

# Blade Dancer: Lineage of Light FAQ/Walkthrough

by Demonkaze

Updated to v0.4 on Jul 28, 2006

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```

"Brandish your blade and  
dance on the edge of destiny!"

```
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|  
| Blade Dancer: Lineage of Light |  
|  
| Complete FAQ |  
| Version 0.4 |  
|  
+-----+
```

```
+-----+  
|  
| Written By Demonkaze |  
| Start Date: 22/07/06 |  
| Finish Date: --/--/-- |  
| Copyright 2006 Demonkaze |  
|  
+-----+
```

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= Section is yet to be started.

```
+-----+
|
|           I. Version Update/History
|
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```

```
+-----+
| 22/07/06 V 0.4 |
+-----+
```

Had the game since release, set up the structure of the guide and begun the walkthrough, adding information to the other sections as I go along. Covered all equipment up to Level 40 (I have made more recipes of higher equipment Levels but I will add them when I exceed that Level in the walkthrough).

The walkthrough does contain some recipes that I haven't listed yet as I've barely started work on those sections yet (other than the weapons). These databases will be my next focus in the coming days.

```
+-----+
|
|           II. Product Details
|
+-----+
```

```
+-----+
| Blade Dancer: Sennen no Yakusoku |
+-----+
```

Area: Japan

Format: NTSC/J

Publisher: SCEI

Release Date: 02/03/06\*

Players: 1-4

Wi-Fi Compatible: Ad Hoc

```
+-----+
| Blade Dancer: Lineage of Light |
+-----+
```

Area: North America

Format: NTSC

Publisher: NIS America

Release Date: 18/07/06

Players: 1-4

Wi-Fi Compatible: Ad Hoc

```
+-----+
| Blade Dancer: Lineage of Light |
+-----+
```

Area: Europe

Format: PAL

Publisher: Igniton Entertainment

Release Date: 01/09/06?\*

Players: 1-4?

Wi-Fi Compatible: Ad Hoc?

\*Date Format: DD/MM/YY

```
+-----+
|                                     |
|           III. Blade Dancer: Lineage of Light Introduction           |
|                                     |
+-----+
```

The stars sparkle in the sky above Lunadia, a world enlightened and protected by the gentle light of the Prismatic Moon.

This world was once ruled by an evil emperor, until one courageous man stood against his dark ambitions. This was the Protector of Light, Blade Dancer Gerard. He drove the vile emperor to a lone island in the east. Here, the Blade Dancer disappeared when the dark lord unleashed his immortal henchman, the Dread Knight.

Darkness enveloped the world.

But as hope began to fade, just as quickly the news spread that the evil dictator had been defeated.

With the Blade Dancer gone, who in all the world had such power?

One thousand years have now passed. A lone warrior heads to that same island, unaware of its dark history. The boy, Lance, has come to test his mettle in combat. As he approaches, he dreams of a beautiful girl who calls to him for help.

But is it really just a dream...?

[Taken from the Blade Dancer: Lineage of Light instruction manual]

```
+-----+
```

|  
| IV. Characters |  
|  
+-----+

+-----+  
| Lance Bennet |  
+-----+

Sex: Male

Age: 17

Species: Anslo

Weapon: Blades

Lance is a young warrior who craves adventure and is determined to make a name for himself. He hails from a small village in Galacia and has decided to take a ship to the mysterious island of Foo to test himself in battle. Accompanied at all times by his friend, Shushu, Lance will discover that his role on Foo will determine the fate of the world.

+-----+  
| Tess |  
+-----+

Sex: Female

Age: Unknown

Clan: Unknown

Weapon: Bow

A mysterious girl that resembles the one seen in Lance's dream. What could this mean and what mysteries surround her?

+-----+  
| Felis Lehitol |  
+-----+

Sex: Female

Age: 16

Clan: Melphin

Weapon: Staves

A cheerful young girl, Felis can heal her friends around her. Felis first encounters Lance when they meet under strange circumstances at the Lunar Tower.

```
+-----+
| Gozen |
+-----+
```

Sex: Male

Age: 26

Clan: Zarkan

Weapon: Glove

Gozen is a huge Zarkan who doesn't lack in courage when it comes to intense battles. He comes to Foo on a information gathering mission in order to find out about the ruins on the island.

```
+-----+
|
|                               |
|                               |
|                               |
+-----+
```

#### V. Basic Controls

```
+-----+
| Field Controls |
+-----+
```

Analog Stick : Move character

Dpad : First-person view

Triangle Button : Open Main Menu

[ ] Button : Target / next available target

X Button : Action button (Accept choices, interact with target etc.)

O Button : Cancel selection/ target

L Button : Turn camera left

R Button : Turn Camera right

Select Button : Open mini-map

Start Button : No use

```
+-----+
| Battle Controls |
+-----+
```

Analog Stick : Select commands

Dpad : Select commands

Triangle Button : No use

[] Button : No use  
X Button : Confirm selections  
O Button : Cancel selections  
L Button : No Use  
R Button : No use  
Select Button : No use  
Start Button : No use

```
+-----+  
| Main Menu Controls |  
+-----+
```

Analog Stick : Move cursor  
Dpad : Move cursor  
Triangle Button : Close Main Menu

[] Button : No use  
X Button : Confirm selection  
O Button : Cancel selection  
L1 Button : No use  
R1 Button : No use  
Select Button : No use  
Start Button : No use

```
+-----+  
|                                     |  
|                               VI. Gameplay Basics                               |  
|                                     |  
+-----+
```

```
+---+-----+---+  
| | Choosing a Game Mode | |  
+---+-----+---+
```

Blade Dancer has two gameplay modes to choose from.

```
+-----+  
| New Game | Play the adventure from the start, offline. |  
+-----+
```

```
| Network          | Ad Hoc Multiplay for 2-4 players. Obtain items unique to |
|                  | Network mode that can be used in your offline adventure. |
+-----+-----+
```

```
+---+-----+---+
|   | Saving your game |   |
+---+-----+---+
```

In areas all across Foo you will come across a glowing blue circle on the ground. To access the save point, target it with the [ ] button and then press the X button. Make sure you have at least 224KB of space left on your memory stick to be able to save. You can also choose to quit the game at every save point you encounter.

```
+---+-----+---+
|   | Town Features   |   |
+---+-----+---+
```

Towns have many features that you can take advantage of. Below is a list of these features:

```
+-----+
| Equipment Vendor |
+-----+
```

This is the shop to visit when you wish to upgrade your defensive equipment. Equipment can cost a lot of money so make sure you're certain you want a piece of equipment.

```
+-----+
| Weapons Dealer   |
+-----+
```

The place to go for weapons for all your heroes. Like the Equipment Vendor, prices are expensive so make sure you cannot craft a weapon first before buying it.

```
+-----+
| Item Merchant   |
+-----+
```

Contains a lot of support items such as healing items. A lot of the items available here can be used to craft better items.

```
+-----+
| Inn              |
+-----+
```

Use the Inn to recover any lost HP for a mere 10G.

```
+-----+
```



```
| Appraiser      |
+-----+
```

One of the most important establishment in the game, the appraiser can give you a recipe for a weapon or armor that you already have. Due to weapons breaking, you can go here to obtain the recipe of it so you can craft it again at any time.

```
+-----+
| Crafting Broker |
+-----+
```

At the beginning of the game, the crafting broker is very useful. You can buy materials that can be used in crafting. As you progress through the game, the more complex crafts will need materials found from treasure chests or dropped off monsters.

```
+---+-----+---+
|   | Targeting   |   |
+---+-----+---+
```

Targeting is the most essential feature in Blade Dancer. If there is anything you wish to do while on the field screen, you must first target the object/person in question.

Lance will need to target first with the [ ] button before pressing the X button (in adequate range) to interact with it.

```
+---+-----+---+
|   | The Main Menu |   |
+---+-----+---+
```

This is a screen you will be visiting a lot throughout Lance's adventure and there are many things to note.

```
+-----+
| STATUS |
+-----+
```

Choose this option followed by the desired character to receive a rundown on his stats:

[Species]: The species the character belongs too. This has no affect.

[Level]: The level of the selected character. You can increase a character's level through experience points awarded from battles. An increase in level allows more Lunabilities and an increase in stats.

[HP]: The current Hit Points of the selected character. This is the characters Life with which will be decreased by taking damage from enemies in battle. If all the characters in the party reach 0 HP then the game is over.

[EXP]: The number on the left represents the characters current Experience points (EXP) while the number on the right represents the amount of EXP needed before the character will increase in level.

[ATT]: The elemental Attribute that the character is alligned with. A character's Attribute will affect what items that can be crafted as well as how he/she performs in battle.

[PWR]: Represents the Attack Power (PWR) of a character's attack.

[ENR]: Energy (ENR) affects how much damage will be reduced when damaged by an enemy. The primary Defence stat.

[DEX]: Dexterity (DEX) will affect the amount of damage a character can deal with their weapons.

[AGL]: Agility (AGL) has two affects, the accuracy of attacks and the chance to perform a Critical Hit.

[INT]: A character's Intelligence (INT) will affect the power of all Lunabilities, be it attacking or supporting.

[PSY]: Psyche (PSY) has two affects, decreases the damage taken from Lunabilities and the time taken to recover from an effect.

[LGC]: Logic (LGC) is another stat that affects a character's defense against Lunabilities.

