to Get
Long Sword	+85	None	790	Purchase: Triet
Steel Sword	+160	None	1380	Purchase: Palmacosta, Asgard, Luin, Customize: Palmacosta, Luin
Silver Sword	+265	None	2600	Customize: Asgard, Luin Purchase: Meltokio
Aqua Brand	+350	Atk Water	3600	Purchase: Sybak, Customize: Sybak, Mizuho, Ozette
Sand Saber	+440	Atk Earth	NA	Treasure: Toize Valley Mine
Lgtng Sword	+470	Atk Lightning	4600	Purchase: Flanoir Treasure: Tethe'alla Base
Ice Coffin	+500	Atk Ice	5000	Purchase: Altamira Treasure: Temple of Ice
Ether Sword	+590	None	6000	Purchase: Heimdall Treasure: Iselia Human Ranch
Flamberge	+650	Atk Fire	NA	Kratos' weapon
Laser Blade	+710	Atk Light	NA	Customize: Flanoir Treasure: Tower of Salvation
Baseball Bat	+750	Def -20 Acc +40 Lck -20	40000	Purchase: Luin (late)
Excalibur	+800	None	NA	Win Advanced Class at Meltokio Coliseum.
Last Fencer	+920	None	NA	Win Advanced Class at Meltokio Coliseum with anyone twice and then defeat Seles.
Soul Eater	0	Def -50 Eva -30 Lck -30	NA	Defeat: Sand Worm outside Triet

Dagger (Zelos, Kratos)

Name	Atk	Other	Gald	How to Get
Stiletto	+130	Acc +10	NA	Treasure: Triet Ruins
Hydra Dagger	+220	Acc +10 Atk wtr	2200	Purchase: Asgard, Customize:

Luin

Earth Dagger	+410	Acc +15 Atk Eth	NA	Customize: Asgard, Luin
Assault Dgr.	+410	Acc +15 Atk Wnd	NA	Customize: Mizuho, Ozette
Flame Dagger	+530	Acc +15 Atk Fir	5400	Purchase: Altamira, Customize: Altamira
Gladius	+620	Acc +20	6400	Purchase: Heimdall, Flanoir (late) Customize: Heimdall Treasure: Ymir Forest
Toy Dagger	+700	Acc +30 Eva +80 Lck -50	40000	Purchase: Luin (late)
Crystal Dgr.	+750	Acc +30, regenerates 1% TP every 6 secs.		Treasure: Torent Forest
Fafnir	0	None	None	Treasure: Gaoracchia Forest
Ax (Presea)				
Name	Atk	Other	Gald	How to Get
Francesca	+330	None	3200	Purchase: Meltokio
Battle Ax	+360	None	3600	Purchase: Sybak
Great Ax	+390	None	NA	Treasure: Meltokio Sewers
Crescent Ax	+450	Atk Light	NA	Treasure: Toize Valley Mine
Tomahawk Lnce	+490	None	5000	Purchase: Flanoir Treasure: Tethe'alla Base
Bardiche	+520	None	5200	Purchase: Altamira Treasure: Temple of Earth
Halberd	+560	None	5800	Purchase: Altamira Customize: Altamira
Mythril Ax	+590	None	NA	Treasure: Remote Island Human Ranch
War Hammer	+630	Acc -5	6300	Purchase: Heimdall, Treasure: Iselia Human Ranch
Battle Pick	+700	None	7000	Treasure: Lantheon Gorge Customize: Heimdall, Flanoir, Purchase: Flanoir
Strike Ax	+780	Atk Lightning	NA	Customize: Flanoir
Ogre Ax	+830	Eva/Lck -20	NA	Treasure: Tower of

Salvation

Pow Hammer DX +900 Acc +30 Lck +20 40000 Purchase: Luin (late)

Bahamut's Tr. +920 None NA Win Advanced Class at Meltokio Coliseum.

Gaia Cleaver +999 Atk Earth NA Speak to Ralph at Ozette after Presea reaches L. 80.

Diablos 0 Acc/Eva/Lck -20 NA Treasure: Lantheon Gorge

Greaves (Regal)

Name	Atk	Other	Gald	How to Get
Leather Greaves	+400	Def +5	NA	Default
Iron Greaves	+440	Def +8	NA	Treasure: Toize Valley Mine
Power Greaves	+460	Def +5	4600	Purchase: Flanoir Treasure: Temple of Lgtng
Venom	+480	Def +8 Atk Eth	NA	Defeat: Dragon's Nest
Ghost Shell	+500	Def +10 Lck -10 Atk Dark	5000	Purchase: Altamira Treasure: Temple of Earth
Bear Claw	+535	Def +8	5200	Purchase: Altamira Customize: Altamira
Mythril Greaves	+570	Def +10	NA	Treasure: Remote Island Human Ranch
Aqua Greaves	+590	Def +10 Atk Water	NA	Treasure: Iselia Human Ranch
Crystal Shell	+610	Def +12	6200	Treasure: Ymir Forest Purchase: Heimdall Customize: Heimdall
Flare Greaves	+670	Def +12 Atk Fre	NA	Treasure: Lantheon Gorge
Dragon Fang	+710	Def +15	NA	Treasure: Tower of Salvation, Customize: Flanoir
Diamond Shell	+800	Def +15	NA	Treasure: Tower of Salvation
Glory Arts	+850	Acc/Eva/Lck +30	40000	Purchase: Luin (late)
Kaiser Greaves	+880	Def +16 Atk Light	NA	Advanced Class at Meltokio Coliseum
Dynast	+920	Def +18	NA	Talk to Levin at Hot Spring with

Regal Lv80 or higher.

Apocalypse 0 Def/Acc/Lck -20 NA Treasure: Welgaia

BODY ARMOR

Armor (Lloyd, Kratos, Zelos)

Name	Def	Other	Gald	How to Get
Soft Leather	+10	NA	480	Purchase: Iselia, Triet
Hard Leather	+13	NA	NA	Customize: Triet
Chain Mail	+15	NA	960	Purchase: Palmacosta Luin
Ring Mail	+20	NA	1800	Purchase: Asgard
Lamellar Leather	+22	NA	NA	Treasure: Asgard Human Ranch
Iron Mail	+25	NA	NA	Treasure: Tower of Mana
Splint Mail	+30	NA	3000	Purchase: Meltokio
Breastplate	+34	NA	3400	Purchase: Ozette Treasure: Meltokio Sewers
Battlesuit	+38	NA	NA	Treasure: Toize Valley Mine
Silver Mail	+42	NA	4200	Purchase: Flanoir Treasure: Tethe'alla Base
Mythril Armor	+46	NA	4600	Purchase: Altamira Treasure: Temple of Ice
Rune Mail	+50	Int +10	5000	Purchase: Heimdall Treasure: Iselia Human Ranch
Brunhilde	+50	NA	NA	Kratos' armor
Reflect	+56	NA	NA	Customize: Heimdall
Rare Plate	+60	NA	6000	Purchase: Flanoir (late)
Star Mail	+65	Def Fir/Lgtng+ Lloyd only	NA	Treasure: Tower of Salvation
Dragon Mail	+65	Def Fir+ Zelos/Kratos only	NA	Defeat: Dark Dragon at Vinheim
Mumbane	+70	Def Eth/Ice/Drk/ Lgtng+ Lloyd only	NA	Defeat: Garr at Meltokio Coliseum in Advanced Party mode.
Golden Armor	+70	Def Wtr/Wnd/ Fr/Lgt+ Zelos/	100000	Purchase: Koton at Hakonesia Peak

Kratos only

Guard (Colette, Presea)

Name	Def	Other	Gald	How to Get
Leather Guard	+9	NA	280	Purchase: Triet
Fine Guard	+13	NA	900	Purchase: Palmacosta, Luin, Asgard, Treasure: Ossa Trail
Iron Guard	+20	NA	NA	Customize: Asgard, Luin Treasure: Balacruf Mausoleum
Lunar Guard	+23	Lck +20	NA	Treasure: Tower of Mana
Elven Protector	+30	Eva +20	3000	Purchase: Meltokio, Ozette
Silver Guard	+40	NA	4000	Purchase: Flanoir Treasure: Temple of Lightning
Mythril Guard	+46	NA	10000	Purchase: Altamira Treasure: Temple of Earth
Rune Guard	+48	Int +10	4800	Purchase: Heimdall Treasure: Iselia Human Ranch
Solar Guard	+50	Def Fre/Lgt+	NA	Treasure: Ymir Forest Customize: Heimdall
Rare Guard	+56	NA	11200	Treasure: Tower of Salvation, Purchase: Flanoir (late)
Star Guard	+62	Def Lgt/Drk+ Presea only	NA	Treasure: Tower of Salvation
Mana Protector	+62	Colette only	NA	Treasure: Torent Forest
Elemental Guard	+66	Def Wtr/Wnd/Fre/ Eth+ Colette only	NA	Treasure: Vinheim
Prism Guard	+66	Def Wtr/Wnd/Fre/ Eth/Ltg/Ice/Lgt+ Def Drk- Presea only	NA	Treasure: Vinheim

Cloak (Genis, Regal)

Name	Def	Other	Gald	How to Get
Cloak	+8	NA	NA	Default
White Cloak	+11	NA	800	Purchase: Triet, Luin,

Palmacosta

Mage Cloak	+17	Int +3 Genis only	1500	Customize: Palmacosta, Asgard, Luin, Purchase: Asgard, Treasure: Pmcsta. Human Ranch
Amber Cloak	+21	NA	1800	Purchase: Hima
Druid Cloak	+28	Genis only	2700	Purchase: Meltokio Customize: Meltokio
Silk Cloak	+33	Lck +5	3200	Purchase: Ozette
Battle Cloak	+39	Acc +10 Eva +10 Regal only	3900	Purchase: Flanoir Treasure: Temple of Lightning
Elder Cloak	+39	Genis only	3700	Purchase: Flanoir
Mythril Mesh	+42	NA	4200	Purchase: Altamira
Holy Cloak	+45	Regenerates 1% HP every 6 secs	NA	Treasure: Remote Island Human Ranch
Rune Cloak	+48	Int +10	4800	Purchase: Heimdall, Flanoir (late), Treasure: Iselia Human Ranch
Warlock Garb	+54	Genis only	NA	Treasure: Torent Forest
Phoenix Cloak	+54	Def Fire+ Regal only	NA	Treasure: Tower of Salvation Tree Ruins
Star Cloak	+60	Def Fire+ Genis only	NA	Defeat: Farah Oersted at Meltokio Coliseum in Party Advanced Class.
Mortality Cloak	+60	Regal only	NA	Treasure: Vinheim

Robe (Raine, Sheena)

Name	Def	Other	Gald	How to Get
Robe	+10	NA	600	Purchase: Triet
Feather Robe	+14	Def Wind+	920	Purchase: Palmacosta, Asgard, Luin
White Robe	+20	NA	NA	Customize: Asgard, Luin Treasure: Asgard Human Ranch
Moon Robe	+21	Raine only	1400	Purchase: Hima (late) Treasure: Tower of Mana
Yayoi	+21	Sheena only	NA	Customize: Asgard, Luin

Misty Robe	+23	Eva +20	2200	Purchase: Meltokio Treasure: Fooji Mountains
Witch's Robe	+29	NA	2800	Purchase: Ozette Treasure: Gaoracchia Forest
Silk Robe	+36	Lck +5	NA	Treasure: Toize Valley Mine
Ancient Robe	+40	Raine only	4000	Purchase: Flanoir Treasure: Temple of Ice
Minazuki	+40	Sheena only	NA	Treasure: Remote Island Human Ranch
Rune Robe	+44	Int +10	4400	Purchase: Heimdall Treasure: Iselia Human Ranch
Holy Robe	+49	Regenerates 1% HP every 6 secs Raine only	4800	Purchase: Flanoir (late) Treasure: Tower of Salvation
Nagazuki	+49	Sheena only	NA	Treasure: Tower of Salvation
Heavenly Robe	+54	Raine only	NA	Treasure: Tower of Salvation.
Shaman Dress	+54	Sheena only Def Lgt/Drk+	NA	Treasure: Tower of Salvation.
Spirit Robe	+60	Def Wtr/Wnd/Fre/ Eth/Ltg/Ice/Lgt/Drk+ Raine only	NA	Defeat: Maxwell
Kannazuki	+60	Def Wtr+ Sheena only	NA	Speak to Mizuho Chief after using Vinheim Key.

HEAD ARMOR

Helmet (Lloyd, Kratos, Zelos)

Name	Def	Other	Gald	How to Get
Leather Helm	+4	NA	500	Purchase: Palmacosta, Luin
Iron Helm	+6	NA	1200	Purchase: Asgard
Armet Helm	+10	NA	NA	Treasure: Tower of Mana Customize: Hima, Meltokio
Cross Helm	+14	NA	2000	Purchase: Ozette
Duel Helm	+17	NA	3400	Purchase: Flanoir Treasure: Temple of

Lightning

Rune Helm	+20	Int +10	4000	Purchase: Heimdall Treasure: Iselia Human Ranch
Sigurd	+24	NA	NA	Kratos' equipment
Rare Helm	+24	Def Lightning+	4800	Purchase: Flanoir
Star Helm	+26	Def Fire+	NA	Treasure: Tower of Salvation
Golden Helm	+30	NA	NA	Treasure: Derris- Kharlan

Hat (Lloyd, Genis, Kratos, Zelos, Regal)

Name	Def	Other	Gald	How to Get
Beret	+3	Int +1	200	Purchase: Triet
Cleric's Hat	+8	Int +2, 1% HP Recovery every 6 seconds.	900	Purchase: Hima Treasure: Asgard Human Ranch
Straw Hat	+10	Int +3	1000	Purchase: Meltokio Treasure: Sylvarant Base
Pointed Hat	+13	Int +4	1300	Purchase: Sybak Customize: Sybak, Mizuho, Ozette
Rune Hat	+15	Int +10	3000	Purchase: Heimdall Treasure: Iselia Human Ranch
Headband	+18	Acc/Eva +10 Int +5	NA	Treasure: Temple of Darkness
Star Cap	+20	Int +10 Def Fire+	NA	Treasure: Lantheon Gorge
Aifread's Hat	+21	Int +12	NA	From Max in Izoold after Aifread sub-event

Ribbon (Colette, Raine, Sheena, Presea)

Name	Def	Other	Gald	How to Get
Ribbon	+4	NA	240	Purchase: Triet
Blue Ribbon	+10	NA	NA	Treasure: Balacruf Mausoleum
Striped Ribbon	+14	NA	1400	Purchase: Meltokio
Tartan Ribbon	+17	NA	1600	Purchase: Hima

Pretty Ribbon	+20	NA	2000	Purchase: Ozette
Hairpin	+24	NA	NA	Treasure: Iselia Human Ranch
Maid's Hairband	+26	NA	NA	Treasure: Ymir Forest
Magical Ribbon	+28	NA	NA	Treasure: Derris-Kharlan

Circlet (Colette, Raine, Sheena, Presea)

Name	Def	Other	Gald	How to Get
Circlet	+3	Int +1	160	Purchase: Palmacosta
Gold Circlet	+5	Int +4	1000	Purchase: Luin, Meltokio Customize: Asgard, Luin
Silver Circlet	+9	Int +2	2000	Purchase: Flanoir
Mythril Circlet	+11	Int +8	2200	Purchase: Altamira
Holy Circlet	+12	Int +9, 1% HP Recovery every 6 seconds.	7200	Purchase: Flanoir (late) Treasure: Tower of Salvation
Rune Circlet	+13	Int +10	4600	Purchase: Heimdall Treasure: Toize Valley Mine
Star Circlet	+20	Int +14 Def Fire+	NA	Treasure: Tower of Salvation
Elemental Circlet	+25	Int+15 Def Wtr/ Wnd/Fre/Eth+	NA	Defeat Seles in Meltokio Coliseum after winning single Advanced Class twice.

ARM ARMOR

Shield (Kratos, Zelos)

Name	Def	Other	Gald	How to Get
Lid Shield	+5	Def Fire+	NA	Defeat: Soldier, Duelist
Wooden Shield	+8	NA	600	Purchase: Triet
Omega Shield	+15	Regenerates 1% HP every 6 secs.	1600	Purchase: Meltokio Treasure: Palmacosta Human Ranch
Red Shield	+21	NA	NA	Customize: Hima, Meltokio
Beam Shield	+25	Def Light+	2500	Purchase: Flanoir Treasure: Tethe'alla Base
Mythril Shield	+28	NA	2800	Purchase: Altamira

Treasure: Temple of Ice

Rune Shield	+30	Int +10	5000	Purchase: Heimdall TreasurRe: Iselia Human Ranch
Arredoal	+30	NA	NA	Kratos' equipment
Blue Shield	+30	Eva +30	NA	Treasure: Vinheim
Rare Shield	+33	Def Water+	NA	Treasure: Lantheon Gorge
Star Shield	+35	Def Fre/Drk+	Na	Treasure: Tower of Salvation

Gauntlet (Lloyd, Kratos, Zelos, Presea)

Name	Def	Other	Gald	How to Get
Leather Glove	+3	NA	200	Purchase: Triet Treasure: Iselia Forest
Iron Gauntlet	+6	NA	1200	Purchase: Asgard Customize: Asgard, Luin
Claw Gauntlet	+10	Atk +50	1000	Purchase: Meltokio
Mythril Gauntlet	+13	NA	1200	Purchase: Altamira Treasure: Temple of Ice
Rune Gauntlet	+15	Int +10	3000	Purchase: Heimdall
Rare Gauntlet	+18	Def Earth+	1800	Purchase: Flanoir (late) Treasure: Iselia Human Ranch
Star Gauntlet	+20	Def Fire+	NA	Tower: Tower of Salvation
Hyper Gauntlet	+21	Acc +10	NA	Defeat: Abyssion

Bracelet (Genis, Regal, Colette, Raine, Sheena)

Name	Def	Other	Gald	How to Get
Bracelet	+2	NA	400	Purchase: Palmacosta, Luin, Treasure: Triet Ruins
Iron Bracelet	+4	NA	800	Purchase: Hima (late) Treasure: Asgard Human Ranch
Lapis Bracelet	+7	Lck +5	1400	Purchase: Meltokio, Customize: Meltokio
Angel Bracelet	+8	Lck +3	1600	Purchase: Ozette
Mythril Bracelet	+10	NA	2000	Purchase: Altamira

Treasure: Temple of Earth

Draupnir	+12	NA	NA	Treasure: Lantheon Gorge
Star Bracelet	+13	Def Fire+	NA	Treasure: Tower of Salvation
Shield Ring	+14	NA	NA	Treasure: Torent Forest, Vinheim

Gloves (Colette, Raine, Sheena, Presea)

Name	Def	Other	Gald	How to Get
Gloves	+1	NA	100	Purchase: Triet
Kitchen Mittens	+3	Def Fire+	1000	Purchase: Asgard
Penguinist Gloves	+3	Def Ice+	NA	Flanoir (before Temple of Ice)
Pretty Mittens	+5	NA	800	Purchase: Hima
Bridal Gloves	+6	Lck +10	1200	Purchase: Sybak
Silk Gloves	+8	NA	1600	Purchase: Ozette Customize: Ozette
Cute Mittens	+9	NA	1800	Purchase: Altamira
Lovely Mittens	+10	NA	NA	Treasure: Iselia Human Ranch
Katz Mittens	+11	NA	10000	Purchase: Katz' Village

ACCESSORIES

Charms

Name	FX	Gald	How to Get
Amulet	Protects from status fx, doesn't always work	NA	Customize: Dirk's House after forging Material Blade
Blue Talisman	Increases Defense by 15%	NA	Customize: Dirk's House after forging Material Blade
Drain Charm	Can't be Cursed, Weakened. Def Dark+	4000	
Heal Bracelet	Restores 10% of Max HP for every enemy defeated	4000	Purchase: Flanoir, Defeat: Kilia
Manji Seal	Acc +15	10000	Purchase: Mizuho
Paralysis Charm	Protects against Paralysis. Def Lgtng+	4000	Purchase: Asgard, Luin, Meltokio, Flanoir, Altamira

Defeat: Altamira

Poison Charm	Protects against 4000 Poison. Def Water+		Purchase: Palmacosta, Luin, Meltokio, Flanoir, Altamira Defeat: Iapyx
Spirit Bangle	Restores 5% of 4000 Max TP for every enemy defeated.		Purchase: Flanoir Defeat: Iapyx
Stone Charm	Protects against 4000 Petrify/Heavy. Def Earth+		Purchase: Asgard, Flanoir, Altamira
Stun Bracelet	Reduces duration 4000 of Stun by 50% Def Light+		Purchase: Luin, Flanoir
Stun Charm	Protects against 4000 Stun. Def Light+		Purchase: Altamira Treasure: Asgard Human Ranch
Talisman	Def +5% 8000		Purchase: Flanoir Defeat: wind Master
Yasakani Jewel	Prevents all NA status effects.		Defeat: Sword Dancer (2)
Yata Mirror	HP/TP regenerate NA by 1% at fixed intervals in battle		Defeat: Sword Dancer (1)

Rings

Name	FX	How to Get
Attack Ring	Atk +10%	Defeat: The Judged
Defense Ring	Def +10%	Defeat: The Neglected
Emerald Ring	Reduces TP consumption by 1/3	Defeat: Volt
Faerie Ring	Reduces TP consumption by 50%	Defeat: Forcystus
Force Ring	Reduces physical damage	Defeat: Hell Knight
Holy Ring	Recovers 1% of Max HP at a fixed rate during battle.	Defeat: Kvar
Magic Ring	Mag Off +10%	Defeat: The Fugitive
Protect Ring	Reduces physical damage, but increases elemental damage. Def Wtr/Wnd/Fre/Eth/Ltg/Ice/Lgt/Drk-	Defeat: Undine

Reflect Ring	Reduces elemental damage. Def Wtr/Wnd/Fre/Eth/Ltg/Ice/Lgt/Drk+	Defeat: Origin
Resist Ring	Reduces elemental damage, but increases physical damage. Def Wtr/Wnd/Fre/Eth/Ltg/Ice/Lgt/Drk+	Treasure: Ymir Forest
Revive Ring	Might auto-revive.	Treasure: Tethe'alla Field Map, Remote Island Human Ranch
Spirit Ring	Recovers 1% of Max TP at a fixed rate during battle.	Treasure: Meltokio Sewer
Strike Ring	Makes wearer disposed toward S-Type.	Treasure: Sylvarant Field Map
Technical Ring	Makes wearer disposed toward T-Type.	Treasure: Sylvarant Field Map

Symbols

Name	FX	Gald	How to Get
Attack symbol	Acc +10%	NA	Defeat: Efreet
Dark Seal	50% more Exp, but weakened and cursed for battle.	NA	Defeat: Shadow
Demon's Seal	100% more Exp. but causes Status effects during battle.	NA	Treasure: Vinheim
Extreme Symbol	Atk +200, Eva -99	NA	Win party advanced class at Meltokio Coliseum.
Guardian Symbol	Def +10%	NA	Defeat: Undine
Holy Symbol	Restores 3% of max HP at a fixed rate.	NA	Defeat: Gnome
Krona Symbol	Protects against all status effects.	NA	Win single advanced class at Meltokio Coliseum.
Mystic Symbol	Reduces casting time for spells.	NA	Defeat: Gatekeeper, Zelos
Penguinist Quill	Def Ice+	NA	Defeat: Penguinist
Rabbit's Foot	Lck +30	2000	Purchase: Luin

Spirit Symbol Restores 3% of NA Defeat: Celsius
max TP at a fixed
rate.

Warrior Symbol Str +10% NA Defeat: Magnius

Cape

Name	FX	Gald	How to Get
Aqua Cape	Def +8 Eva +5 Def Wtr/Ice+	NA	Treasure: Tethe'alla Base
Cape	Def/Eva +1	100	Purchase: Triet
Elven Cape	Def +7 Eva +15 Int +5	NA	Customize: Altessa's House
Flare Cape	Def +8 Eva +5 Def Fire/Earth+	NA	Defeat: Winged Dragon
Leather Cpe	Def/Eva +3	400	Purchase: Luin, Hima
Rune Cape	Def +14 Eva +7 Int +10	5600	Purchase: Heimdall
Thief's Cpe	Def +6 Eva +10	3000	Purchase: Altamira
Thunder Cpe	Def +8 Eva +5 Def Wind/Lightning+	NA	Treasure: Toize Valley Mine

Boots

Name	FX	Gald	How to Get
Boots	Def +2	100	Purchase: Iselia
Elven Boots	Def +9 Increases battle movement speed.	NA	Treasure: Tethe'alla Field Map
Heavy Boots	Def +15 Makes wearer Heavy.	3000	Purchase: Meltokio, Altamira
Jet Boots	Def +15 Increases walking/ battle speed.	NA	Defeat: Abyssion
Leather Boots	Def +4	600	Purchase: Palmacosta
Persian Boots	Reduces all types of damage. Def All+	NA	Defeat: Living Armor
Rune Boots	Def +15 Int +10	6000	Purchase: Heimdall

Water Spider Def +10 5000 Purchase: Mizuho
 Def Wtr+

Jewels

Name	FX	Gald	How to Get
Amethyst	Atk/Def Dark(+)	NA	Defeat: Shadow
Aquamarine	Atk/Def Water(+)	NA	Defeat: Undine
Black Onyx	Increases Max HP by 30%. Def +5	25000	Purchase: Flanoir Treasure: Fooji Mountains
Diamond	Atk/Def/Int/Acc/ Eva/Lck +20	NA	Defeat: Origin
Garnet	Atk/Def Fire(+)	NA	Defeat: Efreet
Magic Mist	Increases getaway speed. Eva +10	6000	Purchase: Altamira Treasure: Sylvarant Field Map
Moonstone	Max TP +30% Int +5	25000	Purchase: Flanoir Defeat: Luna
Opal	Atk/Def Wind(+)	NA	Defeat: Sylph
Ruby	Atk/Def Earth(+)	NA	Defeat: Gnome
Sapphire	Atk/Def Ice(+) Def +20	NA	Defeat: Celsius
Sardonyx	Atk/Def Lgtng(+)	NA	Defeat: Volt
Topaz	Atk/Def Light(+)	NA	Defeat: Luna
Turquoise	Regenerates 3% HP and TP every 6 seconds.	NA	Defeat: Maxwell

Dolls

Name	FX	How to Get
Blue Sephira	Earn 100% more Gald	Defeat: Plantix
Reverse Doll	Auto-revives KO'd ally.	Treasure: Tethe'alla Field Map
Sephira	Earn 50% more Gald	Treasure: Tethe'alla Field Map
Snow Hare	Def +5 Acc/Eva/Lck +10	Event: Walk with Colette in Flanoir.

This section will outline all the food items, recipes, and where to find all of them.