```
+-----+
| ITEM  |
+-----+
```

There are many items that can be obtained throughout the game, this option will allow you to view and use them and are categorized as follows:

[Sword Icon]: Displays all blades in your possession. Weapons used by Lance.

[Glove Icon]: Displays all melee weapons in your possession. Weapons used by Gozen.

[Staff Icon]: Displays all staves in your possession. Weapons used by Felis.

[Bow Icon]: Displays all bows in your possession. Weapons used by Tess.

[Earring Icon]: Displays all Earrings in your possession.

[Necklace Icon]: Displays all Necklaces in your possession.

[Bracers Icon]: Displays all Bracers in your possession.

[Ring Icon]: Displays all Rings in your possession.

[Armor Icon]: Displays all Armor in your possession.

[Leggings Icon]: Displays all Leggings in your possession.

[Key Icon]: Displays all Key Items in your possession.

[Book Icon]: Displays all Books in your possession.

[Medicine Icon]: Displays all Medicines in your possession.

[Food Icon]: Displays all Food in your possession.

[Bag Icon]: Displays all Other items in your possession.

[ALL]: A rundown of all items in your possession.

[Arrange Icon]: Arrange items in your possession.

```

+-----+
| EQUIP  |
+-----+

```

On this screen you can choose from a list of slots in which you can attach equipment that you have found, purchased or crafted.

```

+-----+
| ARRANGE |
+-----+

```

On this screen you can change the formation of your party and change leader. Depending on where a character is positioned in battle will affect their performance as such:

[Front Row]: Character will be attacked more often but their Lunar Clock will fill quicker.

[Back Row]: Character will have greater accuracy but their Lunar Clock will fill slower.

You can also change the leader of the party in this screen with the L and R buttons. Other than changing the which character you will see on the field screen, you may gain other effects as follows:

```

+-----+-----+-----+
| Leader | Field View Screen | Battle View Screen |
+-----+-----+-----+
| Lance  | No Effect          | No Effect           |
+-----+-----+-----+
| Gozen  | Monsters will be  | Increase the PWR of |
|         | more aggressive   | all party members   |
+-----+-----+-----+
| Felis  | Monsters will be  | Monsters drop more  |
|         | less aggressive   | items               |
+-----+-----+-----+
| Tess   | No Effect          | Monsters drop more  |
|         |                   | items and the Luna  |
|         |                   | guage fills quicker |
+-----+-----+-----+

```

```

+---+-----+---+
|   | Side Missions |   |
+---+-----+---+

```

Everybody on Foo are always on the lookout for an adventuar that will help them out with their problems and you should be happy to oblige.

There are a lot to choose from so it's a good idea to always return to NPC's throughout the game to check for any new Side Missions.

The main reason to complete Side Missions is because of the rewards are very helpful. Some Side Missions will reward you with weapons or Gold but the most important reward is that upon completion you will have an increase of 10 points on the Lunar Guage.

You can find more information on Side Missions in it's section featured in this FAQ and during the Walkthrough.

```
+---+-----+---+
|   | Crafting   |   |
+---+-----+---+
```

Crafting is the single most important feature of this game, with a huge amount of items that can be crafted. In order to craft, open up the Main Menu and choose the CRAFTING selection.

There are two main ways to craft and they are as follows:

[Obtain a Recipe]: Obtain a recipe from breaking down an item at the Appraiser down to its bare bones (for a price) or from a conversation with an NPC.

[Trial and Error]: Using Trial and Error you can discover the crafting recipes on your own by playing around with your current crafting recipes.

You can find more information on Crafting in the Crafting Section of this FAQ.

```
+-----+
|
|               VII. Weapon Database
|
+-----+
```

The weapon database lists all the Weapons that can be acquired in the game. Listed by character and sorted in regards to its Equipment Level from lowest to highest.

Most of the weapons on the list can be crafted and you can go to the crafting section of this FAQ for their recipes, this section is mainly for stats etc. When a weapon can be found in a Treasure Chest, it will be listed in this section.

Finally, some weapons can only be found by playing through the Network mode of Blade Dancer. These weapons will be listed at the end of the list.