FOOD

Name	Type	Gald	Where to Find
Beef	Meat	140	Palmacosta, Asgard, Sybak
Beef Strips	Meat	80	Asgard, Flanoir
Chicken	Meat	120	Iselia, Palmacosta, Asgard, Sybak, Ozette
Juicy Meat	Meat	200	Asgard, Flanoir
Pork	Meat	120	Triet, Palmacosta, Asgard, Sybak, Ozette
Cod	Fish	110	Palmacosta, Izoold, Katz' Village, Sybak
Octopus	Fish	70	Palmacosta, Izoold, Katz' Village, Sybak
Shrimp	Fish	60	Palmacosta, Katz' Village, Sybak
Snapper	Fish	120	Palmacosta, Katz' Village, Sybak
Squid	Fish	110	Palmacosta, Izoold, Katz' Village, Sybak
Tuna	Fish	100	Palmacosta, Katz' Village, Sybak
Bell Pepper	Vegetable	80	Katz' Village, Sybak, Ozette
Cabbage	Vegetable	60	Triet, Asgard, Katz' Village, Sybak, Ozette
Carrot	Vegetable	60	Asgard, Sybak, Ozette, Flanoir
Cucumber	Vegetable	70	Katz' Village, Sybak
Lettuce	Vegetable	80	Iselia, Asgard, Sybak, Ozette
Mushroom	Vegetable	60	Triet, Asgard, Sybak, Ozette, Flanoir
Onion	Vegetable	60	Triet, Palmacosta, Asgard, Sybak, Ozette, Flanoir
Potato	Vegetable	50	Asgard, Sybak, Ozette, Flanoir
Radish	Vegetable	60	Asgard, Katz' Village, Sybak
Tomato	Vegetable	60	Iselia, Sybak, Ozette
Amango	Fruit	NA	Lantheon Gorge
Apple	Fruit	60	Sybak

Banana	Fruit	60	Sybak
Grapes	Fruit	70	Sybak
Kirima	Fruit	NA	Lantheon Gorge
Lemon	Fruit	60	Sybak, Ozette
Melon	Fruit	100	Sybak
Peach	Fruit	70	Sybak
Pear	Fruit	60	Sybak
Pineapple	Fruit	80	Sybak
Strawberry	Fruit	70	Sybak, Ozette
Barley Rice	Carbs	60	Triet, Palmacosta, Izoold, Asgard, Sybak
Bread	Carbs	70	Iselia, Triet, Palmacosta, Sybak, Ozette, Flanoir
Panyan	Carbs	70	Palmacosta, Asgard, Sybak
Pasta	Carbs	80	Palmacosta, Sybak, Ozette, Flanoir
Rice	Carbs	80	Palmacosta, Sybak, Ozette, Flanoir
Roll	Carbs	80	Palmacosta, Asgard, Sybak
Black Satay	Misc	200	Asgard, Katz' Village, Flanoir
Cheese	Misc	60	Palmacosta, Asgard, Sybak
Egg	Misc	50	Iselia, Palmacosta, Asgard, Sybak
Kelp	Misc	40	Asgard, Sybak
Konjac	Misc	60	Sybak
Milk	Misc	50	Palmacosta, Sybak
Miso	Misc	60	Sybak
Purple Satay	Misc	200	Katz' Village
Red Satay	Misc	200	Triet, Palmacosta, Asgard, Katz' Village, Flanoir
Seaweed	Misc	20	Izoold, Sybak
Tofu	Misc	60	Sybak
White Satay	Misc	200	Palmacosta, Asgard, Katz' Village, Flanoir

RECIPES

Name	Required Ing.	Xtra Ingredients	Location	Object
Sandwich	Bread	Lemon, Cucumber, All Meats, All Vegetables, Cheese, Tomato, Fish, Egg, All Fruits	Default Recipe	NA
Risotto	Rice, Cheese	Milk, Onion, Mushroom, Carrot, Black Satay	Hima Inn	Tea Kettle
Ramen	Panyan, Black Satay, Seaweed	All Meat, Cabbage, Bell Pepper, Egg, Carrot, Mushroom, Onion, Miso, Squid, Octopus, Shrimp, Kelp	Mizuho Chief's Hut	Animal Trap
Spaghetti Noodles,	Onion, Tomato	All Meat, Bell Pepper, Mushroom, Cheese, Lemon	Altamira Hotel 4F	Green Pumpkin
Cabbage Roll	Cabbage, Pork	Tomato, Onion, Mushroom, Cheese, Black Satay	Triet Inn 2F	Turtle Lamp
Fruit Cocktail	All Fruit x2	All Fruit x3, White Satay	Zelos' House	Present
Tenderloin	Meat, Onion, Tomato	Bell Pepper, Mushroom, Cabbage, Black Satay, Lemon, Carrot, Potato	Ozette Inn	Parakeet
Shortcake	All Fruit, Egg, Milk	All Fruit x2, White Satay	Exire Katz House	Rheaird Model
Rice Ball	Rice	All Meat, Seaweed, White Satay, Radish, Tuna, Miso	Izoold House	Pelican Carving
Fried Rice	Rice, Egg	Meat, Bell Pepper, Black Satay, Carrot, Onion	Sybak Library	Magazine Rack
Curry	Rice, Onion, Red Satay	Meat, Potato, Carrot, Mushroom, Pineapple, Egg, Apple	Altezza's House	Tabatha
Miso Stew	Miso, Kelp, Egg	Radish, Konjac, Meat, Red Satay, Potato	Dirk's House	Firebird Carving
Omelet	Rice, Egg	Onion, Pork, Lemon, Cheese, Beef, Chicken	Palmacosta Academy	Ball Basket
Steak	Meat, Onion	Cheese, Carrot, Rice, Black Satay, Lemon, Radish, Tomato, Mushroom	Meltokio weaponshop	Good Luck Cat
Quiche	Egg, Meat	Mushroom, Shrimp, Cheese, Beef, Chicken	Flanoir Church	Wood Block

Cream Stew	Milk, Onion, Carrot	Meat, Potato, Mushroom, Mushroom, Black Satay, Rice, Cheese	Heimdall Elder's House	Painting
Meat Stew	Meat, Kelp	Radish, Onion, Tofu, Carrot, Noodles, Black Satay, Rice	Asgard Linar's Home	Phonograph
Seafood Stew	Fish, Kelp	Radish, Onion, Tofu, Carrot, Black Satay, Rice, Noodles	Luin tool shop	Huge Pig- Bat
Gratin	Cheese, Pasta, Milk	Meat, Egg, Potato, Shrimp, Squid, Bread, Mushroom, Lemon, Carrot	Ozette	Bear Carving
Pescatore	Pasta, Fish, Tomato	Shrimp, Squid, Octopus, Cheese	Lantheon Gorge house	Turtle- Rabbit
Pork Cutlets	Pork, Bread, Egg	All Vegetables, Rice, Tomato, Purple Satay, Carrot, Lemon	House of Guidance (Meltokio)	Cook
Potato Salad	Potato, All Vegetables, Purple Satay	Cucumber, Egg, Tomato, Onion, Carrot, Mushroom, Lemon	House of Guidance (Heimdall)	Cook
Beef Stew	All Meat, Tomato, Purple Satay	Potato, Carrot, Onion, Apple, Rice, Mushroom	Meltokio	Outside castle
Paella	Rice, All Fish, Purple Satay	Tomato, Onion, Bell Pepper, Fish, Lemon	Asgard	Cook near windmill.

G. Figurines

After you defeat Kvar at the Asgard Human Ranch, speak to Harley in his workshop below Linar's House in Asgard. Give the Figurine Book he gives you to Dirk to begin creating figurines.

Figurines are made of four types of pellets: Pellets, Fine Pellets, Super Pellets, and Rare Pellets. Those are in order of common to rare.

Examine the stove in Dirk's house to process the pellets. If you want to process Rare Pellets, be aware that they must be processed with another type of pellets.

Most figurines can be processed only after certain events (9), but almost all can be processed after event 9, so you can wait until then for better results. You can also transfer your figurines over to your next file by selecting the option in the grade shop.

SEASONS Event

1 After Colette joins the party at Triet.

- 2 After clearing Palmacosta Human Ranch and defeating Windmaster at Asgard.
- 3 After clearing the Tower of Salvation in Sylvarant.
- 4 After clearing the Gaoracchia Forest.
- 5 After Colette is kidnapped at Ozette.
- 6 After visiting Katz' Village and Flanoir.
- 7 After clearing Tower of Salvation - Descent.
- 8 After the Doctor Event in Flanoir.
- 9 After using the Vinheim Key at Vinheim.
- * Additional sub-event required, such as acquiring a costume, defeating a boss, completing a sub-event, or encountering people/creatures.

In the following chart, P stands for Pellets, F for Fine Pellets, S for Super Pellets, and R for Rare Pellets.

To acquire pellets quickly, equip her Compound EX Skill Item Getter (see EX Skills section) and steal them from the following monsters:

Pellets: Jellyfish in Meltokio Sewers
 Fine Pellets: Giant Snail in Temple of Earth
 Super Pellets: Lobo in Temple of Ice
 Rare Pellets: Phantom Knight in Derris-Kharlan

FIGURINE PROCESSING DATA

Figurine	Pellets	Season
Lloyd Irving	P, R	1
Colette Brunel	P, R	1
Genis Sage	P, R	1
Raine Sage	P, R	1
Sheena Fujibayashi	P, R	3
Zelos Wilder	F, R	4
Presea Combatir	F, R	4
Regal Bryant	F, R	5
Kratos Aurion	F, R	1
Noishe	P, R	1
Lloyd (Formal Dress)	S, R	8*

Colette (Formal Dress)	S, R	8*
Genis (Formal Dress)	S, R	8*
Raine (Formal Dress)	S, R	8*
Sheena (Formal Dress)	S, R	8*
Zelos (Formal Dress)	S, R	8*
Presea (Formal Dress)	S, R	8*
Regal (Formal Dress)	S, R	8*
Lloyd (Pirate)	S, R	9*
Colette (Maid)	S, R	9*
Genis (Katz)	S, R	9*
Raine (Maiden)	S, R	9*
Sheena (Chief)	S, R	9*
Zelos (Masked)	S, R	9*
Presea (Klonoa)	S, R	9*
Regal (Chef)	S, R	9*
Kratos (Cruxis)	S, R	9*
Lloyd (Swimsuit)	S, R	9*
Colette (Swimsuit)	S, R	9*
Genis (Swimsuit)	S, R	9*
Raine (Swimsuit)	S, R	9*
Sheena (Swimsuit)	S, R	9*
Zelos (Swimsuit)	S, R	9*
Presea (Swimsuit)	S, R	9*
Regal (Swimsuit)	S, R	9*
Yggdrasill	F, R	4
Mithos	S, R	8
Martel	S, R	9
Yuan	F, R	6
Botta	F, R	6
Altesa	F, R	6

Tabatha	F, R	6
Remiel	P, R	1
Magnius	P, R	2
Kvar	P, R	3
Rodyle	S, R	7
Forcystus	S, R	8
Pronyma	S, R	8
Dirk	P, R	1
Phaidra Brunel	P, R	1
Frank Brunel	P	1
Sebastian	S	7
Seles	S, R	7*
Tokunaga	S, R	7*
Virginia	S, R	9*
Chief Igaguri	S, R	8
Tiga	F, R	5
Orochi	F, R	5
Kuchinawa	F, R	6
George	S	7
Alicia Combatir	S, R	7
Regal (Young)	S, R	7
Vharley	S	7
Abyssion	F, R	6*
Mayor of Iselia	P	1
Marble	P	1
Chocolat	P	2
Cacao	P	2
Dorr	P	2
Kilia	P	2
Clara	P	2*

Neil	P	2
King of Tethe'alla	F, R	6
Hilda	F, R	6
Pope	F	6
Kate	F, R	4
Undine	P, R	3
Sylph Sephie	S, R	7
Sylph Yutis	S, R	7
Sylph Fairess	S, R	7
Efreet	S, R	7
Gnome	F, R	6
Volt	F, R	6
Celsius	F, R	6
Luna	S, R	7
Aska	S, R	7
Shadow	S, R	7
Maxwell	S, R	9
Origin	S, R	8
Corrine	P, R	3
Verius	S, R	9*
Lloyd's Imposter	P, R	2*
Colette's Imposter	P, R	2*
Genis's Imposter	P, R	2*
Raine's Imposter	P, R	2*
Nova	P	3
Sarah	P	3
Alduin	P	3
May	P	3
Max	P	2
Lyla	P	2

Aifread	S	8*
Koton	P	2
Harley	P	2
Linar	P	2
Aisha	P	2
Sophia	P	3
Pietro	P	3
Elven Elder	S	8
Storyteller	S	8
Gnomelette	F, R	6
Unicorn	P	3
Wonder Chef	F, R	5
Dark Chef	S, R	8*
Alicia (Monster)	S	7
Clara (Monster)	P	3
Raine (Desian)	P, R	3
Sheena (Desian)	P, R	3
Pastor Marche	P	3
Candy	P	2
Mayor of Asgard	P	2
New Mayor of Luin	F	6*
New Mayor's Daughter	F	6*
Doctor of Flanoir	F	6*
Elder of Exire	S	9*
High Pastor Auguste	S	8*
Mighty	P	2
Holess	F	6*
Janet	F	5*
Levin	S	9*
Vice	S	7

Noah	S	7
Grace	S	8
Joshua	S	7*
Rosa	S	7*
Norton	F	5
Ralph	S	9*
Wells	F	6
Mother of Four	S	8*
Beth	S	8*
Diana	S	8*
Mary	S	8*
Jo	S	8*
Crawly	S	8
Ricardo	S	8
Aaron	S	9
Desian Male	P	3
Desian Ranger	P	3
Desian Mage	P	3
Desian Female	P	3
Renegade	F	4
Militia (Iselia)	P	1
Farmer (Iselia)	P	1
Pastor (Iselia)	P	1
Ranch Prisoner 1	P	1
Ranch Prisoner 2	P	1
Ranch Prisoner 3	P	1
Boy (Triet)	P	1
Girl (Triet)	P	1
Man (Triet)	P	1
Woman (Triet)	P	1

Fisherman (Izoold)	P	2
Soldier (Palmacosta)	P	2
Receptionist	P	2
Tour Guide	P	2
Univ. Dean	P	2
Univ. Student 1	P	2
Univ. Student 2	P	2
Univ. Scholar	P	2
Steamship Captain	P	2
Steamship Crewman	P	2
Adventurer Katz	P	1
Katz	P	1
Junior Katz	S	7
Businessman Katz	P	2
Elder Katz	S	7
Boy (Sylvarant)	P	1
Girl (Sylvarant)	P	1
Man (Sylvarant)	P	1
Woman 1 (Sylvarant)	P	1
Woman 2 (Sylvarant)	P	3
Man 2 (Sylvarant)	P	1
Man 3 (Sylvarant)	P	3
Woman 3 (Sylvarant)	P	3
Old Man (Sylvarant)	P	1
Old Woman (Sylvarant)	P	1
Traveler (Sylvarant)	P	3
Peddler (Sylvarant)	P	2
Chef (Sylvarant)	P	3
Doctor (Sylvarant)	P	3
Maid (Sylvarant)	P	3

Swordsman (Sylvarant)	P	3
Mage (Sylvarant)	P	3
Adventurer (Sylvarant)	P	3
Pastor 1 (Sylvarant)	P	3
Pastor 2 (Sylvarant)	P	4
Minister (Tethe'alla)	F	4
Commander (Tethe'alla)	F	4
Soldier (Tethe'alla)	F	4
Papal Commander	F	4
Papal Knight	F	4
Zelos' Groupie 1	F	4
Zelos' Groupie 2	F	4
Coliseum Receptionist	F	6
Coliseum Announcer	F	6
Nobleman 1 (Meltokio)	F	4
Nobleman 2 (Meltokio)	F	4
Noblewoman 1 (Melt)	F	4
Noblewoman 2 (Melt)	F	4
Peasant Boy (Meltokio)	F	4
Peasant 1 (Meltokio)	F	4
Peasant 2 (Meltokio)	F	4
Prisoner Assassin	F	4
Laboratory Director	F	5
Laboratory Student 1	F	5
Laboratory Student 2	F	5
Laboratory Scholar 1	F	5
Laboratory Scholar 2	F	5
Laboratory Grad 1	F	5
Laboratory Grad 2	F	5
Half-Elf Scholar 1	F	5

Half-Elf Scholar 2	F	5
Laboratory Scholar 3	F	5
Laboratory Researcher	F	5
Kage	F	5
Boy (Mizuho)	P	5
Girl (Mizuho)	P	5
Man (Mizuho)	F	5
Woman (Mizuho)	P	5
Lumberjack (Ozette)	F	5
Boy (Ozette)	P	5
Girl (Ozette)	P	5
Man 1 (Ozette)	F	6
Woman 1 (Ozette)	P	5
Man 2 (Ozette)	F	6
Woman 2 (Ozette)	P	5
Boy (Flanoir)	P	6
Girl (Flanoir)	P	6
Man 1 (Flanoir)	P	6
Woman 1 (Flanoir)	P	6
Man 2 (Flanoir)	P	6
Woman 2 (Flanoir)	S	7
Old Man (Flanoir)	F	6
Company Employee	S	7
Company Security	S	7
Manager	S	7
Bunny Girl	S	7
Mascot Character	S	7
Male Staff (Altamira)	S	7
Boy (Altamira)	S	7
Vacationing Man	S	7

Vacationing Woman	S	7
Elf Guard	S	8
Elf Man 1	S	8
Elf Woman 1	S	8
Elf Man 2	S	8
Elf Woman 2	S	8
Half-Elf Boy	S	9
Half-Elf Man 1	S	9
Half-Elf Woman 1	S	9
Half-Elf Man 2	S	9
Half-Elf Old Man	S	9
Half-Elf Old Woman	S	9
Male Angel	S	8
Female Angel	S	8
Boy (Tethe'alla)	F	4
Girl (Tethe'alla)	F	4
Man 1 (Tethe'alla)	F	5
Man 2 (Tethe'alla)	F	4
Woman 1 (Tethe'alla)	F	4
Woman 2 (Tethe'alla)	F	4
Man 3 (Tethe'alla)	F	5
Woman 3 (Tethe'alla)	F	5
Old Man (Tethe'alla)	F	4
Old Woman (Tethe'alla)	F	4
Traveler (Tethe'alla)	F	4
Peddler (Tethe'alla)	F	5
Chef (Tethe'alla)	F	4
Nurse (Tethe'alla)	F	6
Maid (Tethe'alla)	F	4
Swordsman (Tethe'alla)	F	4

Mage (Tethe'alla)	F	5
Pastor 1 (Tethe'alla)	F	6
Pastor 2 (Tethe'alla)	F	6
Dog	P	1
Cat	P	3
Pigeon	P	3
Bush Baby	S	9

4. Pre-Walkthrough: Customization

On the Main Menu, you will see the option Customize. It's a good idea to check this out BEFORE you start a new game.

Message Speed: The lower the number is, the faster the text will go.

Battle Rank: In Hard, enemies will have 1.5 times the amount of health that they do in normal. If this is your first time with the game, I recommend you start with Normal.

Window, Window Background, Window Color, Volume Settings: Adjust for your own liking.

Battle Controls: Set them up for your own liking. I prefer the defaults.

Battle Voiceover, Event Voiceover, Skit Title, Movie Subtitle, Battle Auto Zoom, Rumble Feature: Switch them to ON or OFF according to what you want.

Adjust Screen: If the game isn't centered on your TV screen, adjust it here.

There is no way to switch the English voices to the Japanese voices, for those of you who are interested in doing so.

5. Walkthrough

ONCE UPON A TIME, there existed a giant tree that was the source of all mana. A war, however, caused this tree to wither away, and a hero's life was sacrificed in order to take its place. Grieving over the loss, the goddess disappeared unto the heavens. The goddess left the angels with the edict: "You must wake me, for if I should sleep, the world shall be destroyed." The angels bore the Chosen One, who headed towards the tower that reached up unto the heavens. And that marked the beginning of the

regeneration of the world.

5A. Trouble at the Temple

THE VILLAGE OF ORACLES, ISELIA

The game begins with Professor Raine Sage teaching the class and finding Lloyd Irving asleep, once again. When she leaves the class, head for the exit. After the short scene, Colette and Genis join the party.

Afterwards, talk to the blue-haired kid to receive a Magic Lens and then examine the hole in the far wall to obtain the Klutz title for Colette. (To equip the title, press Y to open the Main Menu and select the Status subscreen. Press A while highlighting Fledgling Chosen and select "Klutz" from the drop-down menu.

About thirty seconds after Colette and Genis join the party, the skit title, "It'll Be Fine," should appear in the lower left corner. Press the Z Button to trigger the skit. Skits usually provide additional information about character relationships and provide clues on what to do next.

Colette's father Frank approaches the party after they leave the school. After he goes back to his house, speak to him in his house in north-eastern Iselia to receive full healing. Visit Genis and Raine's house is on the west side of the village. Although Genis protests, you can enter his house and read a book about the Desians. Before you leave Iselia, visit the store Halo to purchase more Magic Lenses (20) so you can examine enemies in the field. Also purchase some Bread before you leave so you may cook and restore HP after battle.

Use the Memory Circle near the north exit of Iselia to save your progress, and then head for the north exit. A monster approaches! The first, a Zombie, is easy to defeat. Use a Magic Lens on it for future reference. To do so, press Y in mid-battle to access the menu and move your cursor to item. Select it and then select the Magic Lens to use on the Zombie.

Afterwards, another enemy draws close. Pay attention to what your friends say so you will switch targeting to the Zombie and leave the Ghost to Genis. (If you miss it, use the R button and the Control Stick to do so). You can command Genis to cast Fireball on the Ghost by using the Menu (by pressing Y) and selecting Fireball from his list of techs. Return to Frank's house for healing and head out of Iselia.

THE FIELD OF SYLVARANT

ENEMIES: Wolf, Rabbit, Hawk, Giant Bee

Contact with black monsters in the field will trigger a battle between you and a combination of any of the enemies above. The black creatures

with legs have more enemies to fight than those without legs. Keep this in mind for the rest of the game.

It's a good idea to train your characters until you're comfortable with the battle system. One of the most effective ways to fight is to attack the enemies which are flying (Hawk and Giant Bee) and then attack the Wolf and Rabbit. The Rabbit will be annoying with its Twin Kick and Super Twin Kick, but remember to guard using the X Button. If you're playing as Lloyd, press the A button three times in succession to attack with your sword and then press the B button to use a Tech, Demon Fang. This is usually the most effective way to use a Tech. You'll probably need to experiment a lot. By the time you're Lv4 with Lloyd, you'll learn Sonic Thrust. Assign this tech to a shortcut (open the menu and select the Tech option and assign the tech to the Up, Down, or Left/Right option). To use this in battle, use the appropriate move with the Control Stick (if you assigned it to the Up, then press Up and B) and the B Button.

To cook after the battle, press the X button.

You will restore a small amount of HP to all characters. You may change the cook at any time by going into the Main Menu (press Y) and selecting the Cooking option and selecting another person. Those that have more stars by their name can make the dish better than anyone else. In this case, this would be Genis. Be sure to stock up on Bread for more Sandwiches. The foods that appear under the solid line are optional and increase the effects of the food. Try getting these throughout the game when you obtain more recipes.

Before you go to the Martel Temple, Magic Lens all of the monsters in this area. When all of your characters are at least Level 5, get Frank to heal you and make your way to the temple. Save (open the menu and select System, then select Save and choose a Save slot). The temple is the way down the slope. You can't miss it.

MARTEL TEMPLE

ENEMIES: Soldiers, Vidarr (BOSS), Ghost, Golem, Slime, Spider, Zombie

Hopefully you've saved and have full health for all characters. Advance up the steps to face the Desians.

Sub-Boss: Desian Soldiers (2)

Scan one with the Magic Lens and attack them with all you've got. Try to split them up so they won't both attack your character. The other two members of your party should be able to handle themselves. Make use of jumping (Up + X) in order to attack them from behind and they should be downed quickly. You won't have a chance to cook between battles, so be careful.

BOSS: Vidarr Strengths: None

HP: 4000 EXP: 115

TP: 30 Gald: 25

Weaknesses: None

Items: Life Bottle

Techs: Shatter Shot

Scan him with the Magic Lens and get to work. His mace will not hit you at close range, so rush him and attack with as many hits as you can. After a time, a strange warrior will join the party and begin to heal everyone. If Genis runs out of TP, use an Orange Gel on him; otherwise, he will rush Vidarr and might get KO'd. Vidarr gains a new attack and can prepare it even while being struck. When he raises his hammer to full height, defend. If you're still struck and sent flying, press the X button in mid-air to avoid additional falling damage.

Afterwards, you'll learn who Kratos is and you'll be asked to make a choice. Choose whichever you want; both end up in the same thing. After the battle, head back to Iselia for full healing.

Inside the Temple, Kratos presents Lloyd with the Training Manual. It's good to read for advice on how to battle. More information is added as the game progresses. Now that Kratos has joined the party, it's a good idea to set his Skill/Magic Strategy to Heal.

Move north up the stairs to trigger a scene about the Sorcerer's Ring, which is hidden somewhere in the temple. Go back through the eastern corridor and go north. Vanquish the enemies and descend the northeast stairs to the level below. You will be sent into battle with a Golem. Scan it and then attack with all you've got. It shouldn't take long for it to fall.

Afterwards, the Golem turns into a block. Colette trips and pushes it into a nearby hole to the floor below, and another Golem appears. Before attacking it, go up the northwestern flight of stairs and follow the passage to three treasure chests, containing an Apple Gel, a Life Bottle, and 250 Gald. Return to the floor below.

You'll need to defeat five more Golems in order to access all the items on this floor.

First, drop a block through the center hole in the right column of holes. Then, drop another into the center hole in the left column of holes. Go down the stairs and push the block west into the hole and ascend the stairs to open a chest with a Life Bottle inside. Do the same for the right side and open the chest to obtain a Panacea Bottle. Drop two more blocks into the top center hole and push the second one north into the niche and ascend the stairs to obtain the Sorcerer's Ring.

Return back to the first room in the temple and go north and unlock the seal with the Sorcerer's Ring with X. After the next scenes, exit the temple and return to Iselia.

5B. Banished

THE VILLAGE OF ORACLES, ISELIA

Enter Colette's house to view a short scene and to get a Collector's Book. Afterwards, go to the schoolhouse to view a scene with Genis and Raine. Genis obtains the title, "Brotherly Love." Go to Genis' house,

and hear an explanation about cooking to get more detail of what I've described. Go to the Halo general store and refill your Magic Lenses and then head outside. Exit through the south gate.

THE FIELD OF SYLVARANT

Travel a couple of paces on the path to the northwest to enter the Iselia Forest.

ISELIA FOREST

ENEMIES: Giant Bee, Hawk, Minicoid, Rabbit, Slime, Spider, Whip Master, Wolf

The only thing new to scan here is the Minicoid. The flower-type enemies seem to harbor them. Be careful they don't poison you. You need a Panacea Bottle to cure the Poison if you are poisoned. If you don't have one, head back to the village for curing.

At the first fork in the road, turn left to find a treasure chest with an Apple Gel inside of it. Continue to the right to find a chest with a Life Bottle.

When Genis sidetracks to the Iselia Human Ranch, save at the Memory Circle and follow him. After the scene with marble, climb the cliffs at the north end of the Ranch. Jump up to the chest containing an Orange Gel on the east side, and then go to the other side and step to the edge. Defeat the Desians to continue. (Don't forget to scan them).

After Genis leaves the party, continue north to the next area of the forest. Try not to engage too many enemies as you are fairly weak by yourself.

Go north and explore both ends of the fork in the road to find an Apple Gel and Leather Glove (the second is partly hidden by trees near the river). Backtrack and go east. Open the treasure chest to find another Apple Gel and then continue over the bridge to find another chest with 500 Gald.

Go north and examine the bag on the tree branch to find an Orange Gel, and then exit the forest.

THE FIELD OF SYLVARANT

Follow the path to Dirk's House.

DIRK'S HOUSE

Go inside to speak to Lloyd's dad, Dirk. The other characters arrive during the night. Improve your relationship with the rest of the characters by talking to them before you talk to Colette.

In the morning, go downstairs and save with the Memory Circle and then go outside to talk to Dirk, who is standing by Lloyd's mother's gravestone. He gives you two Apple Gels, a Life Bottle, 500 Gald, and the Sylvarant Map.