```
+---+-----+---+
|   | Blades - Usable by Lance |   |
+---+-----+---+
```

```
+-----+-----+-----+
| Name of Weapon      | Game Description          | Equipment Level   |
+-----+-----+-----+
```

Weapon Stats	Elemental Resistance	Location Found
Short Sword	A light and functional sword	1
ATK + 5	None	Default
Gladius	An ancient sword that can increase energy	3
ATK + 7 ENR + 4	None	-
Broadsword	A steel-bladed sword	5
ATK + 9	None	-
Hunter Sword	A lightweight sword used by hunters	8
ATK + 10 AGL + 1	None	-
Long Sword	A sword with a long, sharp blade	10
ATK + 20	None	-
Bastard Sword	A mysterious sword that increases power	10
ATK + 21 PWR + 3	None	-
Cutlass	A favored sword of many pirates	15
ATK + 30	None	-
Poison Sword	A sword dipped in venom	15
ATK + 32 PSY + 5	None	-
Saber	A thin steel blade that excels in dicing	20
ATK + 40	Fire + 5	-
Stunning Saber	A poisonous sword that can paralyze the enemy	20

ATK + 41 ENR + 8	None	-	
+-----+			
Claymore	A huge, heavy sword for	25	
	crushing your opponent		
+-----+			
ATK + 45 PWR + 5	Wind + 5	-	
ENR + 8			
+-----+			
Nodachi	A lightweight katana for foot	25	
	soldiers		
+-----+			
ATK + 45 PWR + 5	None	-	
AGL + 5			
+-----+			
Great Sword	A heavy sword used by	30	
	Imperial guards		
+-----+			
ATK + 60	None	-	
+-----+			
Flame Saber	A cursed blade used during	30	
	the dark ages		
+-----+			
ATK + 60 PWR + 5	None	-	
ENR + 10 AGL + 5			
PSY + 10			
+-----+			
Wolf Slayer	A steel-bladed sword used by	30	
	monster hunters		
+-----+			
ATK + 61 ENR + 16	None	-	
AGL + 8			
+-----+			
Warrior Sword	A heavy sword favored by many	35	
	thieves		
+-----+			
ATK + 65 PWR + 10	None	-	
AGL + 5			
+-----+			
Barbarian Sword	The custom sword of a fierce	35	
	warrior		
+-----+			
ATK + 65 PWR + 8	Wind + 10	-	
ENR + 16			
+-----+			
Mythril Sword	A slender magical sword	40	
+-----+			
ATK + 80	None	-	
+-----+			
Burning Sword	Imbued with Fire magic, it	40	
	scorches your foes		
+-----+			

ATK + 80 PWR + 8	None	-	
ENR + 14 AGL + 5			
PSY + 12			
+-----+			
Stunning Claymore	A magical sword that can	40	
	paralyze the enemy		
+-----+			
ATK + 81 AGL + 10	Fire + 10	-	
+-----+			

+---+-----+---+  
| | Gloves - Usable by Gozen | |  
+---+-----+---+

Name of Weapon	Game Description	Equipment Level	
Weapon Stats	Elemental Resistance	Location Found	
+-----+			

Leather Cestus	A glove made from Beast Bone	1	
ATK + 3	None	Default	
+-----+			
Battle Cestus	A special glove that	3	
	increases your power		
+-----+			
ATK + 5 PWR + 2	None	-	
+-----+			
Baghnakh	A glove with claws	5	
ATK + 8	None	-	
+-----+			
Bone Baghnakh	A lightweight fighting glove	5	
	made from Bone		
+-----+			
ATK + 11 ENR + 4	None	-	
+-----+			
Iron Claw	A military-grade Baghnakh	10	
ATK + 15	None	-	
+-----+			
Wolf Fang	A magical, antibeast fighting	10	
	glove		
+-----+			
ATK + 18 AGL + 2	None	-	
+-----+			
Steel Baghnakh	A Baghnakh with Steel claws	15	
+-----+			

ATK + 24	None	-	
+-----+			
War Baghnakh	A Baghnakh drenched in blood	15	
	increases your power		
+-----+			
ATK + 30 PSY + 3	None	-	
+-----+			
Jamadhar	A bladed steel Glove	20	
+-----+			
ATK + 35	None	-	
+-----+			
Beast Katar	A Glove that grants you	20	
	beastlike powers		
+-----+			
ATK + 38 ENR + 8	None	-	
AGL + 3			
+-----+			
Basilisk Claw	One hit can daze your enemy	25	
+-----+			
ATK + 45 ENR + 10	None	-	
+-----+			
Barbarian Fist	A bladed Glove that increases	25	
	your powers		
+-----+			
ATK + 48 PWR + 5	None	-	
AGL + 5			
+-----+			
Zarkan Katar	A battle Glove made from	30	
	Zarkan techniques		
+-----+			
ATK + 55	None	-	
+-----+			
Earth Jamadhar	A magical Earthern Glove	30	
+-----+			
ATK + 55 PWR + 8	None	-	
ENR + 16 AGL + 5			
PSY + 5			
+-----+			
Storm Katar	A mystical Glove that	30	
	confuses your opponents		
+-----+			
ATK + 57 PWR + 10	None	-	
+-----+			
Fury Fist	Turns anger into power	35	
+-----+			
ATK + 63 ENR + 14	None	-	
AGL + 5			
+-----+			
Viper Bite	A poisonous assassin Glove	35	
+-----+			



ATK + 65 PWR + 8	None	-	
ENR + 14			
+-----+			
Mythril Baghnakh	A battle Glove with magical	40	
	blades		
+-----+			
ATK + 74	None	-	
+-----+			
Earth Shaker	A magical Glove that grants	40	
	you Earth powers		
+-----+			
ATK + 74 PWR + 12	None	-	
ENR + 20 AGL + 8			
PSY + 8			
+-----+			
Glory Katar	Its bloody Beast Fangs give	40	
	it mystic powers		
+-----+			
ATK + 76 PWR + 13	None	-	
PSY + 10			
+-----+			

+---+-----+---+  
| | Staves - Usable by Felis | |  
+---+-----+---+

Name of Weapon	Game Description	Equipment Level	
Weapon Stats	Elemental Resistance	Location Found	
+-----+			
Wood Staff	A wooden Staff used for	1	
	clobbering		
+-----+			
ATK + 4	None	Default	
+-----+			
Focus Staff	A wooden Staff that increases	1	
	your power		
+-----+			
ATK + 6 PSY + 4	None	-	
+-----+			
Halo Staff	A wooden Staff with a	5	
	metallic Orb		
+-----+			
ATK + 9	None	-	
+-----+			
Beast Staff	A Staff that grants you	5	
	strength		

ATK + 11	None	-	
Magician's Staff	A Staff with a magic Orb	10	
ATK + 16	None	-	
Quick Staff	A Staff that increases your   Agility	10	
ATK + 18 AGL + 3	None	-	
Magic Cane	A wooden Cane used by veteran   healers	15	
ATK + 25	None	-	
Silence Staff	A Staff that can Silence   enemies	15	
ATK + 29 PWR + 3   ENR + 3	None	-	
Warlock's Staff	A luxury Staff with a metal   Orb	20	
ATK + 34	None	-	
Wise Staff	A magical Staff for   accomplished mages	20	
ATK + 38 PSY + 6	None	-	
Charming Staff	A magical Staff that can   Charm your opponents	20	
ATK + 42 AGL + 4   PSY + 6	None	-	
Sleep Staff	A Staff that puts your   enemies to Sleep	25	
ATK + 47	None	-	
Sorcerer's Staff	A hard wooden Staff used by   veteran healers	30	
ATK + 50	None	-	
Nymph Staff	A Staff empowered by the	30	

	Spirit of Water	
ATK + 55 PWR + 3	None	-
ENR + 3 AGL + 4		
PSY + 6		
Mana Staff	A Staff that increases your Psyche	30
ATK + 57 PSY + 8	None	-
Empowering Cane	A Staff that increases your Agility	35
ATK + 59 AGL + 5	None	-
Zeimos Staff	Staff made by the Zeimos to Silence enemies	35
ATK + 60	None	-
Empathy Cane	A hard wooden Staff used by veteran healers	40
ATK + 65	None	-
Undine Staff	A Staff protected by the Spirit of Water	40
ATK + 65 PWR + 6	None	-
ENR + 6 AGL + 8		
PSY + 10		
Fairy Cane	A magical Staff that can Charm your opponent	40
ATK + 68 AGL + 10	None	-
PSY + 8		

| | Bows - Usable by Tess | |  
 +---+-----+---+

Name of Weapon	Game Description	Equipment Level
Weapon Stats	Elemental Resistance	Location Found

Short Bow	A basic Bow for beginners	1
ATK + 6	None	Default
Hunter's Bow	Advanced hunting Bow painted with Beast blood	3
ATK + 8	None	-
Medium Bow	A powerful Bow against beasts	5
ATK + 10	None	-
Power Bow	A mysterious Bow made from bones	5
ATK + 13	None	-
Longbow	A powerful Steel stringed Bow	10
ATK + 21	None	-
Beast Bow	A lightweight Bow made from Beast Hide	10
ATK + 25 AGL + 4	None	-
Hard Bow	A large Bow made from expensive materials	15
ATK + 32	None	-
Ice Bow	A Bow that freezes those who are hit	15
ATK + 35 PWR + 5 ENR + 5	None	-
Battle Bow	A hunter's Bow customized for war	20
ATK + 40	None	-
Paralyze Bow	A mysterious Bow with paralyzing attributes	20
ATK + 46	None	-
Brave Bow	A mysterious Bow that	25

	increases your powers	
ATK + 52 AGL + 4 PSY + 4	None	-
Wolf Bow	A magical Bow that increases your powers	25
ATK + 55 AGL + 3	None	-
War Bow	A high-quality Bow used by the Army	30
ATK + 60	None	-
Zephyr Bow	A magical Bow powered by the Spirit of Wind	30
ATK + 60 PWR + 5 ENR + 5 AGL + 4 PSY + 4	None	-
Empowering Bow	A magical Bow that increases your powers	30
ATK + 65 PSY + 8	None	-
Freeze Bow	An advanced version of the Ice Bow	35
ATK + 72	None	-
Killer Bow	A special Bow for sniping	35
ATK + 75 PWR + 7 ENR + 7 AGL + 5	None	-
Sniper Bow	Designed specifically for sniping	40
ATK + 82	None	-
Sylph Bow	A Bow with the power of a Wind Fairy	40
ATK + 82 PWR + 8 ENR + 8 AGL + 6 PSY + 8	None	-
Blizzard Bow	Those who are struck by it will Freeze	40

ATK + 85 AGL + 8	None	-
------------------	------	---

VIII. Equipment Database

The Equipment Database lists all the accessories that can be acquired in the game.

Name of Accessory	Game Description	Equipment Level
Accessory Stats	Elemental Resistance	Location Found

Earring

Rock Earring	Earring made from Rock Orb and Silver Fitting	1
INT + 2	None	Location Found
Bone Earring	Earring made from Beast Bone	1
INT + 2 ENR + 2	None	Lumines Field

Necklace

Rock Choker	Choker made from Silver Chain and Rock Orb	1
LGC + 2	None	Location Found
Tusk Necklace	Rock Necklace made from Beast Fang	5
LGC + 3 PWR + 2	None	Lumines Field

```
+---+-----+---+
| | Bracers | |
+---+-----+---+
```

```
+-----+-----+-----+
| Rock Bracelet | Made from Rock Orb and Heavy | 1 |
| | | Bowstring | |
+-----+-----+-----+
| DEF + 2 PWR + 2 | None | Location Found |
+-----+-----+-----+
| Hide Bangle | Rock bangle made from Beast | 5 |
| | | Hide | |
+-----+-----+-----+
| DEF + 5 PWR + 3 | None | Lumines Field |
| AGL + 3 | | |
+-----+-----+-----+
```

```
+---+-----+---+
| | Ring | |
+---+-----+---+
```

```
+-----+-----+-----+
| Rock Ring | Made from a Silver Inlay and | 1 |
| | | Rock Orb | |
+-----+-----+-----+
| DEX + 2 | None | Location Found |
+-----+-----+-----+
```

```
+---+-----+---+
| | Armor | |
+---+-----+---+
```

```
+-----+-----+-----+
| Rock Rope | Made from Silver Buckle and | 1 |
| | | Rock Orb | |
+-----+-----+-----+
| DEF + 3 | None | Location Found |
+-----+-----+-----+
```