THE VILLAGE OF ORACLES, ISELIA

ENEMIES: Whip Master, Bowman, Exbelua (BOSS)

PURCHASE ANYTHING YOU NEED RIGHT NOW, INCLUDING FOOD, GELS, AND MAGIC LENSES. SAVE AT THE MEMORY CIRCLE IN THE NORTH PART OF THE VILLAGE.

Speak to Frank and Phaidra at Colette's house. The Desians attack the village! Go outside and help the local militiaman by the schoolhouse. As thanks, he gives you an Apple and Orange Gel. Get fully healed from Frank and head south toward a burning house. A Bowman and Whip Master confront you. Dispose of them easily and scan the Bowman while you're at it. Get rehealed and head toward the village plaza.

BOSS: Exbelua Strengths: None
HP: 5000 EXP: 280
TP: 38 Gald: 320
Techs: Impact Hammer, Insane Cell
Items: Panacea Bottle

It's best to play with Lloyd in this battle. Have Genis scan it and charge it while having Genis cast spells in the background. Defend against arm swing attacks and protect yourself from falling damage by pressing X in midair. It's helpful to attack with long-range techs when your HP gets low, such as Demon Fang. Attack it with sword strikes to replenish TP, or with an Orange Gel if you're desperate. Occasionally, the monster uses Insane Cell, which damages everyone in a close range. Move out of the glowing circle and wait for it to die down. Your skills will really be tested here.

The monster Exbelua turns out to be Marble, and with her dying breath she wounds Lord Forcystus, one of the five Desian Grand Cardinals, and makes him retreat. Lloyd and Genis are exiled from the village. Lloyd obtains the title "Drifting Swordsman" when leaving.

THE FIELD OF SYLVARANT, SOUTHWEST CONTINENT

ENEMIES: Hawk, Minicoid, Rabbit, Slime, Spider, Tentacle Plant, Wolf; Scorpion, Sidewinder, Thief

ITEMS: EX Gem Lv1

Head southeast from Iselia to reach Nova's Caravan. The man allows you to recover fully for free as many times as you like. Note that later in the game, he will not let you sleep there to recover.

Follow the path south until Noishe brings you a letter from Dirk. He details about EX Gems. Pay attention to what's written here. EX Gems determine the techs that characters will learn. S-Type Skills will make a character an S-Type, and learn S-Type Techs only. Most of those are upgrades for other techs. For example, Demon Fang will turn into Fierce Demon Fang on an S-Type, or Double Demon Fang on a T-type. Refer to the Tech Section of the guide for more information.

Also, Compound EX Skills can result from a multitude of different combinations of EX Skills. Refer to the EX Skills section for more info.

There is a hidden EX Gem in a treasure chest nearby. Head northwest from the House of Salvation (it looks like a house in the middle of the path) and into the little niche formed by the grass. You should be able to see a little bit of a treasure chest in the grass. Go near it and it will open automatically to reveal an EX Gem Lvl. I wouldn't recommend setting it just yet.

Try finding a Tentacle Plant in the nearby grass and scan it.

Go to the House of Salvation and talk to the man to receive Long Range Mode in the Iselia Region. He explains what this is and why it's useful. You need to press X to activate long-range mode, however. If you need to rest, go to the second floor of the house and sleep for 100 Gald. Leave the House of Salvation and head northeast until you see a sparkling circle in the grass. This is a skit point and works almost like a skit, except that it gives you one choice on what to say. If you say the right thing, your relationship between Lloyd and the other character will grow; if you say the wrong thing, it will diminish. Using common sense will be enough for most of these. If you're uneasy on which to choose, save before approaching the circle and try out both choices and decide which reaction is better.

Return back to the House of Salvation and go south through the desert. Enemies here include the Sidewinder, Scorpion, and Thief. They are tough, especially if you've been worn down by other enemies, so try to avoid them and instead approach the desert town, Triet.

5C. Sylvarant Suicide

THE DESERT OASIS, TRIET

ENEMIES: Bowman, Whip Master

ITEMS: Soft Leather, Cabbage, Pork

Examine the poorly drawn wanted poster on the wall and then go to the shops on the west side of the village. A man calls out to you about customization and offers to make a Soft Leather armor out of a Beast Hide. Go ahead and make it. If you don't have one, go out of the city and fight Rabbits until you find one. Come back and customize the

Soft Leather. If you have an extra Beast Hide, use it to make a Hard Leather armor and equip it to Lloyd. Stock up on Panacea Bottles from the Traveler's Mate.

Go through the shops to stock up on weapons and armor, but save some money for food from the Desert Rose and also 100 Gald for a night at the inn. To get to the Desert Rose, you need to go north from the main plaza. On the way, you'll meet the Katz on a sidestand. Ask them about the Katz Exploration Team and be on your way. They're not really helpful until late in the game, and they cost a lot of money for you to be throwing it away. A Gem Katz stands near the counter and offers to trade EX Gems for grade. It is an ABSOLUTE WASTE OF GRADE to purchase anything from him, so never ever do so.

In the second part of the town, the man with a cart is the store Desert Rose. Buy whatever food you need and then head to the inn on the east part of the main plaza, past the wanted poster. Sleep at the inn for 100 Gald a night, and then save at the Memory Circle on the first floor.

Go to the second floor and move all the way to the right, past the two doors. Examine the object in the corner to reveal the Wonder Chef! He teaches you the recipe for Cabbage Rolls and gives you the main ingredients, Cabbage and Pork. Cabbage Rolls restore a small amount of TP.

Go back all the way north past the Desert Rose to the Fortune Teller's Tent. Pay her 100 Gald to tell Lloyd and Genis where the Chosen is.

Return to the entrance (make sure you've saved while in the city) to find Lloyd attacked by Desians! Two Whip Masters and a Bowman are a mediocre threat, but you need to be on your guard. They can team up on either one of you to take you out quickly. Cast spells with Genis and try to split up the three of them and take them out individually. The Bowman is biggest threat with his Heavenly Nails attack. Pay attention to what you're doing and you'll win without question.

Lloyd is kidnapped and taken to a Desian base.

???

ENEMIES: Foot Soldier, Raybit, Botta (BOSS)

Nail the guard with the Sorcerer's Ring and escape the cell. Open the two cells next to you to find a Beast Hide and a Memory Circle. Recover your equipment from behind the desk in the detention center and continue forward. Defeat the two guards and DON'T COOK. If you need to recover, return to the bed in the cell you were once in and examine it.

In the next room, examine the device that Lloyd is so curious about to change the function of the Sorcerer's Ring to shoot electricity. You saw what the Desians did to open the door. Now you must do the same thing. Stand opposite them so that they charge you and then shoot the electricity while they're over the panel. Be quick about shooting the next one and you'll be fine. Try to avoid confrontations with the Raybits until you open the door. Then scan them and head back to the bed for healing. Return and go through the now-opened door.

Shooting enemies with the Sorcerer's Ring freezes them for a while, so take advantage of that in the cramped hallway. Defeat the only Desian-looking enemy in the middle hallway to obtain a Memory Gem.

Go through the north corridor to find a chest with a Beast Fang and a "Refresher" which sells items. Buying Life Bottles now isn't a bad idea. Return to the main corridor and go west through the door to a puzzle room. Listen to the explanation about Memory Gems and Sealed Memory Circles, and then unseal the Circle near the entrance.

Examine the panel (the weird blue object near northwest of the GameCube circle) to find out that the circle makes use of a cycle-lock system. You must hit the cylinders with electrical energy from the Sorcerer's Ring to turn it the amount of degrees on the floor next to the cylinder. For example, if you hit the top cylinder, the circle will turn 180 degrees.

Go ahead and shoot the top column so that the circle turns 180 degrees. Then shoot the middle column to turn the circle 90 degrees. Go south to find the entrance locked, but be sure to get the Magical Cloth from the chest. Return back to the circle room. Hit the bottom column to turn the circle 45 degrees and then go through the east door. You'll probably be challenged by an enemy. If it's two Raybits, run away. You'll take a serious amount of damage that you won't want at this stage. Go through the double doors to find a chest with 1500 Gald!

If you want to go back to the hangar to be healed and/or train (which I highly recommend), shoot the bottom column again. Otherwise, if you're around level 11/12, you should be fine for the boss fight.

To get to the control room, make the green gem above align with the green gem below.

BOSS: Botta Strengths: None
HP: 4200 EXP: 475
TP: 224 Gald: 1500
Weaknesses: None
Items: Poison Charm
Items Stolen: Yellow Quartz
Techs: Stalagmite, Fire Ball, Rock Breaker, Stone Blast

BOSS: Foot Soldier x2 Strengths: None
HP: 600 EXP: 15
TP: 38 Gald: 20
Weaknesses: None
Items: Apple Gel
Items Stolen: Apple Gel
Techs: None

Switching strategies of all characters to Use Skills Freely is a good idea, and let Genis attack with Long Range Magic only. Take out the Foot Soldiers first, and then focus on Botta. You must fight defensively; he can prepare techs and spells even while being attacked, and his spells are more hard-hitting than Genis'. You have two options: attack him hands on without stopping, or attack him, follow it with a tech, and then defend against his attack.

If Colette is at least Level 10, try to get her to steal the Yellow Quartz from Botta with the Item Thief Tech.

Botta tends to go into Over Limit more than most characters, so back off when he does so and command Kratos to heal the party as well make characters take Apple or Orange Gels. When he starts to cast magic (you will know by the circle around him), back off and run away. His Stalagmite attack is absolute torture and can inflict enough damage to KO characters in a snap. Use your Life Bottles to revive the dead and fight your way to victory. Don't forget to scan him!

THE DESERT OASIS, TRIET

Spending the night in the inn, you find Lloyd making a Key Crest for the Professor. Go to the second floor and talk to Colette if you want to in the far door (it will help your relationship). Afterwards, go to the first door to talk to Raine. You'll see Kratos leave the inn; follow him outside for some additional conversation. In the morning, leave the inn so Raine joins the party. She presents Lloyd with the Monster List. Now you know why you have been scanning things...For more info during battle, you'll need to have Raine use the Magic Lens. She can log the location, strengths, and weaknesses of the monsters.

Try to purchase better weapons for the party, especially Colette, if you plan on using her. Then head north to the second part of the city. Talk to the man near the dog to learn about the Triet Ruins. When he finishes, switch the onscreen character to Colette and talk to the dog. If you name all 30, you'll get a cool title for Colette. Refer to the Dog Checklist further down in the FAQ for a checklist of all the dogs. Leave Triet.

THE FIELD OF SYLVARANT, SOUTHWEST CONTINENT

Go to the southwest end of the continent to find a skit point for Raine, and then head back north into the sand and find the Triet Ruins southwest of Triet.

TRINET RUINS

ENEMIES: Brown Pot, Fake, Fire Bird, Fire Element, Fire Warrior, Scorpion, Ktugach (BOSS), Ktugachling (BOSS)

ITEMS: Lemon Gel, Memory Gem, Mumei, 1000 Gald, Apple Gel, Stiletto, Savory, Bracelet, Circlet, Spirit Bottle, Life Bottle.

After defeating the Fire Element (scan them), Kratos teaches the party Defense Techs. Press and hold the X button and press down on the Control Stick to use them. Raine obtains the title of "Archeological Mania."

Go down the south passage to find a treasure chest partly covered by rocks. Shoot at the rocks with the Sorcerer's Ring to uncover the chest with a Lemon Gel inside. Now go through the passage to the inner area through the south door (near the treasure chest). Defeat the lone enemy to obtain a Memory Gem.

Ascend the steps and move left. Light the wall torch with the Sorcerer's Ring to ignite it, raising a platform nearby. Light the next wall torch at the other end of the platform to raise two more sections. Leave this room and re-enter it through the east doorway.

In this area, seek out the treasure chest on the south platform to gain an Apple Gel, and then find the two on the north platform to find a Life Bottle and Bracelet. Push the two blocks into the space in the floor so that the wall torch can be reached, shoot the torch, and then ascend the stairs to obtain a Savory, the Mumei Twin Blade, and 1000 Gald. Leave the area and go back in through the north doorway. DO NOT open the treasure chest unless you want to face a tough enemy that is vulnerable only to magic.

Push the block on the far end into the hole in the floor. Check the chest for a Stiletto Dagger and fire the Sorcerer's Ring into the torch. Go upwards over the stairs to find a Circlet. Unlock the Memory Circle, save, and then warp. Make sure you are at least Level 14.

BOSS: Ktugach Strengths: Fire
HP: 5000 EXP: 628
TP: 50 Gald: 85
Weaknesses: Water, Ice
Items: Red Quartz
Techs: Eruption

BOSS: Ktugachling x2 Strengths: Fire
HP: 1500 EXP: 60
TP: 180 Gald: 15
Weaknesses: Water, Ice
Items: None
Techs: Fire Ball

All monsters are weak to water and ice, so have Genis cast Aqua Edge and Icicle on the opponents. Target the Ktugachlings first, and then go after the Ktugach. Use Orange Gels if Genis runs out of TP; he's essential to the fight. Be wary of Ktugach's Eruption spell. It can cause major damage. Command Kratos or Raine to heal as much as possible, and you should be set.

THE DESERT OASIS, TRIET

When you return to Triet, Raine gains the title "Sisterly Love." Stock up on food and supplies and head to the Ossa Trail.

THE FIELD OF SYLVARANT, SOUTHWEST CONTINENT

From the Sylvarant Base (northwest of Triet), head northeast to find the Guidepost Monument for the Triet region, allowing you to ride on Noishe again. You'll find the Ossa Trail southeast of the monument, noted by a path that seems to lead into the mountains. Don't go there just yet, as there's another skit point available with Colette directly south on the peninsula of grass. You won't be able to see it unless you're walking (not riding on Noishe). Head back to the Ossa Trail.

OSSA TRAIL

ENEMIES: Archer, Axe Beak, Bear, Clumsy Assassin (BOSS), Guardian-Wind, Hawk, Mandragora, Sword Dancer, Thief, Witch

ITEMS: Battle Staff, Melange Gel, Apple Gel, Orange Gel, Fine Guard, Black Silver, Beast Fang, EX Gem Lv1

All the enemies need to be scanned with the Magic Lens except the Hawk and Thief. The majority of enemies also have items which can be stolen from them.

Head forward along the path until the party encounters an assassin that wants to kill Colette. However, she falls in a hole, so leave her be for now.

The first chest you should find along the path contains a Battle Staff. Equip it to Raine and continue up the hill. At the peak of the mountain (in the second area) you'll find two treasure chests with a Melange Gel and an Apple Gel, along with a Memory Circle. In the fourth area, you'll find a chest with an Orange Gel. Recover yourself, and prepare for a boss fight.

BOSS: Clumsy Assassin	Strengths: None
HP: 1800	EXP: 200
TP: 131	Gald: 128
Techs: Pyre Seal, Power Seal	

BOSS: Guardian-Wind	Strengths: None
HP: 2000	EXP: 250
TP: 400	Gald: 250
Weaknesses: None	
Items: Magic Lens	
Techs: None	

Depending on how beat you are after fighting the enemies in the Ossa Trail (or not fighting), you'll find this battle easy or hard. Choose Lloyd, Raine, Colette, and Kratos for this battle for two healers to make it a bit easier. It's better to set the strategies to Protect Friend so that you don't get caught up with going after one enemy.

Pyre Seal is a strong attack that will knock you to the floor. Defend against it or try to press X in midair (the time will be very short) to recover. Taking out the Guardian-Wind is not very hard at all with the Assassin gone.

5D. Shipping toward the Enemy

THE SMALL FISHING PORT, IZOOLD

ITEMS: Rice, Lyla's Letter

Go north to find a chest with a Lemon Gel hidden in the grass. You can then either cross the bridge to train with some stuff monsters or head back to the port town by the sea.

Head southeast to the port town of Izoold.

Talk to the blue-bearded man outside to learn about Aifread, and then enter the second house to find the red-haired woman, Lyla. Talk to her and she heads toward the docks. If you go to the inn and sleep there, you should trigger a skit.

Go to the third house and examine the bird statue in the corner to find the Wonder Chef, who teaches you the recipe for Rice Balls and give you the only ingredient necessary, Rice.

At the docks, you can buy seafood and play a game called Emotion Balloon by talking to the Katz there. If you win easy, you win five Apple Gels; for normal you'll win five Life Bottles; and for hard you'll win five Lemon Gels. Move down the center dock to encounter Lyla and receive Lyla's Letter to take to Aifread. Talk to Max and agree to be sent overseas to Palmacosta.

THE PORT CITY, PALMACOSTA

ITEMS: Rice, Egg, Palma Potion

Talk to Teddy the dog behind the Seven Seas food shop with Colette, and then talk to the store owners to upgrade your equipment. The Ultramarine customization shop allows you to exchange Grade for items used for customization. Don't take advantage of this unless you have a lot of Grade, since you can suffice without.

Heading south from the docks, you'll bump into another group and break a young woman's bottle of Palma Potion. You cannot leave Palmacosta until you replace the potion, so head east across the bridge. The first house holds a shop which is out of Palma Potion, so continue to the second building to find Chocolat and her mother Cacao being harassed by Desians.

Afterwards, purchase a Palma Potion from Cacao for 1000 Gald. If you don't have 1000 Gald, she recommends a job at the Palmacosta Academy cafeteria. Keep going east and enter the huge building which Governor-General Dorr returns to to find out about The Book of Regeneration being stolen by imposters. Speak to Pepe the dog in the courtyard. Then speak to the guard standing outside the Governor-General's building to trigger an optional bonus scen with Lloyd and Kratos.

Head to the church on the east side of the plaza and talk to the priest

inside and Chocolat to find out more about the Desians. Then head to the Palmacosta academy and accept the challenge. Go upstairs to the first door on the left to enter a training room. How you answer these questions determines how well you do on the test. The answers are as follows:

1. Guardian
2. Acceleration due to gravity.
3. I don't know.

You should get a perfect score on the test and obtain the title of "Honor Roll." If you return to the first floor and find the Cafeteria, you can be a waitress for money. Take the customers' orders and serve them their food. It helps to write down people's orders and one trait about the people ordering each thing. If you successfully, complete three rounds, you'll earn money and the "Turbo Waitress" title for Colette. If Cacao recommended you to take the job, you'll get a Palma Potion for free, as well.

Before leaving, examine the Ball Basket to find the Wonder Chef, who teaches you the recipe for Omelets, and gives you Rice and Egg, the ingredients. You can now leave Palmacosta by going past the hoodlums who had a Palma Potion. Sleep at the inn next to them if you need to. It's 200 Gald a night.

THE FIELD OF SYLVARANT, SOUTHEAST CONTINENT

ITEMS: EX Gem Lv2, Linkite Nut, Magic Mist

ENEMIES: Archer, Fish, Giant Beetle, Grasshopper, Sea Jelly, Soldier, Witch, Woods Worm, Wyvern

You'll have a lot of chances to scan new enemies here, so make sure you have a lot of Magic Lenses. First scan out Nova's Caravan; it should be barely visible from when you set off from Palmacosta, east of the port city. Enter the caravan and speak to everyone about the glowing bird Aska and the Linkite Tree. Talk to the daughter on the far left to obtain a Linkite Nut.

Try to find a chest with an EX Gem Lv2 near the southern coastline behind a lone mountain. Immediately equip it to Lloyd and choose the Personal Skill; it'll greatly help your speed in towns and dungeons. The guidepost monument for this section is located near some mountains near Thoda.

Find your way toward the House of Salvation by crossing the bridge to the north. When you reach it, enter the place and talk to the dog there. Enter the actual house to find Sheena, the assassin, praying. Leave the house and trek northeast to a long peninsula off the east coast to find a Guide Post Monument for Northeast Palmacosta and Hakonesia Peak.

Return back to the mainland and head north to Hakonesia Peak, noted by scenery like that of the Ossa Trail. Enter the small area only to find that the guards won't let you past without a Pass. You can get

one from Koton in the house below, however. Enter the house to learn about the Book of Regeneration; although, Koton will not let you look at it without bringing him the Spiritua Statue from the House of Salvation. Leave the house to learn that Desians are headed for Palmacosta. Leave Hakonesia Peak.

Head east from the mountain along the line of mountains to find a treasure chest containing a Magic Mist jewel (it isn't in the grass; remember you must not be in Long-Range Mode to see it). Head directly back to Palmacosta.

Stay at the Skipper's Haven inn for 200 Gald, save, and then continue to the city's main plaza to fight Desians: a Whip Master, Bowman, and Evil Sorcerer. Scan the sorcerer if you wish; you'll be fighting a lot later.

When you finish battling the Desians, go back to the west end of town. Talk to a priest there to find that he requires an escort to Hakonesia Peak. Choose to go part of the way to go immediately to the House of Salvation. Approach the house until a guard informs you of Chocolat's disappearance. Then go inside the house and talk to the head priest about the Spiritua Statue. Looks like you'll be going on a lot of wild goose chases from now on.

If you travel northeast from the House of Salvation, you'll find the Palmacosta Human Ranch on the east side of a line of mountains. Neil will meet up with you shortly after you enter the ranch, so you can choose whether to head back to Palmacosta to confirm Dorr's motives, or stay at the Human Ranch and free the prisoners, including Chocolat.

If you choose to go back to Palmacosta, skip down to the part of Palmacosta in the guide. Then, return to the ranch and go the path to the left and enter a passcode "3341" to gain entrance into the ranch.

PALMACOSTA HUMAN RANCH

ITEMS: Memory Gem, Apple Gel x2, Orange Gel x4, Life Bottle x3, White Silver, Omega Shield, Purple Card, Blue Card, EX Gem Lv2, Red Card, Melange Gel, Panacea Bottle, Mage Cloak

ENEMIES: Bowman, Raybit, Evil Sorcerer, Whip Master, Magnius (BOSS)

Head toward the front gates and take out all the enemies outside the gates, and then storm through and fight all of them in the courtyard.

Go down the stairs in the courtyard to enter the main facility. Change the power of the Sorcerer's Ring using the device inside; the new function tints everything green, allowing the party to see hidden items (which appear as sparkles). Head through the door on the left.

Defeat the first enemy to receive a Memory Gem. Use the Sorcerer's Ring to find a lot more items in this corridor: an Apple Gel, a Life Bottle, and an Orange Gel. Be aware that you can't see enemies when you're using the ring.

Head to the room east of the Sorcerer's Ring device. Use the ring to

find more items in the room, such as White Silver and an Omega Shield. Again, use the ring to examine devices near the holes in the floor to discover that you can raise bridges to other sections in the room. Go to the southeast corner of the room and defeat the Evil Sorcerer enemy to obtain a Purple Card. You can use the refresher there to buy items and fully recover. Activate the last bridge to find a hidden Life Bottle. Leave the room, and DEACTIVATE ALL THE BRIDGES YOU RAISED.

Activate the teleport point in the central room by using the Sorcerer's Ring and warp to the level above. Save and head west into the prison area to free the captives. One of the children gives Lloyd the Blue Card.

Head back to the central room with the save point and go through the east door this time. Use the Sorcerer's Ring to reveal four green blocks. Push and pull two of these blocks to create a path to the area below; use the refresher again if needed. One of the blocks hides a hidden item, a Mage Cloak. After pushing the blocks into place, procure the EX Gem Lv2 from the block already in place in the middle. (It's hidden.) Activate the next bridge and then head down the stairs in the northeast corner of the room. Colette gains the Red Card.

Make sure the bridges are all deactivated and head back to the save room. Head north to the newly activated teleporter to go through a series of rooms with multiple teleporters and items. Follow the instructions below very carefully. The Sorcerer's Ring will help you warp around and locate the items.

In the first room, take the Melange Gel on the west side of the room, and then warp using the yellow teleporter (use the Sorcerer's Ring to determine the color). In the second room, move north and take the yellow teleporter. Take the item near the entrance in the next room (Apple Gel) and then use the green warp point at the top of the screen.

This leads to the center part of the room you've been in before. If you deactivated all the bridges, a spiral staircase should appear. Head up the staircase and defeat the enemy. Then use the ring to find a Panacea Bottle. Warp back and then use the bottom yellow warp point to go to the room you were once in. Then go west and take the red warp point. Don't take the hidden item near the warp point; it's actually a hidden battle.

Head south and use the yellow warp point. Get the Life Bottle near the warp point in the next room and warp back. Go north this time and enter the yellow warp. Then head left and use the ring to reveal an Orange Gel. Then, use the nearby yellow warp point.

Head north and use the yellow warp point, and finally, go west and use the red warp point to find Chocolat. Defeat the enemies. Then go east to unlock a sealed Memory Circle. Refill your U. Attack gauge, recover your health completely, and then take the blue warp point to Magnius.

BOSS: Magnius Strengths: Fire

HP: 8500 EXP: 675

TP: 120 Gald: 1700

Weakness: None

Items: Warrior Symbol, EX Gem Lv1

Techs: Hell Axe, Hell Hound, Fire Ball, Eruption, Flame Lance

Defeat the underlings quickly so you can concentrate on Magnius. He uses Beast quite often and also a slew of fire-based attacks. Flame Lance is especially deadly. Disable all Fire attacks with Genis if you're using him.

A good strategy to use is to attack three times and follow it with a Tech and then backstep (hold X and press the Control Stick in the direction opposite of what you're facing) to avoid his techs.

This battle shouldn't be particularly difficult, because now you have Unison Attacks you can use. Use the Compound Unison Attacks chart earlier in this walkthrough to discover deadly combinations (just don't use Fiery Beast!). Just look out for Magnius' spells (which seem to take no time at all to cast) and you'll be fine.

THE PORT CITY, PALMACOSTA

Give Cacao the bad news about Chocolat and then continue the Governor-General's building. Head downstairs.

BOSS: Kilia Strength: Dark
HP: 10000 EXP: 500
TP: 400 Gald: 500
Weakness: Light
Items: Heal Bracelet
Techs: Spark Volt, Acid Rain, Dark Sphere

Kilia's physical strikes are devastating, so employ Genis and Raine in the backfield deal some damage with Photon and various other spells. Then choose between Kratos and Colette. Colette's Angel Feathers tech does the most damage because of Kilia's weakness to Light spells, so use it often. When she loses half of her HP, she sprouts wings and a tail. Use Defense Techs often and attack until she falls.

After you defeat her, Lloyd gains the title "Eternal Apprentice" if he's used only the Wooden Blade up to this point.

Once you finish this, you either get a Card Key or the Pass, depending on whether you do this first or second. Head back to the Ranch if you need to. You can now play a game called Orienteering by talking to a soldier in the south part of the main plaza. There is no prize; it's just "fun." If you need help, scroll to the Side-Quests section.

Leave and Palmacosta and find the Thoda Island Boat Dock on the south-east coast, south of the Human Ranch.

THODA ISLAND SIGHTSEEING BOAT DOCK

ITEMS: Spiritua Statue, Mermaid's Tear, Life Bottle, Circlet x2, White Silver, Orange Gel, Stun Bracelet, Memory Gem

ENEMIES: Float Dragon, Green Roper, Octoslime, Starfish, Water Element, Amphitra, Adulocia (BOSS)

The place doubles as a House of Salvation, so heal up if needed. Talk to Candy on the first floor to pay for a round trip to Thoda Island. Talk to the dog outside with Colette and then go to the washtubs.

At Thoda Island, talk to another dog near the tourists and then retrieve the Spiritua Statue by commanding Lloyd to move in certain directions while Genis freezes the geyser. It's easy; you shouldn't lose any health.