```
+---+-----+---+
| | Leggings | |
+---+-----+---+
```

```
+-----+-----+-----+
| Rock Toe Ring | Made from Hemp String and | 1 |
| | | Rock Orb | |
+-----+-----+-----+
| DEF + 2 AGL + 2 | None | Location Found |
+-----+-----+-----+
| Hide Anklet | Rock anklet made from Beast | 5 |
| | | Hide | |
+-----+-----+-----+
```

DEF + 4	AGL + 6	None	Lumines Field
---------	---------	------	---------------

IX. Item Database

The following is a list of all the Items in the game that are not equipment your character can obtain. Until the Item Database is complete, these items will be sorted by the order in which I encounter them in the game.

Name of Item	Description	Location Found
--------------	-------------	----------------

Key Item
----------

Mama's Lunch	Great Tasting Lunch	Jade Marketplace
Vlad's Map	Map of Lumines Field made by Vlad for Chin	Jade Inn

Book
------

Heal Scroll	Scroll that heals a little HP	-
-------------	-------------------------------	---

Medicine
----------

Potion	Restores a little HP	Various chests
Energy Potion	Mystical potion that increases Energy	Various chests



Skill Potion	Mystical potion that increases Dexterity	Various chests
--------------	---	----------------

Food		
------	--	--

Fresh Juice	A refreshing juice that heals HP	-
-------------	-------------------------------------	---

Beast Meat	Meat used to make steak	-
------------	-------------------------	---

Stolen Ham	A favourite delicacy amongst thieves	Highway Robber (drop)
------------	---	-----------------------

Other		
-------	--	--

Beast Hide	The Hide of a Beast: Useful for equipment	Snakes
------------	--	--------

Monster Fang	The Fang of a Monster: High quality material	Wolves
--------------	---	--------

Sandbone Hilt	Cheap hilt made from cheap Bone	Highway Robber
---------------	------------------------------------	----------------

X. Walkthrough

With this walkthrough, you should be able to navigate through the game while finding all items located in every area.

Each section will start with a heading like this:

(a) Name of Area here.
------------------------

Items in this section	Name of item (quantity)
Enemies in this section	Name of Enemy - Enemy code
New Side Missions	Name Of Side Mission - code

The walkthrough for the section will follow here under the section heading.

When you reach a boss in the game it will be seperated from the text like this:

Boss	Name Of Boss	Boss Code
HP	00000	Luna
Resistance	-	Yes
		Exp
		00000
		Gold
		00000
		Dropped Item
		-

The strategy for the boss will follow below this.

When an item is mentioned in the walkthrough it will be written in capitals to make it easier to see when scanning the walkthrough for a particular item.

Now that you know how to use the walkthrough its about time we got started with it.

(a) Jade	
Items in this section	Mama's Lunch, Potion Recipe Vlad's Map, Potion x2. Energy Potion
Enemies in this section	-

My Level	1
New Side Missions	Crafting 1
	Delivery Request
	Adventurer's Proof 1
	A Hero's Song
	Request 1

After watching the opening cutscene to the game you will find yourself at the port of Jade, the main city of the game. Take some time to get used to the controls, remembering that the [ ] button targets both objects and people.

When you're ready, head to the top of the stairs and to the big door which will initiate a cutscene. Do as the man says and target the door with the [ ] button and then press the X button to enter the Marketplace.

The Marketplace is a huge district where you can find many of the shops here in Jade. Also note that now is a good time to start accepting Side Missions. Why do Side Missions you ask? Well, doing Side Missions not only reward you with money but also increase your Lunar Gauge.

As soon as you enter the Marketplace go to the Northeast (using the ingame compass) to reach the Weapons Dealer store. Speak to Zaji who is just standing outside who will give you some advice before making a request. Select "Yeah, go ahead." to receive your first Side Mission.

NEW SIDE MISSION	
Mission Name	Crafting 1
Client	Zaji (Marketplace)
FIND Code	BDSM001

You won't be able to complete this Side Mission just yet, but it is a good idea to get it now while you can. You can find out how to complete this Side Mission by pressing CTRL + F and entering the code into the search box there.

Continue to the Southeast of the area to find a woman standing near the entrance to the Plaza. Talk with Baretta and choose "Let me help." to start another Side Mission.

NEW SIDE MISSION	
------------------	--

```

| |
+-----+-----+-----+
| Mission Name | Delivery Request |
+-----+-----+-----+
| |
+-----+-----+-----+
| Client       | Baretta (Marketplace) |
+-----+-----+-----+
| |
+-----+-----+-----+
| FIND Code    | BDSM002 |
+-----+-----+-----+

```

With that accepted and MAMA'S LUNCH obtained open up your minimap with the SELECT button and head to the first shop located to the north of the minimap.

This is the Crafting Broker, a shop you will be visiting a lot over the course of this adventure. There isn't really anything you can do here for now as you don't have much Gold however its a good idea to remember what items are sold here.

Leave the shop and then head to the Northeast shop located on the minimap. This is the Weapons Dealer shop, a shop which might be useful to you early on but loses its use as the game goes on. After checking out what's on offer here speak to Godun before leaving to accept the next Side Mission.

```

+-----+-----+-----+
| NEW SIDE MISSION |
+-----+-----+-----+
| |
+-----+-----+-----+
| Mission Name | Adventurer's Proof 1 |
+-----+-----+-----+
| |
+-----+-----+-----+
| Client       | Godun (Weapons Dealer) |
+-----+-----+-----+
| |
+-----+-----+-----+
| FIND Code    | BDSM003 |
+-----+-----+-----+

```

Leave the shop and open the minimap again, this time head to the shop directly south of your current position to enter the Equipment Vendor. Again there is not much to do here at the moment due to your lack of funds so leave when you've seen what there is offered here.

The final shop in the southwest of the Marketplace is the Item Merchant. Like the other shops that you have been to so far, there is not much you can do besides look at the stock here.

After exploring the Marketplace and accepting the first three Side Missions, head east to the Plaza.

Just north of where you enter is your first Save Point of the game. Remember to target it with the [ ] button first before pressing the X button to save your game.

After saving your game head towards the south exit to get a cutscene and discover what you have to do next and he will also hand you the POTION

RECIPE.

Don't leave just yet, there is still more to see and do here in Jade. From the south exit, go to the east of the fountain and talk to Byrong to accept another Side Mission.

```
+-----+
| NEW SIDE MISSION |
+-----+-----+
      | |
+-----+-----+-----+
| Mission Name | A Hero's Song      |
+-----+-----+-----+
      | |
+-----+-----+-----+
| Client       | Byron (Plaza)       |
+-----+-----+-----+
      | |
+-----+-----+-----+
| FIND Code    | BDSM004 |
+-----+-----+-----+
```

This is a very large Side Mission that you will be doing throughout the course of the game. After accepting the Side Mission, exit the Plaza through the east exit on the minimap.

None of the citizens offer Side Missios outside so you don't need to worry about speaking to every one of them. Instead, enter the Inn and speak to Vlad there. When prompted, choose "I have some time." to accept another Side Mission and VLAD's MAP.

```
+-----+
| NEW SIDE MISSION |
+-----+-----+
      | |
+-----+-----+-----+
| Mission Name | Request 1      |
+-----+-----+-----+
      | |
+-----+-----+-----+
| Client       | Vlad (Inn)     |
+-----+-----+-----+
      | |
+-----+-----+-----+
| FIND Code    | BDSM005 |
+-----+-----+-----+
```

Before you leave the Inn, head upstairs and check the room at the back for a Treasure Chest containing a POTION.

Continue up the street on the east side and enter the next house. In here is another Treasure Chest, this one contains 2 ENERGY POTIONS. Leave the house and head north to another house which contains the final Treasure Chest here, a POTION.

The final attraction of the Residential Area is the Appraiser, just west of the house you just looted. Upon entering you will recieve a cutscene and after, you will know just what the Appraiser is all about. He breaks down an item into its basic materials and then returns the materials along with the items recipe to you. All this for 100G is very useful, being that you can

easily make a new weapon if your current one breaks. The Crafting section in this FAQ contains the recipes however so make sure you check in that section first to see if i have your desired item's recipe before you get it appraised.

The only other area that you can enter in Jade for now is the Palace Front, which is north from the Plaza however there is nothing you can do here for now so it's best to ignore it.

Before leaving Jade make sure that you do the Delivery Request Side Mission for a bit of extra Gold. After finishing with your business here in Jade it is finally time to venture out into the wild. Head to the Plaza and leave Jade via the south exit.

```

+-----+-----+
|                                     (b) Lumines Field                                     |
+-----+-----+
| |
+-----+-----+
| Items in this section | Skill Potion, Gladius |
|                       | Potion x2, Energy Potion, |
|                       | Agility Potion, Bone Earring, |
|                       | Tusk Necklace, Potion x2, |
|                       | Holy Water, Hide Bangle, |
|                       | Hide Anklet, Agility Potion |
+-----+-----+
| |
+-----+-----+
| Enemies in this section | Jade Snake          | BDEN001 |
|                         | Wild Wolf          | BDEN002 |
|                         | Highway Robber     | BDEN003 |
|                         | Bandit Knight      | BDEN004 |
|                         | Water Elemental    | -       |
+-----+-----+
| |
+-----+-----+
| My Level                | 1                  |
+-----+-----+
| |
+-----+-----+
| New Side Missions      | Jade Patrol        | BDSM006 |
+-----+-----+

```

Lumines Field is the first area in the game where you can encounter enemies and that is exactly what you want to do. Sepna Forest, which is where we want to head to eventually is a difficult area so it's a good idea to level in the whole of Lumines Field until at least Level 9.

Also worth noting is that there are quite a few Treasure Chests and you can also progress further on two of the Side Missions that you have accepted.

Before you proceed south to your first enemy encounter go to the west of the entrance (on the grass) to find a Treasure Chest containing a SKILL POTION.

Continue south and you will see floating skulls roaming the plains, making contact with any of these will take you into an enemy encounter so go ahead and have your first battle.

In the top of the screen you will notice that there is a bar named [Lunar Guage]. This is the meter in which both heroes and enemies draw from to perform Lunabilities. To the left of Lance's name is a clock, when this becomes a [!] then it is your turn to attack by pressing the X button. Note that time does not stop while it is your turn so if you need to pause the game as such, put your PSP into sleep mode.

Battles are very simple at the moment and will continue to be so until you recieve your first Lunability so simply attack the enemies to win the battle.

After the battle is over continue south fighting enemies while hugging the east wall to find a Treasure Chest containing a GLADIUS, a new weapon for Lance that you should equip straight away when he hits Level 3 (don't let this weapon break before you've had a chance to appraise it at the shop for it's recipe).

Along the way you should've hit Level 2 with Lance which will let you learn your first Lunability [Heat Blade], a useful skill which will help alot in this opening area.

It would be best to stay at the Main Gate until Lance reaches Level 4 - 5 but if you're feeling lucky you can try to go there earlier (there are some tougher enemies there).

It's also a good idea to head back to Jade before venturing further to pick up any items you may need or to save your game. On the way, speak to the guard outside and he should offer you a new Side Mission.

```
+-----+
| NEW SIDE MISSION |
+-----+---+-----+
      | |
+-----+---+---+-----+
| Mission Name | Jade Patrol           |
+-----+---+---+-----+
      | |
+-----+---+---+-----+
| Client       | Imperial Guard (Main Gate)|
+-----+---+---+-----+
      | |
+-----+---+---+-----+
| FIND Code    | BDSM006 |
+-----+---+---+-----+
```

You should be able to complete this Side Mission now so go ahead and do it to make a small amount of Gold.

After leaving town again, head south through the Main Gate area (fighting enemies as you go) and enter the next area.

The Waterfall area is similar to the Main Gate with one big difference, you can encounter Bandit Knights here. Be sure to fight these enemies until you get at least 1 Iron Blade required for a Side Mission.

From the entrance of this area, battle your way to the Southwest a little to find a Treasure Chest behind the first tree you see. Open it up to obtain an AGILITY POTION.

From here, head south and across the bridge. To the west of the bridge in the corner is another Treasure Chest containing a BONE EARRING. This is your first

earring and you should equip it right away for a bit of defensive cover.

You might start to notice that your weapons are running low on Endurance. Now that you can obtain Iron Blades you can craft them into Short Swords and in craft short swords into Gladius'. That should keep you going for a while.

When you're happy with your level (I went at Level 7) head to the next area which you can reach by taking the other bridge to the east of the first one. Don't forget to open the Treasure Chest containing a POWER POTION near the exit of this area.

The Grotto is a large area with many enemies with the new enemy for this area being the Water Elemental. These enemies are obviously water based so do not use Lance's Fire Luna on them.

From the start of the area continue down the path a little and when you see the first tree on your left go over and into the corner to find a Treasure Chest containing a TUSK NECKLACE, another piece of equipment you should equip straight away.

Keep following the path and the east of it before it heads south you can find another Treasure Chest behind a tree containing 2 POTIONS. After looting the chest, cross the bridge and then explore the west section.

Here you will find a Treasure Chest against the wall containing some HOLY WATER. These handy medicines will cure any status effects. To the far left here is Chin, be sure to trade her Vlad's Map to in order to finish another Side Mission. After speaking to Chin, make your way to the south exit.

The final area of Lumines Field, Dragon Lake, contains the same enemies as the other areas of Lumines Field. Upon entering, go west and into the corner there to find a Treasure Chest containing a HIDE BANGLE.

Continue south from here to the southeast where you will find another Treasure Chest behind a tree (starting to notice the pattern here) containing a HIDE ANKLET. Keep going around the lake and in the northwest corner you will find the final Treasure Chest here containing an AGILITY POTION.

After opening the chest, go south to reach a Save Point and save your game. When you're ready, continue south and enter Sepna Forest (Make sure you are at least Level 10).

```

+-----+-----+-----+-----+-----+
|                                     | (c) Sepna Forest |                                     |
+-----+-----+-----+-----+-----+
| | |
+-----+-----+-----+-----+-----+
|  Items in this  | Heal Scroll   |
|   section      |               |
+-----+-----+-----+-----+-----+
| | |
+-----+-----+-----+-----+-----+
|  Enemies in this | Rabid Snake   | -   |
|   section        | Skull Head   | -   |
|                   | Hungry Bat   | -   |
|                   | Fairy Orb    | -   |
|                   | Water Elemental | -   |
+-----+-----+-----+-----+-----+

```



My Level	10	
New Side Missions	Demanding Man 1 Demanding Man 2	BDSM007 BDSM008

Sepna Forest is a huge area with many connections to other areas, the most important being the Luna Tower.

You are very limited in that you cannot leave the North Forest for now until you have seen the story event here. The first thing to do is to start heading South and then go west. You should see the first enemy skull here which you may want to engage. The enemies here are a lot tougher so be aware when fighting them.

When you come out in the open, go north and by the large tree in the corner is a Treasure Chest containing a HEAL SCROLL. After opening the chest, go back to the east and look south. You should see the two Zarkan Giants mentioned back in Jade. Before you go there make sure you are fully healed. Approaching them will trigger a cutscene and your first boss battle.

Boss	Gozen	-					
HP	90	Luna	No	Exp	100	Gold	0
Resistance	Earth	Dropped Item	Baghnakh				

Gozen
-------

Gozen can be both challenging and a push over. It's no lie that Gozen's attacks do a lot of damage but you should have enough potions to compensate it. On top of that, Gozen doesn't have any Lunabilities so you are free to use yours whenever you have enough LP. On top of all this, Gozen only has 90 HP so it won't be long before he's down. At Level 10 and using a Gladius I managed to take him down in two hits, a normal attack followed by Heat Blade.

Following your victory in the battle, another cutscene will start and you will end up back in Jade.

Once the cutscene ends, Gozen will join the party and you will know your next objective, to explore the Lunar Tower. You will see that Gozen is at Level 5, has little equipment (none if you don't equip the Baghnakh) and comes with two Lunabilities (Mighty Combo and Restore 1).

The first thing you should do is head to the Save Point in the Plaza and save your game. Your first order of business should be to finish two Side Missions (Crafting 1 and Request 1). From these quests you will obtain two new swords, the Broadsword and the Hunter's Sword with the Hunter's Sword being the better of the two.

Now it's time to accept some more Side Missions starting with Lodos in the Inn that you're at, choose "I can help." to accept the Side Mission.

```
+-----+
| NEW SIDE MISSION |
+-----+---+-----+
      | |
+-----+---+-----+-----+
| Mission Name | Demanding Man 1      |
+-----+---+-----+-----+
      | |
+-----+---+-----+-----+
| Client       | Lodos (Jade - Inn)           |
+-----+---+-----+-----+
      | |
+-----+---+-----+-----+
| FIND Code    | BDSM007 |
+-----+---+-----+-----+
```

You should have the Beast Bone needed on you so go ahead and give it to him to finish the Side Mission and obtain an easy 500G. Speak to Lodos once more and select "I'll listen." to select another Side Mission.