Examine the oracle stone behind the sign to make a bridge to the ledge. Go into the temple and down the stairs to find a chest with a Mermaid's Tear. Then continue down the stairs and go out through the southwest tunnel to a two-level chamber (Don't change the function of the Sorcerer's Ring). Ignite the torches near the device on the left side of the room to activate the machine, and then go between the two columns on the right side of the screen to find a ledge with two treasure chests, containing White Silver and an Orange Gel. Head back inside and change the function of the Sorcerer's Ring so that it shoots water, and open the treasure chests to find a Circlet and a Life Bottle. Head outside through the southeast tunnel.

You'll find three enemies out here. Defeat the second one for a Memory Gem and open the chests for a Stun Bracelet and a Circlet. Go down the stairs and through the passageway to the next room. Push the tall block back under the door you came through and then return to the device on the top floor (near the braziers). Use the Sorcerer's Ring to fill the jug on the right with water. Return to the lower platform and then fill the jug on the right with water. The warp to the seal is now accessible. Save, recover, and enter.

BOSS: Adulocia Strengths: Water, Ice
HP: 10000 EXP: 825
TP: 248 Gald: 765
Weakness: Lightning
Items: Mermaid's Tear
Techs: Spread, Aqua Laser

BOSS: Amphitra x2 Strengths: Water, Ice
HP: 2300 EXP: 150
TP: 120 Gald: 200
Weakness: Fire, Lightning
Items: None
Techs: None

Eliminate the Amphitra first with Fire and Lightning Techs from Genis. Disable all techs except those so that's all that he casts. Storm the monsters one at a time with Lloyd and Kratos, using Techs such as Tempest, Tiger Blade, and Light Spear. Beast also helps to stall for a few seconds to use an item. Command Kratos and Raine to heal every few turns, and you should come home with a good amount of Grade. Don't forget to scan them.

Go back to Hakonesia Peak and pass talk to Koton to view the Book of Regeneration. Go through the previously inaccessible path to go to the other side of the mountain. Head northeast a little bit to find Asgard, tucked away in the mountains.

ITEMS: Beef, Kelp

ENEMIES: Windmaster (BOSS)

The first building on the left is the Vortex Inn, the cheapest of three inns in Asgard. Explore the upper level shops to upgrade your equipment. There's also another Grade exchange shop if you need materials for customization. Save, and then head to the first area of the city and go through the crumbling archway to the sacred stone dais atop many stairs.

When Raine begins lecturing, "Although, currently, due to the world's mana shortage..." run behind the dais to find Harvey and Linar, two rogues waiting to cause trouble. After the scene, go to the second area of Asgard and name Murry the dog with Colette. Afterwards, go to Linar's house; it's the only two story house in that area. You should run into it just by going up the steps.

Speak with the mayor at the ceremonial site to begin the summoning ceremony.

BOSS: Windmaster Strengths: Wind
HP: 10000 EXP: 1325
TP: 220 Gald: 800
Weaknesses: None
Items: Map of Balacruf, Talisman
Techs: Wind Blade, Air Thrust

Use First Aid whenever you can in this battle; the Windmaster is a fierce contender. The large scythe attached to his lower section can do up to 1000 damage if he hits you with tandem attacks. Replenish your party with Gels and Life Bottles, and use your Unison Attacks to your advantage.

Go back to Linar's house to let Raine rejoin the party and reacquire the Map of Balacruf. Afterwards, re-enter Linar's home and examine the phonograph on the second floor bedroom to find the Wonder Chef, who gives you the recipe for Meat Stew, along with the ingredients, Beef and Kelp.

Stay another night in the Cool Breeze Inn and Kratos offers to train with you. Accept and then head out.

5E. Blinded by Wind and Led to Light

THE FIELD OF SYLVARANT, NORTHEAST CONTINENT

ITEMS: EX Gem Lv2, Strike Ring

ENEMIES: Archer, Dragon Rider, Fish, Giant Beetle, Grasshopper, Harpy, Marcroid, Minicoid, Sea Jelly, Soldier, Starfish, Velocidragon, Warrior, Witch, Woods Worm

With a new area comes a whole new slew of enemies to scan. If you run

into a Marcroid, know that you must take out all four Minicoids before you can inflict any damage to the Marcroid.

Go to the House of Salvation and name the dog; then enter and talk to the man on the first floor about a Unicorn. Travel to Lake Umacy directly north of the house to see the Unicorn for yourself.

Continue directly north from Lake Umacy to find a skit point between Lloyd and Raine. It's near Nova's Caravan and southeast of the Asgard Ranch. Another skit point rests on the other side of the mountain near the first, involving Colette.

You can see the Tower of Mana directly west of the Asgard Ranch; go there and head northeast from the actual tower to find a chest with an EX Gem Lv2 inside. If you go on the opposite side of the mountains from the Tower of Mana (before the bridge), you should find a Guide Post Monument for East Luin and Asgard

If you look on the world map, you should see a big lake directly south of your location. Go there to find Luin, the City of Hope.

THE CITY OF HOPE, LUIN

Upgrade your equipment and then seek out the Crossroads Item Shop. Examine the pig-shaped pot beside the counter to obtain the recipe for Seafood Stew, which requires Fish and Kelp.

Head west from the Item Shop to find Sheena again near the fountain.

Now, head out and return to the House of Salvation. Recover and save. Then head to the peninsula on the eastern coast to find the Balacruf Mausoleum, site of the Seal of Wind. Get the Strike Ring in a treasure chest on the same peninsula in a treasure chest and enter the mausoleum.

BALACRUF MAUSOLEUM

ITEMS: 1800 Gald, Beast Fang, Memory Gem, Iron Guard, Blue Ribbon, Beast Hide, EX Gem Lv2, Blue Ribbon

ENEMIES: Arachnid, Gargoyle, Harpy, Melting Pot, Skeleton, Wind Element, Iapyx (Boss)

Before entering the building, head down the left path to find a man with a chest behind him. Open the chest for 1800 Gald.

Head into the Balacruf Mausoleum and go down the right corridor to find an enemy, a sealed Memory Circle, a brazier, and a chest with a Beast Fang. The brazier cannot be lit until the wind stops blowing, so head west to track it. When you cross the odd-looking floor, slow down. Otherwise, you'll be hit with a spike trap that will deal a bit of damage to all members of the party.

Go up the stairs. On the way, an enemy should part with a Memory Gem

when defeated. Use the Sorcerer's Ring to read the plaques.

"The Balacruf are people of the wind. They are born with the wind, live with the Summon Spirit, and become as wind when they die."

"The world is a giant. Its ruby left hand is the throne of gods. Its emerald right hand is the power of gods. Its pearl white left leg is the calm earth. Its topaz right leg is the rich earth. And its lapis lazuli body is the blue wind princess."

On the same platform you should see a block; push it to the lower level and then place it over the switch on the floor to stop the wind. Now go back to the first place you went to and unlock the Memory Circle and read the plaque.

"The Summon Spirit and the wind that serves it are to be found beyond the carving of the holy seal."

Go down the hallway with the spike traps which try to crush you and follow the path to another plaque.

"That which the blue wind princess protects heads from the throne of gods and across the rich earth, stands upon the calm earth, and gazes up at the power of gods."

Continue along the path and past the braziers to find more torches and switches. Activate the switch with the box to stop the two winds going south and west, and then open the two treasure chests near the top of the screen, containing an Iron Guard and Blue Ribbon.

Then follow the path south to another chest with a Beast Hide and a plaque.

"That which is offered to the throne of gods, from the power of gods, makes the rich earth as the calm earth, and arrives at the blue wind princess. This be as if traveling the giant's body in the manner of a clock's hand."

Now retreat to where another brazier was that could not be lit before to read another plaque.

"The holy seal that extols the king, flows from the throne of the gods to the rich earth, travels from the power of gods to the calm earth, and when the blue wind princess is born in the center of the world, The holy seal shall also be complete.

Go to the big stone door after the two spike traps and light the two braziers to open the door. Go downstairs and change the function of the Sorcerer's Ring, and then go inside.

Sheena now enters the mausoleum, intent on killing you.

Defeat the two enemies inside (it'll make your job a lot easier). Now you'll see five windmills, each a different color. Now believe it or not, all that jabber about the power of gods and blue wind princess stuff does have a purpose. You can try and figure it out for yourself, or you can follow the instructions below.

Start the windmills in the following order: red, green, yellow, white, blue. You'll get an EX Gem Lv2 from a chest in the wall. Then stop

the windmills by using the Sorcerer's Ring again and then restart them in the following order: blue, red, yellow, white, green. A chest containing a Blue Ribbon appears.

Finally, stop the windmills and restart them in this order: red, yellow, green, white, blue. The seal in the north door is unlocked. Examine the door to open it and continue to the boss. (Save first).

BOSS: Iapyx Strengths: Wind, Lightning
HP: 14000 EXP: 1324
TP: 88 Gald: 2000
Weaknesses: None
Items: Paralysis Charm, Spirit Bangle
Techs: Feather Shot, React Feather, Air Thrust

Iapyx's melee attacks are extremely strong, so characters like Lloyd and Kratos (maybe Colette) are going to take some serious damage. If that weren't enough, the monster can warp at random and attack magic-users in the backfield. Magic, however, is the way to go here. Genis' Wind and Lightning techs will do little damage, but any other Tech is fine, unless of course you have three fighters storming Iapyx (such as Kratos, Lloyd, and Colette). React Feather is like a double Feather Shot; if you know how to guard, you should be fine dodging it. Use items frequently and fight your hardest. After you win, go back to the entrance to trigger your next battle. Try not to fight anyone on the way and choose your team wisely.

BOSS: Resolute Assassin Strengths: None
HP: 4500 EXP: 300
TP: 164 Gald: 450
Weaknesses: None
Items: Dark Bottle
Techs: Pyre Seal, Power Seal

BOSS: Guardian-Lightning Strengths: None
HP: 5500 EXP: 250
TP: 400 Gald: 250
Weaknesses: None
Items: Fine Pellets, Magic Lens
Techs: None

Use the same strategy as the last battle. Attack the assassin first until she falls and then assault the Guardian with the best that you've got. Pay attention to who's being attacked. You'll often be forced to break off attacking one enemy to focus on another who's going after your spell-casters. Sheena goes into Over Limit often as well, so use that time to wear down the Guardian.

THE CITY OF DEVASTATION, LUIN

Return to Luin to find it completely devastated by Desians from the Human Ranch northeast of here. You can find Sheena again by the fountain. Talk to her to find out about the ranch. Leave Luin and go northeast to the Asgard Human Ranch.

ASGARD HUMAN RANCH

ITEMS: Beast Hide, White Robe, Iron Bracelet, Memory Gem

ENEMIES: Spearman, Evil Sorcerer, Whip Master

Defeat the Desian patrol quickly to get the disguises. Then head inside to the courtyard and search around for a chest containing a Beast Hide. After entering the ranch, go through the northwest door in the lobby, and after the scene, open the chest with a White Robe inside and navigate to the west corner of the Exsphere manufacturing room and defeat the enemy near the chest for a Memory Gem, as well as an Iron Bracelet from the chest.

When you have to return to Luin, do so. Talk to a swordsman standing near the ruins of the former shop in the first area (the same area as where the Katz used to be). Kratos offers Lloyd to train. Accept to view an additional scene.

THE VILLAGE OF ADVENTURERS, HIMA

From Luin, head across the bridge (depending on where you exited Luin, you may or may not have to). Watch for enemies; the Cockatrice can deal a lot of damage to you if you're not careful. One of his peck attacks can do up to 1000 HP damage if it connects.

From the World Map you should be able to see the peninsula below. If you pass by and around the mountain you should find a Guide Post Monument for W. Luin and Hima, as well as a skit point. Head to Hima at the foot of the mountains.

There are two dogs in Hima. You'll find one by the inn. Enter the inn and talk to the woman on the stairs to find out about Pietro. If you go through the first floor door and examine the steaming pot in the corner to find the Wonder Chef to make Risotto, requiring Rice and Cheese.

Go up the path to have a talk with Pietro and to acquire the Desian Orb, and then return to the top of the mountain to view the Tower of Salvation. Return to the Human Ranch, but on the way, go to the peninsula opposite the Guide Post Monument for E. Luin and Asgard to find a chest with a Technical Ring and a skit point.

ASGARD HUMAN RANCH

ITEMS: Cleric's Hat, Lamellar Leather, Pellets, EX Gem Lv2, Card of Earth, Stun Charm

ENEMIES: Raybit, Spearman, Evil Sorcerer, Whip Master, Energy Stone (BOSS), Kvar (BOSS)

Examine the boulder outside to infiltrate the ranch once again. After a battle and a scene, you have to decide who to choose for your own group, because you're splitting up. If you're uncertain on who to choose, know that the group you choose for infiltration will be fighting Kvar, so choose Raine/Kratos for healing and another. My recommendation is either Sheena or Genis (although he will have a hard time with magic). You'll need Raine if you want to scan Kvar for the maximum information.

For the infiltration group, go northwest into an Exsphere storage room and grab the items (Cleric's Hat, Lamellar Leather, Pellets); then use the device in the corner of the room to shutdown the system. Go back to the starting room and head west this time.

You enter a familiar room. Change the function of the Sorcerer's Ring and go onto the conveyor belt and shoot the containers in the middle of the belt to deactivate it.

Go to the northwest end of the room (up the stairs) and grab the EX Gem Lv2 from the partially hidden chest. Save in the next room and step on the teleporter and activate it.

For the deactivation group, head southwest out of the initial room and then defeat the Evil Sorcerer enemies. Go to the courtyard and go inside a nook and push the boxes around until you can access a staircase to another part of the ranch. Go to the right and examine the blue floor plate to open the path to another route but locks you inside. Get the Card of Earth from the chest and go west.

Free the prisoners by destroying the enemies. Then head through the west door to another room. Get the Stun Charm from the chest and activate another floor plate to open another passage. Return to the prison room and head through the south door. You can now go through both of the passages you activated with the floor switches. Defeat the two Raybit enemies in these rooms to activate the warp panel to Kvar. Save, recover, and then head to the warp.

BOSS: Kvar	Strengths: Lightning
HP: 10000	EXP: 1680
TP: 340	Gald: 1500

Weaknesses: None

Items: Holy Ring, EX Gem Lv1

Techs: Lightning, Lightning Strike, Spark Wave, Guardian Shield

BOSS: Energy Stone x3	Strengths: Water, Wind, Fire, Earth, Ice,
HP: 5500	Light, Lightning, Dark
TP: 100	EXP: 300
Weaknesses: None	Gald: 765

Items: None

Techs: Lightning

You're in the big leagues, now. Kvar's three Energy Stones will absolutely crush you if you're not careful enough. Getting close to them is a big no-no unless you can make them stagger. Otherwise, their lightning attacks are detrimental to your health. Hopefully you have Raine in your party, so healing shouldn't be a problem. Keep enemies away from your healer and attack the Energy Stones until they fall. Then go after the Ranch Master. His Techs seem to take no time at all to cast, giving you little time to defend. Lightning Strike is painful because he uses it so often. Backstep when he attacks to avoid being

hit by it. Use items when needed and you should be fine.

The party automatically goes back to Asgard. Head back to the ruins to encounter the fake Chosen group again. Afterwards, head to the basement of Harvey's house to obtain the Figurine Book and 6 Pellets. Take these items to Dirk when you can. Now make your way back to Hima; it's easier to just go to Luin and talk to the man near the fountain who needs escorts to Hima.

After a scene with Clara, take the Tower Key and head to the Tower of Mana, near the Asgard Human Ranch.

TOWER OF MANA

ITEMS: Memory Gem, Armet Helm, Lunar Guard, Moon Robe, EX Gem Lv2 x2, Stinger Ring, Iron Mail, Boltzman's Book

ENEMIES: Grim Reaper, Living Doll, Living Sword, Specter, Iubaris (BOSS)

You'll have to split up again when you get inside. Choose Raine or Kratos (Colette is automatically a part of Lloyd's party). In the huge staircase room, the second enemy hides a Memory Gem. At the end of the stairs, open the chest for an Armet Helm.

In the next room, burn the curtain down with a blast from the Sorcerer's Ring and position the block so that it intersects the light beam and reflects the light to the other niches in the sides of the room. A new way is opened. Here, save with the Memory Circle (sealed) and then examine the apparatus.

You'll take control of the other party; head up the stairs. In this room, again, burn the curtain and use the block to reflect the light to a new room. Burn the curtain on the left side in this room and then use the following to guide the mirrors.

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* - Curtain

\|, /|, |/, / \| - Mirrors

O - Switches

=, | - Light

This makes a bridge overhead.

The three chests at the end of this room contain a Lunar Guard, Moon Robe, and an EX Gem Lv2. Open the chest in the next room for a Stinger Ring, and then head east, then south to another staircase. When you reach the apex of the staircase, head west in the next room to the upper level of the room you were once in. Open the chests for

Iron Mail and an EX Gem Lv2.

Head west on the light platform to another piece of magitechnology. Stand on the pedestal and then you'll take control of your first team; head over the bridges until you rejoin with your second team. The way to the seal is released. Heal yourself and prepare for the boss.

BOSS: Iubaris Strengths: Fire, Lightning, Light
HP: 16,800 EXP: 2650
TP: 1500 Gald: 2500
Weakness: Dark
Items: Brass
Techs*: Force Ray, Photon

Lloyd and Colette can attack from the foreground, while Genis and Raine attack with magic. Use Techs like Beast and Pyre Seal (if you use Sheena) to blast the monster away in order to get a chance to use healing items. A Black Quartz (which you should've gotten from fighting enemies in the tower) will really help because of Iubaris' weakness to darkness. Only toward the end of the match will Iubaris start to use Force Ray and cast Photon. To use Force Ray, the creature must first fly up in the air. Use a move like (Psi/Omega) Tempest, Light Spear, a spell that can make it stagger, or anything else that hits high to delay the tech. If you're underneath him, you won't get hit by it anyway.

*Iubaris also sports a move that sends two ghostly stallions charging toward the group. Although this is not a Tech, it is a move you need to be aware of.

Colette earns the "Friendship First" title if no character has died up to this point.

When you get back to the main floor, examine the northwesterly-most bookshelf to find Boltzman's Book. Feel free to examine the others for more history.

Head back to Lake Umacy and then go to the Thoda Island to the seal.

5F. The First Summon Spirits

THODA GEYSER

You'll get to go to the Geyser for free this time. Head straight to the seal where you fought Adulocia and Amphitra.

BOSS: Undine Strengths: Water, Ice
HP: 13000 EXP: 2110
TP: 320 Gald: 765
Weaknesses: None
Items: Guardian Symbol, Aquamarine
Techs: Aqua Edge, Spread

Use Sheena and Lloyd to attack up close while magic casters like Genis and Raine stand in the backfield. Command Genis to use spells other

than Water or Ice and attack a lot to make her stagger, especially during spells. Tempest and its variations help a lot for getting out of Spread's way; guarding and then backstepping is also useful. Aqua Edge does not take any time for her to cast, so try to jump or use a defensive Techs (guarding is not an option). Use defensive Techs wisely and you should take home a nice chunk of Grade. Make your way back to Balacruf.

BALACRUF MAUSOLEUM

Another seal, another Summon Spirit. They may be out of your league depending on your level, so level up more if you find that you're losing consistently. Head to the seal for the battle.

BOSS: Sephie Strengths: Wind
HP: 6190 EXP: 880
TP: 250 Gald: 320
Weakness: None
Items: Savory
Techs: Rising Wind, Wind Blade

BOSS: Yutis Strengths: Wind
HP: 6480 EXP: 770
TP: 80 Gald: 290
Weakness: None
Items: Sage
Techs: Wind Blade, Wind Arrow, Spit Arrow

BOSS: Fairess Strengths: Wind
HP: 6190 EXP: 690
TP: 250 Gald: 285
Weakness: None
Items: Saffron
Techs: Wind Blade, Air Thrust

Fairess' Air Thrust is a constant annoyance (both physically and audibly), so knock her out first. During this time, Yutis and Sephie will go after your healer/magic-user and Sheena will usually be left on her own depending on her strategy. Fairess' shield will also get in the way a lot; Beast and Psi/Omega Tempest help to bypass it and her spells (if you cannot make her stagger in time for her to stop casting). When you need to pull away to help another of your party, use Beast or a variation of it to knock down Fairess and attack the Sylph you need to. Attack for a short amount of time and then re-concentrate on Fairess. Strike with a U. Attack as early as possible, too.

When Fairess dies, you have a choice on whom to attack: Yutis or Sephie. I'd go after Sephie unless Yutis is giving your characters a hard time. Watch out for Sephie's Rising Wind Tech and attack until she falls. By this time, Sheena should be in Over Limit. Summon Efrete to raise your Attack and do a lot of damage, or summon Undine for healing and a bit of delay time to recuperate yourself. By the time Yutis gets down to half HP, she'll be using Spit Arrow frequently. Don't let it phase you; pull away from Sephie and knock Yutis to the ground using Beast, and then let Sheena attack her.

Go to Lake Umacy and then to Hima.

THE VILLAGE OF ADVENTURERS, HIMA

After freeing the Unicorn from Lake Umacy, head to Hima and rescue Pietro. Talk to Pietro twice after he recuperates to send him back to Luin. Go to Luin immediately and donate 5000 Gald to his funds if you can spare it to rebuild Luin a little. Turn to the Side-Quest section for more information. Now go back to the Ossa Trail.

OSSA TRAIL

The black skull in the back of the Ossa Trail Mine is finally ready to be challenged, though his might should pale in comparison to yours.

BOSS: Sword Dancer 1 Strength: None
HP: 8888 EXP: 150
TP: 38 Gald: 2000
Weakness: Light
Items Dropped: EX Gem Lv1, EX Gem Lv2, Yata Mirror
Items Stolen: EX Gem Lv3
Techs: Cross Slice

This is a piece of cake! Attack him with Raine, Kratos, Lloyd, and another (try for Colette if you want the stolen item). Use Photon and attack frequently for him to stagger, but don't get caught up in trying to steal the item that you stop paying attention to his attacks. Use Defense Techs wisely and this should go smoothly.

TRIET RUINS

Time for another Summon Spirit.

BOSS: Efreet Strength: Fire
HP: 18000 EXP: 2430
TP: 850 Gald: 945
Weaknesses: None
Items: Attack Symbol, Garnet
Techs: Eruption, Explosion, Flames of Destruction, Burst Fall, Raging Mist

Sheena, Lloyd, Raine, and Genis are best for this battle. Have Genis cast non-Fire Techs (as powerful as you can). Use Life Bottles for reviving allies (not Raine's Resurrection Tech) and supply your characters with as many Gels as you need.

Efreet's Techs are the most devastating Fire Techs you'll see. Flames of Destruction and Explosion do a lot of damage. If either of these hit you, back off and let Raine heal you or pop an Apple Gel. This isn't much of a pushover compared to the Sylphs.

After the fight, head back to Dirk's House through the Iselia Forest. Talk to him to hand over the Figurine Book and learn about the process of making figurines; you have a few Pellets now, so you can try it out, but there's not really any need to immediately. Check the Figurines section in the Basics section to find out more. Dirk also gives you the following items: EX Gem Lv3, Metal Sphere, Onion, and an Exsphere Shard.

Now head back to Hima and save in the inn. Go to the summit to inquire about the dragons. It seems you'll have to wait another day.

While the party is split up, take the time to speak to all of the characters before you speak to Colette. Speak to Kratos twice for his final training session. Talk to Colette to trigger a scene.

After Kratos is saved by Lloyd from the assassin, resave (you're not coming back to Sylvarant for a long time, so if there's anything you haven't done, do it now; especially, stock up on gels and Life Bottles) and go back to the summit to fly to the Tower of Salvation. It doesn't matter whom you ride with.

5G. Cruxis Hinjinks

TOWER OF SALVATION

You're finally at the last seal. Go inside and warp to the next part of the tower to view a scene and face three bosses in tandem.

BOSS: Remiel Strengths: Light
HP: 16000 EXP: 2795
TP: 258 Gald: 1840
Weakness: None
Items: EX Gem Lv1, Rune Bottle
Techs: Photon, Ray, Holy Lance, Judgment Ray

Remiel is very easy to put down. By now you should know what Techs can be used to dodge whatever he employs. Backstepping is essential to dodging his Judgment Ray; fortunately this Tech affects only a small area. Don't try to guard or use Defense Techs against Photon. It's a waste of time/TP. Strike him with a Unison Attack early on and fight strong to defeat him.

BOSS: Kratos Aurion Strengths: Light
HP: 17500/22500 EXP: 3280
TP: 1500 Gald: 2900
Weakness: None
Items: EX Gem Lv3, Life Bottle
Techs: Fierce Demon Fang, Lightning Blade, Light Spear, Grave, Thunder Blade

Here's where it starts to get difficult (depending on your level). Keep using items to regenerate the party and focus on what you're doing. Kratos will pull off Tech after Tech in succession: be especially wary of Fierce Demon Fang/Lightning Blade linked to Light Spear. You must know how to defend intelligently to win this battle. Otherwise, you'll be crushed by Kratos' superior HP and Tech usage. When he's knocked

into Over Limit, be very careful; Thunder Blade and Grave will take almost no time to cast. Just back off and let him fade out of it; then continue assaulting him. Even if you don't win (I encourage you to, though; his items can help a lot), the game continues.

BOSS: Yggdrasill Strengths: Light
HP: 40000 EXP: 3000
TP: 3000 Gald: 0
Weakness: Dark
Items: None
Techs: Outburst, Ray, Holy Lance, Ground Dasher, Thunder Arrow

Now this guy is absolutely insane. As you'll probably notice right off the bat, your normal sword swipes will do a meager 1 damage to him! I've decided it's impossible to beat this guy, but I will keep trying. If you even want to think about taking this guy on seriously you'll probably need to be around Level 65 - 70. Even if you don't die often, there's a time limit on the battle which makes it excruciatingly difficult to overcome. I haven't seen anyone beat this guy, but if you have, contact me using the section at the bottom of the FAQ.

Basically, just wait to die and don't use any items, because the game continues even if you die.

SYLVARANT BASE

The Renegades have rescued the Chosen and her group, but now they turn on them and claim to need Lloyd to stop Martel's revival.

From the control room, head northeast to the walkway and buy items from the refresher (if you need to) and save using the Memory Circle. Change the function of the Sorcerer's Ring in the next room and then use the following to solve the puzzles.

Find the two brown blocks in that next room and push them onto the square near the stairs you first came down (push them so that you can reach the third block on the platform; this area is an elevator, for reference later in the puzzle sequence). Push the third gray block off the platform and then move all the blocks to the east side of the room between the two platforms (so that you can access the two chests) and get the items from the chest: EX Gem Lv2 and a Straw Hat.

Push the gray block back onto the blue floor panel to reveal a stairwell nearby. Then, push the remaining blocks onto the floor elevator (near where you pushed them to reach the third block), but this time, push them in a vertical line on the right side of the square, so it looks like this (the bl is where the blocks should be). Then go to the stairs below.

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Fire an electric sphere with the ring at the column north of the control

panel to power the elevator; then examine the control panel to lower the elevator with the blocks. Go to the south side of the room and use the Sorcerer's Ring to power the column underneath the platform and then examine the console to drain the water from the aqueduct. Then go in front of the platform and try to find a hidden chest with a Protect Ring.

Go back to the north part of the room and then push the blue block into the empty drainage area. Use the stairs to go into the trench and then push the block left to the blue floor panel. Activate the final column with an electric charge and head out the south door.

After coming out of the south door, head west to the hangar and then the characters take flight to Tethe'alla on the Rheairds.

5H. To the Moon

FOOJI MOUNTAINS

ITEMS: EX Gem Lv2, Cool Orbit, Card of Fire, Misty Robe, Black Onyx

ENEMIES: Black Bat, Egg Bear, Hare, Night Raid

Go down the mountain path and open all the chests. This is a fairly simple section. The chest with the Black Onyx is hidden behind a rock near the chest with the Card of Fire.

THE FIELD OF TETHE'ALLA, SOUTHWEST CONTINENT

ITEMS: Super Pellets, Reverse Doll, Anti-Magic Bottle

ENEMIES: Black Bat, Egg Bear, Hare, Night Raid, Rogue, Seaspin, Super Star

Directly south of the Fooji Mountains lies a chest with Super Pellets; it isn't hidden in the grass, so don't look for it there. You'll find a chest with an Anti-Magic Bottle west of the Fooji Mountains in a small nook partially surrounded by mountains. Finally, the Reverse Doll is hidden in the grass north of the chest with the Anti-Magic Bottle. It is in the patch of grass surrounded by mountains on the northeast and northwest sides.

If you follow the east coastline north, you'll find a House of Guidance; these are similar to Houses of Salvation, but they cost a lot of money to spend the night: 600 Gald. The merchant outside the house trades Grade for items. Avoid getting the Metal Sphere; rumors are that a glitch prevents you from using these items when gotten from that merchant.

Head east from the chest with the Reverse Doll to find the Imperial City, Meltokio.

THE IMPERIAL CITY, MELTOKIO

Sheena leaves the party when you first enter and hands over her letter for the king. The inn for this city is to the right of the entrance in the common circle--300 Gald a night to stay. Go up the central stairs to meet Zelos. Afterwards, go west and find the Weapon and Customization shop. Examine the cat toy in the back to find the Wonder Chef and the recipe for Steak, the ingredients of which are Beef and Onion. If you go inside the Coliseum, read the bulletin board to add the "Other Tips" section to the Training Manual. Upgrade your equipment and buy some items if you're low and then do the following.

Go to the highest level of Meltokio and go east to the aristocratic section of town. Go into the second house and examine the present with the chef's hat on the second floor to find the recipe for Fruit Cocktail and two fruits as the ingredients.

When you approach the castle the guards deny you entrance, so instead speak to the pastor in the Martel Cathedral to the left of the castle. Follow Presea outside and she helps you get into the castle. Go to the top floor of the castle and speak to the guard outside the door to gain entrance to the royal quarters. Presea joins the party shortly afterwards.

After you speak with Zelos in the Martel Cathedral, he joins the party. Go to the Grand Tethe'alla Bridge northeast of Meltokio.

GRAND TETHE'ALLA BRIDGE

If you speak to the Sea-Katz in the second area, you can play a game of Red Light, Green Light. The key to winning is to push the A button as quickly as possible, and as soon as the Katz turns around, push pause. You'll immediately stop. If you win all three levels, you'll get the "Strategist" title for Genis. I would recommend you wait till later to do this because there are benefits to waiting.

THE UNIVERSITY TOWN, SYBAK

The inn is near the entrance and it also costs 300 Gald. The building next to it is the library; look at the magazine stand between the bookshelves to gain the recipe for Fried Rice (Rice and Egg). Go to the west end and enter the Imperial Research Academy. Colette gets the title of "Ill-fated Girl."

Afterwards, talk to the man selling junk near the other stores to gain a Key Crest. Then go back to the Imperial Research Academy and re-enter the room you were once in (two doors down on the first floor). Then go back to the main corridor to find Raine and Genis taken captive and the rest of the party locked in the dungeon. Sheena rejoins the party. The half-elf Kate gives the party the Tethe'alla Map and opens the bookcase

to reveal an escape route. Go to the Grand Tethe'alla Bridge and defeat the Cardinal Knights at the end to free Raine and Genis.

FOOJI MOUNTAINS

ITEMS: None

ENEMIES: Chimaera, Demon, Ghost, Slime, Zombie

Climb back up to the summit of the mountain and save before you get there. The enemies are a bit tougher on the way up.

BOSS: Pronyma Strength: Dark

HP: 18000 EXP: 3000

TP: 750 Gald: 1500

Weakness: Light

Items: Rosemary, EX Gem Lv2

Techs: Agarazium, Leonazium, Dark Sphere, Acid Rain, Aqua Laser, Bloody Lance, Ice Tornado

Light spells like Photon and Judgment come in handy against the leader of the Five Grand Cardinals, so use Orange and/or Pineapple Gels to recover TP quickly for those casters. Use Field Barrier or Nullify to rid yourself of Defense Down status caused by Acid Rain. You've seen a lot of her Techs before, so you know how to avoid them. The two you haven't seen are Agarazium and Leonazium. Agarazium basically knocks you back, so keep that X button handy. Backstepping is the best way to avoid it. Leonazium is an upgraded Beast Tech; guarding and backstepping is the key to avoiding it. Pronyma shouldn't be more difficult than your previous battles against Cruxis' elite.

Genis earns the "I Hate Gels!" title if you haven't used Gels up to this point.

Go back to Meltokio.

5I. Convicted

MELTOKIO SEWERS

ITEMS: EX Gem Lv2, EX Gem Lv3, Memory Gem, Spirit Ring, Great Ax, Breastplate, EX Gem Lv1, 2500 Gald, Thunderbolt, Card of Lightning, Elixir, Wing Pack

ENEMIES: Fake, Giant Leech, Jellyfish, Sewer Rat, Violent Viper, Convict (BOSS)

In Meltokio, Zelos will lead you to the sewers. Enter the underground of Meltokio.

Run through the maze and change the function of the Sorcerer's Ring to shrink the characters when activated. You can step on the panels to grow back to normal size. Shrink near the device and then step along the

west wall to find a mousehole. Enter the hole and examine the bag to find an EX Gem Lv2. Avoid combat, however (the Sewer Rat enemy will gain an HP bonus; there are two types of Sewer Rat in the Monster List: normal and "super-sized"). Defeat the enemy at the top of the stairs after the spider web to find a Memory Gem. Continuing on, go down the stairs at the next chance you get and search under the stairs to find a Spirit Ring. Then go forward until the team has a discussion about the door. Open the box to find an EX Gem Lv3. Continue going upstairs until you find the trash compactor; go to the mousehole on the left of the garbage machine to find a Great Ax for Presea.

Examine the garbage compactor to create a trash cube that you can push around. Push three cubes through each of the following: one through the second gap from the north on the west side, and two through both gaps on the south side of the platform. Go down to the stairs where you found the Spirit Ring and shrink yourself. Walk over the small walkway to reach the blue valve to open the door above. Go to the next section of sewer.

Unseal the Memory Circle in the second section and then go down the stairs west of the entrance and shrink. Examine the open box to ride down to the first section again. Get out, change size, and then activate the red valve to open the highest door (near the trash compactor). Go up to the red door and go through to a high catwalk in the next room.

Here, use the trash compactor to make a garbage cube and then push it onto the catwalk. Your job is to push it so that it falls off the second corner. You shouldn't have trouble figuring out how to push and pull it past the first corner. Just use the spider web to your advantage. Contact me if you need further instruction. Push the cube off the second corner. Go back downstairs and go through the blue door.

Follow the path created in the rail under the arch, and then go up the stairs and shrink to fit through the bars of the cage. Return to normal size and open the door of the cage. Now go back upstairs and push a cube so that it falls off the right side of the fourth corner, landing in front of the cage.

Go back to the cage and push the cube into the center niche to activate the bridge on the west side of the room. Now make another cube on the catwalk and then push it to the end of the catwalk and drop it to the platform. Then go downstairs and push the cube into the water so that a path is made to the yellow valve. Activate the valve and then go through the yellow door (there's a mousehole by the yellow door that holds a bag with an EX Gem Lv1). Go through the next room (don't miss the two mouseholes on either side of the waterfall). Near the stairs, some rogues attack the party.

BOSS: Convict x3	Strengths: None
HP: 6300	EXP: 300
TP: 300	Gald: 150
Weaknesses: None	
Items: None	

You don't even need a strategy for these guys. Just attack them till they die.

The chest near the exit is another Fake which has a lot more HP this time. Defeat it to obtain an Elixir.

Now that you're in Meltokio, go past the inn and through the gated area at the end of the alley before you get to the slums. Then go to Zelos' mansion (where you found the Wonder Chef for the second time). Speak to everyone and then tell Sebastian, the butler, when you're ready to sleep. You can now acquire the Wing Pack from the Elemental Research Laboratory in lower Meltokio.

Go to the Grand Tethe'alla Bridge and then meet Kuchinawa by the docks to get the Elemental Cargo and Kuchinawa's Charm. Drive the EC straight across the sea to reach Sybak (disembark at the wooden dock on the other side). Remember now you can name dogs in town (there are two each in Meltokio and Sybak)

THE UNIVERSITY TOWN, SYBAK

In Sybak, the party encounters Kratos again. Find the dogs (near the inn and the other's by its master in front of the Imperial Research Academy). Speak to Kate in the dungeon lab and then exit Sybak and go northeast to Gaoracchia Forest.

GAORACCHIA FOREST

ITEMS: Drain Charm, Phoenix Rod, Pretty Ribbon, Witch's Robe, Angel Bracelet

ENEMIES: Boxer Iris, Cardinal Knights, Ghoul, Phantom, Pumpkin Tree, Tropical Worm, Undertaker, Convict (BOSS)

The first thing you fight is a trio of Cardinal Knights. Down them quickly to continue--follow the path north and change the function of the Sorcerer's Ring to a flashlight. The light clears some plants from the path, but consumes "Light." To get more "light" stand in a sunny patch of the forest with tiny flowers around it. Go northwest from there and exit the forest and explore the area to find the guidepost monument for the area and a skit point for Genis.

Return to the forest and then go east into the next area. Charge your light meter and then examine a chest hidden by some trees a little southwest of the flower patch to find a Drain Charm. Then go through the north path and burn the vines covering a chest to find a Phoenix Rod for Raine. Return to the sunlit spot and head east to the second section. The forest is a labyrinth, so if you go too far north or south, you'll enter a loop, and the only way to get back is to retrace your steps (go back the way you came).

Burn the bush away from the path and go as far southeast (NOT by the light; you'll need to go southwest a bit to reach the furthest point) as you can go and burn the vines away from the chest to find a Pretty Ribbon. Go east to the third section.

Go northeast to the fourth section. In this area go northwest and destroy the vines to find another point with light. Recharge and then continue northeast back into the third section.

In this area, go northwest to the second section, and on the way burn the vines to reveal a chest with an Angel Bracelet.

In the second section go south a little bit and destroy the vines on the right-hand side to find a chest with a Witch's Robe. Backtrack to the fourth section.

In this area go southeast to find the exit to the fifth section. A skull enemy in this area has a Memory Gem (it is not the black skull, which is the Sword Dancer II, found in the southwest section of the area).

BOSS: Convict Strength: None
HP: 12000 EXP: 2250
TP: 320 Gald: 1500
Weakness: None
Items: Elixir
Techs: Spin Kick, Crescent Moon, Eagle Dive

This is basically all three of the other Convicts combined into one with one impending difference: this Convict specializes in unique kicking Techs. With all your characters focused on one character, however, this should be easy going.

Afterwards, Sheena takes you to the secret village of Mizuho.

5J. The Angelus Project

THE MYSTICAL VILLAGE, MIZUHO

Talk to Tiggy the dog near the Toyama shop. Then talk to Orochi who is standing near the chief's hut--he will let you into the hut to talk to the Vice Chief, Tiga. Lloyd gets the title "Gentle Idealist." Re-enter the hut and then examine the old washing machine to learn the Ramen recipe (Panyan, Black Satay, Seaweed). If you talk to Tiga twice, you can rest for free. Regal also joins the party. Zelos will gain the title "Idiot Chosen" if you wait in Mizuho for a while for skits to pass, namely "Mizuho, the Mystical Village."

Before you leave, BUY A MIZUHO POTION FROM THE SHOP, UNLESS YOU ALREADY HAVE A POTION (PALMA).

Now stock up on supplies from the Toyama Shop and go through the east exit of Gaoracchia Forest this time. Head over the bridge to the country village, Ozette.

THE QUIESCENT VILLAGE, OZETTE

Go to the Green Meadows Inn and sleep (if you want) for 300 Gald a night. Examine the red parakeet to find the Wonder Chef and the recipe

for Tenderloin (Beef, Tomato, Onion). Walk around the village to find the various shops and dogs (2) and then go down to the village bottom to find Presea's house. Then return to the top section of the village to find a man who chastises the party for bringing Presea back. Then leave Ozette through the way opposite Presea's house and walk a few paces to Altessa's house.

ALTESSA'S HOUSE

Enter the house to meet Altessa and Tabatha and trigger a short scene ending with Regal telling the party to go to the Toize Valley Mine to retrieve the Inhibitor Ore. Leave the house and then travel through Ozette again. Find the EC dock northeast of Ozette and then go straight north. You'll eventually emerge on the south side of the map. Search for an EC dock around that area.

Search the region for treasure chests (Rune Cape) and skit points (3, you'll find at least one without having to go too far out of your way, if I were you I'd just wait).

Then enter the Toize Valley Mine. (Save beforehand though)

TOIZE VALLEY MINE

ITEMS: EX Gem Lv1, Sage, Memory Gem, Crescent Ax, Saint Rapier, Sand Saber, Iron Greaves, Silk Robe, Battlesuit, Thunder Cape, Super Pellets, EX Gem Lv3, Inhibitor Ore

ENEMIES: Defense System (BOSS), Guard Arm (BOSS), Auto-Repair Unit (BOSS), Orbit (BOSS), Bacura, Basilisk, Cardinal Knight, Commander Knight, Red Bat, Red Roper, Rock Golem, Roller Snail

BOSS: Defense System Strength: None
HP: 12000 EXP: 2350
TP: 100 Gald: 0
Weakness: None
Items: Metal Sphere
Techs: Alert

BOSS: Guard Arm x4 Strength: None
HP: 8000 EXP: 150
TP: None Gald: 0
Weakness: None
Items: Mythril x4
Techs: None

BOSS: Auto-Repair Unit Strength: None
HP: 5500 EXP: 1000
TP: None Gald: 0
Weakness: None
Items: None
Techs: Repair, Auto-Repair

BOSS: Orbit x2 Strength: None
HP: 3000 EXP: 180
TP: 500 Gald: 800
Weakness: Lightning
Items: Metal Sphere
Techs: None

Despite all the enemies, this is a relatively easy battle. The two Orbits assault you during the battle, so take them out first, and then focus on the Auto-Repair Unit in the middle of the room. This is the key behind everything. Repair revives the Orbits and fixes a bit of the Defense System, while Auto-Repair resurrects itself, so you'll be going back and forth throughout the battle. After about half of the Defense System's HP is gone, it will use Alert to use the Guard Arms as attacking forces. They're easy to avoid and don't do much damage even if they do hit. Focus on the Defense System when all of the other things are dead (except Guard Arms) and set your strategies to Protect Friend to breeze through.

Okay, now the boss is out of the way, return to the room with the Defense System and open the chest on the right-hand side of the room to find a Sage herb; then find a hidden treasure chest in front of an abandoned mine cart to find an EX Gem Lv1. Now return to the room you were once in and activate the machine next to the transport to activate it. Now step on the transport and fire the Sorcerer's Ring north while moving to hit a switch to change the path of the transport. Get off at the north ledge and then go down the elevator. Find the three chests on this level and open them to find a Crescent Ax, Sand Saber, and Saint Rapier. One is hidden behind the minecart in the north part of the level. Change the function of the Sorcerer's Ring by using the device on the lower right ledge and then go up the elevator again. The second enemy near the locked door has a Memory Gem.

Blow up the boulder on the left side of the area to open up a way to jump between ledges without using the transport. Then go back down the elevator and change the function of the Sorcerer's Ring back to normal. Then return to the ledge and jump across and then ride the transport. While doing so, hit the switch again so you'll go straight to the other side of the room, but don't go across just yet. Return to the bottom to change the function of the Sorcerer's Ring back to bombs and then ride the platform back to the east side of the room.

Go through this next area and pick up the five items in chests: Iron Greaves, Battlesuit, Silk Robe, Super Pellets, and Thunder Cape (for the last two you'll need to take the elevator down).

The next leg of the journey is to smash the Naploosa Bacura so that it doesn't get in your way. Coax the Bacura to follow you and then step on the floor switch to smash it with a boulder. Get hit with a boulder yourself to fall to the lower level. Examine the smashed pieces to gain an Evil Eye chakram. Go back to where the Bacura was to go to the next area.

Go down the stairs instead of across the bridge to find a chest with an EX Gem Lv3 inside. Then return to the bridge and go across it to find a lot of crates. Bomb them to find a chest with Inhibitor Ore.

Return to Ozette in the EC and Rodyle kidnaps Colette. Use the Quick

Jump feature to go to Mizuho and then speak to Tiga. Sheena flees the room; now go out and talk to everyone in the area and then talk to Sheena near the gravesite. You must now go to the Temple of Lightning. Stock up on supplies from the shop and leave the town. You can't sleep in Mizuho until this stage is cleared. Use the EC to travel directly north to a lone island with the temple--it looks like an ancient ruin.

5K. Hired Interference

TEMPLE OF LIGHTNING

ITEMS: Silver Guard, EX Gem Lv3, Duel Helm, EX Gem Lv2, Thunder Scepter, Battle Cloak, Spirit Bottle, Shining Star, EX Gem Lv3, Power Greaves, Corrine's Bell

ENEMIES: Gold Skeleton, Gold Slime, Lamia, Lightning Bird, Thunder Sword, Volt (BOSS)

As you first enter you'll notice lightning streams crossing your path. Obviously, don't touch them if you don't want to get hurt. Past the two streams is an enemy and three lightning rods, one high, one middle, and one low. Examine the high and low ones to raise them, and then examine the middle one to lower it. Lower the high one and then step on the switch again near the middle one to let lightning strike on the lower rod to destroy the box in its path. Go back to the lower lightning rod and examine the Sorcerer's Ring device to make it shoot blue lightning. Use this to destroy blue boxes. Now go east and use the ring to destroy the blue boxes blocking the path north to find a chest with a Silver Guard. Now go back to the middle lightning rod and continue past it up the stairs.

In the next room, ascend either staircase to the seal where Volt exists. It's sealed by a blue, red, and yellow box. Destroy the blue box on the bottom and then return to the ground floor (same room). Destroy the other blue box in the front of the next doorway and go through to the next room.

Go up the west staircase (don't step in any water) and go to the next room. For your information, destroying the blue box on the way up releases another enemy. In this area, make your way up the stairs in the darkness. Try your best not to fall. Leave through the doorway at the top of the stairs.

From the dark room, go south through the doorway to a balcony. Destroy a blue box that hangs off the edge to drop a chest to the floor below. Then activate a lightning rod on the platform to destroy the platform and to drop you to the floor below. Open the chest to find an EX Gem Lv3. Do the same (destroy a blue box and activate the lightning rod) on this level and open the chest below to get a Duel Helm. Destroy yet another blue box off the edge to drop a chest which you can open later for an EX Gem Lv2.

Now go east across the balcony and drop another chest hovering off the right edge. Raise the lightning rod to drop to the next level and get the Thunder Scepter from the chest. Now raise the lightning rod on this level. The water is no longer electrified. Now go east to a dark room

and fall off the edge and then return to the main room with the now unelectrified water. Go down the stairs and then deactivate the central rod and use another Sorcerer's Ring device to change the device to shoot yellow lightning.

Return to the entrance and destroy the yellow boxes on the west side of the room to find the Shining Star kendama for Genis. Then go to the next room; destroy the block near Volt's seal and then destroy the the two blocks on the west side of the room. Head through the east doorway in this area. Go up in the dark room and exit. In this balcony area, destroy another box off the edge to drop a lightning rod to the level below. Go back to the room filled with water and then activate the lightning rod that you just dropped. Now go back to the western doorway in this room and go to the top. Go down again near the east doorway. In this dark room, about halfway down, a Spirit Bottle is in a chest obscured by an overpass. Now on the bottom balcony, deactivate the lightning rod so that the lightning now strikes the generator below.

Go back up to the level above through the east door and just look (not examine) at the mechanism at the top of the stage. Go ahead and defeat the enemy on the second level to get a Memory Gem. Use the Sorcerer's ring to destroy some yellow boxes (and in turn destroy power conduits) in the pattern set below:

Two sets of boxes on floor 4: Destroy the right set.
Two sets of boxes on floor 3: Destroy the left set.
Two sets of boxes on floor 2: Destroy neither.
One set of boxes on floor 1: Destroy none.

Examine the mechanism to activate the machine.

This sets a boulder smashing a bridge below. To get a Battle Cloak, do the following:

Two sets of boxes on floor 4: Destroy the left set.
Two sets of boxes on floor 3: Destroy neither.
Two sets of boxes on floor 2: Destroy neither.
One set of boxes on floor 1: Destroy none.

A chest with the cloak appears on the level below.

Go down the fallen bridge and go out through the south door and change the function of the Sorcerer's Ring to shoot red lightning. Go back to east part of the entrance and destroy the red boxes going to the south to clear the way for a chest containing an EX Gem Lv3. Head through the west doorway in the room with Volt's seal (the way you unsealed with the yellow lightning). Go up the dark room to the upper level and a balcony and destroy the boxes to get the Power Greaves for Regal. Go back to the room with the water to unlock a Memory Circle. Save and recover and then return to the room with Volt's seal. Destroy the final red box and raise the final lightning rod to fight him.

BOSS: Volt Strength: Lightning

HP: 24000 EXP: 3580

TP: 240 Gald: 2800

Weaknesses: None

Items: Emerald Ring, Sardonyx

Techs: Strike, Cardinal Strike, Spark Wave, Thunder Blade, Indignation, Master Field

The Techs above are without question the most brutal lightning Techs in the game. Be sure Sheena is equipped with Lightning-resistant items and a non-lightning weapon. Having a magic-caster in the background is a good helper because Volt does not stagger enough to do significant damage with melee attacks. Raine is also a good choice for a healer, as always.

You must learn to avoid Volt's Techs to be successful. Sheena should have lightning-resistant items. You probably don't. You've seen Spark Wave and Thunder Blade before, but I'll explain the others here. Strike is just an enhanced version of Kvar's Lightning Strike attack, sending four or five bolts of lightning in one direction. Cardinal Strike is an upgraded form that sends four or five bolts of lightning in each cardinal direction (north, east, west, south). Indignation reveals a large area where the attack will strike. Get out of there as soon as you can; you shouldn't have trouble because it gives you plenty of time to get out of the area. Master Field is not so forgiving. It gives you little warning (other than fact that the area is around Volt and he usually only does it in Over Limit). This is a hellish lightning strike attack in which thirty to fifty bolts of lightning come down in an area and hurt you severely. It does about ten hits depending on where you're standing.

Now you know his attacks, go out and destroy him.

After you leave the Temple of Lightning, you learn where the Rheairds are--in the Tethe'alla Renegade Base. To find it, sail southeast from the temple until you reach the southwest set of "ocean mountains" with snowy caps. The base and disembarkation point at the dock is in that area. Search around for it in the southwest area only.

Now enter the base and let Orochi guide you to the control room. He offers complete healing at anytime. You can restock on items (refresher on the left), save, and change the function of the Sorcerer's Ring. Do all three and exit the room.

TETHE'ALLA BASE

ITEMS: Silver Circlet, EX Gem Lv2, Card of Ice, EX Gem Lv3 x2, Memory Gem, Lightning Sword, Dragon Tooth, Silver Mail, Lavender, Tomahawk Lance, Beam Shield, Aqua Cape

ENEMIES: Commander, Evil Warrior, Foot Soldier, Raybit, Botta (BOSS), Yuan (BOSS)

Go into the circular room and head into the east room. Don't touch the laser beams...otherwise you'll suffer party damage. Pull a blue box south and then east to block the beam. Continue east and go to the very end of the room and enter the room at the end. Defeat the enemy inside to get part of the passcode. Two more enemies must be defeated.

Go back to the corridor and take the same blue block and move it so that you can go north. Go north and open the chest to find a Silver Circlet. Move another blue box to go past the lasers to get through to the west exit. Do the same in the corridor to go west into a large room. Defeat a purple enemy to get another part of the passcode. Near the purple

enemy is a set of stairs. Go up them and then charge the cylinder behind you with the Sorcerer's Ring. Examine the panel to activate the elevator. Go back to Orochi for healing, and then go through the west side of the circular room.

In this western corridor go through the left security beam to find two rooms with an EX Gem Lv2 and a Card of Ice. Then wander back and head north. In the western part of this next room, you'll find a door leading to an exotic room. Defeat the blue enemy within to get the final passcode and find a chest with an EX Gem Lv3. Head back out into the corridor and go north into the upper level of a room you've visited before. Destroy the Raybit enemy to find a Memory Gem. The blue block that you raised previously is now accessible. Push it over the edge so that it smashes the laser beam device below. The two chests that it guarded contain the Lightning Sword and Dragon Tooth weapons. From the area with the weapons (lower level), go back to the corridor and go north this time so that you are in a new room with a sealed Memory Circle.

Open the chest up the stairs on the right hand side of the room for Silver Mail. Next, move the two boxes in the room to the left hand side into the niches on the north side to reach a chest with Lavender. Charge the cylinder with a blast from the Sorcerer's Ring. This next treasure chest for an Aqua Cape is hard to find. Basically the way is to go halfway up the stairs from the ground to the level above and then step onto boxes near the stairs to find the chest.

Drag two blocks right near the stairs (above it), climb the stairs halfway and then move north on top of the blocks. Go west to find the chest.

Try to activate the second cylinder near the chest with the Silver Mail by shooting it at an angle. It should be relatively easy, but if you can't do the following.

Next, push one block onto the upper right hand corner of the elevator, and then examine the panel to raise it (while you stand on it). Push the box one space north onto the ledge and then ride the lift back down. Go back up to the mid-level by walking and then push the block to the right edge of the stage. Then drop it into the niche, stand on the block and fire at the cylinder.

Drag the remaining box onto the southeast lift platform and go up (if you have both, push both up there and then ride it up). Drag one box and push it north. Drop it into the niche to gain access to a chest with a Tomahawk Lance. Drag the other block and push it north into the niche so you can access the other side. If you only have one block up, you'll have to do the following. But first, head northwest on this level to claim a Beam Shield.

Go down the lift on the left side of the room and push the block off the lift and into the niche between the platform and the treasure chest. Open the chest to get an EX Gem Lv3.

This is for those who used the block to activate the cylinder on the right side of the room. Exit the room and then re-enter. Push one block onto the southeast lift and ride it up. Push it into the niche and cross the area to the north part of the level. Ride the next lift to the uppermost level, and enter the three passcodes you received, and then you can enter the door to fight the Renegades, Yuan and Botta.

BOSS: Yuan Strength: Lightning
HP: 16000 EXP: 4890
TP: 652 Gald: 3150
Weaknesses: None
Items: EX Gem Lv4
Techs: Thunder Blade, Indignation, Thunder Explosion

BOSS: Botta Strength: Earth
HP: 12000 EXP: 1680
TP: 580 Gald: 2800
Weaknesses: None
Items: None
Techs: Stone Blast, Stalagmite, Ground Dasher, Rock Breaker

Fire, water, and wind magic works best for Genis here. Keep a healer and a strong melee character handy too. Go after Botta first with the "Attack Same" strategy, and then go after Yuan. Botta hasn't changed much in terms of strategy, but you'll need to break off from fighting him when Yuan starts to go after your healer (and he will). Use Defense Techs wisely!