```
+-----+
| NEW SIDE MISSION |
+-----+---+-----+
      | |
+-----+---+-----+-----+
| Mission Name | Demanding Man 2      |
+-----+---+-----+-----+
      | |
+-----+---+-----+-----+
| Client       | Lodos (Jade - Inn)           |
+-----+---+-----+-----+
      | |
+-----+---+-----+-----+
| FIND Code    | BDSM008 |
+-----+---+-----+-----+
```

You should have some Food ingredients such as Stolen Ham and Beast Meat with you so go ahead and trade it to him to finish this Side Mission.

Head back through the Plaza and complete the Crafting 1 Side Mission to obtain a good sword. You need to get some equipment for Gozen so that he can be of use in battle and theres two ways to go about doing it, craft it or buy it. I highly suggest you craft your equipment, it will save you a lot of gold but always remember to use the Save Point if you're worried about losing items from a failed craft. Below are some crafts that you are useful right now:

[Lance Weapon]

Broadsword = Hardbone Hilt (craft shop) + Iron Blade (Bandit Knights)

Hunter Sword = Broadsword (previous craft) + Beast Hide (Snakes, wolves, etc)

[Gozen Weapon]

Baghnakh = Light Glove (craft shop) + Iron Barb (craft shop)

Bone Baghnakh = Baghnakh (previous craft) + Beast Bone (Wolves etc.)

[Armor]

Rock Belt = Gold Buckle (craft shop) + Rock Orb (craft shop)

Beast Fang Belt = Rock Belt (previous craft) + Beast Fang (Wolves etc.)

[Leggings]

Rock Anklet = Silk String (craft shop) + Rock Orb (craft shop)

Tusk Anklet = Rock Anklet (previous craft) + Beast Fang (Wolves etc.)

[Rings]

Solid Ring = Gold Inlay (craft shop) + Rock Orb (craft shop)

Vigor Ring = Solid Ring (previous craft) + Beast Bone (Wolves etc.)

Strong Ring = Solid Ring (previous craft) + Beast Fang (Wolves etc.)

Agility Ring = Solid Ring (previous craft) + Beast Hide (Snakes, Wolves etc.)

[Bracelets]

Rock Bangle = Silk Bowstring (craft shop) + Rock Orb (craft shop)

Tusk Bangle = Rock Bangle (previous craft) + Beast Fang (Wolves etc.)

[Necklace]

Rock Necklace = Gold Chain (craft shop) + Rock Orb (craft shop)

Hide Necklace = Rock Necklace (previous craft) + Beast Hide (Snakes etc.)

[Earrings]

Rock Cuff = Gold Fitting (craft shop) + Rock Orb (craft shop)

Hide Cuff = Rock Cuff (previous craft) + Beast Hide (Snakes etc.)

Once you've finished crafting, equip your characters and then exit Jade.

[More coming soon...]

-----+

This section covers all Lunabilities in the game. There are two types of Lunabilities, Character Exclusive (Only the specified character can use these) and General (Random list of Lunabilities that characters can receive upon increasing Levels).

This Lunabilities section will be arranged by these two categories.

```

+---+-----+---+
|   | Character Specific |   |
+---+-----+---+

```

```

+-----+
| Name of Lunability |
+---+-----+
| |
+---+-----+-----+-----+
| Level Learnt | Element | LP | Type |
+-----+-----+-----+-----+
| | | |
+---+-----+-----+
| Description |
+-----+

```

[Name of Lunability]: What it says, here you will find the name of the Lunability

[Level Learnt]: What Level you acquire the skill

[Element]: If the Battle Skill has any elemental properties then it will be noted here

[LP]: The amount of Luna Points it costs to use the skill

[Type]: The type of the Lunability. SOLO or GROUP

[Description]: Description of the Lunability.

```

+-----+
| Lance |
+-----+

```

```

+-----+
| Heat Blade |
+---+-----+
| |
+---+-----+-----+-----+
| Level 2 | Fire | 15 LP | SOLO |
+-----+-----+-----+-----+
| | | |
+---+-----+-----+
| Description | Hit a target with a secret fire skill |
+-----+

```

+-----+			
Primal Heat			
+---+-----+			
+---+-----+			
Level 8	Fire	50 LP	SOLO
+---+-----+			
+---+-----+			
Description	Hit all foes with a terrifying fire attack		
+---+-----+			

+-----+			
Blast Blade			
+---+-----+			
+---+-----+			
Level 10	Fire	40 LP	SOLO
+---+-----+			
+---+-----+			
Description	Hit a target with a burst of Flame		
+---+-----+			

[More coming soon...]

+-----+	
XII. Side Missions	
+-----+	

This section details you on all of the Side Missions that can be found in this game as well as how to complete them. The main walkthrough points out when a new Side Mission can be started with a link to a code in this section explaining how to do complete it.

The section will be layed out as follows.

+-----+			
Mission Name	-	-----  Code	BDSM000
+---+-----+			
+---+-----+			
Client	-		
+---+-----+			
+---+-----+			
Location	-		
+---+-----+			
+---+-----+			

Description	-
How to complete	-
Reward	-

[Mission Name]: Exactly what it says, here you can find the name of the Mission sorted by the order in which I encounter it.

[Code]: Here you will find the unique code I have given for this Side Mission. Entering this code, which is given out in the main walkthrough when it becomes available, will bring you to this entry here for more information.

[Client]: The name of the NPC who gives you this mission.

[Location]: Where you can find this NPC.

[Description]: The Ingame description of this mission.

[How to Complete]: Full explanation on how you can complete this mission.

[Reward]: What this NPC will reward you with upon completion.

If you still have trouble understanding the tables I am open for any suggestions.

Mission Name	Crafting 1	Code	BDSM001
Client	Zaji		
Location	Jade - Marketplace		
Description	Zaji the blacksmith is looking for an Iron Blade. Bring it to him and you will be rewarded.		
How to complete	If you are following the walkthrough found in this faq then this will be the first entry into your Mission list however, to complete it you will need to leave the city. The Iron Blade is a dropped item from the Bandit		

| Knight's in Lumines Field. Return to Zaji when you have |  
| it to receive your reward.

```
+-----+-----+
| |
+-----+-----+
| Reward      | Hunter Sword |
+-----+-----+
```

```
+-----+-----+          +-----+-----+
| Mission Name | Delivery Request|-----| Code   | BDSM002 |
+-----+-----+          +-----+-----+
```

```
| |
+-----+-----+
| Client       | Baretta       |
+-----+-----+
```

```
| |
+-----+-----+
| Location     | Jade - Marketplace |
+-----+-----+
```

```
| |
+-----+-----+
| Description  | Baretta makes lunches for people all over town. Help her|
|              | deliver her lunch baskets.                               |
+-----+-----+
| |
```

```
+-----+-----+
| How to complete | This is the only Side Mission you can complete at the |
|                 | beginning of the game without leaving Jade. The mission |
|                 | itself involves talking to three different people around|
|                 | the city and handing them a MAMA'S LUNCH.                |
|                 |                                                             |
|                 | Head to Jade Port for the first delivery to find        |
|                 | Irving. Target him and then go to the Menu screen, item,|
|                 | and then select MAMA'S LUNCH. From here choose to give  |
|                 | it to the Target to complete the first delivery.         |
|                 |                                                             |
|                 | You must now go back to Baretta to receive another      |
|                 | MAMA'S LUNCH. This time go to the west of the Inn which |
|                 | is in the Residential area. In here you will find Basra |
|                 | so go ahead and give her the lunch and head back to     |
|                 | Baretta.                                                  |
|                 |                                                             |
|                 | After receiving the 3rd and final lunch from Baretta,   |
|                 | go back to the Port once more to find Arnie with a Stray|
|                 | dog to the north of the area. Give him the lunch and    |
|                 | return to Baretta for your reward.                       |
+-----+-----+
```

```
| |
+-----+-----+
| Reward      | 100 G         |
+-----+-----+
```

```
+-----+-----+          +-----+-----+
| Mission Name | Adventuer's Proof 1|-----| Code   | BDSM003 |
+-----+-----+          +-----+-----+
| |
```

```

+-----+-----+-----+
| Client      | Godun      |
+-----+-----+-----+
|            |            |
+-----+-----+-----+
| Location    | Jade - Weapons Dealer|
+-----+-----+-----+
|            |            |
+-----+-----+-----+
| Description | Godun claims that there is a terrible Bone Warrior in |
|            | the Lunar Tower. If you beat him and bring back proof, |
|            | Godun will give you a reward. |
+-----+-----+-----+
|            |            |
+-----+-----+-----+
| How to complete | - |
+-----+-----+-----+
|            |            |
+-----+-----+-----+
| Reward      | Heal Bible |
+-----+-----+-----+

```

```

+-----+-----+-----+ +-----+-----+
| Mission Name | A Hero's Song |-----| Code | BDSM004 |
+-----+-----+-----+ +-----+-----+
|            |            |
+-----+-----+-----+
| Client      | Byron      |
+-----+-----+-----+
|            |            |
+-----+-----+-----+
| Location    | Jade - Plaza |
+-----+-----+-----+
|            |            |
+-----+-----+-----+
| Description | Byron is collecting pieces of ancient poetry. If you |
|            | find any during your travels, bring them back to him. |
+-----+-----+-----+
|            |            |
+-----+-----+-----+
| How to complete | - |
+-----+-----+-----+
|            |            |
+-----+-----+-----+
| Reward      | 2000G per poem |
+-----+-----+-----+

```

```

+-----+-----+-----+ +-----+-----+
| Mission Name | Request 1 |-----| Code | BDSM005 |
+-----+-----+-----+ +-----+-----+
|            |            |
+-----+-----+-----+
| Client      | Vlad      |
+-----+-----+-----+
|            |            |

```



Location	Jade - Inn
Description	Vlad is worried about his friend, Chin, who has wandered into Lumines Field without a map. Take the map and make her return.
How to complete	-
Reward	Broadsword

Mission Name	Jade Patrol	Code	BDSM006
--------------	-------------	------	---------

Client	Imperial Guard
--------	----------------

Location	Lumines Field - Main Gate
----------	---------------------------

Description	This is a royal decree to help destroy dangerous wildlife. Bring Beast Fangs to the guards for your reward.
-------------	---

How to complete	This is a very simple quest that can hand you some gold early on in the game. Level up in the starting area and when you kill snakes you should recieve Beast Fangs. Trade these to the guard for 100G per Beast Fang.
Reward	100G a Beast Fang

Mission Name	Demanding Man 1	Code	BDSM007
--------------	-----------------	------	---------

Client	Lodos
--------	-------

Location	Jade - Inn (Residential Area)
Description	Lodos from the Inn broke his rolling pin, so he needs a Beast Bone to make a new one.
How to complete	At the point of the game in which you obtain this quest you should've already been to Lumines Field and Sepna Forest. Trade him one of your many Beast Bones (fight the local enemies outside to find them) to finish this Side Mission.
Reward	500G

Mission Name	Demanding Man 2	Code	BDSM008
--------------	-----------------	------	---------

Client	Lodos
--------	-------

Location	Jade - Inn (Residential Area)
----------	-------------------------------

Description	Lodos is searching for fresh ingredients to bake a new type of bread for his store.
-------------	---

How to complete	To complete this quest, all you need to do is trade Lodos food ingredients that you come across throughout the game. Each time you do, Lodos will convert that into some food along with giving you the item he creates.
-----------------	--

Reward	Food based on your ingredient
--------	-------------------------------

[More coming soon...]

This section details you on the enemies that can be found in the game. The first section will detail on non-boss enemies. The second section detailing boss' will be found at the bottom of this section.

The section will be layed out as follows.

```

+-----+-----+
|                                     |Enemy Code |
+-----+-----+-----+-----+-----+
|                                     | |
+-----+-----+-----+-----+-----+-----+
| HP | 00000 | Luna | - | | Exp | 00000 | Gold | 00000|
+-----+-----+-----+-----+-----+-----+
| Resistance | - | | Dropped Item | - |
+-----+-----+-----+-----+-----+
| | | |
+-----+-----+-----+-----+
| Location | - |
+-----+-----+-----+-----+

```

[Name of Enemy]: Exactly what it says, here you can find the name of the enemy which will be sorted by order of appearance

[Enemy Code]: I will be giving every enemy a unique code so that you can find them easier. In the walkthrough before the start of each section there will be a small enemy list detailing the names of the enemies and the enemy code. You can put in this enemy code using "Ctrl +F" to look up information on the enemy

[HP]: The HP value of the enemy in question

[Luna]: If the Enemy can use Lunabilites then this will inform you

[Exp]: The amount of Experience points gained

[Gold]: The amount of money (Gold) you receive

[Resistance]: What elemental types the enemy is resistant to. The Elemental types are Fire, Wind, Water, Earth. If an enemy is resistant to all of the above it will be marked down as "all". If it has none it will be marked down as "-"

[Dropped Item]: The possible items the enemy may drop

[Location]: The location in the game where you can find this enemy

If you still have trouble understanding the tables I am open for any suggestions.

```

+-----+-----+-----+-----+-----+-----+-----+-----+
|                                         | Jade Snake | BDEN001 |
+-----+-----+-----+-----+-----+-----+-----+-----+
|                                         |           |         |
+-----+-----+-----+-----+-----+-----+-----+-----+
| HP | 00012 | Luna | No | | Exp | 00002 | G | 00010 |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Resistance | - | | Dropped Item | Beast Hide |
+-----+-----+-----+-----+-----+-----+-----+-----+
|                                         |           |         |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Location | Lumines Field |
+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+
|                                         | Wild Wolf | BDEN002 |
+-----+-----+-----+-----+-----+-----+-----+-----+
|                                         |           |         |
+-----+-----+-----+-----+-----+-----+-----+-----+
| HP | 00014 | Luna | No | | Exp | 00002 | G | 00015 |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Resistance | - | | Dropped Item | Beast Meat |
+-----+-----+-----+-----+-----+-----+-----+-----+
|                                         |           |         |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Location | Lumines Field |
+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+
|                                         | Highway Robber | BDEN003 |
+-----+-----+-----+-----+-----+-----+-----+-----+
|                                         |           |         |
+-----+-----+-----+-----+-----+-----+-----+-----+
| HP | 00014 | Luna | No | | Exp | 00003 | G | 00030 |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Resistance | - | | Dropped Item | Sandbone Hilt |
|           | | |           | Stolen Ham |
|           | | |           | Herb |
+-----+-----+-----+-----+-----+-----+-----+-----+
|                                         |           |         |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Location | Lumines Field |
+-----+-----+-----+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+
|                                         | Bandit Knight | BDEN004 |
+-----+-----+-----+-----+-----+-----+-----+-----+
|                                         |           |         |
+-----+-----+-----+-----+-----+-----+-----+-----+
| HP | 00018 | Luna | No | | Exp | 00004 | G | 00045 |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Resistance | - | | Dropped Item | Iron Blade |
|           | | |           | Herb |
+-----+-----+-----+-----+-----+-----+-----+-----+

```

```

      | |           | |
+-----+-----+-----+-----+
| Location           | Lumines Field           |
+-----+-----+-----+-----+

```

```

+-----+-----+-----+-----+
|                               | BDEN005 |
+-----+-----+-----+-----+

```

```

      | |           | |
+-----+-----+-----+-----+
| HP | 00033 | Luna | No | | Exp | 00015 | G | 00040 |
+-----+-----+-----+-----+
| Resistance | Water | | Dropped Item | Spring Water |
|           |           | |           | Herb |
+-----+-----+-----+-----+

```

```

      | |           | |
+-----+-----+-----+-----+
| Location           | Lumines Field           |
+-----+-----+-----+-----+

```

[More coming soon...]

```

+-----+-----+-----+-----+
|                               |
|                               |
|                               |
+-----+-----+-----+-----+

```

If you've ever found yourself left frustrated by your recipes always breaking or looking to remake a weapon that just broke before you had a chance to get it appraised then this is the place to be.

This section will detail you on all the specifics of Crafting in Blade Dancer as well as a list of all the recipes.

```

+---+-----+---+
| | Getting Started | |
+---+-----+---+

```

The wonderful world of Crafting can be used for many things such as creating copies of your current weapon so that you don't have to worry about them breaking. Crafting can also be used to make money easily by finding a recipe that doesn't cost much to make in materials, but can be sold on for huge amounts of Gold.

Also note that crafting is the only way to get some very good pieces of equipment. On top of that, for the most part, whenever you see a weapon that you like in a Weapons Dealer, chances are, you can craft a better weapon. If you cannot craft a better weapon then you might be able to craft the same weapon at a cheaper price.

```

+-----+-----+
| Success and Failure |
+-----+-----+

```

With good news comes bad news, Crafting an item will never be 100% successful however there are ways to increase the chances of successfully crafting that item.

To be successful in crafting, you need to pay close attention to the elements around you and of the character crafting the item (see section below).

If you use a character that is perfectly suited for a specific craft, chances are, you could end up with more than one of the intended craft, great for a bit of extra Gold when it happens.

If you are crafting an item which has cost you a lot in materials or that you only have one material then you should save your game before you attempt the craft. If a craft fails then you could lose some of the materials that you used in the craft.

```
+---+-----+---+
| | Elements and You | |
+---+-----+---+
```

Elements are all around you in Blade Dancer, every character has an element allignment, the element of the moon has an affect too. Using all of this to your advantage is the best way to guarantee success when you are busy at work.

```
+---+-----+---+
| | Recipes | |
+---+-----+---+
```

There are many recipes in the game and there are various ways in which you can discover them:

[Recieve from an NPC]: Some NPCs will give Lance a recipe when you speak to them

[Appraise an Item]: Taking an item to the Appraiser will return the materials of the item and the recipe to you for a fee of 100 G

[Trial and Error]: You don't need the recipe to craft an item, having the correct materials will allow you to craft it and upon success, give you the recipe for the item.

[Use the recipes below]: Probably the best way to get recipes is to use the FAQ you're reading now. Below is a list of recipes that you can use providing you have the correct materials.