When Botta dies, attack Yuan wisely. His Thunder Explosion Tech is just a smaller version of Volt's Master Field. Be wary of it and attack as much as possible, using combo attacks and a Unison Attack to put him down.

Fly in the Rheairds to the continent on which the Toize Valley Mine was. On your map you should see a small island northeast of the continent. Fly over it and make note that there is a landmark on it (this is just for reference). Look around for something flying the sky to find where Rodyle has taken Colette.

5L. Dragons and Gnomes

DRAGON'S NEST

BOSS: Winged Dragon Strengths: None
HP: 18000 EXP: 2450
TP: 400 Gald: 1200
Weaknesses: None
Items: Venom, Flare Cape
Techs: Nest Crack

BOSS: Baby Dragon Strengths: None
HP: 12000 EXP: 1250
TP: 800 Gald: 500
Weaknesses: None
Items: None
Techs: None, but a Cyclone-like attack like that of the Cockatrice.

This isn't hard at all. Choose to target the Winged Dragon first and take it out before its Nest Crack attacks do severe damage. The Tech itself is identical to a Ground Dasher attack. After the Winged Dragon is gone, target the two Baby Dragons. They shouldn't be harder than taking out Botta on his own.

You'll land near the Temple of Earth on the southwest continent. Don't enter the temple just yet. Go back to Mizuho to heal and stock up on items. Then go to Altessa's and talk to Tabatha to learn a recipe for Curry (Rice, Onion, Red Satay). If you did not talk to Dirk before you left Sylvarant, she will give you an EX Gem Lv3, a Metal Sphere, an Onion, and an Exsphere Shard when you talk to her again. Then go back to Ozette and go into Presea's house to find the recipe for Gratin (Cheese, Pasta, Milk). Explore the rest of the world map for skit points and Guide Post Monuments. Consult another map online if you need to: Tethe'alla's a big world. More sidequests also appear: consult the Side-Quests section for more.

When you're done, return to the Temple.

TEMPLE OF EARTH

ITEMS: Mythril Circlet, Mythril Guard, Mythril Bracelet, Bellebane, EX Gem Lv2, EX Gem Lv1, Ghost Shell, Ancient Rod, Bardiche, EX Gem Lv3

ENEMIES: Cave Worm*, Clay Golem, Dragon, Earth Element, Giant Snail, Neviros, Gnome (BOSS)

*Only found by using the Sorcerer's Ring in random areas.

First change the function of the Sorcerer's Ring to make mini-earthquakes, which influences the environment around you. For example, just ahead there are a lot of stalagmites around--use the ring to clear the way. Follow the path that leads down and to a cave to the east. In that cave, open the treasure chest to find a Mythril Circlet.

Return to the point at which you veered off from the main path to go down to that cave. Continue through the main path north until you see a bunch of debris to your right. Use the ring again to shake the earth and clear a way to the lower area. Go down this new path and stand at the edge of a bunch of rocks with a treasure chest on top of it. Use the ring to topple the rocks and open the chest to get a Mythril Guard.

Now go back to the main path and continue to the top exit to another cave. Cross the bridge in this area and then talk to the Gnomelette to cook something spicy i.e. Curry for it. Choose a cook like Sheena for best results. Go up the path to find a chest with a Bellebane. Then go back down and talk to the next Gnomelette to gain access to the next area.

There are three main paths to take by using the earthquake function to go down the cliff. I will outline which items you'll get from chests on the way down. The direction depends on which wooden platform you start off with.

Left path: EX Gem Lv2, EX Gem Lv1

Center path: Ghost Shell, Ancient Rod, Bardiche

Right path: EX Gem Lv3, Ancient Rod, Bardiche

At the bottom of the mountain you'll see a huge Dragon enemy. This enemy will give you a slew of experience and Gald (10000). Later, use

a Blue Saphira when playing to double it to 20000.

Talk to the Gnomelette to gain access to a secret passage back to the start of the temple. Then talk to the next Gnomelette to lead him to the bottom cave again. This time, you must defeat the enemies (they regenerate) so that the Gnomelette will not encounter any of them; otherwise he'll charge a lot of Gald in penalties. Let him enter the next cave before you do. In this next room, press the X button when he jumps to knock the bridge down. Save on the Memory Circle, open the Treasure Chest above for a Mythril Bracelet, and go to Gnome's Seal.

BOSS: Gnome Strength: Earth
HP: 28000 EXP: 5890
TP: 682 Gald: 4280
Weaknesses: None
Items: Holy Symbol, Ruby
Techs: Stone Blast, Stalagmite, Ground Dasher

Wind magic is the way to go here, including summoning the Sylphs and Wind magic from Genis. He never goes into Over Limit, strangely enough, so don't hesitate with your attacks. However, his shovel attacks and attacks with his "ribbon" really rack up the combo hits. Try to make him stagger a lot and trigger at least one Unison Attack during the fight. Using Tempest variations will help you escape his spells.

Go back to Altessa's house and speak to another Gnomelette to let him go back to the Temple of Earth. Later, when you have acquired the Nebilim Key, go back to the Temple and go past the area with the Dragon to find a blue chest, like that in the Gaoracchia Forest.

Fly over the snowy continent near the Tethe'alla Base and look for a city near the north part of the continent. This is Flanoir.

5M. Frozen in Spirit

THE SNOWY CITY, FLANOIR

There's a dog in the first area to talk to. The other dog awaits in the back area near the food shop. Before going to the back area, however, talk to the man standing on the doorstep of a very large building, assuming you go the Evil Eye chakram in the mine. He will give you the Nebilim and Nebilim's Key to collect all nine Devil's Arms. The locations of two are in the Temple of Earth and Gaoracchia Forest. Talk to the man with the backpack to learn about the Celsius' Tear. Before you go to the next temple, you'll need to craft some Penguinist Gloves (talk to the man inside the Accessory Shop to learn about doing so).

The best way to do this is to equip Colette's Item Getter EX Skill (requires Lvl 1, 2, 3, and 4 EX Gems; see EX Skills section for more) and encounter Penguinists on the icy field and steal Penguinist Quills from them. Three are required to make the gloves. There are two skit points in the area: one from Kratos and the other from Zelos. Now go to the Temple of Ice on the southern end of the continent. (Make sure you've crafted your Penguinist Gloves)

TEMPLE OF ICE

ITEMS: Defender, Ancient Robe, Mythril Shield, Ice Coffin, EX Gem Lv2, Celsius' Tear, Mythril Gauntlet, Mythril Armor, Rosemary, EX Gem Lv3

ENEMIES: Bigfoot, Feather Magic, Ice Sider, Ice Warrior, Lobo, Penguinist, Celsius (BOSS), Fenrir (BOSS)

Collect the three items from the chests in the outside area: the Defender, Ancient Robe, and Mythril Shield. Go inside the temple and change the function of the ring to be able to freeze drops of water to form blocks. Collect all the items in the interior--Ice Coffin, Mythril Gauntlet, Mythril Armor--and then head northwest and outside on the second level. Freeze the droplet falling down on the east side and then go inside a cave further down the slope. You can find Celsius' Tear and another chest with a EX Gem Lv2 inside.

Go back inside to the first exit to the cave and continue across the bridge. Freeze another droplet in the southeast corner of the cave and then push it west and drop it into the gap so you can cross it. You'll now freeze the lake so you can cross the ice. However, once you move in a direction you can't stop until you hit something.

Go up, left, down, left, up, left, up, right, down, and left to get to the chest (Rosemary). Then go down as far as you can and go right, up, left, down, right, up, right, and up to go to the end of the cave: just one last puzzle to solve. Open the chest (EX Gem Lv3) and continue.

Rotate the top owl statue to face west, the left one to face east, the right one to face south, and the bottom one to face east. This will open the seal and clear the way to the Ice Seal.

BOSS: Celsius Strengths: Water, Ice
HP: 18000 EXP: 5120
TP: 600 Gald: 5800
Weakness: Fire
Items: Spirit Symbol, Sapphire
Techs: Freeze Lancer, Swallow Dance, Ice Spear, Beast, Ice Tornado

BOSS: Fenrir Strengths: Water, Ice
HP: 12000 EXP: 2600
TP: 300 Gald: 1380
Weaknesses: Fire, Lightning
Items: Blue Quartz

You'll return to Ozette automatically. Afterwards, leave and speak to Altessa and Tabatha. Raine leaves during the night and leaves the party to find Mithos, the sole survivor of the Ozette onslaught. Fly to Altamira on an island southeast of Altessa's House.

There are lot of girls to talk to with Zelos here, so you can get a lot of free money and stuff. The hotel is the largest building in Altamira. Here you can buy supplies and weapons (2nd Floor) and sleep (4th and 5th Floors). You can name the dog in the back of the first area with Colette. Talk to the man near the gravestone in the first area to get an Employee ID.

Afterwards, go to Lezareno Company by using the Elemental Railway. Use the elevator to go to the Sky Terrace and examine the grave. Then exit Altamira and fly to the Otherworldly Gate (you'll remember it as the island that housed a bunch of rocks near the Dragon's Nest).

OTHERWORLDLY GATE

Kuchinawa turns traitor and tries to turn you into the Pope. Defeat the Papal Knights to continue.

You'll fly over to world of Sylvarant just outside of Palmacosta. Drop Mithos off at the Palmacosta Government Building and then search around for skit points and treasure chests in the world. After you're done, look for Nova's Caravan southeast of Hakonesia Peak. Review your memo of the Linkite Tree/Aska twice to trigger future conervation. Then head to the Palmacosta Human Ranch to meet the Renegades. Botta offers to take you to Rodyle's Ranch in the southern sea. Accept.

REMOTE ISLAND HUMAN RANCH

ITEMS: Vajra, Holy Staff, Stone Charm, EX Gem Lv2 x2, Saffron, EX Gem Lv1, Holy Cloak, EX Gem Lv3, EX Gem Lv4, Minazuki, Mythril Ax, EX Gem Lv3, Mythril Greaves, Revive Ring

ENEMIES: Bowman, Evil Jelly, Evil Sorcerer, Giant Slug, Sea Horror, Spearman, Whip Master, Rodyle (BOSS)

Go down the runway to the main entrance.

As you enter you'll notice various enemies sprawled about and also special tiles that will let you pass to the next area only when they are all lit. For the first section (a digital number "8"), go right three, up two, left two, down four, right two, and up one. That should clear you. In the section (a cross), go right one, down two, right two, down two, right two, up two, left two, up four, right two, down four, right two, up two, and right five. You'll then go to the next area.

Change the function of the Sorcerer's Ring and ride the elevator to the next level. Around the detention area, you'll find three items--Vajra, Holy Staff, and Stone Charm--in partially concealed chests in a corner each. Afterwards, switch off all the security locks on the cell doors to free the victims.

The elevator will allow you to ride up to the next level. Use the Sorcerer's Ring to summon a mobile machine. WARNING: Once you step on this you won't be able to stop until you reach the top, so pay attention to the following. Whenever you use the Sorcerer's Ring, a

light switches on the chariot itself, and whenever it reaches a fork in the road, it'll go in the direction closest to the light that's lit. To traverse upwards, hit the orange rings. Some will raise you and some will lower you--those that lower you will point a different direction, so learn to distinguish them. If you hit a spark, you'll suffer damage and a paralysis status. When you reach the top, go into the next area to reach the first of many side-scrolling rooms.

In these rooms, the Sorcerer's Ring changes the colors of the warp rings from white to pink green to blue to white. Each color takes you to a different area. Pay attention to the following.

1. First warp ring to pink and warp and open the chest for an EX Gem Lv2.
2. Return and change the ring to green and warp and open the chest for Saffron.
3. Change the color to blue in the first room and warp.
4. Change the ring to pink and move to the end of the room to unlock Lock 2.
5. Change the previous warp ring to blue and warp; change the next one to pink and warp again to find a chest with an EX Gem Lv1.
6. Go back one and change the ring to green. Go under the stairs to find a Holy Cloak and then go up the stairs and change the white ring to blue.
7. Warp and head left to find an EX Gem Lv2. Go back one room.
8. Change the ring to green and warp. Get the EX Gem Lv3 and then use the stairs to reach the end of the room where you can unlock Lock One. Go back one room.
9. Change the ring to pink. Warp up and open the two chests for a Minazuki and EX Gem Lv4. Go up the steps and change the white ring to blue.
10. Warp and cross the floor to find a Mythril Ax. Go up the stairs to find and unlock Lock 3.
11. Go back to the white ring and change to pink so you can warp to a place with an EX Gem Lv3.
12. Go back and change it to blue. Get the Mythril Greaves and Revive Ring from the chests in the bottom of the room. Now go to the top of the stairs and change the white ring to pink. In the top room save and go through the door to fight Rodyle. Beforehand, set your best cooking recipe up with your best cook (Miso Stew or Curry i.e.)

BOSS: Rodyle Strength: Earth
HP: 35000 EXP: 6240
TP: 500 Gald: 5800
Weaknesses: None
Items: None
Techs: Stalagmite, Gravity Well, Insanity Force

Rodyle is a strong offensive melee character, so keep your healer up to speed with plenty of Orange/Pineapple Gels. Because of this, use Defense Techs wisely to reduce damage as much as possible. Perform a Unison Attack and try to strike another one by using Taunt EX Skills and heavy combo attacks. Gravity Well isn't so good when it's being used on your characters. Try to avoid it and don't use Defense Techs if it hits. Cook when you win.

Afterwards you'll fight two Baby Dragons (8000 HP) which are a bit weaker than those previously encountered, but they should be easy nonetheless.

Now you have the option of traveling between the two worlds. Make pacts with Efreet in the Triet Ruins and the Sylphs in the Balacruf Mausoleum if you haven't already. Pick up all the Devil's Arms from the Gaoracchia Forest and Temple of Earth and then head to Altamira.

In Altamira, ride the railway to the Lezareno Company. Regal gains the title of "El Presidente." Check into the hotel and offer to go out at night to enjoy the nightlife. Travel to the casino/theater area and seek out a man selling a Devil's Arm for 1000 Gald on the walkway to the theater. There's also a dog outside the casino for you to name. On Level 4 of the hotel, look at the green pumpkin to find the Wonder Chef and the recipe for Spaghetti (Pasta, Onion, Tomato). To go to sleep examine the bed on the fifth floor penthouse.

Time for a little navigating: fly south of the Fooji Mountains and land on a raised area (plateau) that looks unnatural i.e. a hole is dug into the side of one of the nearby mountains. It's very close to the southern coast. Once you find it, land and enter the cave to find the Temple of Darkness, but you can't see a thing! Go to the Elemental Research Laboratory in Meltokio and talk to the scientists there. It seems Kate has been captured and is going to be executed. You must save her by going to the Coliseum on the second level of Meltokio. Speak to the woman at the desk to enter a tourney match: choose Zelos to fight for free, Presea for 5000, or any of the rest for 10000. Speak to the guard in the back of the area to enter the match.

Battle 1: Two Duelists, One Sorceress

Battle 2: Two Duelists, One Sorceress

Battle 3: One Heavy Armor

After the battle, liberate Kate from prison by going east into the cell and you'll receive the Blue Candle from the laboratory. Head back to the Temple of Darkness, as you can now see with the light of the candle.

5N. In the Shadow and the Light

TEMPLE OF DARKNESS

ITEMS: EX Gem Lv2 x2, Headband, Memory Gem, EX Gem Lv3, Shadow Dancer, EX Gem Lv4

ENEMIES: Coffinmaster, Druid, Manticore, Pharaoh Knight

In the foyer, you can find an EX Gem Lv2 in a chest. Then continue to the second multi-level area. You'll encounter a fragment of Shadow, the Summon Spirit of Darkness. You have to take all five to the bottom level of the room while extinguishing lights on the way with the power of the Sorcerer's Ring. To get a shadow to follow you, just touch it so it turns blue.

First head east and then through the door to an "outside" area. Go down the stairs and examine the mid-section so Lloyd leaves the party. Here change the function of the Sorcerer's Ring; the darkness it shoots extinguishes lights in the temple. Shoot the block with red eyes with the ring and then pull it out one step. The block that was blocking your

way near the entrance has moved. All other pairs of blocks do this: when one goes in, the other goes out and vice versa. Go back to the first block with red eyes near the entrance and push it ALL THE WAY IN to create a path on the block below. Now go down the stairs again and this time continue to the bottom. Under the stairs is a niche with a chest containing a Headband. Go back through the bottom door.

Follow the path up (west and then northeast; defeat the enemy next to the light on the mid-level for a Memory Gem and then search for the chest with an EX Gem Lv3 in the northeast corner of the room) and then head west and southeast to a path where the block with red eyes near the Sorcerer's Ring device has been extended. Touch the shadow there and take him down to the bottom level of the room near the light (remember to extinguish lights using the Sorcerer's Ring). A short scene will show that the shadow stays in the area and waits for you to collect the others. Afterwards, if he follows you still, don't worry about it.

Remember the block you crossed over to get to the first shadow? Push it all the way in (it has dark blue eyes) by using the ring on it and then pushing it. Go back to the outside area and then go back up to the top floor. Here you'll notice a block coming out from the wall. Cross it to find a chest with a Shadow Dancer (don't equip it since this is a darkness dungeon) and another shadow. Lead him back down the outside area but this time enter the mid-section along the way and pull the block with red eyes as far out as possible.

Go back up to the top level and continue west. You'll find another shadow on the way. Lead both to the bottom of the double stairs to find another shadow. Pull out the block with green eyes and lead the three shadows to the area at the bottom of the room by going down the now accessible steps. Return back to the same area (double stairs) and push the block with cyan eyes in. A shadow fragment is pushed onto the floor below. Push in the block with green eyes again and then go to the level of the shadow's cube. Push the cube into a niche off the right side of the ramp. The shadow moves off the cube so you can lead him to the bottom. Do so.

Now you can lead all five shadows down the steps across platforms until you reach the bottom of the level. When you come to an intersection, explore the right and bottom paths to find EX Gems (2, 4). Unseal the Memory Circle you find after going down the top path and lead the shadows to the seal.

BOSS: Shadow Strength: Dark
HP: 30000 EXP: 6320
TP: 800 Gald: 4500
Weaknesses: None
Items: Dark Seal, Amethyst
Techs: Bloody Lance, Dark Sphere, Dark Shower

This is just like the battle against Gnome, except for the fact that this guy can warp and his physical strikes are stronger. Dark Shower is a flurry of swift strikes from his scythes which he usually executes after warping (fading into the ground). Good luck in this battle.

Afterwards, head out to Gaoracchia Forest and confront the Sword Dancer 2 in the fifth area (easiest access from Mizuho or Ozette).

BOSS: Sword Dancer 2 Strength: None
HP: 33333 EXP:
TP: 4444
Weaknesses: Light
Items: EX Gem Lv1, EX Gem Lv2
Techs: Flame Lance, Grave, Spark Wave, Cross Slice, Death Spiral

Just as easy and straightforward as the last one. Attack conservatively and beware his Death Spiral Attack.

Afterwards, go to Sylvarant and wrap up some side quests (such as saving Clara in Izoold). Then go to the Linkite Tree, due northeast of the Sylvarant Base. It's in an area surrounded by mountains. Enter the area to revive the tree and in turn summon Aska. He returns to the Tower of Mana where you must now go.

Go to the seal in the Tower of Mana to form the pact, with a little interference from Cruxis, of course.

BOSS: Luna Strength: Light
HP: 18000 EXP: 3250
TP: 720 Gald: 4800
Weaknesses: None
Items: Moonstone, Topaz
Techs: Photon, Ray, Limited Ray

BOSS: Aska Strengths: Water, Wind, Fire, Earth, Lightning, Ice
HP: 19650 Light
TP: 600 EXP: 3480
Weaknesses: None Gald: 2800
Techs: Sunshine Nova
Items: Rare Pellets

Obviously you can see that Aska should not be tackled with magic. In fact, it's good to get him out of the way by yourself (if you are playing as a strong melee character) and let the other characters attack Luna using the strategy sets. Otherwise, use Protect Friend if you are not confident in your fighting ability to get backup for whichever spirit you choose to fight at first.

All in all, you shouldn't have trouble with them; Luna's Limited Ray can cripple your party with status effects (mainly curse), so have Panacea Bottles at the ready. After the scenes, you are shifted to the Iselia Human Ranch.

50. Back Home

ISELIA HUMAN RANCH

ITEMS: Lovely Mittens, Rune staff, Ether Sword, Muramasa, Cor Leonis, Solar Spinner, Rune Robe, Aqua Greaves, Rune Shield, Rune Mail, Rune Guard, Hairpin, Rune Gauntlet, Rune Cloak, Rune Circlet, Rune Helm, War Hammer

ENEMIES: Bowman, Evil Sorcerer, Raybit, Spearman, Whip Master, Forcystus (BOSS)

Start by going down the stairs in the courtyard to the main facility. Change the function of the Sorcerer's Ring, and then continue to the mana reactor area. Choose three party members for your reactor/rescue team. Examine the hidden treasure chest near where Raine was standing (when you had to choose your party) to find Lovely Mittens.

Head north and avoid the red lights (party damage) and go left to find chests with the Muramasa, Cor Leonis, and Solar Spinner. Return and go right this time to find chests with the Rune Staff and Ether Sword. Return to the main area and use the Sorcerer's ring on the twin orbs outside the door to open it. Replenish your TP using the refresher and go through the security scanners to find the prisoners. Defeat the Desians to free the prisoners and leave yourself with four party members.

Afterwards go to the lower level of the stage and through the east door. The first chest you come too should have a Rune Robe. Up the stairs, to the left, and through the "mana" door, you'll find three chests with Aqua Greaves, Rune Shield, and Rune Mail. Through the center door are the items Rune Guard, Hairpin, and Rune Gauntlet. If you go right and then down the stairs (first stairs), you'll find a Rune Cloak and Rune Circlet through another mana door. To find the last chest with the War Hammer, go down the second set of stairs and then go south so you find a Memory circle. Go through the door and open the chest for the ax. Kill the enemy nearby for a Memory Gem and easy access to the main room (via the elevator) for healing. Unlock the Memory Circle and then go through the far room on the right side to find an old foe.

BOSS: Forcystus Strength: Wind
HP: 20000 EXP: 7100
TP: 400 Gald: 5800
Weaknesses: None
Items: Faerie Ring
Techs: Air Blade, Air Thrust, Cyclone, Down Burst

BOSS: Exbone x2 Strength: Wind
HP: 6000 EXP: 0
TP: 320 Gald: 0
Weaknesses: None
Items: None
Techs: Wind Blade

This fight is just like Kvar at the Asgard Human Ranch. Utilize your attack force for the Exbones and then go after the ranch master. You should be at a high enough level to take down the Exbones with ease.

Forcystus is the main problem here. As if his spells weren't enough, you have to deal with his Down Burst so often that you can't even get three clean attacks off. You don't have time to use defense techs, so don't even try. Backstepping is the only option you have to avoid it. When he says "Time to fly," immediately try to backstep. A worst case scenario is if you're caught in a Cyclone and then immediately transferred to a Down Burst: in which case, use a Lemon Gel to recover. Otherwise, do your best; this may take a couple of tries.

Afterwards, you'll return to Iselia. Engage in the commotion outside the school and then talk to Raine, standing near her old house. Approach the south exit to travel to Dirk's house. After the scene, talk to all the characters and find the Wonder Chef in Lloyd's room by the Firebird carving to get the recipe for Miso Stew (Miso, Kelp, Egg).

Fly to Tethe'alla and go to Altessa's place, then the library in Sybak, and then Meltokio. As you quick jump through the sewers, you'll find Vharley again. Go to the Martel Cathedral and enter the Pope's office on the left, and after the visit with the king, go to the second floor on the right side of the castle to find the archive. Talk to Hilda before you to leave to get the King's Letter--authorization to travel to Heimdall.

Go to Altamira and travel to the Lezareno Company. Talk to Geroge twice to obtain the title of "Eternal Sinner" for Regal. Go down to the second floor to encounter Kuchinawa yet again. Go to the Sybak Imperial Research Academy and go to the first door on the right. Zircon's inside.

It's a good idea to confront Kuchinawa at Mizuho now. Travel to the mystical village and speak to Orochi near the entrance to duel Kuchinawa.

BOSS: Kuchinawa Strengths: None
HP: 10000 EXP: 4800
TP: 60 Gald: 2860
Weaknesses: None
Items: Asura
Techs: Raiden

Sheena's defense isn't that great, so equip her with a Black Onyx and a Holy Symbol to get a fighting chance. Kuchinawa will assault you constantly and won't give you a chance to defend much. Equip a Guard Plus EX Skill if you feel it's necessary. Using a three hit combo ending with a Pyre Seal or Demon Seal works for a while. If you really don't feel confident with Sheena, set her to Auto in the "Tech" submenu. She fends well for herself on her own. If she reaches Over Limit summon Efreet for big damage or Undine for healing.

Regardless of whether you win or lose, you'll continue on with your game. By now, you've probably noticed the Tower of Salvation southwest of Mizuho. Travel south of it and you'll see a forest surrounding a city. Approach the forest from the south side to enter it. This is the mysterious Ymir Forest.

5P. Elven Mystique

YMIR FOREST

ITEMS: Resist Ring, Solar Guard, Gladius, Maid's Hairband, Blue Seed, Crystal Shell, Ymir Fruit, Metal Sphere, White Seed

ENEMIES: Armaboar, Baby Boar, Boar, Dodo, Killer Bee, Orcrot, Storm Claw

This will get complicated, so pay attention to the guide.

Go north and change the function of the Sorcerer's Ring to call sounds that affect the area in certain ways, much like in Rodyle's ranch. Stand on the stump nearby and use it for a demonstration. If you go behind the tree near the device, you can find a hidden chest containing a Resist Ring. Head east and then south and examine the unopenable chest. Call a baby boar to crash into the chest (stand on the stump and use the ring). You can now open it for a Solar Guard. Now go north from the chest to find a tree. Behind the tree is a chest with a Gladius sword.

Go west from the ring device and up the tree root to the second level. Go north from there into the second area. Continue moving north until you can descend the roots. Do so and then head right, then north under the tree branch and to another tree root. Go south on the second level and then go west to an area with a Memory Circle and chest containing a Maid's Headband. Going north, a youth refuses to let you pass unless you bring him a Ymir Fruit.

Go back to the first area and this time take the east path north. In the second area, there are two paths to the left. Take the first path and use the ring to smash the boulder with a Baby Boar. Take the second left to let Lloyd examine a giant fish in the water. Now go back and go through the right path this time. Go east until Lloyd notices a blue thing in the tree. Get it by getting a boar to run into it. Search behind the tree to find a chest with a Crystal Shell.

Plant the Blue Seed by going back to the first area and examining the patch of soil near the Sorcerer's Ring Device. Return to the area where the child is waiting. After you descend the tree root, go to the left end of the walkway and jump onto the lily pad. Call a fish by playing the Sorcerer's Ring; it brings a chest with the White Seed near the islet with the Memory Circle. Get the seed and return to the entrance to plant the seed.

Go east and ascend the tree root and jump from the path to the branch where the white flower lives. Play the Sorcerer's Ring to be carried to another branch. Push the crate into the water, and then return using the ring. Now navigate to the farthest northeast area of the forest (where the crate completes a path) and play the Sorcerer's Ring on the stump to knock a Ymir Fruit into the water.

First navigate to a nearby islet southwest of your position and use the Sorcerer's Ring to knock a worm out of a tree. A large fish begins eating them. If a fish does not eat them, then you have the wrong stump. Go a few steps east to the stump where you go the Blue Seed and then go north to the lily pad. Play the Sorcerer's Ring to bring the fruit on step closer to being caught. Move over to the place where the fish dropped the fruit and activate the stump there to drop several worms in the water (it's near the Ymir Fruit stump). The waves push the fruit south.

Continue west and jump onto a lily pad partially covered by a tree-- it's near the fork in the path with two branches left and one going right (it's on the right path). BEFORE following it, go as far northwest as you can on the second level and jump to the white flower. Play the ring to be transported to another area. Call another boar here to break the rock. Now go back to the area where Lloyd examined the big fish. Jump onto a lily pad here and USE THE SORCERER'S RING AFTER THE FISH MAKES THE "... " SPEECH BUBBLE EXACTLY WEST OF THE PIER

AND WHILE HE'S FACING NORTH. OTHERWISE, THE FISH WILL EAT THE FRUIT AND YOU'LL HAVE TO START ALL OVER.

You're almost done. Travel back to the start and call the fish over by using the ring on the lily pad in the northwestern most part of the area (first level). Go the Sorcerer's Ring device and jump on the lily pad to get the fruit. Travel out the forest to Heimdall the village of Elves. The kid gives you a Metal Sphere in exchange for the fruit.

THE HIDDEN ELVEN VILLAGE, HEIMDALL

The first two buildings house weapons, armor, and item shops. The Katz' Team is also in the Item Shop. The building across the stream is the inn, which you can sleep at for 200 Gald a night. If you go under the inn and to the left you can name another dog. Go west into the next area with the elder's house. His house is in the far back. If you go under his house and to the left you'll eventually find another dog. Now enter the elder's house. When you're done, go back inside and go to the back room to find the Wonder Chef in the painting: he gives you the recipe for Cream Stew (Milk, Onion, Carrot). After getting the Elf Elder's Staff, quick jump through Ymir and fly southeast a bit to find the Lantheon Gorge on the opposite side of the mountains from a House of Guidance. The entrance is much like that of Ossa Trail.

LANTHEON GORGE

ITEMS: Amango (unlimited), Kirima (unlimited), EX Gem Lv4 x3, Rare Pellets, EX Gem Lv3 x2, Diablos, Star Cap, Rare Shield, Flare Greaves, Toroid, Elixir, Draupnir, Memory Gem, Battle Pick, Pasta, Tomato, Cod, Mana Leaf Herb

ENEMIEs: Crush Tortoise, Deathseeker, Fake, Poison Lily, Sea Dragon, Sheldra, Spiked Snail, Plantix (BOSS)

The first chest you come to has an EX Gem Lv4 inside. Change the function of the Sorcerer's Ring and then examine the next chest for Rare Pellets. Use the Sorcerer's Ring to float across the ledge by timing it right before the flower sends a gust of wind. The flower on the northwest ledge has wilted. Climb the path and grab as many Kirima as you can from the tree and then go back and feed Kirima to the plant to revive it. Go to the south ledge using the new plant and then head east across the bridge to go to the second area.

On the lower level find the EX Gem Lv3 in a chest and then continue up to the second level. Open the chest in the northwest corner for another EX Gem Lv3. Another Devil's Arm lies down the path from the ledge with the EX Gem chest. Open it for the Diablos ax. Navigate northwest to the wilted plant and revive it and then return to the first plant you came to in this area. Stand in front of it and activate the Sorcerer's Ring to fly north and then northeast (with the second plant). Go up the area and pick Amango from the tree. Then proceed into the third region.

You can find another EX Gem Lv4 on the ground floor of this third

area. Use the nearby purple flower to fly near a waterfall. Use the top flower here (revive it first) to fly to an area with a chest with a Star Cap. Go back to the islet you were once on and take the southeast path. Open the chest in the corner for a Rare Shield and get blown across the path to the second area. Go back to the third. This time, revive both plants that you can and then get in front of the northeast one. You should be blown by three flowers to an upper ledge. Open the chests for the Flare Greaves and the Toroid and then revive the plant on higher ground. Drift using the southwest flower to the southwest part of the third area, and then use another purple flower to go to area four.

First, revive the plant on the south slope facing south and use to be transported to the first area, where an EX Gem Lv4 awaits your picking. Travel back to the fourth area. Get blown to the northwest platform where you should kill the plant blowing southeast with an Amango fruit. Now kill the plant that brought you to the northwest edge after coming back from it, and then revive the remaining plant on the southwest plateau. Go to the northeast ledge from that new flower and go up the slope. Revive the first flower you come to and continue up the slope to another flower. Get blown across so that the flowers work in succession to bring you up to area five: a maze of platforms.

Drift westward to the next ledge and then use the purple flower to be blown across the waterfall. If you revived the plant in the third area that blew upward, you should be able to use the next plant to bring yourself up to the next platform. Revive the dead flower on the next ledge. Revive another dead flower outside the cave and go into the cave.

The chest just inside is a Fake. Defeat it for an Elixir and an All-Divide. There's a chest with a Draupnir high on in the northeast section of the cave, and below it is a slime enemy that has a Memory Gem. Exit the cave through the southwest exit. Revive the flower and drift to the next ledge. The purple flower should blow you to a ledge above the cave on the other side of the waterfall, if you revived the plant below. Drift again upwards and then go up the cliff to the sixth area.

Revive both plants on both sides of the bridge and then fly using the east plant to dislodge a rock and return to the bridge. Head southeast from the house to find a Battle Pick for Presea. Then enter the Storyteller's House. Talk to him and then examine the toy bunny in the back of the house to get the recipe for Pescatore (Pasta, Tomato, Fish). Go down through the now open gate and fly to the cave entrance. You'll get the Mana Leaf Herb for a price.

BOSS: Plantix Strength: Earth
HP: 36000 EXP: 7500
TP: 250 Gald: 1250
Weakness: Fire
Items: Blue Sephira
Techs: Tentacle, Beetle Rush

This is a straightforward battle. Just attack with fire magic from Genis and have strong melee backup. Only use Unison Attacks when its skull is exposed halfway through the battle. Good luck.

Return to the field and fly southeast to an island with SE Abbey on

it. It should be quite noticeable from the map. Inside, talk to Seles on the second level to retrieve Zelos' Cruxis Crystal. Now go to the Tower of Salvation due east of Mizuho.

5P. Holy Hell

TOWER OF SALVATION

Approach the familiar platform for a confrontation with an old friend.

BOSS: Kratos Aurion Strengths: Lightning, Light

HP: 25000 EXP: 7600

TP: 980 Gald: 4800

Weaknesses: None

Items: EX Gem Lv4, Energy Tablets

Techs: Demon Fang, Double Demon Fang, Fierce Demon Fang, Lightning Blade, Eruption, Grave, Thunder Blade, S. Lightning Blade, Demon Spear, Judgment

Simply put, this guy is tough to beat. He goes into Over Limit about every 7500 HP, leaving your healer and magic-caster at his mercy. He'll start the match with Judgment, and which can do up to 3500 HP damage if hit twice. Use two melee characters to charge while a healer and magic-caster stand in the background. The two in front must do their best to make him stagger. Those in the backfield can use items for recovery. Use Guardian and other Defense Techs to lessen damage if you can, but remember your main goal is to keep Kratos staggering. If you do not win, the game continues anyway.

THE HOLY CITY, WELGAIA

Push the crates off the warp ring and then warp back to rejoin the party. You're "taken prisoner" by Colette to avoid encounters. Speak to the angels for information about Cruxis, if you wish. Enter the door TO THE RIGHT of the moving walkway and then go left on the first floor to find the Apocalypse Devil's Arm. Go back and then through the east door. Speak to the angel to get a Mana Fragment.

Now go down the moving walkway and head east in the next area to a new area with refresher machines. Examine the machine behind the third lift to activate the emergency warp point. The machine behind the fourth lift is the city's data bank, which can provide a lot of useful information to you. Descend the stairs and go south--then ride the platform to the exit. You'll re-emerge in the Tower of Salvation.

TOWER OF SALVATION - DESCENT

ITEMS: EX Gem Lv3 x2, EX Gem Lv4, Rare Guard, Nagazuki, Laser Blade, Holy Robe, Dragon Fang, Energy Tablets, Holy Circlet, Elevator Key, EX

Gem Lv2

ENEMIES: Cybit, Hammer Knuckle, Murder, Perfect Murder, Yggdrasill
(BOSS)

Go down the stairs to your left. A bit to the left you'll find a chest with an EX Gem Lv3 inside. A word of caution about these enemies: this is the only place you'll find all of them, so scan them now; you can also steal valuable items from all of them. Keep going west and then around the corner. Then descend the stairs. Defeat the enemies (if you want) and then head through the door on the right. You'll enter an anti-gravity chamber. In the room, go right, down, left, up, left, up, left, down, left, up, left, down, right, down, right, down, right, up, and right to get out. Get the EX Gem Lv4, and then activate the red switch. Head back (left, down, left, down, left).

Go south in this corridor to get a Rare Guard from a chest. Then head up the main stairs to the main level you started from. Go north and then downstairs for a Laser Blade and Nagazuki in chests. Go north in this room to deactivate all the blue doors. Go up the stairs and then go through the door straight ahead of you. Keep going through all the corridors in the room (no stairs or new rooms) to find a chest with a Holy Robe. Go down the nearby stairs and head all the way north in this room to find the Dragon Fang greaves. Then head back out and west to find a chest with an EX Gem Lv3. Go up the stairs in the north part of the corridor. Go left, then go southwest to the stairs going down. Then go southeast to the anti-grav room.

Go right, down, left, up, left, up, left, down, left, up, left, down, left, down, right, up, and right to use an elevator to get to floor 2 of the anti-grav chamber. Here go down, right, up, left, up, right, up, right, down, right, down, right, up, left, and up to a new room. Go all the way to east to find a chest with Energy Tablets. Go south from the Tablets to find another door to the antigrav chamber. Go left, up, left, down, right, down, right, down, right, up, left, and down to another elevator. In this first level, glide west to another lift.

Go to the east doorway by going left, up, right, up, right, down, right, down, left, down, left, up, left, down, left, up, right, down, right, up, and right. In this room, procure the Holy Circlet from the chest and the Elevator Key from the blue glowing circle. To get back, go left, down, left, up, left, down, and right. Use the lift and go right, up, and left to the familiar room. Go up the stairs and then north as far as you can. Travel to the right through the corridor door and then activate the Elevator Key in the locked door on the north side of the room. Use the elevator to go down another level and head west. Open the hidden chest near the Cybit enemy to find an EX Gem Lv2. Now prepare your party and step on the warp ring.

BOSS: Yggdrasill Strength: Light

HP: 40000 EXP: 3000

TP: 3000 Gald: 0

Weakness: Dark

Items: None

Techs: Outburst, Ray, Holy Lance, Ground Dasher, Thunder Arrow

This boss is a replica of the one you fought in the Tower of Salvation in Sylvarant. Just wait out the battle until he retreats and cause at least 10000 HP damage in order to do so.

ALTESSA'S HOUSE AND FLANOIR

Save outside Altessa's House. Throughout the night, several events occur. Defeat the Angel Swordians and Commander to make it through. Then speak to Yuan, Tabatha, and Raine to continue. Afterwards go to Flanoir and travel to the doctor's clinic. Save before doing so, though.

Talk to the doctor and then four of your lowest relationship characters will leave as escorts. When you re-emerge in a house, Colette will knock on the door. If you want to walk with her, do so, but refuse if you want Kratos back in your party. The next thing to happen will be a voice: it's Kratos. Go outside to speak to him if you wish. Otherwise, the next two knocks will be your two highest relationship characters besides Colette and Kratos. If you refuse the third, you're forced to go with the fourth. Colette gives you a Snow Hare if you walk with her, Kratos indirectly gives you his Locket, and if Zelos is another character, he'll give you his Cruxis Crystal.

TOWER OF SALVATION - RUINS

ITEMS: Diamond Shell, Ogre Ax, Hanuman's Staff, Southern Cross, Heavenly Robe, Energy Tablet, EX Gem Lv4 x2, Star Mail, Phoenix Cloak, Star Guard, EX Gem Lv3 x2, Shaman Dress, Star Shield, Star Helm, Star Circlet, Star Gauntlet, EX Gem Lv2, Star Bracelet, Spirit Bottle

ENEMIES: Gatekeeper* (BOSS), Zelos Wilder* (BOSS), Angel Commander, Angel Spearman, Angel Swordian, Angel Archer, Bomb Plant, Bomb Seedling, Evil Orchid, Mocking Plant, Pronyma (BOSS), Idun (BOSS), Yggdrasill (BOSS)

*As you can see above you have a hell of a lot of items to get and enemies to fight. Start by flying to the Tower of Salvation itself. You'll be confronted by Zelos (if you chose to talk to Kratos in Flanoir) or the Gatekeeper (if you chose to talk to anyone else).

BOSS: Zelos Wilder Strengths: Lightning, Light
HP: 28000 EXP: 9300
TP: 1200 Gald: 9800

Weaknesses: None

Items: Mystic Symbol

Techs: Double Demon Fang, Fierce Demon Fang, Lightning Blade, Light Spear Cannon, Victory Light Spear, Judgment, S. Lightning Blade, Demon Fang Eruption, Thunder Blade, (Pineapple Gel)

Zelos is just an enhanced form of Kratos' second form with a little difference in Techs. Attack conservatively and don't hesitate to guard or backstep. Otherwise, you're wise to what he'll do because you faced Kratos earlier on, so do the same and you should end up find. One difference though: you have to win this battle.

BOSS: Gatekeeper Strengths: Light
HP: 18000 EXP: 8880
TP: 800 Gald: 8970

Weaknesses: None
Items: Mystic Symbol
Techs: Spiral Flare

Comparatively easier than Zelos, the Gatekeeper is flanked by two Angel Swordians. Defeat the weaker angels first and then assault the Gate Keeper. When he's sent into Over Limit, he goes a little crazy with the sword swings. Just back off and let him snap out of it. Spiral Flare should not give you any trouble in this fight. Defeat the Gate Keeper for a nice chunk of gold and experience.

Afterwards you'll follow the Chosen to the ruins of the Tower of Salvation. Save using the Memory Circle. Go through the nearby intersection and use the Sorcerer's Ring to burn away the branches that block your path. Then go to the next room. Jump to the middle platform which acts as a seesaw. You're pushed to the lower level. Open the chest with the Diamond Shell (gives weapons for Regal). In the background, climb up to the upper level again and then jump on the platform again. This time, travel to the other side of the room and jump off on the lower level of the other side. Head through the east door.

Go southeast in this area and then travel north to large section blocked off by tree roots: destroy them with the ring. Travel through to get weapons: Southern Cross, Hanuman's Staff, and Ogre Ax. Then go to the northwest corner of the room and go up the stairs. Activate the machine which opens the locked door in the corner and then head up the second flight of stairs. In this next room, go south from the first intersection to find a chest with a Heavenly Robe. Then go north and destroy the branches so that you can access a chest with Energy Tablets. Then go southeast and then northeast to a section blocked by roots to find chests with Star Mail and an EX Gem Lv4. Go southwest out of the room.

Open the chest in this top level to find a Phoenix Cloak. Then destroy the rock by lighting it three times with the Sorcerer's Ring. Now head back that long corridor to the mid-level (you can use the door you opened with the machine for a shortcut). Once you're on the mid-level, go down the stairs to the lower level and cut across to the mid-level of the other side by using the seesaw bridge. Open the chest for a Star Guard, and then traverse up the stairs and use the warp ring. Defeat the two Angel Swordians and then leave Regal behind to take care of the rest.

Open the chests in the room to find an EX Gem Lv3 and a Shaman Dress. Restock on items using the refresher and then save. Then use the warp ring. Go down the winding passageway and then view the event. Afterwards, go through the diamond-shaped area until you find a Star Helm (hidden by a northern stone) and a Memory Circle. Continue going clockwise around the areas to find the warp point.

In the next area, go clockwise on the outside of the room to find a Memory Circle. Then retrace your steps and go to the inside of the area from the north side. Open the chest with the Star Shield (hidden) and then activate the warp ring.

Navigate around the area to find three chests with a Star Circlet, EX Gem Lv3, and a Star Gauntlet. Then proceed to the warp ring in the east corner. Defeat the angels in the next room and then head west at the intersection for a chest with an EX Gem Lv2 and east for a

chest with a Star Bracelet. Then go north to find yet another trap.

In the final diamond shaped room, look around for chests containing a Spirit Bottle and an EX Gem Lv4. Then head for the warp ring in the east corner. Go through the final trap and then save. Examine the dagger in the wall to uncover the route to Cruxis Elite.

BOSS: Pronyma Strength: Dark
HP: 32000 EXP: 7000
TP: 850 Gald: 4800
Weakness: Light
Items: Red Savory
Techs: Spread, Dark Sphere, Leonazium, Agorazium, Prism Sword,

BOSS: Idun x2 Strengths: None
HP: 11000 EXP: 1200
TP: 0 Gald: 1200
Weaknesses: None
Items: Black Quartz x2
Techs: Curse

Handle this battle like your last one against Pronyma. However, just be sure to stay out of range of her Techs while you take on the Idun monsters. They are unforgiving with their scythes. Use items as often as you need but don't completely deplete yourself. When you rearrange your party before the fight, include Sheena so that summoning Luna can win the fight in a heartbeat. Pronyma's weakness to Light does come in handy for Raine as well.

BOSS: Yggdrasill Strength: Light
HP: 40000 EXP: 3000
TP: 3000 Gald: 0
Weakness: Dark
Items: None
Techs: Outburst, Ray, Holy Lance, Ground Dasher, Thunder Arrow, Death Eater, Prism Sword

Unlike last time, you'll need to deplete all 40000 of his HP in order to continue. The only difference is that he'll use Death Eater, which is very similar to Remiel's Judgment Ray and Pronyma's Prism Sword attack. Charge him with everything you've got and don't hesitate to use items. If Sheena is in your party, cast T. Seal: Darkness and use Black Quartz (if you must) to weaken Yggdrasill. Don't hesitate to use some of the stronger items either. Don't blow it!

5R. The Final Frontier

TARENT FOREST

ITEMS: Crystal Dagger, Stardust, Acalanantha, Angel's Tear, Memory Gem, EX Gem Lv4 x2, Mana Protector, EX Gem Lv3, Warlock Garb, Shield Ring, Diamond

ENEMIES: Alraune, Bellpepper Head, Carnivorous Plant, Cutlass, Gold Dragon, Man-eater, Tarent, Kratos (BOSS), Origin (BOSS)

Head to Heimdall and go around the village and talk to everyone in your party. Then talk to Colette by the inn and tell her you're going to sleep. After you rest, talk to the Heimdall Elder and then make your way into the Torent Forest.

When you enter the forest, you'll see a creature enter a stump; this critter is your guide to the forest. You can suffer endless loops like those in the Gaoracchia Forest, so watch your step. Find the first two items in the first area: a Stardust chakram and a Crystal Dagger. Then summon the creature out of the stump by using the Sorcerer's Ring. Follow him to go to the second area.

Keep your bearings about you and travel the second area to find two more items: an Acalanantha card and an Angel's Tear (twin blade). Then retrace your steps to the entrance and coax the creature out of the stump again and follow it to the third area.

You'll find another dragon enemy in the Torent Forest. It's a golden dragon, and doesn't provide you with much EXP or Gald and only appears once. Defeat him for an easy victory. There are no items of interest in the third area (besides the Memory Gem obtained from the enemy nearest to the dragon), and the creature appears by the eastern boundary.

Scour the fourth area for an EX Gem Lv3, two EX Gem Lv4s, a Mana Protector, a Warlock Garb, and a Shield Ring. You can find the last two behind a waterfall after the Memory Circle. Save again and then go as far south as you can go. The creature is near the exit.

In the fifth area, head north and then go right and the TOP path. The creature is in the stump near the exit, once again. Follow the path east to the sixth area.

BOSS: Kratos Aurion Strengths: Lightning, Light
HP: 12000 EXP: 9990
TP: 1400 Gald: 5520
Weaknesses: None
Items: None
Techs: Demon Fang, Double Demon Fang, Fierce Demon Fang, Lightning Blade, Air Thrust, Grave, Thunder Blade, Demon Spear, S. Lightning Blade

The best time to use a Magic Lens on Kratos is after he's cast a spell--namely, Grave. You won't get many other opportunities, but remember that using items such as Lemon Gel and Pineapple Gel will prevent you from staggering for a time (when you're using them). I encourage you to flaunt the setup of B - (Double) Demon Fang, B up - Psi/Omega Tempest, B down - Sword Rain, and B right/left - Raining Tiger Blade. The Tempest derivations are a good way to escape attacks, while using Sword Rain connected to Raining Tiger Blade is a good offensive attack. If you have Double Demon Fang, use it instead of Demon Fang so you can link Sword Rain to it. Fierce Demon Fang also works well for close up attacks, but I'd rather have Demon Fang as a long range attack. However, Kratos will be using Double Demon Fang at long range attempts so be sure you can guard against one and then jump over the other. When he reaches Over Limit, look out. Grave takes absolutely NO time to cast, while Air Thrust and Thunder Blade take about a second each. You have to be very careful with your HP. Check Kratos' often and make ruly assessments of whether you need to recover. Just

remember that on Mania Mode, anywhere below 3000 HP can put you in danger of being killed. You have to win this fight.

BOSS: Origin Strengths: None
HP: 40000 EXP: 10240
TP: 800 Gald: 9870
Weaknesses: None
Items: Reflect Ring, Diamond
Techs: Rameesh, Absolute, Thunder Arrow, Spiral Flare, Earth Bite

Depending on how you've raised Genis (T-type, mainly), you've probably never seen all of his Techs except through others' using them, like Yggdrasill and the Gatekeeper. Thunder Arrow afflicts a party member with a least 10 combo hits and 1000 HP damage and sets out three sparks (as a warning to where it will hit). Rameesh is a larger version that does about 1500 HP damage and has little warning (two lights come down (as of Judgment)). Earth Bite is just something you should stray from, as you'll notice by others (or you) who are engulfed by its power. Absolute has a similar effect. Strike a Unison Attack early on and refill it by taunting (if you can). You should be able to fill it up again before the battle ends, especially on a higher difficulty level. Have Sheena perform a Summon of any Spirit if possible.

View the scene and then return to Heimdall. Save the people trapped in the village. One is near the Elder's house, and the others are across the river from the inn. Be sure to talk to the Elder in his house too. Then travel to Dirk's house in Sylvarant. Kratos gains the titles of "Dad" and "Judgment" if he's in the party.

Travel back to the Tower of Salvation and take the teleporter to Derris-Kharlan. Lloyd gains the title of "Eternal Swordsman."

DERRIS-KHARLAN

ITEMS: EX Gem Lv2, EX Gem Lv3 x2, Golden Helm, Magical Ribbon, EX Gem Lv4 x2

ENEMIES: Dark Archer, Dark Spear, Dark Sword, Dark Commander, Death, Doom Guard, Samael, Phantasm, Phantom Knight

In the first area, navigate around to find the two EX Gem chests, then head northeast to the next area.

Collect the five items in the huge second area: Golden Helm, Magical Ribbon, EX Gem Lv4 x2, and an EX Gem Lv3, and then head northeast to the city of Welgaia. It helps if you draw a map of the area if you can't find all the chests.

THE HOLY CITY, WELGAIA

ITEMS: Mirror Shard, Spider Figurine, Chipped Dagger, Derris Emblem

ENEMIES: The Neglected (BOSS), The Fugitive (BOSS), The Judged (BOSS)

Head east to the area with the refreshers and go on the second elevator to lower yourself to a platform with two mirrors: one has Raine and Genis behind them. Approach them for a scene. Then examine the glass on the ground to fight a very weak sub-boss: no strategy needed for this; just take it to him.

BOSS: The Neglected Strengths: Fire, Ice, Light, Dark

HP: 20000 EXP: 2800

TP: 500 Gald: 3200

Weaknesses: None

Items: Defense Ring

Techs: Freeze Lancer, Flame Lance, Ice Tornado, Thunder Arrow, Eruption

You'll obtain the Mirror Shard. Now return to the first area of Welgaia you visited (past the two moving walkways on the south side) toward the detention area. Watch the scene and then examine the glowing circle on the ground to fight The Fugitive and receive a Spider Figurine.

BOSS: The Fugitive

Techs: Thunder Blade, Spark Wave, Spread, Aqua Laser

Then go on the warp and continue to the prison. Go across the platform to find Regal and Presea. Watch the scene and then examine the blood to find The Judged and the Chipped Dagger.

BOSS: The Judged

Techs: Air Thrust, Stalagmite, Grave, Air Blade

Go to the warp in the central area opposite the one you came from on your most recent trip to Welgaia to get the Derris Emblem, which deactivates the trap. Warp to the next area: Vinheim.

VINHEIM

ITEMS: Energy Tablets, Prism Guard, EX Gem Lv4, Spirit Bottle, Mortality Cloak, Elemental Guard, Ninja Sword, Past Stone, Elixir, Blue Shield, Shield Ring, Demon's Seal, Future Stone, Sacred Stone, Vinheim Key

ENEMIES: Dark Archer, Dark Commander, Dark Dragon, Dark Spear, Dark Sword, Mithos (BOSS), Mithos (BOSS)

First, talk to the great Dark Dragon guarding the door for an encounter with yet another rare dragon. Defeat the Dragon for Dragon Mail and the Vinheim Key. Open the Vinheim Door with the key. A whole slew of side-quests are now available. Check the side-quests section for more.

Save using the Memory Circle. Go through the east doorway. Go around the stairs and engage the lone angel enemy to let a black treasure chest appear higher up. Near the angel, go through another eastern doorway. Defeat the next angel, if you wish, and then open the chest for Energy Tablets. Exit the room and then ascend the stairs until you reach a level with yet another eastern door. Go through and check behind the sofa for a chest with a Prism Guard. Exit the room and then go through the western door to the catwalk.

Cross the room and go straight through the door on the western side. In the new room, cross the room on the same level and go through the

western door to find a chest with a Shield Ring. Go up the stairs and at the fork of stairs go left to another western room with a chest: this time it holds a Demon's Seal. Then go back right at the fork to another higher catwalk. Go straight through to the other side and pick up the Future Stone. Return to the lower level with the Memory Circle and save. In the process, you'll find the following:

"Will the future be one of bountiful earth, caressed by the blessing of the wind? Will it be one of swirling, terrible water that washes away all in its path? Is there a ray of light in our future?"

This means nothing to us now, so continue on.

Go through the upper doorway on the west side of the room to a spiraling staircase. Go past the angel on the left side to find a chest with a Blue Shield. Go up the stairs and enter the third doorway to find another chest with an Elixir. Keep going up and enter the next doorway to find another lone angel. Defeat it to make the chest with the Past Stone appear. Open the chest and exit.

Keep going up the stairs and go into the brownish colored door to reach the top level. There is a hidden chest behind the wall after your character goes into the light. Open it for an Elemental Guard. Another chest lies on the opposite side, hidden behind the wall like the first. It contains a Ninja Sword. Leave through the door on the east side of the room.

Go down this staircase and enter the first room you come to. Open the chest for a Spirit Bottle and check behind the sofa for another chest, containing a Mortality Cloak. Exit the room. On the way down to the ground floor, you should find a chest with an EX Gem Lv4 inside. Now go out the last door and continue to the ground floor.

The Past Stone will react:

"What can be seen in the past is anger that seeps out from the depths of darkness. What can char this frozen heart is this burning hatred, like the fires of hell. Bring down upon them the lightning of judgment."

You'll notice 8 blocks around the center area. Push the following four onto the teleporters (the other ornate symbols on the ground that the Past Stone activated).