```
+-----+
| How to read the Recipes |
```

+-----+

This section will be arranged by the categories the items fall under. Below is how the section will be layed out using a weapon as an example:

+-----+

|GREAT SWORD| (1)

+-----+

[Required Materials]: [Moonbone Hilt] + [Steel Blade] (2)

[Crafting Notes]: Craft under a Black Moon (3)

[Rare Item]: [FLAME SABER] (4)

- (1) Name of the Item: Exactly as it says, the name of the item in question
- (2) Required Materials: The materials needed to craft the item. More complex recipes can require 5 materials
- (3) Crafting Notes: Additional notes such as what moon to craft under and what character to use
- (4) Rare Item: When you craft under a Black Moon there is a chance to craft a Rare Item instead of the original recipe. The result will be a vastly imprved version of the item.

+---+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+---

| | \*\*\*\*\* Blade Recipes \*\*\*\*\* | |

+---+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+---

+-----+

|SHORT SWORD|

+-----+

[Required Materials]: [Sandbone Hilt] + [Iron Blade]

[Crafting Notes]: None

[Rare Item]: None

+-----+

|GLADIUS|

+-----+

[Required Materials]: [Short Sword] + [Beast Bone]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|BROADSWORD|  
+-----+

[Required Materials]: [Hardbone Hilt] + [Iron Blade]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|HUNTER SWORD|  
+-----+

[Required Materials]: [Broadsword] + [Beast Hide]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|LONG SWORD|  
+-----+

[Required Materials]: [Moonbone Hilt] + [Iron Blade]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|BASTARD SWORD|  
+-----+

[Required Materials]: [Long Sword] + [Iron Blade]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|CUTLASS|  
+-----+

[Required Materials]: [Sandbone Hilt] + [Steel Blade]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|POISON SWORD|  
+-----+



[Required Materials]: [Cutlass] + [Beast Blood] + [Poison]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|SABER|  
+-----+

[Required Materials]: [Hardbone Hilt] + [Steel Blade]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|STUN SABER|  
+-----+

[Required Materials]: [Saber] + [Beast Bone] + [Para Potion]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|CLAYMORE|  
+-----+

[Required Materials]: [Saber] + [Beast Bone] + [Beast Fang]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|NODACHI|  
+-----+

[Required Materials]: [Saber] + [Beast Fang] + [Beast Hide]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|GREAT SWORD|  
+-----+

[Required Materials]: [Moonbone Hilt] + [Steel Blade]

[Crafting Notes]: Rare Item possible when crafted under Black Moon

[Rare Item]: [FLAME SABER]

+-----+  
|WOLF SLAYER|  
+-----+

[Required Materials]: [Great Sword] + [Monster Bone] + [Monster Hide]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|BARBARIAN SWORD|  
+-----+

[Required Materials]: [Great Sword] + [Monster Bone] + [Monster Fang]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|MYTHRIL SWORD|  
+-----+

[Required Materials]: [Sandbone Hilt] + [Magic Blade]

[Crafting Notes]: Rare Item possible when crafted under Black Moon

[Rare Item]: [BURNING SWORD]

+-----+  
|STUN CLAYMORE|  
+-----+

[Required Materials]: [Mythril Sword] + [Monster Hide] + [Para Potion]

[Crafting Notes]: None

[Rare Item]: None

+---+-----+-----+-----+-----+-----+-----+-----+  
| | \*\*\*\*\* Glove Recipes \*\*\*\*\* | |  
+---+-----+-----+-----+-----+-----+-----+-----+

+-----+  
|LEATHER CESTUS|  
+-----+

[Required Materials]: [Hide Glove] + [Iron Barb]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|BATTLE CESTUS|  
+-----+

[Required Materials]: [Leather Cestus] + [Beast Fang]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|BAGHNAKH|  
+-----+

[Required Materials]: [Light Glove] + [Iron Barb]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|BONE BAGHNAKH|  
+-----+

[Required Materials]: [Baghnakh] + [Beast Bone]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|IRON CLAW|  
+-----+

[Required Materials]: [Mesh Glove] + [Iron Barb]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|WOLF FANG|  
+-----+

[Required Materials]: [Iron Claw] + [Beast Hide]

[Crafting Notes]: None

[Rare Item]: None

+-----+

|STEEL BAGHNAKH|

+-----+

[Required Materials]: [Hide Glove] + [Steel Barb]

[Crafting Notes]: None

[Rare Item]: None

+-----+

|WAR BAGHNAKH|

+-----+

[Required Materials]: [Steel Baghnakh] + [Beast Blood]

[Crafting Notes]: None

[Rare Item]: None

+-----+

|JAMADHAR|

+-----+

[Required Materials]: [Light Glove] + [Steel Barb]

[Crafting Notes]: None

[Rare Item]: None

+-----+

|BEAST KATAR|

+-----+

[Required Materials]: [Jamadhar] + [Beast Bone] + [Beast Hide]

[Crafting Notes]: None

[Rare Item]: None

+-----+

|BASILISK CLAW|

+-----+

[Required Materials]: [Jamadhar] + [Beast Bone] + [Para Potion]

[Crafting Notes]: None

[Rare Item]: None

+-----+

|BARBARIAN FIST|

+-----+

[Required Materials]: [Jamadhar] + [Beast Fang] + [Beast Hide]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|ZARKAN KATAR|  
+-----+

[Required Materials]: [Mesh Glove] + [Steel Barb]

[Crafting Notes]: Rare Item possible when crafted unded Black Moon

[Rare Item]: [EARTH JAMADHAR]

+-----+  
|STORM KATAR|  
+-----+

[Required Materials]: [Zarkan Katar] + [Monster Fang] + [Holy Water]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|FURY FIST|  
+-----+

[Required Materials]: [Zarkan Katar] + [Monster Bone] + [Monster Hide]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|VIPER BITE|  
+-----+

[Required Materials]: [Zarkan Katar] + [Monster Bone] + [Monster Fang]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|MYTHRIL BAGHNAKH|  
+-----+

[Required Materials]: [Hide Glove] + [Magic Barb]

[Crafting Notes]: Rare Item possible when crafted under Black Moon

[Rare Item]: [EARTH SHAKER]

+-----+  
|GLORY KATAR|  
+-----+

[Required Materials]: [Mythril Baghnakh] + [Monster Fang]

[Crafting Notes]: None

[Rare Item]: None

+---+-----+  
| | \*\*\*\*\* Staff Recipes \*\*\*\*\* | |  
+---+-----+

+-----+  
|WOOD STAFF|  
+-----+

[Required Materials]: [Rock Orb] + [Light Pole]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|FOCUS STAFF|  
+-----+

[Required Materials]: [Wood Staff] + [Beast Blood]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|HALO STAFF|  
+-----+

[Required Materials]: [Metal Orb] + [Light Pole]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|BEAST STAFF|  
+-----+

[Required Materials]: [Halo Staff] + [Beast Bone]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|MAGICIAN'S Cane|  
+-----+

[Required Materials]: [Magic Orb] + [Light Pole]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|QUICK STAFF|  
+-----+

[Required Materials]: [Magician's Cane] + [Beast Hide]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|MAGE CANE|  
+-----+

[Required Materials]: [Rock Orb] + [Heavy Pole]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|SIRENS CANE|  
+-----+

[Required Materials]: [Mage Cane] + [Beast Fang] + [Holy Water]

[Crafting Notes]: None

[Rare Item]: None

+-----+  
|WARLOCKS STAFF|  
+-----+

[Required Materials]: [Metal Orb] + [Light Pole]

[Crafting Notes]: None

[Rare Item]: None

[More coming soon..]

+-----+  
|  
| XV. FAQ |  
|  
+-----+

COMING IN NEXT UPDATE.....

+-----+  
|  
| XVI. Credits |  
|  
+-----+

+-----+  
| Hitmaker |  
+-----+

- For developing this game.

+-----+  
| NIS America |  
+-----+

- For publishing this game.

+-----+  
| Myself |  
+-----+

- For writing this FAQ.

+-----+  
| CJayC |  
+-----+

- For his great site GameFaqs.

+-----+  
| You |  
+-----+

- For taking time out of your life to read this FAQ.

+-----+  
|  
| XVII. Contact and Legal Issues |  
|  
+-----+



If you wish to contact me about anything to do with this guide please send your emails to xxchardy2xx@hotmail.com.

Please put "Blade Dancer" as your subject or else your mail will be deleted. Do not send me any questions that are already covered in this FAQ or it will be deleted or ignored. Do send me questions regarding anything not covered here related to Blade Dancer. If your question is related to a different game, again, it will be deleted.

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