On the left teleporter, push the black, dark blue, red, and purple boxes onto it. Each time, you'll be teleported. Push the block into the crevice on the eastern side to make a bridge. After you make the bridge out of three blocks, push the last one into the niche on the floor.

Push the yellow, green, light blue, and white boxes on the right teleporter, and repeat the same things you did for the past teleporter. When you finish, you'll unlock the way to the chest for a Sacred Stone.

If you're interested, you can now take part in the secret dungeon (which is really, really hard) in Sybak--follow the section on Niflheim, the Forbidden Anamnesis in the side-quests section. You now have the choice of warping all the way back to the Tower of Salvation without having to retread Derris-Kharlan. If you want to get the game out of the way, continue to the final boss.

Go through the Vinheim Door and use the warp.

BOSS: Mithos Strength: Light

HP: 55000 EXP: 8280

TP: 5000 Gald: 1690

Weaknesses: None

Items: None

Techs: Judgment, Indignation Judgment, Retribution, Rejection, Holy Lance, Ray, Gravity Well, Eruption

One important thing to keep in mind here: don't go all out in this fight. Another important thing to do is to set your cooking recipe to something substantial, such as Pork Cutlets or Miso Stew. Make sure your Gels (Lemon, Pineapple, Melange, and Miracle) and Bottles (Life, Panacea, and Miracle) are all at 20. If they aren't, go find some and return when you have some.

Be reckless with your Panacea and Miracle Bottles, since Retribution inflicts a myriad of status effects (Poison, Deadly Poison, Curse, Weak, Paralysis, Strength Down, Defense Down, Magic Atk Down, and/or Accuracy Down). A good way of dealing with this is to use Raine's Nullify (if you have it) and Miracle Bottles. Another alternative is Anti-Magic Bottles and another one of Raine's spells, like Purify. Create your own hierarchy of importance when it comes to curing effects. Note that somebody Weakened (red face) could also be Poisoned/Deadly Poisoned (green face), so using Miracle Bottles is the best way to go. If you continually assault him, the most he'll use this Tech is three times.

Rejection is much like Demonic Circle or the shockwave from Hunting Beast. Indignation Judgment is used rarely, but will most certainly KO a character or two.

A good strategy is use two melee characters in addition to Genis and Raine. Disable Raine's Light Spells and set her strategy to Support to reap full benefits of her Techs. If you choose Colette, note that you can steal a very rare EX Gem in the next battle. You can keep this gem only if you select to keep EX Gems after your victory. This costs 600 Grade. Otherwise, use a strong character like Presea or Kratos/Zelos. Use Sheena if you feel more comfortable with a Summoner.

Not much else to say but to recommend you finish this off quickly.

Cook your best recipe after the fight so you don't have to spend time recovering at the beginning of the next fight.

BOSS: Mithos Strengths: Light, Dark

HP: 60000 EXP: 0

TP: 1500 Gald: 0

Weaknesses: None

Items: EX Gem Max

Items Stolen: EX Gem Max

Techs: Flame Lance, Spark Wave, Judgment, Thunder Blade, Explosion, Thunder Arrow

Mithos gains a bit in HP, but, like the other enemies of his form, he takes a blow to mobility. Use your Unison Attacks wisely and make sure they're set for the best possible combination. Now you can be reckless with any items you want, as long as you don't exhaust their resources at the beginning of the battle. Steal an EX Gem Max if you want to, and overwhelm Mithos with a flurry of melee attacks and spells. The

only real danger besides spells that melee characters need to look out for is a move like Aska's Sunshine Nova Tech. Try to estimate the best time to use a Defense Tech if necessary and move out the range of spells for best results.

Say goodbye to Mithos and end the game. Congrats.

5S. Replay Bonuses

END OF GAME

After you beat the game you'll get an option to start a new game with bonuses to make the game easier or harder. Each bonus costs a certain amount of grade. The grade that you earned throughout the game is added to an 1000 grade bonus for completing the game: you can use this total grade to spend on replay bonuses from the following (only those needing a description will have one):

Bonus	Grade	Description
EX Skills	400	Inherit equipped EX Skills.
EX Gems	600	Inherit equipped EX Gems.
Affection	10	Inherit current relationship level.
Increase Tension	100	Start the game with increased rate of tension for all characters.
Play Time	10	Inherit game play time.
Memory Circles	20	Inherit unlocked Memory Circles.
30 Items	500	Possess up to 30 of each items.
Gald	1000	Inherit Gald in possession.
Recipes	50	Inherit recipes in possession.
Cooking Ability	50	Inherit current cooking ability.
Titles	1000	Inherit titles in possession.
Figurines	10	Inherit figurines in the Figurine Book.
Monster List	10	Inherit information in the Monster's List.
Collector's Book	10	Inherit information in the Collector's Book.
World Map	10	Inherit information on the World Map.
Mini Game	10	Inherit data from the mini games.
Battle Info	10	Inherit values for encounters and max combos.
Techs	1000	Inherit skills and magic in possession.
Tech Usage	25	Inherit Tech usage values.
Max HP	250	Start the game with max HP for all characters increased by 500.
Min HP	10	Start the game with the min HP.
Combos	50	Set earned regular EXP value to 1, and increase combo bonus.
1/2 EXP	10	Decrease the EXP earned from battle by half.
2x EXP	1000	2x increase in EXP earned from battle.
10x EXP	3000	10x increase in EXP earned from battle.
GRADE	100	Increase the GRADE earned in battle.

Choose the grade option for more options in your next game: after you beat your next game, the grade from your last game will combine with

the grade from your current game to give you a whopping amount of options.

6. Side-Quests

Colette's "Dog Lover" Title - Anytime

You must know about naming dogs. Just talk to them with Colette as the onscreen character to name them. When you name all 30, you will get the "Dog Lover" Title for her. Here's all of the dogs in the world.

Iselia House of Salvation: 1
Triet: 1
Izoold: 1
Palmacosta: 2
Palmacosta House of Salvation: 1
Thoda Boat Dock: 1
Thoda Geyser: 1
Asgard: 2
Asgard House of Salvation: 1
Hima: 2
Meltokio: 2
Sybak: 2
Mizuho: 1
Ozette (1st visit): 2
Flanoir: 2
Altamira (day): 1
Altamira (night): 1 (casino)
Exire: 2
Heimdall: 2
Iselia: 1
Luin (post-reconstruction): 1

Sword Dancer - After Ossa Trail

You can get some great accessories from fighting the Sword Dancer thrice throughout the game; he appears in certain places as a stationary black skull.

Ossa Trail Mine until Tower of Salvation:

BOSS: Sword Dancer 1 Strengths: None
HP: 8888 EXP: 150
TP: 38 Gald: 2000
Weakness: Light
Items Dropped: EX Gem Lv1, EX Gem Lv2, Yata Mirror
Items Stolen: EX Gem Lv3
Techs: Cross Slice

This is a piece of cake! Attack him with Raine, Kratos, Lloyd, and

another (try for Colette if you want the stolen item). Use Photon and attack frequently for him to stagger, but don't get caught up in trying to steal the item that you stop paying attention to his attacks. Use Defense Techs wisely and this should go smoothly.

Gaoracchia Forest (5th area) until Luna/Aska fight:

BOSS: Sword Dancer 2 Strengths: None
HP: 33333
TP: 4444
Weaknesses: Light
Items: EX Gem Lv1, EX Gem Lv2, Yasakani Jewel
Techs: Flame Lance, Grave, Spark Wave, Cross Slice, Death Spiral

Just as easy and straightforward as the last one. Attack conservatively and beware his Death Spiral Attack.

Iselia Forest after curing Colette:

BOSS: Sword Dancer 3 Strengths: None
HP: 99999
TP:
Weakness: Light
Items: Kusanagi Blade
Techs: -Soul Infusion-, Flame Lance, Cross Slice, Indignation, Ground Dasher, Death Spiral, Grave, Thunder Blade, Spark Wave, Explosion

You'll wonder where the hell this guy came from. He's nothing like what you've seen. Soul Infusion will activate to raise Defense at least every 10 seconds, and his Attack is as high as ever, not to mention his grotesquely high HP. Make sure all the major Gels and Bottles are in full supply in your inventory. Just do your best and exploit the weakness to Light.

Kratos' Training - After Palmacosta

There are four places in the game where you can be trained by Kratos.

1. Speak to one of the guards outside the Palmacosta Governor-General Building.
2. After defeating the Asgard Windmaster, stay another night in the Cool Breeze Inn.
3. After going to the Asgard Ranch, return to Luin. After the camping scene, talk to Kratos near the former weapon shop.
4. At Hima, speak to the dragon wrangler on the summit. Then talk to Kratos twice to train.

Afterwards, you'll get bonus scenes toward the end of the game if you get Kratos to rejoin your party (talk to him in Flanoir and not anyone else after the Tower of Salvation).

Impostor! - After Palmacosta

After you encounter the false Chosen group in Palmacosta, you can encounter them a lot more times.

1. After defeating Kvar, return to the dais at Asgard.
2. Balacruf Mausoleum to the left of the temple entrance.
3. Luin in front of the item shop during stage 10 of reconstruction.
4. Asgard after Iselia Human Ranch stage.

Rebuilding Luin - After curing Pietro in Hima

Talk to Pietro twice after curing him to send him packing to Luin. When you re-enter the destroyed city, he stands near the east entrance of the town and asks for donations.

The donations he asks for amount to 461500 Gald in 15 stages.

Stge \$

1. 5000
2. 12000
3. 21500
4. 15000
5. 20000
6. 25000
7. 35000 - No more changes till going to Tethe'alla.
8. 40000
9. 45000
10. 50000
11. 75000 - Powerful weapons in the shops.
12. 100000
13. 5000
14. 5000
15. 5000 - Pietro leaves.

Red Light/Green Light - Grand Tethe'alla Bridge

In the second area of the Tethe'alla Bridge from the Meltokio side, talk to the Sea Katz to play Red Light/Green Light. Try to go to the outside of the lanes, and then speed across. When the Katz turns around press Start to pause the game and stop your movement. When the Vinheim Door is opened at Vinheim, Genis will get the One World at Vinheim for winning as well as the "Strategist" title.

The Devil's Arms - After talking to Abyssion with Evil Eye

Here are all the location of these devil weapons.

1. Evil Eye - Chakram - After you've destroyed the Bacura in the Toize Valley Mine with the boulder, examine the contents of the smashed Bacura monster on the floor below. You will obtain the Evil Eye.
2. Nebilim - Twin Blade - Visit Flanoir after you've acquired the Evil Eye and talk to a man on the steps of a building you can not enter. His name is Abyssion, and he will tell you his story and give you the Nebilim - a twin blade - and the Nebilim's Key, which will open the blue treasure chests you may have encountered.
3. Fafnir - Dagger - Enter Gaoracchia Forest either from Mizuho or near Ozette. Retrace your steps back into the fifth area and search for a blue treasure chest. It is in the same area as the second Sword Dancer. Open the chest to obtain Fafnir.
4. Gates of Hell - Card - Use the secret passage in the Temple of Earth to return the bottom of the chamber with the Dragon inside of it. Beyond the dragon, Gnomelettes block the passage. You must give a potion to the Gnomelette in the Toize Valley Mine and talk to the Gnomelette in Altessa's House to pass. Beyond them is the blue treasure chest with the Gates of Hell.
5. Disaster - Kendama - Go to Altamira and sleep at the inn and say to go out at night. Take the expressway to the Casino/Theater area and head to the Theater. Midway, a man should stop you and ask you to purchase a kendama for 1000 Gald. Do so to obtain the Disaster.
6. Soul Eater - Sword - When you become able to fly between both worlds, go to Triet and talk to the man standing near the oasis and the person near the shops to learn about a dark weapon in the desert. Head north from Triet to a lone mountain. On the west side is a special skit point. Use it to engage the Sand Worm and recover the Soul Eater.
7. Diablos - Ax - In Lantheon Gorge, find a blue treasure chest with the Diablos inside it.
8. Apocalypse - Greaves - In the angel city of Welgaia, obtain the Apocalypse from inside the tower (there are doors in the first main area; examine them all).
9. Heart of Chaos - Rod - Speak to Abyssion in Flanoir after you acquire the first eight weapons. He heads for the Temple of Darkness. Speak to Koton in Hakonesia Peak to obtain the Heart of Chaos.

Afterwards, meet Abyssion at Shadow's seal. (SAVE FIRST)
Engage him for a hellish boss fight.

BOSS: Abyssion Strengths: None
HP: 120000 EXP: 8000
TP: 8200 Gald: 6800

Weaknesses: None

Items: Hyper Gauntlet, Jet Boots

Techs: Tiger Rage, Raging Beast, Double Demon Fang, Ring Cyclone, Swallow Dance, S. Lightning Blade, Mass Devastation, Victory Light Spear, Flame Lance, Explosion, Gravity Well, Indignation Judgment, Meteor Storm, Prism Sword, Indignation, Spread, Thunder Arrow

Just imagine that you could combine all your fighters into one god

character with all the combined Techs. Then multiply that character's power by 2, and you'll have Abyssion. He loves using Lloyd's Techs to beat the crap out of you; don't be surprised if you've been knocked out of 5000 HP in a 5 hit combo. You better have Raine in your party for Resurrection and First Aid type spells, and be fully stocked in everything. To the extreme, Guard Bottles are a help. You could start the battle with Field Barrier, and then get Genis to provide magical assistance. Another strong backup melee character should be Presea, Zelos, or Kratos. Try your best to keep him away from the backfield characters, and use items sparingly. You'll run out quickly if you keep using them.

When Abyssion reaches Over Limit, there's a chance he'll use two devastating spells to kill your party: Indignation Judgment followed by Meteor Storm. Maybe you haven't seen either, but Indignation Judg. will almost certainly KO at least one character, while Meteor Storm will pick up the slack and try to take out the rest. Use Energy Tablets and Life Bottles to try to recover. Otherwise, he'll rip through your weakness. Fortunately, he can't summon anything--otherwise you'd be screwed. If you die early on, your strategy isn't working. Try something new or level up more. Continue until you can win. It is possible.

Presea gains the title of "Empty Soul." Equip the Nebilim sword to Lloyd to see its power. Depending on how many enemies you've killed with that character, the higher the power of the Devil's Arm will be.

Presea's Childhood Friends - After rescuing Colette from Rodyle

Go to Meltokio and talk to Janet, in the pink dress in the house near Zelos' mansion. Outside, continue the conversation. Head to Sybak and speak to the person near the water's edge (near the dog). When leaving, ask Presea to talk more about it. Then return to Janet to conclude the event.

Joshua and Rosa - After rescuing Colette from Rodyle

Joshua will give you the Pink Pearl Ring in Sybak after rescuing Colette. After clearing the Iselia Ranch stage, Rosa stops you in Altamira and gives you 5000 Gald to give to Joshua. Give it to Joshua, but he refuses. And since he does so, go to Meltokio and move a few feet down the street east of Zelos' house to talk to Rosa again. Go back to Sybak and tell Joshua the truth. After the doctor event in Flanoir, go to the Meltokio slums to see the results--the Pink Pearl Ring is returned.

Clara's Restoration - After clearing Remote Island Human Ranch

Go to Izoold and visit the beach area. You'll have enough power to restore Clara.

The Uncle Game - After clearing the Remote Island Human Ranch

Talk to the man in front of Triet's inn to test a new mini-game in the town. Men walk down the street and you must identify which men walk down and in the right order. You can write down descriptions, use a VCR to record it, or just use your mind. When you identify 100 men, Lloyd gains the title "Mid-Life Crisis." Clear the game completely to get 1980 Gald.

Yuan's Ring - After clearing the Remote Island Human Ranch

Travel to Hima and enter the town to find Yuan looking for something. Then go to the Fooji Mountain summit to find he is looking for his ring. After clearing the Lantheon Gorge, go to the Palmacosta Ranch to let Yuan have his ring back.

THE CITY IN THE SKY, EXIRE

Raine's Mother - After Iselia Human Ranch

Use the Rheairds to find Exire floating in the sky over the sea. Talk to the elder in the first house you come to, and then continue to the end of the area to find another lonely hut. Enter to find Virginia, Raine and Genis's mother. Speak to the elder again and then go to his hut for Virginia's Diary.

There are two dogs up here as well as the Wonder Chef in the Katz building; he gives you the recipe for Shortcake (All Fruit, Egg, Milk). He's hiding in the Rheaird model.

The Last Summon Spirit - After obtaining the Derris Emblem

Go behind the elder's house to a lone island with a graveyard; if you can't make it out, hover over Exire and looks for a long road to a lone grave. Equip your first four characters with an Opal, Garnet, Aquamarine, and a Ruby, and then examine the stone.

BOSS: Maxwell Strengths: None
HP: 60000 EXP: 10800
TP: 800 Gald: 8250
Weaknesses: None
Items: Spirit Robe, Turquoise
Techs: Raging Mist, Gravity Well, Dreaded Wave, Meteor Storm

The only Tech you should worry about is Meteor Storm. If he uses it, use any Defense Tech you have three times to outlast it. Hopefully, not much damage will be dealt. Use Energy Tablets to recover after the blast. This shouldn't be so difficult; use three melee characters and a healer for best result. The melee characters can keep him staggering while the healer, obviously, heals the party.

Sheena will gain the title of "Master Summoner."

Genis's "Friend" Title - After Mithos returns to Altessa's House

After utilizing the Sybak library, visit Altessa's house, where Raine collapses. Mithos takes Genis to Fooji Mountains, where Lloyd tags along. Genis will obtain the "Friend" title.

Princess Kidnapping - After clearing the Lantheon Gorge

Talk to Sebastian in Zelos' house. You'll learn that Princess Hilda has been kidnapped. Go to the Grand Tethe'alla Bridge, and after further events you'll find the Pope at Gaoracchia Forest. Defeat the Papal Knights to rescue the princess. Zelos gets the title "Princess Guard."

After the doctor event at Flanoir, return to Meltokio and talk to Sebastian. Enter the castle and Lloyd gets the title of "Nobleman" and a fitting costume. Choose another member to receive their formal dress title and attire. In the ballroom, the other party members are in formal wear. Speak to three to obtain their titles.

The Masked Swordsman - After speaking to Seles at SE Abbey

Approach Zelos' house. Zelos hides his face behind a mask and gets the title, "Masked Swordsman."

Klonoa Costume for Presea - After clearing the Lantheon Gorge

Talk to George in the Lezaren Company HQ. Presea gains the title "Dream Traveler" and a new costume.

Meltokio Coliseum - After speaking to Seles at SE Abbey

Enter the coliseum matches at Meltokio. First conquer the Beginner's Class and another person appears behind the counter. You can now enter party matches (up to 3 people).

Conquering Beginner's Class gives you a set of gels. Beating Intern. Class gives you stat-boosting herbs, and beating Advanced Class gives you a Krona Symbol.

Return after using the Vinheim Key at Vinheim.

Winning Adv. Class single with any character will net you a new title and a very powerful weapon. Try to win them all!

Win Advanced Class twice as any character to challenge Seles.

BOSS: Seles Strengths: Water, Wind, Fire, Earth

HP: 12000 EXP: 8960

TP: 800 Gald: 12000

Weaknesses: None

Items: Last Fencer, Elemental Circlet

Techs: Freeze Lancer, Absolute, Mini Meteor, Star Cannon, Freeze Cross, Sword Blaster, Ray, Prism Sword

No big pushover. Avoid her initial Freeze Lancer and Absolute Techs and then backstep when she begins Mini Meteor--you should have plenty of time to dodge.

Win Advanced Class with the party to get an Extreme Symbol and then challenge the three characters in an exhibition match.

BOSS: Garr Strengths: Earth, Lightning, Ice, Dark

HP: 20000 EXP: 3200

TP: 150 Gald: 4800

Weaknesses: None

Items: Mumbane

Techs: Gale, Hail, Decisive Slice, (Flare Bottle), (Hourglass), (Life Bottle)

BOSS: Farah Oersted Strength: Fire

HP: 20000 EXP: 3300

TP: 150 Gald: 2800

Weaknesses: None

Items: Star Cloak

Techs: Palm Strike, Beast, Ground Breaker, Swallow Dance, Eagle Dive, (Life Bottle)

BOSS: Meredy Strengths: None

HP: 16000 EXP: 2100

TP: 1450 Gald: 2800

Weaknesses: None

Items: Krona Symbol

Techs: Indignation, Acid Rain, Barrier, Thunder Blade, Explosion, Absolute, Resurrection, Meteor Storm, Holy Lance, Eruption, Freeze Lancer, Nurse, (Hourglass)

Normally, any one of these three could be a boss on their own; unfortunately, you have to face them in a three-on-three exhibition match. I'd recommend Lloyd and Raine and another good melee character. Hopefully you're at least Lv75 by now.

Go after Meredy first; her spell Techs are evil. Take a break from time to time to heal the other party members, but keep attacking her. After she dies, she'll auto-revive herself, so drain the last bit of her HP and then go after Farah.

Farah is a lot like a combination of Regal and Lloyd. She has a very strong Beast Tech (Ground Breaker) which delivers three Beasts in a row. Try to make her stagger often and draw her attention away from the others.

Garr should be last on your list. By now, the words Gale and Hail must be very annoying. Attack fast and firmly--he will use items in this battle, including the devastating Hourglass, which stops time on your

side of things for about 15 seconds. He can do a lot of damage in that time. Toward the end, he will start using Decisive Slice, very similar to Forcystus' "Down Burst" Tech. It's not much hassle to win though, so take all the shots you have.

Lost Child in Sybak - After speaking to Seles at SE Abbey

Talk to a child standing outside the inn in Sybak for an event.

Maid Job - After doctor event at Flanoir

Speak to the maid standing on the mid-level of the castle to the right of the throne room. Colette gets to be a maid and obtains the "Maid" title and costume.

Katz Katz Katz! - After the doctor event at Flanoir

Go the slums area of Meltokio to view a scene with Vice and his grandpa Noah. Talk to the Katz in the item shop to learn the truth about Noah. Then travel to Katz' Village (northwest island in Sylvarant) and talk to the Elder Katz on the highest platform. Then return to Meltokio and speak with the old man. You'll get the title "Katz Katz Katz" for Genis.

Chief Igaguri Arisen - After the doctor event and dueling Kuchinawa

Speak to Orochi outside the chief's house and then speak to Tiga inside to learn some startling news. Go to the Temple of Lightning and then to Volt's seal to recover the Chief. Sheena obtains the title "Successor."

After using the Vinheim Key, speak to the Chief to obtain the Kannazuki Robe.

Swimsuits for All - After the doctor event at Flanoir

Go to Altamira and talk to the woman standing outside the hotel; she's lost her children.

1. Diana is standing on Level 2 of the hotel near the signboard but will only respond if Zelos or Kratos is the on screen character.

2. Beth is at the Amusement Park. After talking to her go back and talk to the mother. Then return to the park and talk to Beth again.

3. Jo is standing at the far end of the beach.

4. Mary is at the concession stand and will only go back if you get all the others back first.

Afterwards, talk to the manager of the hotel to get a swimming costume for Lloyd, a character of your choice, and the top two relationship characters, as well as new titles.

The Hot Spring - After taking the Derris Emblem

If you have Zelos in the party, go to the Hot Spring north of the Temple of Earth. Talk to the pastor after a scene and choose the option, "Females." Colette, Sheena, and Lloyd get humorous titles.

Also, go to Meltokio prison through the castle and talk to a man on the left side of the jail. Levin will appear in the Hot Spring. Talk to him, and then talk to him again when you're Lv80 or higher to obtain the Dynast greaves.

Asgard Encore - After the doctor event at Flanoir, Zelos in the party

Go to the stage area in Asgard. After a series of events, Raine gets the "Maiden" title and a new costume.

Aifread Appears - After doctor event at Flanoir, Luin at 11th stage

Go to the boat dock in Luin during the 11th stage to find Aifread the pirate. You'll lose 3000 Gald. Exit and re-enter the town.

Agree to his new contract to get the "Arggh, Me Hearties" title for Lloyd and a new costume. You'll have to look for a relic related to Spiritua.

Speak to the priests in the Asgard and Iselia Houses of Salvation, and then head to Palmacosta's House of Salvation. Then go to the Thoda Dock to find Auguste, who gives Colette Spiritua's Ring.

Travel to Hima and give him the ring near the graveyard. Give him Lyla's Letter (if you accepted it), and he will give you Aifread's Letter. Take this to Lyla to complete this event. Speak to Max near his boat in the harbor to obtain Aifread's Hat, a strong hat armor.

Noishe's Secret - After getting the Elf Elder's Staff

Speak to the children to the right inside the entrance to learn the truth about Noishe.

Meteor Storm Tech - After obtaining the Derris Emblem

Return to Heimdall and talk to the men arguing in the park in the east section of the first area. Genis gets the Meteor Storm Tech and the "Mana Master" Title.

A New Summon Spirit - After obtaining the Derris Emblem and dueling Kuchinawa

Go to Iselia and trigger the skit "Corrine is Calling Me." Go to Martel Temple to find the spirit in a new form at the seal.

Gaia Cleaver - After obtaining the Derris Emblem

Enter Ozette and speak to Ralph, and then speak to him again after Presea reaches Lv80. Ralph gives her the Gaia Cleaver.

Ultimate Chef - After following Kratos to Heimdall

Head to Meltokio and go the left of the castle entrance to encounter a scene. Regal learns the Beef Stew and earns the "God of the Kitchen" costume. After Heimdall's destroyed, speak to the cooks in the Houses of Guidance for more recipes and the cook near the windmill in Asgard for the last recipe.

Niflheim, The Forbidden Anamnesis - Get the Sacred Stone at Vinheim

Enter Sybak and examine the rear bookshelf of the library to find a weird book. After speaking with a researcher, go to Heimdall. Speak with an elf near the windmill to learn how to destroy the book. Save your game at the inn before examining the book again.

The party enters Niflheim with a warning from Origin. You have to get through 15 levels before your Soulfire runs out. Every Sorcerer's Ring blast consumes Soulfire, but lighting jars increases it. Examine the torches for more benefits, but now Soulfire will burn faster. Every floor has a benefit or handicap.

New enemies such as the Medusa and Arch Demon also appear in Niflheim. When you reach a red floor, you must defeat all enemies to make the warp ring appear. You must also shoot the Sorcerer's Ring at devices to make bridges. Move quickly to avoid losing Soulfire.

After Level 10, you'll encounter the Hell Knight.

BOSS: Hell Knight Strengths: Fire, Lightning, Dark
HP: 88000 EXP: 11000

TP: 9800 Gald: 30000

Weakness: Light

Items: Force Ring

Techs: None

Just treat this as a souped-up Phantom Knight with a huge sword and stronger attack strength. It's a big help if you have the Devil's Arms working on your side so you can cut down at least 10000 HP per combo. If not, just work through his defenses with Techs and lessen the damage from his sword with Defense Techs. Raine and Genis should provide appropriate magic backup.

At Level 15, you'll encounter the final boss.

BOSS: Living Armor Strengths: Fire, Lightning, Dark

HP: 120000 EXP: 13000

TP: None Gald: 25000

Weaknesses: None

Items: Persian Boots

Techs: Earth Bite, Atlas, Dreaded Wave, Lightning

This is a easy battle with the Devil's Arms (after fighting Abyssion). If you don't have the luxury of the special weapons, then you're in for quite a fight. His sword will cut through your defenses time after time, and he'll manage to pull off spells (namelessly) without any time spent casting. You'll be using a lot of recovery items here, so just get to work and do your best. The Persian Boots are a fitting reward.

Choose "Burn the Soulfire" to destroy the book.

7. Special Thanks

Special thanks to:

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